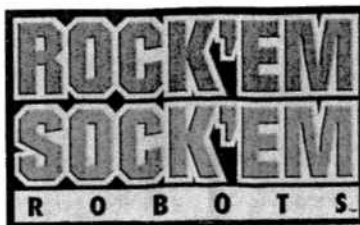


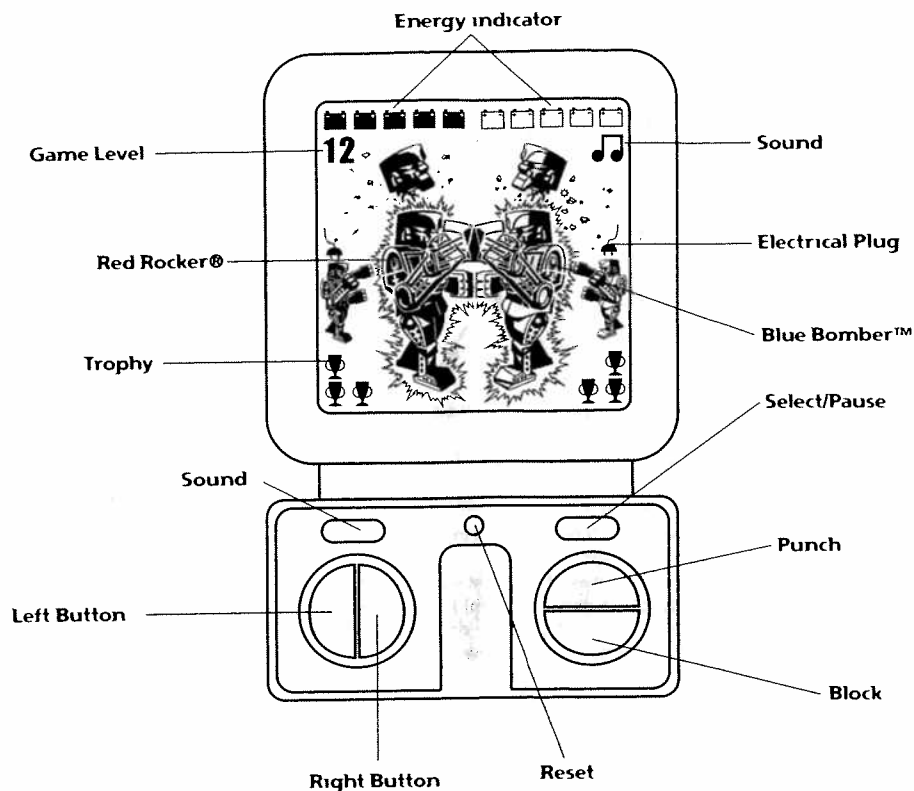


Electronic • Electrónicos • Électroniques



	6+
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ENG



Contents

1 Electronic Rock 'EM Sock 'EM Game
3 Button Cell Batteries
Instructions

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

The Object

Knock your opponents block off to be the ultimate fighting robot.

Game Set Up

To exit Try Me mode, have an adult press the reset button by inserting end of a paper clip or tip of a pen.

Choose which Character you would like to play, Red Rocker or Blue Bomber, by pressing the Left or Right button to select a robot. Once you've made your selection press the Select button again to enter the choice.

Note: Red Rocker is the robot on the left, Blue Bomber is on the right.

After you've chosen your robot it will flash three times. When it stops flashing you may choose the game level, by pressing the Left or Right button to select the level. Press the Select button again to enter your choice and begin the game.

Note: Level One is for beginning players. Level Two is for more advanced players.

How To Play

Use the Left and Right buttons to move your robot forward and backwards.

Press the Punch button to throw a single arm punch.

Press the Block button to raise both of your robot's arms to block a punch.

When you see an Electrical Plug, position your robot below it to increase your Energy Level.

Deplete your opponent's Energy Levels by punching him. When a robot's Energy is gone its head will spring off.

Note: To play again follow the steps in the Set Up section.

Winning the Game

Each time you knock your opponent's block off you will receive a Trophy. Collect three Trophies and you win the game.

Losing Energy Levels

Once a robot's Energy Levels drop to zero its block will be knocked off. There are three ways a robot loses Energy Levels.

Time – As your match progresses your robot will lose power. Be on the lookout for the flashing Electrical Plug in your corner. Standing underneath it will replace lost power.

Single Punch – Each time you hit your opponent with a punch your opponent loses Energy.

Special Move – Causes your opponent to lose three Energy Levels if you connect.

Special Moves

Both Red Rocker and Blue Bomber have special moves that can give your opponent a major block ache.

Red Rocker Move – Left, Right, Punch

Blue Bomber Move – Right, Left, Punch

Note-In Level 2 you lose one Energy Level each time you use your Special Move.

Sleep Mode

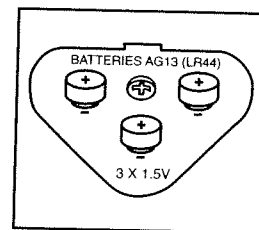
If no buttons are pressed for more than 60 seconds the game will enter Sleep Mode. To exit from Sleep Mode press any button.

Battery Information

If LCD Screen or Sound is weak, replace the batteries.

This game unit requires 3 Button Cell (AG13 LR44) batteries.

Open the battery compartment door on the back of the unit using a screwdriver.



BATTERY SAFETY INFORMATION

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium). Rechargeable batteries are to be removed from the toy before being charged (if designed to be removable).

Insert batteries as indicated inside the battery compartment.

Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy (product). Dispose of batteries safely.

Do not dispose of batteries in a fire. The batteries 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 toy (product) before charging.

If removable, rechargeable batteries are used they are only to be charged under adult supervision.

IF GAME MALFUNCTIONS, TRY FRESH BATTERIES.

FCC STATEMENT

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.

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

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