

**MODEL 73021**

1 player / Ages 8 and up

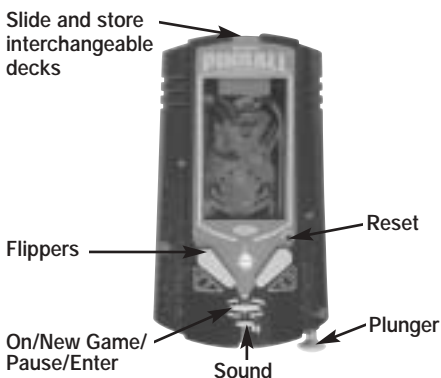
INSTRUCTION MANUAL

P/N 82375510 Rev.A

To exit demo mode, press the Reset button on the front of the game.

Now you can bring that the loved Pinball anywhere! With three different game plays in one Pinball has never been the same! Forget the quarters and get ready for full tilt ahead!

Slide and store interchangeable decks

**BUTTONS AND FEATURES:**

ON / NEW GAME / PAUSE / ENTER - Press this button to turn on the game, pause the game, or enter a selection. Start a new game (press 2 seconds)

LEFT FLIPPER - This button operates the flipper on the left.

RIGHT FLIPPER - This button operates the flipper on the right.

PLUNGER - Pull back the plunger and release to launch the ball into play. The longer you hold back the plunger, the more power will be given to the launch of the ball.

SOUND - This button turns the sound "on" or "off."

RESET - Using a small object such as a paper clip press this button to reset the game. Just remember, this will start a new game and delete your previous "high scores."

DECKS - Insert one of the three decks into the game to play one of the three pinball games. Decks also can be stored in the back of the game.

GAME ELEMENTS:

SCORE - This indicates how many points you've earned.

FLIPPERS - By pressing the LEFT and RIGHT FLIPPER BUTTONS, the flippers knock the ball into targets and help keep the ball from rolling into the drain.

DRAIN - When the ball enters the drain, the ball is lost and the next ball will appear over the plunger.

DROP TARGETS - These groups of targets will

disappear or "drop," one by one, as they are struck by a pinball. A special bonus is awarded when all targets in a group are "dropped."

SLINGSHOTS - When these targets are struck, they will "slingshot" the ball back into the game.

GATES - A ball can only enter a gate one way. After entering, the gate is closed, and the ball will simply bounce or roll off it.

BUMPERS - Points are awarded every time the ball bounces off a bumper.

SINKHOLES - A ball is not lost if it lands in a Sinkhole. Instead, points are awarded and the ball returns from a Kickback.

KICKBACKS - A ball emerges from a Kickback after falling into a sinkhole.

ROLLOVERS - Points are awarded when the ball passes over a Rollover.

RAMPS - A powerful hit from a flipper will sometimes knock a ball up a ramp. This will take the ball to a different part of the playing field or start a Mini Game.

RAILS - When a ball enters a tube, it rolls through the tube, and OVER the game deck. This will take the ball to a different part of the playing field or start a Mini Game.

Let's Play!

Turn on the game by pressing the ON / NEW GAME / PAUSE / ENTER button. If no DECK is inserted into the game, you'll be asked to insert one now.

INSERTING A DECK - Insert a deck by sliding the card through the opening in the top of the game.

Once an individual deck is placed into the game, press the LEFT FLIPPER or the RIGHT FLIPPER to choose a GAME MODE. Press the ON / NEW GAME / PAUSE / ENTER button to enter your selection.

GAME MODES:

FULL-TILT MODE - This mode allows you to create a HIGH SCORE. You may only "Nudge" the game a limited number of times before "TILTING" the game.

HALF-TILT MODE - In this mode you may Nudge the game as many times as you want. But you won't be able to score the highest potential score.

Nudge Function**Nudging the Game:**

To "Nudge" the game, lightly tap the side of the game with one hand. This will move the pinball in the desired direction (which helps if the ball is headed straight for the drain). But be careful! In Full-Tilt Mode, nudging too often can cause the game to "tilt" and the current game will automatically be over.



Once you've chosen the Game Mode, your first pinball will appear above the Plunger. Pull back the Plunger and release it when the desired amount of power has built up in the springs. Remember, the longer you hold back the Plunger the harder your ball will be shot onto the playing field!

GAME PLAY:

Using the three different decks, there are three exciting games to choose from: SPACE, CARNIVAL, and CASINO. And as with most other pinball games, a certain number of points and/or the combination of targets hit will give you special bonuses throughout the game! Some of these bonuses are:

EXTRA BALL - During game play, extra balls can be awarded. If this happens, you will be asked to "shoot again" after one of your original balls goes down the drain.

MULTI BALLS - Through a combination of points and/or targets hit, sometimes Multi Balls are awarded. When this happens, several balls enter the playing field at once. Now it's up to you to rack up the points by using the flippers to keep as many of these balls in play as possible.

MATCH - At the end of the game, two numbers will be picked randomly and then compared to the last two numbers of your score. If there is a match, you get a bonus ball! Pull back the Plunger and shoot again!

MINI GAMES - Through a combination of points, targets hit, and/or words spelled, a Mini Game may be awarded. Each Deck has different mini games to play.

HUMAN CANNONBALL - In the Carnival game, this game lets you see how far you can shoot a human cannonball; the farther you shoot him, the more bonus points you receive! After the "Big Top" (at the top of the game) has been activated, getting a ball inside the Big Top will activate the Human Cannonball mini game. You will then have five seconds to "tap" the Right and Left Flippers as fast as you can in order to raise the cannon's Power Meter. The higher the meter, the farther the human cannonball will fly, and the more points you will receive.

SAUCER SHOOTOUT - If you shoot your ball into the Saucer (top left of the game), after spelling out S-A-U-C-E-R by hitting rollovers, you will begin the Saucer Shootout mini game! All you have to do is use the Left and Right Flipper Buttons to shoot lasers at the attacking aliens. Wait until they pass behind your Cross hairs and fire! Just be careful, you only have 15 shots. The more aliens you shoot, the more points you will receive!

BLACKJACK - When the ball enters the tube surrounding the Roulette Wheel, you get to play a game of Blackjack! On the LCD Screen, you are dealt two cards. Use the Left Flipper Button to "hit" or be dealt another card. Use the Right Flipper Button to "stay" or just play the cards you've been dealt. If your cards add to OVER 21, you "bust" and no points are awarded. However, in this game, the closer you get to 21 the more points you earn!

ROULETTE - When you hit a ball into the Roulette wheel, a quick game of roulette is played! Depending on which flipper you used to knock the ball in (the Right Flipper for Black and the Left Flipper for Red), you will get bonus points if a number is chosen that rests on the same color background.

SLOT MACHINE - When the pinball is hit into the Outer Tube, you've just hit the slots! Just like a real slot machine, the number of bonus points you receive will depend on what combination of symbols comes up on the slot machine!

HIGH SCORES:

Once you've beaten the current high score, use the Left and Right Flipper Buttons to scroll through the letters of the alphabet. Then press the ON / NEW GAME / PAUSE / ENTER Button to enter your selection.

BATTERY INSTALLATION:

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed. The battery door is located behind the storage door that holds the 3 decks.
- Insert two (2) AAA (LR03) 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.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- As with all small batteries, the batteries used with this game 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 game and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or exploded if recharged, disassembled or heated.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the game, or try

new batteries. If problems persist, consult your warranty information located at the end of this instruction manual.

- Only batteries of the same or equivalent type as recommended are to be used.
- 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 game.
- The supply terminals are not to be short circuited.
- Insert batteries with the correct polarity.

Please retain this for future reference.

PRODUCT WARRANTY

(This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 3 months 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.

In the unlikely event that you do experience a problem within the first 3 months, please telephone the UK Technical Support team: Tel. **0906 213 0001** (call cost 25p a minute).

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

YOUR STATUTORY RIGHTS ARE NOT EFFECTED.

RADICA HELPLINE : 0906 213 0001

Calls are charged at 25p per minute and will show up on your standard telephone bill. Helpline hours are 8am -11pm 7 days a week.

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