



by **RADICA**

MODEL 4201

# INSTRUCTION MANUAL

For 1 Player / Age 8 and Up

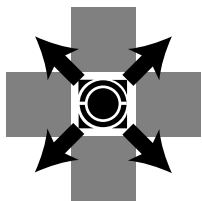


## INTRODUCTION

The objective of Draughts is to capture and remove, or confine all of your opponents pieces. If your opponent (the computer) cannot make a move, you win the game.

### MOVING A DRAUGHT

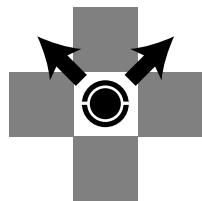
- Each player can make only one move during a turn.
- The draughts can be moved only along the white squares.
- All moves are made diagonally.
- A piece may only be moved into a square that is vacant.
- A draught can be moved only toward the opponent's side of the board.



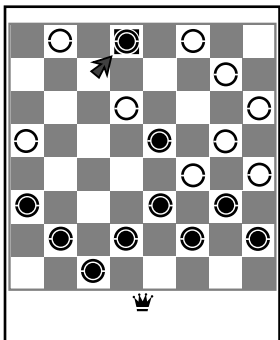
*A King can move in any of 4 diagonal directions.*

### KINGS

"Kings" are special draughts which can move in any direction. Any of your draughts can become a King if it reaches the back row of the computer's side of the board. When this happens, the draught is automatically "crowned" and a crown will flash at the bottom of the screen. Now it is the computer's turn to move.



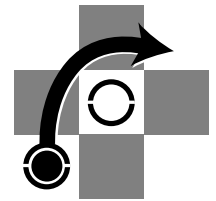
*A Draught can only move in one of 2 forward directions.*



## JUMPS

Capture the computer's draughts by "jumping" over them. You can do this if:

- one of his draughts is in a square which touches a square occupied by your draught.
- your draught can move in that direction. (Remember, only a King can move in all 4 directions)
- The square on the other side of his draught is vacant.

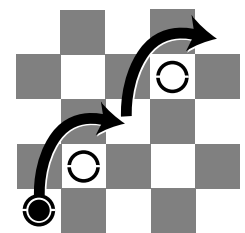


**JUMP**

After the jump, your draught will occupy the previously vacant square on the other side of his draught and his draught will disappear. Now it is the computer's turn to move.

## DOUBLE JUMPS

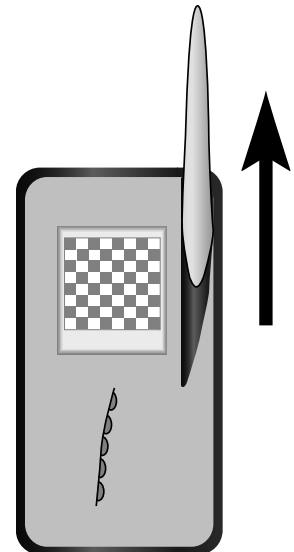
After making your 1st jump, you can turn it into a "Double Jump" if you land in a square next to another draught which can be jumped. It is also possible to make triple and quadruple jumps if you are lucky!



**DOUBLE JUMP**

## GETTING STARTED

- Remove the wand from its slot in the game casing by sliding it straight out. You will need to use the wand to press the game buttons and also to move your draughts during the game.



- Press **ON•START** to "wake" the unit.
- Press **NEW GAME • SELECT** to start a new game.
- Press **NEW GAME • SELECT** again to switch between Game #1 and Game #2. The game number can be seen in the lower-right corner of the screen. The two types of games are:

**GAME #1: MANDATORY JUMP** — During a game, if you have an opportunity to execute a jump, you must make the jump.

**GAME #2: NON-MANDATORY JUMP** — You have the option of either completing a jump, or not jumping.

- Press **ON•START** again.

You will see the draughts change sides on the board and position themselves on the correct squares. Your draughts always start off at the bottom of the screen. You and the computer trade colors after each game. The player with the black draughts always moves first.

## MAKING A MOVE

When you see "PLAYER MOVE" and a draught blinking in the lower-left corner of the board, it is your turn to move. You can select any one of your draughts (making it blink) by touching the top of it with your wand. Next, touch the square to which you want your chosen draught to move.

For multiple jumps, press each of the squares in which your draught will land. After you complete the 1st jump of a multiple jump, the word "JUMP" will appear at the bottom of the screen, reminding you that you still have a jump remaining.

If you are playing Game #2 and have the opportunity to make a multiple jump, but you only want to complete the first half of that jump and then stop (to stay out of danger), press **ON•START** after the first jump is completed.

## WINNING THE GAME

The computer is programmed to play like a human competitor and can be beaten if you can outsmart it. If you can capture more of the computers draughts than he has of yours, you should be able to completely eliminate all of his draughts, or at least confine them so they cannot move.

If you win, you will see "PLAYER" and "WIN" flashing on the screen. At any time you wish, press **WIN%** to see your winning percentage.

## STARTING OVER

While "GAME OVER" is flashing, press **ON•START** to start another game. This will start a new game while keeping your winning percentage in memory.

To start a another game (with a new winning percentage), press **NEW GAME•SELECT**. This can be done at any time during a game.

## BATTERY INSTALLATION

1. To open the battery cover, press down with a coin in the slot next to the battery compartment cover and slide the cover out.

2. Insert two fresh AAA (LR03) alkaline batteries with the negative ("-") ends against the springs.



3. Replace the battery compartment cover.

## CAUTION:

- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- 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 game.
- The supply terminals are not to be short-circuited.

### ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

Keep this manual because it contains important information.

© 1997 RADICA LTD. Radica is a Registered Trademark used by Radica Ltd. All Rights Reserved.