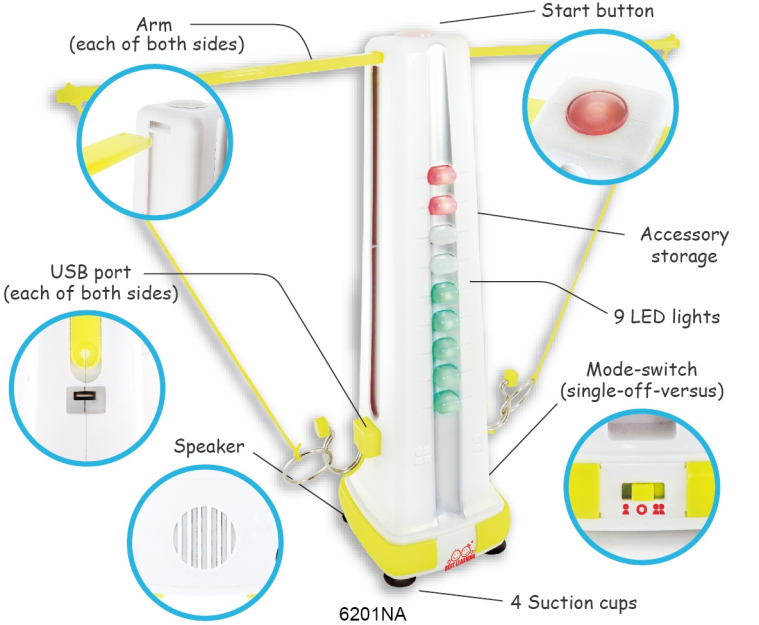
BEST LEARNING
Enriching education since 1984

Ring Toss Tower

INTRODUCTION

Let's see who has better skills! A classical hook and ring toss game is now interactive and more energetic than ever! This enjoyment light-up tower includes three competitive table games with options for single or two players. It provides hours of entertainment for all ages. Both kids and adults can enjoy games while improving their hand-eye coordination and dexterity.
Easy to take on the go. Perfect for revitalizing your basement, patio, party, bar, or camping! Ready for a great time? Grab your family and friends to get fun with **Ring Toss Tower**! (3+ years)



6201NA

INCLUDED IN THIS PACKAGE

- 1 Interactive **Ring Toss Tower**
- Ring Toss Game Set - 2 hooks (USBs) with 2 ring parts
- Light Catcher Game Set - 2 slingshots (USBs)
- Bounce Game Set - 2 hoops (USBs) with 2 ball parts

ADVICE

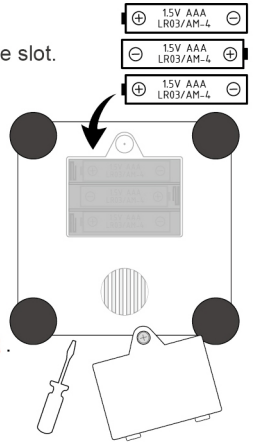
- **DO NOT FOLD** this product. For best performance, please spread the poster out flat on the floor then place the packaging box on it over night to flatten the poster.
- For best performance, please make sure to turn the unit OFF before inserting or removing batteries. Otherwise, the unit may malfunction.
- All packing materials, such as tape, plastic, sheets, packaging locks, wire ties and tags are not part of this toy, and should be discarded for your child's safety.
- Please keep this user's manual as it contains important information.
- Please protect the environment by not disposing of this product with household waste.

⚠ WARNING!

- **CHOKING HAZARD. Small parts.**
  Not for children under 3 years.
- **STRANGULATION HAZARD. Long cable.**
- This toy produces flashes that may trigger epilepsy in sensitized individuals.

GETTING STARTED

Take the **Ring Toss Tower** sets out of the storage slot.



Battery Installation

The **Ring Toss Tower** operates on 3 AAA (LR03) batteries:

1. Locate the battery cover of the unit and open it with a screwdriver.
2. Insert 3 AAA (LR03) batteries as illustrated.
3. Close the battery cover and screw it back.

Start Playing

1. Once the batteries are installed, the **Ring Toss Tower** is ready to go.
2. For a single player, switch the power from O to 1.
3. For two players, switch the power from O to 2.
4. To turn OFF, switch to O.

FEATURES

Variety of Games



Ring Toss Game

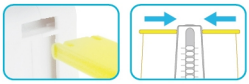


Light Catcher Game



Bounce Game

Functions



Arm port
Ports on both sides for inserting arms.



USB port
Plug the USB(s) into the USB port(s) to enter a game.



Start button
Press the top button to start a new game.

LED lights
Includes 9 indicating and scoring LED lights.



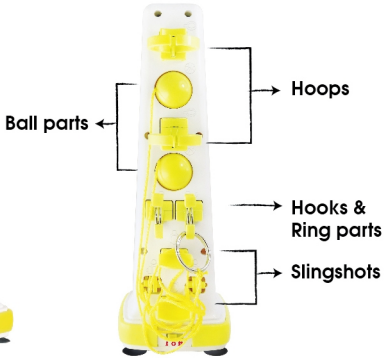
Suction cup
The suction cups on the bottom stabilize the tower.

Accessory Storage

- Lateral sides



- Back side



Single & Versus

Single-player mode



Play against the system.

Two-player mode



Play against your opponent.

HOW TO PLAY

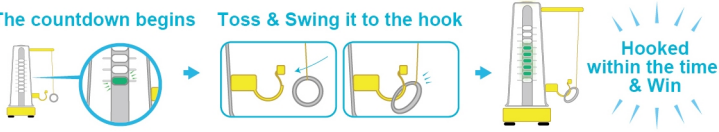
1. Place the tower on a flat surface.
   (If possible, use suction cups for stabilization.)
2. Select and switch a mode you want to play.
3. Choose any set of games. Plug the USB(s) into USB port(s), and set up the respective part(s) onto the arm(s).
4. Press the **Start button** to begin (or restart) a game.

Ring Toss Game

Assemble the Ring Toss Game Set onto the tower.

Single-player mode (right-side only)

Pressing the **Start button**, the tower starts the countdown of lights from the bottom to the top. You win when tossing and swinging the ring to the hook **before all 9 lights light up**, or you will lose. To play a new round, press the **Start button** again.



Two-player mode (red for the left while green for the right)

Once pressing the **Start button**, the battle begins. You will get one point when tossing and swinging the ring to the hook. **The fastest 5 points win.** To play a new round, press the **Start button** again.

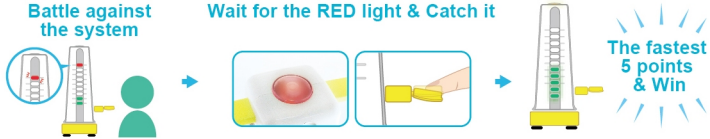


Light Catcher Game

Assemble the Light Catcher Game Set onto the tower.

Single-player mode (right-side only)

Pressing the **Start button**, the button itself releases several colors of light. You will get one point when successfully catching the **RED light** in a round by pressing the slingshot. If you catch the wrong color or miss catching in a round, the system will get one point. **The fastest 5 points win**. To play a new round, press the **Start button** again.



Two-player mode (red for the left while green for the right)

Once pressing the **Start button**, the battle begins. You will get one point when successfully catching the **RED light** by pressing the slingshot. If catching the wrong color, you will lose one point. If you have no points to lose, your opponent will get one point from you. If both miss catching in a round, both of you will lose one point. **The fastest 5 points win.** To play a new round, press the **Start button** again.



Bounce Game

Assemble the Bounce Game Set onto the tower.

Single-player mode (right-side only)

Pressing the **Start button**, the tower starts the countdown of lights from the bottom to the top. You win when the ball successfully gets into the hoop **before all 9 lights light up**, or you will lose. To play a new round, press the **Start button** again.



Two-player mode (red for the left while green for the right)

Once pressing the **Start button**, the battle begins. You will get one point when the ball successfully gets into the hoop. **The fastest 5 points win.** To play a new round, press the **Start button** again.



CARE AND MAINTENANCE

- Keep product away from foods and beverages.
- Clean with a slightly damp cloth (cold water) and mild soap.
- Never submerge the product in water.
- Remove batteries during prolonged storage.
- Avoid exposing product to extreme temperatures.

BATTERY SAFETY

- Batteries are small parts and choking hazards to children, must be replaced by an adult.
- Follow the polarity (+/-) diagram in the battery compartment.
- Promptly remove dead batteries from the toy.
- Dispose of used batteries properly.
- Remove batteries from prolonged storage.
- Only batteries of the same type as recommended are to be used.
- **DO NOT** incinerate used batteries.
- **DO NOT** dispose of batteries in fire, as batteries may explode or leak.
- **DO NOT** mix old and new batteries.
- **DO NOT** mix alkaline, standard (carbon-zinc) or rechargeable (Ni-Cd, Ni-MH) batteries.
- **DO NOT** recharge non-rechargeable batteries.
- **DO NOT** short-circuit the supply terminals.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.

TROUBLESHOOTING

Symptom	Possible Solution
Toy does not turn ON or does not respond.	• Make sure batteries are correctly installed. • Make sure battery cover is secured. • Remove batteries and put them back in. • Clean battery compartment by rubbing lightly with a soft eraser and then wiping with a clean dry cloth. • Install new batteries.
Toy turns ON or makes a sound by itself.	This may be caused by static electricity, which is more common in dry conditions or on carpet. The toy is not damaged and returns to normal operation on its own. If needed, switch the toy OFF and ON again, or remove the batteries, wait a few seconds, then reinsert them.
Toy makes strange sounds, behaves erratically or makes improper responses.	• Clean battery contacts per above instructions. • Install new batteries.

CONFORMS TO
CE EN71
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ASTM F963