CONTROL GUIDE

ELECTRONIC GAME

HOW TO WIN

Choose from three different game levels! Use your imphers to score as many points as possible in each game!

REPLACING THE BATTERY

When the battery needs replacing, remove the battery compartment lid at the back of the game to take out the exhausted bottery, install a new battery of LR 44, SR 44, or equivalent.

Do not use rechargeable battery.



CAUTION



High temperature will destroy the unit. Do not leave unit in direct sun-

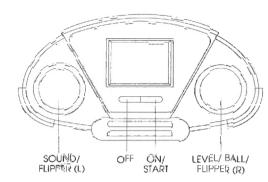


Clean only with a piece of soft dry cloth



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

CAUTION: BATTERIES SHOULD BE REPLACED BY ADULT.



ON/START

-To turn on the unit

-To start each game.

OFF

—To turn off the unit.

LEVEL/BALL/FLIPPER(R) —To select game level (before game

starts).

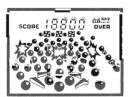
-To start each pinball.

—To move the right flipper.

SOUND/FLIPPER(L)

-To control sound: on or off (before game starts)

-To move the left flipper



Replace batteries at the first sign of erratic operation.

5 HOW TO PLAY

Pull the plostic tab from the battery area to energize your game! Press the ON/START button to turn on the unit. You'll hear an "On" beep and game level (-1) is displayed

Press the LEVEL button to choose your game level (1 to 3 in cyclic order) Level 1 is easiest; level 3 is hardest.

You can use the SOUND button to control sound on/off only before the game starts! Game begins with sound "on".

After selecting LEVEL, press the ON/START button to start the game! You'll hear a "Game Start" tune and the maximum score is displayed. The SCORE is cleared to zero and the pinball is displayed! You're ready for your first pinball!

Press the BALL button! You're given 5 pinballs per game!

Press FLIPPER L and FLIPPER R to control your flippers to hit the pinball into 3 hidden bumpers and 3 special bumpers! The middle three bumpers are hidden bumpers. The upper three bumpers are special bumpers!

Bumpers will flash for a short time when hit! Score points by hitting the bumpers with a pinball! If you can hit the 3 hidden bumpers so that all 3 are flashing at the same fime, you'll score a BONUS! (IF YOU DO THIS ON LEVEL 3, YOU'LL ALSO GAIN A BONUS PINBALL!)

Scoring:

100 POINTS FOR HITTING A SIDE BUMPER (HIDDEN OR SPECIAL)
100 POINTS FOR HITTING CENTER BUMPER (HIDDEN OR SPECIAL)
100 BONUS POINTS FOR MAKING 3 HIDDEN BUMPERS FLASH TOGETHER

When you lose a ball, press the BALL button to start next ball!

After a GAME OVER, use the LEVEL button to select game level (1 to 3). Then press ON/START button to start new game!

Press the OFF buffon when you're finished playing. Son't worry if you forget—the game shufs off automatically after about 3 minutes of no action!



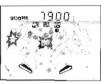
the computer randomly chooses 3 paths of start of each game.



Hit the 3 hidden and 3 special pumpers to score points!



When pinball hits the bump computer also chooses po



Hiddin bumpers appear when hits



Level 2 game speed is raster from Level 1 and hitting bumpers is more difficult.



Jevel 3 game speed is the fastest and hitting bumpers the most difficult. It's also e to lose your ball! You'll also 2 BONUS BALL by hitting 3 pumpers in a raw!

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at TIGER ELECTRONIC TOYS REPAIR CENTER 980 Woodlands Parkway, Vernon Hills. Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's mod number, and tell us briefly what the problem is. Also include so slip, date and place of purchase and price poid. We will do or best to help.

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