

RADICA:
PLAY TV
SNOWBOARDER™



Model 71023

For 1 player / Ages 8 and up / WEIGHT LIMIT - 180 Pounds

INSTRUCTION MANUAL

P/N 82359200 Rev.A

**WARNING: EPILEPSY AND SEIZURES
 READ BEFORE OPERATING YOUR PLAY TV**

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING:

Make sure that you stand far enough away from the TV and any other objects or people to avoid striking anything or anyone when you are using your Play TV Snowboarder.

WARNING:

When using Play TV Snowboarder, DO NOT jump on the board. There is a danger of breaking the board and serious injury to the player.

IMPORTANT SAFETY NOTE:

Do not attempt to "grab" Snowboarder while riding it. Rubber soled shoes are best to wear when riding to avoid slipping off Snowboarder.

Get ready to experience the extreme sport of snowboarding—any time, any season! Ultra-realistic board action takes you through four different events—Free Ride, Slalom, Half Pipe and Big Air—and helps you pull off awesome tricks and grabs in mid-air.

SETTING UP PLAY TV SNOWBOARDER

BATTERY INSTALLATION AND REPLACEMENT

Loosen the screw on the bottom of the Power unit battery compartment door with a screwdriver. Remove the battery compartment door and insert four (4) AA batteries (we recommend alkaline) as indicated inside the compartment. Replace the battery compartment door and tighten the screw with a screwdriver. Do not over tighten.

Adult supervision is recommended when installing batteries.

CONNECTING PLAY TV SNOWBOARDER TO YOUR TV OR VCR

Connecting to your TV

To connect Play TV Snowboarder 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 back of the TV near the antennae and cable/satellite jacks.

Insert the yellow video plug from the game into the Video-In (yellow) jack on the TV.

Insert the white audio plug from the game into the left Audio-In (white) jack on the TV.

Set your TV to the appropriate video input mode. (See your TV's operating manual for details.)

Connecting to your VCR

If your TV doesn't have audio and video input jacks, you can connect Play TV Snowboarder to your VCR.

Insert the yellow video plug from the game into the Video-In (yellow) jack on the VCR.

Insert the white audio plug from the game into the left Audio-In (white) jack on the VCR.

Set your TV and VCR to the appropriate video input mode. (See your TV and VCR operating manuals for details.)

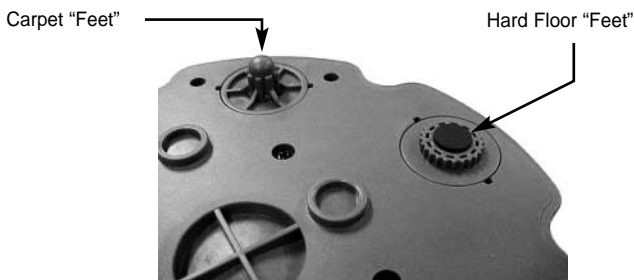
NOTE: If your TV or VCR does not have AV inputs, a "Y" adapter may be purchased separately at any electronics store.

Adult supervision is recommended when connecting cables to a TV and VCR.



Setting Up the "Feet"

On the bottom of the Snowboarder "base" you will find "feet" that are removable. Turn them clockwise to remove and turn them over and counter clockwise to tighten. The flat "feet" with rubber padding are used for hard floors and the peg "feet" are used for carpeting.



E

BUTTON FUNCTIONS

On•Off - Press this button to turn the game on and off.

Reset - Press this button, using a rounded object, to reset the game in the event of a malfunction.



BOARD FUNCTIONS

Tilt Forward - When riding Snowboarder, tilt your board Forward to speed up.

Tilt Back - In the Main Menu, tilt your board Back to enter a game selection. When riding Snowboarder, tilt your board Back to slow down or land a jump.

Tilt Right/Tilt Left - In the Main Menu, tilt your board to the Right or to the Left to toggle through game selections. When riding Snowboarder, tilt your board to the Right or to the Left to turn your board.

BASIC RULES

As you watch the screen, you'll tilt your board Forward, Back, Right and Left to make game selections and guide your rider through a series of courses, tricks and grabs.

You'll begin each course from a stopped position between two poles. Tilt your board Forward to start down the hill.

To speed up, tilt your board Forward. To slow down, tilt your board Back.

To move to the right, tilt your board to the Right. To move to the left, tilt your board to the Left.

If you hit an obstacle, or fail to successfully land a jump, you'll crash.

HINT: To land a jump, tilt your board back as you hit the ground to successfully land a jump and avoid crashing.

BASIC GAME PLAY

At the beginning of each race, you'll have a chance to select a new course, skill level, rider and stance.

Press the **On•Off** button to turn the game on and stand on the board.

After a brief title screen, you'll see the Main Menu screen.

COURSES

There are four courses to choose from (as well as Quick Start option): Free Ride, Slalom, Half-Pipe and Big Air. If you choose Quick Start, you will ride as Ethan in the default mode (Free Ride, Novice Level, Regular Foot Stance).

To toggle between courses, tilt your board to the Right and to the Left.

When you have selected a course, tilt your board Back.

FREE RIDE

Free Ride is an untimed event. You'll be judged on style and the number of tricks you successfully complete. You must complete each trick without crashing, to receive a score. There are three different free-riding courses to conquer: Novice, Advanced and Expert.



SLALOM

Slalom is a timed event with three skill levels: Novice, Advanced and Expert. You must ride through a series of gates to get the fastest time. Your goal is to finish the course in the least amount of time.



You must pass through each gate to get credit for it.

If you miss a gate, five seconds will be added to your final time as a penalty.

HALF-PIPE

Half-Pipe is an all-out competition for points. You'll ride down the course to gain speed, and blast up the half-pipes to gain massive air. Once you're in the air, you must try to complete a trick before landing. The faster you go, the higher you'll jump.



To gain points, you must land each trick successfully.

BIG AIR

In Big Air, you'll launch your board from edge of two cliffs. Once you're in the air, you'll need to pull off as many tricks as you can before you land. You must land the trick successfully in order to collect points.



The faster you go, the higher you'll jump.

SKILL LEVEL

There are three skill levels: Novice (green circle), Advanced (blue square) and Expert (black diamond).

To toggle between skill levels, tilt your board to the Right and to the Left.

When you have selected a skill level, tilt your board Back.

RIDERS

You have four riders to choose from: Ethan, Blake, Quinn or Ardra. Each rider has a different level of speed, turning and agility (ability to successfully land a trick).

To toggle between riders, tilt your board to the Right and to the Left.

When you have selected a rider, tilt your board Back.

Characters	
Ethan	Blake
Speed: 4	Speed: 8
Turning: 4	Turning: 2
Agility: 4	Agility: 2
Quinn	Ardra
Speed: 4	Speed: 2
Turning: 5	Turning: 5
Agility: 3	Agility: 8

STANCE

You may ride your board in two different stances: Regular Foot (left foot forward) and Goofy Foot (right foot forward).

To toggle between stances, tilt your board to the Right and to the Left.

When you have selected a stance, tilt your board Back.

CONTROLLING YOUR SPEED

To speed up, tilt your board Forward. To slow down, tilt your board Back. If you do not tilt Forward or Back, you will gradually lose speed.

LANDING A JUMP

Tilt your board Back as you hit the ground to successfully land a jump and avoid crashing.

HIGH SCORE

If you beat a high score ranking at the end of a race, you'll be asked to enter your initials.

To scroll through the letters, tilt your board to the Right and to the Left.

When you have selected the correct letter, tilt your board Back.

REPLAY

When you finish a course, you will have the option to try again. If you select Yes, you'll ride the same course. If you select No, you will return to the Main Menu.

Tilt your board to the Right and to the Left to toggle between "Yes" and "No." The currently selected option will become highlighted.

When you have made your selection, tilt your board Back.

TRICKS

Once you're in the air, you can pull off a variety of tricks.

Once a trick is completed, you will earn less points if the trick is pulled off again. There are a variety of tricks to complete for a higher score.

When you complete a combination (completing more than one trick during a jump), your score will be determined by adding the combined score of the tricks, and multiplying that score by the number of completed tricks in the combination.

TRICK DESCRIPTIONS

To perform a trick, you'll need to tilt your board in a specific sequence. "Hold" and "Quick" refers to how long you need to hold a particular position.

NOTE: You must tilt your board back to successfully land a jump.

STALEFISH

Stalefish = Tilt Right (hold) + Tilt Back

Mini Stalefish without hand grab = Tilt Right (quick) + Tilt Back

Stalefish 180° Clockwise = Tilt Right + Tilt Right (hold) + Tilt Back (You'll advance to 360°, 540°, etc. depending on how long you tilt your board to the Right.)

Stalefish 180° Counter-clockwise = Tilt Right + Tilt Left (hold) + Tilt Back (You'll advance to 360°, 540°, etc. depending on how long you tilt your board to the Left.)

INDY

Indy = Tilt Left (hold) + Tilt Back

Mini Indy without hand grab = Tilt Left (quick) + Tilt Back

Indy 180° Clockwise = Tilt Left + Tilt Right (hold) + Tilt Back (You'll advance to 360°, 540°, etc. depending on how long you tilt your board to the Right.)

Indy 180° Counter-clockwise = Tilt Left + Tilt Left (hold) + Tilt Back (You'll advance to 360°, 540°, etc. depending on how long you tilt your board to the Left.)

MELANCHOLY

Melancholy = Tilt Right + Tilt Forward (quick) + Tilt Back

Melancholy Front Flip = Tilt Right + Tilt Forward (hold) + Tilt Back

Melancholy Back Flip = Tilt Right + Tilt Back + Tilt Right (hold) + Tilt Back

MUTE

Mute = Tilt Left + Tilt Forward (quick) + Tilt Back

Mute Front Flip = Tilt Left + Tilt Forward (hold) + Tilt Back

Mute Back Flip = Tilt Left + Tilt Back + Tilt Left (hold) + Tilt Back

TAIL GRAB

Tail Grab = Tilt Forward (quick) + Tilt Back

Tail Grab Front Flip = Tilt Forward (hold) + Tilt Back

Tail Grab Back Flip = Tilt Forward + Tilt Back + Tilt Back

Tail Grab 180° Clockwise = Tilt Forward + Tilt Right (hold) + Tilt Back

Tail Grab 180° Counter-clockwise = Tilt Forward + Tilt Left (hold) + Tilt Back

NOSE GRAB

Nose Grab = Tilt Back (quick) + Tilt Back

Nose Grab Back Flip = Tilt Back (hold) + Tilt Back

Nose Grab Front Flip = Tilt Back + Tilt Forward (hold) + Tilt Back

Nose Grab 180° Clockwise = Tilt Back + Tilt Right (hold) + Tilt Back (You'll advance to 360°, 540°, etc. depending on how long you tilt your board to the Right.)

Nose Grab 180° Counter-clockwise = Tilt Back + Tilt Left (hold) + Tilt Back (You'll advance to 360°, 540°, etc. depending on how long you tilt your board to the Left.)

SCORING

The first time you successfully land a trick, you'll receive the full score. Each following time a trick is pulled off, your score is reduced incrementally.

A combination (completing more than one trick during a jump) is rewarded by adding the combined score of the tricks, and multiplying that score by the number of completed tricks in the combination:

For Example: Stalefish + Melancholy + Tail Grab = (300 + 300 + 200) x 3 = 2400 points

"!" FLAG

Avoid these—if you run into them, you'll crash.

GATES

A gate is made up of two poles. You must pass through the gate to avoid a penalty. If you pass outside the gate, you will receive a time penalty.

JUMPS

Hitting a jump will launch your board into the air. Once you're in the air, you can perform a trick. Remember to tilt your board to the Back as you land to avoid crashing.

POWERBALLS

A Powerball is a purple ball that appears on the course. Running over a Powerball will give you a temporary 6-second boost of speed.

If you run over a second Powerball during those six seconds, you'll get an additional boost of speed and the six seconds will start over again.

You can run over three consecutive Powerballs to reach the maximum speed.

PYLON

A series of pylons are displayed along the sides of the run to help you stay on course.

SPEED METER

The Speed Meter appears in the upper left-hand corner of the screen to let you know how fast you're going.

SCORE

Your current score is displayed in the upper left-hand corner of the screen below the Speed Meter.

COURSE LAYOUT

A map of the current course, and your position on the course, is displayed in the upper right-hand corner of the screen.

TROUBLESHOOTING

If you don't see the title screen after pressing the **On•Off** button, check to make sure the light on the Power unit is illuminated. If it is and you still don't see the title screen, check to make sure the video and audio plugs are plugged into the correct locations on your TV or VCR and that fresh batteries are installed in the unit.

If your game still malfunctions, insert a pointed object into the **Reset** button to reset your game.

REPLACING THE BATTERIES

Loosen the screw on the bottom of the Power unit battery compartment door with a screwdriver. Remove the battery compartment door and insert four (4) AA batteries (we recommend alkaline) as indicated inside the compartment. Replace the battery compartment door and tighten the screw with a screwdriver. Do not over tighten.

Dual Power convenience: You may purchase an AC adapter separately at any electronics store. It should be 6V, 300 Milliamps, with a negative center.

Adult supervision is recommended when changing batteries.

CAUTION

- As with all small batteries, the batteries used with this game 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 game 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.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the game, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- 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 game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device 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.
- 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.

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.

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