



MODEL 8028 P/N 82349400 Rev.A
For 1 or 2 players / Ages 8 and up
INSTRUCTION MANUAL

To exit demo mode, press the Restart or Enter button.

With Radica Play TV Ping Pong™, you'll play against the pros right in your own living room. Warm up with a challenging Traditional match against another player or a computer opponent. Or, try your hand against FireBalls, ScrewBalls and other exciting action in the Arcade.

BATTERY INSTALLATION

Locate the battery compartment door on the bottom of the console and on each paddle. Loosen the screw with a Phillips screwdriver. Remove the battery compartment door. Insert four "AA" batteries (we recommend alkaline) as indicated inside the console and two "AA" batteries as indicated in each paddle. Replace the battery compartment door and tighten the screw.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

CONNECTING RADICA PLAY TV PING PONG™ TO YOUR TV OR VCR

CONNECTING TO A TV

NOTE: To connect Play TV Ping Pong™ 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.

If your TV does have audio and video input jacks, insert the yellow video plug 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 operating manual for details).

Please 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 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 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 Ping Pong through a VCR connected to your TV.

CONNECTING TO A VCR

To connect Play TV Ping Pong™ to the VCR connected to your TV, insert the yellow video plug 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 TV and VCR to the appropriate video input modes (see your VCR and TV operating manuals for details).

Please 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 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 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.

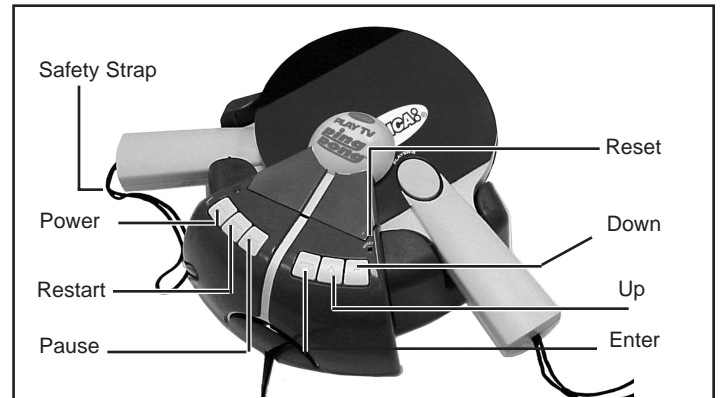
GETTING STARTED

IMPORTANT SAFETY NOTE: Before beginning game play, be sure to place your serving wrist through the Safety Strap on the bottom of your Paddle.

- Place the Console on a table in front of the TV.
- When serving and returning the ball, you will need to stand in

front of the Console in order for the sensors in the Paddle to relay information to the computer. Make sure the Paddles and the Console are in direct line of sight, free of obstacles.

WARNING: Make sure the Console is located far enough from the TV and from other people, animals, and objects to avoid striking them when you swing the Paddle.



BUTTON FUNCTIONS

POWER - Turns the power on and off.

RESTART - Restarts the game at any time.

PAUSE - Pauses the game during game play. To resume game play, press this button again.

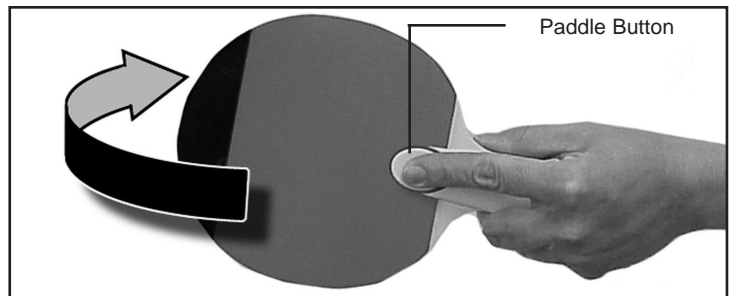
ENTER - Locks in the highlighted selection in the Game Set-Up Screen.

UP ARROW - Highlights the previous selection in the Game Set-Up Screen.

DOWN ARROW - Highlights the next selection in the Game Set-Up Screen.

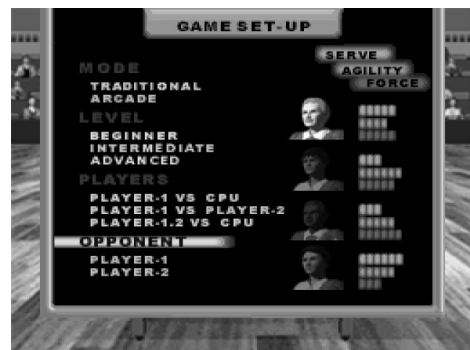
PADDLE BUTTON - Press and release the Paddle Button to serve the ball.

RESET - Press this button, using an object such as a pen or straightened paper clip, to reset the game in the event of a malfunction.



PLAYING RADICA PLAY TV PING PONG™

- If Play TV Ping Pong™ is connected to your TV, turn on the TV and set it to the appropriate video input mode (see the CONNECTING TO A TV section of this manual).
- If Play TV Ping Pong™ is connected to your TV through a VCR, turn on the TV and VCR and set both to the appropriate video input modes (see the CONNECTING TO A VCR section of this manual).
- Press the Power button. You will see a brief start-up animation.
- Press the Enter button to go to the Game Set-Up screen.



SETTING YOUR GAME PREFERENCES

Game Mode

- Use the Up and Down Arrow buttons to select Traditional or Arcade game play.
- Press the Enter button to lock in your selection.

Level

- Use the Up and Down Arrow buttons to select Beginner, Intermediate or Advanced.
- Press the Enter button to lock in your selection.

Number of Players

- Use the Up and Down Arrow buttons to select the number of players: Player One vs. Computer, Player One vs. Player Two, or Players One and Two vs. Computer.
- Press the Enter button to lock in your selection.

Player Selection

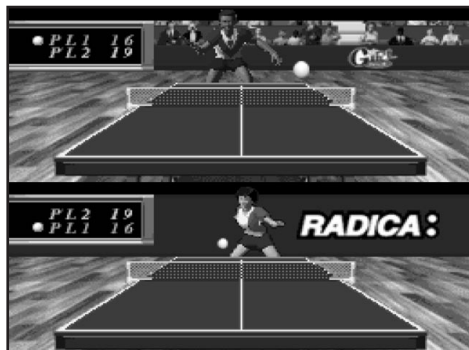
- Use the Up and Down Arrow buttons to select one of four players.
- Press the Enter button to lock in your selection.
- If you are playing against the Computer, or with another player, use the Up and Down Arrow buttons to select additional players.
- When you are finished, press the Enter button to lock in your selection and start the game.

TRADITIONAL GAME PLAY RULES

- You must reach 21 points to win the game.
- You must win by a 2-point margin. (If the game is tied at 20 points, the first player to go up by 2 points wins the match.)
- Server changes every five points.

Points are acquired if:

- The serving player fails to make a good serve.
- The receiving player fails to make a good return.
- One of the players causes the ball not to land on the opponent's side of the table.
- One of the players allows the ball to bounce twice successively.



TWO PLAYERS

In Two-Player Mode, the screen splits in half to show each player. The player's paddle color will determine which screen to play. A red or blue icon will appear in the upper right hand corner of the screen to display the paddle used.

NOTE: Players should stand opposite each other in front of the Console. Player One will stand on the right side of the Console. Player Two will stand on the left side of the Console.

TWO PLAYERS VS. COMPUTER

Player One and Player Two must alternate hitting the ball.

- The top right hand screen will show a colored paddle to indicate each player's turn.

SERVING THE BALL

When the "Service" graphic flashes on the screen, it is your turn to serve the ball.

- Press and release the Paddle button. The ball will be "tossed" into the air.
- Swing your paddle to serve the ball.



POWER-UPS (ARCADE MODE)

Arcade mode enhances the game play. Power-Up icons will move back and forth across the net during game play.

- To activate a Power-Up, you must hit the Power-Up icon with the ball.
- Power-Ups are temporary.
- If your opponent misses a Power-Up ball, you receive one point.
- Power-Ups will display next to the paddle icon in the upper right side of the screen.

StallBall

In StallBall mode, hold your paddle steady to stop the ball in mid air. The ball will "hover" in your playing area until you swing your paddle.

ScrewBall

In ScrewBall mode, the ball randomly changes speed and direction.

FireBall

In FireBall mode, the ball is on fire and travels faster than normal.

CenterWall

In CenterWall mode, a wall appears in the center of the table.

TableShrink

In TableShrink mode, the table shrinks.

TROUBLESHOOTING

- If you don't see the title screen after pressing the "Power" button, check to make sure the light located next to the Power button is illuminated. If it is and you still don't see the title screen, check to make sure that the video and audio plugs are plugged into the correct locations on your TV and/or VCR and check to make sure the console has fresh batteries installed.
- If the paddles are not functioning properly; make sure the line of sight to the console is unobstructed, or press the reset button located on the backside of the paddle or check to make sure that the batteries are in proper working order.

BATTERY REPLACEMENT

Locate the battery compartment door on the bottom of the console and on each paddle. Loosen the screw with a Phillips screwdriver. Remove the battery compartment door. Insert four "AA" batteries (we recommend alkaline) as indicated inside the console and two "AA" batteries as indicated in each paddle. Replace the battery compartment door and tighten the screw.

ADULT SUPERVISION IS RECOMMENDED WHEN REPLACING BATTERIES.

CAUTION:

- **As with all small batteries, the batteries used with this game should be kept away from small children who may 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 manufacturers' instructions.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

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.

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. If problems continue, remove and replace the batteries or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Use only the recommended batteries for this game.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove worn out batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries must be inserted with the correct polarity.

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.

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.

Keep this manual because it contains important information.

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Quick Start

1. Insert four (4) AA-size batteries (we recommend alkaline) inside the battery compartment located on the console and two (2) AA-size batteries inside the battery compartment located in each paddle, according to the polarity indicated.
2. Plug the three Audio-Video cables into the matching jacks of AV INPUT on your TV or VCR.
 - Yellow, white and red plugs correspond to video, left audio and right audio respectively.
 - Connect only the yellow and white plugs with the red plug left disconnected if your TV or VCR is not stereo
3. When connected directly to TV:
 - (i) Set TV input to "AV".When connected to TV through VCR:
 - (i) Set VCR input to "AV".
 - (ii) Set TV to the channel for VCR.

Note: Please refer to instruction manual of your VCR/TV for the required procedures.

Hint: TV AV setting may be controlled by a separate button, on-screen menu, or special channel. VCR AV setting is typically controlled by a special channel on the VCR (channels may be designated as AV, AUX, Line, Input, or Video).

4. Press the POWER button to turn the power on.
5. Press the ENTER button to go to the Game Set-Up screen.
6. Select your game preferences by pressing the UP and DOWN arrow buttons.
7. After selecting your game preferences, press the ENTER button to start game play.

...and the game begins!

Please refer to *INSTRUCTION MANUAL* for detailed description of operation.

P/N 82351500 Rev. A

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