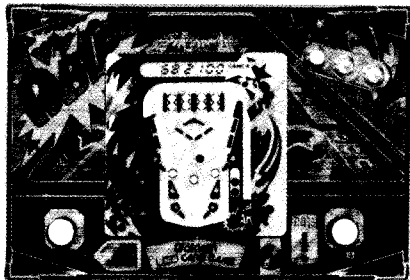


Pinball

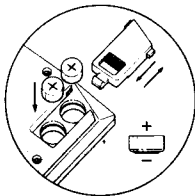
LCD CARD GAME



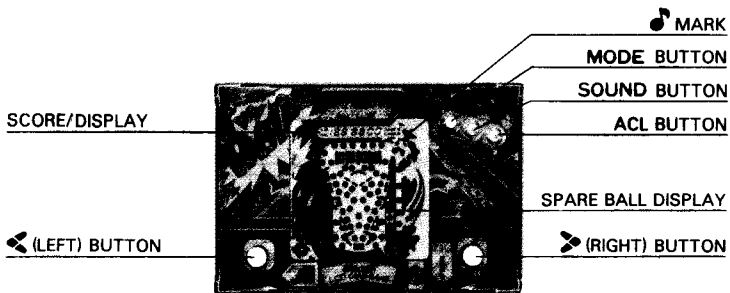
Gakken

BEFORE STARTING

1. Remove the lid of battery box on the back of the unit by sliding it out in the arrow mark direction.
2. Insert 2 alkali button type batteries LR44 (A76) in the proper position of ⊕ and ⊖ as drawn.
3. Adjust the ends of the lid to the grooves of the unit and close the lid by sliding it in the arrow mark direction.
4. Slightly press the ACL button with a small point and make sure the display is made as in page 3. If not, insert the batteries again.
- ❖ When ACL button is pressed or when the batteries are removed, the actual present time and alarm time so far set, and the best score so far obtained are cancel.
- ❖ Do not leave the unit for a long time with the ACL button kept pressed.
5. Demonstration game starts by pressing **MODE** button.



NAME OF PARTS



HOW TO PLAY

GAME CONCEPT

The powerful impression of a game center is reproduced by this colourful and pleasant pin-ball game. Operate 4 flippers to prevent the ball from falling. The ball advances depending on the timing you press the buttons.



You will score when you hit the ball against the wall. A bonus ball is presented to you at every 100,000 points. (The max. 4 bonus balls) In GAME B, your best score is displayed in addition to the bonus points.












Can you go beyond 1,999,900 points?

PREPARATION

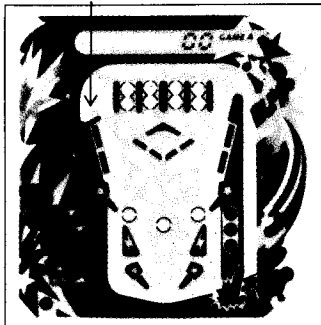
1. Press **MODE** button before starting game. Demonstration game will start.
❖ **MODE** button need not be pressed when the demonstration game has already started, or when another game is started successively after the previous game ended.

GAME PLAY



2. Press either  button (GAME A) or  button (GAME B). Game starts after the sound Pi Pi Pi Pi was heard.



- ❖ In GAME B only, the best score so far obtained is displayed.
- ❖ When ♪ mark has disappeared, the game sound is not heard. (See page 8)
- 3. There are 3 balls in total. First press  button to set a ball. Next press  button again to hit the ball.
- 4. When  button is pressed, top and bottom flippers on the left side will move. When  button is pressed, top and bottom flippers on the right side will move.
- Strike back the ball with a flipper timingly so as to make the ball hit the wall. Take care not to drop the ball to the bottom.
- Increase your score by aiming at the bonus pocket. When the mark  lights up, the ball does not drop to the bottom.
- Let's light up all  /  /  . You will get bonus score. (In GAME B only)
- 5. When the following display appears on the picture, you will have a bonus chance.
- In both GAME A and GAME B, when the ball enters the bonus pocket (at the upper left part of the picture),  lights up for a certain time between 2 bottom flippers and the ball cannot fall through this gap.
- In GAME B,  and  do not light up when the game starts. They light up when the

Bonus pocket






DISPLAY in GAME A

ball hits at them or pass them. When all the  /  are lighted up, bonus score will be added.

- ❖ In GAME A,  and  are lighted up from the first, there is no bonus score by lighting them up.

SCORE

6. You will score in the following cases, and the total score is displayed in the score display.

- When the ball hits at a flipper: 100 points
- When the ball hits at  : 100 points
- When the ball hits at wall: 100 ~ 300 points
- When the ball hits at  at the center: 500 points
- When the ball passed through  : 2,000 points
- When the ball entered the bonus pocket: 3,000 points


★ Bonus score (in GAME B only)

- When all  's are lighted up: 2,000 points
- When all  's are lighted up: 2,000 points

- ❖ In both GAME A and GAME B, whenever your score exceeded 100,000 points, one ball is added as bonus until the spare balls becomes three. If there are already 3 spare balls, 10,000 points are added as bonus instead of ball.

- ❖ The score displayed in the score display is up to 1,999,900 return to 00 and the game



will continue.

- ❖ In GAME B only, the best score so far obtained is displayed by pressing  button.

MISS

7. The following cases are miss. Miss sound is heard and one spare ball disappears.
- When the ball dropped through between the 2 bottom flippers.
 - When the ball dropped aside the top flipper.

GAME END

8. In the following cases, game ends. The score obtained in this game is displayed in the score display.
- When all the balls were used up.
 - When  /  buttons were not pressed for about 2 minutes or more during game.
9. To play another game, you must complete the previous game. Take the procedure 2 downward of "HOW TO PLAY".
- ❖ Note: Game ends halfway if MODE/ACL/SOUND buttons are pressed during game.

SETTING GAME SOUNDS

1. For setting game sound, press slightly the **SOUND** button with a small point. The 🎵 mark will light up. Then game sound is heard during game.
 - ❖ There is no need of setting game sound when 🎵 mark has already lighted up.
 - ❖ No game sound is heard during the demonstration game.
2. For cancel game sound, press slightly **SOUND** button with a small point, and then press **MODE** button without setting the alarm time. If the 🎵 mark disappears, no game sound is heard.
 - ❖ There is no need of cancel game sound when the 🎵 mark has already disappeared.
 - ❖ Note: Game ends halfway in **MODE/ACL/SOUND** buttons are pressed during game.

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CAUTIONS

- 1. As the unit is made of precise electronic components, avoid the use of and storage in extreme temperatures. Avoid giving the unit any sudden shocks.**
- 2. Please note especially at lower temperatures, the response speed may slow down or the illumination may dim or even fail.**

