

Spiderman Pinball

60-1229

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

! IMPORTANT !

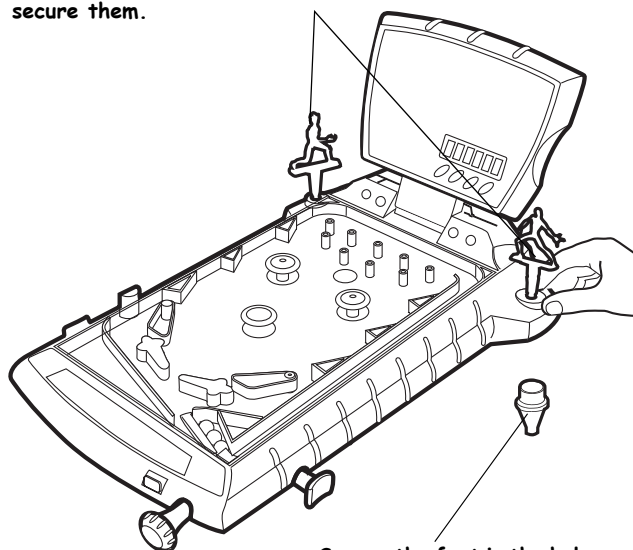
If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

⚠ — Warning ⚡ — Caution
📄 — Note

Thank you for purchasing RadioShack's Spiderman Pinball game. Spiderman 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.

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

Place the character figures on the platforms and turn them clockwise to secure them.



Secure the feet in the holes on the bottom of the game.

GO FOR THE ULTIMATE SPIN AT:
www.sony.com/spider-man



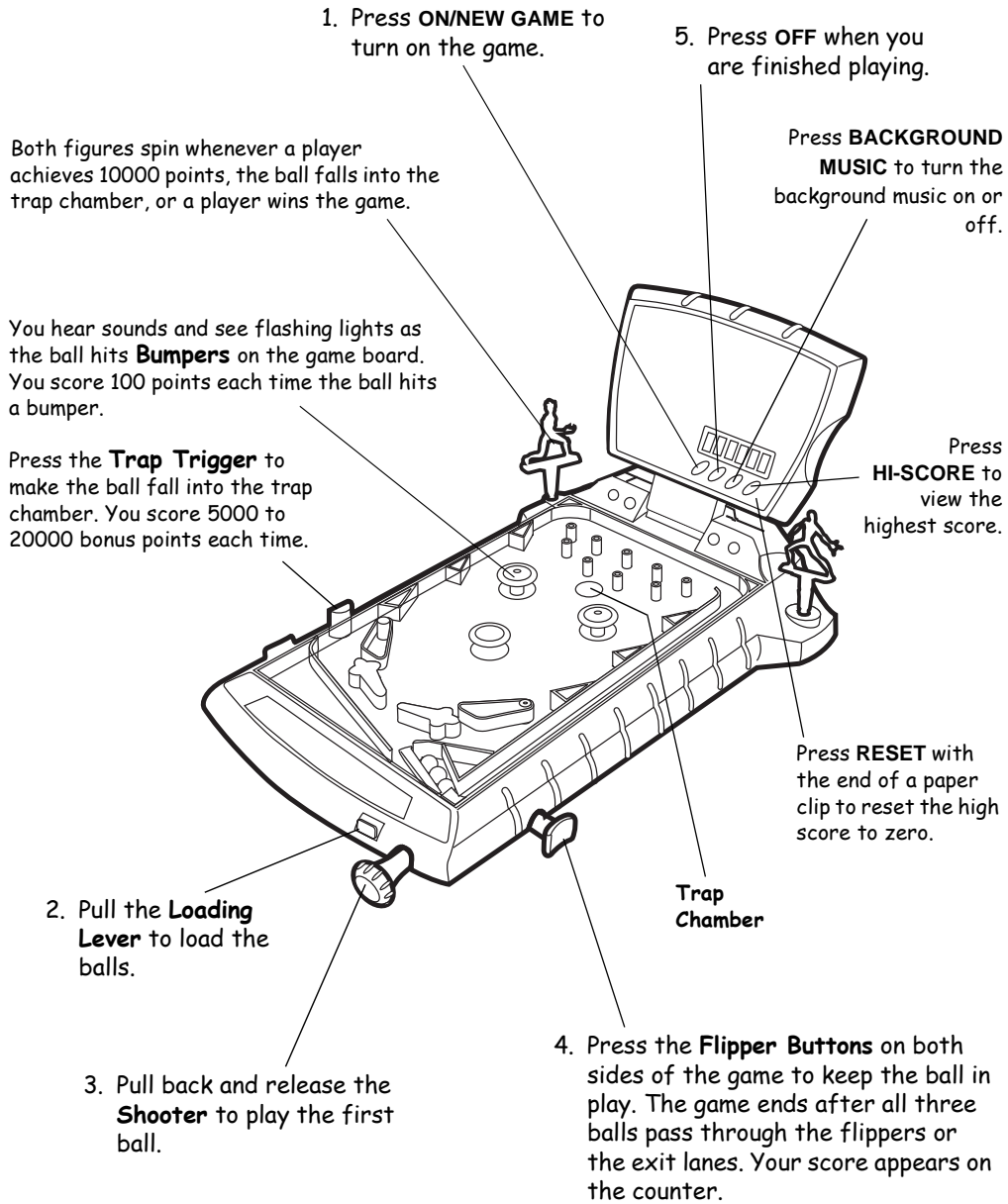
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PLAYING THE GAME

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.



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. ⚠️

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. The game plays music and the lights flash.
3. Replace the cover and secure it with the screw.

When the game stops operating properly, replace the batteries.

CARE

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

SERVICE AND REPAIR

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

WARNING

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

CAUTION

- 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.
- 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.

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.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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