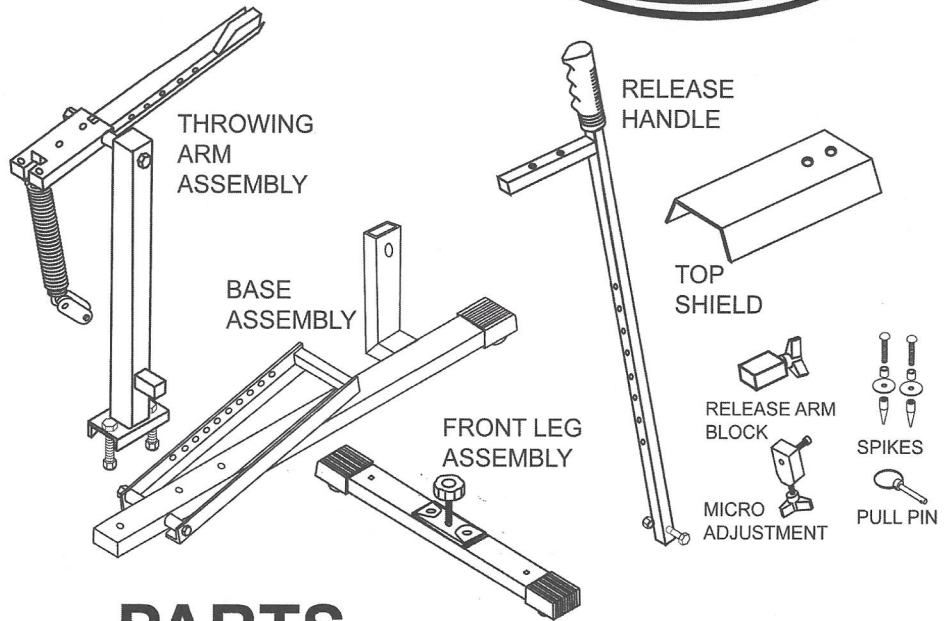




Blue Flame™
Black Flame™

Models: L60111 & L60222

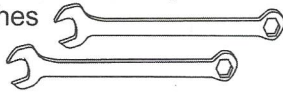


PLEASE READ:

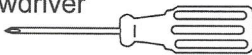
Before throwing with Flame Pitching Machine please read and follow all safety labels and WARNINGS located on the Machine.

Tools required for assembly:

2 - 9/16" wrenches



1- Phillips screwdriver



PARTS

For replacement parts go online to www.sluggerupm.com

Manufacturer's 60 Day Limited Warranty:

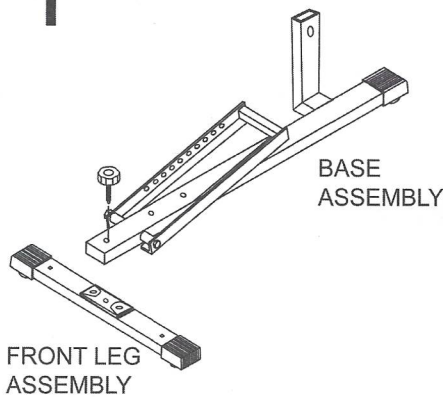
GameMaster will for sixty days from the date of purchase, repair or replace at its discretion, any part which may prove to be defective in materials or workmanship. Please note that commercial use of the product will void the warranty coverage. This warranty does not cover damage resulting from mishandling 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.

ASSEMBLY

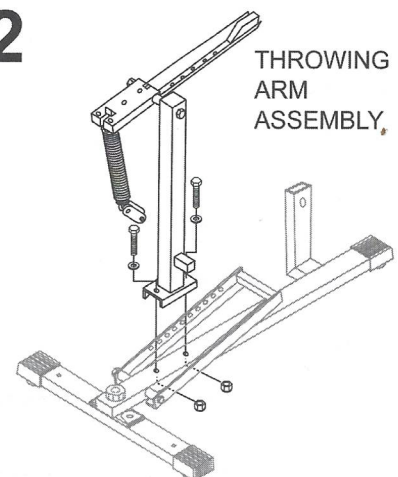
1



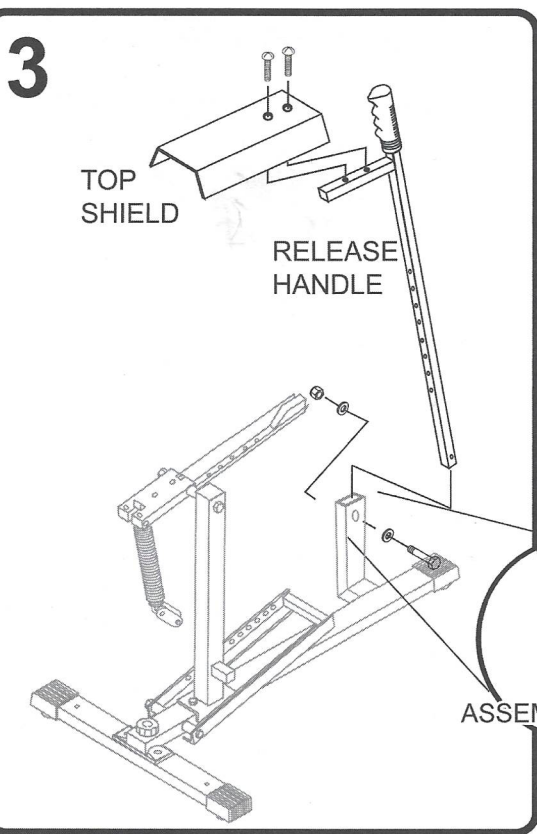
1) Most hardware needed is pre-attached and will only need to be removed and reattached as the instructions indicate.

Remove the large knob from the FRONT LEG ASSEMBLY. Align the BASE ASSEMBLY to the FRONT LEG ASSEMBLY and reattach knob. Tighten securely.

2

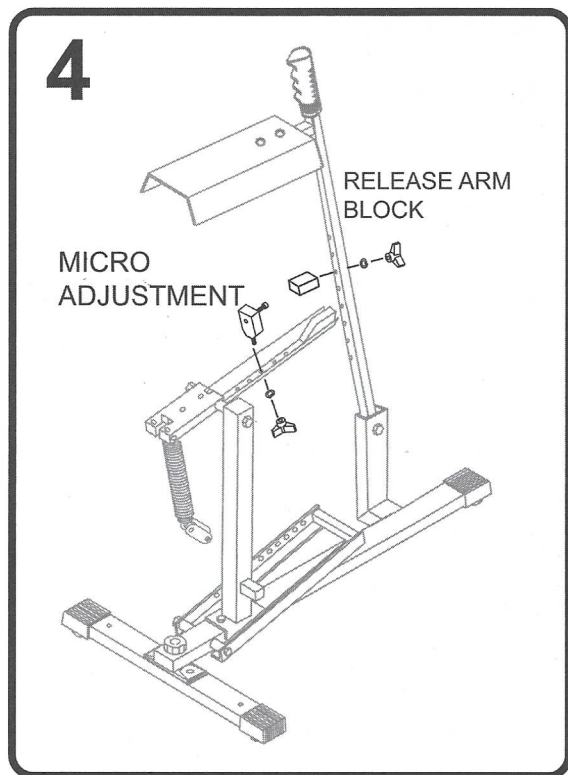


2) Remove the nut, bolt and washers from the THROWING ARM ASSEMBLY shown in diagram 2 with two 9/16" wrenches. Align the THROWING ARM ASSEMBLY to the BASE ASSEMBLY. Attach the two bolts and washers and tighten. (The bottom plate on the BASE ASSEMBLY is threaded). After the THROWING ARM is tightened to the BASE ASSEMBLY reattach the nuts and tighten securely.

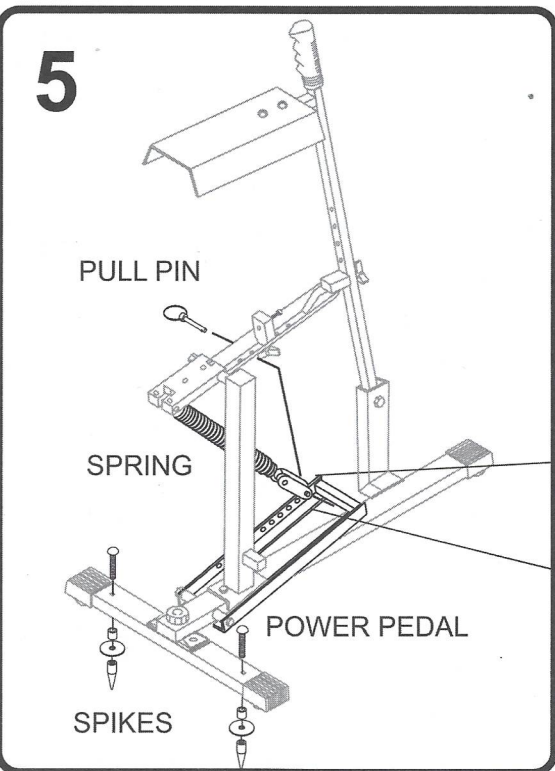


3) Remove the nut, bolt and two washers from the BASE ASSEMBLY shown in diagram 3 with two 9/16" wrenches. Insert RELEASE HANDLE into the upright tube in the BASE ASSEMBLY. Insert bolt and washer and attach washer and nut. Tighten securely, **DO NOT OVER TIGHTEN.** The RELEASE HANDLE should move freely but not have side to side movement.

Remove the two screws from the top of the RELEASE HANDLE with a phillips screwdriver. Attach the TOP SHIELD and secure with the two screws.

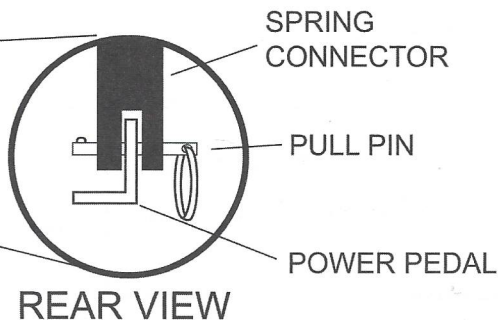


4) Attach the MICRO ADJUSTMENT and the RELEASE ARM BLOCK into the numbered hole based on the desired speed shown on the chart located on the TOP SHIELD of your machine.



5) Attach the optional SPIKES to the FRONT LEG ASSEMBLY.

FINAL STEP: Attach the SPRING to the numbered hole on the POWER PEDAL for the desired speed based on the speed chart on the top shield. **To extend the life of the spring detach the SPRING from the POWER PEDAL when not in use.**



Web site: www.gamemasterathletic.com

Questions or comments visit us online or contact: GameMaster 9770 Inter-Ocean Suite B Dr. West Chester OH 45246
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