

HYPER DASH

THE TARGET-TAGGING
RACE COURSE GAME

Playing the Game

Following the Hyper Voice's commands, score the fastest times by striking the targets with the Hyper Dash unit with speed and accuracy. Complete a level and move up to the higher ones, where the game play gets more and more intense!

Getting Started

Power Up!

Press **ON** to start.

Are You Ready to Dash? Choose a Game!

Press **menu** to hear the game choices. Press **GO!** when you hear the game you want to play.

Game #1: HYPER DASH

1-4 PLAYERS

Spread out the targets around the play area (indoors or outdoors). Just follow the commands telling you which target to strike next.

Game #2: TEAM DASH

1-4 TEAMS, 2 PLAYERS PER TEAM

Turn Hyper Dash into a relay race! Listen for the "Dash Out!" command that signals you to pass the Hyper Dash unit to your teammate.

Game #3: MICRO DASH

1-4 PLAYERS

Put your memory to the test! Set out the targets on the table. Hit the targets that are called out - but be careful, the sequences get longer and trickier!

Game #4: TEAM MICRO DASH

1-4 TEAMS, 2 PLAYERS PER TEAM

Team up on Micro Dash. Two heads are better than one!

Important: Please save this instruction sheet.
It contains valuable product information.



6+ | 1-8 players
46001

Requires 3 AA (LR06) batteries, not included.

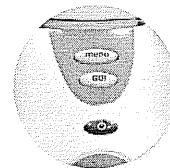


Choose a Level!

Press **menu** to hear the levels. Press **GO!** when you hear the level you want to play.

- Level 1:** Good to start on. Get warmed up!
- Level 2:** A little faster and harder. Special commands kick in and mix things up.
- Level 3:** Still faster, still harder. More special commands.
- Level 4:** Hyper level! Hyper fast, hyper hard. Bonus Strike commands!

- When you finish Levels 1 to 3, you go on to the next level.
- When you finish Level 4, the game is over.



Choose Your Players/Teams!

Press **menu** to hear the number of players (or teams). Press **GO!** when you hear the number of players you have.



Set Up Your Targets!

Set the targets up any way you want. They should be placed on flat, solid surfaces so you can make clean strikes.

- Before starting the game, decide which player goes first and which player(s) go next.
- When playing team games, decide which team goes first, and within each team, decide which player goes first.

How to Strike:

1. Hold the Hyper Dash unit by the handle as shown.
2. Place the wide opening completely over the target and press the handle down until you feel it click.

- You don't have to strike it hard. Force will not improve your scores - Hyper Dash works by sensing wireless signals from the target.



When You're Ready, Strike Any Color!

On your turn, strike ANY target with the Hyper Dash unit to let it know you are ready to go. Then just listen - follow the voice commands - number or color - until the voice tells you the round is over and announces your score.

- When the Hyper Voice says the number of the next player or team (Example: "Player 2!"), pass the Hyper Dash unit to that player, who must strike ANY target to show he or she is ready.
- In team games, when the voice says "Dash Out!," pass the unit to your teammate, who must be ready for the next command.



Special Commands

During play the Hyper Voice may call out Special Commands that must be followed.



Double Strike!

Player must strike the target TWICE.

Triple Strike!

Player must strike the target THREE TIMES.

Reverse!

Strike the LAST (PREVIOUS) target.

Double Reverse!

Strike the TARGET BEFORE THE LAST.

CompuStrike!

DO THE MATH to identify the target you must strike next.

- Example: "CompuStrike 4 Plus 1" means strike Target 5 (4+1=5).
- Example: "CompuStrike 3 Minus 2" means strike Target 1 (3-2=1).

Bonus Strike!

Strike ANY target EXCEPT the last one you struck. The voice will tell you the result, which can be good or bad.

Bonus

Example: "Bonus! Removing 1 Target!" means you will have 1 less target to complete the round. Makes it easier.

Penalty

Example: "Penalty! Adding 2 Targets!" means you will have 2 more targets to complete the round. Makes it harder.

Slow Clock

The clock will run more slowly for a few seconds, meaning you have more time to complete the round. Makes it easier.

Fast Clock

The clock will run faster for a few seconds, meaning you have less time to complete the round. Makes it harder.

Freeze

Everything stops for a few seconds. Hold your position and do not strike any targets!

Dash Out! (Team Games Only)

As soon as you hear "Dash Out!," quickly pass the Hyper Dash unit to the next player on your team.

Keeping Score

The Hyper Dash unit keeps all the scores and the Hyper Voice announces the winners. The Hyper Voice is the official judge of who wins, and is never wrong!



BATTERY SAFETY INFORMATION

- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- The supply terminals are not to be short circuited.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only the batteries of the same or equivalent type recommended to be used.
- Do not dispose of batteries in a fire; they may explode.
- Dispose of batteries safely.

ATTENTION ADULTS: TO REPLACE BATTERIES

1. Use a small Phillips head screwdriver to loosen the screw on the battery compartment (Fig. 1). Remove **BATTERY COVER**.

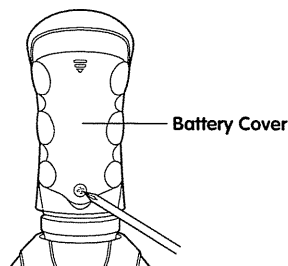


Fig. 1

2. Pull **BATTERY RIBBON** firmly to pop out all 3 exhausted batteries.
3. Place battery ribbon across bottom of battery compartment as shown (Fig. 2).

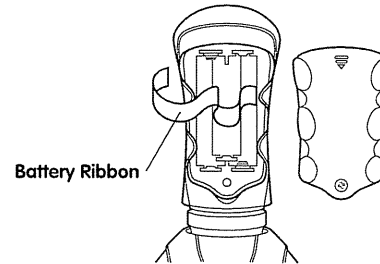


Fig. 2

4. Place 1 fresh, new AA battery in the bottom of the compartment with the positive (+) end pointing down as shown (Fig. 3). **SNAP BATTERY IN FIRMLY.**

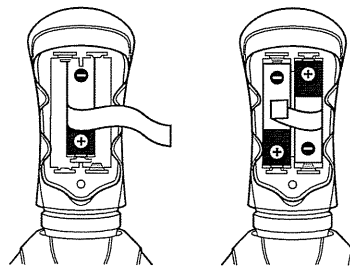


Fig. 3

Fig. 4

5. Fold ribbon back over first battery as shown (Fig. 3).
6. Place 2 AA batteries in the remaining 2 battery holders, on top of ribbon, with each battery pointing in the direction shown (Fig. 4).
IMPORTANT: Observe battery polarity (+ and -)
7. Replace battery cover, making sure end of ribbon is tucked neatly inside. Tighten screw.

FCC ID: N3EHYPERDASH46001

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

Caution: Changes or modifications to this equipment not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

HYPER DASH 46001-4000 PR 3/07

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT
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