

Game on! Let's play!

Play Tips

Four Game Modes



Warm Ups

- Press the **Warm Ups** button to start your warm up routine! Practice running, jumping, dribbling, and shooting from anywhere on the field.
- When the music starts jammin' and the crowd goes wild, it's time to show me your skills!
- I'll tell you if I like what I'm seeing. My eyes will light up and my engine will be revving!



Spin Shot

- Press the **Spin Shot** button to put your speed to the test!
- When I stop spinning, you take your shot. The more you score, the more challenging it gets!
- We'll play four rounds. If you can score two goals in each round, you win. Let's see if we can go all the way to the championship!



Kickoff

- Press the **Kickoff** button to mix things up. When my lights turn green, dribble and dance to the music while you try to score!
- When my lights turn red, the music will stop, I'll yell 'Time out!', and you FREEZE!
- Score 3 goals to win the game!



Trick Shot

- Press the **Trick Shot** button to try to score some goals while doing some super cool trick moves!
- I'll tell you what trick to try next, then you give it your best shot, but not until you hear 'Dozer Says'! Are you ready? Here we go!

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

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

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 score a goal and get right into the game.

If the toy does not recognize when a goal is scored, make sure the soccer ball has the right amount of air in it. Cut out the ruler at the bottom of this sheet and wrap it around the ball to measure its circumference. For best performance, we recommend inflating the ball to a minimum circumference of 15 inches (38.1 cm), but not more than 16.5 inches (41.9 cm). Do not over-inflate.

Storage



UNITED STATES
Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.
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
Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

AUSTRALIA
Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

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

SOUTH AFRICA
Mattel South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard, Johannesburg 2196.

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.

HELPFUL HINT!

Cut out this ruler and wrap it around the ball to measure its circumference. The green shaded portion of the ruler indicates the ideal range for the ball's circumference.



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Goaldozer



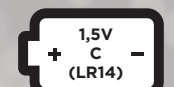
OWNER'S MANUAL

HJR24

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.



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Plan on about 5 minutes for assembly.

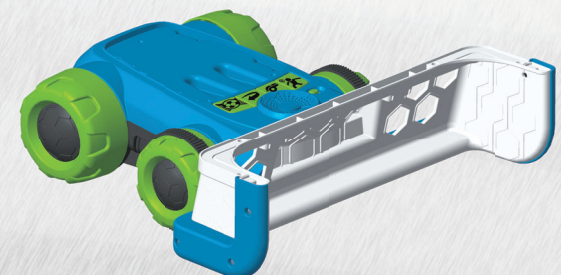
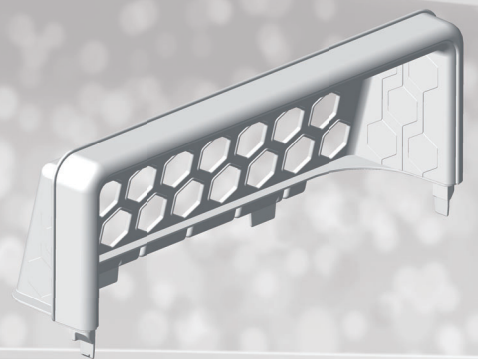


You'll need a Phillips screwdriver (not included) for battery replacement. Do not over-tighten the screw in the battery door.

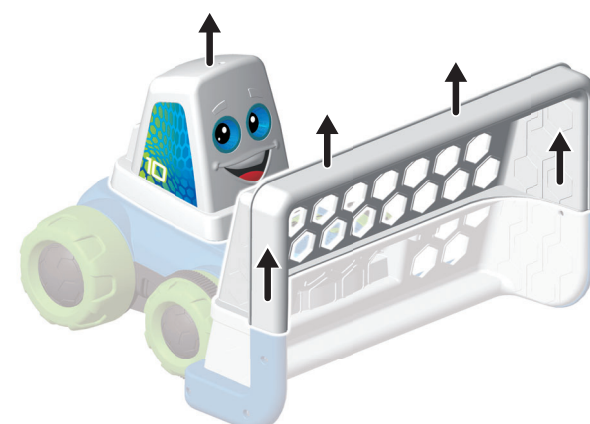
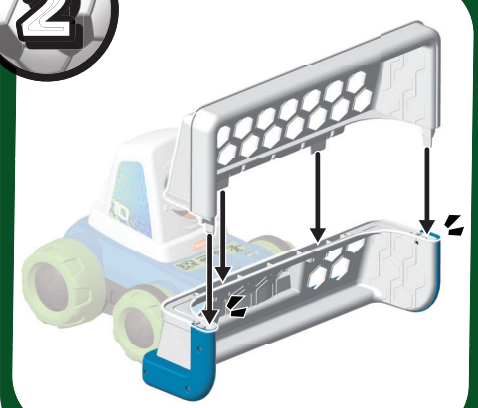
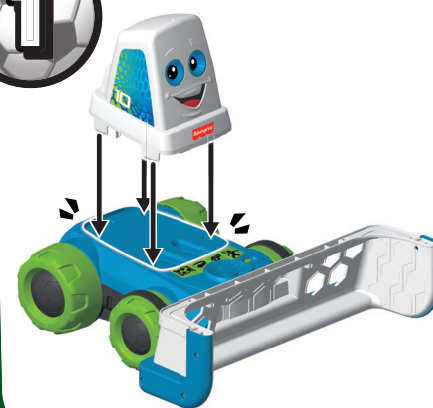


If you ever need to refill the soccer ball with air, locate the valve hole on the ball and inflate it using a manual air pump and standard needle (not included). For best performance, we recommend inflating the ball to a minimum circumference of 15 inches (38.1 cm), but not more than 16.5 inches (41.9 cm). Do not over-inflate.

Assembled Parts

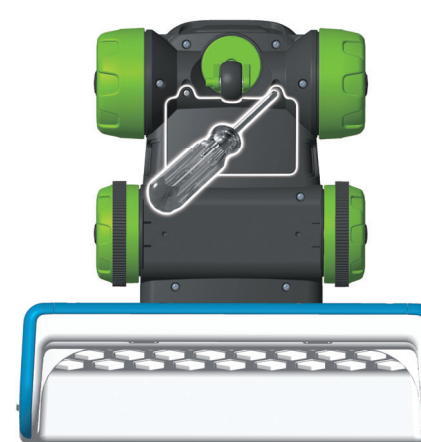


Assembly



Pull up on the cab and the net to make sure both parts are assembled correctly. If either part seems to lift up, some of the snaps may not be fully engaged. Firmly press down on each part again, as shown in steps 1 and 2 to fully engage all the snaps.

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

If the lights flash red three times and then the toy turns off, it's time for an adult to change the batteries.



Slide the power-volume switch to: ON with low volume (left arrow), ON with high volume (right arrow) or OFF (circle).

When you turn the power ON, the toy will move around and spin while prompting you to choose a game mode to start playing! If you do not choose a game, then the toys will enter "Warm Ups" mode by default.

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.



HELPFUL HINT!

Cut out this ruler and wrap it around the ball to measure its circumference. The green shaded portion of the ruler indicates the ideal range for the ball's circumference.



Inches

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