

CYBER NETIC SYSTEM

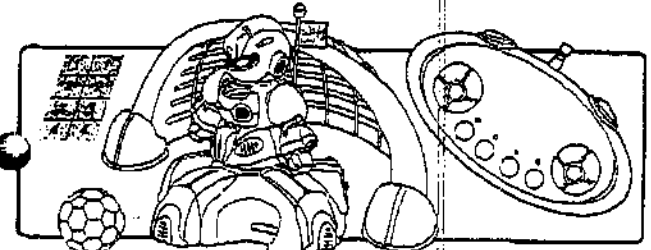
CYBER SOCCER

CONTROL UP TO 4 PLAYERS PER TEAM!
CYBER SOCCER OPERATING INSTRUCTIONS

ITEM NO. 0202
P.3/4

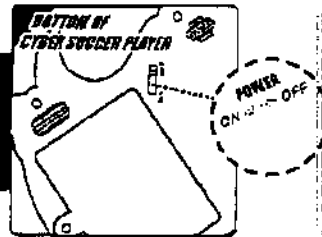
Includes

1. Cyber Soccer Player X 1
2. Cool Cyber Remote Controller X 1
3. Cyber Soccer Net X 1
4. Cyber Soccer Ball X 1
5. Player Numbers



POWER ON/OFF

To turn the Cyber Soccer Player on, switch the Power ON/OFF switch to ON. The switch can be found on the bottom of the Cyber Soccer Player.



GAME PLAY

Cyber Soccer is a game of skill designed to test your talent on the soccer pitch. The game can be played in Single-Player Mode, allowing you to practice your soccer skills alone or to play in Multi-Player Mode as part of a team, allowing you to control up to four different players on the same team. Cyber Soccer allows you to catch, skillfully pass, or make powerful shoots with the ball. Like real soccer, the aim is to shoot the ball into the net to score a goal. When playing in Multi-Player Mode the team that scores the most goals by the end of the game is the winner!

SINGLE-PLAYER MODE

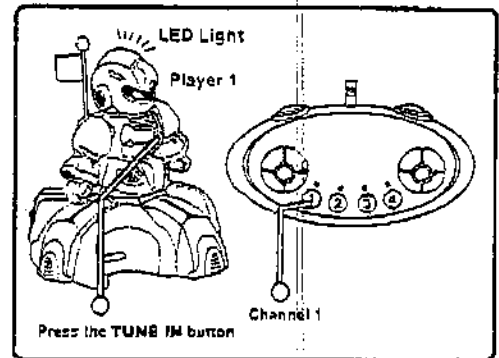
Practice your soccer skills in Single-Player Mode with your cool Cyber Soccer Player. Check that your player and remote controller are both tuned into Channel 1 before starting to play. If at any time you want to change from multi-player mode to single-player mode simply set the remote controller and player to Channel 1.

TUNING CHANNELS

Each Cyber Soccer Player needs to be tuned into a channel before playing can begin. The 4 yellow buttons on the remote controller represent 4 channels which can each control a different player. The LED light on the player's head will shine when it is tuned into a channel.

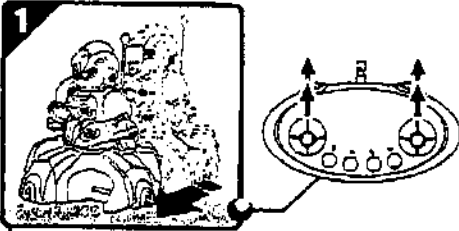
To Tune In:

1. Press the CHANNEL 1 button on the remote controller and the red light above the button will light up.
2. Then press and hold the TUNE IN button on the Cyber Soccer Player until the LED light on its head is illuminated. When the LED light is on, the Cyber Soccer Player is tuned in and ready to go!

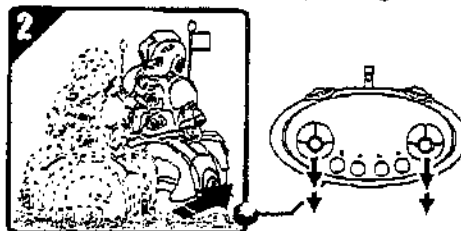


JOYSTICK CONTROL

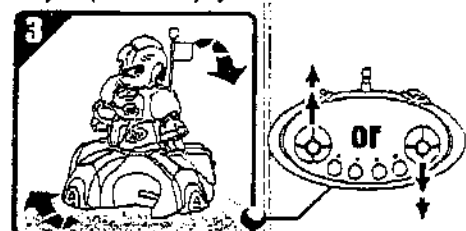
The twin joysticks on the remote controller have two incredible speeds: normal and fast. Give your Cyber Soccer Player the freedom to perform sharp turns and spins at normal or fast speeds depending on how far you push the joysticks.



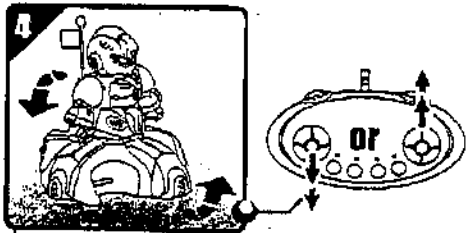
Push both sticks forward to move forwards at normal speed. Push both sticks completely forward to move forwards at fast speed.



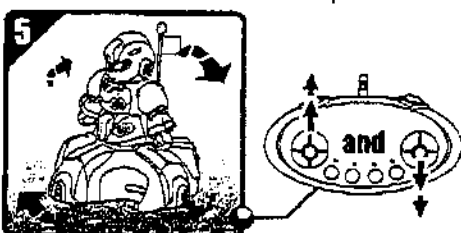
Push both sticks backward to move backwards at normal speed. Push both sticks completely backward to move backwards at fast speed.



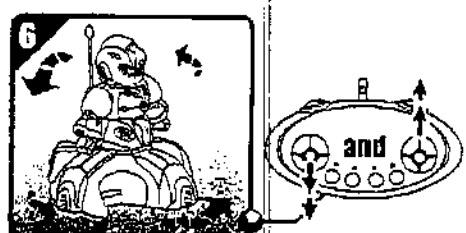
Push the left joystick forward OR right joystick backward to turn in a clockwise circle.



Push the right joystick forward OR left joystick backward to turn in an anti-clockwise circle.



Push the left joystick forward AND the right joystick backward to spin in a clockwise circle.



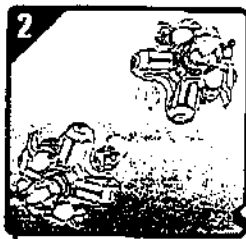
Push the right joystick forward AND the left joystick backward to spin in an anti-clockwise circle.

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Play defensively or attack! Maneuver the Cyber Soccer Player around the playing field to catch a moving ball, pass the ball to other team members or make powerful shots to goal.



1 Move at normal speed to catch the ball in any one of three positions.



2 Press the PASS button to pass the ball.



3 Press the SHOOT button to shoot the ball.

MULTI-PLAYER MODE

Play up to 4 different positions on the same team! In Multi-Player Mode, you can alternate between players by alternating between channels on one remote controller. Press one channel and the corresponding Player will illuminate its LED head light, indicating that it is ready to move, pass or shoot a goal!

Your Cyber Soccer Team:

Assign a special number for each Cyber Soccer Player! Take the Player Numbers labels sheet, as provided. Then, peel off and stick a number label to a Cyber Soccer's antenna by bending the number label in half, as shown.

To Tune in Multi-Players:

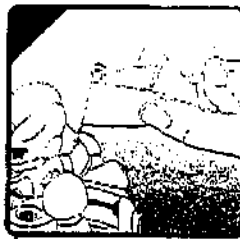
1. Tune in Cyber Soccer Player 1, as detailed in TUNING CHANNELS section.
2. Now press the CHANNEL 2 button on the remote controller.
3. Select Cyber Soccer Player 2 and tune in (see TUNING CHANNELS section).
4. For remaining Player 3 and Player 4, press CHANNEL 3 and CHANNEL 4 respectively and tune in for each player.

When all the players have been tuned in, your team is ready for a Cyber Soccer Game!

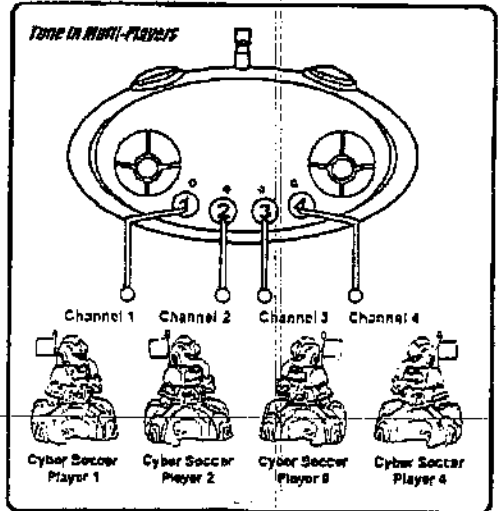
Notes:

- When a Cyber Soccer Player is not in play, its LED head light will turn off.
- When playing in Multi-Player Mode, use a different channel for each Cyber Soccer Player.

Please Remember: When the LED light on the Cyber Soccer's head is off, batteries are still being used. To thoroughly save battery power, switch off the Cyber Soccer Player using the On/Off Switch (see Battery Information).



Bend the number label in half.



BATTERY INFORMATION

BATTERY REQUIREMENTS: 4 x 1.5V BATTERIES (CYBER SOCCER PLAYER 1 AND 2 ONLY). BATTERIES NOT INCLUDED.

BATTERY & ON / OFF DIAGRAM

BATTERY INSTALLATION: Batteries are loaded horizontally in equal pairs in channels 1-2 and 3-4. Insert correct polarity - as shown in diagram. Always turn on the Cyber Soccer Player to activate the battery cover.

TO MAINTAIN BATTERIES UNDER LOAD: Always turn off the Cyber Soccer Player when not in use. To maximize battery life, use the On/Off Switch.

Bottom of Cyber Soccer Player

Remote Controller

IMPORTANT BATTERY INFORMATION

- Do not dispose of batteries in fire, batteries may explode or leak.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (Carbon zinc) or rechargeable (Nickel-cadmium) batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries should be replaced by adults because of small parts.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries not recommended.

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.

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 one 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.

Warning:

- Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
- When playing with two or more Cyber Soccer Players of the same color, only one remote controller can be used.
- Please note: Quality of control function may deteriorate when battery power is low.

ITEM NO:0202
Agood
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