

Operating Instructions

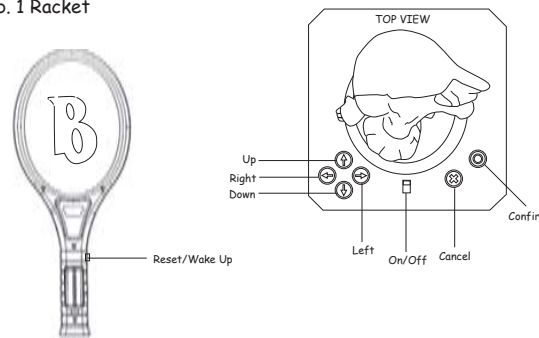
INTRODUCTION

The Bratz™ are serving up some tennis-playing fun--right on your TV! Just plug in to your television, choose your mode and pretend you're on the court! The infrared system detects your racket movements so you can interact with the player on the screen!

BEFORE YOU BEGIN

Make sure your Bratz™ Play Sportz™ Totally Tennis™ comes with the following items:

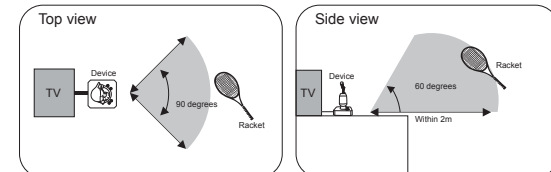
- 1 Game Base Unit with AV (Audio/Video) Cables w/ Color-Coded Ends
- 1 Racket



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USING THE SENSOR

During the game, the infrared sensor will catch the infrared signal emitted by the moving racket -- it will know where you are swinging.



- Place the device on a relatively even table, and point the infrared sensor towards the player. When the sensor isn't facing the front of the player or there is an obstruction between the player and the sensor, the device can't receive infrared signal.
- The player should stand within 6 feet of the device. The device may not be able to receive the signal when the distance is over 6 feet.
- When playing the game, the receiving range of the infrared sensor is 60 degrees in elevation and 90 degrees horizontally. (See the above illustrations)
- Please do not move within 2 feet of the receiver. When you are too close, the device won't be able to sense the infrared signal.
- When placing the device on the top of a TV or shelf, please make sure it is not higher than the height at which you are swinging your racket. Otherwise, the device won't be able to sense the infrared signal.
- Please hold the handle of the racket tightly when playing. Do not grip the surface of the racket, as this may interfere with the game.
- Due to the structure of the infrared sensor, you should avoid using remote controllers for TVs, video recorders, or air-conditioners within approximately 16 feet of the device, otherwise, the game may malfunction.
- In most cases, game malfunctions occur because of weak batteries.
- In an environment with electrostatic discharge, this unit may malfunction and require the user to reset the unit.

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QUICK START

1. Connect the AV plugs that come out of the base unit and insert them into the AV input ports on your television. (See Fig. 1)
The AV plugs should be attached according to their color coding. For instance, the yellow plug should be inserted into the yellow socket.
2. Before installing the batteries, make sure that the unit is switched "OFF."
3. Remove the battery covers by loosening the screws with a screwdriver.
4. Insert 4 x AA batteries in the Base unit (see Fig. 2), and 2 x AAA batteries in the Racket (see Fig. 3) with the positive (+) and negative (-) ends facing in the proper direction as indicated inside the battery compartment.
5. Replace the covers and tighten the screws.

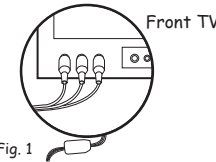


Fig. 1



Fig. 2

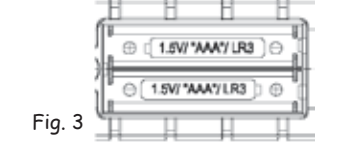


Fig. 3

6. Switch your television "ON" and set it to the correct AV channel. (Consult the instruction manual that came with your TV.)
7. Power the tennis game "ON" to start.
8. After playing tennis, power the game and television "OFF" and un-plug

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PLAYING THE GAME

1. After the title screen appears (see Fig. 4), the game will enter the character and difficulty selection screen (see Fig. 5)

Fig. 4

2. The cursor stops at Character Selection. Use the Left and Right arrow buttons to select different characters: Cloe™, Jade™, Sasha™, or Yasmin™, and then press "O" to confirm and jump to Difficulty Selection.

3. Select Amateur or Pro by pressing the Left or Right arrow button. Then, press "O" to confirm or press "X" to go back to Character Selection.

4. After that, the Select Court and Select Set Count selection screen will appear. Use the Left and Right arrow buttons to choose different courts: Park, Stadium, or School. Press "O" to confirm and jump to Select Set Count.

5. Choose the set number: 1, 3, or 5 by pressing the Left or Right arrow. After selection, press "O" key to confirm and start to play or press "X" to go back to the previous setting. (See Fig. 5)

Fig. 5

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6. The game starts (see Fig. 6).

Fig. 6

7. When the game starts, the player serves first. Then, the on-screen opponent will return the ball to you. Continue back and forth until the ball hits the net or goes out. At the end of the game, if you Win, the "You Win" animation will show; if you Lose, the "Try Again" animation will show. (See Fig. 7) After the animation, a new game will begin. This will happen at the end of each game until all selected set(s) have been played.

Fig. 7

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Please keep this instruction manual for future reference since it contains important information.

Contents, including specifications and colors, may vary from photos depicted in this instruction sheet.

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8. After all selected set(s) have been played, the Game Stats will be shown. (See Fig. 8)

Fig. 8

Basic Operation

Service: When the ball is hopping around the baseline, move your racket upward to toss the ball upwards, serve with the racket when the ball falls down. NOTE: You do not need to swing the racket overhead in order to serve. Pay attention to the timing for the serve, make sure you strike before the ball falls to the ground, otherwise you will make a fault.

Return: Make sure you time your return just right. If you strike too early or too late, the chances are high that you may be out or hit the net.

Volley: Quickly move your racket as soon as the ball flies over the net, then you can play a good volley. NOTE: For beginners, such volleying is not easy and you will likely result in a fault until you have practiced.

Net: Net means when you return, you hit the ball to the net at the middle of the court instead of hitting the ball to the court of your opponent. The player who hits the net gets a one point penalty.

Out: Out is when you serve or return the ball directly out of the baseline or borderline instead of hitting the court of your opponent.

Fault: When serving, out or net will be classified as fault.

Double Fault: Double Fault is two faults in a row. This results in a one point penalty, it is due to misjudgment of the ball. If you continue to fault, keep practicing.

Ace: When you serve the ball, your opponent cannot return the it. You get a point for each ace.

Miss: When your opponent serves the ball and you cannot return it, you will lose one point.

SAFE BATTERY PRECAUTIONS

- Use alkaline batteries for better performance.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.
- Do not dispose of the batteries in fire; batteries may leak or explode.
- Batteries should be replaced by an adult.

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TROUBLESHOOTING & TIPS

PROBLEM	POSSIBLE SOLUTION
Unit does not turn on.	Make sure batteries have been properly installed with the correct polarity. Batteries may be worn out. Replace them with fresh Alkaline batteries. Make sure all connections are properly hooked up.
When I turn the unit on, all I get is a blue screen.	Be sure your television is set to the correct channel. (refer to your TV's user's manual) Make sure all connections are properly hooked up.
I get sound, but the screen just rolls and doesn't show an image.	Make sure your batteries are fresh and properly installed. Make sure all connections are properly hooked up.

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CAUTION

To avoid electric shock, do not remove the battery cover when the game unit(s) is/are powered on. No operator serviceable components inside.

Modifications not authorized by the manufacturer may void user's authority to operate this device. Emissions or interference of surrounding electronic equipment may affect operating performance.

Note: this equipment has been tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of 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.

FCC Statement:

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.

Please keep this instruction manual for future reference since it contains important information.

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