

Visit our website: www.allstarstadiumfx.com

For ages 6 and up

All Star Stadium F/X

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.
Conforms to ASTM-F963
No. 8630-08

Dear Customer,

We hope you enjoy our All Star Stadium F/X. If you find that we have made an error or if something is missing or damaged, let us know so that we can correct the problem for you. Please include the following:

- Name of item
- Date of Purchase
- Purchase Price (please include sales slip)
- Model number
- Place of Purchase
- Brief description of the problem

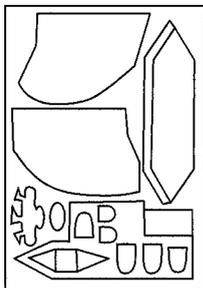
Do not return the kit to the store where you purchased it, they will not have the replacement parts!

Send all correspondence to: **Natural Science Industries, 105 Price Parkway, Farmingdale, New York 11735-1318**
Attn: Quality Control Department Telephone: 631-249-5660

Identifying the parts of your All Star Stadium F/X:

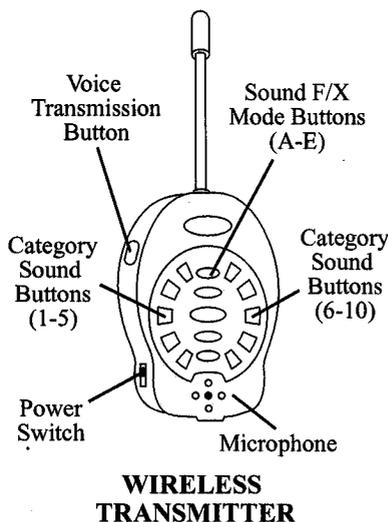
Receiver requires 6 "C" alkaline batteries.
Wireless Transmitter requires 3 "AAA" alkaline batteries.
(Batteries not included).

Read all battery cautions on page 2 before installing batteries. Adult supervision recommended.

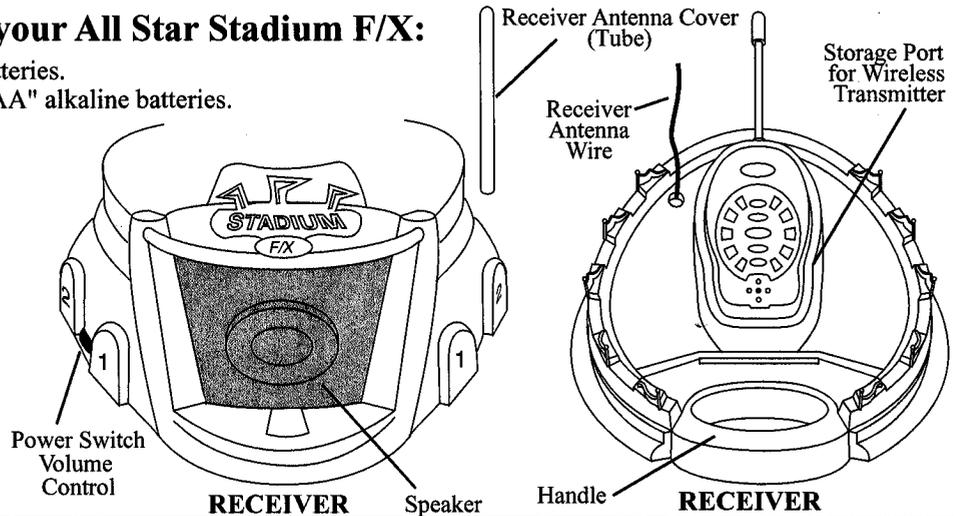


LABEL SHEET

See page 2 for correct placement of labels.



WIRELESS TRANSMITTER



CAUTION: The speaker in this toy produces loud sounds similar to volume levels heard from a large Boombox. Use caution when playing at high volume setting. Do not put your head too close to the speaker, as exposure to loud volumes may be harmful to your hearing. Never use this toy close to a small child or pet.

WARNINGS:

- The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.
- You will encounter interference if another radio controlled piece of equipment or CB radio is operated in the vicinity on your same frequency.
- Radio frequency distance varies depending on radio interference in the area of use.
- Songs featured are not the full length version.
- This device complies with part 15 of the FCC rules. Operation is subject to the following 2 conditions:
1. This device may not cause harmful interference.
2. This device may accept any interference received, including interference that may cause undesirable operation.

Note: This equipment has been tested and found to comply with the limits for 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: Increase the separation between the equipment and the receiver, or consult the dealer or an experienced radio/TV technician.

Important: As with most electronic equipment, this toy has not been designed to get wet. If you are using it outside, do not leave it out in the sun or in the rain, as it will get damaged. Do not leave this toy out overnight. Try and avoid extended periods of direct sunlight. If you are using this toy close to a sports game, be sure to place out of the way from other players to prevent tripping. When using outside, it is best to elevate this item on a box or a chair as it is best to keep it off the wet ground. Do not use this toy outside at night, as it will be hard to see the toy.

INSTALLING BATTERIES

You will need the following (not included):

- 6 "C" alkaline batteries
- 3 "AAA" alkaline batteries
- Small philips screwdriver

Receiver (main unit)

- The battery compartment for the receiver is located underneath the main unit. With adult supervision, use a small philips screwdriver to loosen all 3 screws. Note: The screws do not have to be removed, just loosened enough so that the lid can be lifted off.
- Insert a **size C** alkaline battery in each of the 6 spaces as shown in Fig 1. Make sure that the batteries are inserted correctly, following the (+) and (-) diagrams printed inside the battery compartment.
- Replace the lid of the compartment and use the screwdriver again to tighten the screws.

Wireless Transmitter

- The battery compartment for the transmitter is located at the back of the remote under the belt clip. With adult supervision, use a small philips screwdriver to loosen screw.
- Insert a **size AAA** alkaline battery in each of the 3 spaces as shown in Fig 2. Make sure that the batteries are inserted correctly, following the (+) and (-) diagrams printed inside the battery compartment.
- Replace the lid of the compartment and use the screwdriver again to tighten the screw.

BATTERY SAFETY

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the toy before being recharged.

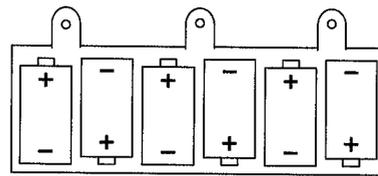
Rechargeable batteries are only to be used under adult supervision.

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.

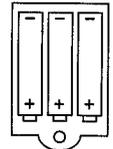
Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the toy.



RECEIVER
Battery Compartment

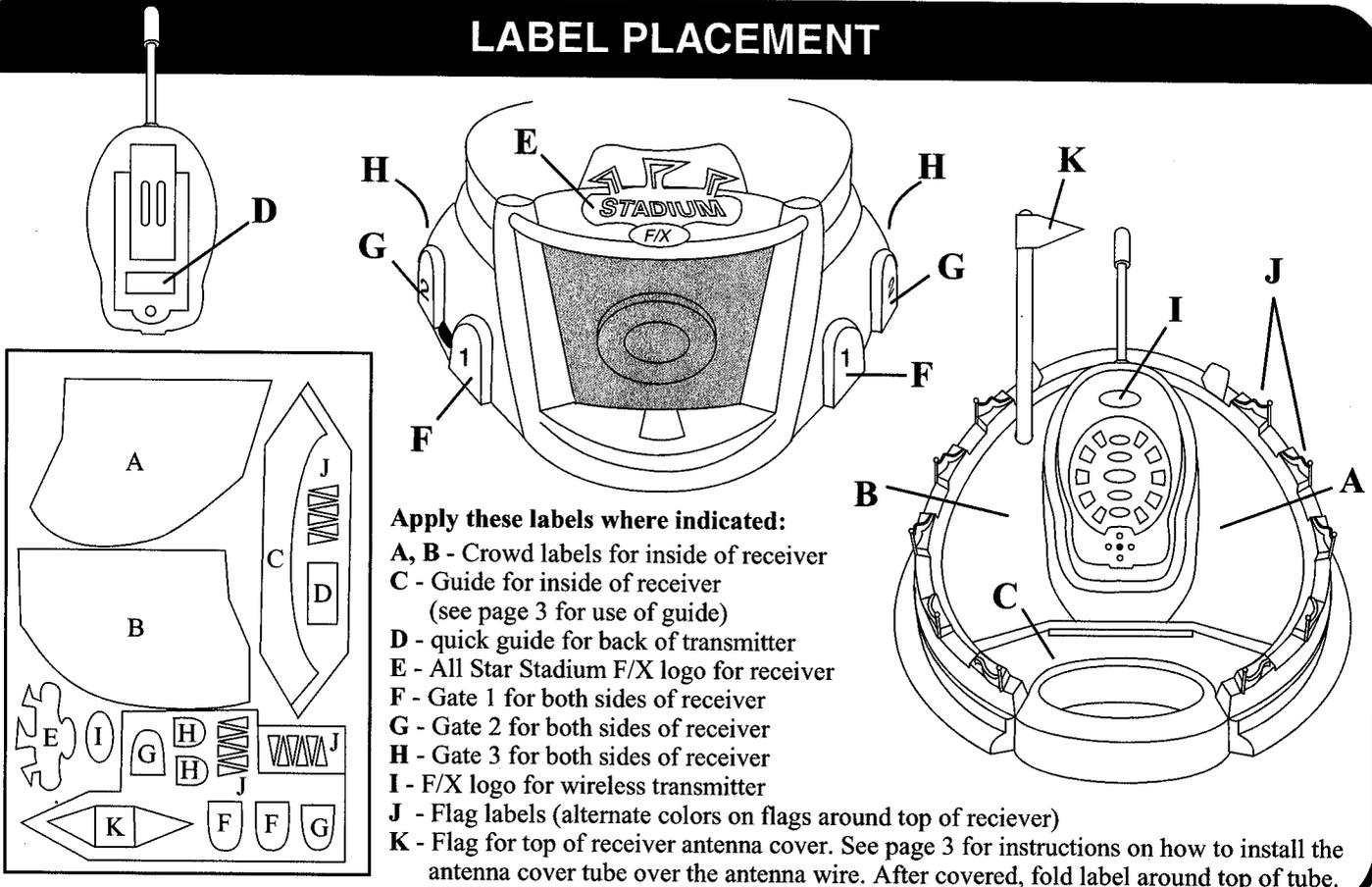
Fig 1



WIRELESS
TRANSMITTER
Battery
Compartment

Fig 2

LABEL PLACEMENT



Apply these labels where indicated:

- A, B - Crowd labels for inside of receiver
- C - Guide for inside of receiver (see page 3 for use of guide)
- D - quick guide for back of transmitter
- E - All Star Stadium F/X logo for receiver
- F - Gate 1 for both sides of receiver
- G - Gate 2 for both sides of receiver
- H - Gate 3 for both sides of receiver
- I - F/X logo for wireless transmitter
- J - Flag labels (alternate colors on flags around top of receiver)
- K - Flag for top of receiver antenna cover. See page 3 for instructions on how to install the antenna cover tube over the antenna wire. After covered, fold label around top of tube.

HOW TO OPERATE YOUR ALL STAR STADIUM F/X

The All-Star Stadium F/X is an electronic sound effects machine that takes an everyday sports game to a whole new level. Your backyard, bedroom, schoolyard or local field can be transformed into a roaring stadium, with the sounds of crowds, cheerleaders, player trash talk, game announcers, sound effects, and REAL STADIUM MUSIC!

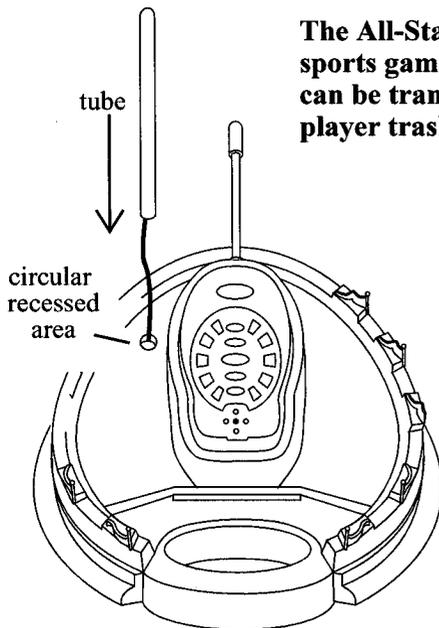


Fig 3

Getting started:

1. Check that batteries are fully charged and installed properly into both the stadium and the wireless transmitter. See battery installation on page 2.
2. To install receiver antenna, locate the receiver antenna cover part (tube), and the wire protruding from the top of the receiver. Next, thread the wire through the bottom of the tube. Thread until the full length of wire is inside the tube. Secure tube to the receiver by pressing it into the circular recessed area at the base of the antenna. See Fig 3. Note: Label K (see page 2) folds around top of this tube.
3. Turn the power on for both the stadium and the wireless transmitter. See page 1 for location of power switches.

How to use the wireless transmitter:

The transmitter controls the sounds broadcast by your All Star Stadium F/X.

1. The center buttons on the transmitter panel are mode buttons. See Fig 4. By pressing one of the mode buttons (A - E) you can select from the following categories of sounds:

Mode A: Songs - a perfect way to introduce your players

Mode B: Announcer - comments on the game by the stadium announcer

Mode C: Trash Talkin' - great responses to other players

Mode D: Cheers - have cheerleaders cheer for you

Mode E: Sound F/X - authentic sounds from the stadium

2. After selecting one of the mode buttons, you can then press any of the category sound buttons (1-10). See guide on page 4.
For ex: Mode A, song 3, will broadcast part of the song, "Twilight Zone."
Mode B, phrase 6, will broadcast the phrase, "And The Crowd Goes Wild!"
Note: Pressing another selection while one is playing will cancel out the old selection and play the new selection instead.

3. Mode A, selection #10 is a repeat button for songs. Press Mode A, then press the song of your choice (1-9). When the song is over, press button 10. Song will repeat 9 times in a row.

4. The transmitter also has a microphone and a voice transmission button. Press and hold the voice transmission button and speak into the microphone. See Fig 3. Your voice will actually be heard through the stadium speaker. Please note: You can talk over a song or sound, but you cannot select another song or sound without releasing the voice transmission button.

5. With the belt clip (located at the back of the transmitter) you can wear the wireless transmitter. Simply press the buttons on the transmitter panel to control the music and sounds. A quick guide label is provided for the back of the transmitter. See page 2 for label placement.

6. Do not wear, hold or clip the transmitter to yourself while playing any game or sport.

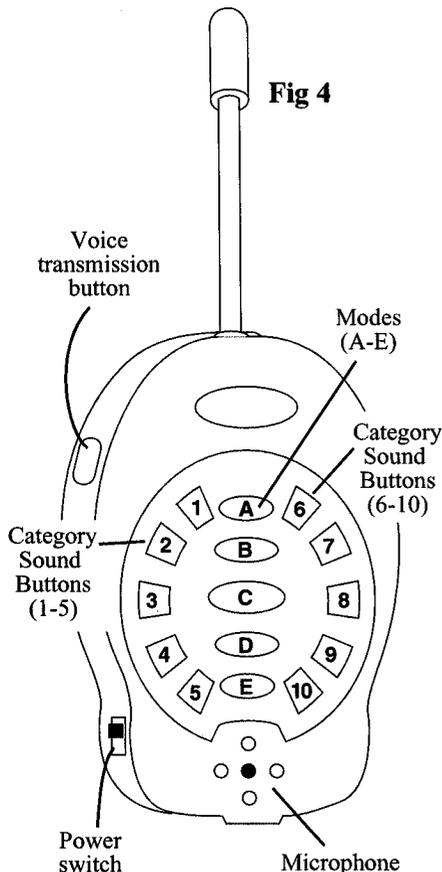


Fig 4

See page 4 for guide selection.

Try all the sounds listed in the guide and be ready to bring the excitement of a professional arena into your backyard!

SELECTION GUIDE

MODE A	MODE B	MODE C	MODE D	MODE E
SONGS	ANNOUNCER	TRASH TALKIN'	CHEERS	SOUND F/X
1. National Anthem	1. The Main Event	1. You Stink	1. Crowd Cheers	1. Ref's Whistle
2. Sirius	2. Instant Replay	2. What a Loser	2. Funky Enough	2. Air Horn
3. Twilight Zone	3. Highlight Reel	3. Nice Job Rookie	3. We're #1	3. Siren
4. Get Ready For This	4. He's on Fire	4. Loooser	4. Lets Go	4. Fireworks
5. Rock and Roll Part 2	5. Un-be-lievable	5. That's Right	5. Be Aggressive	5. Crowd Boo's
6. Whoomp! There It Is	6. Crowd Goes Wild	6. In Your Face	6. You Da Man	6. Defense
7. Let Me Clear My Throat	7. He Shows No Mercy	7. Bam	7. Awww Yeah	7. Hot Dog Vendor
8. Start the Commotion	8. How'd They Do That	8. Is That All You Got	8. Yeah Baby	8. 3...2...1 Buzzer
9. Kiss Him Goodbye	9. Oooh That Hurt	9. How You Like Me	9. I'm Talking About	9. Charge
10. Song Repeat	10. It's Not Over Yet	10. You Got Nothin'	10. That Was Nice	10. Organs / Charge

Due to space constraints, several of the phrases listed above have been abbreviated.

See page 3 for directions on using this guide. A guide is also provided for the receiver (see page 2 for label placement).

TROUBLESHOOTING

If you are having a problem with the machine not powering on:

- Check that your batteries are fresh in both the receiver and the transmitter.
- Check that the batteries are installed properly.
- Power off both the receiver and the transmitter, wait about ten seconds, and then turn them both on again. This will "reset" the unit.

Note: This toy enables the user to control the receiver by a wireless remote. This toy's remote controller transmits radio waves to the receiver the same way as a standard R/C car - signal transmission distance should be the same as in a standard R/C car toy. Much the same as any R/C product, signal transmission distance will vary depending on how much interference from other radio waves are present in the vicinity of operation of the toy.

If you are having a problem with the signal transmission distance (remote only works when in close proximity to the receiver):

- Check around to see if there is interference from such items as R/C vehicles, walkie talkies, baby monitor and other equipment that sends radio signals. If so, move away from this equipment.
- Check that the antenna on both receiver and transmitter is not damaged. Damage to antenna will decrease signal distance.

Note: You can speak on the microphone while a song or sound is playing through the speaker, but you cannot select another song or sound without releasing the voice transmission button.

If you are having a problem with too much distortion or static noise when using the remote microphone (voice transmission distance is substantially less than the signal distance of the sound modes):

- Check around to see if there is interference from such items as R/C vehicles, walkie talkies, baby monitors and other equipment that sends radio signals. If so, move away from this equipment.
- While using the microphone, be sure not to stand too close to the receiver because doing so will cause feedback.

Song Licensing Information

"Get Ready For This"

(Jean Paul De Coster/Filipe De Wilde/Simon Harris/Raymond Slegngaard)

Songs of Universal, Inc. (BMI)

All Rights Reserved, Used by Permission

"Let Me Clear My Throat"

(John Bowman/Allen Westfield/Robert Bell/George Brown/Robert Mickens/Dennis Thomas/Ronald Bell/

Claydes Smith/Mark James/ Mark Jones)

Warner-Tamerlane Publishing Corp. (BMI), Second Decade Music

Co. (BMI), CLR Music (ASCAP) and Street Tuff Tunes

All Rights on Behalf of Second Decade Music Co. (BMI)

Administered by Warner-Tamerlane Publishing Corp. (BMI);

All Rights on Behalf of CLR Music (ASCAP) Administered by WB Music Corp. (ASCAP)

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"Na Na Hey Hey Kiss Him Goodbye"

(Gary De Carlo/Dale Frashuer/Paul Leka)

© 1969 (renewed) Unichappell Music Inc. (BMI)

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"Rock And Roll, Part 2"

(Mike Leander/Gary Glitter)

Spirit Music Group o/b/o Palan Music America (BMI) and Songs of Universal, Inc. (BMI)

All Rights Reserved, Used by Permission

"Sirius"

(Alan Parsons/Eric Woolfson)

Careers-BMG Music Publishing, Inc. (BMI) o/b/o Woolfsongs, Ltd.

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"Start The Commotion"

(Salaam Remi/Bob Bogle/Melvin Taylor/Don Wilson/Greg Mays/Theo Keating)

EMI Unart Catalog Inc. (ASCAP), EMI April Music Inc. (ASCAP), Chrysalis Music

(ASCAP) and The Clyde Otis Music Group o/b/o Greg Nice Music (ASCAP)

All Rights Reserved, Used by Permission

"Twilight Zone"

(Jean Paul De Coster/Filipe De Wilde)

Songs of Universal, Inc. (BMI)

All Rights Reserved, Used by Permission

"Whoomp! There It Is"

(Cecil Glenn/Stephen Gibson)

Ashley Watson Publishing (BMI)

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