

5+ YEARS

# Kickmaster®

## Demon Dribbler

Product No. M06032

### WARNINGS

Not suitable for children under 36 months due to long straps which may represent an entanglement hazard and small parts.

### BATTERY CARE INFORMATION

The batteries must be installed / replaced by an adult only.

Rechargeable batteries are to be removed from the product before being charged.

Rechargeable batteries are only to be charged 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 unit.

The supply terminals are not to be short-circuited.

Do not attempt to recharge non-rechargeable batteries.

### PRODUCT CARE INFORMATION

Do not leave this product outside.

Do not allow this product to get wet.

Please retain this leaflet for reference to the manufacturer.

Made in China to European Safety Standard.



DISTRIBUTED BY



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### CUSTOMER HELPLINE

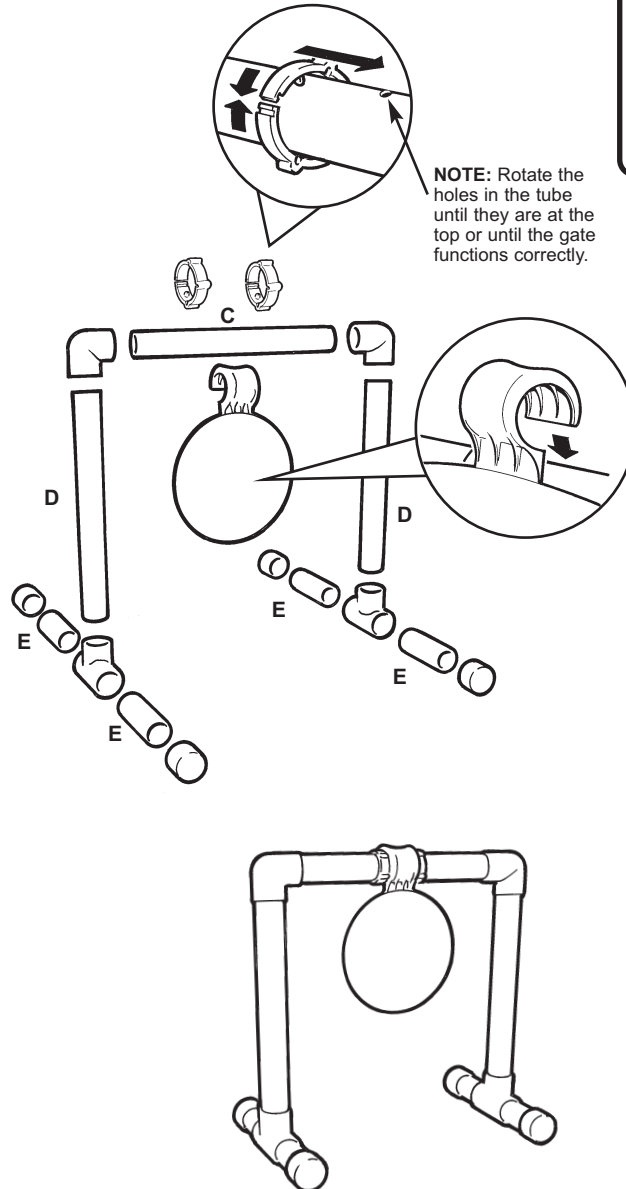
We make every effort to ensure that this product reaches you in satisfactory condition.

However if you have any queries, need assistance, or find this product defective, please call our Customer Helpline:

**0870 8404255 (UK ONLY)**

### ASSEMBLING THE START GATE

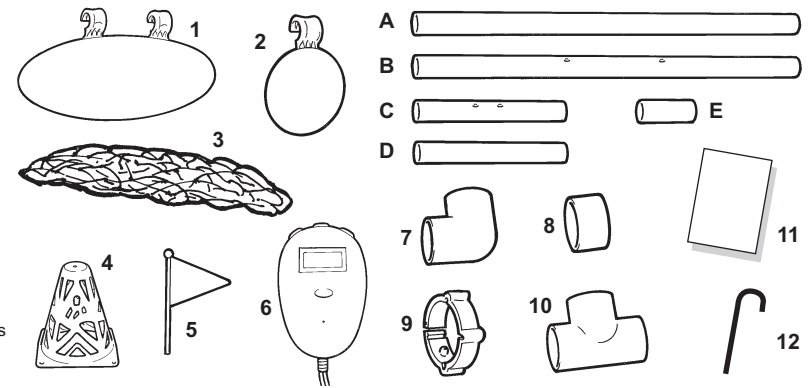
**NOTE:** The 2 holding rings need to slide onto the tube before fitting the tube into the connector – the rug on the ring must slot into the corresponding hole in the tube, the ring must then be pressed together to close. The circular panel may now be hooked onto the tube between the two rings.



**NOTE:** Rotate the holes in the tube until they are at the top or until the gate functions correctly.

### CONTENTS:

- 1 Oval panel
- 2 Round panel
- 3 Net
- 4 Collapsible cones (x6)
- 5 Flags (x6)
- 6 Stopwatch
- 7 Corner connectors (x8)
- 8 End caps (x4)
- 9 Holding rings (x4)
- 10 'T' connectors (x2)
- 11 Flag labels
- 12 Pegs (x4)

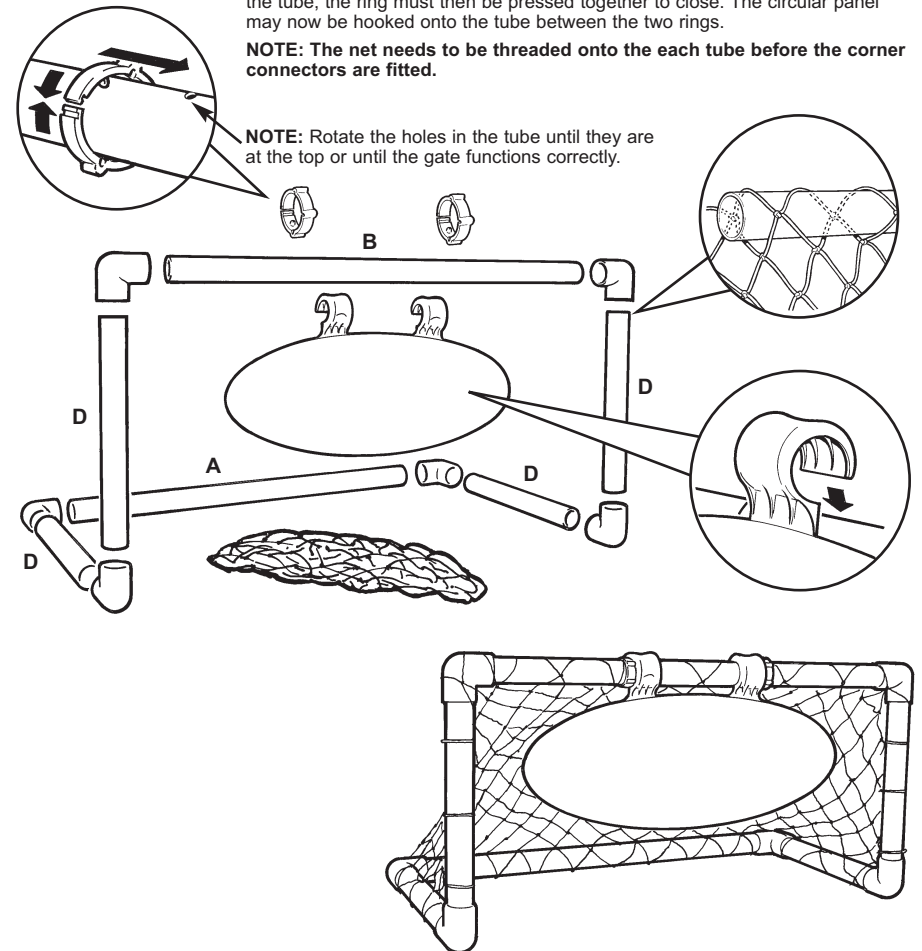


### ASSEMBLING THE GOAL (STOP)

**NOTE:** The 2 holding rings need to slide onto the tube before fitting the tube into the connector – the rug on the ring must slot into the corresponding hole in the tube, the ring must then be pressed together to close. The circular panel may now be hooked onto the tube between the two rings.

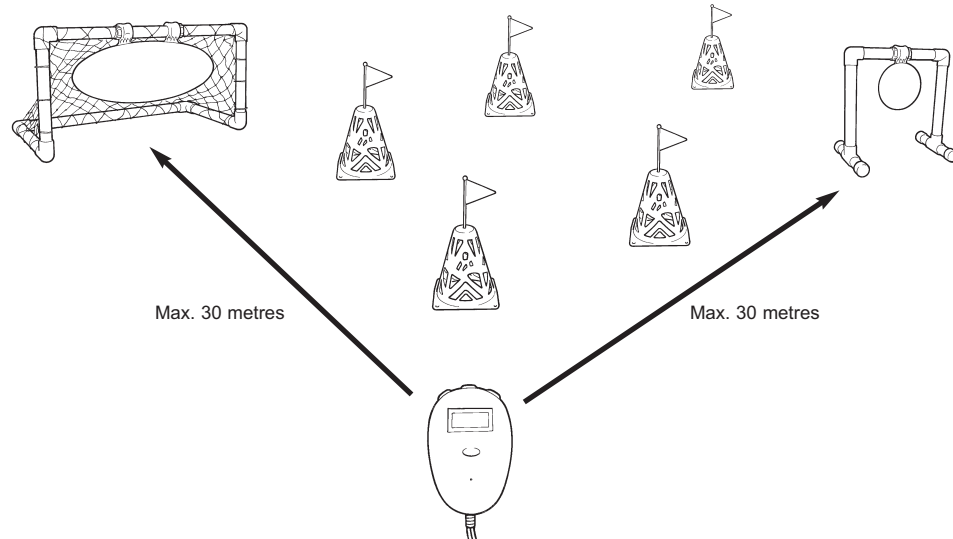
**NOTE:** The net needs to be threaded onto the each tube before the corner connectors are fitted.

**NOTE:** Rotate the holes in the tube until they are at the top or until the gate functions correctly.



## SETTING OUT THE COURSE

Place the start gate at the beginning of your course, insert a numbered flag into the hole at the top of each cone, layout the numbered flags (1-6) along your chosen dribbling course, then place the goal at the end. You must ensure that if a second person is holding the stopwatch, they stand no more than 30 metres away from both the start gate and goal.

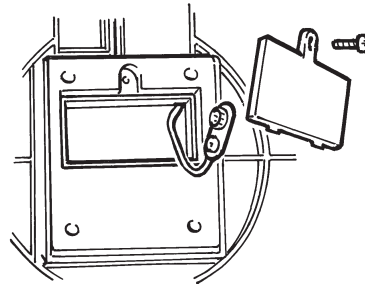


## INSERTING / REPLACING THE BATTERIES IN THE PANELS

Remove the access panel of the rear of the unit(s) by unscrewing the small screw at the top of the access door using a small cross-head screwdriver (not supplied).

Fit a new 9V battery in the battery space by snapping the lead with the 2 contacts onto the corresponding contacts on the top of the battery.

Replace the access door on both units by locating the 2 rugs at the bottom into the corresponding slots on the back of the unit, locate the screw and tighten (do not over tighten).

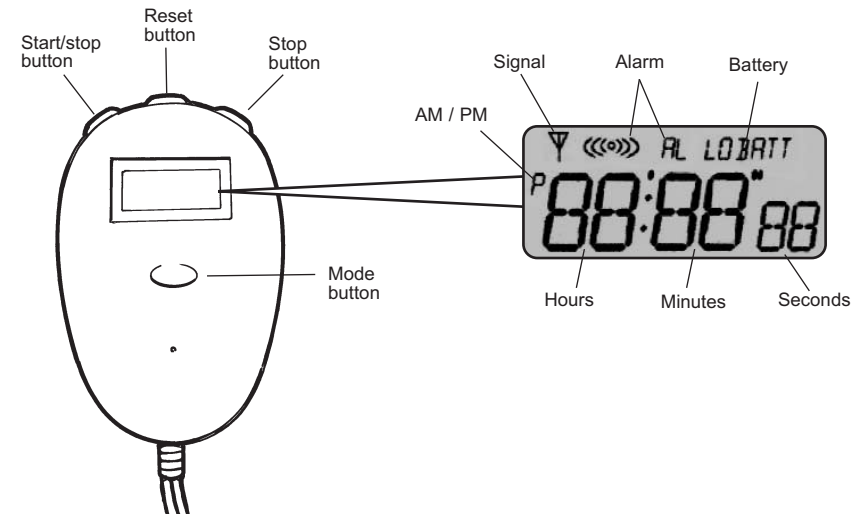
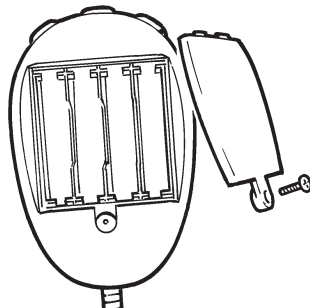


## INSERTING / REPLACING THE BATTERIES IN THE STOPWATCH

Remove the access panel on the rear of the unit by unscrewing the small screw at the bottom of the access door using a small cross head screwdriver (not supplied).

Fit 4 new AAA batteries in the battery spaces ensuring the correct polarity (see engraving inside the battery box) when fitted correctly 3 beeps will sound.

Replace the access door by locating the 2 rugs at the top into the corresponding slots on the back of the unit, locate the screw and tighten (do not over tighten).



## SETTING / ADJUSTING THE TIME

Once batteries are inserted into the Stopwatch receiver 12:00 will appear on the screen.

Select flashing digits through hours, minutes and seconds by pressing 'Start/Set'. Advance the digits using 'Stop'. (NOTE: hours will scroll through 'P' for 'pm', no prefix for 'am' and will show on the left side of the screen)

## ALARM MODE

Press 'Stop' button for 2 seconds and alarm symbol will show on the screen. To set alarm time press 'Mode' button once. Select flashing digits through hours, minutes and seconds by pressing 'Start/Set'. Advance the digits using 'Stop'. After finished setting the alarm time press 'Mode' button 3 times.

When time reaches the set alarm time the alarm will sound for one minute – It can be stopped during this time by pressing 'Stop' button.

## MANUAL STOPWATCH MODE

The watch features a manual stopwatch function as well as the Automatic timing function required for the dribbling challenge.

To activate the manual stopwatch feature press 'Mode' button twice. Press 'Start/Set' button – 3 beeps will sound. Press 'Start/Set' button to start counting and press 'Stop' button to stop counting. Press 'Start/Set' button to clear the stopwatch time. Press 'Mode' button twice to return to the clock function.

## USING THE AUTOMATIC START/STOP DRIBBLING SET

Once batteries are inserted into the Stopwatch receiver 12:00 will appear on the screen. Press 'Mode' button for 2 seconds, the aerial symbol will appear on the screen. Press 'Mode' button twice to bring up automatic stopwatch function, a row of 6 zeros will appear.

Once the first player is ready to play the 'Start/Set' button should be pressed once and 3 beeps will sound. As soon as the player kicks the ball through the start gate the timer will automatically start and will continue to beep each second. After negotiating the course that has been laid out, the player then kicks the ball through the goal and the timer and beeps automatically stop. The total time for the dribbling challenge will be displayed on the watch.

The second player to start presses the 'Start/Set' button, which is followed by 3 beeps, the player then follows the same process as above.

(NOTE: The aerial symbol will disappear after play has stopped for 30 minutes.)

## USING THE MEMORY FUNCTION

The Stopwatch Receiver has a 4-player memory function. To access the 4 times on the screen press 'Mode' button once – 'M1' will appear on the right hand side. To scroll through the time records press 'Start/Set' button. Each time the button is pressed it will advance through the 4 recorded times.

NOTE: the memory only has the capacity to store 4 player's times, if a 5th player records their time then the 5th player's time will record over the 1st player's time.

The memory will clear if the 'Reset' button is pressed or if the batteries are removed.

To return the Stopwatch back to clock mode press the 'Mode' button once to revert to time display.