

Space Battle 2100

Cat. No. 60-1189

Your Space Battle 2100 game is a mini pinball machine that will provide you hours of fun! It's easy to assemble and play. You can fight aliens and get points!

INSTALLING THE BATTERIES

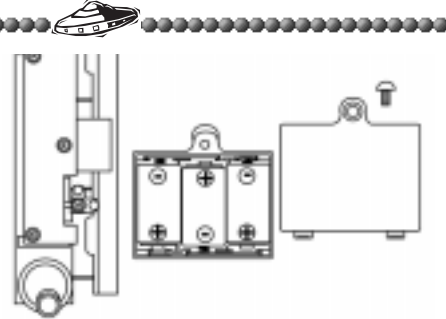
Your Space Battle 2100 game requires three C batteries (not supplied) for power. For the best performance and longest life, we recommend using RadioShack alkaline batteries.

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.

Follow these steps to install the batteries.

1. Use a Phillips screwdriver to loosen the screw on the battery compartment cover and open the cover.



2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and secure it with the screw.

When the sound weakens or the display dims, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not bury or burn them.

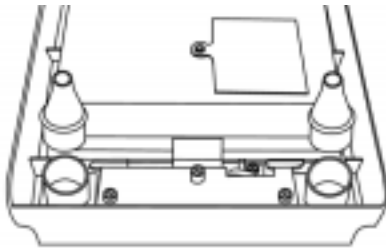
Caution: If you do not plan to use the pinball machine for several days, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.



MAKING THE CONNECTIONS

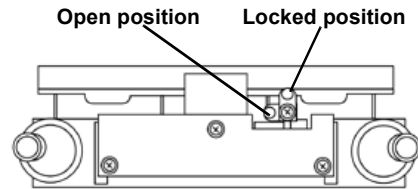
Before you play the game, you must connect the header and the rubber feet to the pinball machine.

Attach the rubber feet as shown.

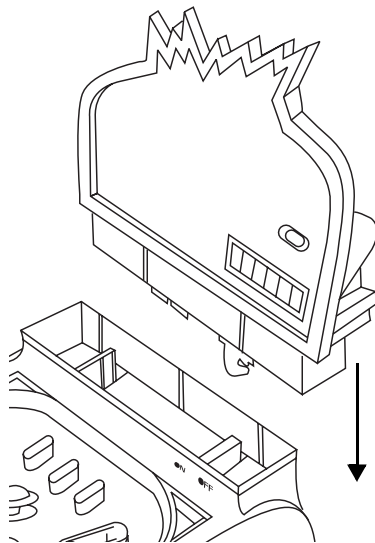


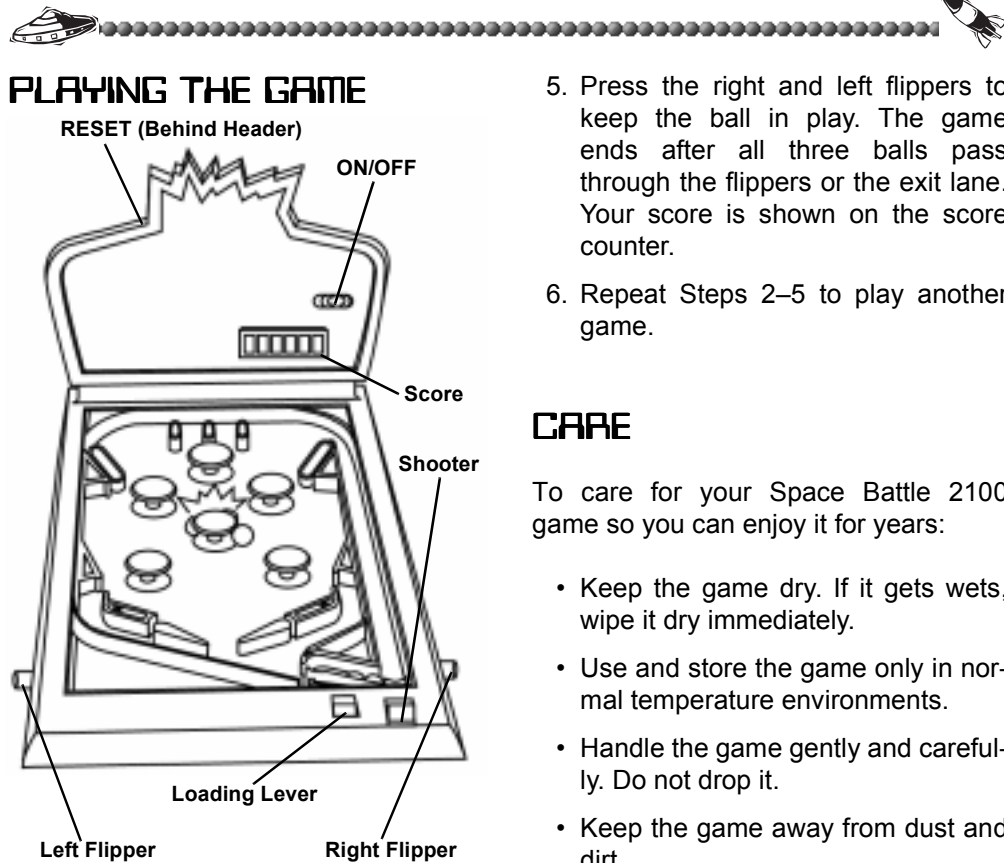
Turn the base over and rotate the tab underneath the pinball machine clockwise to secure the header.

Bottom View of Game



To attach the header, connect the base of the header to the slots on top of the pinball machine.





PLAYING THE GAME

1. Slide **ON/OFF** to **ON** to turn on the game.
2. Press the reset button behind the header to reset the score to zero.
3. Pull the loading lever down to load the balls into the ball tube. (You get three balls to play.)
4. Pull the shooter to release the first ball. You hear sounds and see flashing lights as the ball hits obstacles on the gameboard.

You get 100 points each time when the ball hits an obstacle.

5. Press the right and left flippers to keep the ball in play. The game ends after all three balls pass through the flippers or the exit lane. Your score is shown on the score counter.
6. Repeat Steps 2–5 to play another game.

CARE

To care for your Space Battle 2100 game so you can enjoy it for years:

- Keep the game dry. If it gets wets, wipe it dry immediately.
- Use and store the game only in normal temperature environments.
- Handle the game gently and carefully. Do not drop it.
- Keep the game away from dust and dirt.

Modifying or tampering with the game's internal parts can cause a malfunction and might invalidate its warranty. If your game 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.

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.

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