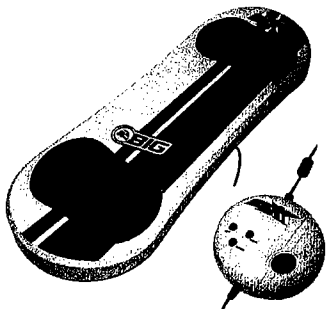




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SSX SNOWBOARDER



Model 74023
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82382900 Rev.A

Connecting to your VCR

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

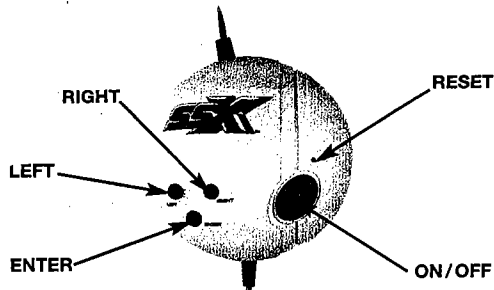
BUTTON FUNCTIONS

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.



WARNING: EPILEPSY AND SEIZURE[®] 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.

**MAXIMUM WEIGHT LIMIT:
91KGS / 200LBS / 14.5 STONE**

IMPORTANT SAFETY NOTE:

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

Get off the couch and onto the slopes!

Blast down the mountain with Play TV SSX 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 Show Off. Strive for the best time in Time Challenge. Ride the half-pipes of your dreams in Pipedream. And catch some serious air in Tokyo Megaplex. Learn the tricks, earn the points, and show your friends just how sick you are!

SETTING UP PLAY TV SSX 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 PLAY TV SSX SNOWBOARDER TO YOUR TV OR VCR

Connecting to your TV

To connect Play TV SSX 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.)

BOARD FUNCTIONS

Tilt Forward - Tilt your board Forward to speed up during game play.

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.

JUMPS

Hitting a jump will launch your board into the air. Once you're in the air, you can perform a trick.

TRICK METER

The Trick 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 Trick 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 Trick Meter decreases.

Once you fill the Trick Meter completely, you will be able to perform Uber-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 following 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:

TRICK MULTIPLIERS

At the top of many jumps, there are floating snowflakes, that when hit, multiply the value of the trick you are performing.

There are 3 types of Trick Multipliers: a Red Snowflake, an Orange Snowflake, and a Yellow Snowflake. The Yellow Snowflake is worth 2x the trick value, the Orange one is worth 3x the trick value, and the Red one is worth 5x the trick value.

NOTE: You will still have to successfully land the trick in order to receive the Trick Multiplier bonus.

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 Forward and Left

Method Air = Tilt Back (hold) + Tilt Back and Left

Tailgrab Air = Tilt Forward + Tilt Forward and Right

Nosegrab Air = Tilt Back (hold) + Tilt Back and Right

Stalefish Air = Tilt Forward (hold) + Tilt Forward and Right

Skinned Flying Squirrel (Moby) = Tilt Forward and Right (hold) + Tilt Forward + Tilt Forward and Right

Tail Wag Air (Elise) = Tilt Forward + Tilt Forward and Right + Tilt Forward and Left

Backside 360 = Tilt Back and Right + Tilt Back + Tilt Back and Left

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

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

Frontside 360 = Tilt Back and Left + Tilt Back + Tilt Back and Right

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

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

Backside Misty (Elise) = Tilt Forward and Left (hold) + Tilt Forward + Tilt Forward and Right

Backside Front Flip 360 (Moby) = Tilt Forward and Left (hold) + Tilt Forward + Tilt Forward and Right

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

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

Back Flip = Tilt Forward (hold) + Tilt Back

Front Flip = Tilt Back (hold) + Tilt Forward

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

Flying Squirrel Air (Moby) = Tilt Forward and Right (hold) + Tilt Forward

Method Madness Air (Psymon) = Tilt Back (hold) + Tilt Back and Left + Tilt Forward and Left

UBER-TRICKS

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

Elise: LaLaLa Lock Step Air = Tilt Back + Tilt Forward + Tilt Back

Moby: SuperMan Barspin Air = Tilt Back + Tilt Forward + Tilt Back

Psymon: Frog Hop Air = Tilt Back + Tilt Forward + Tilt Back

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 blunt object into the Reset button to reset your game.

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.

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.

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.

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.

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RUNS

There are four runs to choose from: Show Off, Time Challenge, Pipe Dream and the Tokyo Megaplex

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.

SHOW OFF

Show Off 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 four different Show-Off 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.

TIME CHALLENGE

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.

PIPE DREAM

Pipe Dream 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.

TOKYO MEGAPLEX

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: Elise, Moby, and Psymon. 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.

Edging

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

Stability

Stability represents the characters ability to successfully land a trick.

Tricks

Tricks represent how quickly the Trick Meter will fill up when the player successfully lands a trick. The Trick 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: Advanced and Expert. You can only "unlock" the Expert level by achieving a high score on the Normal level.

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.