

W 210mm x H 297mm 1C K

- Find a firm, flat level surface. **WARNING!** Do not play on fragile surfaces like glass tables. Use only on wooden tables or play on the ground.
- Ensure the machine is turned off.
- Remove the battery compartment cover and install 3 x 1.5V "AA" size batteries (not included).
- Replace the battery compartment cover.
- Apply the sticky labels to the game end. Follow images on packaging as a reference for positions of labels.
- Insert the pack into the track along game wall (see diagram A).
- Choose suitable weight for the pack by adding or removing metal plates from the pack. Unscrew the nut from the pack, slide on the metal plates, then screw back the nut to secure (see diagrams B & C).
- Attach the game wall to the game base (see diagram D).
- Store any unused weights in the slots on either side of the game base (see diagram E).
- Slide the header into the game wall until it snaps into place (see diagram F).
- Install the protective screen (see diagram G). Note the game will not function without this piece installed. For safety, do not play or hit the lever without installing the protective screen.
- Select the desired size of hammer (small/medium/large) for game play.
- Turn on the Strongman game console.

You're Ready to Play

- Find a firm, flat level surface. **WARNING!** Do not play on fragile surfaces like glass tables. Use only on wooden tables or play on the ground.
- Turn the power switch to either the **center** position - no sound / **off**, or **right** position - with sound / **on** (see diagram H). This will fully activate the machine.
- Decide the game mode and select the desired game by moving the game play switch.
 - Center - Left position - Game 1 (Strongman Training)
 - Center - Right position - Game 2 (Hit the Bell)
 - Right position - Game 4 (Strongman Face-off)
- Adjust the weight on the pack and choose the appropriate hammer size according to preferred difficulty level and the selected game rules. Note difficulty increases by adding more weight plates, as well as by using a shorter hammer.

Different Ways to Play

- Game 1 - Strongman Training:**
Objective: Control your strength to hit the pack to the designated target height.
- Player agree on the number of round wins needed for game victory.
 - Remove the protective screen (see diagram I), remove the nut from the pack, and adjust the difficulty level by adding or removing plates from the pack. Re-install the nut and protective screen.
 - Select preferred hammer to use.
 - Select "G1" (Game 1) by moving the right side switch to the furthest left position (see diagram H).
 - Press the start button to begin.
 - A target number will be randomly generated and displayed on the screen.
 - Hit the lever with the hammer to raise the pack to reach the target number.
 - If the target number is hit successfully, the console will play a success sound.
 - If the player fails to hit the target number, the next player has a turn. Play continues until one player is successful.
 - After each game, press the start button to begin a new round.
 - The first player to win enough rounds is declared the winner.
- Game 2 - Hit the Bell:**
Objective: Collect enough cards to reach 300 points or more.
- Remove the protective screen (see diagram I), remove the nut from the pack, and adjust the difficulty level by adding or removing plates from the pack. Re-install the nut and protective screen.
 - Select "G2" (Game 2) - Hit the Bell by moving the right side switch to the **center-left** position.
 - Shuffle the cards and place the deck face down in front of player.
 - Press the start button to begin.
 - The first player draws a card to determine the hammer they will use and the point reward it will be hit the bell.
 - The first player hits the lever with the hammer to try and hit the bell with the pack.
 - If the player is successful to hit the bell they win that card. If unsuccessful, the next player has a turn.
 - Once a card is won, the next player flips the next card, and players continue to take turns.
 - The first player to accumulate 300 points wins.
 - After each game, press the start button to begin a new round.

Troubleshooting & FAQs

- The product will not turn on.**
- Make sure the switch is in the correct "On" position.
 - Check to make sure batteries are installed in the proper way. Also review Important Battery Information in this manual.
 - Replace the batteries with new batteries if still not working.
 - Check if the protective screen has been installed properly.
- The machine is not stable.**
- Make sure the machine is on a flat & level surface.
- WARNING!** Do not play on fragile surfaces like glass tables. Use only on wooden tables or play on the ground.
- For safety, do not play or hit the lever without installing the protective screen. The scoreboard, sound effects, and/or music starts to have abnormal performance.
 - If there is abnormal behaviour with the counting function or timer, or if the product turns off or resets on its own, it is likely a sign the batteries are too low on power and should be replaced.
 - Changes in the music or sound effects are also an indication of weakening batteries lacking enough power to supply all functions.
 - Replace the batteries with new batteries to resolve. Recommended to use alkaline type batteries for better performance.
 - Check if the protective screen has become loose after vigorous hitting.

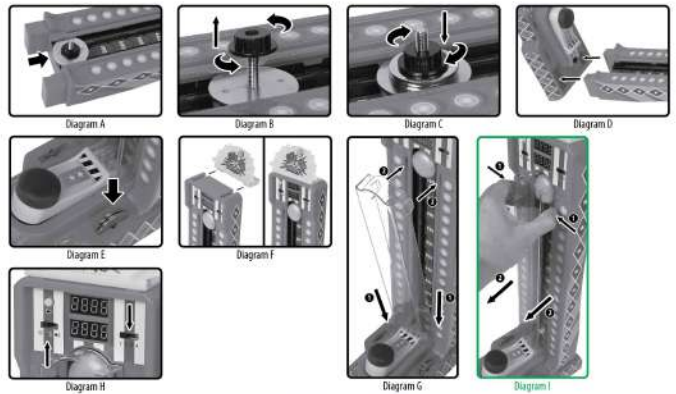
WARNING:
CHOKING HAZARD - Toy contains small parts not for children under 3 years.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.



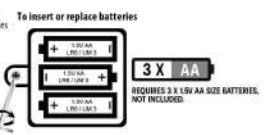
ELECTRONIC ARCADE STRONGMAN

43-447-909 / GA2301



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 in power, and this will result in changes (degradations) in product function.
 - If you notice abnormal product function please note this is very likely to be caused by insufficient power flow 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 functions change. 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.
- Battery Installation and Replacement:**
- Installation by an adult required.
 - Switch toy off before inserting batteries.
 - Loosen the screw with a crosshead screwdriver (not included) to open the battery compartment door on the backside of the product.
 - Insert / replace the new batteries in the proper direction indicated inside the battery compartment.
 - Close the compartment and screw shut securely.
- Battery Instructions, Replacement and Maintenance:**
- Non-rechargeable batteries are not to be recharged.
 - Rechargeable batteries are only to be charged under adult supervision.
 - Rechargeable batteries are to be removed from the toy before being charged.
 - Batteries are to be inserted with the correct polarity.
 - Leakaged batteries are to be removed from the toy.
 - The supply terminals are not to be short-circuited.
 - 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 batteries.
 - Dispose of batteries responsibly.
 - Do not dispose of in fire.
 - Remove the batteries if not going to be played with for some time.



Contents

- 1 x Strongman game wall - 1 x Strongman game base - 1 x Header - 1 x Protective screen - 3 x Hammers - 1 x Pack with nut - 4 x Extra metal plates - 20 x Game cards - 1 x Sticker sheet - Instructions

Getting Started

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

- Check the contents to ensure you have all the pieces.