



Press NEW GAME / GAME again to select Game 2. Press it again to select Game 3. When the game mode you want is on the screen, press START.

SNOWBOARD GAME

Model 9904
P/N 82343301 Rev.A

Instructions

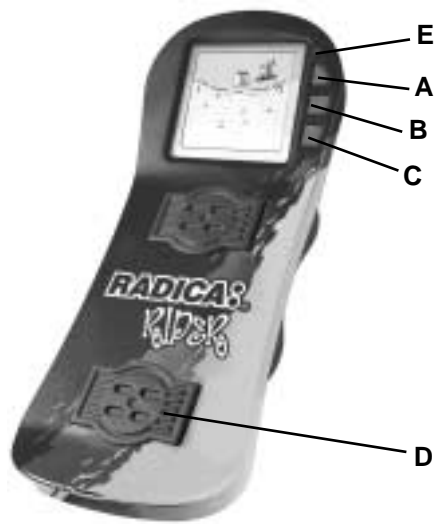
Ages 8 and Up

IMPORTANT! If your game isn't working properly, push RESET or try new batteries. *Note:* This will erase the top scores. For best game performance, it is recommended that the game be played on a hard surface or non-thick carpet.

OBJECT OF THE GAME

The object of this game is to successfully navigate the snowboard through the forest and half-pipe courses. You will want to execute stunts to earn points in the half-pipe, and try not to crash into the trees in the forest.

GAME BUTTONS



A. NEW GAME / GAME — Press and hold for 3 seconds to start a new game. Press again to select the game mode you desire.

B. SOUND — Press to turn the sound either on or off.

C. BEST SCORE — Press to view the best score achieved on your board. **NOTE:** The best score will be erased if the batteries are removed.

D. ON / START — Press to turn on the game. After selecting the game mode you desire, press ON / START again to start the race.

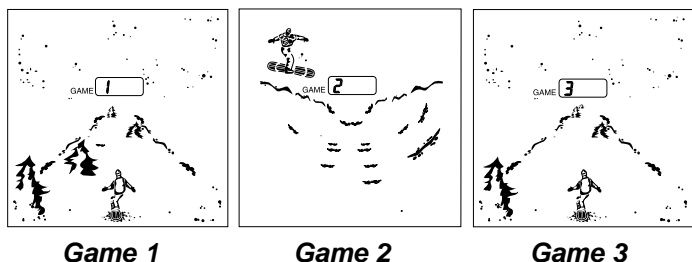
E. RESET — If the internal computer is malfunctioning, press RESET to restart the computer.

WAKING UP THE BOARD

If there is no activity for about 1 minute, the game goes into "sleep" mode. To "wake up" the game, press ON / START. The game will begin where you left off.

STARTING A NEW GAME

At any time during a game, you can press and hold NEW GAME / GAME for about 3 seconds to start a new game. You will see "GAME" flash on the screen, with a "1" in the box. This shows that Game 1 is currently selected.



GAME MODES

Game 1: Forest

Shred the powder down the hill while trying to avoid the trees. The faster your time, the better your score! There are a total of 8 different tracks in this mode. If you crash too often or you are not fast enough, you can't advance to the next track. Best score = best time and track reached. The timer counts up from 0 to 99.

Game 2: Half Pipe

Staying only in the half pipe course, this game tests your skill at performing point-gaining tricks. You must complete tricks to receive points (see "Performing Tricks"). The timer counts down from 99 to 0.

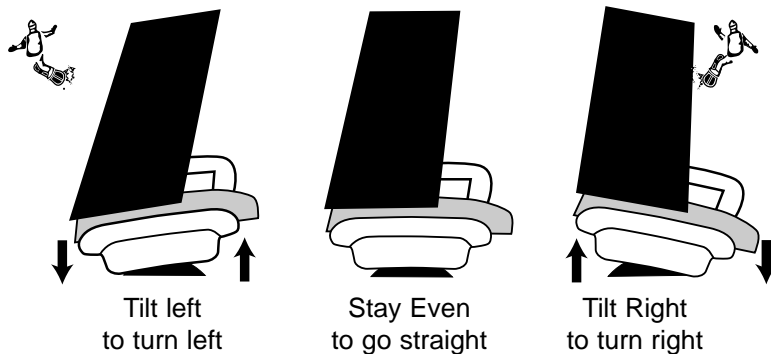
Game 3: Board Park

This game starts you off riding through the forest, and then the scene changes to a half pipe. The game will then continue switching back and forth between forest and half pipe. You must avoid crashing and you must perform tricks to extend your time. If you don't perform tricks, you will run out of time.

There are a total of 8 different tracks in this mode. Each track has a time limit which you will see counting from 1 to 99 in the time box on the screen. You must finish the track within this time to advance to the next track. You will receive points for the tricks you perform (see Performing Tricks).

TURNING

To move your player from one side of the screen to the other, tilt the board in the direction you want to travel.



PERFORMING TRICKS

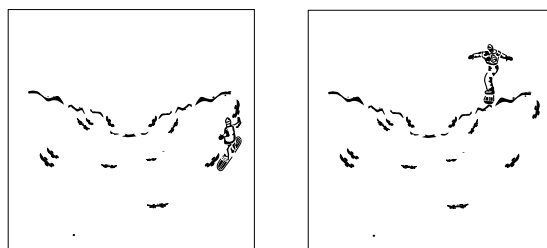
When you are in the halfpipe, you will receive points for the tricks you perform. The more difficult the trick, the more points you will receive. You will also receive bonus points for the variety of your tricks.

Tricks Table (Game 3 Only)

| Tricks | Points | Time Adjustment |
|------------------|--------|-----------------|
| Flip | 3 | 4 |
| Stalefish | 4 | 5 |
| Rodeo | 5 | 6 |
| 180 | 6 | 7 |
| 180 to stalefish | 7 | 8 |
| 360 | 8 | 9 |
| 360 to stalefish | 9 | 10 |

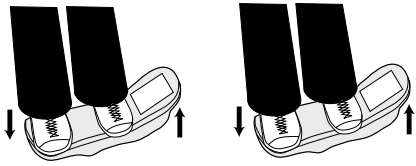
Note: Due to register capacity, maximum score possible is 99.

To start a trick, tilt the board to either the right or left side to ride up the side wall of the halfpipe. When you are at the top edge of the pipe, you can begin your trick. While you are in the air, there are a variety of tricks you can perform. After you perform a trick, you will hear a voice announce the name of the trick you completed.

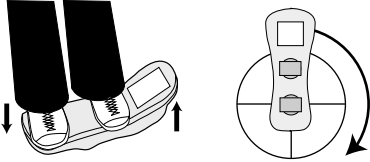


Here are the tricks you can perform and the board motions required to perform them:

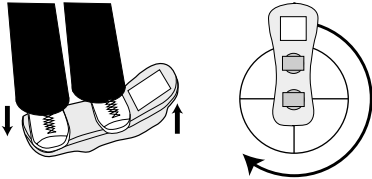
Flip — Tilt back twice



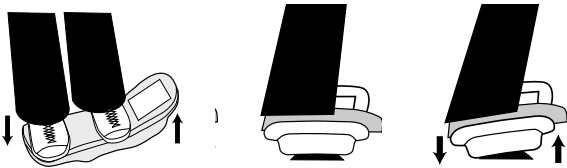
180 — Tilt back and spin left or right less than 180°



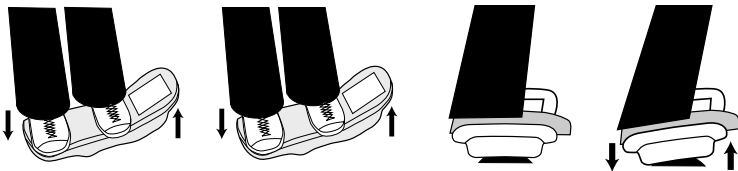
360 — Tilt back and spin left or right more than 180°



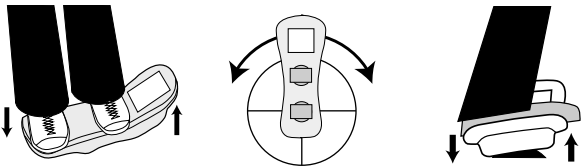
Stalefish — Tilt back, return, then tilt left or right



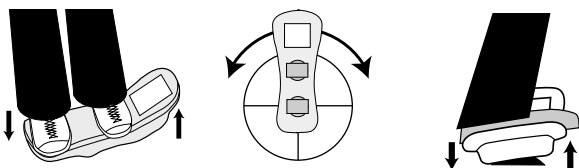
Rodeo Flip — Tilt back twice, return, then tilt left or right



180 to Stalefish — Tilt back and spin 180° in either direction, then tilt left or right.



360 to Stalefish — Tilt back and spin 360° in either direction, then tilt left or right



REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by four (4) C size batteries. Install the batteries as follows:

1. Remove the screw on the battery compartment door on the top of the unit. Remove the battery cover. Remove the old batteries.
2. Insert 4 C size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.
- Place only on a dry, level surface when playing.
- Use only in a clear open area.
- User should wear protective clothing or equipment in case of a fall.
- Use proper flat footwear.
- This game is a novelty device and should not be used for purposes other than stated in the directions.
- This unit is not recommended for persons who weigh over 180 pounds.

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.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this manual because it contains important information.

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