FCC STATEMENT

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.

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 the receiver.

- Consult the dealer or an experienced radio/TV technician for help.

71865 Asst.

AGES 6+

PLAYITNOW
Digital Audio Recorder

Personal Digital Music Recorder
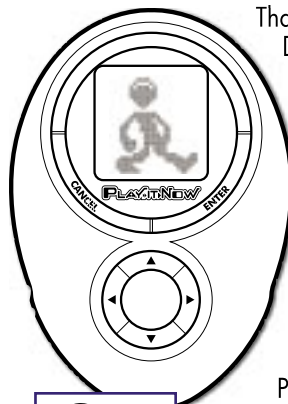
Thank you for purchasing the **PLAYITNOW** Personal Digital Music Recorder made just for you! Be sure to read and follow all instructions carefully before using this product.

Record and play up to 30 minutes of your favorite music while playing six cool games anywhere you want! With the **PLAYITNOW**™ Personal Digital Music Recorder, you can record your favorite songs from a variety of sources (CD player, computer, digital music player, TV, etc.) through the audio plug and listen to them anytime and anywhere!

Play any of the six exciting games or activities while you're grooving to your tunes! Try out Block Adder, Groove Racer™, Wayniak™, Smash Hits™, Ice Blockey™ and Beat Drop™!

Requires 3 x 1.5V "AAA" or R03 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

QUICK START GUIDE TO RECORD MUSIC

Pop out the audio plug from the player and insert it into any standard headphone jack. The player will automatically detect that you have done this, so press ENTER to begin recording your music. The player will automatically record approximately up to 30 minutes of music. Press ENTER to stop recording after each individual song and press ENTER again to resume recording the next song. Press CANCEL to exit back to the Main Menu. Then, pop back in the audio plug and close for safe storage. If your memory is full and cannot accept any more music, you will be directed back to the Main Menu.

To play music quickly, select "PLAY ALL" from the MUSIC Menu and press ENTER to begin. Customization of your music is covered later in this booklet.

TO INSERT BATTERIES

Slide the Belt Clip down and off the player. Slide battery door switch to "OPEN." Using a Phillips/cross head screwdriver, loosen the screw in the battery compartment cover (screw stays attached to cover). Remove cover. Insert 3 x 1.5V "AAA" or R03 size batteries (not included). Alkaline batteries recommended. Replace cover and tighten screw. Slide battery door switch to "CLOSE."

Note: Failure to return the battery door switch to "CLOSE" will result in loss of any stored music. Slide and snap belt clip back into place.

Battery Door Switch
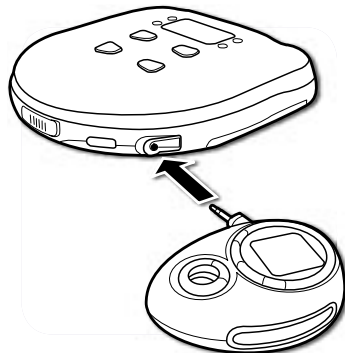
Press ENTER to display your selected screen saver. Select "YES" and press ENTER to confirm it and you will go back to the SETTINGS Menu.

DATE: Select "DATE" from the SETTINGS Menu and press ENTER to begin. The current date will be displayed. Press ENTER to enter a new date, or CANCEL to exit. To enter the Date, use the ▲ and ▼ buttons to scroll up and down through the month, day and year digits. Press ENTER after each correct entry. At this point, the date will be displayed. To go back to a previous number, press CANCEL. Then, enter the correct number. Press CANCEL when finished and you will go back to the SETTINGS Menu.

01/01/04

TIME: Select "TIME" from the SETTINGS Menu and press ENTER to begin. The current time will be displayed. Press ENTER to enter a new time, or CANCEL to exit. To set the Time, use the ▲ and ▼ buttons to scroll up and down through the hour and minutes digits as well as either a.m. or p.m. Press ENTER after each correct entry. At this point, the time will be displayed. To go back to a previous number, press CANCEL. Then, enter the correct number. Press CANCEL when finished and you will go back to the SETTINGS Menu.

09:00 AM

POWER: Select "POWER" from the SETTINGS Menu and press ENTER to begin. The screen will display a battery indicator icon showing you the current battery level. Press ENTER or CANCEL to return to the SETTINGS Menu.

SOUND: Select "SOUND" from the SETTINGS Menu and press ENTER to begin. To turn the sound ON, select "ON" and you will hear your game SFX over the music you are listening to. To turn the sound OFF, select "OFF" and you will hear only music if it's playing, and no game SFX.

NAME: Select "NAME" from the SETTINGS Menu and press ENTER to begin. To personalize your player you may enter your name by using the ◄ or ► buttons to scroll Left and Right through the alphabet and pressing ENTER to select your desired letter. To delete the current letter, press CANCEL and you will back up to the previous letter. Then, enter the correct letter. You can enter up to 20 characters. When you are finished entering your name, scroll down to the "SAVE" icon and press ENTER to save the name and press CANCEL to return to the SETTINGS Menu. You can also edit the names that are listed in your name menu. When you first enter the name menu it will display your current set name. Press ENTER to edit the name or CANCEL to go back to the SETTINGS Menu.
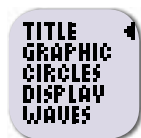
SCREEN SAVERS: Select "SCREEN" from the SETTINGS Menu and press ENTER to begin. You will enter a Screen Saver preview menu where you can scroll through 9 different screen saver options (6 are animations, 1 is your name scrolling across the screen, 1 is the time of day, and 1 is the title of the song that is currently playing, scrolling.) Use the ▲ and ▼ buttons to scroll through the options.

⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. As with all small batteries, the battery used with this toy should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the battery is inserted correctly and always follow the toy and battery manufacturers' instructions;
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.
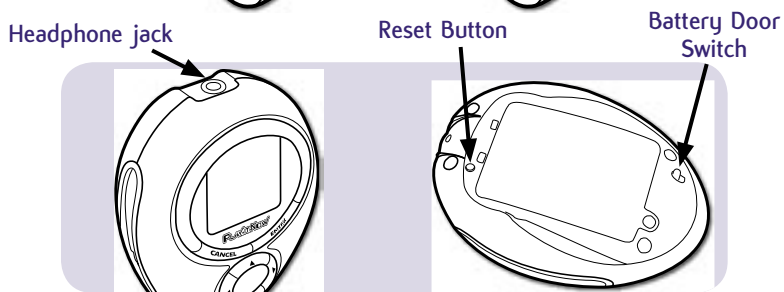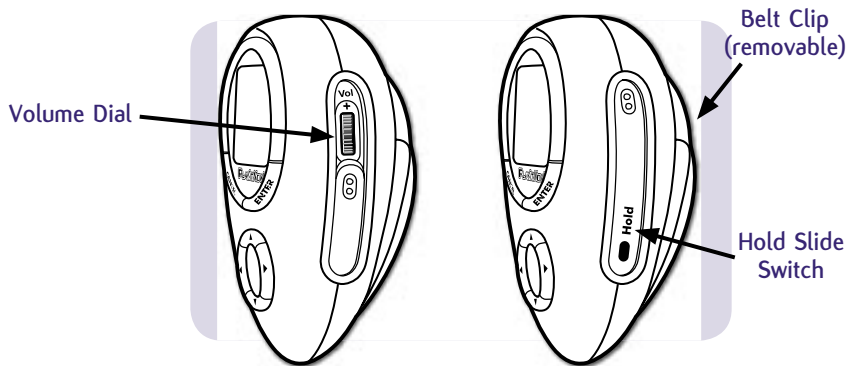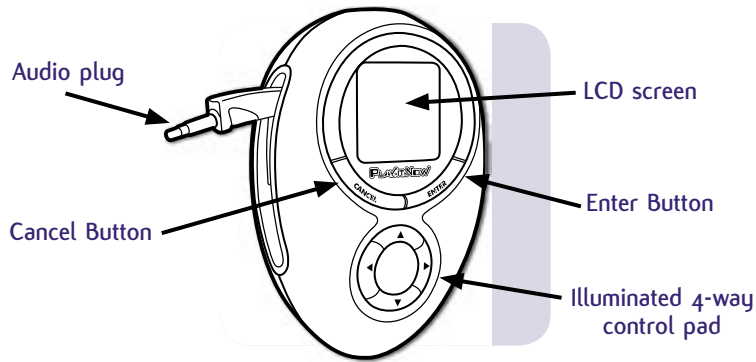
IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

Audio plug

LCD screen

Enter Button

Cancel Button

Illuminated 4-way control pad

Volume Dial

Belt Clip (removable)

Hold Slide Switch

Headphone jack

Reset Button

Battery Door Switch

- This game has 6 levels. In order to advance to the next level, you must clear a certain number of rows.
- 5 rows per level: on level 1 you must clear 5 rows to advance to level 2.
- On level 2, you must clear 10 rows to advance to level 3, and so on.

You score points for clearing rows. If you clear two rows at once, your score increases.

Clear one row: 10 points

Clear two rows at the same time: 40 points

High Scores

You can check your highest scores and compare them with your friends. Select "HI-SCORE" after selecting a game from the GAMES Menu and you will view your High-Score for that game.

To get out of this screen press CANCEL. To get out of this mode press CANCEL again.

SETTINGS

1. If you want to customize your **PLAYITNOW** player, go to the MAIN MENU. Scroll down to highlight "SETTINGS" and press ENTER.

2. You will have 6 choices upon entering the SETTINGS Menu: Sound, Name, Screen, Date, Time and Power (to check the battery power level).

3. Use the ▲ and ▼ buttons to scroll up and down through the options and press ENTER to select the highlighted option.

- ♫♫ Triple notes are worth 25 points.
- If you catch 3 triple notes in a row, you get an extra life and the notes will reset.

If you fail to catch any note at any time, the bonus will reset to single notes.

When you hit a block that is indestructible, it plays a different sound effect and blinks on the screen 3 times.

You begin with 3 lives. The game is over when you lose all your lives. Every time you progress to the next level, you earn an extra life.
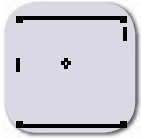
Ice Blockey™

Like to play hockey? Now you can while listening to your favorite music! You're in charge of controlling your ice hockey player who slides up and down the left hand side of the screen. First, press ENTER to engage the puck. Slide your player up and down by using the ▲ and ▼ buttons so that he can defend your goal and score in the opponent's goal! **PLAYITNOW** will record your highest score.

Beat Drop™

Try sorting the falling musical notes so that they touch a similar shaped block at the bottom and disappear. Move each note across six descending columns so that they fall into the place you want them.

A "#" will pair with anything it touches but if it touches nothing for the duration of 2 blocks being dropped it will pop and disappear. You can speed up the rate at which the note falls, by pressing the ▼ button.

TO RECORD MUSIC

Pop out the audio plug from the player and insert it into any standard headphone jack. The player will automatically detect that you have done this, so press ENTER to begin recording your music. The player will automatically record approximately up to 30 minutes of music. Press ENTER to stop recording after each individual song and press ENTER again to resume recording the next song. Press CANCEL to exit back to the Main Menu. Then, pop back in the audio plug and close for safe storage. If your memory is full and cannot accept any more music, you will be directed back to the Main Menu. While you are recording music you can play games! Please see the GAMES section for more information.
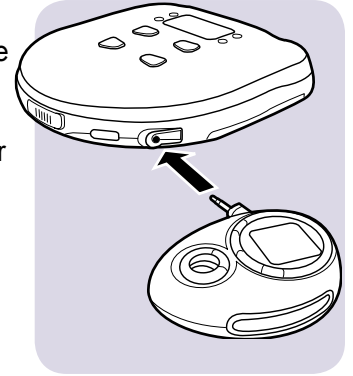
MAIN MENU OPTIONS

The Main Menu is where you may choose to set up your MUSIC, GAMES or personalized SETTINGS. Use the 4-WAY CONTROL PAD to scroll up and down through these three options and press ENTER to select your desired option.

MUSIC

Upon entering the MUSIC Menu, you will be given 5 options: PLAY ALL, SELECT, EDIT, ORDER and MEMORY. Use the 4-WAY CONTROL PAD to scroll up and down through these 5 options and press ENTER to select your desired option.

PLAY ALL: Select "PLAY ALL" from the MUSIC Main Menu and press ENTER to begin.

- ▸ skips to the next song (▸) on your playlist.
- ◂ goes back to the beginning of the current song (◂).
- ▲ stops playing the song (■).
- ▾ pauses the current song (ll).
- To go back to the previous song, double click the ◂ button (◂).
- To rewind the current song, press and hold the ◂ button (◂).
- To fast forward the current song, press and hold the ▸ button (▸).

You can also select a screen saver to run while listening to your music.

SELECT: Select "SELECT" from the MUSIC Menu and press ENTER to begin. The screen will display your playlist. Use the 4-WAY CONTROL PAD to scroll through the songs on your playlist and press ENTER to listen to one, or CANCEL to return to the MUSIC Menu.

- Press the > button to skip the next song (>) on your playlist or the < button to go back to the beginning of the song (<).
- Press the ▲ button to stop playing a song (■), or the ▾ button to pause the current song (ll).
- Double click the ◂ button to go to the previous song.
- Press and hold the ◂ button to rewind.
- Press and hold the ▸ button to fast forward.

There are 32 different dance poses for each part of the body so you can customize up to 400 different dance patterns!

To make your character's dance moves match the speed of the music, you can press ENTER and move the bar on the right side of the screen up or down by using the ▲ and ▾ buttons.
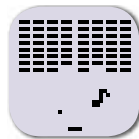
Smash Hits™

Use the ◂ or ▸ buttons to move the paddle from left to right in order to keep the ball from falling to the bottom of the screen. As the ball bounces around the screen, it will hit certain obstacles which, when hit, will turn into musical notes and float to the bottom of the screen. It's your job to catch them. The level is complete when all obstacles are hit.

There are 6 levels to play. When you clear all the blocks, you must play a new level. The levels look different each time (and sometimes there are blocks that you cannot smash).

- You score 1 point for every block you smash.
- You score more points for musical notes that you catch when they fall.
- ♪ Single notes are worth 5 points.
- If you catch 3 single notes in a row (without missing any) falling notes will now be double notes.
- ♫ Double notes are worth 10 points.
- If you catch 3 double notes in a row, falling notes will now be triple notes.

Groove Racer™

Test out your driving speed in this fast paced racing game! Race on one of six tracks against three other cars! Begin on Track 1 and proceed all the way to Track 6 (the tracks increase in difficulty). Your goal is to complete all six tracks in 1st place.

Select Track 1 from the Menu. The race will automatically begin. You will see three lights light up in sequence the last of which will signal the start of the race. To accelerate (speed up) press ENTER or ▲. To break (slow down) press ▼. Use the ◀ or ▶ buttons to move LEFT or RIGHT to steer your car.

At the end of the game, you will be told what position you finished in. The time is recorded and is displayed in the Hi-Score section.

TIP: Accelerate until you reach the turn, then let go when you see the warning sign appear, and accelerate again after making your way around the turn.

Wayniak™

Wayniak™ is a fun dancing activity to play while you're listening to music! Whenever music is being played, a cute little character named WAYNIAK starts dancing on the screen. You can just leave it there dancing on its own, or you can choose to interact with it using the 4-WAY CONTROL PAD.

- ▲ = HEAD
- ▼ = LEGS
- ◀ = ARMS
- ▶ = SPECIAL MOVES

EDIT: Select "EDIT" from the MUSIC Menu and press ENTER to begin. This is where you can edit the name of each song on your playlist. The screen will display "TITLE," "DELETE," or "DELETE ALL." Use the 4-WAY CONTROL PAD to select either "TITLE" to edit the name of your song, "DELETE" to remove the song from your playlist, or "DELETE ALL" to remove all the songs from your playlist, and press ENTER.

NOTE: The duration of time it takes for a song to be removed from your playlist depends on the length of the song. Longer songs will take a longer amount of time to be removed.

If you select a song to edit, use the 4-WAY CONTROL PAD to scroll through the alphabet and select up to 20 characters for the name of each song. Press the ▼ button to move the cursor to "SAVE." Press ENTER to save your new name and return to the Song List.

ORDER: Select "ORDER" from the MUSIC Menu and press ENTER to begin. This is where you can arrange the order of the songs in your playlist. Your playlist will be displayed so use the ▲ and ▼ buttons to select the song you wish to move and press the ▶ button. Next select the location you wish to move it to and press ENTER. Press the ◀ button to deselect the song, CANCEL to back up to the MUSIC Menu, or the ▲ and ▼ buttons to move your song to its desired location and ENTER to confirm its move after which you will return to the beginning of the Order Menu.

MEMORY: Select "MEMORY" from the MUSIC Menu and press ENTER to begin. You will see a pie chart of how much memory you have left to store your songs. Press ENTER to return to the MUSIC Menu.

To adjust the Volume of your player, simply rotate the VOLUME DIAL up to make the music louder, or down to make it quieter.

To prevent any buttons from being activated and thereby interrupting your music, slide the HOLD switch UP to lock all the buttons. You should do this when not using your **PlayItNow**, as it will prevent any accidental activation from occurring.
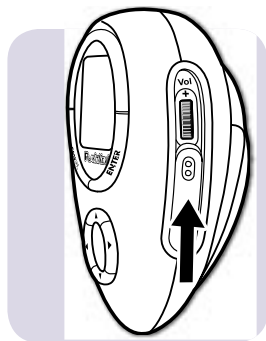
GAMES

If you wish to play a new game, you will enter the Menu where you can choose from 6 cool games: Block Adder, Groove Racer™, Wayniak™, Smash Hits™, Ice Blockey™, Beat Drop™.

If you have previously saved a game, upon entering the GAMES Menu, you will be asked if you want to resume your saved game or play a new game. If you select "RESUME," you will enter your saved game and resume playing where you left off.

Directions on how to play each individual game are described below.

To save your current game data while you're playing, press CANCEL to bring up the Save Menu. Use the 4-WAY CONTROL PAD to select

"SAVE" and press ENTER. To Exit your current game without saving, select "EXIT" and press ENTER.

You can also see your High Score on all games, except for Wayniak™. On most games you will see the Level you have achieved and your corresponding Score. On Groove Racer™ you will see what Track you made it to, and your fastest time.
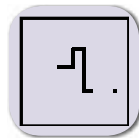
Block Adder

Begin this game by using the 4-WAY CONTROL PAD to steer your worm towards a piece of food. Make your worm eat each piece of food, and as it does, it will grow in length. Watch out because whenever your worm eats several pieces of food, a corner to a maze is built which makes it more and more difficult for the worm to catch the food.

There are two different types of food you can eat. Normal food blocks are worth 1 point. Bonus food is larger, and worth more points depending on how quickly you eat it. The bonus food will appear on the screen for 10 seconds and counts down by blinking. When the time is up, the bonus food disappears. But if you eat it before it disappears, you get [10] x [timer] = points. For example, if you eat it within 5 seconds, you get 50 points.

The game is over when the worm touches its own body, a wall, or part of the maze.