



Instructions

For 1 or 2 players
Ages 8 and up

Object:

To win enough rounds so that the LED scoring light ends up in the position closest to your name (MC Scratch or DJ Zee).

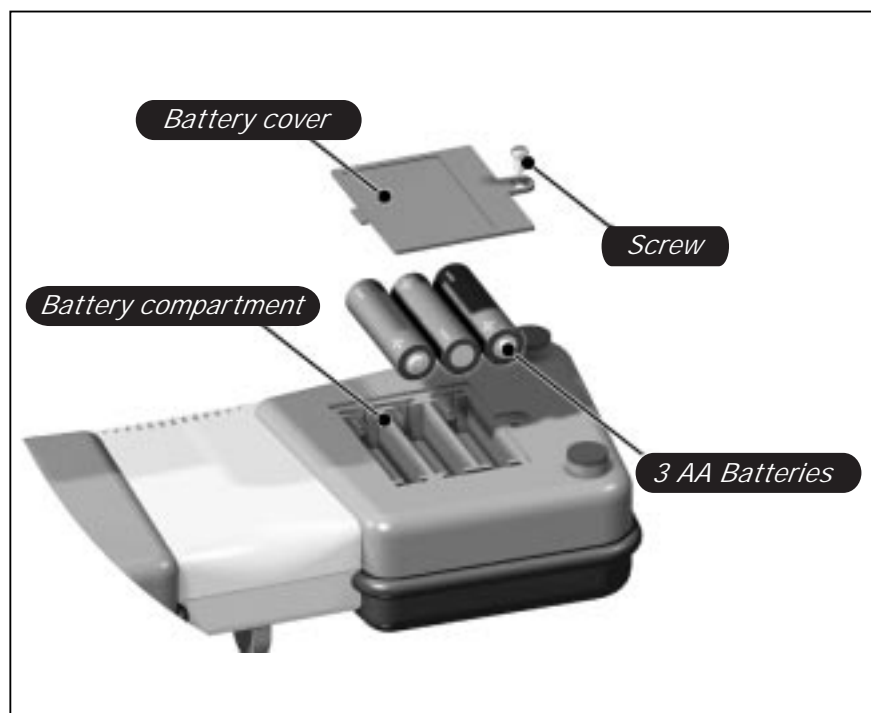
Set Up:

Inserting batteries:

Turn over the Battle Mix unit and place it face down on a cushioned surface, such as a folded towel. (Do not place upside down on a hard surface as this could damage the unit). Using a Phillips screwdriver, unscrew the battery compartment door and insert three AA batteries as shown. Replace the battery door and tighten the screw.

Note:

- Never mix old and new batteries, or mix different types of batteries (alkaline, non-alkaline, rechargeable).
- We recommend using alkaline batteries for this game. Do not use rechargeable batteries.
- When the unit will be out of use for a while, remove the batteries before storing.
- Do not dispose of batteries in fire; batteries may explode or leak.

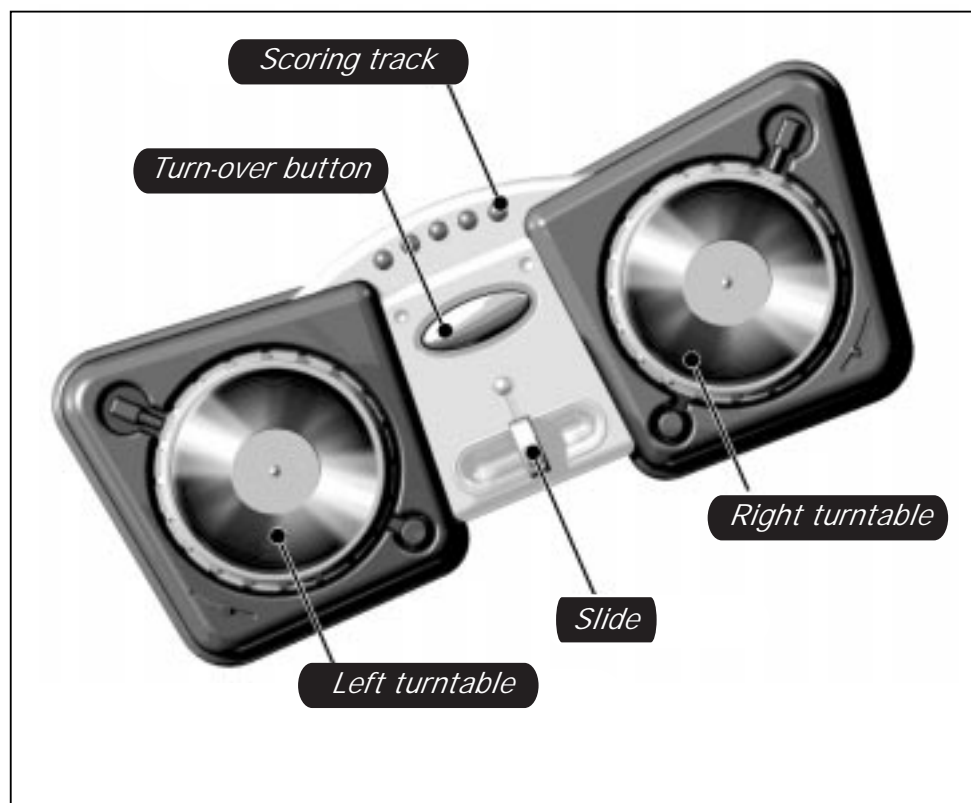


Slide the switch on the underside of the unit to the ON position. You'll hear, "**Welcome to DJ Battle Mix!**" and the back-beat will start pumpin'.

Place the Battle Mix unit right side up on a flat, steady surface. The unit may move around a little in play so make sure nothing gets caught under the rubber feet.

Think Fast!

After you've been prompted to make your moves, think quickly. There's a **time limit** to create your moves, and a time limit to copy the moves. Take too long and you'll be out of time and lose the point!



There are three ways to play DJ Battle Mix: against a friend in a head-to-head challenge, against the unit itself and in a freestyle mode that isn't scored.

1. HEAD-TO-HEAD CHALLENGE - THE TWO-PLAYER GAME

First, choose who you'll be: MC Scratch or DJ Zee.

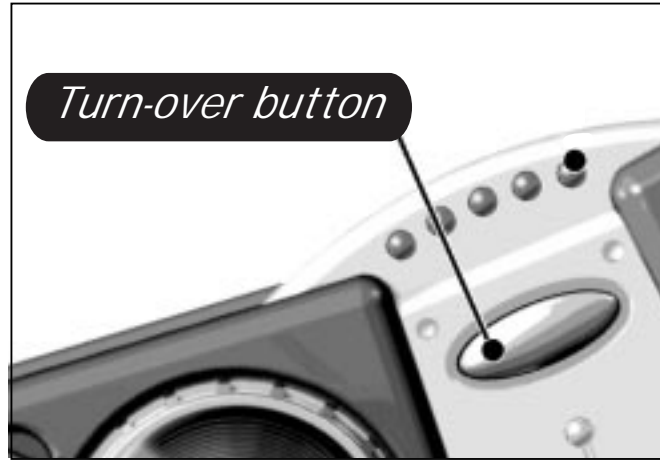
To start a **two-player game**, rotate the **left-hand turntable** (NOT both) - also known as "scratching" - either clockwise or counter-clockwise (either way will work just as well).

The Battle Mix unit will tell one of the players what to do. For example, you might hear, "**MC Scratch, give me three moves**". If that's you, create a sequence of any three sounds using the turntables and/or the slide.

You can **scratch** both turntables and/or **move** the slide to the left or to the right. These two moves on the slide count as two different moves! Remember - you can repeat the same move or play any combination, in any sequence, but no more than three moves!

When you've done three moves, **PRESS THE TURN-OVER BUTTON**. This signals that you are finished with your turn and ready to turn-over the unit to the other player. The unit will now announce, "**DJ Zee, play back the tracks**".

Your opponent now has to match your moves! That means copying exactly the same moves you just made and pressing the turn-over button at the end of their turn.



Press the turn-over button at the end of your moves!

- If they get it right, they'll get a positive statement such as, "**Keepin' the party jumpin'!**".
- If they get it wrong, they'll get a negative statement like, "**It ain't happenin'!**".

With every round, the game gets harder as you have to play-- and match -- longer sequences.

Will you make it to nine moves? Twelve? Or maybe higher? Not only can you mix up more complicated sequences, you can go **faster and faster** to make it harder for your opponent!

Keep an eye on the lights on each turntable and the one above the slide! Use them to help you remember the sequences. And **don't forget**: always end your turn by pressing the turn-over button.

Keeping score

The five red lights across the top of the unit help you keep track of the scores.

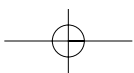
At the start of each game, the center light will glow. Each time a player correctly matches a sequence, the next light closer to that player's "name" will light up - shifting to the right for MC Scratch or to the left for DJ Zee. When you get a sequence wrong, the light will move one step away from your name.

When setting up a sequence, always make as many moves as you're told to. For example, if you're prompted to make four moves and you only make three before hitting the turn-over switch, you automatically lose a point.

Winning the game

When the scoring light makes it all the way over to the edge - either to the left or to the right - that player is about to win. One more correct answer-- or a mistake by the opponent-- is all that is needed to win the game.

When that happens, the scoring light will flash and you'll hear something like, "**King of the decks!**" followed by the winner's name ("**MC Scratch**" or "**DJ Zee**"), and then, "**It's time to freestyle! Mixin' it up on the turntables!**".



Celebrate your win by playing a freestyle set for as long as you like! Now when you push the turn-over switch, the unit will change the back-beat - there are three to choose from!

2. GRANDMASTER CHALLENGE - PLAYING SOLO

To start a **one-player game**, move **the right-hand turntable** either clockwise or counter-clockwise.

The game works in much the same way as a two-player game. You'll be DJ Zee and the unit will play MC Scratch. Although the turntables and the slide will not move when MC Scratch is taking a turn, you will hear the sounds and see the lights light up.

Watch and listen carefully, then see if you can **match MC Scratch**. Don't forget to **press the turn-over switch** to end your turn.

If you win, you get to perform your own freestyle set. If you lose, the unit will perform one for you!

3. PLAYING FREESTYLE

If you don't want to play a game, you can skip straight to freestyle mode and mix your own set just as you would when you win a match. Press and hold the turn-over switch for three seconds until you hear, "**It's time to freestyle, mixin' it up on the turntables!**".

Once you start to freestyle, press the turn-over switch again to change the back-beat. Remember - there are three different ones to choose from! Work those turntables, slide that slide and crank out a great sound!

Starting a new game

When you win a match and go into freestyle mode, you can start a new game whenever you want. Simply press and hold down the turn-over switch for three seconds until you hear, "**Welcome to DJ Battle Mix!**". Select a two-player or a solo game in the normal way.

Switching off DJ Battle Mix

You can end a game at any time. Slide the switch at the bottom of the unit to OFF. If you forget, the unit will automatically shut down after approximately five minutes.

We appreciate your comments on DJ Battle Mix.
Please send your correspondence to:

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Our Customer Service Department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298

Visit our Web Site at: www.pressmantoy.com

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