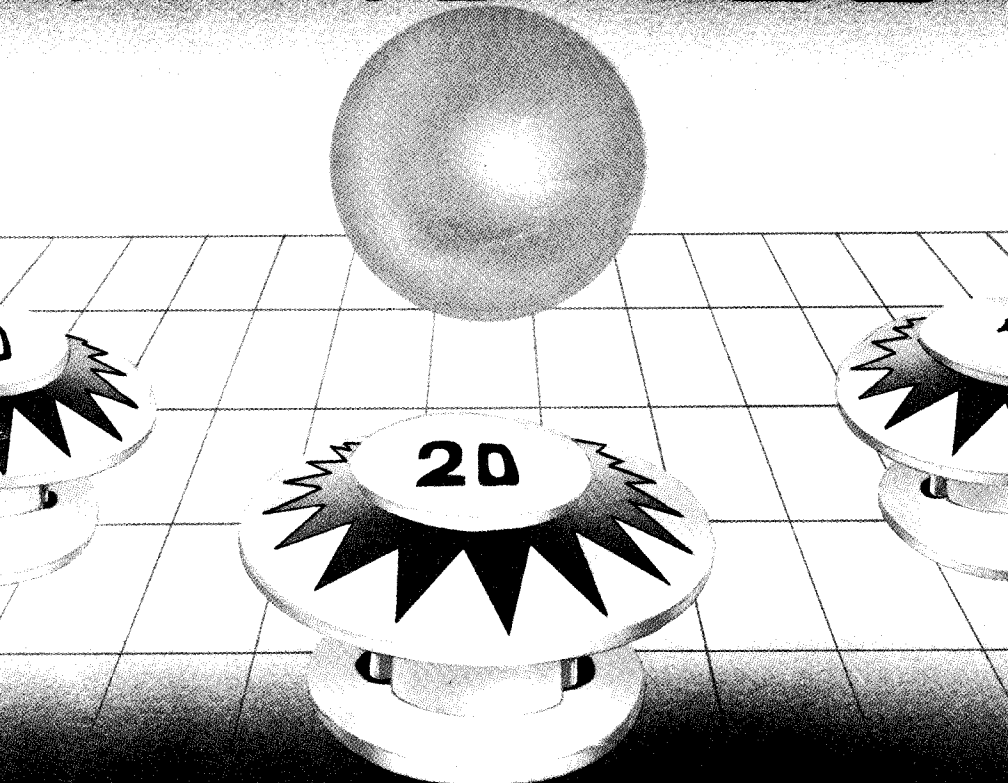
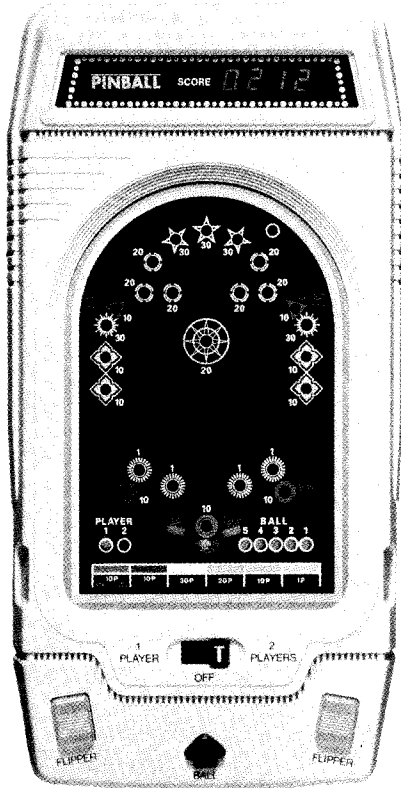


PINBALL



INSTRUCTION MANUAL

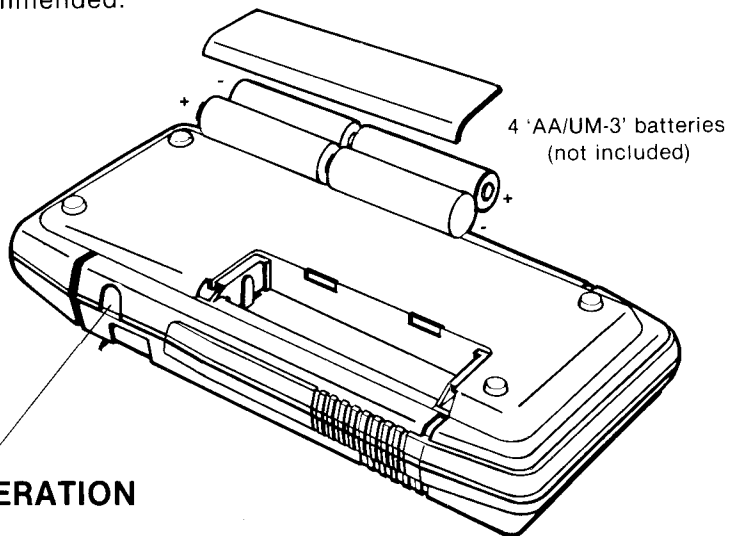


THE GAME

This is an electronic Pin-Ball game, about the size of a table-top calculator. The object of the game is to manipulate the "FLIPPER" buttons to keep the ball remain in the playing field and score the most. The score and bouncing progress of the ball are displayed by a 4 digit display and a field display respectively. The game is equipped with two play modes, namely "1 PLAYER" and "2 PLAYERS". The former play mode is for one person, who plays with himself and tries to bit his own record, the latter facilitates two players to play against each other and the computer does the score recordings for the players individually. The total score of each player can be checked at the end of each game by pressing the "BALL" button.

HOW TO PUT IN THE BATTERIES

Turn game over, remove battery door, and put in 4 'AA/UM-3' batteries (not included) according to the direction marked on the bottom housing. Replace battery door. Be sure the power switch is at "OFF" position when replacing new batteries. For longer battery life, ALKALINE BATTERIES are recommended.



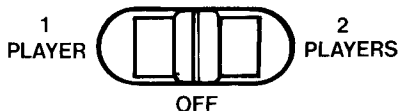
Use only an adaptor with 6V DC, 500mA supply.
If you have any doubt, consult your dealer for recommendation.

HOW TO PLAY

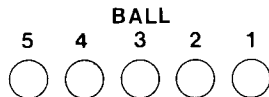
1. Select play mode by sliding the switch from “OFF” position to “1 PLAYER” or “2 PLAYERS” position.

IMPORTANT —

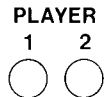
Never slide the switch to other position while playing or it will end the game.



2. When the power is on, the five LEDs in the ball channel will be lighted up to indicate the five balls. In case of “1 PLAYER” mode is selected, the number of lighted LEDs reduces one at a time after each call of ball. In the case when “2 PLAYERS” mode is selected, five balls remain in the ball channel after the first call of ball into the playing field by the FIRST player to indicate five balls left for the second player. One ball will go out at a time after each call of ball by the SECOND player.



3. When the left hand side LED is on, it indicates the “PLAYER 1” is playing and his score is showing on the 4-digit display. The right hand side LED indicates “PLAYER 2”.



4. Press the “BALL” key to call a ball into the playing field. Just like the conventional Pin-Ball machine, the ball is bouncing around in the playing field with random speeds and directions. A sound of two sequential frequencies signals any hit of the score targets. Its corresponding score is accumulated and shown on the 4-digit display.

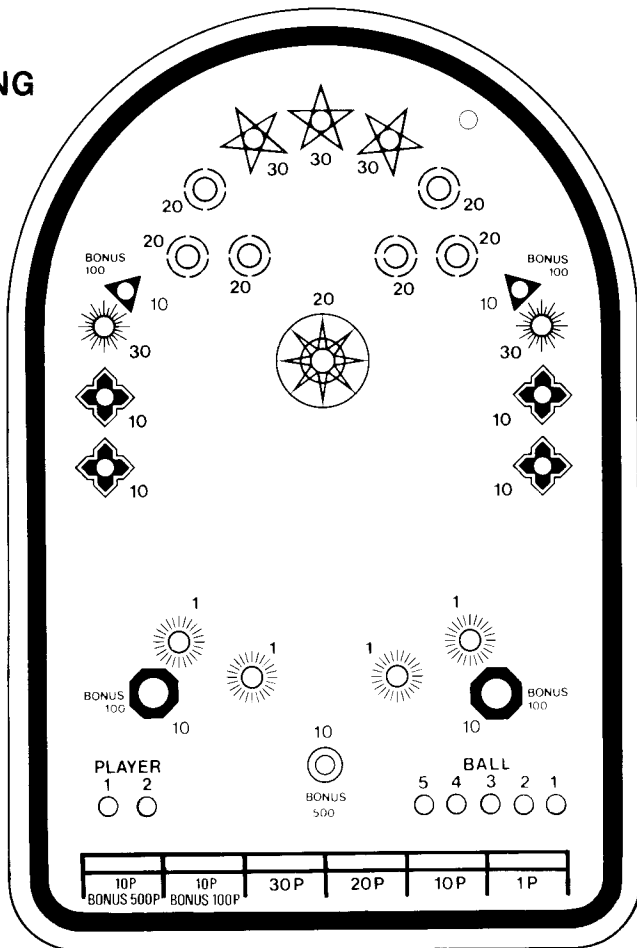


5. The two “FLIPPER” keys are provided to control the left and right flippers to keep the ball from rolling out of the playing field.



6. At the end of “1 PLAYER” game, the 4-digit display shows the score of the player. While at the end of “2 PLAYERS” game, the score of each player can be checked by pressing the “BALL” key, the “PLAYER 1” or “PLAYER 2” LED will be lighted up with the appropriate score shown on the 4-digit display.
7. To start a new game push the switch OFF then back to “ONE PLAYER” or “TWO PLAYERS”.

SCORING



When the “BALL” hits one of these targets the score will be accumulated as follows:—



1. Sling shot kickers 1 pt.



2. Left and right targets 10 pts.



3. Jet Bumpers 20 pts.



4. Special Bumpers 30 pts.



5. Kick out holes 30 pts.



6. Bonus 10 pt.
If “lighted up” 500 pts.
(Bonus Light will Go On after 32 Hits of the
“JET BUMPERS”);



7. Special “BONUS” on Left 10 pts.
if “lighted up” 100 pts.
Special Bonus on left will light up
after 8 “HITS” of “LEFT TARGETS”;



8. Special Bonus on Right 10 pts.
if “lighted up” 100 pts.
Special Bonus on right will light up after 8
“HITS” of the “RIGHT TARGETS”;



TAKING CARE OF YOUR GAME

- Treat your PINBALL game like a calculator!
- Don't drop it!
- Don't leave it in a hot place (such as the glove compartment of an automobile or on the dashboard) or near heat.
- Avoid getting it wet or dirty.

IF THE GAME OR THE SCOREBOARD APPEARS TO BE MALFUNCTIONING, THIS IS THE FIRST SIGN OF BATTERY WEAR. FRESH BATTERIES SHOULD SOLVE THE PROBLEM.

www.handheldmuseum.com

PATENT PENDING

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