

PLAY TV BASKETBALL™



Model 75029

For 1 to 4 players / Ages 8 and up

INSTRUCTION MANUAL

P/N 82398900 Rev.A

Get off of the couch and into the game!

Whether you are playing defense, shooting a 3 pointer, or dunking a 360 on top of your opponent's head, Play TV Basketball brings the fun and excitement of one on one basketball into your living room!

SETTING UP

BATTERY INSTALLATION



Battery Compartment

On the back of the main unit, loosen the screw on the battery compartment and insert four (4) "AA" batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.

NOTE: Batteries in the Main Unit should give you about 10 hours of game play (if alkaline batteries are used). The game will not operate normally when the batteries begin to run low. The screen may be blurred and resetting the game may not work. Be sure to install fresh batteries. There is also no memory function. All game data will be erased when the power is turned off or batteries are replaced.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

TV CONNECTION

NOTE: To connect Play TV Basketball directly to a TV, the TV must be equipped with audio and video input jacks. They are commonly found on the front of the TV near the contrast, color and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

If your TV does not have audio and video input jacks, you may connect Play TV Basketball through a VCR connected to your TV.

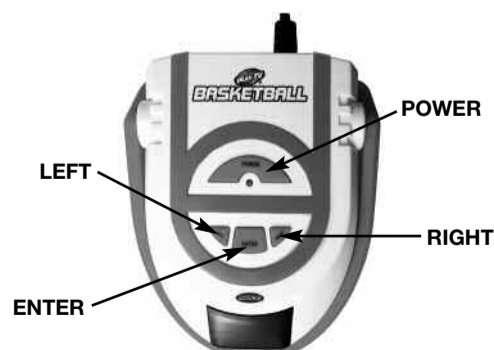
Please note: If your TV does not have AV Input Jacks, you can connect your game through your VCR or use an RF Modulator. RF Modulators can be purchased at most electronic stores.

CONNECTING TO A VCR

To connect Play TV Basketball to your VCR, insert the yellow video plug from the Main Unit into the video-in (Yellow) jack on your VCR, the white audio plug into the left audio-in (white) jack. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

BUTTON FUNCTIONS ON THE MAIN UNIT



POWER – Used to turn the game On/Off

RIGHT – Used to scroll right through the MENU

LEFT – Used to scroll left through the MENU

ENTER – Used to enter selections in the MENU

E

GETTING STARTED

Place the console on the floor in front of the TV. Press the power button to turn the camera on. Keep the ball 5 to 6 feet from the console. Adjust the angle of the camera by moving the main housing up and down so it points up towards your waist. The camera will track the movements of the basketball (included) when playing offense and defense.

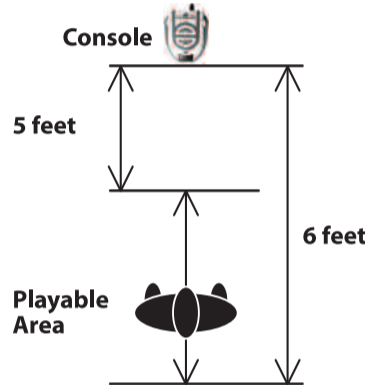
Please note: You may need to reposition yourself or the camera to comfortably and safely reach anywhere within the required range of motion with the ball. If the cursor in the game jumps abruptly on screen, try moving a foot or two further from the camera, turn off unneeded room lights, and make sure sunlight is not shining on the console.

PLAYING PLAY TV BASKETBALL

Turn on the power to your Play TV Basketball by pressing the Power Button on the Main Unit console. Press the Enter button or move the basketball cursor to **Highlight to Start** on the screen. On the Main Menu screen you will be able to scroll through the menu options (Ballin' Mode, Quick Start, Playground Mode, and Options). The currently selected option will be highlighted. Use the ENTER button (see button functions section of this manual) or using the basketball place the cursor over your choice to make your selection.

OPTIONS – allows you to change Background Music, Taunting levels, Winning Score, Ball Possession and Calibration by using the RIGHT and LEFT scroll buttons and the ENTER button or using the basketball place the cursor over your choice to make your selection.

- **Background Music** – Select On/Off
- **Taunting** – Select On/Off
- **Winning Score** – Select 11 points or 21 points
- **Ball Possession** – Select Winners or Losers
- **Calibration** – Standing 5 to 6 feet from the camera move the cursor to the 4 quadrants easily and accurately to calibrate.



You can choose from 3 modes of game-play: Ballin' Mode, Quick Start and Playground Mode. You will also be able to select the characters, court style and level of difficulty.

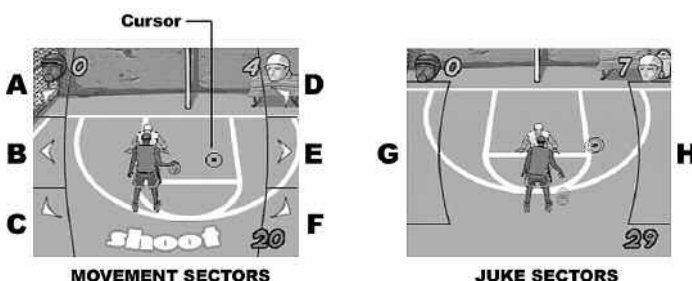
- **Character Select** – Choose one (1) out of four (4) characters
- **Court Style Select** – Choose one (1) out of three (3) courts.
 - **The Boardwalk** – rough asphalt with faded lines on a beach boulevard with palm trees, sand and surf.
 - **The Urban Playground** – rough asphalt with faded lines in an urban setting with chain link fence.
 - **The Gym** – standard parquet wood floor with nice painted lines in a recreation center.

BALLIN' MODE – allows you to play a game of 1 on 1 basketball. You will have a 30 second shot clock limit on offense and defense, and different courts and players to choose from. The player to score 11 or 21 points first wins! Remember you must win by 2 points.

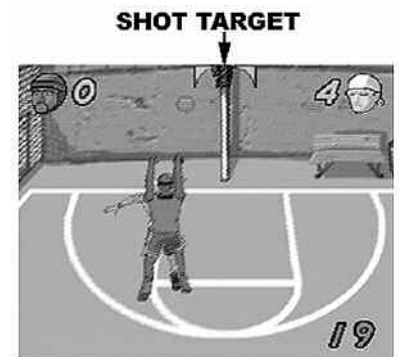
An on screen cursor will track the balls movement. Moving the ball to different sectors on the screen will move the player and ball.



- **Sector A:** Moves the player towards the hoop and to the left
- **Sector B:** Moves the player to the left
- **Sector C:** Moves the player away from the hoop and to the left
- **Sector D:** Moves the player towards the hoop and to the right
- **Sector E:** Moves the player to the right
- **Sector F:** Moves the player away from the hoop and to the right
- **Sector G:** Juke move left
- **Sector H:** Juke move right



- **Shot Target:** After highlighting Shoot, the Shot Target will appear above the hoop. Position your cursor on the Shot Target to make your shot.



- **OFFENSE:** Move the ball around in the air in front on the Main Unit to the corresponding sectors on the screen to move the character and ball on the screen. The object is to lose the defender and either drive to the bucket for a dunk or pull up for a jump shot.
- **Shoot** – Once you get yourself free for a jumper, highlight the word Shoot and quickly move the ball up so the cursor passes through the center of the Shot Target located above the hoop. Nothing but net if you move quickly and accurately.
- **Drive** – Once you open up a lane to the hoop, highlight the word Dunk. Once your player starts his move towards the bucket, quickly choose a sector(s) to select the type of dunk and then move the cursor to the Shot Target located above the hoop.

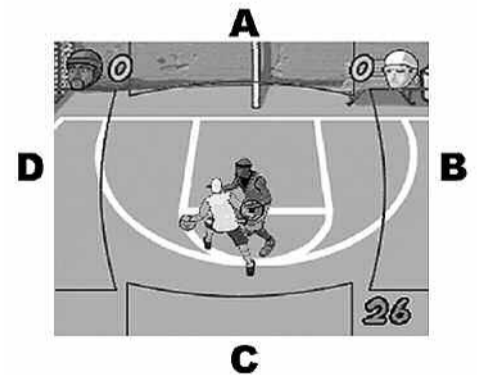
Each player can perform 5 different dunks:

- Around the back
- Up and Down
- Over the top
- Standard
- Over-the-head or Windmill

	Easy	Nothin' Special & Insane
Dunk 1	Highlight upper sector	Highlight upper sector
Dunk 2	Highlight left sector	Highlight lower sector
Dunk 3	Highlight right sector	Highlight left + right sector
Dunk 4	Highlight lower sector	Highlight lower + upper sector
Over the Top Dunk	Highlight left + right; or Highlight upper + lower; or Highlight upper + right + lower + left in any sequence in a circular motion	Highlight upper + left + lower + right in any order in a circular motion



DEFENSIVE QUADRANTS



- The sectors on the side of the screen show the player which directions they can move their character.
- A player can take a Jump Shot at any time by highlighting the Shoot graphic at the bottom of the screen.
- "Juking" your opponent may give you the opportunity to shoot or dunk based on the defenders reaction. There's a chance he may steal the ball.
- When a shot is blocked or missed, possession goes to the other player.
- To dunk the player must highlight "Dunk"

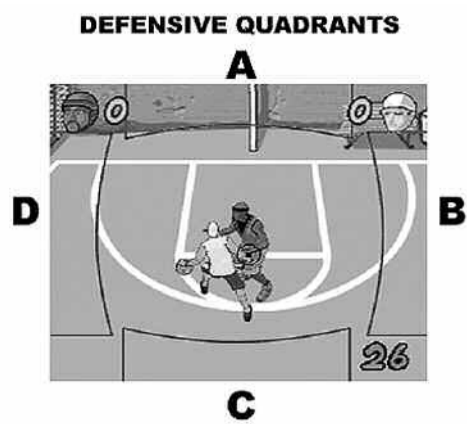
Please note: In order for your dunk to be successful you must perform the correct sequence (See Above)

When playing offense, four outcomes are possible when you try a dribble trick:

- The ball is stolen (change of possession)
- The defender goes for a steal and misses (open shot opportunity)
- The defender gets off balance or out of position (open shot opportunity or chance to move into a position for a dunk)
- The defender doesn't bite and stays in position

• **DEFENSE:** The player's success will depend on correctly identifying the offensive player's dribbling movement, keeping in position and properly timing a steal or a block. Each player can perform 4 (four) different defensive moves

- **Quadrant A:** The defensive player will block the shot by jumping up
- **Quadrant B:** The defensive player will swipe to the left
- **Quadrant C:** The defensive player will swipe forward
- **Quadrant D:** The defensive player will swipe to the right



BALLIN' MODE – Choose Ballin' Mode and then select Quick Start

QUICK START – This mode automatically selects the players and court.

PLAYGROUND MODE – allows you to play 2 Mini-games that will test your different skills in basketball for Ballin' Mode and Quick Start.

• **SLAM DUNK COMPETITION** – One (1) to four (4) players will take turns performing a series of slam dunks to earn points. To begin, players will choose the number of ballers, their character, court and level of difficulty before each dunk.

- Each Player has 4 attempts at the basket.
- Players will take turns dunking.
- Variety and Difficulty points will be awarded for each slam dunk.
- The Final Dunk is worth double the points!

First player performs his dunk by highlighting one or more quadrants. Your score is based on the level of difficulty and the type of dunk you perform. However, if you miss the dunk you score no points.

The total number of points will be added from the 4 dunks performed to determine the winner. Remember, you can always have a rematch by selecting YES on the rematch screen after the score and winner are shown.

- **H.O.R.S.E.** – One (1) to four (4) players will take turns shooting from different locations on the court. If a player makes a shot, then the next player will have to make the same shot or they will be given a letter. The last player to spell H-O-R-S-E wins! To begin, players will choose the number of ballers, their character, court and level of difficulty.
 - The players can choose the location of their shot by moving their character to the different shot locations and highlighting shoot.
 - If a player makes a shot, the next player must also make the same shot from the same location.
 - If the next player misses, they will be given a letter.
 - When a player spells H-O-R-S-E, they are eliminated.

The player whose turn it is will move their player to the desired location on the court and shoot without a defender in their way. If the player makes the basket, it will be the next players turn to make the same shot. If they miss, they will be given a letter to spell H-O-R-S-E. Remember, you can always have a rematch by selecting YES on the rematch screen after the score and winner are shown.

NOTE: If players continue to make shots, and it comes back around to the original player, that player can then move to a new location and attempt another shot.

CREDITS

FarSight Studios

Technical Director --- Jay Obernolte

Lead Engineer --- Sean Shannon

Development Director / Lead Designer --- Bobby King

Engineer --- Doug Brettin

Art Director --- Tom Green

Lead Animator --- Darrin Hart

Senior Artist --- Craig Alexander

Senior Artist --- Migo Wu

Artist --- Chris Pavia

Audio Engineer/Artist --- Chris Kline

Please Note: Due to the use of reflective surfaces turn the unit off when not in use.

TROUBLE SHOOTING

TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel.

The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Output:

-Voltage: 6 Volts DC

-Current: 300 mA (minimum)

Polarity: Negative Center

Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.

AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **The unit may malfunction when there is a radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

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

NOTE: This equipment has been tested and found to comply with 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.

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- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:
RADICA USA Ltd.
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Dallas, TX 75244-4510



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