



Model 75031
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82393000 Rev.B

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR PLAY TV LEGENDS MENACER

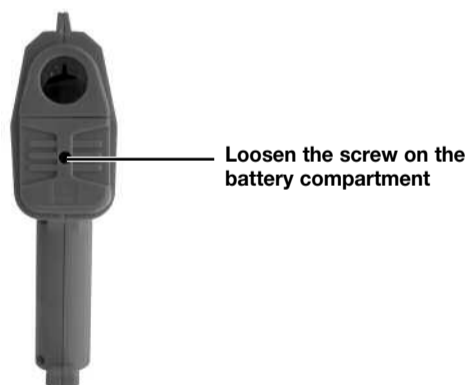
A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

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.

THE MENACER 6 IN 1 GAME INCLUDES 6 DIFFERENT GAMES TO TEST YOUR SHOOTING ACCURACY.

- **Space Station Defender** – Defend your lunar station from waves of machine gun-toting aliens.
- **Ready, Aim, Tomatoes!** – Be ToeJam and lob tomatoes at wacky enemies while Earl keeps score.
- **Frontline** – Defend your post with anti-aircraft, anti-tank and machine gun fire.
- **Whackball!** – Grab control and win! Be the Ball!
- **Pest Control** – Can you exterminate the pizza-loving bugs before they clean you out.
- **Rockman's Zone** – Train to be a G-Man and pick out the bad guys before they pick you out.

SETTING UP BATTERY INSTALLATION



On the front of the Menacer loosen the screw on 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 Menacer 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.

TV CONNECTION

NOTE: To connect Menacer 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 does not have audio and video input jacks, you may connect Menacer through a VCR connected to your TV.

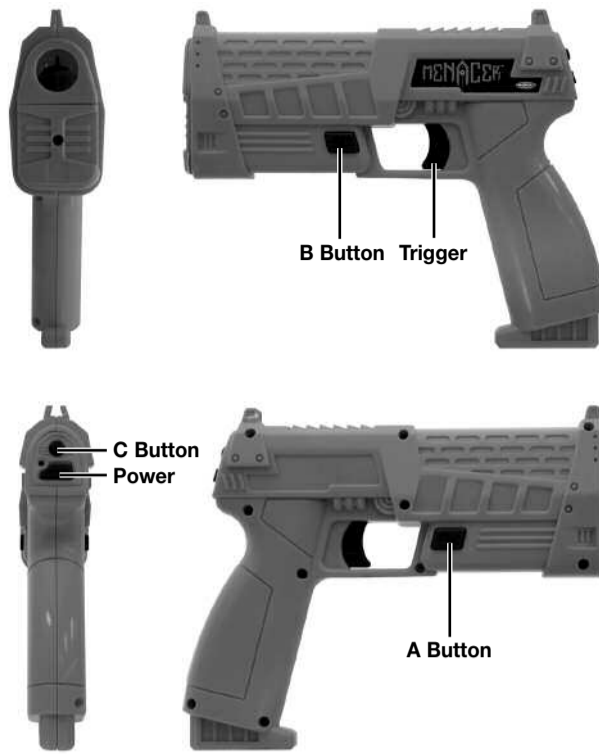
Please note: If your TV does not have AV Input Jacks, you can connect your game through your VCR or use an RF Modulator. RF Modulators can be purchased at most electronic stores.

CONNECTING TO A VCR

To connect Menacer 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).

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

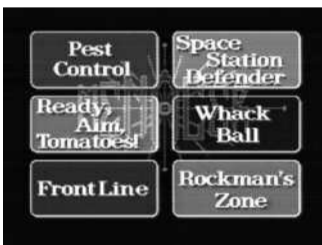
BUTTON FUNCTIONS



CHOOSING A GAME



1. Aim at the **Menacer** logo on the screen and pull the TRIGGER. The MENU for the six different Menacer games will appear.



2. Point the **Menacer** at the game title you want to highlight it and pull the TRIGGER.

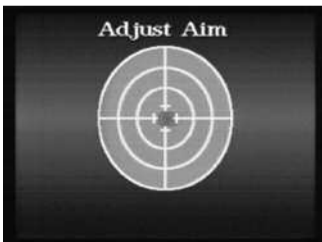
GETTING READY TO PLAY

A series of screens may appear before your game starts. Follow the instructions on each screen to get ready to play.

- If your game features the ACCU-SIGHT cursor, you'll see a screen that lets you turn it ON or OFF. Point the Menacer at your choice and pull the TRIGGER.
- When you turn the ACCU-SIGHT cursor OFF, you will see screens for setting Binocular Module Attached/Binocular Module Off. Point at your choices to select (both will get the same result) and pull the TRIGGER. Then you will see screens for setting your aim for deadeye shooting. Follow the instructions on each screen to continue.



- Use the ADJUST AIM SCREEN to set your targeting accuracy. Aim at the center of the target. If the mark hits the center, your aim is perfect. If the mark appears somewhere else, adjust the sight on the Binocular Module, or aim a little differently down the BARREL of the Master Module.



- Use the TEST AIM SCREEN to practice your shooting. Hold down the TRIGGER for MACHINE GUN ACTION.



- You can practice for as long as you want. When you are ready to start a game, shoot at the OK.

NOTE: For the best accuracy, play the whole game at the same distance and more than 3 feet from the screen. Eight feet is the ideal distance.

PEST CONTROL

Blast away at bugs, bugs, and more bugs as you search in the dark for creepy crawlers who crave your food!



Zillions of wiggly insects are running off with your pizza. Track them with your Menacer's laser beam, and stop them cold with a quick shot.

SCORE

- Pupa – 5 points
- Tiny Bug – 10 points
- Normal Bug – 25 points
- Large Bug – 50 points

SURVIVING THE ICHY INVASION

- Blast the Drones before they can drag their tidbits to the edge of the screen.
- Press the A or B Button to light the entire screen. Please note: You can not shoot any bugs while the A or B Button is depressed.
- Queens explode into tiny Baby Bugs. Now you've really got a swarm on your hands!
- Nail two bugs at once when they are close together
- Zap the BUG SPRAY to whap all pests on the screen.
- Watch your score skyrocket as you blast away. But when the pizza is gone, the game is over.
- Don't overheat your Menacer by shooting too fast!

READY AIM TOMATOES

Jam packed fun! Lob tomatoes at Crazy Dentists, Bogeymen, and loads of funky foes with those hip-hoppin' aliens ToeJam & Earl.



You're ToeJam, tossing squishy tomatoes at a field full of Earth-freaks. Earl keeps score and lays on the good words (even when your aim is way off – NOT!).

Before the game starts, shoot at ACCU-SIGHT ON to get the ACCU-SIGHT cursor in the first five levels. If you choose ACCU-SIGHT OFF, you are on your own!

- **SCORE:** Earl adds up the points as you fire away.
- **TOMATOES:** Amount of ripe ammo left.
- **LIFE:** As long as you have LIFE, the game goes ON.
- **ACCURACY:** Percent of tossed tomatoes that actually hit a target.

HINTS FOR SHOOTIN' THE FRUIT

- At the start of each level, Earl tells you how many points you need to clear the round.
- You start with 25 tomatoes, and get a new one every few seconds. Use up all your ammo and you're a sitting duck!
- Starting at Level 2, you'll lose 5% of your Life every time you get hit (watch for the big tomato splats).
- Smack Hamburgers, Fudge Cakes, and other snacks to gain back 5% of your life plus 500 points!
- Shoot Bushel Baskets for 10 extra tomatoes at once!
- Get giant scores! Plop juicy fruit on Cupids, Chicken Gangs and all the whacked-out beings you can.
- Smaller critters are harder to hit so they're worth more points.
- Blast a bomb and blow up every enemy on the screen.
- Hit a Star Tomato for rapid fire. Suddenly, you're plastering tomatoes left and right without pulling the TRIGGER. Star Tomatoes don't use up your ammo or affect your accuracy.
- Whack a Sign and the game scrolls backward. Now fire away at the foes you missed before.
- Tornadoes pack a wallop – and always shoot back.
- You can hit the Bogeyman even when he's invisible.
- Smack the Wizard for luck – and see what you get!
- Look for surprises as the levels get higher. For example, make it to Level 13, shoot the Clock and watch what happens.
- Gain bonus points after each round for Accuracy and tomatoes left over. If your score isn't high enough to clear the round, you'll play the level over.

FRONTLINE

Eat dust while battling an onslaught of tanks, jets and helicopters! The ACCU-SIGHT cursor pinpoints your targets.



It's a scrappy, non-stop war for survival. In a hot, dirty desert dustbowl. Feel the sweat. Ache to the pounding ammo blasts. Spit the grit from your teeth and grab your Menacer. Now shoot to win!

- **SCORE:** Blast the enemy and watch your points add up!
- **LIFELINE:** You can take 10 hits before the game ends.
- **ATMS(Anti-Tank Missiles):** You begin each level with 10 Anti-Tank Missiles. Use the B-Button to launch missiles.

- **AAMS(Anti-Aircraft Missiles):** You begin each level with 10 Anti-Aircraft Missiles. Use the B-Button to launch missiles.

SURVIVING THE FRONTLINE

- If it moves, blast it.
- Hold down the TRIGGER for a steady, unlimited burst of machine gun fire and red tracer bullets.
- Some vehicles and aircraft can return fire. Sweep the field with machine gun blasts to keep attackers to a minimum.
- Missiles kill in one hit. You start each level with 10 ATM's and 10 AAM's. If you need them, use them!
- You regain some of your LIFELINE between levels.

SPACE STATION DEFENDER

Defend Lunar Station 1 by disintegrating wave after wave of laser-gunning aliens.



In a lonely outpost on an empty planet, you face the aggressive strikes of mutant insectoids. Take aim as the pods land. Then open fire before the unearthly beings who emerge blast you with searing laser beams.

- **SCORE:** Points add up as you annihilate the enemy
- **LEVEL:** Shows the current level (1-999) and alien attack wave (1-8)
- **LIFE:** Each alien hit costs you one LIFE. When you are down to zero the game ends.
- **SHIELD:** Layer on SHIELDS to protect yourself from alien laser blasts.
- **POWER ZONE:** Recharge your laser gun by pointing it in this zone at the bottom of the screen.

PREPARE FOR BATTLE

Before the game starts, shoot at your choices on screen to select them:

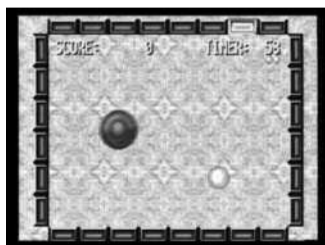
- ACCU-SIGHT ON turns on the ACCU-SIGHT cursor; ACCU-SIGHT OFF disables it.
- With NORMAL, the alien pods will open in an orderly pattern; with RANDOM they'll open in an unpredictable pattern.
- START begins the game

DEEP SPACE SURVIVAL GUIDE

- Destroy the invaders before they shoot. You can only hit them when their pods are open.
- Insectoid weapons are highly accurate. Every alien blasts hits its mark – you! And you lose one life.
- Fire on the satellites that flash by overhead to gain Shields. Each Shield protects you from one alien hit.
- Shields disintegrate in a grid pattern when blasted by enemy lasers.
- Your laser gun gobbles energy. Watch the gauge at the bottom of the screen and recharge before your energy runs dry. To restore laser energy, point the Menacer at the POWER ZONE at the bottom of the screen. The longer you leave it there, the more energy you'll regain.
- Recharge between waves, when you have a few seconds' breather from the mutant attacks.

WHACKBALL

Whack the bouncing ball into the right tiles for big success!



Your Menacer's a paddle, and you're a pinball wizard! Smack the ball around the box. The tiles change color when the ball bounces against them. Race to change all the tiles before the timer reaches zero, and you've cleared the round!

- **SCORE:** Earn big points with your expert ball handling.
- **TIMER:** Change the color of every tile before the timer reaches zero and you'll clear the level.
- **BALLS:** You get three balls per level to whack against the tiles.

WHACKBALL WIZARDRY

- Use the Menacer alone. Just move it around – you don't even have to the trigger.
- Watch the escape hatch – it moves around. If your ball falls through, you lose it.
- Use the paddle to guide the ball, and also to block the escape hatch.
- The flashing tile is a POWER-UP. Whack your ball against it and get one of these (for better or worse):
- STICKY PADDLE holds onto the ball.
- TWO BALLS for double whammy whacking.
- EXTRA BALL for more chances to win.
- LOST SECONDS off the timer. The higher you go in the levels, the more seconds you lose.
- TINY PADDLE makes you work harder to keep the ball in play.
- RESET turns all the tiles back to their original colors, and you start the level over.
- Time bonus! Clear a level and get bonus points for time left over.
- Ball Bonus! Any balls left at the end of a level earn bonus points. The bonus points are added to your score after every five rounds.

ROCKMAN'S ZONE

Train as an FBI crackshot, sharpening your aim on bad-guy cutouts.



Rockman's Zone is no place for amateurs. Its seven city blocks where a quick eye and split-second timing make all the difference between pass and fail. Shoot at the cutouts as they pop up. Hit the bad guys, but don't harm the honest citizens.

So you want to be a G-Man? Prove yourself first – in Rockman's Zone!

- **SCORE:** Aim for big points by demolishing the right targets.
- **LIVES:** Start your training with five lives. Lose them all and you're dog meat.
- **TARGETS:** Number of enemy cutouts on the street. Shoot this number down to zero to clear the round.
- **ACCURACY:** Percent of shots that hit the right targets.

SURVIVING THE ZONE

- Cutouts pop-up in doors and windows. The bad guys look sinister and shoot back. Drop them before they fire.
- Each enemy hit you take costs you one life.
- Firing on cutouts of innocent onlookers and children is bad. Hit them and you lose a life. Look before you shoot!
- Use all the ammo you want; you have an unlimited supply.
- Chase down four targets in Level 1. Then get a move on. Targets may get closer together or increase as the levels get higher.
- You gain points for your ACCURACY level at the end of each round.
- No-HIT bonus! Clean up a level without getting hit for a high-point reward.

PAUSING A GAME

Press the PAUSE BUTTON on the Menacer to pause a game at any time. Press the PAUSE BUTTON again to resume play.



Pause Button

HANDLING YOUR MENACER CONSOLE

- The Menacer Gun is intended for use exclusively with the Play TV Menacer Game.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Play TV system.

IMPORTANT!

This product will not operate properly if connected to a Projection, LCD, Plasma, Flat Screen or High Definition TV (HDTV). Use only a standard tube type glass screen TV.

If the screen is too dark, please increase the brightness on the television and try again. If brightness increase is not satisfactory, check for low batteries.

TROUBLE SHOOTING TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly 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.

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 DVD players with the same connection as a VCR.

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 :

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.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

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.**
- **The unit may malfunction when there is a radio interference on the power line. The unit will revert to normal operation when the interference stops.**
- **Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.**

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 Power button off and on, 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.

Please retain this for future reference.

This product 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.



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

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