

RADICA[®] PLAY TV[™] BOXING[™]



MODEL 72039
P/N 82370400 Rev.A
For 1 player / Ages 8 and Up

INSTRUCTION MANUAL

Get off the couch and into the ring!

Come on, Kid! You're soft, I tell ya! But I'm just the trainer to build you up and get you a title match with The Champ! First, I'm going to put you through some of my very special training exercises! They'll sure keep you on your toes! After you're done with them, I'll see if I can get you a sparring match. Then, only if you're ready, I'll get you into the ring with The Champ himself! What you do from there is up to you. But with my training, I'm sure you're gonna' go all the way!

SETTING UP

BATTERY INSTALLATION

On the bottom of the main unit, open the battery compartment and insert four (4) AA size batteries in the main console and two (2) AAA size batteries in each glove as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.

NOTE: Batteries in the Console 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.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

TV CONNECTION

NOTE: To connect Play TV Boxing 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 has audio and video input jacks, insert the yellow video plug from the Console into the video-in (Yellow) jack on your TV and the white audio plug into the left audio-in (White) jack. Then set the TV to the appropriate video input mode (see your TV's operating manual for details).

Please Note: If your TV is stereo, you can use a 1 into 2 audio cable (available at your local electronics store) to allow you to split the audio signal into red and white audio-in jacks.

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

CONNECTING TO A VCR

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

Please Note: If your VCR is stereo, you can use a 1 into 2 audio cable (available at your local electronics store) to allow you to split the audio signal into red and white audio-in jacks.

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

CONSOLE

POWER SWITCH - This switch turns the unit on and off.

INFRARED RECEIVER - This receives the signal from the Boxing Gloves.

LEFT AND RIGHT BUTTON (glove) - Navigate through the menu.

RESET - Located on bottom of unit. Using a blunt object, press this button to reset the game. Just be careful, this will erase your current game.

GLOVES

WRIST STRAPS - Adjust straps to fit to your wrist.

BLOCK BUTTON - When the gloves side buttons are pressed together in front of face, you will block punches from an opponent.

RESET - Located on the interior of the glove by the battery door. Using a blunt object, press this button to reset the unit when necessary.

IMPORTANT HINT: Press gloves together to wake up the gloves. When navigating through the menu simply throw a punch to enter your selection.

HOW IT ALL WORKS

The Boxing Gloves send out infrared signals. The Console senses these signals and the way you throw a punch. To get the best results from your Play TV Boxing, refer to the back of the package for game set up.

HELPFUL HINTS

Be sure the Console is placed flat on the floor with the receiver pointing to the player without any obstructions in between.

The use of TV and Video remote controls may interfere with game play.

CAUTION

- When throwing a punch, never let go of the Boxing Gloves. Doing so may damage the game, damage whatever they hit, or injure whomever they hit.
- Be sure the area around you is clear when throwing a punch.
- Always keep a safe distance between you and the Console and the television set.
- Do not hit people, or any objects with the Boxing Gloves.
- Do not use the Boxing Gloves for anything other than game play.
- Do not play on a slick surface.

NOW LET'S START YOUR TRAINING!

GETTING STARTED

Decision time, Kid! What do you want to do first? Here are your choices:

CAREER MODE - This puts you right into the gym and on your way to boxin' the champ! I give you several fun Training Exercises that help make you a better boxer. And when you're good enough, it's time for the Championship Match! To fight in the Championship Match you must first play all four games three times.



STEP INTO MY GYM!

Once in the gym, use the Left and Right glove buttons on the Main Console to highlight which Training Exercise you would like to choose first. Then throw a punch to enter your selection. Choose from:

- Heavy Bag
- Pads
- Combo
- Medicine Balls

Score option allows you to save your scores of the different training exercises you complete so you can resume at a later time.

FREE TRAIN MODE - This lets you practice some of my training exercises before choosing a career in boxing. You can keep score with these fun exercises, but their scores won't advance your career toward the big bout.

Choose from:

- Heavy Bag
- Pads
- Combo
- Medicine Ball

LJ = Left Jab
RJ = Right Jab
LH = Left Hook
RH = Right Hook
LU = Left Uppercut
RU = Right Uppercut
BL = Block

TRAINING EXERCISES

Each training exercise will use the following Punch Icons:

HEAVY BAG

This develops your memory as well as your use of all movements. I'll show you a series of moves on the Heavy Bag by highlighting the Punch Icons. You have to repeat the exact series without doing the wrong move. We'll keep this exercise going until you do make a wrong move. Your score will be determined by how many correct moves you made all together. Gain one point for each successful sequence.



PADS

This one works on your moves plus your speed and reaction time.

I'm going to hold up a Punch Pad, and you have to hit it using whatever move the Punch Icon tells you to. You have to make your move quick before I lower my hand, so you better think fast. As time goes by, I'm going to hold up the pads faster and faster, but don't hit too hard. My hands ain't what they used to be. Your score will be determined by how many correct moves you make before time runs out. One point for each successful punch.

COMBO

This Training Exercise works on your speed and use of different punches and blocks.

You get one round to knock down all the targets as quickly as possible, in numeric order. Remember time is of the essence here, and you must knock down the targets using the different punches and blocks from that Punch Icon layout I showed you. If you miss one, all of the targets will reset, and you'll have to start again. Your score is based on the amount of sequences you complete in the time limit. Seven points for each successful sequence.

MEDICINE BALL

This classic exercise works your timing as well as your moves.