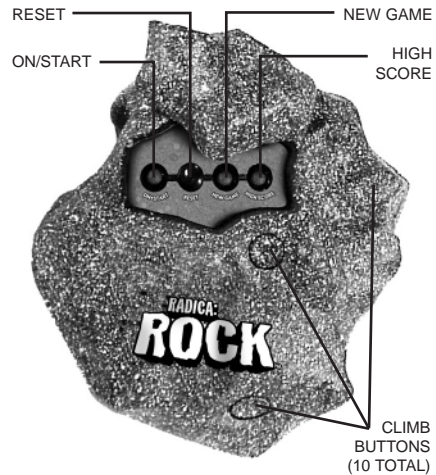


To exit demo mode, press the Reset button on the game.

BUTTON FUNCTIONS



ON / START - Wakes the game to your last climb.

NEW GAME - Press and hold for two seconds to start a new game.

HIGH SCORE - Announces the high score for each climb. Press the button for each attempted climb's high score.

RESET - Resets the game and takes the game out of demo mode.

CLIMB BUTTONS - Each Climb button represents a handgrip on the rock. There are ten total buttons.

READY TO CLIMB?

You're about to face five of the world's toughest climbs, each more difficult than the last. For each climb, you'll need to find the correct handgrips to make it to the top of the mountain.

BASIC CLIMBING RULES

- Press each Climb button to find the right sequence of grips. The Climb buttons will respond to let you know if you have found the right grip, or made a wrong move.
- When you find a grip, you must hold that Climb button while you search for the next grip. The number of grips will increase with each climb.
- You must complete the climb within the time limit. When your time is running out, the unit will shake. Once your time has run out, you will fall and fail that climb.
- If you have a correct Climb button and you let go of it, you will hear a "Woow!" Quickly replace your grip and

you will hear a "Pshew!". If you don't replace your grip in enough time, the rock will start to shake and you will lose your grip and fall.

- At some point, you may be holding two or more grips at a time. You may need to turn the unit or change hand positions in order to reach all of the Climb buttons without releasing the grips.

GETTING STARTED

- Press the Reset button to exit demo mode.
- Press the On / Start button to start the first climb. "You're going for...Forbidden Peak! Ready to Climb?"
- Close the button compartment door.
- Press any of the ten Climb buttons to start. The music for the climb will begin.
- Press any of the 10 Climb buttons again. If you hear a crumbling sound, you have pressed the wrong button. Continue pressing the Climb buttons until one of the buttons responds with "Yeah!" or "Uh!" You have found the first grip. You must hold this button until you find the next grip.
- While holding the first grip, keep pressing each of the Climb buttons until you hear the next "Yeah!" or "Uh!" This is the second grip.
- If after the "Yeah!" or "Uh!" you hear a cymbal, you may release all of your previous held Climb buttons except for the most recent.

- Continue searching for each sequence of grips until you have completed the climb. You will automatically advance to the next climb.

NOTE: The number of grips you must hold, at one time will increase with each climb.

BONUS TIME

If you increase your climbing speed, you will increase your time allotment as the climbs progress.

SCORING

Your score is based on the time it takes you to complete each climb. Press the High Score button to hear your high score for each climb attempted.

Spelunker - You're a cave dweller, not a climber.

Dust Sucker - Stay on the ground, you'll be safer there.

Mountain Goat - You can survive on a basic climb.

Master - You can climb almost anything.

Guru - You were born to climb!

SLEEP MODE

Radica Rock™ will go to sleep after one minute of non-activity. To wake the game, press the ON/START button.

BATTERY INSTALLATION

This game is powered by four (4) AA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four AA batteries 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 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 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 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.

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.

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