



Curvey-Nervey

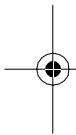
Cat. No. 60-1166



Your Curvey-Nervey is a game of speed and skill that challenges your hand-to-eye coordination.

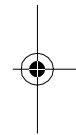
INSTALLING BATTERIES

Your game is powered by three AA batteries (not supplied). For the best performance and longest life, we recommend alkaline batteries, such as RadioShack Cat. No. 23-552.



Cautions:

- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.

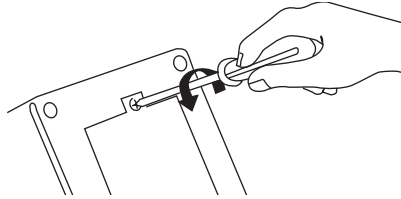


© 1997 Tandy Corporation.
All Rights Reserved.

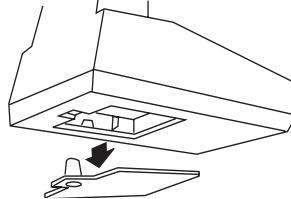
RadioShack is a registered trademark used by Tandy Corporation.



1. Use a Phillips screwdriver to loosen the battery compartment cover's screw on the bottom of the game. (The screw does not come out of the cover.)



2. Turn the game upright so the cover drops off.



3. Put the batteries into the compartment as indicated by the polarity symbols (+ and -) marked inside.
4. Replace the cover and tighten the screw.

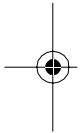
Replace the batteries if the game does not work.

2

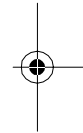


Cautions:

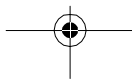
- Always dispose of old batteries promptly and properly; do not bury or burn them.
- If you will not be using the game for a week or more, remove the batteries. Batteries can leak chemicals that can damage electronic parts.



PLAYING CURVEY-NERVEY



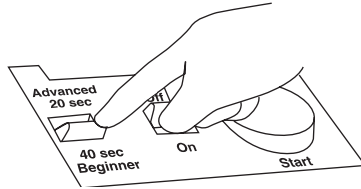
1. Take one of the game's three special loops from the box.
2. Pass the stick's ring through the loop's right end, then insert the loop into the holes in the game.



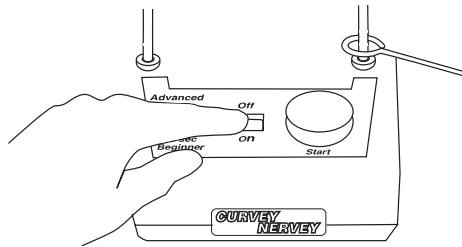
3

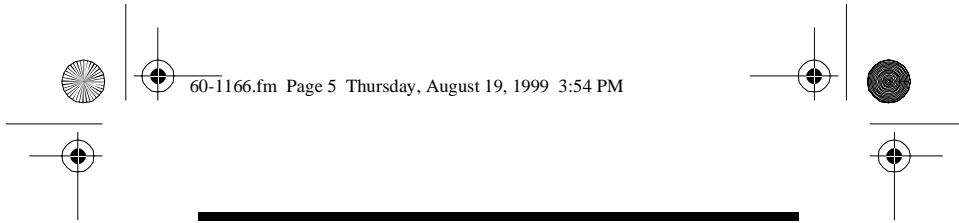


3. Slide the **20 sec/40 sec** timer to **40 sec** for beginners, or to **20 sec** for advanced players.



4. Slide **Off/On** to **On**.

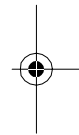




5. Pick up the stick and press **Start**. The green light flashes and the timer starts.

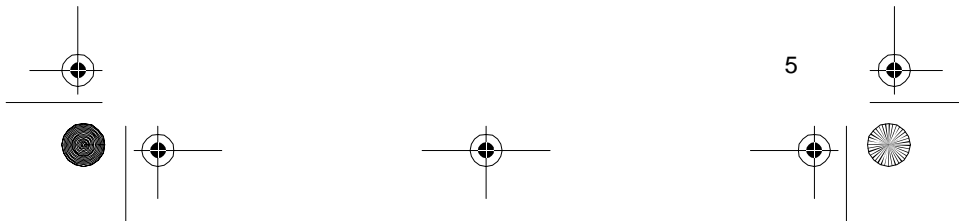


6. Try to move the ring from the loop's right end to the other end without touching the loop. If the ring touches the loop, a red light flashes and a warning sounds.



You win the game if you move the ring to the other end of the loop in the allotted time without the ring touching the loop more than nine times. The game plays a victory melody for you.

You lose if time runs out, the ring touches the loop 10 times, or the ring touches the loop continuously for 3 seconds. The green light stops flashing and the timer stops.





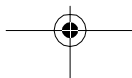
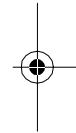
-
7. To play again, return the ring to the starting position and repeat Step 5. Or, place another loop in the game and repeat Step 5.
 8. When you finish playing, slide **Off/On** to **Off** to conserve battery power.

CARE



To enjoy your Curvey-Nervey for a long time:

- Keep the game dry. If it gets wet, wipe it dry immediately.
- Use and store the game only in normal temperature environments.
- Keep the game away from dust and dirt.
- Handle the game gently and carefully. Do not drop it.
- Wipe the game with a damp cloth occasionally to keep it looking new.



Modifying or tampering with the game's internal components can cause a malfunction and might invalidate its warranty. If your Curvey-Nervey is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you. *(continued)*

(continued) In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, Dept. W, 100 Throckmorton St.,
Suite 600, Fort Worth, TX 76102

We Service What We Sell

3/97

RadioShack
A Division of Tandy Corporation
Fort Worth, Texas 76102

7A7

Printed in China