

# Power Rangers Pinball

OWNER'S MANUAL — Please read before using this equipment.

Power Rangers Pinball is a mini pinball machine with flashing lights, arcade sound effects, and automatic scoring. It is easy to assemble and play, and suitable for children age 6 and up.

## INSTALLING BATTERIES

Your pinball game requires three C batteries (not supplied) for power. For the best performance and longest life, we recommend 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.

1. Use a Phillips screwdriver to loosen the screw on the battery compartment cover and remove the cover.
2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.

**Note:** When you first place the batteries in the compartment, music sounds and lights flash.

3. Replace the cover and secure it with the screw.

When the game stops operating properly, replace the batteries.

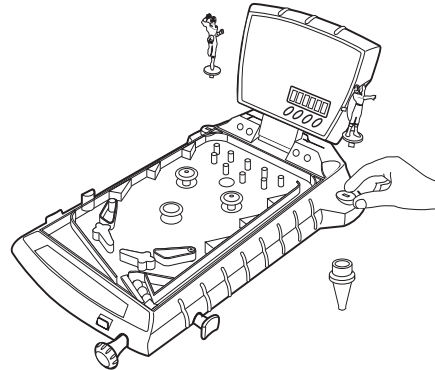
**Warning:** Dispose of old batteries promptly and properly. Do not burn or bury them.

**Caution:** If you do not plan to play the game for a week or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

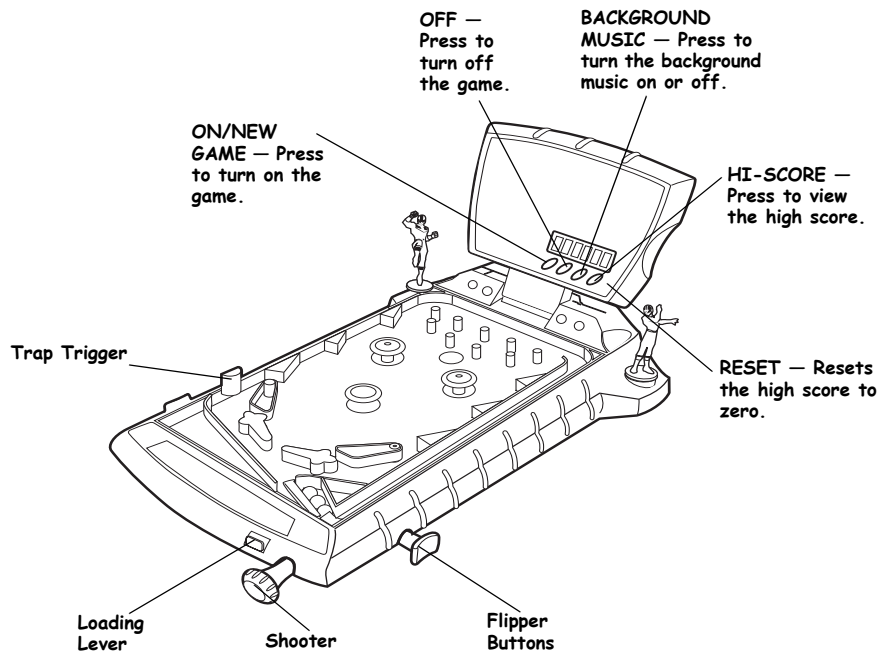
## ASSEMBLY

Before playing the game, connect the feet and the character figures to the pinball machine.

1. Secure the feet in the holes at the bottom of the game.
2. Place the character figures on the green platforms and turn them clockwise to secure them.



## PLAYING THE GAME



The object of the game is to keep the ball in play as long as possible while hitting as many bumpers and scoring as many points as you can. A score of 999900 wins the game.

1. Press **ON/NEW GAME** to turn on the game.
2. Pull the loading lever to load the balls.
3. Pull back and release the shooter to play the first ball. You hear sounds and see flashing lights as the ball hits bumpers on the game board. You score 100 points each time the ball hits a bumper.
4. Press the trap trigger to make the ball fall into the trap chamber. You score 5000 to 20000 bonus points each time.
5. Use the end of a paper clip or the tip of a pen to press **RESET**, to reset the high score to zero.
6. Press the flipper buttons to keep the ball in play. The game ends after all three balls pass through the flippers or the exit lanes. Your score appears on the counter.
7. Repeat Steps 1-6 to play another game.
8. Press **OFF** when you are finished playing.

**Note:** Both figures spin whenever a player achieves 10000 points, the ball falls into the trap chamber, or a player wins the game.

## **CARE**

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it 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 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 limitations on how long an implied warranty lasts or the exclusion or limitation 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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