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Colors and parts may vary from those pictured.
MADE IN CHINA.



CLASS 1 LED PRODUCT

PROOF OF PURCHASE
TV WHAC-A-MOLE[®] GAME



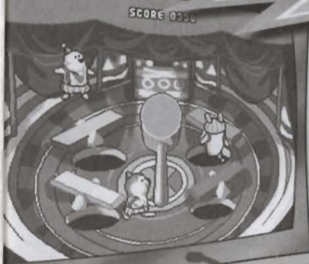
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AGES 6+
No. 42622



WHAC-A-MOLE[®] Game



INSTRUCTIONS



WELCOME TO MOLEVILLE!

Read the instructions below, and get ready to enter an underground world full of wonderfully whacky moles! Pick a mole to be your host and tunnel through Adventure Alley. Dig in at Mole Farm, and make a splash at Mole Beach. There are seven exciting adventures in all! Along the way, the more moles you whack, the more points and tickets you stack. Collect enough tickets and you'll surface at the thrilling Mole Carnival! Holey Moley!

REQUIREMENTS

TV, VCR or DVD Player with AV input. RF adapter required if TV has no AV input. Or, you may use the AV input on a VCR or DVD player that's connected to your TV.

IMPORTANT

If the game malfunctions or "locks up," you can RESET the unit by sliding the ON / OFF switch to OFF, and then back to the ON position.

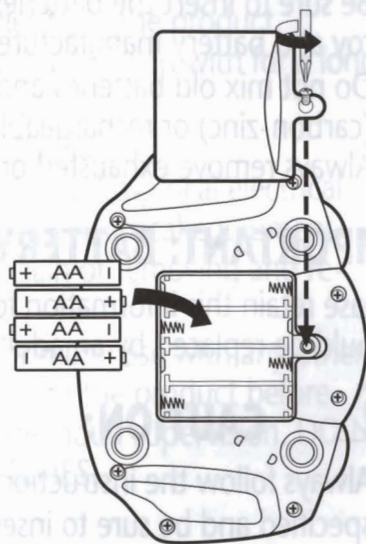
INSTALL BATTERIES

Requires 4 x 1.5V "AA" or LR6 size batteries (not included). Alkaline batteries recommended.

Phillips/cross head screwdriver (not included) needed to insert batteries.

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (as shown at right) and open the door.
2. Insert 4 new 1.5V "AA" or LR6 size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.





CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove exhausted or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.



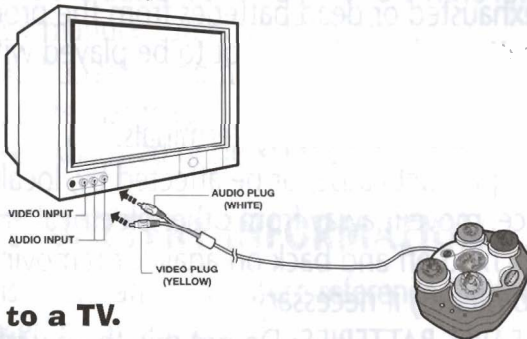
CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.

2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

SET UP

Place the game unit in front of your TV set as shown below.

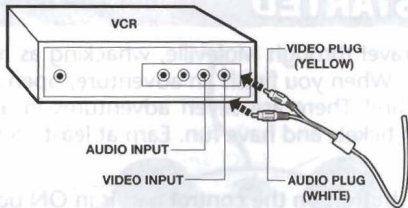


Connecting to a TV.

1. Insert the game unit's white plug into the white audio-in jack on the TV.
2. Insert the game unit's yellow plug into the yellow video-in jack on the TV.

Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

3. Turn on your TV.
4. Set your TV to the channel / video input mode directed by your TV and VCR owner's manual.



Connecting to a VCR or DVD.

1. Make sure the VCR or DVD player is properly connected to the TV.
2. Insert the game unit's white plug into the white audio-in jack on the VCR or DVD player.
3. Insert the game unit's yellow plug into the yellow video-in jack on the VCR or DVD player.
4. Turn on your TV and VCR or DVD.
5. Set your TV, VCR or DVD player to the channel / video input mode directed by your TV, VCR or DVD player owner's manual.
6. Slide the ON/OFF switch on the game unit control pad to ON.

See Troubleshooting Guide at end of Instructions if necessary.

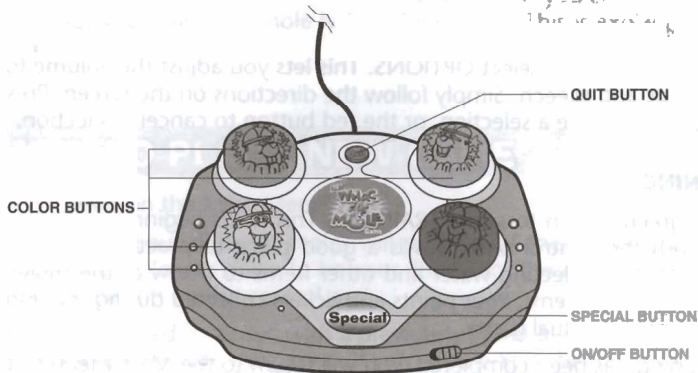
GETTING STARTED

Object of the Game: Travel through Moleville, whacking as many moles as you can to win carnival tickets. When you finish an adventure, open a new tunnel door to enter the next adventure! There are seven adventures in all! Along the way, discover new ways to earn tickets and have fun. Earn at least 75 tickets to enter the exciting Mole Carnival!

1. Make sure the ON/OFF button on the control pad is in ON position.
2. **Legal Screens:** After the legal information appears on the screen, the Main Menu screen will appear. (In the future, you can press any button on the game unit to skip over the legal stuff.)
3. **Main Menu Screen:** Chose one of four items on the Main Menu screen by pressing the matching color buttons as described below. Note: Throughout the game, you may press the color buttons with your hand, or use the plastic mallet.

Using the Control Pad

Main Menu Screen



Color Buttons: Press yellow, blue, red and green buttons to select matching color menu items, whack matching color moles, and to collect items.

ON /OFF Button: Slide to turn game ON or OFF.

QUIT Button: Press to pause play or move back to the previous menu.

SPECIAL Button: Press to change the screen mallet into an item you collected. Then press a color button to throw the item at a mole.

Main Menu Screen

1. OPTIONS

Press the red button to select **OPTIONS**. This lets you adjust the volume for sound effects, music and speech. Simply follow the directions on the screen. Press the green button to make a selection, or the red button to cancel a selection.

2. TRAINING

Press the green button to select **TRAINING**. This helps beginning players become familiar with the control pad. This is a good place to practice playing a game, whacking moles, collecting water and other items to throw at the moles, as well as collecting bonus items. Your points and tickets collected during training will not carry over into an actual game.

When training has been completed, you will return to the Main Menu screen.

3. SAVED GAME

Press the yellow button to select **SAVED GAME**. This lets you return to one of four previously saved games to continue play. (Games are saved automatically.) You may select a saved game by pressing one of the four color buttons. If there is no saved game for the button you press, you must try a different color button.

4. NEW GAME

Press the blue button to select NEW GAME. This option lets you choose a mole host and then brings you down the mole hole to begin play. This is explained in detail below.

HOW TO PLAY A NEW GAME

Select NEW GAME on the Main Menu.

Meet the Moles: Four different moles will pop out of their holes waving white flags! Choose the mole you'd like to be your "host" for the game by pressing the matching color button on the control pad.

If the mole you selected is "busy" with a previously saved game, the game will ask you if you want to overwrite the game. If you choose YES, the game will erase the old game and replace it with your new game. If you choose NO, the game will take you back to let you choose another mole.

Adventure Alley

Your mole host will bring you to Adventure Alley, where you may open any of six wood doors to begin an adventure. The green door is locked for now – it leads to the final adventure – the exciting Mole Carnival!



Press the color buttons that match the arrows to move your mole host left or right around Adventure Alley. To open a door, move your mole host in front of it, and press the green button on your control pad.

Important: You must earn 75 or more tickets on your adventures before you can enter the exciting Mole Carnival!

Whacking Moles

Within each adventure you may choose from 2 activities: POP UP MOLES or RUN AROUND MOLES.

Pop Up Moles: Whack a mole when it pops up by pressing the matching color button.

Run Around Moles: Whack a mole when it moves over a color circle by pressing the matching color button. If you hit more than one mole at a time, you earn extra points.

Collecting Water and "Throwing" Items: Watch for water bottles and "throwing" items such as tomatoes, pies, etc. to appear on the screen. Hammer them to collect them. Once you have collected one or more of these items, you may use them to throw at a mole at any time to earn extra points. Here's how:

1. Press the SPECIAL button on the control pad. This changes the mallet into a water or "throw" item.

Note: If you have collected more than one type of "throw" item, press the SPECIAL button repeatedly to toggle through your "throw" options.

2. Then, as always, press the color button that matches the mole you want to hit.

Note: When the maximum amount of water or "throw" items have been collected, the game automatically changes from mallet mode to SPECIAL mode. Simply press the color buttons to throw an item. To return to mallet mode, press the SPECIAL button. When an item is used up, the game automatically returns to mallet mode.

Collecting Treasures: Watch for "treasures" and other special items to appear

on the screen. Hammer them to collect them. These items earn you extra points!

Scoring Points: You score points and win carnival tickets during each adventure. Here's how:

Whack:

- Whack a mole with a mallet and earn 5 points.
- Whack certain other creatures (for example, farm animals) with a mallet and lose 3 points.

Throw Water:

- Splash a mole with water and earn 10 points. (Exception: Water doesn't affect the moles in the Beach adventure. They just giggle. You must use your mallet or throw an item to earn points.)
- Splash certain other creatures (like farm animals) with water and lose 5 points.

Throw Items:

- Whack a mole with an item collected (like pie, tomato, etc.) and earn 25 points.
- Whack certain other creatures (like farm animals) with an item collected and lose 10 points.

Winning Carnival Tickets: For every 100 points you earn, you win one Carnival ticket. These tickets appear in the upper left-hand corner of the screen. To collect the carnival tickets you have won, do one of the following:

- At the beginning or end of an adventure, press the green button on the control

pad to collect any tickets you've won. (or)

- In Adventure Alley, press the red button on the control pad to collect any tickets you've won.

When you have collected 75 or more tickets, you may enter the Mole Carnival!

THE ADVENTURES

There are six exciting places to visit along Adventure Alley.

Adventures

Mansion:

Beach: Throwing water doesn't earn you points. You must use your mallet or throw items.

Winter Fun:

You may use water to freeze the moles. Then whack them to earn extra points. If a mole hits you with a snowball, you lose points. (Try to whack the mole before he throws it!)

Visit the Farm:

If you whack or splash the farm animals, you lose points. If a mole hits you with a water balloon, you lose points. (Try to whack the mole before he throws it!)

City Street:

If a mole has a manhole cover on his head, whacking it

Special Rules

None

AUTOMATIC SHUT OFF

The game turns off automatically after ten minutes of non-use.

TROUBLESHOOTING GUIDE

If you do not see the legal screens and then the main title screen, after turning the TV and game unit on, try the following:

- **Check Plugs and Jacks** – Make sure that the video and audio plugs are inserted into the correct jacks on your TV, VCR or DVD player.
- **Check Batteries** – Make sure the batteries in the game unit are fresh and properly installed.

• **Check TV Channel** – Your TV channel should be set to its auxiliary "gaming" channel. This is usually indicated as "AUX," "AV" or "Video." You may have to refer to your TV owner's manual to determine this.

To locate your auxiliary channel, (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until "Line 1" or "Line 2," "Video 1" or "Video 2," "Front," "Aux," "AV" etc. appears on the screen. Then press the ON button on game unit. If you are on the right channel, the game should come on. If this does not work, take a look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button

will not earn you points. You must use the water or throw items.

Backyard Garden: If you whack or splash dogs or cats, you lose points.

Final Adventure – The Mole Carnival

The final adventure contains two activities. Upon entering the Carnival, choose the Mole Acrobats by pressing the yellow button, or choose the Water Slides by pressing the blue button.

Big Top Mole Acrobats: Moles jump out of holes and land on one of four different color seesaws. Earn points by pressing the matching color button on the control pad to send the mole flying into the air. (The mallet hits the other side of the seesaw!) This activity ends after 30 mole acrobats have disappeared back down the mole holes.

Mole Water Slides: When a mole appears atop a slide, press the matching color button on the control pad to move the slide loop into position at the bottom of a water slide. If this is done correctly, the mole slides into the loop and flies out, does a trick, and earns you points when it splashes into the water! If the mole is not "caught" by the slide loop, then the mole splashes down in the water, but you do not earn any points.

labeled "Input," "AUX," "AV," "Line," "TV/Video," or "Video." If your remote has one of these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the game unit. The game should come on.

- **Check VCR / DVD Player Connection** – Your VCR / DVD player should be set to "AUX," "AV" or "Video." You may have to refer to your VCR owner's manual to determine this.
- **No Picture** – Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from "cable" to "video" and get a blue screen.

If you have an older TV, you may find a "hidden door" on the TV that has color, picture, horizontal, vertical, and cable, antennae buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200
Pawtucket, RI 02862 USA

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

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FCC NOTICE

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.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

CONSUMER INFORMATION

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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