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stick people sticking together

Model 75040
For 1 player / Ages 8 and up
INSTRUCTION MANUAL

P/N 82398300 Rev.A

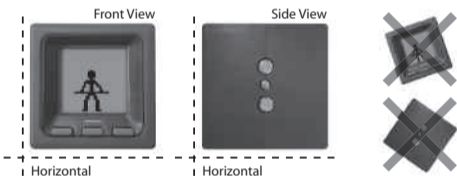
STICK PEOPLE STICKING TOGETHER

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!

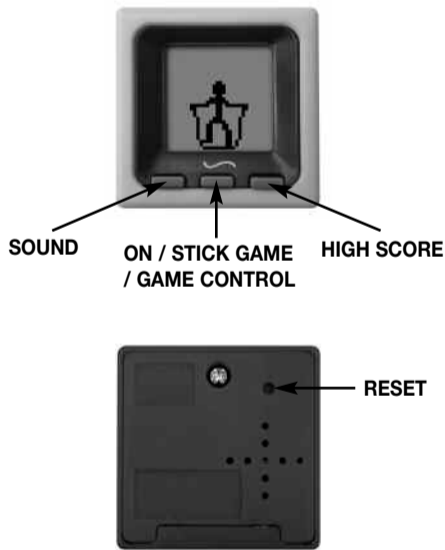


IMPORTANT:

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!**

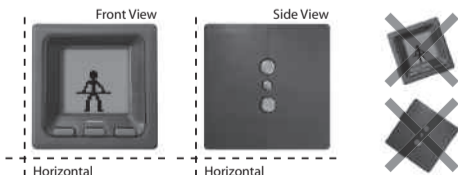
PLAY WITH ONE:

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.
- Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.

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.

Distributed by:
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Dallas, TX 75244-4510



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