

connectv[®] SNOWBOARDER™



Model 76044
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 823A2210 Rev.B

WARNING: EPILEPSY AND SEIZURES

READ BEFORE OPERATING YOUR CONNECTV

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.

MAXIMUM WEIGHT LIMITS:

82 KGS / 180 LBS / 13 STONES

IMPORTANT SAFETY NOTE:

Do not attempt to “grab” the snowboard while riding it. Rubber soled shoes are best to wear when riding to avoid slipping off the board.

Get off the couch and onto the slopes!

Blast down the mountain with connectv SNOWBOARDER! Experience the extreme sport of snowboarding—any time, any season! Ultra-realistic board action takes you through four exciting events. Demonstrate your free-styling skills in Free Ride. Strive for the best time in Slalom Competition. Ride the half-pipes of your dreams in 1/2 Pipe Competition. And catch some serious air in Big-air Competition. Learn the tricks, earn the points, and show your friends just how sick you are!

SETTING UP CONNECTV SNOWBOARDER

BATTERY INSTALLATION AND REPLACEMENT

Loosen the screw on the bottom of the Power unit's battery compartment door with a screwdriver. Remove the battery compartment door and insert four (4) AA batteries (alkaline recommended) 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 CONNECTV SNOWBOARDER TO YOUR TV OR VCR

Connecting to your TV

To connect connectv 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 antenna 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 connectv 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.

BUTTON FUNCTIONS

On / Off - Press this button to turn the game on and press and hold this button for a few seconds to turn the game off.

Reset - Using a blunt object, press this button to reset the game in the event of a malfunction.

Left - In the Main Menu press to toggle through game selections.

Right - In the Main Menu press to toggle through game selections.

Enter - Press this button to confirm your selection.



BOARD FUNCTIONS

Tilt Forward / Rest - In the Main Menu, tilt your board forward when you don't want to select anything. During game play, tilt your board forward to increase your speed.

Tilt Back - In the Main Menu, tilt and hold your board Back to enter a game selection. During game play, 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. During game play, 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 character through a series of courses, tricks, and grabs.

You'll begin each course from a stopped position at the starting gate. Tilt your board Forward to start down the hill. If you time it right, you can get an extra boost of speed!

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.

CONTROLLING YOUR SPEED

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

BASIC GAME PLAY

At the beginning of each race, you'll have a chance to select a new course, skill level, character, 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. Then you must choose a Run.

RUNS

There are four runs to choose from: Free Ride, Slalom Competition, 1/2 Pipe Competition and the Big-air Competition

To toggle between selections, tilt your board to the Right and to the Left. When you want to enter a selection, tilt and hold your board in the Back position.

FREE RIDE

Free Ride is not a timed event. You'll be judged on style and the number of tricks you successfully complete. Complete each trick without crashing, to receive a score. There are three different Free Ride courses to conquer each with 2 levels.

Note: To get extra height on a jump, press [Back] right when you take off from a jump.

SLALOM COMPETITION

This is a timed event where 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, time will be added to your final time as a penalty.

HINT: Pass through a special “Speed Burst” to give you super speed.

1/2 PIPE COMPETITION

1/2 Pipe Competition 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.

Note: To gain speed launch off the walls by going left and right.

To gain points, you must land each trick successfully.

BIG-AIR COMPETITION

This competition is a run that has numerous ground-fans located throughout. When you ride over a ground-fan, you'll be launched into the air, and you can attempt to pull off as many tricks as you can before landing. You'll be judged on the number and type of tricks. As with the other competitions, you will have to land the trick successfully in order to collect points.

Note: To get extra height on a jump, press [Back] right when you take off from a jump.

CHARACTERS

You have three characters to choose from:

Rufus	A classic “Mountain Man”, Rufus lives for untracked wilderness, desolate peaks and the call of the wild.
Mason	Loud, fast and hard could describe both Mason's taste in music as well as his lunatic riding style when ripping down the mountain.
D.J.	Weather spinning records or spinning in the air, DJ's effortless style and Zen like attitude disguise the heart of a fierce competitor.

To toggle between characters, tilt your board to the Right and to the Left in the character select screen. When you have selected a character, tilt and hold your board Back to enter the selection. Each character has a different set of skills that affect certain factors in the game.

Speed

This represents the length of time that it takes the character to reach top speed.

Turning

Turning is a character's ability to turn fast while traveling at high speeds.

Agility

Agility represents the characters ability to successfully land a trick.

Tricks

Tricks represent how quickly the Bonus Meter will fill up when the player successfully lands a trick. The Bonus Meter will increase by a larger section with a character with high Trick skills as opposed to a character with smaller Trick skills.

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 and hold your board Back.

SKILL LEVELS

There are two skill levels: Black Diamond (Amateur) and Double Black Diamond (Expert).

ROCKS

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.

BONUS METER

The Bonus Meter is located on the right hand side of the screen and represents how many tricks you have successfully completed in a row. For every trick you successfully land, the Bonus Meter will fill up by a certain increment. How much it fills will depend on the score value of the trick you performed in combination with the character's Trick attribute. However, if you crash, either by hitting an obstacle or by not landing a jump, the Bonus Meter decreases.

Once you fill the Bonus Meter completely, you will be able to perform Bonus-Tricks.

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 right-hand corner of the screen below the Speed Meter.

SPEED BURSTS

A speedburst is a power up that appears on the course. Running over a Speedburst will give you a temporary boost of speed.

HIGH SCORE

If you rank in the top five high scores, you can enter your name.

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

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

REPLAY

When you finish a game, 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 and hold your board Back.

PERFORMING TRICKS

Once you're in the air, you can pull off a variety of tricks. And the first time you successfully land a trick, you'll receive the full score. Each consecutive time a trick is pulled off, your score is decreased. Once a trick is completed, you cannot perform the same trick again in midair. However, you may complete a combination (completing several different tricks during a jump). Your combination score is determined by adding the combined score of the tricks and by multiplying that score by the number of completed tricks in the combination:

BONUS POINTS

At the top of many jumps, there are floating Bonus Points that when hit, multiply the value of the trick you are performing. There are 3 types of Bonus Points: Green, Blue, and Purple. The Green Bonus Points are worth 200 points, the Blue Bonus Points are worth 600 points, and the Purple Bonus Points are worth 1000 points.

TRICK DESCRIPTIONS

To perform a trick, you'll need to tilt your board in a specific sequence. When you are in the air, in the lower left hand side of the screen, a board icon will appear displaying the keys as you press them.

NOTE: Some tricks can only be performed by certain characters.

NOTE: If a trick requires that you hold a position, that key on the board icon will begin to flash when the key has been held long enough.

Mute Air = Tilt Forward + Tilt Left

Method Air = Tilt Back (hold) + Tilt Left

Tailgrab Air = Tilt Forward + Tilt Right

Nosegrab Air = Tilt Back (hold) + Tilt Right

Stalefish Air = Tilt Forward (hold) + Tilt Right

Twin Tailgrab (Mason) = Tilt Forward + Tilt Right + Tilt Forward

Backside Tailgrab (D.J.) = Tilt Right (hold) + Tilt Forward

Backside 360 = Tilt Right + Tilt Back + Tilt Left

Backside 720 = Tilt Right + Tilt Back + Tilt Left + Tilt Back + Tilt Right

Backside 1080 = Tilt Right + Tilt Back + Tilt Left + Tilt Back + Tilt Right + Tilt Back + Tilt Left

Frontside 360 = Tilt Left + Tilt Back + Tilt Right

Frontside 720 = Tilt Left + Tilt Back + Tilt Right + Tilt Back + Tilt Left

Frontside 1080 = Tilt Left + Tilt Back + Tilt Right + Tilt Back + Tilt Left + Tilt Back + Tilt Right

Backside Misty (Mason) = Tilt Left (hold) + Tilt Forward + Tilt Right

Backside Front Flip 360 (D.J.) = Tilt Left (hold) + Tilt Forward + Tilt Right

Frontside 360 Swiss Cheese (Rufus) = Tilt Right + Tilt Forward + Tilt Left

Frontside Rodeo Tailgrab (Rufus) = Tilt Left (hold) + Tilt Forward + Tilt Right

Back Flip = Tilt Forward (hold) + Tilt Back

Front Flip = Tilt Back (hold) + Tilt Forward

Filet O' Stalefish Air = Tilt Forward (hold) + Tilt Right + Tilt Back

Backside Tailgrab Poke (D.J.) = Tilt Right (hold) + Tilt Forward + Tilt Right

Frontside Supa-man = Tilt Back (hold) + Tilt Left + Tilt Forward

BONUS-TRICKS

Each character will have 1 "Bonus-Trick" that is unique to that particular character. You will only be able to perform this Bonus-Trick when your Bonus Meter is full. Bonus-Tricks are performed in the same manner as normal tricks by pressing a sequence of buttons while the character is in the air. Bonus-Tricks are worth more points than a normal trick.

Mason: Barrel Roll Air = Tilt Back + Tilt Forward + Tilt Back

D.J.: Propellerhead Air = Tilt Back + Tilt Forward + Tilt Back

Rufus: Powerdrill Air = Tilt Back + Tilt Forward + Tilt Back

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 :

Recommended Adaptor 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 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 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 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.
- This product is not suitable for children under 36 months.
- Use only with the recommended transformer type.
- Disconnect the transformer before cleaning the console or controller.
- The transformer is not a toy.
- Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
- The toy is not to be connected to more than one power supply.
- Packaging should be kept as it contains important information.

Please retain this for future reference.

RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelie-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

6 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 6 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 6 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.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

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