



Mind Scrambler™



Model 74034
For 1 to 4 players / Ages 8 and up
INSTRUCTION MANUAL
P/N 82383900 Rev.B

WARNING: EPILEPSY AND SEIZURES: READ BEFORE OPERATING GAME

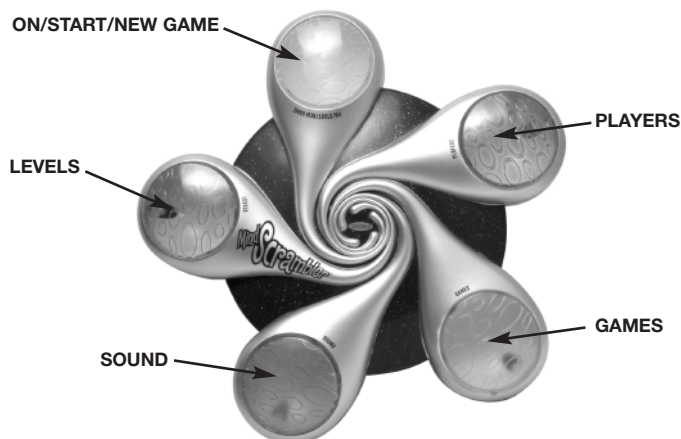
A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing this game if you have an epileptic condition or experience any of the following symptoms while playing this game: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

PREPARE TO SCRAMBLE YOUR MIND!

Follow the lights? No problem! Repeat a sequence of light and sound? A bit harder. But what if the entire game spins while you try? WHOA!!! Mind Scrambler spins, reverses, and dodges your every move! Just don't get too dizzy as you try to follow the lights! With three exciting games to choose from, Mind Scrambler is the whirling, twirling game of twisted fun!

BUTTONS AND FEATURES



ON / START / NEW GAME - Use this button to: Turn the game ON / START a game / End a current game and start a NEW GAME by pressing and holding.

PLAYERS - Press this button to select 1 to 4 players. If this button is not pressed, the game will automatically default to one player mode.

GAME MODE - Press this button to choose one of the three exciting games. If no game is chosen, the game, HIT ME will be chosen by default.

SOUND - This button adjusts the game's sound to high or low.

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RESET - When a blunt point is inserted, this button resets the game to its original settings and erases all high scores.

SLEEP MODE - After 60 seconds of inactivity, the game will automatically shut down, going into "sleep mode." To turn it on again, simply press the ON / START / NEW GAME button.

LEVELS - Choose from 3 levels.

BATTERY INSTALLATION

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

This game is powered by four (4) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AA (LR6) batteries (we recommend only alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Do not use rechargeable batteries.
- Be sure you insert the batteries with "correct polarity".
- Be sure you insert the batteries 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.
- Do not attempt to recharge non-rechargeable batteries.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not short-circuit the supply terminals.
- Remove any exhausted batteries from this device.

GAMES

Mad Flash

To play this game, simply press the randomly lit buttons before they shut off. Any button on the game can light up at any time and they don't stay lit for long, so you have to be fast!

Press the ON / START / NEW GAME to turn the game on. Press and hold the ON / START / NEW GAME button to end a game in progress and begin a new game.

Choose game 1 by pressing the GAME MODE button.

For multi-player action, press the PLAYERS button to toggle through 1 to 4 players.

Press the ON / START / NEW GAME button once more to start the game.

As fast as you can, try to press the lit buttons. The more buttons you hit without missing, the higher your score. If you hit a wrong button, the game is over.

Runaway Lights

The object of this game is to chase the lights around the game by pressing the buttons immediately after they illuminate. With the game spinning, reversing, and sometimes skipping lights, it's not as easy as it sounds!

To begin, press the ON / START / NEW GAME to turn the game on. Press the GAME MODE button to choose game 2.

If you wish to play with 1 to 4 players, press the PLAYERS button to toggle through number of players desired. If playing alone, you need not press the PLAYERS button; the game automatically defaults to One Player Mode.

Press the ON / START / NEW GAME button to START the game. Then chase the lights around the game by pressing the buttons immediately after they light up. If you press the wrong button at any time, the game is over.

The more lights you press correctly, the higher your score. For multi-player modes, whoever presses the most lights wins.

Repeat It

In this game, it's up to you to follow a slowly increasing pattern of light and sound. One of the buttons will light up and you have to press that particular button. Then, the same button will light up, followed by another. You have to press the exact two buttons in the same order. Over time, more buttons will be added. Follow the ever-increasing pattern for as long as you can.

Press the ON / START / NEW GAME button. Then choose game 3 by pressing the GAME MODE button.

Press the PLAYERS button to enter how many people will play then press the ON / START / NEW GAME button to begin.

Repeat the pattern for as long as you can. The more buttons you hit, the higher your score. When you hit an incorrect button in the pattern, the game is over. If playing with friends, see who can repeat the most complicated pattern. For one player, build your skill by beating the high score.

GOOD LUCK!

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.

Please retain this for future reference.

FOR UNITED STATES

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 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: **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.

FOR UNITED KINGDOM

PRODUCT WARRANTY

(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 UK Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

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.

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