

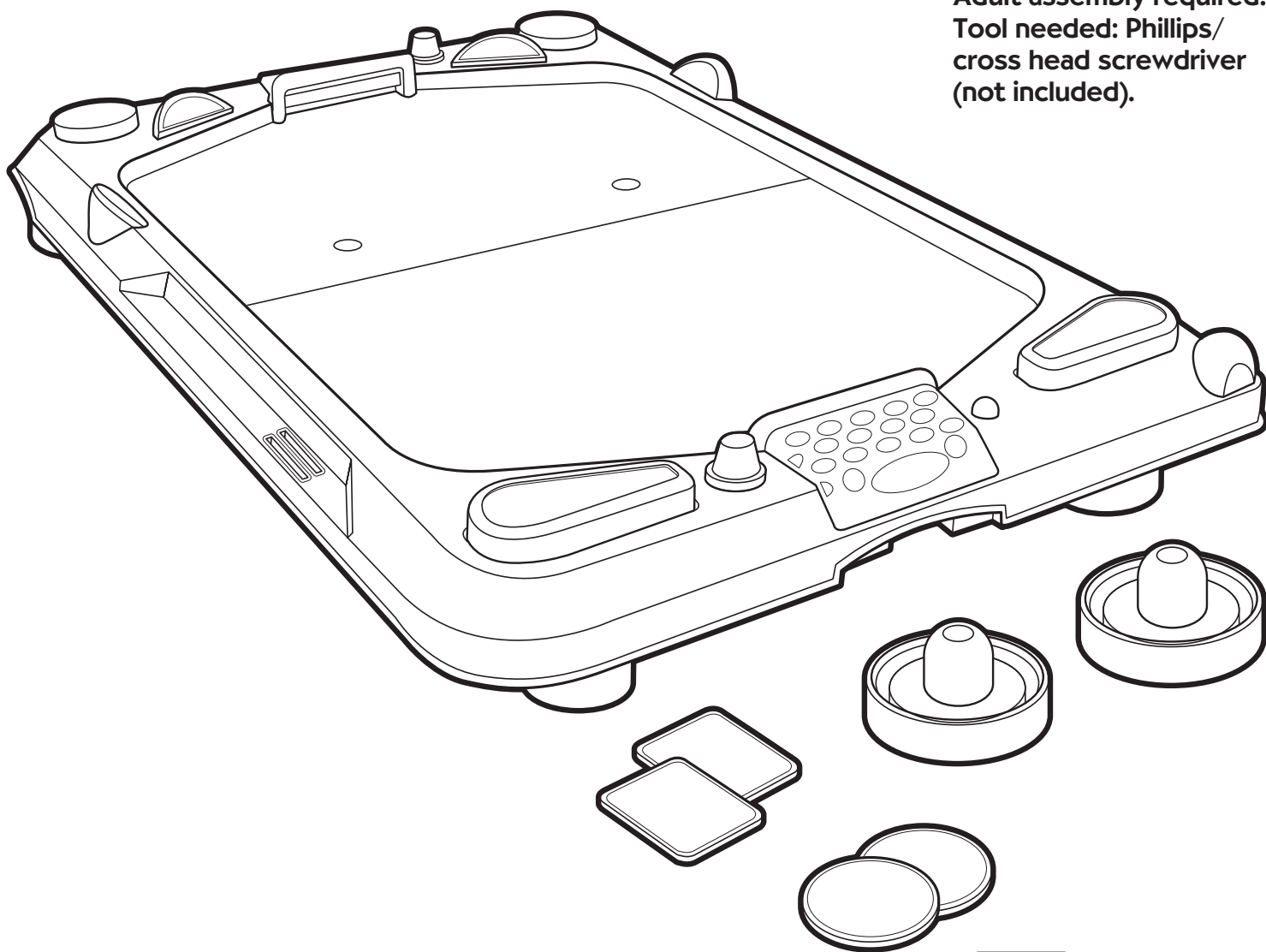
AGES 3+
08628

PLAYSKOOL[®]

Air-Powered Action Stadium

Includes stadium (2 pieces), 2 connecting plugs, 2 connecting snaps, 2 paddles, 4 pucks, 2 legs, 2 center supports and 1 lever/riser.

Adult assembly required.
Tool needed: Phillips/
cross head screwdriver
(not included).



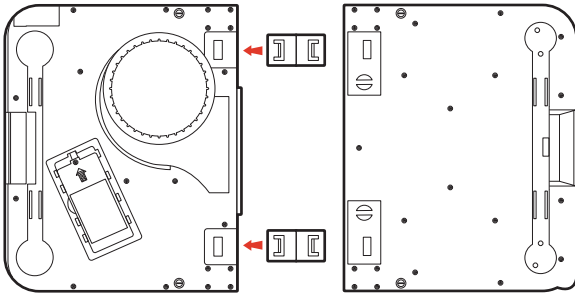
 **x4 ALKALINE BATTERIES REQUIRED**
1.5V D or LR20 size
NOT INCLUDED

Phillips/cross head screwdriver (not included)
needed to insert batteries.

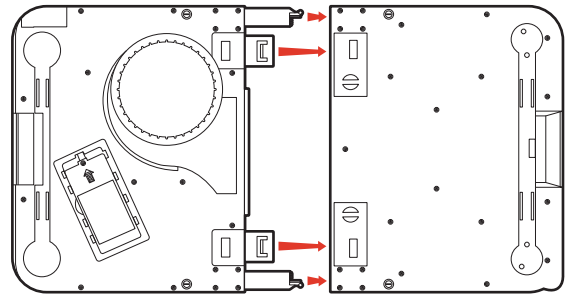
Thank you for choosing this PLAYSKOOL brand product!

ASSEMBLY:

Please follow assembly instructions in proper order for best results.

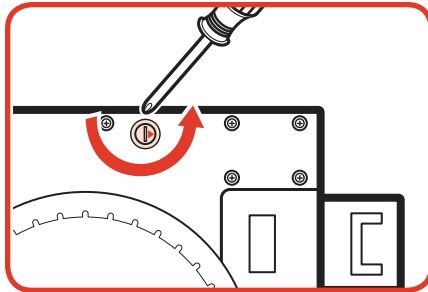


1: Turn stadium halves upside down. Slide connecting snaps into slots on **ONE STADIUM HALF ONLY** (NOT both halves!). Make sure they **SNAP** into place.

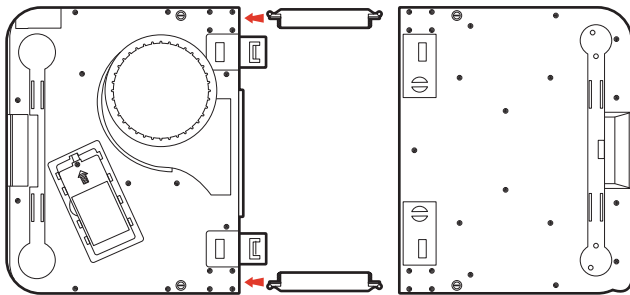
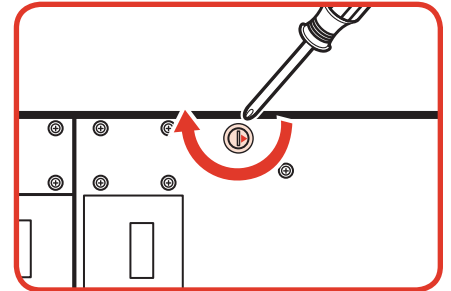


3b: Slide stadium halves together, sliding connecting snaps and connecting plugs all the way into slots on other stadium half.

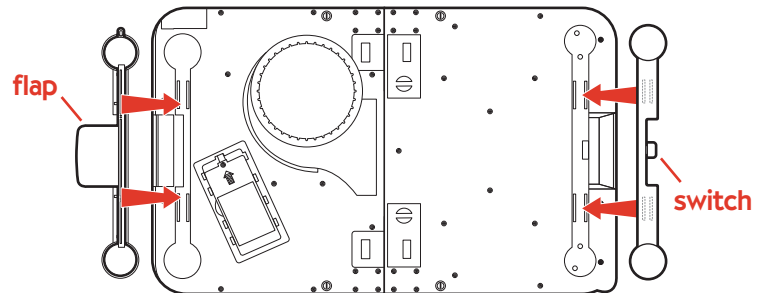
2a: Using screwdriver, turn locks to unlocked position (arrow on lock points toward stadium center).



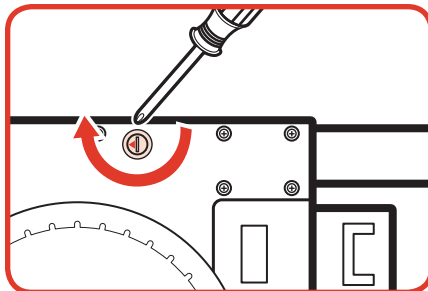
3c: Turn locks clockwise to locked position (arrow on lock points away from stadium center).



2b: Slide connecting plugs all the way into side slots on one stadium half as shown.

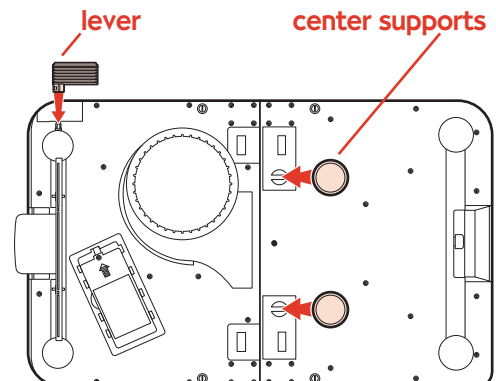
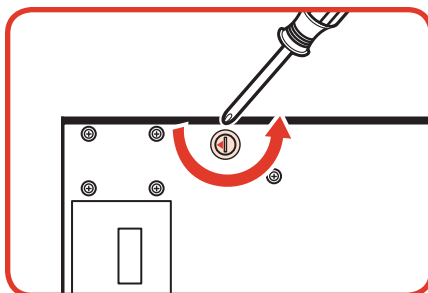


2c: Turn locks clockwise to locked position (arrow on lock points away from stadium center).



4: Attach leg with flap to battery compartment end of stadium (slide tabs on leg into slots on stadium). To attach remaining leg, line up cover with switch, and attach leg to stadium (slide tabs on leg into slots on stadium).

3a: Using screwdriver, turn locks on other half of stadium to unlocked position (arrow on lock points toward stadium center).

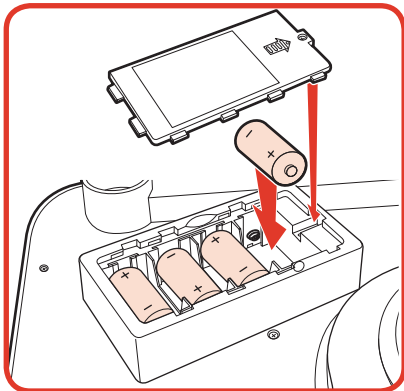


5: Snap center supports into holes in stadium. Attach lever to post on end of leg with flap.

TO INSTALL BATTERIES:

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Slide door and remove. Insert 4 x 1.5V "D" or LR20 size alkaline batteries. Fit door onto unit (tabs into notches), then slide door to the left. Tighten screw.

NOTE - WHEN REPLACING BATTERIES: Removing the batteries will clear the high scores that have been stored in the internal memory. All high scores will be reset to zero after battery replacement.



⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

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

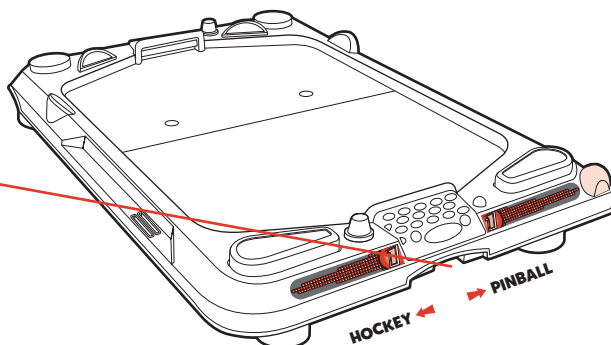
⚠ CAUTION:

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.

GETTING STARTED:

MODE SWITCH

A two-position slide switch is located below the Player One goal as shown. This switch will allow you to select hockey or pinball mode.



GAME SELECT BUTTON

Pressing this button will allow you to cycle through different games according to the position of the mode switch.

Hockey Mode

- Press once for 5-point game
- Press twice for 7-point game
- Press three times for 10-point game

Pinball Mode

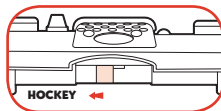
- Press once for "Practice"
- Press twice for "1 Player High Score Challenge"
- Press three times for "2 Player High Score Challenge"

Note: Pressing and holding the Game Select button for 5 seconds during game play will turn the toy off.

GAME PLAY:

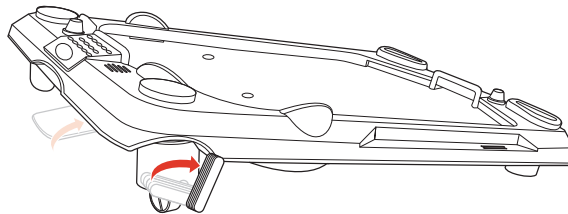
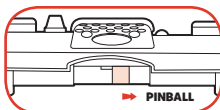
HOCKEY

1. Make sure the mode switch is in hockey position.
2. Press the Game Select button to select the game of your choice (see Game Select button description above).
3. Once you have stopped on the game of your choice, the announcer will pause and then announce game start. The air will turn on, and you are ready to play.
4. One player starts the game by placing a puck in the stadium and aiming for the goal.
5. When a goal is scored, the goal light will illuminate, and one point will be announced for the player who scored the goal. "GOAL!" The toy will keep track of all points scored during the game.
6. During the game, when a player scores the final goal (5, 7 or 10 points depending on which game was selected) the buzzer will sound and the winner and final score will be announced.
7. To play again, press the Game Select button to start or select a new game.
8. If you do not press the Game Select button within 3 minutes, the toy will shut off.



PINBALL

1. Make sure the mode switch is in pinball position.
2. Manually lift the Player Two side of the stadium, then turn the lever clockwise until it stops, and lower the stadium. The Player Two side of the stadium should be raised up.
3. Press the Game Select button to select the game of your choice (see Game Select button description on previous page).
4. Once you have stopped on the game of your choice, the announcer will pause and then announce game start. The air will turn on, and you are ready to play.

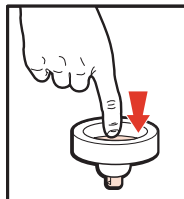


Optional: For more advanced play, you can use the hockey paddles as pinball bumpers.

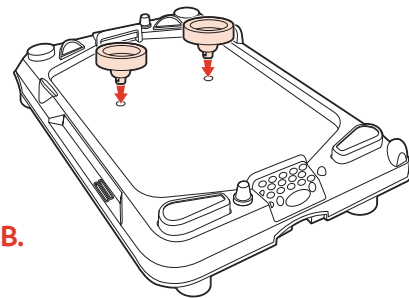
A. Turn the paddles upside down, and press the center section (inside the felt ring) to expose posts on the other side.

B. Insert posts into holes in the stadium.

Note: If you don't use the paddles, convert them to bumpers and store them at the Player Two corners as shown. (C.)



A.



B.

PINBALL "PRACTICE"

This mode allows you to work on your pinball skills without a time limit or total score. Aim for the 25, 50 and 100 point markers as shown. (D.) The toy will announce and make sound effects when you've hit a target.

PINBALL "1 PLAYER HIGH SCORE CHALLENGE"

This mode is a 45-second challenge to score as many points as possible! Aim for the 25, 50 and 100 point markers as shown. (D.) The toy will announce when you've hit a target and will keep track of your total score. After time has run out, the toy will announce your final score. If you break the record for points scored in this mode, the toy will announce, "You set a new high score!" You can press the Game Select button to start a new game after you're finished. If you do not press the Game Select button within 3 minutes, the toy will shut off.

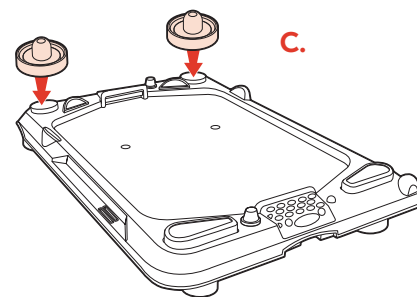
PINBALL "2 PLAYER HIGH SCORE CHALLENGE"

This mode enables exciting 2-player action! Challenge a friend and see who can score as many points as possible. Aim for the 25, 50 and 100 point markers as shown. (D.)

When the first player's game is over (when time runs out), the toy will announce that it is the second player's turn. Each player will have one chance to play; each play is 45 seconds long.

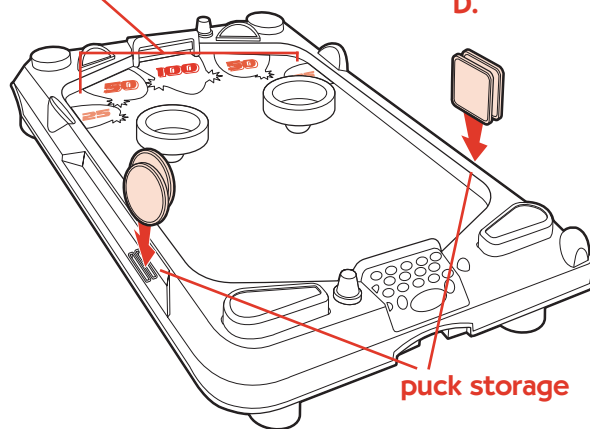
The toy will announce when you've hit a target and will keep track of your total score.

After time has run out, the toy will announce the final scores and the winner. You can press the Game Select button to start a new game after you're finished. If you do not press the Game Select button within 3 minutes, the toy will shut off.



C.

point markers



D.

puck storage

FCC STATEMENT

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



© 2006 Hasbro. All Rights Reserved.
TM & © denote U.S. Trademarks
U.S. Patent Pending
08628 P/N 6575070000