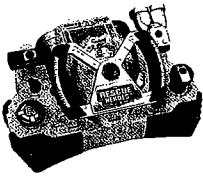


# Play TV Rescue Heroes



## **SERVICE MANUAL**

**RADICA®**



Model 73036  
1 player / Ages 4 and up  
**INSTRUCTION MANUAL**  
P/N 82377500 Rev.C

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Get off the couch and into the action!

Hello, recruit! I'm Warren Waters and I want to personally welcome you into the ranks of one of the finest groups of heroes this world has ever known - the Rescue Heroes! You are about to undergo exercises in three of our best vehicles: the Rescue Firetruck, the Quick Response Hydrofoil, and the Quick Response Helicopter. Together, with the help of three of our finest team members, I'm confident that you'll quickly become a first class member of the Rescue Heroes team!

**SETTING-UP RADICA Rescue Heroes™ Play TV®**

**BATTERY INSTALLATION AND REPLACEMENT**

Loosen the screw on the battery compartment door with a Phillips screwdriver. Remove the battery compartment door and insert 4 C (LR 14) batteries (we recommend alkaline) as indicated inside the compartment. Replace the battery compartment door and tighten the screw. Do not over tighten.

**Battery Safety Information**

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy product. To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy (product). Dispose of batteries safely. Do not dispose of batteries in a fire. The batteries may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy (product) before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

**AN ADULT MUST INSTALL BATTERIES.**

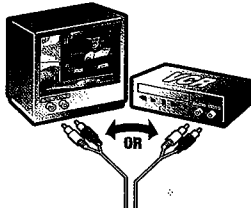
**CONNECTING RESCUE HEROES™ PLAY TV® TO YOUR TV OR VCR**

**CONNECTING TO A TV**

Plugs Into:

- **White Plug** insert the audio pin into the audio-in (white) receptacle.
- **Yellow Plug** insert the video pin into the video-in (yellow) receptacle.

NOTE: To connect Rescue Heroes™ Play TV® directly to a TV, the TV must be equipped with audio and video input jacks. These jacks 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. Set the TV to the appropriate video input mode (see your TV's owner's manual for details).

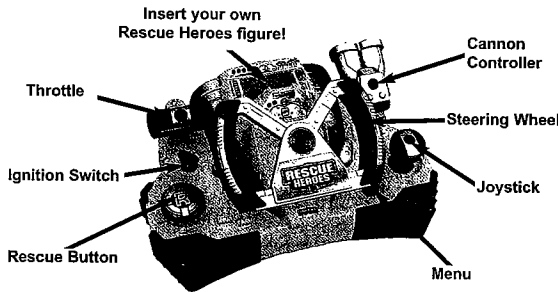


**CONNECTING TO A VCR**

NOTE: If your TV does not have audio and video input jacks, you may connect Rescue Heroes™ Play TV® through a VCR connected to your TV. Set the TV and VCR to the appropriate video input modes (see the VCR and TV owner's manual for details). If you have difficulty with setup refer to the "Trouble Shooting" section.

**FEATURES**

Each control lights to indicate which should be used.



**IGNITION SWITCH** - Turns the game on and off.

**STEERING WHEEL** - Use to steer the Firetruck and Hydrofoil.

**RESCUE BUTTON** - Press to shoot the water cannon, launch the buoy, or drop the winch, water bucket, or animal nets. Or press to activate the siren while driving the Firetruck to move cars out of the way. Also used to "Rescue" people during emergencies.

**THROTTLE** - Push up or down to move the Firetruck and Hydrofoil forward or backward.

**CANNON CONTROLLER** - Turn to steer the Water Cannon or target Buoy Cannon.

**JOYSTICK** - Rotate to navigate the Helicopter.

**MENU** - Press button to return to the Command Center for a new mission.

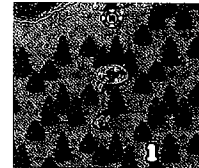
**Command Center**

Here at the Rescue Heroes Command Center, we keep a sharp lookout for any kind of emergency. When we do get a call, I'll brief you on the type of emergency.

For each mission, an **On-Screen** arrow will direct you toward the emergency. The number in the bottom right corner of the screen indicates the number of rescues remaining.

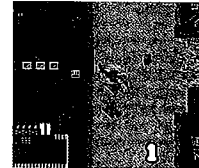
**Quick Response Helicopter**

No one knows more about the Quick Response Helicopter than Ariel Flyer™. She will guide you through all your flying missions.



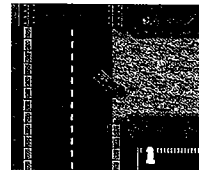
We have to put out raging forest fires. Use the Joystick to move the Quick Response Helicopter over the fire. Once over the flames, press the Rescue Button to empty your water bucket. You'll have that forest fire extinguished in no time!

Next, to keep our city safe, we have to help round up several wild animals that have escaped from the zoo. This time, the Quick Response Helicopter has a special net to rescue the animals. Use the Joystick to move the helicopter over the animal. When you're over the animal, press the Rescue Button to drop the net.



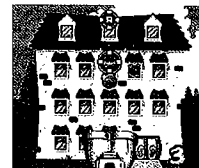
**Rescue Firetruck**

Billy Blazes™ is the team member to show you around this vehicle. Use the Steering Wheel to drive around the neighborhood. Use the Throttle to accelerate and brake. Press the Rescue Button to turn on the siren. This alerts other vehicles to get out of your way.



During the first mission, you simply have to make your way through the neighborhood from building rescuing people. Press the Rescue Button to rescue people.

Now it's time to put out fires! Drive the Rescue Firetruck to burning houses. As soon as you get close to the house your view changes. Use the Cannon Controller to aim the Water Cannon on the screen. Press the Rescue Button to shoot the Water Cannon and put out the fire. Stay sharp! That fire moves fast and only a top team member can stay ahead of those spreading flames! Proceed to the next house fire.



## Quick Response Hydrofoil

Gil Gripper™ will show you the ropes on the Hydrofoil. He will assist you during your many water missions.

In the first mission you'll rescue swimmers as quickly as possible. Use the Steering Wheel and the Throttle to drive the Quick Response Hydrofoil through the water. An On-Screen arrow will point toward the closest swimmer.

When you are close enough to the swimmer, your view changes. Move the Cannon Controller to aim the buoy cannon. Press the Rescue Button to shoot a buoy toward the swimmer. Once the swimmer has the buoy, he or she will swim to shore. Once you've rescued all of the swimmers, it's time to drive the Quick Response Hydrofoil toward the next group of swimmers from the shipwreck.



In the second mission, baby whales need to get back to the open sea. Use the Steering Wheel and the Throttle to drive the Quick Response Hydrofoil through the water. An On-Screen arrow will point toward the closest whales. When you are close enough your view changes. Aim the Cannon Controller to fire a safety line to help the baby whales back to safe waters.



With practice, training, and a little help from the team you'll be well on your way to becoming the finest team member of them all!

## TROUBLE SHOOTING

If you don't see the title screen after pressing the ignition switch, make sure that the video and audio plugs are plugged into the correct locations on your TV or VCR.



Reset

### TV Connection

#### No Sound

- Check if batteries are fresh
- Reset game by using an object such as a pen or a straightened paper clip.
- Check if batteries are installed correctly

#### No Picture or Color

- Check if the pins are plugged in correctly
- Check if channel is set to AUX, AV or Video Channel (refer to TV owner's manual to find AUX, AV or Video Channel)

### VCR Connection

#### No Sound

- Reset game using an object such as a pen or a straightened paper clip.
- VCR switch on back of VCR should be on 3 or 4
- TV should be on the same channel
- Check if VCR is on AUX, AV or Video Channel (refer to VCR owner's manual to find AUX, AV or Video Channel)

### TV

To locate your auxiliary channel, which is usually **00** 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: 500 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.

## MAINTENANCE

- Handle this product carefully.
- Store this product away from dusty or dirty areas.
- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. 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 the Warranty information located at the end of this Instruction Manual.
- Use only the recommended battery type.

Please retain these instructions for future reference.

### FCC Note (United States Only)

**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.

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.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003

CET APPAREIL NUMERIQUE DE LA CLASSE B EST CONFORME A LA NORME NMB-003 DU CANADA

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

**IMPORTANT NOTE:** 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.

## 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: **RadicaUSA, 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.

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