

fisher-price®



# B.B. Hoopster™

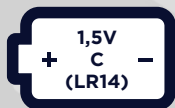
OWNER'S MANUAL

GYM22  
HGP31

# Before You Begin



Keep these instructions for future reference as they contain important information.



x4

Four C batteries are required (not included).

**Alkaline** batteries make this toy work longer before you need to change them.



Clean with a damp cloth. Do not immerse.



Adult assembly is required (because we needed to fit this toy in the box).



15

Plan on about 15 minutes for assembly.



You'll need a Phillips screwdriver (not included) for assembly and battery replacement. Do not over-tighten assembled screws or the screw in the battery door.

# Assembled Parts



x6

3.5mm x 15mm

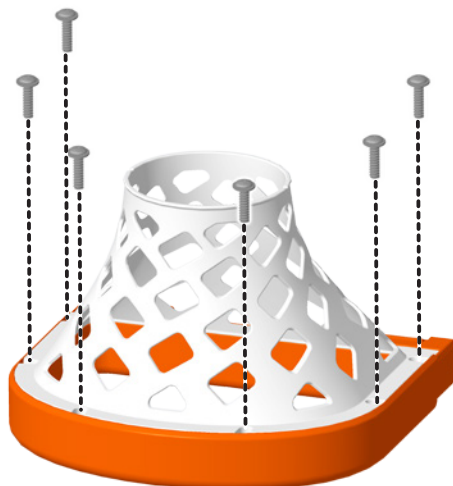
(extra screws may be included)

# Assembly

1



2





# Assembly



3



4

# Assembly

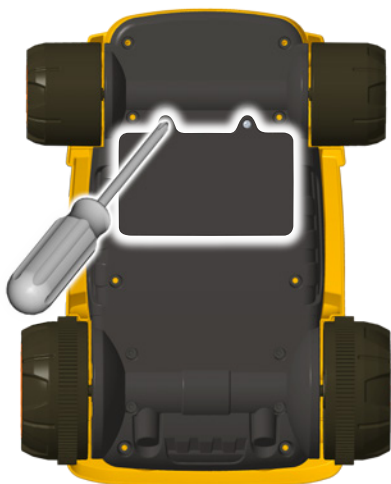
5



6



# Battery Installation



Loosen the screws in the battery door and remove the door. Insert four, new C (LR14) **alkaline** batteries.




Make sure you insert the batteries correctly!

Replace the battery door and tighten the screws.

You may need to reset the electronics if this toy begins to operate erratically. Slide the power-volume switch off and back on.

When sound or lights become faint or stop, it's time for an adult to change the batteries.



Slide the power-volume switch to: ON with low volume , ON with high volume  or OFF .

When you turn the power ON, the toy will roll back and forth and prompt you to choose a game mode to start playing!

## Four Game Modes



### Free Shot



### Long Shot



### Hot Shot



### Trick Shot

- Press the Free Shot button to start your warm up routine! Practice layups, free throwin', dunkin' or just droppin' it in from anywhere on the court.
- I'll tell you if I like what I'm seeing. My eyes will light up and my engine will be revving!

- Press the Long Shot button to test your skills from downtown!
- Find a spot on the floor right in front of me. That's your shooting spot. Make TWO baskets from there, and I'll move back to ramp up the challenge! If I haven't seen a basket in a bit, I'll move in a little closer.
- If you can score two baskets each time I move back, you win!

- Press the Hot Shot button to see how FAST you can shoot!
- How many baskets can you make before time runs out? You get 30 seconds to try to beat the buzzer and get the high score.
- During the last 10 seconds, baskets are worth 2 points, you've got to catch me first, though! I'll be zooming around and the crowd will be roaring!

- Press the Trick Shot button to try to score some buckets while doing some super cool trick moves!
- I'll tell you what trick to try next, then you give it your best shot! Are you ready?! Here we go!

# Play Tips

This toy goes to sleep after about 60 seconds of inactivity. Press any button to wake up.

When you make a basket, the ball return will bounce the ball back to you.

For best performance, use this toy on hard, flat surfaces. We do not recommend use on carpets.

This toy works best when the light in the room isn't too bright. If this toy behaves erratically, try dimming the light by closing curtains or turning a light off.

Once you become familiar with the 4 game modes, you may not want to listen to the instructions each time you start a new game. To skip the instructions, just make a basket and get right into the game.

## Storage





# Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable.
- Insert batteries as indicated inside the battery compartment (+ and -).
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.



Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

## CAN ICES-3 (B)/NMB-3 (B)

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

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

**UNITED STATES**

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Consumer Services: 1-800-432-5437.

**CANADA**

Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2. Consumer Services/Service à la clientèle : 1-800-432-5437.  
www.service.mattel.com.

**GREAT BRITAIN**

Mattel U.K. Limited, The Porter Building, 1 Brunel Way, Slough SL1 1FQ, UK.  
www.service.mattel.com/uk.

**NEDERLAND**

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16-18 William Pickering Drive, Albany 1331, Auckland.

**SOUTH AFRICA**

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**FCC STATEMENT (UNITED STATES ONLY)**

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.
- Consult the dealer or an experienced radio/TV technician for help.

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