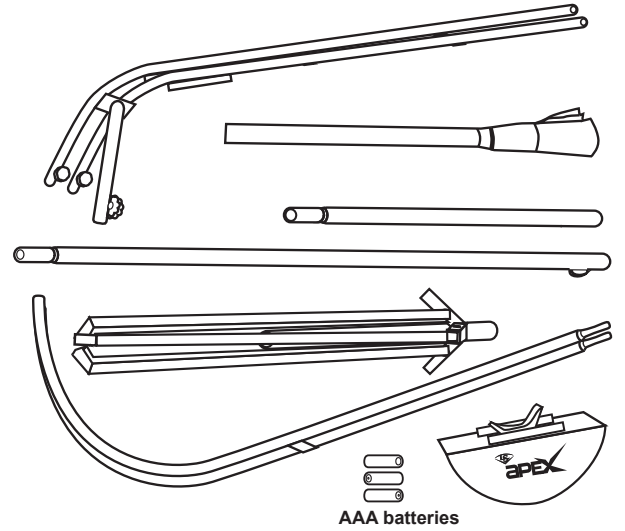
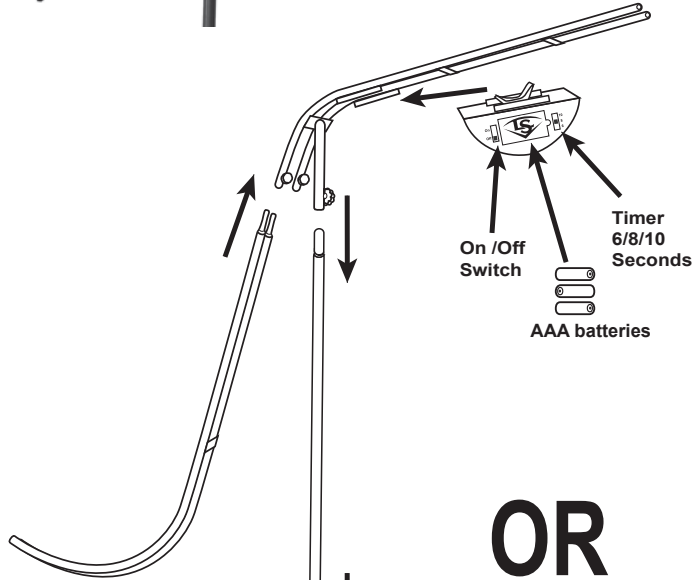




ASSEMBLY INSTRUCTIONS



PARTS ENCLOSED IN PACKAGE



#1 Phillips screwdriver

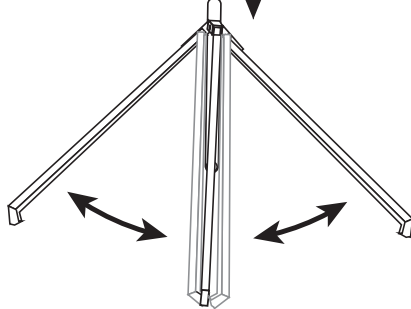
TOOLS REQUIRED (not included)

To Assemble:
 Remove screw from motor and insert batteries. Close battery compartment and replace screw. Open legs and assemble pole units as shown. Assemble as a batting tee or as a soft toss device.

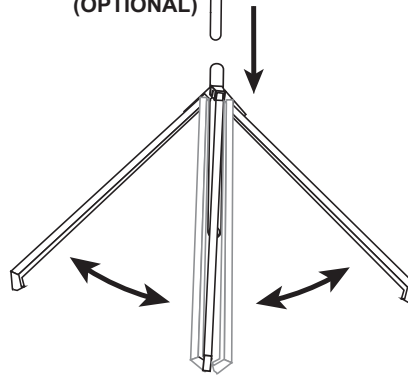
OR

(OPTIONAL)

(OPTIONAL)



Soft Toss Device



Batting Tee

Manufacturer's 60 Day Limited Warranty:

GameMaster will for sixty days from the date of purchase, repair or replace at its discretion, any part which may prove to be defective in materials or workmanship. Please note that commercial use of the product will void the warranty coverage. This warranty does not cover damage resulting from mishandling in transit, acts of nature, customer made alterations, vandalism, misuse, abuse, lack of reasonable care or normal wear on items, such as those having finished or painted surfaces.

Any replacement product may be either new or like new, provided that it has function-ability at least equal to that of the product being replaced. To obtain service under this warranty, return product to place purchased.

No implied warranty shall extend beyond sixty days from the date of purchase. The liability of GameMaster under this warranty shall be limited to the repair or replacement of defective parts within sixty days of the date of purchase. GameMaster shall not be liable for any incidental or consequential damages. Some states do not allow limitations on how long an implied warranty last or the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary from state-to-state and country-to country.

For replacement parts go online to www.sluggerupm.com

Any Questions or Comments Please contact us at...

GameMaster 9770 Inter-Ocean Dr. West Chester OH 45246

Web site: www.sluggerupm.com