



Asst. M0368
L7286

For 1 player / Ages 8 and up

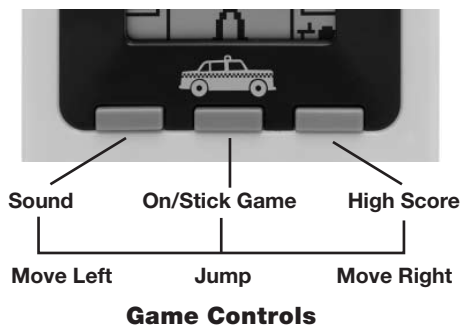
INSTRUCTION MANUAL

P/N 823B1500 Rev.B

STICK PEOPLE STICKING TOGETHER!

Welcome to Block Bash - where anything that happens in town is the main event! Whether it's the circus, a sporting event, or a concert, Block Bash is the hottest ticket in town. Alley, a mild-mannered STICK CHARACTER, keeps watch over the city until other STICK MEN transfer in and hail a cab and then the party begins. Now STICK PEOPLE have a hangout where they can all stick together! Who knows what will happen next?

BUTTONS:



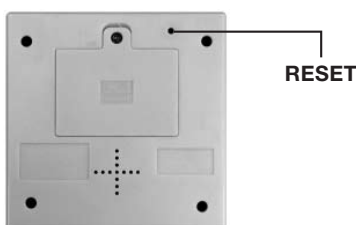
SOUND - This button will allow you to turn the sound effects ON and OFF.

ON/STICK GAME - Pressing this button will turn ON the cube. Once the cube is on, pressing this button will start the GAME MODE. Once in GAME MODE, press this button a second time to start the GAME.

HIGH SCORE - This button reveals the STICK GAMES'S current HIGH SCORE.

GAME CONTROLS - Once a STICK GAME begins, you control the actions of the STICK CHARACTER by pressing one of these three buttons. Press the left or right button to move the STICK CHARACTER left or right. Press the middle button to make the STICK MAN jump.

RESET - If the unit begins to malfunction, insert a blunt point into the RESET button to reset the game settings. This button is located on the back of the cube.



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FEATURES:

ANIMATIONS - BLOCK BASH contains over 100 animations!

INTERACTION - CUBE WORLD: BLOCK BASH interacts with all the smaller CUBE WORLD SERIES cubes, GLOBAL GET-A-WAY and other BLOCK BASH cubes. Connect and stack and they'll interact!

TRANSFER - Once a smaller Series cube is CONNECTED to BLOCK BASH, a STICK CHARACTER can automatically TRANSFER out of its own cube. Once this happens, a window blind or covering will lower to show that no one is in that smaller cube. If you CONNECT a GLOBAL GET-A-WAY or another BLOCK BASH cube, unique and fun animations will result.

STICK GAME - BLOCK BASH has a fun and unique game called TRASH DASH. The objective of the game is to catch items that a STICK CHARACTER is dropping from the balcony. The longer you play; the game becomes faster and the potential earned points are greater. If any of the items are missed, the game is over, points are totaled and displayed.

UNLOCK ANIMATIONS - During a STICK GAME, a player has the opportunity to UNLOCK a total of 21 ANIMATIONS. This is accomplished by jumping over a rat that runs across the street while a player is catching the items falling from the balcony. To UNLOCK ANIMATIONS, a player must jump over the rat the number of times equal to the ANIMATION they're trying to unlock. For example, if a player has already UNLOCKED 2 ANIMATIONS (2 / 21), they will need to jump the rat 3 more times to UNLOCK the 3rd unique ANIMATION (3 / 21). If it's the 4th ANIMATION, they will need to jump the rat 4 more times (4 / 21). At the end of each game, the total number of UNLOCKED ANIMATIONS will be revealed. Also, an additional 1000 points will be earned for each time the rat is jumped.



CONNECT - BUILD A WORLD by CONNECTING other smaller or larger cubes to any side of the cube's magnets.

DISSOLVE - If an outside STICK CHARACTER has TRANSFERRED into BLOCK BASH and the magnetic CONNECTION is broken, the character will automatically DISSOLVE and return to its cube.

HOW TO PLAY:

You can play with just CUBE WORLD: BLOCK BASH or you can BUILD A WORLD!

PLAY WITH BLOCK BASH:

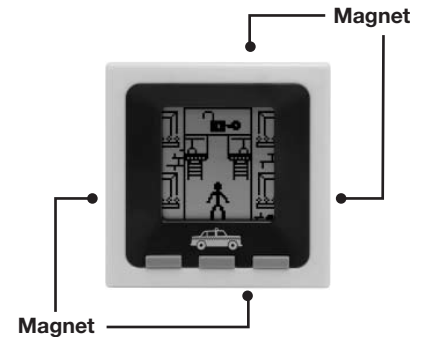
Press the ON button to turn on the unit. BLOCK BASH has hundreds of unique animations and city-themed objects that your STICK CHARACTER, ALLEY, will interact with. To interact with ALLEY, you can play STICK GAMES to reach new HIGH SCORES and to UNLOCK NEW ANIMATIONS.

To start a game, press the STICK GAME button to initiate the GAME MODE. Then press the STICK GAME button a second time to start the game. The three GAME CONTROL buttons will allow you to control ALLEY'S movement from left to right and to make him jump. At the end of each GAME, your score will be displayed and indicate if you have reached a new HIGH SCORE. The scoring will also indicate if you have UN-

LOCKED NEW ANIMATIONS. To see the STICK GAME'S HIGH SCORE at any time, press the HIGH SCORE button once.

BUILD A WORLD:

To start, press the ON button and the STICK CHARACTER will appear. CONNECT any smaller Series cube, GLOBAL GET-A-WAY cube or another BLOCK BASH cube by using the magnets that are located on the sides of the cube.



Smaller or larger cubes can be CONNECTED in any horizontal or vertical pattern.



Once CONNECTED, the STICK CHARACTERS can automatically interact with one another. They may introduce themselves by waving or TRANSFER over to a connected cube.

ADDITIONAL TERMS / ACTIONS:

SLEEP MODE - After 4 minutes with no interaction, the STICK CHARACTER will automatically display a sleeping animation.



If BLOCK BASH is not touched for an additional minute, the cube will automatically go into SLEEP MODE. To turn the cube back on, simply press the ON button and the STICK CHARACTER will reappear on the screen ready for action.

CAPACITY - Maximum STICK CHARACTER capacity for BLOCK BASH is four characters.

BATTERY INSTALLATION

This game is powered by three (3) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert three (3) AAA (LR03) batteries (we recommend alkaline) as indicated outside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

IMPORTANT!: If your unit fails to come on after replacing the battery, press the "Reset" button on the back of the Cube.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING 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.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

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.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: **1-800-803-9611**. Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: **CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.**

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.

6 MONTH PRODUCT WARRANTY FOR UK (This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed 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.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 01628500303.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.



CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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Helpline 1.800.803.9611 or service.mattel.com.

Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB, Helpline 01628500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 P.J. Tel:03-78803817, Fax:03-78803867.

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