

RADICA:

PLAY TV Football 2™



L7278
For 1 to 2 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 823A8800 Rev.A

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR PTV

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.

GET OFF THE COUCH AND ONTO THE FIELD!

Whether you're running for a touchdown or intercepting a pass, **Play TV Football 2** brings the fun and excitement of professional football into your living room!

Choose formations and plays then power up, speed burst, spin, or stiff-arm your way to a touchdown, just like the real thing!

SETTING UP

BATTERY INSTALLATION



On the back of the main unit, open the battery compartment and insert four (4) AA batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.

NOTE: Batteries in the Main Unit 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. There is also no memory function. All game data will be erased when the power is turned off or batteries are replaced.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

APPLYING ADHESIVE GRIPS

The adhesive grips will prevent excessive sliding.

- To apply, peel the triangle paper off.
- Position and place the adhesive grip on the back of the mat.

Helpful Hint: Try to position the adhesive grips on the back of the mat, directly behind the center of 3 buttons, those are "X", "R" & "L".

TV CONNECTION

NOTE: To connect **Play TV Football 2** 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 Main Unit into the video-in (yellow) jack on your TV, 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).

If your TV does not have audio and video input jacks, you may connect **Play TV Football 2** through a VCR connected to your TV.

CONNECTING TO A VCR

To connect **Play TV Football 2** to your VCR, insert the yellow video plug from the Main Unit into the video-in (Yellow) jack on your VCR, 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).

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 some DVD players with the same connection as a VCR.

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

FEATURES



POWER BUTTON - Press to turn on the unit.

X BUTTON - Step on the "X" to enter a selection, highlight players, or activate an action.

L AND R BUTTONS - Use the "L" or "R" to scroll through selections and highlight players. Run on them to give players a "turbo boost."

FOOTBALL - Use this motion sensor football to select plays, hike, and pass the ball.

NOTE: Plays can be selected with motioning the football or "X" on the running mat.

O BUTTON (on football) - Press this button on the football to toggle between plays and highlight receivers.

Running Mat:

The Running Mat has 3 buttons: [Left], [Right] and [X]

- Step on any of the 3 Arrows [L] "L", [R] "R" and [X]"X" to highlight corresponding receiver on screen (One Player).
- Step on [X] at the right time to perform a juke, spin, tackle, intercept, dive tackle, or Power-Up. [X] also switches your defender before the snap (One Player).
- Alternately stepping on [L] and [R] quickly for a turbo boost. (One player - offense and defense. Two players - defense only).
- Navigate menus with [L] and [R], [X] to select
- View plays (Left/Right) and [Action] to select. (Two player - defense only).
- [POWER] button located on main plastic housing to power on/off.

Football Controller:

- Start Game [Motion during Title Screen]
- Hike ball [Motion]
- Throw ball to highlighted receiver [Motion]
- View plays [O] and [Motion] to select. (Two player - offense only)
- Cycle through receivers [O] and [Motion] to select. (Two player - offense)
- Perform action/Power-Up moves [O] and [Motion] to select. (Two player - offense)

1 PLAYER MODE

Input Button	Function
[POWER]	Turns the game power on and off
[L]	<ul style="list-style-type: none"> • Highlight left receiver (offense) • Turbo boost (running on mat) • Scroll left (in menus)
[R]	<ul style="list-style-type: none"> • Highlight right receiver (offense) • Turbo boost (running on mat) • Scroll right (in menus)
[X]	<ul style="list-style-type: none"> • Highlight right receiver (offense) • Spin move, stiff arm, and hurdle (offense) • Power tackle, cough-up, interception (defense) • Enter selection (in menus)
[Motion]	<ul style="list-style-type: none"> • Hike and Pass the ball (offense) • Enter selection (in menus)
[O]	<ul style="list-style-type: none"> • Scroll Plays and Power-ups (offense) • Scroll right (in menus)

2 PLAYER MODE

Input Button	Function
[POWER]	Turns the game power on and off
Defense (running mat)	
[L]	<ul style="list-style-type: none"> • Turbo boost (running on mat) • Scroll left (in menus)
[R]	<ul style="list-style-type: none"> • Turbo boost (running on mat) • Scroll right (in menus)
[X]	<ul style="list-style-type: none"> • Spin move, stiff arm, and hurdle (offense) • Power tackle, cough-up, interception (defense) • Enter selection (in menus)
Offense (football)	
[Motion]	<ul style="list-style-type: none"> • Hike and Pass the ball (offense) • Enter selection (in menus)
[O]	<ul style="list-style-type: none"> • Choose one of three receiver X, L, R • Scroll Plays and Power-ups (offense) • Scroll right (in menus)

IT'S TIME TO PLAY!

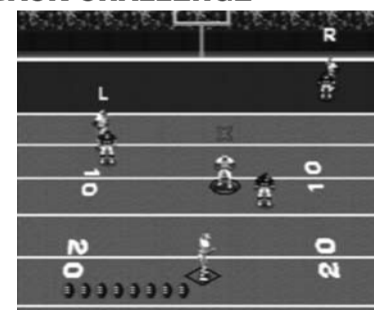
At the Main Menu, tap the Directional Buttons with your foot to choose "Player 1 vs. Computer", "Player 1 vs. Player 2", or "Training Camp". Lock in your selection by tapping the Action Button (X).

NOTE: Just like the pros, before playing a game you may want to attend Training Camp.

TRAINING CAMP

Training Camp helps you familiarize yourself with the way the running mat and Football work. After you choose Training Camp, pick one of the three mini games to improve your skills.

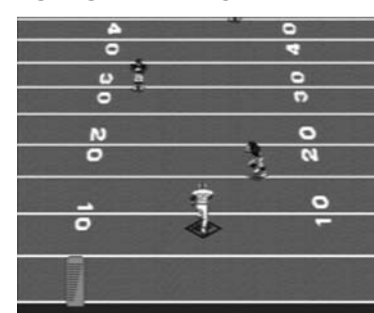
QUARTERBACK CHALLENGE



In this game, you must pass the football to one of three receivers. "Hike" the football by quickly snapping it back to your chest with both hands. The receivers will run across the field and it's your job to throw a pass to the open man. Using the Action, Left, or Right Directional buttons on the running mat, quickly step on the button that represents the highlighted receiver and throw a pass. If the left receiver is highlighted, quickly tap the Left Directional Button. The right Button for the right receiver and the Action Button for the center receiver. When throwing a pass, don't actually throw the football. Simply grip it tightly and make a throwing motion straight ahead. The motion sensors inside the ball will read this as a pass and the quarterback on the screen will throw the ball. Once all nine balls are thrown, your final score is calculated based on your actual quarterback rating, just like the pros. A perfect rating equals 158.3.

IMPORTANT NOTE: DO NOT actually throw the ball. Throwing the ball could cause injury and damage the game itself. Use the safety strap attached to the football when in use.

RUNNING BACK CHALLENGE



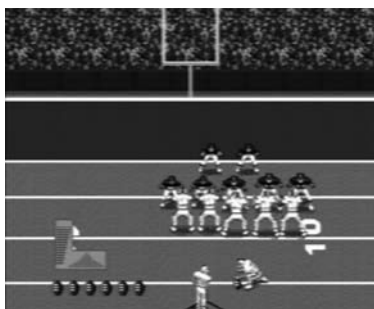
This will hone your running skills and help you get your timing down to run the ball in for a touchdown. Grip the football tightly and snap the ball to start the game. It's up to you to run down the field as fast as you can while avoiding various defenders along the way.

Your player will automatically run, but it's up to you to give him a "turbo boost" by actually running on the two Directional Buttons. The Turbo Meter at the bottom of the screen shows how big a boost you give him.

When a defender tries to tackle you, just before he gets to you, quickly step on the Action Button to Spin or give him a Stiff Arm. The faster you get down the field, the better your score.

As your player progresses up the field successfully, they'll earn Power-ups that can be used. They will only be earned when the player has successfully broken every tackle up to that point.

FIELD GOAL CHALLENGE



In this game, you must complete a set of increasingly difficult field goals. First, watch the moving Accuracy Meter at the bottom of the screen and snap the ball to lock in your aim, then watch the power meter and tap the action button to lock in the power to complete the kick. Make sure to complete the kick before the defense rushes. The more kicks you make, the better your score.

NOW THAT YOU'RE TRAINED, IT'S TIME TO PLAY A GAME! GAME SETUP

When setting up the game, you get to choose which teams to play for and against.

If only one player is selected, you will be asked to choose a Difficulty Setting (Rookie, Pro, or All Pro). Do so by using the Directional Buttons and the Action Button. Use the Directional Buttons to scroll through the teams and their stats. Tap the Action Button to lock in your selection.

For two players, use the Directional Buttons and Action Button to choose an Away Team. Players will alternate using the Football Controller (Offense) and the Running Mat (Defense).

The last option to set up is the length of the game's quarters (1-5 min). Choose the Quarter Length by using the Directional Buttons and the Action Button.

SELECTING PLAYS

Each player can select a play by using the Directional Buttons and Action Buttons on the running mat, or the O Button and a passing motion to enter.

To select plays from the football controller, the O Button can be used to toggle between plays. During game play, the O Button is used to toggle between receivers.

The offense will always be at the bottom of the screen while the defense will always be at the top. Players one and two will be represented by their helmets. Player one will be represented by a helmet facing the right of the screen. Player Two's helmet will always face the left side of the screen.

OFFENSIVE PLAY

Once the players are in position, hike the ball by quickly snapping it back to your chest.

PASSING

When you're ready to pass decide which receiver to throw to by either stepping on one of the Running Pad's buttons (1 Player mode), or pressing the O Button on the football controller, and then make a passing motion with the football controller.

NOTE: The player on the screen will have an "L", "R", or "X" above the players head.

RUNNING

1 Player

After completing a pass, you control the speed of the player running with the ball by running on the Directional Buttons. While running, watch the Turbo Meter on your side of the screen. Once the meter reaches into the red, your player will be given a quick speed burst. When the ball carrier gets close to a defender, step on the running mat's Action Button. If timed correctly, this makes the ball carrier perform an appropriate action (hurdle, spin, or stiff arm).

Note: In 2 Player Mode, offense does not have turbo, but can juke with the O Button on the football.

FIELD GOALS

Watch the Accuracy Meter and snap the ball at just the right time. Then, tap the Action/O Button to lock in the kicker's power.

EXTRA POINTS & TWO POINT CONVERSIONS

After a touchdown is scored, the offensive player can select an "automatic extra point" or go for two points by selecting a different play. After a touchdown AUTO PAT (Point After Touchdown) is highlighted. The player can then either select AUTO PAT, or scroll to a different play to go for 2 points.

KICKOFF

During Kickoffs, the kicking team will be at the bottom of the screen kicking to the return team.

PUNTING

You may choose a punt play in the Play Select Screen then execute it the same as you would a kick off.

SAFETY

Whenever a ball carrier is tackled in their own end zone, the defense is awarded two points. The offense must immediately kickoff the ball to the defense.

DEFENSIVE PLAY BEFORE THE SNAP

The defensive player can step on the Arrow Buttons to select different defensive linemen on the field. This gives the defensive player control over a particular lineman for rushing.

PASS PLAY

Run on the Left & Right Arrow Buttons to build up your chosen player's turbo meter to do a rush move. Try to break through that offensive line!

Once the ball is in the air, however, your controlled defender automatically becomes the one closest to the intended receiver. As the ball nears, try to time stepping on the Action Button to go for an interception, knock the ball down, or jar the ball loose from the receiver.

RUNNING PLAY

When chasing after a ball carrier, run on the Left & Right Arrow Buttons to increase your player's turbo meter.

Once your player is close to the ball carrier, step on the Action Button and you player will dive toward and tackle the ball carrier.

ACTIONS

Actions are a big part of this game, and can greatly add to your success if you can master the timing of these. Running back challenge is helpful in getting a feel for correct timing of actions.

In most cases when your player comes in close proximity with another player, an action can be performed, if timed correctly. It is recommended that you experiment with actions at various times in the games to see what can be done.

Available defense actions include power tackles, cough-ups, interceptions, and bat-downs. Offense actions include spin moves, stiff arms, and drives. If timed correctly, the best action for the situation is automatically performed.

POWER UPS



These special moves will be awarded to players and then used with plays when they have been selected on the Play Call screen.

Each Power-Up will be displayed on-screen by its own icon and sound effect. When in use, Power-Ups are displayed by showing an icon over the player that is affected by that Power-Up.

AWARDING POWER-UPS

Each time the offense or defense makes a key play, that team is awarded a Power-Up.

When awarded a Power-Up, a window appears that randomly awards a power-up to that team.

POWER-UP SELECTION

Each user can store up to six Power-Ups for offense and defense. After a play is picked, if a Power-up is available, it is displayed with their name and icon in a play call window. If a user has a Power-Up, but doesn't want to use it, they can select "None" by scrolling to it.

Once a Power-Up is activated, an icon appears over the head of the player that is selected to use it.

Hint: If both offense and defense choose the same Power-up, those Power-ups are rendered useless.

POWER-UP DESCRIPTIONS (OFFENSE & DEFENSE)

TURBO – The player gets a turbo boost for a few seconds.

STICKY HANDS– Gives the player a greater chance to catch/intercept the ball thrown.

FREEWAY– Gives the ball carrier the enhanced ability to break/make tackles.

METEOR– On offense, a random receiver is chosen. When the pass is completed, the defenders fall to the ground allowing him to make the play. On defense, using meteor will cause the ball to be "coughed up" more often after tackling a receiver.

THE BULL– Makes the offensive line impenetrable to rushes or blitzes. On defense, the highlighted player will instantly break through the offensive line to rush the QB.

HEAT – This will increase the QB's ability to complete the pass and make the big play. On defense, the coverage of the receivers is increased.

NOW GET OUT THERE AND SCORE A TOUCHDOWN!

TROUBLE SHOOTING

TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards 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.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Recommended Adaptor Output:

-Voltage: 6 Volts DC

-Current: 300 mA (minimum)

Polarity: Negative Center

Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.

AC Adapters are available at most electronic stores.

CAUTION

- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, by pressing the power button off for a few seconds, and it will work again.
- In an environment with radio frequency interference, the product may malfunction and require user to reset the product.
- The unit may malfunction when there is radio interference on the power line and signal line. The unit will revert to normal operation when the interference stops.
- Use only with the recommended transformer type.
- Disconnect the transformer before cleaning the console or controller.
- The transformer is not a toy.
- Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
- The toy is not to be connected to more than one power supply.

NOT SUITABLE FOR CHILDREN UNDER 3 YEARS DUE TO LONG CABLES

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.

Keep these instructions for future reference as they contain important information.



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months 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 6-month 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.

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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CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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