



MODEL 72046
For 1 player / Ages 8 and up

INSTRUCTION MANUAL
P/N 82366100 Rev.A

Honk all you like, those cars aren't going to move by themselves!!!

There's nothing quite like being stuck in traffic when you're in a hurry. Wouldn't it be great if you had the keys to all of the other cars and semi trucks so you could move them yourself? Well, now you do and you can! With **RUSH HOUR**, the headache of a traffic jam is transformed into a brain-teasing puzzle where you can test your skill while having loads of fun!

BUTTON FUNCTIONS

NEW - Press this button to turn the game on or select a new puzzle.

SELECT - Press this button to enter a selection and to pick up or place down puzzle pieces.

DIRECTIONAL PAD – Use this pad to move your car and other cars left, right, up or down on the playing screen.

LEVEL - Use this button to change or check the skill level of your game. You can choose from five (5) different levels of play.

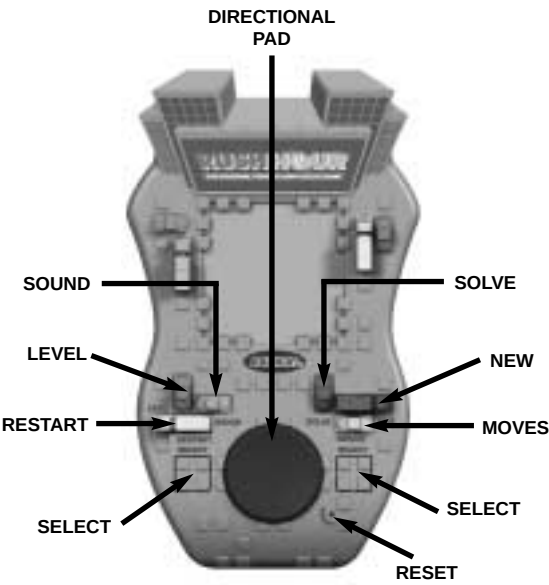
MOVES - Press this button to show the number of moves you've made and the least number of moves required to solve the current puzzle. Press and hold this button to see the least number of moves that you've previously made to solve the current puzzle. You will also see your best record of puzzles solved.

RESTART - Press and hold this button down to reset the puzzle to its starting position.

SOLVE - Press and hold this button down to solve the entire puzzle.

SOUND - This button turns the sound on or off.

RESET - Using a pointed object, press this button to reset the game to the original settings.



Time to test your skill!

POWERING UP

Press the NEW button to turn the game on or wake it from "sleep mode".

NOTE: If there is no activity for about one minute, **RUSH HOUR** will automatically turn itself off to save power. Press the NEW button to turn it back on and continue your game.

CHOOSING A LEVEL

When turning on **RUSH HOUR** for the first time, it will begin with the first puzzle at **SKILL LEVEL 1**. There are **FIVE** different **SKILL LEVELS** to choose from. Press the LEVEL button to choose the **SKILL LEVEL**, then play.

After you solve a puzzle and press the NEW button, you will automatically be given the next puzzle of that skill level. You may skip through puzzles by pressing the NEW button, or you can move up a level by pressing the LEVEL button.

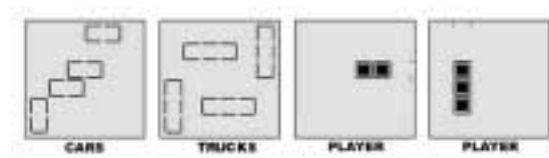
NOTE: Once you've started a puzzle you can't skip to the next puzzle or change levels without first either solving the puzzle or ending the puzzle by holding down the NEW button.

GAME PLAY

The object of the game is to move **YOUR CAR** through the **exit** by moving the other cars and trucks out of your way.

The **exit** is marked by the two short parallel lines at the edge of the screen. The **exit** may be located on the top, bottom, left or right.

YOUR CAR is the shaded box and the other cars and trucks are clear. In more advanced levels, you may have to move two (2) cars to the **exit**.



Use the DIRECTIONAL PAD to move yourself around the display screen. When a car or truck is highlighted, press the SELECT button to enter the vehicle. Now you can move the car or truck! Just remember, cars don't drive sideways, so you can only move them forward or backward, up or down.

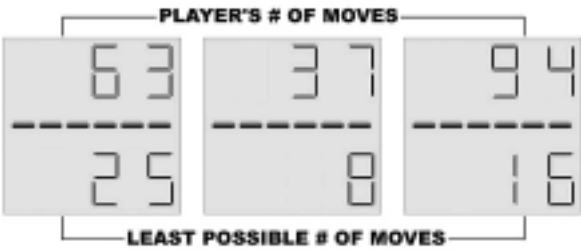
Once you've moved the car or truck, exit the vehicle by pressing the SELECT button again. Now you can



move around the screen and choose another vehicle to move. Keep repositioning cars and trucks until **YOUR CAR** has a clear path to the exit!

SOLVING THE PUZZLE

You must try and get **YOUR CAR** out of the traffic jam during your game by moving the least amount of cars and trucks possible. At any point during your game, you can press the MOVES button to see how many moves you've made versus the least number of moves possible to solve the puzzle. Only the best players can solve the puzzle with the least amount of moves possible, so keep trying!



NOTE: When you move ANY vehicle, that counts as one move. It doesn't matter how many "spaces" you've moved it. (It will not count the move if you return the vehicle to its original position.)

If you're stuck, hold down the SOLVE button. The puzzle will reset and solve itself right before your very eyes!

After a puzzle has been solved, press the MOVES button to see how well you did. Press the NEW button to move on to the next puzzle.

To restart a puzzle, press and hold down the RESTART button. This will erase your number of moves and start the puzzle from the beginning.

FINDING OUT HOW YOU DID

After the puzzle has been completed, you can press and hold the MOVES button to view the best number of moves that it took you to complete the puzzle and the minimum number of moves that it could take to finish the puzzle.

RESETTING RUSH HOUR

You can reset your game to its original settings by pressing the RESET button with a pointed object.

BATTERY INSTALLATION:

This game is powered by two (2) AA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AA batteries (we recommend alkaline) 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 extreme temperature.
- Do not disassemble this game. If a problem occurs, press the RESET button, or remove and replace the batteries to reset the game 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 game.
- 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.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica China 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 China 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.

Products returned *after* the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

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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RUSH HOUR IS A REGISTERED TRADEMARK AND ITS LOGO IS A TRADEMARK OF BINARY ARTS CORPORATION.