



PLAY TV FOOTBALL™



Model 74021
For 1 to 2 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 82394000 Rev.C

Get off the couch and onto the field!

Whether you're running for a touchdown or intercepting a pass, **Play TV Football** brings the fun and excitement of professional football into your living room! Choose formations and plays then speed burst, spin, or stiff-arm your way to a touchdown, just like the real thing!

SETTING UP

BATTERY INSTALLATION



On the back of the main unit, open the battery compartment and insert four (4) AA batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.

NOTE: Batteries in the Main Unit should give you about 10 hours of game play (if alkaline batteries are used). The game will not operate normally when the batteries begin to run low. The screen may be blurred and resetting the game may not work. Be sure to install fresh batteries. There is also no memory function. All game data will be erased when the power is turned off or batteries are replaced.



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PRODUCT SHAPETM
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RATING : DC 3V ---0.3W
BATTERY : AAA (LR03) x 2

Loosen the screw on the Football battery compartment with a screwdriver. Insert two "AAA" batteries into the football, aligning the positive (+) and negative (-) terminals as indicated. Replace the cover and tighten the screw.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

APPLYING ADHESIVE GRIPS

The adhesive grips will prevent excessive sliding.

- To apply, peel the triangle paper off.
- Position and place the adhesive grip on the back of the mat.

Helpful Hint: Try to position the adhesive grips on the back of the mat, directly behind the center of 4 outermost directional buttons, those are Blue "X", "L" and Red "X", "R".

TV CONNECTION

NOTE: To connect **Play TV Football** 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 rear of the TV near the antenna and cable/satellite jacks.

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If your TV has audio and video input jacks, insert the yellow video plug from the Main Unit into the video-in (yellow) jack on your TV, the white audio plug into the left audio-in (white) jack, and the red audio plug into the right audio-in (red) jack. Then set the TV to the appropriate video input mode (see your TV's operating manual for details).

NOTE: If your TV is not stereo, you can either plug the white audio plug into the audio-in jack and leave the red audio plug disconnected, or if you would like to hear the sounds from both the left and right audio channels, you can use a 2 into 1 audio cable (available at your local electronics store) to allow you to connect both the white and red plugs to the single audio-in jack.

If your TV does not have audio and video input jacks, you may connect **Play TV Football** through a VCR connected to your TV.

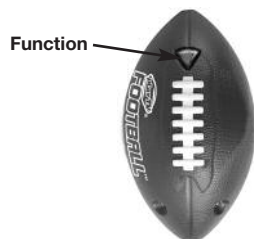
CONNECTING TO A VCR

To connect **Play TV Football** to your VCR, insert the yellow video plug from the Main Unit into the video-in (Yellow) jack on your VCR, the white audio plug into the left audio-in (white) jack, and the red audio plug into the right audio-in (red) jack. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

NOTE: If your VCR is not stereo, you can either plug the white audio plug into the audio-in jack and leave the red audio plug disconnected, or if you would like to hear the sounds from both the left and right audio channels, you can use a 2 into 1 audio cable (available at your local electronics store) to allow you to connect both the white and red plugs to the single audio-in jack.

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

FEATURES



ON / OFF BUTTON - Press to turn on the unit. Once on, quickly tap the button to return to the main menu, or press and hold the button to turn the unit off.

ACTION BUTTONS - Step on the "X" to enter a selection, highlight players, or activate an action.

DIRECTIONAL BUTTONS - Use the "L" or "R" to scroll through selections and highlight players. Run on them to give players a "turbo boost."

FOOTBALL - Use this motion - sensed wireless football to hike and pass the ball.

FUNCTION BUTTON - Press this button on the football to enter a selection. The function button allows players to select plays without the other player knowing the play and also allows players to hike and pass the ball.

NOTE: Plays can be selected with the function button or the step pad.

RESET - Using a blunt object, press this button to reset the game.

IT'S TIME TO PLAY!

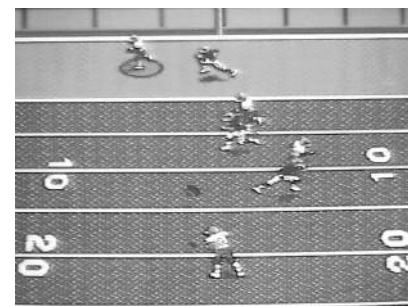
At the Main Menu, tap the Directional Buttons with your foot to choose One Player, Two Players, or Training Camp. Lock in your selection by tapping the Action Button.

NOTE: Just like the pros, before playing a game, you may want to get the hang of things by going to Training Camp.

TRAINING CAMP

Training Camp helps you familiarize yourself with the way the step pad and Football work. After you choose Training Camp, pick one of the three mini games to improve your skills.

QUARTERBACK CHALLENGE

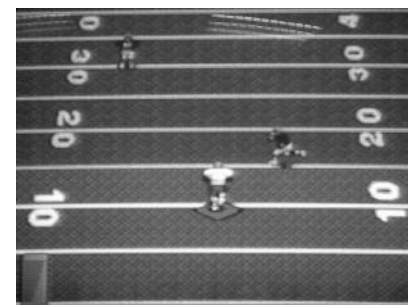


In this game, you must pass the football to one of three receivers. "Hike" the football by quickly snapping it back to your chest with both hands. The receivers will run across the field and it's your job to throw a pass to the open man. Using the Action, Left, or Right Directional buttons on the step pad, quickly step on the button that represents the highlighted receiver and throw a pass. If the left receiver is highlighted, quickly tap the Left Directional Button. The right Button for the right receiver and the Action Button for the center receiver.

When throwing a pass, don't actually throw the football. Simply grip it tightly and make a throwing motion straight ahead. The motion sensors inside the ball will read this as a pass and the quarterback on the screen will throw the ball. Once all nine balls are thrown, your final score is calculated based on your actual quarterback rating, just like the pros. A perfect rating equals 158.3.

IMPORTANT NOTE: DO NOT actually throw the ball. Throwing the ball could cause injury and damage the game itself. Use the safety strap attached to the football when in use.

RUNNING BACK CHALLENGE

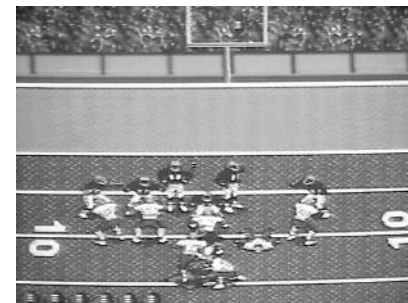


This will hone your running skills and help you successfully time Actions to run the ball in for a touchdown. Grip the football tightly and snap the ball to start the game. It's up to you to run down the field as fast as you can while avoiding various defenders along the way.

Your player will automatically run, but it's up to you to give him a "turbo boost" by actually running on the two Directional Buttons. The Turbo Meter at the bottom of the screen shows how big a boost you give him.

When a defender tries to tackle you, just before he gets to you, quickly step on the Action Button to Spin or give him a Stiff Arm. The faster you get down the field, the better your score.

FIELD GOAL CHALLENGE



In this game, you must complete a set of increasingly difficult field goals. First, watch the moving Accuracy Meter at the bottom of the screen and snap the ball to lock in your aim, then watch the power meter and tap the action button to lock in the power to complete the kick. Make sure to complete the kick before the defense rushes. The more kicks you make, the better your score.

Now that you're trained, it's time to play a game!

GAME SETUP

When setting up the game, you get to choose which teams to play for and against. If only one player is selected, you will be asked to choose a Difficulty Setting. Do so by using the Directional Buttons and the Action Button.

The left side of the step pad will control the Home Team. Use the Directional Buttons to scroll through the teams and their stats. Tap the Action Button to lock in your selection.

For two players, the right side of the step pad will control the Away Team. Use the right Directional Buttons and Action Button to choose an Away Team.

The last option to set up is the length of the game's quarters. This controls how long the game will ultimately be. The quarter lengths range from one minute to five minutes. Choose the Quarter Length by using the Directional Buttons and the Action Button.

SELECTING PLAYS

Each player can select a play by using the Directional Buttons and Action Buttons on the step pad. The offense will always be at the bottom of the screen while the defense will always be at the top. Players one and two will be represented by their helmets.

NOTE: Player one (on the left side of the pad) will be represented by a helmet facing the right of the screen. Player Two's helmet will always face the left side of the screen.

The offensive player has the ability to hide his or her play selection. This is done by using the Ball's Function Button to actually select the play. Then, the offensive player can continue to scroll through the plays and use the Action Button to make a "fake" selection.

OFFENSIVE PLAY



Once the players are in position, as in Training Camp, hike the ball by quickly snapping it back to your chest.

NOTE: When using the football for game play, make sure to align and aim the LED sensors on the FOOTBALL over the MAIN UNIT (Yellow Triangle) on the mat.

PASSING

When you're ready to pass, do as you did in Training Camp. Decide which receiver to throw to by stepping on one of the Pad's buttons and then make a passing motion.

NOTE: Step on the "L", "R", or "X" that corresponds with the player you want to pass to. The player on the screen will have an "L", "R", or "X" above the players head.

RUNNING

After completing a pass, you control the speed of the player running with the ball by running on the Directional Buttons. While running, watch the Turbo Meter on your side of the screen. Once the meter reaches into the red, your player will be given a quick speed burst. When the ball carrier gets close to a defender, step on the step pad's Action Button. If timed correctly, this makes the ball carrier perform an appropriate action (hurdle, spin, or stiff arm).

FIELD GOALS

As in Training Camp, watch the Accuracy Meter and snap the ball at just the right time. Then, tap the action button to lock in the kicker's power.

EXTRA POINTS & TWO POINT CONVERSIONS

After a touchdown is scored, the offensive player can choose to select an automatic extra point or go for two points. Simply scroll off "Automatic Extra Point" window and choose a play in order to go for two points.

KICKOFF

During Kickoffs, the kicking team will be at the bottom of the screen kicking to the return team.

PUNTING

You may choose a punt play in the Play Select Screen then execute it the same as you would a kick off.

SAFETIES

Whenever a ball carrier is tackled in his or her own end zone, the defense is awarded two points and the ball following a free kick. Execute this free kick the same as you would a kickoff.

DEFENSIVE PLAY BEFORE THE SNAP

The defensive player can step on the Action Button to select different defensive linemen on the field. This gives the defensive player control over a particular lineman for rushing.

PASS PLAY

Run on the Directional Buttons to build up your chosen player's turbo meter to do a rush move. Try to break through that offensive line!

Once the ball is in the air, however, your controlled defender automatically becomes the one closest to the intended receiver. As the ball nears, time stepping on the Action Button to go for an interception, knock the ball down, or jar the ball loose from the receiver.

RUNNING PLAY

When chasing after a ball carrier, run on the Directional Buttons to increase your player's turbo meter. Once your player is close to the ball carrier, step on the Action Button and you player will dive toward and tackle the ball carrier.

ACTIONS

Actions are a big part of this game, and can greatly add to your success if you can master the timing of performing these.

Running back challenge is helpful in getting a feel for timing actions correctly.

In most cases when your controlled player comes in close proximity with another player, an action can be performed, if timed correctly. It is recommended that you experiment with actions at various times in the games to see what can be done.

Available defense actions include power tackles, cough-ups, interceptions, and bat-downs. Offense actions include spin moves, stiff arms, and drives. If timed correctly, the best action for the situation is automatically performed.

NOW GET OUT THERE AND SCORE A TOUCHDOWN!

TROUBLE SHOOTING

TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly between 2 and 99, (example 2,1, 0, 99). First try 00 to see if it is the auxiliary channel. Channel down from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline between M-F, 9:00am - 5:00pm CST at 1-800-803-9611.

If you choose to use an AC Adapter we suggest the following :

Output:

-Voltage: 6 Volts DC

-Current: 300 mA (minimum)

Polarity: Negative Center

Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.

AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

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.

Distributed by:
RADICA U.S. Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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