RADICA: TOTAL MELTDOWN™

Can You Handle the Pressure?

Model 74008
1 to 4 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 82378400   Rev.A

Can you handle the pressure or will you have a Total Meltdown?

Your mission is to complete FOUR INTENSE CHALLENGES before the computer suffers a Total Meltdown! Are you up to the challenge? Can you survive the intensity? Just keep a cool head, a steady hand, and try not to have a Total Meltdown!

Buttons and Features

ON/START - This button turns on the game from sleep mode and starts a new game. Press and hold this button to turn the game off.

PLAYERS - This button toggles through the possible number of players (1-4 players). Press this button until you hear the desired number.

LEVEL - Press this button to toggle through the three skill levels. The higher the skill level, the shorter amount of time will be allotted for the game. As the level increases the game becomes more difficult.

BEST TIME - Press this button to see the shortest time in which the game has been completed.

SOUND - This button toggles the sound between high and low.

RESET - When a blunt point is inserted, this button resets the game to its original settings. Just remember, when you reset the game, the Best Time is cleared.
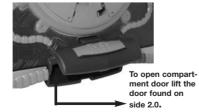
LIVE WIRES - When placed into the correct ports, the special code will be imputed for the first challenge.

ENTER BUTTON - Press this to see if the live wires are in the correct ports.

COMPUTER CHIPS (12) - These multi-shaped chips (total 12 pieces) must be inserted into the matching computer slots.

DIAL - Slowly spin this to gain access to ALL of the multi-shaped computer slots.

STORAGE COMPARTMENT - Before beginning the Circuit Breaker challenge, be sure to open this and remove all 12 of the special computer chips, then close the compartment door.

To open compartment door lift the door found on side 2.0.

KEYPAD - Press these buttons as you decipher the code to access the core.

COMPUTER CORE - Grasp the top and carefully lift it out of the unit to avoid a Total Meltdown. While playing the game be careful! If the core is disturbed it will end your game immediately. **To quit a game, pull out the core.**

SLEEP MODE - After 60 seconds of inactivity, the game will automatically go into "sleep mode". To turn it on again, simply press the ON/START button.

Setting Up the Game

First, press the ON/START button to turn on the game. If you wish to choose a higher difficulty level, press the LEVEL button. If you wish to play with multiple players, press the PLAYERS button. After making your selections, press the ON/START button to begin the game. If you don't press any of the setup buttons, the game will simply begin in Single Player Mode on level 1.

Multiple Players

The first player will have a chance to complete the entire game. If player one finishes all four challenges, that player's time will be the time to beat for the rest of the players. If player one does not complete the game, that player will be ELIMINATED and it's the next player's turn.

Let's Begin!

Before you begin each game of you must wait for the computer to say "time is ticking". Complete the series of four games to win! BE CAREFUL! If the CORE is knocked the game will end immediately.

1. LIVE WIRE

The clock is ticking as your first challenge begins! You must figure out the first code by quickly plugging the live wires into the correct ports. After inserting all the wires, press the ENTER button. The wires will then light up to let you know if they are in the correct port or not.

If a wire lights up RED, it's plugged into the wrong port. If the wire lights up GREEN, then you have it! It's in the right port! Keep switching out the live wires until you crack the code!

2. CIRCUIT BREAKER

For your next challenge, you must insert all 12 computer chips into the computer as quickly as possible in order to complete the circuit. First, you must remove all 12 chips from the storage compartment located at the bottom of game 2. However, you may want to do this BEFORE starting the game in order to save time.

Next, you must insert each computer chip into the correct slot. Each chip is a different shape, so it's not as easy as it looks. Spin the DIAL to view all of the multi-shaped computer slots. Match the chips with the correct slots and insert them all to complete the circuit! You must insert all 12 pieces to move to the next game.

3. ACCESS CODE

You're almost there! Now you must successfully decipher and enter the code to access the core! First, the keypad will flash the access code across its individual buttons (the buttons light up in a certain sequence). All you have to do is press the flashing buttons and enter the correct code. Simple, right? WRONG!

The computer is very tricky. Wait till three buttons light up. Follow the flashing buttons. When the lights go off, repeat the pattern. Then press the buttons to access the code.   Just don't make a mistake. If you do, you'll have to start

all over again. As you increase in levels the number of buttons you must follow increases.

4. THE CORE

Now for the final challenge! You must, ever so carefully, remove the computer core itself. Of course, this is easier said than done. You have to lift out the core without touching it to the sides. If the core touches, it will be damaged. You have to return the core to the bottom and start over. If you don't return it fast enough it will cause a Total Meltdown!

As you increase in levels you have less chances to hit the sides.

Level 1 - 4 chances to hit the side

Level 2 - 2 chances to hit the side

Level 3 - 1 chance to hit the side

(Note.There is a time penalty for hitting the side on Level 3)

Good luck and remember…the clock is ticking!

BATTERY INSTALLATION

This game is powered by three (3) AA (LR6) batteries.

• Using a screwdriver, loosen the screw until the battery compartment door can be removed.

• Insert three (3) AA (LR6) 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 game 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 game and battery manufacturer's instructions.

• Do not dispose of batteries in fire.

• Batteries might leak if improperly installed, or exploded if recharged, disassembled or heated.

• When you are playing this product in an environment where it may receive an electrostatic discharge (cold and dry), it may malfunction and need to be manually reset.

MAINTENANCE

• Handle this game carefully.

• Store this game away from dusty or dirty areas.

• Keep this game away from moisture or temperature extremes.

• Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty information located at the end of this instruction manual.

• 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.

• 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: **RadicaUSA, 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.

US PRODUCT **SUPPORT** 1.800.803.9611 www.gamesterusa.com

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