PLAY TV LEGENDS ® E

RADICA:

FAMILY TETRIS ™

I6019
For 1 or 2 players / Ages 3 and up
INSTRUCTION MANUAL
P/N 823A3000   Rev.D

WARNING: EPILEPSY AND SEIZURES
READ BEFORE OPERATING YOUR PLAY TV

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Family Tetris is a unique game that allows both children and adults to play cooperatively, at any skill level. The object is to position the falling Tetriminos across the bottom of the Matrix in order to create a solid line with no empty spaces. Tetriminos are the 7 shapes created from 4 blocks (Minos) joined together, and can be rotated or moved as they fall. When an entire horizontal line fills with Minos, the line clears from the Matrix. If lines are not completely filled with Minos, they will not clear from the Matrix, and the Tetriminos will continue to stack up higher and higher. If the stack of Tetriminos reaches the top of the Matrix, the game is over!

SETTING UP
BATTERY INSTALLATION

On the back of the controller, remove the battery compartment door and insert four (4) "AA" (LR6) batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door. Do not over-tighten.

NOTE: Batteries in the controller 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.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

CONNECTING TO YOUR TV

To connect Family Tetris 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 back of the TV near the antenna and cable/satellite jacks.

Insert the yellow video plug from the game into the Video-In (yellow) jack on the TV.

Insert the white audio plug from the game into the left Audio-In (white) jack on the TV.

Set your TV to the appropriate video input mode. (See your TV's operating manual for details.)

CONNECTING TO YOUR VCR

If your TV doesn't have audio and video input jacks, you can connect Family Tetris to your VCR.

Insert the yellow video plug from the game into the Video-In (yellow) jack on the VCR.
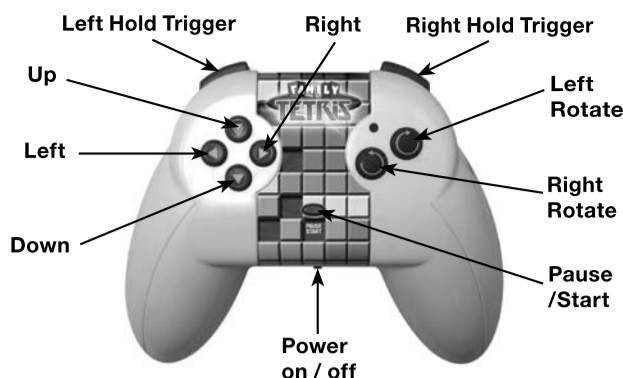
Insert the white audio plug from the game into the left Audio-In (white) jack on the VCR.

Set your TV and VCR to the appropriate video input mode. (See your TV and VCR operating manuals for details.)

NOTE: If your TV or VCR does not have AV inputs, a "Y" adapter may be purchased separately at any electronics store.

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

BUTTON FUNCTIONS

Left Hold Trigger • Right • Right Hold Trigger
Up • Left Rotate
Left • Right Rotate
Down • Pause /Start
Power on / off

Up: Hard (Fast) Drop the Tetrimino (on 3- and 4-Block Tetriminos only)

Down: Soft (Slow) Drop the Tetrimino

Left: Move Tetrimino one cell left

Right: Move Tetrimino one cell right

Left Rotate: Rotates Tetrimino counterclockwise / Select a menu option

Right Rotate: Rotates Tetrimino clockwise / Select a menu option

Hold Trigger: Hold Tetrimino (works using 4-Block Tetriminos only)

Start Button: Pauses gameplay / Selects a menu option

PLAYING FAMILY TETRIS

If your Family Tetris is connected to your TV, turn on the TV, then set the TV to the appropriate video input mode (see set-up section of this manual). If your Family Tetris is connected to your TV through a VCR, turn on the TV and VCR, then set both the TV and VCR to the appropriate video input modes (see set-up section of this manual). Next, turn on the power to your Family Tetris by sliding the POWER BUTTON on the controller. After a brief start-up animation, the Main Menu will appear on the TV screen.

Using the directional buttons on the Main Unit, you will be able to scroll through the different game modes you can choose from. Once the game mode you wish to play is highlighted press the Start button.

MAIN MENU

FAMILY
RACE
MARATHON
DIG
VERSUS
OPTIONS

Family Tetris features five Tetris variants:
1) Family: Cooperate to clear each level!
Summary:
One or two players (each in their own Matrix) contribute Line Clears toward the Goal throughout 15 levels, in the fastest overall time.

Goal per level = 10 lines. (5 lines if both players using 1 block)

2) Race: How fast can you clear 40 lines?
Summary:
One or two players (each in their own Matrix) contribute Line Clears toward the Goal of 40, in the fastest overall time.

3) Marathon: Go for a great score!
Summary:
The goal is to complete all 15 levels (150 lines in total) to get the most points possible. There is no time limit.

Goal per level = 10 lines.

4) Dig: Clear the bottom line!
Summary:
The goal is for one or two players, at either 3 or 4-Block Tetrimino sizes, to complete 15 "Digs" either alone or by cooperatively "digging" to the bottom through a progressively deeper broken line pile, and then clearing the bottom line. Each bottom line clear by either person contributes one dig, until at 15 digs, the game is over.

2P mode has both players trying to reach the bottom and clear the bottom line, however each grid is played independently and when one person clears they contribute a "dig" toward the 15 dig total, and only their broken line pile increases, while the other player continues. This allows both players to play at their own pace while trying to complete the game in the fastest time and maintain an increasing challenge.

5) Versus: Compete against another player!
Summary:
For two players only using 4-Block Tetriminos, both players attempt to clear lines in order to send new lines into their opponent's matrix. The player to outlast or cause the other player to reach the top of the Matrix wins! The winner of the match is the first player to win two of three games.

Simultaneous Lines Cleared	New Lines Sent to Opposing Player
2	1
3	2
4	4

PRACTICE MODE

In all variants except "Versus", when two players are playing and one of them reaches the top, their game is only temporarily over. They enter into practice mode and are able to play (without contributing toward the goal) until the opposite player reaches the goal, at which point both

players will again continue playing. While one player is in practice mode and the remaining player reaches the top, both players' games are over.

- **Options**
  - Sound Effects: On/Off
  - Music: On/Off
  - Ghost Piece: On/Off
  - Back to Main Menu

TROUBLE SHOOTING
TV
To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards 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 mentioned at the end of this manual.

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 electric (from carpets, etc) may cause the game to stop working. Just reset the game by switching the power button off for a few seconds and it will work again.**
- **The unit may malfunction when there is radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

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.

RECYCLING - EUROPE
The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelie-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

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.

CREDITS
Blue Planet Software, Inc.
Original Game Designer	Alexey Pajitnov
Tetris Design Team	Henk Rogers
	Alexey Pajitnov
	Brian Rogers
	Tyson McCann
Lead Game Designer	Tyson McCann
Quality Assurance	Shawn Tanabe
	Alexander Rogers
	Lani Husson

Publisher – Radica
Programmer/Author - Hi-Score TV Limited
Production Company - Hi-Score TV Limited

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