



Model G73028  
For 1 to 8 player / Ages 6 and up  
**INSTRUCTION MANUAL**  
P/N 82377600 Rev.A

**Dare Ya!**™ is the ultimate electronic truth or dare game. Just spin to play and watch the cool lights display your next move, whether it is a Give, Take, Truth, Dare or Double Dare. Now you can also record your very own double dares - you can make them as silly, gross or daring as you want! The Truth Detector let's you test your friends truthfulness. Collect a chip from each category to win the game!

### FEATURES:

**ON/GAME** - Use this button to turn Dare Ya! on and toggle through game selection.

**PLAY/ENTER** - Use this button to select a game and play double dare's.

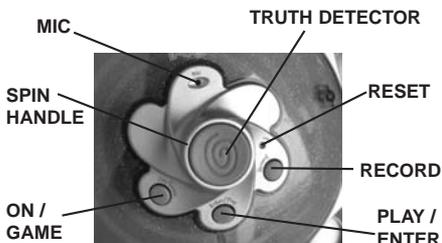
**RECORD** - Press and hold this button to record double dares.

**TRUTH DETECTOR** - Press, hold and then release your thumb on this button during game play to hear the result.

**SPIN HANDLE** - Use the handle to spin during game play.

**MIC** - Speak closely to the mic when recording double dares.

**RESET** - Use to reset game if there is a problem. Please note, if you press reset, it will erase all recorded double dares.



**CHIPS** - Each chip represents a color of a category. There are five colors/categories: Orange, Green, Purple, Pink and Blue; and one Double Dare chip: Yellow. To earn a yellow chip, you have to perform the recorded double dare to earn this chip.

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**CARDS** - Use the cards to play when a specific category is displayed during Truth, Dare or Double Dare. There are 50 cards.

**Orange - Athletic Diva** - truths and dares that involve physical activity or ability.

**Green - Gross** - truths and dares that are gross, things that make you go yuck!

**Purple - Dreamy** - truths and dares that you would hope or dream about.

**Pink - On Stage** - truths and dares that reveal your hidden performer.

**Blue - Reality Check** - truths and dares that reveal who you really are.

There are also 10 blank cards for you to write truths or dares from each category. Using a dry-erase marker, write your truth or dares on the cards. **NOTE: DO NOT USE PERMANENT MARKER, IT WILL NOT COME OFF OF THE CARDS.**

### GETTING STARTED

After inserting the batteries, press the On/Game button. Dare Ya! will ask you to choose a game: Truth, Dare, Double Dare or Fortune Teller. Toggle through the Press Play/Enter button to select a choice.

**FORTUNE TELLER** - Fortune Teller lets you ask a question, either outloud or to yourself, then spin the handle. The blue dome will display the following answers to your question.

- **YES** - Definitely, You Bet or Sure.
- **MAYBE** - Don't Know, Whatever, or Who Knows.
- **NO** - No Way, Not likely, or Dream on.

**TRUTH, DARE, DOUBLE DARE** - The game is simple and for the most part, you make up your own rules, however there are some simple steps you have to follow to get started.

### PLAYING TRUTH OR DARE

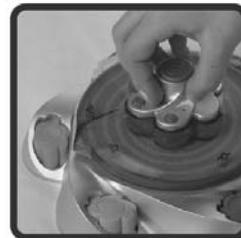
1. At the beginning of each truth or dare game, it will prompt you to record a double dare or spin. You can either spin to play or record your double dares.
2. Press and hold the Record button to record the double dares. Release the button when you have finished. There are four double dares in total that will



play randomly throughout the game. Record any double dare you want. If you don't want anyone to hear your double dare, record it in another place to be completely secretive.

3. Randomly choose which person goes first. Maybe choose the oldest girl or the youngest girl. Spin the handle and

watch the lights in the cool blue dome display whether it is a Give, Take, Give



or Take, then the color of categories, wild, or Double Dare, then Truth, Dare or Truth or Dare.

### GAME POSSIBILITIES:

**Give:** Means you give the truth, dare or double dare.

**Take:** Means you take the truth, dare, or double dare.

**Give or Take:** Means you choose to give or take the truth, dare or double dare.

**Truth:** You only say the truth.

**Dare:** You do the dare.

**Truth or Dare:** You choose to take the truth or dare.

**Wild:** Means you pick a truth or dare from any category.

4. The arrow will randomly point at someone. The arrow determines who has to give or take.

5. Let's pretend you've spun the handle and the lights on the dome say "Give, Pink, Truth". The person at which the **ARROW**



pointed, picks up a card and gives the Pink Truth to any player. When the player answers the truth and the rest of the group thinks she is telling the truth - she gets a pink chip. If, the group decides she is not telling the truth, she has to do the **TRUTH DETECTOR**. She presses her thumb on the **TRUTH DETECTOR** for a few seconds and then lets go. The **TRUTH DETECTOR** will respond with a sound effect either Yes, No or Maybe. The yes sound effect "Dun, Dun Da" means the girl is telling the truth. The no sound effect "Dunt" means the girl is not telling the truth. The maybe sound effect "Ba da dump", means the girl is maybe telling the truth.

If it says the player fibbed, no chip is awarded. If the **TRUTH DETECTOR** says she is telling the truth, she gets the pink chip, if not, she does not get a pink chip. Of course, it is up to the players to decide.

**Some examples of game flow options** - just to list!

### **Give or Take, Green, Truth or Dare -**

This means you can give a truth or dare to another player or take a green truth or dare, if you need that color chip.

**Give, Double Dare -** This means you can give a Double Dare to another player.

**Take, Orange, Truth or Dare -** This means you take an orange truth or dare.

## **WINNING THE GAME**

To win the game, you have to win a chip from each category. But, as you can see, the game is completely random. You can make up more rules and different strategies to play the game. We even added in some extra cards for you and your friends to write in more Truths or Dares.

## **TROUBLESHOOTING:**

If you spin the game after you install the batteries without pressing the ON/Game button, remove the battery compartment door and reset the game. Remember to press on before spinning the handle.

## **BATTERY INSTALLATION:**

Dare Ya! is powered by two AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door on the back of the product can be removed. Note: make sure the blue dome does not spin while inserting the batteries. If it does, you will need to reset the game.
- Insert two (2) AAA batteries (we recommend alkaline) 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 product 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 product 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, remove and replace the batteries to reset the computer 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 this product.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

### **Please retain this for future reference.**

This product 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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**GIRL TECH®**  
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