Back

Important Battery Information

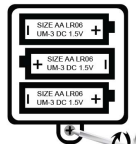Use 3x LR06 (EJ) / "AA" (1.5V) batteries. Not Included.

Battery Installation & Replacement:
1. Installation by an adult required.
2. Switch toy off before inserting batteries.
3. Loosen the screw with a crosshead 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 compartment and screw shut securely.

Battery Instructions & Replacement:
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. Exhausted 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.

To insert or replace batteries

SIZE AA LR06 UM-3 DC 1.5V
SIZE AA LR06 UM-3 DC 1.5V
SIZE AA LR06 UM-3 DC 1.5V

3 X AA

REQUIRES 3 X 1.5V AA BATTERIES (NOT INCLUDED).

3x LR06 (EJ) / "AA" (1.5V)

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

MADE IN CHINA
FOR AU / NZ: IMPORTED FOR KMART
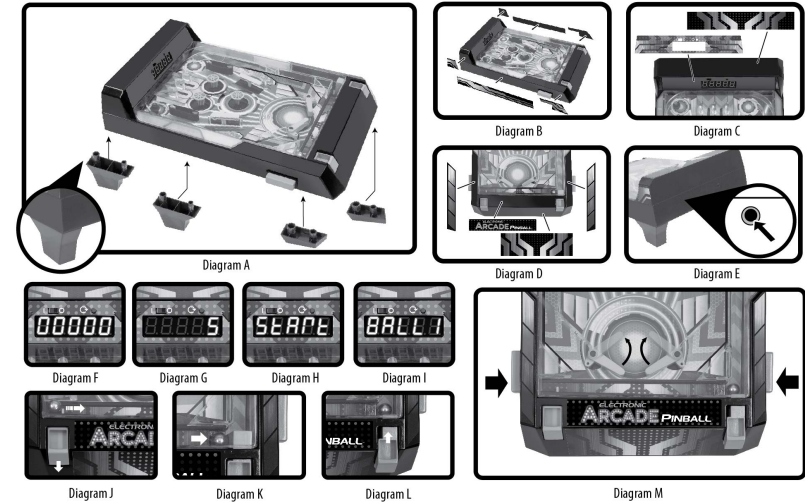STORES IN AUSTRALIA AND NEW ZEALAND.

202200

⚠ **WARNING:**
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.

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

Front

42940746 / GA2001

6+ Years

ELECTRONIC ARCADE PINBALL™

Diagram A

Diagram B

Diagram C

Diagram D

Diagram E

Diagram F (00000) · Diagram G (88885) · Diagram H (STARt) · Diagram I (BALL1)

Diagram J · Diagram K · Diagram L · Diagram M

Contents

1 Pinball table • 4 Table 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. Ensure the machine is turned off.
3. Remove the battery compartment cover and install 3 x 1.5V "AA" size batteries (not included).
4. Replace the battery cover.
5. Attach the feet to the underside 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 (I). 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 J).
3. The steel ball will roll to the loading area next to the ball launching trigger on the right side (see diagram K). Make sure the ball stays in this position at the start of the game.
4. Press the reset (↻) button (see diagram F). The scoreboard will begin a 5 second countdown (see diagrams G, H).
5. The automatic sensors will detect the ball in the ball loading area, and indicate 'Ball 1' on the scoreboard (see diagram 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 diagrams 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 2 upper slots (30 points), 3 center bumpers (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 rolls over the sensor area, the game will end.
10. To start a new game, press the reset (↻) button (see diagram F).
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 E).
12. The game will turn off automatically if no action within 2 minutes.

Troubleshooting

1. Should the steel ball get stuck at any position immediately give the machine a slight nudge or shake to dislodge the ball. This includes if the ball gets lodged in any of the bumper areas.
2. Should the product malfunction in any way such as abnormal performance with the bumpers or scoreboard, please replace the batteries with new ones.