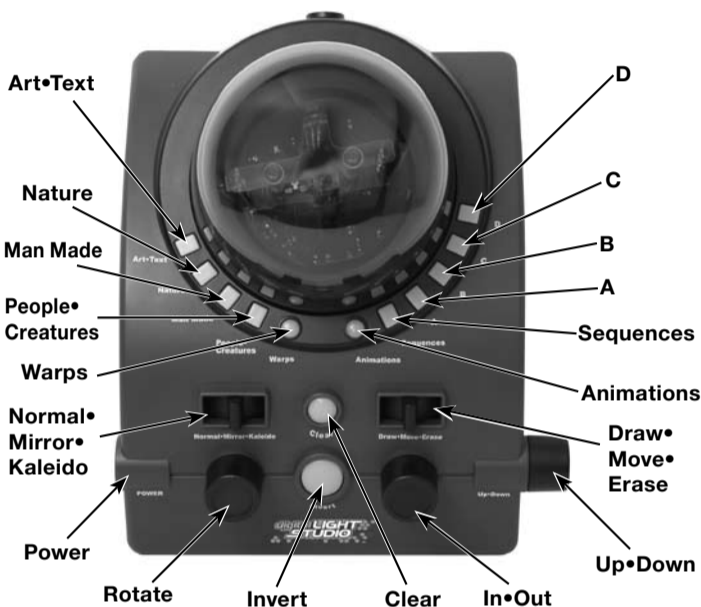




MODEL 76040
For 1 to 4 players / Ages 8 and up
INSTRUCTION MANUAL
 P/N823A2900 Rev.A

DRAW, MORPH AND ANIMATE WITH 3D LIGHT!

Express yourself in 3D light! Choose pre-existing sculpts or create your own masterpiece. The 360° spiral dome and three-dimensional controls set the stage to create and display original 3D light art.



BUTTONS AND FEATURES

360° SPIRAL DOME – Displays DIGITAL LIGHT drawing with 32 spinning LED lights.

POWER:

- **On•Off** - Press this button to turn the Digital Light Studio ON. Press a second time to turn the unit OFF.
- **AC Adapter Jack** – An AC adapter is not included in the Digital Light Studio; however, there is an Adapter Jack behind the unit. If you would like to purchase an adapter, the DIGITAL LIGHT STUDIO is compatible with the following: 9V, 1A (9VA) (-) ---•)--- (+)

PRE-EXISTING DRAWINGS – Over 50 pre-existing drawings are included within the Digital Light Studio. The drawings are categorized in four areas: Art/Text, Man-Made, Nature, People/Creatures.

After turning the unit on, toggle through each category by pressing the corresponding button (Art/Text, Man-Made, Nature, People/Creatures) to toggle through each DRAWING for that category. The following provides a list of the PRE-EXISTING DRAWINGS.

Art/Text

1 - Fountain	4 - Digital Dancing	7 - Spiral Case
2 - The Rings	5 - Red Eye	8 - "Groovy"
3 - Points of Light	6 - Masquerade	9 - Swirl

Man-Made

1 - Cake with Candles	5 - Fighter Jet	9 - Parthenon	13 - Tea Pot
2 - Camera	6 - UFO	10 - Phone	14 - Tiara
3 - Cowboy Hat	7 - Glasses	11 - Seattle	15 - Trophy Cup
4 - Crown	8 - Helicopter	12 - Tea Cup	16 - Wigwam

Nature

1 - Baboon Head	5 - Butterfly	9 - Dachshund	13 - Palm Trees	17 - Tarantula
2 - Bat	6 - Cobra	10 - Elephant	14 - Penguin	18 - Turkey
3 - Bee	7 - Comet	11 - Lion	15 - Snail	19 - Vulture
4 - Bunny	8 - Cricket	12 - Mosquito	16 - Swan	

People/Creatures

1 - Bicyclist	4 - People and Dog	7 - Dragon
2 - Contortionist	5 - Pirate	8 - Monster
3 - Park Scene	6 - Surfers	9 - Robot

WARPS – Each time you press the WARPS button, the current image being displayed will scroll through one of the 15 pre-sorted distortions of the original image. For example, an image will spin, rotate, bounce, disassemble, etc...

Press and HOLD the WARPS button and the unit will begin to automatically toggle through all the PRE-EXISTING DRAWINGS and ANIMA-

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TIONS randomly. Once a DRAWING is displayed it will WARP and then advance to the next DRAWING.

PRE-EXISTING ANIMATIONS – There are 14 animated sequences. Each sequence is made up of four separate DRAWINGS. When each of the four DRAWINGS is quickly displayed, the images appear to be moving or ANIMATED. Press the ANIMATIONS button to display the first ANIMATION (Dancers). Display the next ANIMATION (Alligator) by pressing the ANIMATION button again. Toggle through each subsequent ANIMATION by pressing the ANIMATION button over and over.

1 - Dancers	4 - Elephant Parade	7 - Jellyfish	10 - "YUM"	13 - Custom Animation 1
2 - Alligator	5 - Blinking Eye	8 - Penguin Dance	11 - Fountain	14 - Custom Animation 2
3 - Dragonfly	6 - Tracking Eye	9 - Revolving Door	12 - Greyhound	

SEQUENCES – Each ANIMATED SEQUENCE (Dancers, Alligator, etc...) consists of four DRAWINGS. Pressing the SEQUENCE button will allow you to display one of the four DRAWINGS. Starting with the first ANIMATION (Dancers), each time you press the SEQUENCE button, you will display the first, second, third, and fourth DRAWING. Once you have displayed all four "Dancer" images, you will toggle to the first of the next four DRAWINGS for the next ANIMATION (Alligator). Continuing to press the SEQUENCE button will allow you to toggle through each of the four DRAWINGS for the above animations.

SAVE (A, B, C, D) – The DIGITAL LIGHT STUDIO can SAVE up to four DRAWINGS. A DRAWING consists of any image that is being displayed. To save a displayed DRAWING, press button A, B, C or D. Each button can save only one image. To SAVE a DRAWING, press and hold one of the four buttons. The DRAWING is saved when the image begins to flash.

Note: You can only SAVE one image for each button (A, B, C, D). Once you SAVE a DRAWING, you will SAVE over and erase any previously SAVED DRAWING.

Create your own animated sequence – An ANIMATED SEQUENCE consists of four DRAWINGS. To create an original ANIMATED SEQUENCE, you can DRAW an original image or use a PRE-EXISTING DRAWING. SAVE that image by pressing and holding the SAVE BUTTON "A." The DRAWING is saved when the image begins to flash. Next, slightly change the DRAWING and SAVE the image by pressing and holding SAVE BUTTON "B." Continue this process and SAVE two more images by pressing and holding SAVE BUTTON "C" then "D." To ANIMATE your DRAWINGS, press the ANIMATIONS button and your four images will quickly display. They will appear to be ANIMATED! Your ANIMATION SEQUENCE will be SAVED as the last set of images (Custom Animation 1) in the above list of PRE-EXISTING ANIMATIONS.

There are two options to display your CUSTOM ANIMATION at a later time. First, you can toggle through the complete list of ANIMATIONS by pressing the ANIMATIONS button. Or, you can quickly press the ANIMATIONS button twice. This will advance the display to your SAVED ANIMATION (Custom Animation 1). Push the ANIMATION button again and your SEQUENCE will ANIMATE all four images (A, B, C, D).

If you select the last ANIMATION SEQUENCE (Custom Animation 2), you will also display your CUSTOM ANIMATIONS. However, there are additional animations added to the SEQUENCE. Selecting "Custom Animation 2" will display SAVED DRAWINGS A, B, C and D and repeat DRAWINGS C and B for a total of six ANIMATED DRAWINGS (A, B, C, D, C, B).

FREEHAND CONTROLS:

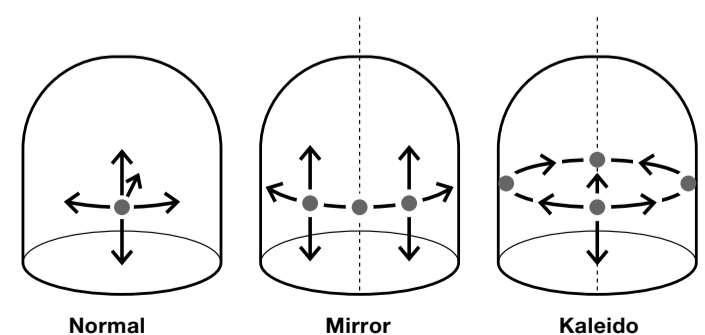
Cursor - The CURSOR is the flashing dot of DIGITAL LIGHT that allows you to DRAW or ERASE original DRAWINGS or to alter PRE-EXISTING DRAWINGS. Depending on the DRAWING mode you are in, there are two approaches to locating the cursor:

- **ORIGINAL DRAWINGS** – Press the CLEAR button for two seconds to clear the DRAWING space, and the Cursor will appear.
- **PRE-EXISTING DRAWINGS** – Locate the Cursor by turning the In/Out or Up/Down knob.

Note: To help visualize when navigating, the Cursor flashes faster when it is placed over a DIGITAL LIGHT dot that is already lit. The Cursor flashes slower when it is in a position where a DIGITAL LIGHT dot is not lit.

Cursor Modes:

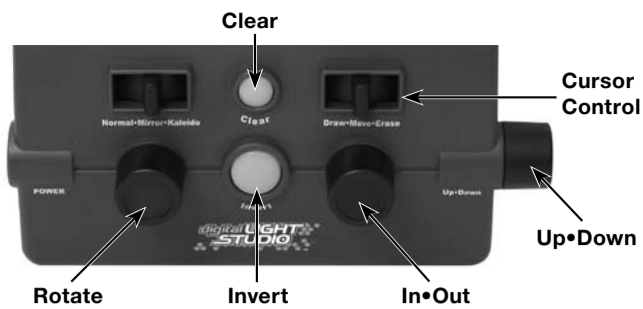
- **Draw** – Draw with DIGITAL LIGHT.
 - **Move** – Move the CURSOR around the display without DRAWING or ERASING.
 - **Erase** – Erase one DIGITAL LIGHT dot at a time.
- Drawing Modes** – CURSOR MODE must be in the DRAW position to use the following three modes:
- **Normal** – DRAW with one DIGITAL LIGHT dot at a time.
 - **Mirror** – As you DRAW in one direction, the DIGITAL LIGHT dots will also DRAW in the exact opposite direction.
 - **Kaleido** – As you DRAW in one direction, the DIGITAL LIGHT dots will DRAW at three other points' equal distance from each other. This is similar to a kaleidoscope.



Cursor Control – The following knobs allow you to DRAW, ERASE, and MOVE the Cursor throughout the spiral dome in the following directions:

- **Rotate** – To move to the left or right and also to rotate a DRAWING.

- **In•Out** – Move the cursor in and out.
- **Up•Down** – Move the cursor up or down.



CLEAR – Pressing this button for two seconds will clear a displayed DRAWING.

INVERT – Depending on your CURSOR MODE (ERASE, DRAW, MOVE), the INVERT button allows you to quickly reverse the mode you are in. If you are DRAWING you will be able to ERASE. Or, if you're ERASING, you'll be able to DRAW DIGITAL LIGHT dots. The following chart outlines the functions of the INVERT button depending on the CURSOR MODE:

When in the following mode...	When the INVERT button is pushed...
ERASE	DRAW one DIGITAL LIGHT dot.
DRAW	ERASE one DIGITAL LIGHT dot.
MOVE	ERASE an existing DIGITAL LIGHT dot or DRAW a dot where it did not previously exist. For example, if a dot was lit, it will turn off, or if it is off, it will turn on.

SLEEP MODE – If the Digital Light Studio is not being used and no buttons are pushed, the unit will turn off after five minutes. If the ON button is still pressed, you can wake the unit by flipping the switches or pressing the buttons. You can also turn off the ON button and turn it back ON again.

Note: The Digital Light Studio will not turn off or go into SLEEP MODE if an AC Adapter Jack is plugged into the unit.

LET'S BEGIN:

Turn the DIGITAL LIGHT STUDIO ON by pressing the POWER button. The 360° spiral dome will begin spinning and display a PRE-EXISTING DRAWING. Follow the above directions to display a different PRE-EXISTING DRAWING or ANIMATION, or to create your own unique DIGITAL LIGHT DRAWING.

BATTERY INSTALLATION:

This game is powered by four (4) C (LR14) battery.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) C (LR14) battery (we recommended 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 device 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 device 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.**
- **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.**

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.
- 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 device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.
- This product is not suitable for children under 36 months.
- 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.
- Packaging should be kept as it contains important information.

Recommended Adaptor Output:

- Voltage: 9 Volts DC
- Current: 1000 mA (minimum)
- Polarity: Negative Center
- Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.
- AC Adapters are available at most electronic stores.

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.

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.

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. 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.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

Distributed in the USA by:

RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



Distributed in the UK by:

RADICA UK Ltd.
The Old Stables, Munns Farm,
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SG14 2NL, England



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