

**PM2001\_ArcadePinball\_IM\_Kmart\_20240628\_ref241046a**  
 Size: 210 x 297 mm

Back

Front

**Contents**

1 Pinball table • 4 Side feet • 1 Sticker sheet • Instructions

**Getting Started**

Before using the machine for the first time, the following set up steps must be taken by an adult:

1. Find a firm, flat level surface.
2. Remove the back box, if used.
3. Remove the battery compartment cover and install 3 x 1.5V "AA" size batteries (not included).
4. Replace the battery compartment cover.
5. Attach the feet to the underside of the pinball machine, with the two taller feet in the back and the two smaller feet in the front (see diagram A).
6. Decorate the sides, top and front of the pinball machine with the sticker labels provided (see diagrams B, C, D).

**You're Ready to Play**

1. Turn on the power switch ( 1 ). Music will begin to play and the current high score will start flashing (see diagram F).
2. If the steel ball is in the storage compartment, release it by pulling back on the trigger (see diagram H).
3. The steel ball will fall to the loading area next to the ball loading trigger on the right side (see diagram G). Make sure the ball stays in this position at the start of the game.
4. Press the start ( ▶ ) button. The number "00000" will flash on the scoreboard (see diagram G).
5. The scoreboard will begin a 5 second countdown, then the word "START" will appear on the scoreboard (see diagrams H, I).
6. Move the ball into the launch area by pulling back on the trigger on the right side so the ball falls into the slot directly in front of the trigger. Release the trigger to launch the ball (see diagram K, L).
7. To activate the flippers to hit the ball, press the buttons located on the sides of the pinball machine (see diagram M).
8. Each player has 3 balls to accumulate as many points as possible. Collect points by hitting the steel ball into the 3 upper shots (20 points), 2 upper round bumpers (10 points), lower round bumper (10 points), and 2 side bumpers (20 points). Please note - there is no time limit.
9. After the 3rd ball falls into the gutter and falls over the sensor area, the game will end.
10. To start a new game, press the start ( ▶ ) button (see diagram G).
11. To reset the high score for any reason, using a paper clip (not included), press the reset button located on the back of the pinball machine (see diagram D).
12. The game will turn off automatically if no action within 2 minutes.

**Troubleshooting & FAQs**

**The product will not turn on.**

- Check to make sure batteries are installed in the proper way. Also review Important Battery Information in this manual.
- Make sure the switch is in the correct on position.
- Make sure the game is not started before the game is turned on. Also keep the ball in the ball loading area during the 5-second countdown flashes. Following this, load the ball into the launch area.
- Replace the batteries with new batteries if still not working.

**The product starts to have abnormal performance with the bumpers, scoreboard, lights, or sounds.**

- This is an indication of weakening batteries lacking enough power to supply all functions.
- Replace the batteries with new batteries to resolve. Recommended to use a higher type batteries for better performance.

**The steel ball gets stuck in some area on the playing surface.**

- Make sure the ball is installed (see diagram G). Do not use too much force.
- Give the machine a slight nudge or shake to dislodge the ball. This includes the ball gets lodged in any of the bumper areas.
- If still stuck, turn the machine off, remove batteries, then shake the machine more vigorously until the ball becomes dislodged.

**The product is loud.**

- This pinball machine has many internal moving parts, such as motors, many gears, and many lights.
- It is normal for the machine to have loud humming sounds from these continuously moving parts.
- When the machines are active (with motors) avoid rotating/locking/braking it, as this can result in abnormal mechanical noise.
- If there are unusual noises (such as this may be a sign of inner damage). Please contact through our support services.

**I want to reset (erase) the high score.**

- Make sure the switch is set to the on position, then use a small pin and insert to the small hole (see diagram D) until the light is switched off.

**The scoring function & bumpers do not work.**

- Make sure the ball is positioned in the ball loading area (see diagram G) before pressing the start button, and only release from this position after the countdown timer is finished. You can then launch the ball into the playing area, and all game functions will activate.

**PRODUCT MAY VARY FROM IMAGE SHOWN. PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.**

**WARRANTY**

**CUSTOMER SERVICES**

WARRANTY NO: 1800 120 120  
 WARRANT NO: 1800 140 140  
 SERVICE NO: 1800 701 701

**ambassador**

Manufactured by:  
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**MADE IN CHINA**

For product support, visit our website:  
 www.ambassador.com.hk  
 or contact our customer service through the hotline:  
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**PAC-MAN**

**ARCADE PINBALL**

6+ Years

**Important Battery Information**

**IMPORTANT NOTICE - Please Read First!**

- This is a battery operated game that requires new batteries for optimal performance.
- Eventually the batteries will fade to power, and this will result in changes (degradation) in product function.
- If you notice abnormal product function please note this is very likely to be caused by insufficient power from weakening batteries.
- This is a sign to replace or recharge the batteries (if rechargeable batteries are being used).
- Do not assume the product is broken or damaged when the function changes.
- Most of the time a new set of batteries will solve the problem.
- Please read the instruction sheet carefully for product setup & battery setup information.

**To insert or replace batteries**

**Battery Installation and Replacement:**

1. Installation by an adult required.
2. Switch toy off before inserting batteries.
3. Loosen the cover with a coin-sized screwdriver (not included) to open the battery compartment door on the backside of the product.
4. Insert / replace the new batteries in the proper direction indicated inside the battery compartment.
5. Close the battery compartment door and screw shut securely.

**Battery Instructions, Replacement and Maintenance:**

1. Non-rechargeable batteries are not to be recharged.
2. Rechargeable batteries are only to be charged under adult supervision.
3. Rechargeable batteries are to be removed from the toy before being charged.
4. Batteries are to be inserted with the correct polarity.
5. Uncharged batteries are to be removed from the toy.
6. The supply terminals are not to be short-circuited.
7. Only batteries of the same or equivalent type as recommended are to be used.
8. Do not mix old and new batteries.
9. Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
10. Dispose of batteries responsibly.
11. Do not dispose of in fire.
12. Remove the batteries if not going to be played with for some time.