RADICA:

ELVIS Slot ™

Model 71016
NOT A GAMBLING DEVICE
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82356600   Rev.A

Make your bet and take a spin... get the right combination and you win! Along the way, Elvis makes a special appearance to cheer you on. And you'll have a chance to test your knowledge of Elvis trivia in the Bonus Round, hosted by the King himself.

BUTTON FUNCTIONS

SPIN - Turns the slot machine on and starts a new game. Pressing this button also wakes the game from Sleep mode.

BET/SELECT - Press this button to make a 1, 2 or 3 credit bet during a slot game. During a Bonus Round, press this button to toggle between True and False.

HIGH SCORE - Press this button to see your highest score.

SOUND - Turns the sound on and off.

RESET - Resets the game and clears the high score.

FEELING LUCKY?

Press the **SPIN** button to start playing the slots. You'll see an animation of Elvis Presley on the screen:

   "Hi, this is Elvis Presley."

Next, press the **BET/SELECT** button to make a 1, 2 or 3 credit bet. You must bet three credits to play the bonus rounds.

Press the **SPIN** button to play the slots. The on-screen reel will spin and three symbols will drop into place on the screen. If you have a winning combination, you'll see the number of credits you've won and hear "coins" dropping.

Keep playing, because you never know when Elvis will appear to cheer you on or sing a few notes of your favorite songs.

BETTER LUCK NEXT TIME

If you didn't spin a winning combination, **"GAME OVER"** will flash at the top of the screen and **"SPIN"** will flash at the bottom of the screen.

If you'd like to change your bet, press the **BET/SELECT** button.

Remember: you must bet 3 credits to play the Bonus Round.

Press the **SPIN** button to spin again and continue playing.

SPIN TO WIN

Use the chart on the front of the game to determine winning combinations and credits. A sample is shown below, for your reference.

BONUS ROUNDS

If the first symbol in the combination is a guitar, you'll automatically enter the Bonus Round to answer Elvis trivia questions for extra credits. Each bonus round has three levels, with three Elvis trivia questions in each level. You must answer True or False to each trivia question. For each correct answer, you'll win extra credits:

   Level 1 - 50 credits per question
   Level 2 - 100 credits per question
   Level 3 - 150 credits per question

As you enter the Bonus Round, a screen will appear: **Welcome to the Bonus Round!**

Next, you'll see a screen indicating the game level: **Level 1**.

Elvis will appear to greet you:

   "I'd like to get serious for just a moment." or "Hang loose for just a minute."

An Elvis trivia question will scroll across the screen: e.g. **"Aaron is Elvis' middle name."**

Press the **BET/SELECT** button to see the **TRUE/FALSE** screen. Press the **BET/SELECT** button again to toggle between True and False.

When you have made your selection, press the **SPIN** button.

If you answer correctly, Elvis will congratulate you:

   "You got it, baby!" or "You're fantastic"

You win the extra credits and will advance to the next trivia question in the current level.

If you answer incorrectly, Elvis will send you back to the slots:

   "Thank You Very Much." or "Bye Bye"

You will collect any extra credits you have earned and return to the slot game. If you don't select True or False within 5 seconds, Elvis will prompt you to answer:

   "That's a pretty tough question."

When you answer three trivia questions correctly, Elvis will congratulate you:

   "Honey, you can have everything I got." or " Does it make you feel good?"

You will advance to the next trivia level for three more questions. If you complete all three trivia levels correctly, you will collect your extra credits and return to the slots.

BANK CREDITS

Your Bank Credits are displayed at the bottom of the screen. Bets are subtracted from your Bank Credits with each spin. When your bank credit register is full, Bank Credits will be reset.

HIGH SCORE

To see your highest score, press and hold the **HIGH SCORE** button. Your highest score will flash in the Bank Credits area at the bottom of the screen.

SLEEP MODE

After 1 minutes of inactivity, Elvis will say **"Bye Bye"** and the game will go to sleep. To wake the unit and return to your game, press the **SPIN** button.

RESETTING THE GAME

To reset the game, insert a small, blunt object into the small **RESET** hole on the front of the unit and press down gently. This will start a new game and erase all previously stored scores.

BATTERY INSTALLATION:

This game is powered by two (2) AA batteries with adaptor (included) or two (2) C batteries. The battery compartment is located on the back of the game.

- Remove the battery door by pressing the tab down.
- Find the correct battery polarity (+/-) and insert two (2) AA batteries or two (2) C batteries (we recommend alkaline).
- Replace the battery door and close.

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 explode 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 card for replacement instructions.
- Use only the recommended battery type.
- 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.
- Do not short-circuit the supply terminals.
- 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.

US Player Help Line
1.800.803.9611
www.radicagames.com

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