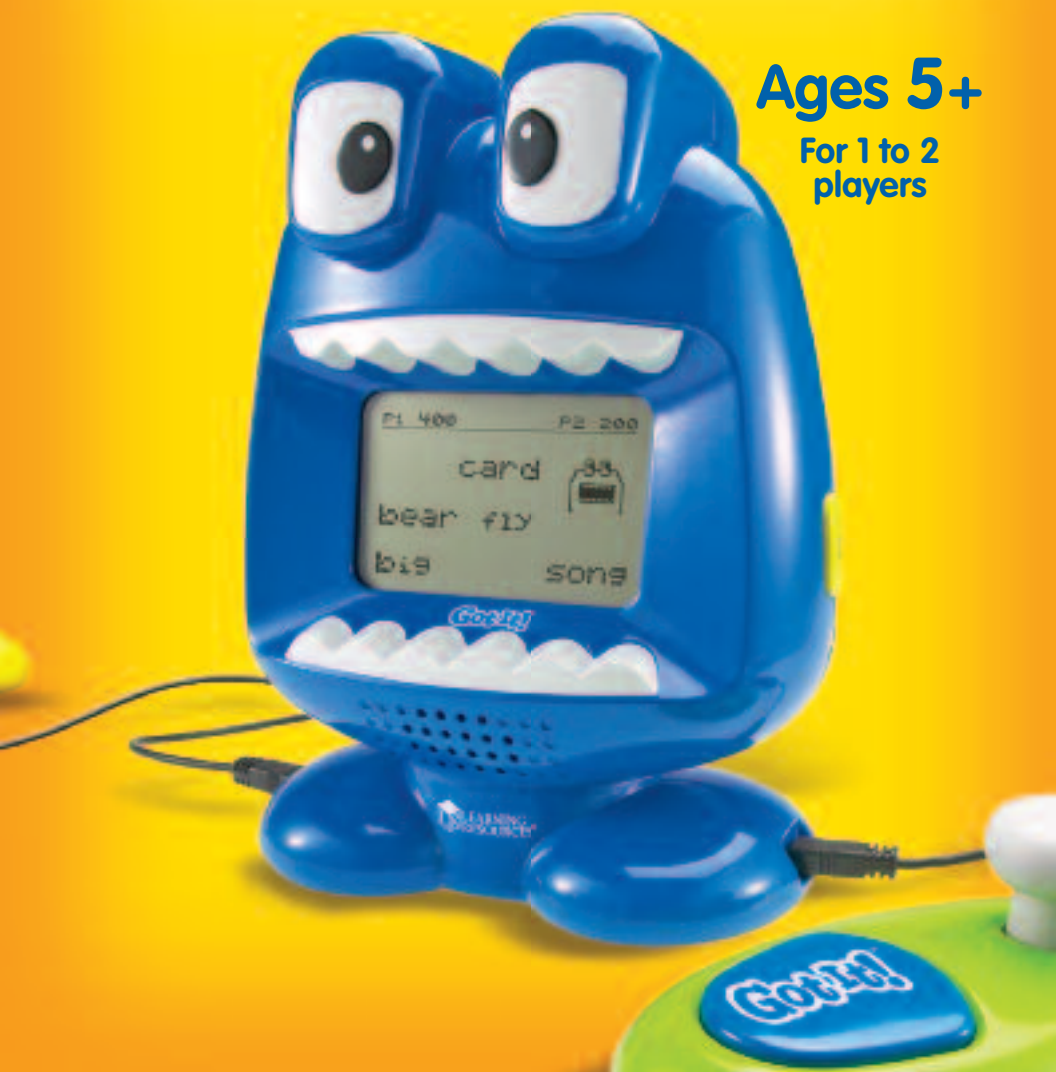


Got It!™

The Grab-it-and-Go Arcade Game

Ages 5+

For 1 to 2
players





Buttons

POWER—Turn the unit ON/OFF.

VOLUME—Turn this dial to adjust the audio volume.

PLAYER JOYSTICK CONTROLS (Players 1 and 2)—Use these controllers to direct the "cursor" around the screen. Press the "GOT IT!" button to select and grab correct answers and bonus icons.

RESET Button—There is a small reset button on the bottom of the unit. Press this button to reset the game if an error occurs.

Installing and Replacing the Batteries:

Requires: Phillips screwdriver

3 AA Batteries

Batteries should be installed or replaced by an adult. GOT IT! requires 3 AA batteries (not included). The battery compartment is located on the bottom of the control unit (on the reverse side of the mat). To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery-compartment door. Install batteries as indicated inside the compartment. (See back of guide for additional notes on proper battery care.)

Operating GOT IT!™ with the Adapter

GOT IT! can run without batteries with the optional AC Adapter. Follow these steps to use the adapter with your GOT IT! unit:

1. Plug the end of the adapter cord into the AC adapter jack located on the side of the GOT IT! unit, as indicated in the product diagram.
 - The GOT IT! unit must only be used with the recommended AC adapter (LER 6989). Adapters are available at www.learningresources.com.
 - The AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use the AC adapter until the damage has been repaired.
 - Disconnect the GOT IT! unit from the AC adapter before cleaning.
 - The AC adapter is not a toy.
2. Carefully plug the adapter body into an electrical outlet.
 - The GOT IT! unit must not be connected to more than the recommended number of power supplies.
 - GOT IT! is not suitable for children under three (3) years of age.

Getting Started

Before using GOT IT! for the first time, install 3 AA batteries, or attach the adapter (see above for instructions).

- To get started, connect the joystick controllers by inserting the connector into the controller ports.
- Turn the POWER/VOLUME dial. The title screen will be displayed, followed by the GAME SELECT screen. Choose between two different games, WILD WORD CHALLENGE and NUMBER BLAST. Press the "GOT IT!" button to select.
- Select the number of players.
- Select a starting level. Each game has three levels of difficulty.
- Each player must press the "GOT IT!" button on their controller to register.
- When all players are registered, the selected game will begin.

GAME 1—Wild Word Challenge

Test your language skills against an opponent or play for a record score!

LEVEL 1—Beginning Letter Sounds

Compete to grab all of the answers that begin with the same sound as the word shown on the screen.

LEVEL 2—Word Families

Compete to grab all of the answers that end with the same sound as the word shown on the screen.

LEVEL 3—Spelling

Look closely and grab all of the words that are spelled correctly. Be careful—some words may look similar!

GAME 2—Number Blast

A math challenge! Can you get through all ten rounds of each level?

LEVEL 1—Skip Counting

Finish the sequence of numbers by grabbing the correct answers.

LEVEL 2—Addition and Subtraction

Solve the addition and subtraction equations by grabbing the correct answers.

LEVEL 3—Multiplication and Division




Solve the multiplication and division equations by grabbing the correct answers.

How To Play GOT IT!™

- Listen closely as the game instructs you to “use the joystick to find the correct answer” to each question. Each correct answer grabbed will earn you 100 points.
- Many answers, correct and incorrect, will be shown on the screens (for both players). Use the joystick controller to maneuver your “cursor” over to the correct answers, and press the “GOT IT!” button when you think you’ve found them! Note: to keep the game moving quickly, the cursor jumps from word to word and skips over blank spaces.
- In a two-player game, both cursors appear on each screen. Player 1 has a dotted-line cursor and player 2 has a solid-line cursor. This helps you see where your opponent is at all times.

- Watch out! Don't grab the incorrect answers! Each wrong answer will cost you 50 points!
- Each game level consists of ten, 30-second rounds, and the final score is given at the end of round 10.
- In a two-player game, the player with the most points after 10 rounds wins the game.

Screen Icons

-  FREEZE—Causes your opponent to “freeze” in place for a few seconds. Try to grab the answers while he or she is stuck!
-  COIN—Grab this to add 100 points to your score.
-  CHOMP—Look out! If he gets you, you lose 500 points!

Bonus Games

In all game modes, every three rounds you can rest your brain and your reflexes with two bonus games:

1. **COIN CRUSH**—Press the “GOT IT!” button to grab the coins. You have 30 seconds to collect as many coins on screen as possible. Can you collect them all?
2. **TREASURE HUNT**—Look for the hidden bonus coins in the grid. Press the “GOT IT!” button to find the hidden coins! Beware of the monster—touch him and lose 500 points!

Top Score

The top score is saved by the computer. When you get a top score, enter your initials using the joystick controller and the “GOT IT!” button. The top score is saved until the batteries are removed from the game or the reset button is pressed.

Battery Care and Maintenance Tips:

- Use 3 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Insert batteries with the correct polarity.
- Do not recharge non-rechargeable batteries.
- Charge rechargeable batteries under adult supervision.
- Remove rechargeable batteries from the toy before charging.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- Do not mix new and used batteries.
- Please retain these instructions for future reference.

This toy is not intended for children under 3 years old.

Use only with the recommended adapter.

The recommended transformer is not a toy.

Disconnect the toy from the transformer before cleaning the toy with liquid.

Examine the transformer regularly for damage to cord, plug, enclosure, and other parts. In the event of damage, the toy must not be used with the transformer until the damage has received authorized repair or the transformer has been replaced.

Information to User:

NOTE: This equipment has been tested and found to comply within 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

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

IMPORTANT INFORMATION :



MAX. 3.6V D.C. 300mA

- The toy is not intended for children under 3 years old.
- The toy must only be used with the recommended transformer.
- The transformer is not a toy.
- Disconnect toy from transformer before cleaning the toy with liquid.
- Examine the transformer regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.



Check out Learning Resources® for additional
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