



Electronic Balance Beam™

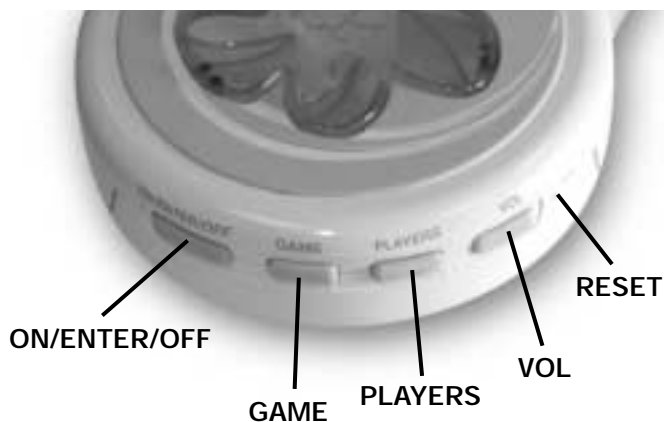


Model 74007
1 or 2 Players / Ages 4 and up
INSTRUCTION MANUAL
P/N 82382800 Rev.A

Score a perfect 10 with Barbie™ Balance Beam™ and become a gymnast champion. Have you always wanted to be a world-class Olympic gymnast? I know that I have! Well now you can put all those gymnastic moves to good use right in your own home. With Barbie™ Balance Beam™, you can practice different routines as well as play some pretty cool games. Just step up to the beam and get ready to have fun!

FEATURES

ON/ENTER/OFF - This button turns the unit on and starts a game. You may also press and hold this button to turn off Balance Beam™.



GAME - This selects one of the four games.

PLAYERS - Use this to select one or two players

VOL - This changes the volume between High, Medium, and Low.

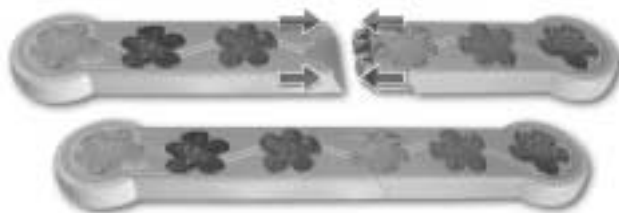
FLOWERS - Step on these lighted flowers to play the different games.

RESET - Using a blunt object, press this button to reset the game. Just be careful, this will erase your current game.

SLEEP MODE - After about 60 seconds of inactivity, the game will automatically go into "sleep mode". To turn it on again, simply press the ON/ENTER/OFF button.

E SETTING UP BALANCE BEAM™

To assemble Balance Beam™, press the two pieces together until you hear a snap. This is a one-time assembly and you will not be able to take Balance Beam™ apart again.



GETTING STARTED

First, press the "ON/ENTER/OFF" button to turn on the Balance Beam™, then choose a game by pressing the GAME button. You'll hear me call out the names of the four games; Beam Routine, Foot Tied, Flower Frenzy, or Musical Feet. Once you hear the name of the game you want to play, press the ON /ENTER/OFF button.

If you want to play with a friend, press the PLAYERS button to change the number of players from "one" to "two." The game is automatically set for one player, so if you're playing alone, you don't have to press the PLAYERS button.

Now that you've chosen a game to play, press the ON/ENTER/OFF button to begin!

GAMES

BEAM ROUTINE - In this game, I coach you through several special beam routines. Simply follow my instructions as you step on the lighted flowers. The flowers will light up in random order for you to step on as well as other cool balance beam moves. You have to step on the flowers as soon as they light up in order to get the best score. If you wait too long, or step on a wrong flower, you'll lose points from your final score. The object of the game is to get a "perfect 10" just like in the Olympics!



If two people are playing, "player one" will perform a routine first, followed by "player two." I'll tell you when it's each player's turn. You'll keep taking turns until both players have finished all the routines. Whoever has the best score at the end wins.

FOOT TIED - This is a fun game where I call out a color and you have to place a foot or hand on that particular flower. This is tricky though, you have to keep your feet and hands on at least two flowers. Then you can move your hand or foot from one of the flowers and place it onto the next color I call out.



The key to this game is to stay on the beam as long as possible. It may be difficult as you bend and reach around to try to press two flowers at the same time, but don't be afraid to use both hands and feet to stay on the beam. The game ends after you complete the entire routine or if you fall off the beam.

Once again, if two players are playing, you'll take turns and whoever has the best score at the end of the game wins.

FLOWER FRENZY - In this game, you must quickly stomp on the flowers with your foot as soon as they light up. Stepping on the flower turns them off and another flower lights soon after. Try to see how many flowers you can turn off in the shortest amount of time. The more flowers you step on, the better your score.

For two players, both you and a friend will work together and step on lighted flowers at the same time. How many can you hit?

MUSICAL FEET - In this cool game, you get to create music by stepping on any of the flowers on the balance beam. It doesn't matter what order you press the flowers, just step on them to hear a fun song and create your own routine!

For two players, you and your friend both step on the flowers to create a fun song!

Please note: If you want to exit the game playing, press and hold the PLAYERS or GAME button.

To turn off the beam, press and hold the "ON/ENTER/OFF" button for two seconds.

Helpful hint: If you want to start over anytime during a game, press the GAME button.

Keep practicing! You'll be ready for the Olympics in no time!

BATTERY INSTALLATION

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

- Balance Beam™ is powered by (4) AA (LR06) batteries.
- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AA (LR06) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

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.

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.

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.

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.

RADICA®
BALANCE BEAM IS A TRADEMARK OF
RADICA GAMES LTD.
© 2003 RADICA GAMES LTD.
PRODUCT SHAPE™
ALL RIGHTS RESERVED



BARBIE is a trademark owned by and used under license from, Mattel, Inc. ©2003 Mattel, Inc. All Rights Reserved.