



MODEL 73050

For 1 or 2 players / Ages 8 and up

INSTRUCTION MANUAL

P/N 82381000 Rev.B

Place bets on one, two, or three lines, spin the reels and see how lucky you are! Now it's time to test your luck! The amount of points awarded are listed on the top panel of game.

BUTTON FUNCTIONS

ON/SPIN/BET - Turns the slot machine on and starts a new game. By pressing and holding this button, the numbers of lines to bet can be selected. The maximum is five lines. Pressing this button also wakes the game from Sleep mode.

SOUND - Turns the sound on and off.

RESET - Resets the game and clears the last score.

NUDGE - Press to move the last (right) column up a line. This function only works with Skill Slots.

PLAYER - Press to toggle between 1 and 2 player mode

GAME - Press to select the type of game, Casino Slot or Skill Slot. If skill slot is selected, a "nudge" icon is displayed.

MAX BET - Press to automatically bet on all five lines.

JACKPOT PAYOUT - When it is ON, coins will be released if jackpot is hit (assuming that there are coins inside coin compartment).

Slot for saving coins.

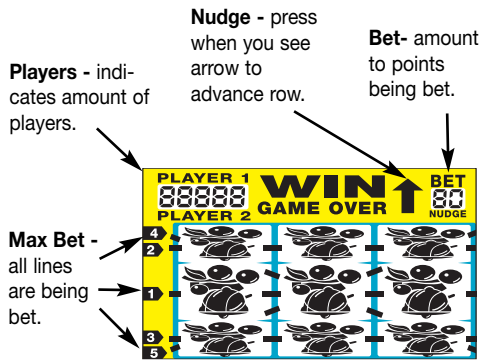


Flip this switch to turn the **JACKPOT PAYOUT** on/off.

Slot for Jackpot coins.

Press the Jackpot coins return button to release coins at any time.

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To Play

Casino Slots

Press the **ON/SPIN/BET** button to play slots. The on-screen reel will spin and six symbols will drop into place on the screen. If you have a winning combination, the row will flash.

To Win

Points are immediately subtracted when betting. Your score is automatically calculated after each hand. The **MAX BET** button can be pressed to automatically bet on five lines. The reels will spin after the bets are placed. Press and hold **ON/SPIN/BET**, you can select numbers of lines to bet.

Note: If the player's point total gets down to zero, 400 points is automatically added to that total. In 2-player mode, 200 points is automatically added to each player. Maximum Score: 99,999

Skill Slots

Similar to Casino Slots you can use your points to double your chances of winning with **MAX BET** to bet all five lines. You can also use the **NUDGE** button to increase your chances! Press the nudge button to advance the last row up after the reel has spun (when an upwards arrow appears). The reel can be advanced up to three lines. If the unit is not active for 1 minute, (it will go to sleep automatically.)

BATTERY INSTALLATION

This game is powered by two (2) C (LR14) batteries.

- To remove cover, press down on the cover and slide outward.
- Insert two (2) C (LR14) batteries. We recommend to use alkaline batteries.
- Replace the battery compartment door.

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.

- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- Under the environment with radio frequency interference, the sample may malfunction and require user to reset the sample.

MAINTENANCE

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

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.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days 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. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.



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