



stick people sticking together

Series 1: 75039, 75040, 75096, 75097, 75098 & 75099

For 1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 82398310 Rev.A

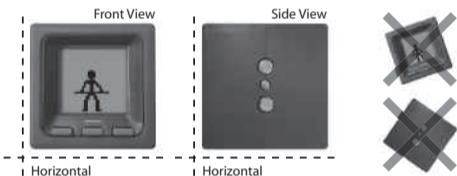
STICK PEOPLE STICKING TOGETHER

Play with one cube or stick two or more cubes together and they'll interact to build a world! STICK CHARACTERS will play, pester, and protect each other. As you stack they'll interact and visit each other's cubes. So, collect them all!

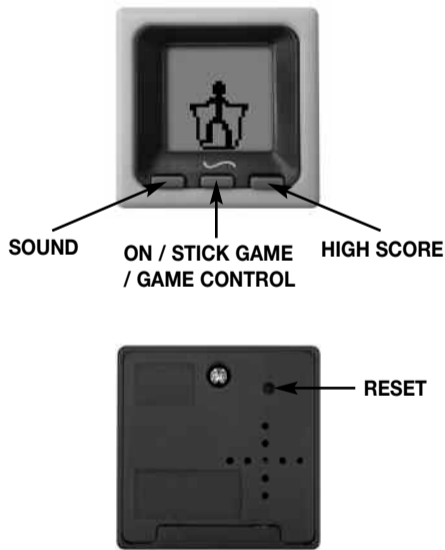


IMPORTANT:

STICK GAME - You must hold the cube LEVEL when starting a GAME.



BUTTONS:



SOUND - This button will allow you to turn the sound ON and OFF.

ON / STICK GAME / GAME CONTROL - Pressing this button will turn ON the cube. Once the cube is on, pressing this button will start the GAME MODE. Once in GAME MODE, press this button a second time to start the GAME. Once the GAME begins, you CONTROL the movement of the STICK CHARACTER by pressing this button.

HIGH SCORE - This button will reveal the STICK GAME'S HIGH SCORE.

RESET - Insert a blunt point into the RESET BUTTON to reset the game settings. This button is located on the back of the cube.

FEATURES:

COLLECT ALL FOUR CUBES:



STICK CHARACTERS:

- **SLIM** - Interacts with a stick.
- **DODGER** - Enjoys kicking the ball.
- **SCOOP** - Dog lover.
- **WHIP** - Enjoys rope tricks.

ANIMATIONS - Each cube has over 100 animations!

STICK GAMES - Each cube has a unique STICK GAME.

STICK GAMES:



SLIM: Pull Up



DODGER: Bounce



SCOOP: Keep Away



WHIP: Jump Rope

MOTION SENSORS - Play with and pester each STICK CHARACTER by shaking or tumbling the cube.

CONNECT - BUILD A WORLD by CONNECTING the cubes with the magnetic sides.

TRANSFER - When a STICK CHARACTER moves from its own cube to a CONNECTING cube.

DISSOLVE - If a CHARACTER has TRANSFERRED into another cube and the magnetic CONNECTION is broken, all the characters will automatically DISSOLVE and return to their own cubes.

HOW TO PLAY:

CUBE WORLD allows you to **PLAY WITH ONE STICK CHARACTER** or **BUILD A WORLD!**

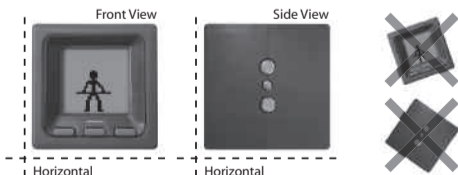
PLAY WITH ONE:

Press the ON button and a STICK CHARACTER will appear. Each STICK CHARACTER has unique animations and will interact with their object (stick, ball, dog, rope.) To interact with the STICK CHARACTER, you can use the MOTION SENSORS or play STICK GAMES.

MOTION SENSORS - The interactive MOTION SENSORS will allow you to tumble the STICK CHARACTER around the cube.

STICK GAME - Each cube also has a fun STICK GAME (SLIM: Pull-up, DODGER: Bounce, SCOOP: Keep Away, WHIP: Jump Rope.) To start a game, press the STICK GAME button to initiate the GAME MODE. Then press the STICK GAME button a second time to start the game. The GAME CONTROL button will allow you to control the movement of each STICK CHARACTER. At the end of each GAME, your score will be displayed. To see the HIGH SCORE, press the HIGH SCORE button once.

IMPORTANT: You must hold the cube LEVEL when starting a STICK GAME.



BUILD A WORLD:

To start, press each cube's ON button and the STICK CHARACTERS will appear. CONNECT each cube by using the magnets that are located on the sides of the cube.



The cubes can be CONNECTED in any horizontal or vertical pattern.



Once CONNECTED, the STICK CHARACTERS will automatically interact with one another. They may introduce themselves by waving or TRANSFER over to a connected cube.

Hint: CONNECTING all four cubes in a vertical or horizontal row will result in a fun and unique animation.

TRANSFER – A STICK CHARACTER will automatically TRANSFER out of its own cube. Once this happens, a window blind or covering will lower to show that no one is in that cube.



NOTE(S):

- Maximum capacity for any one cube is four STICK CHARACTERS.
- If a CHARACTER has TRANSFERRED into another cube and the magnetic CONNECTION is broken, all the characters will automatically DISSOLVE and return back to their own cubes.



ADDITIONAL TERMS / ACTIONS:

SLEEP MODE – After 4 minutes with no interaction, the STICK CHARACTER will automatically display a sleeping animation.



If the cube is not touched for an additional minute, the cube will automatically go into "SLEEP MODE." To turn the cube back on, simply press the ON button and the STICK CHARACTER will reappear on the screen ready for action.

INTERACTION – If you purchase multiple cubes, they will all interact with each other and with themselves. For example, SLIM will interact with another SLIM cube.

BATTERY INSTALLATION

This game is powered by one (1) CR2032 battery.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert One (1) CR2032 battery as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

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.
- 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 Reset button, 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 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.

12 MONTH PRODUCT WARRANTY

(This product warranty is valid in the United Kingdom only)

All products in the RADICA® range are fully guaranteed for a period of 12 months 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.

In the unlikely event that you do experience a problem within the first 12 months, please telephone the Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

YOUR STATUTORY RIGHTS ARE NOT EFFECTED.

Distributed by:
RADICA UK Ltd.
The Old Stables, Munns Farm,
Cole Green, Hertfordshire,
SG14 2NL, England



RADICA:®

CUBE WORLD IS A TRADEMARK OF
RADICA GAMES LTD.
©2005 RADICA GAMES LTD.
PRODUCT SHAPET™
ALL RIGHTS RESERVED

Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>