Instructions
Triple Arcade™

- **If you experience a problem with this toy or are missing a part, please call us at 1-800-432-KIDS, rather than returning this product to the store.**
- **Please save these instructions for future reference.**
- **Adult assembly is required.**
- **Tools needed for assembly: Phillips Screwdriver, Slotted Screwdriver, Hammer, Piece of Cardboard.**

Message to Parents

Thank you for purchasing the Fisher-Price Triple Arcade. The Triple Arcade should be assembled by an adult, and preferably by two adults. Please read these instructions carefully and identify all parts before assembly. Refer to the parts illustration and parts list for identification.

Fisher-Price recommends that the toy be periodically examined for potential hazards and that any potentially hazardous parts be repaired or replaced.

If you have any questions about this product, or would like to order replacement parts, please call Fisher-Price Consumer Affairs, toll-free at **1-800-432-KIDS** (1-800-432-5437) between 8 AM and 6 PM Eastern time, Monday through Friday, or write to:

> Fisher-Price, Inc.
> Attn: Consumer Affairs
> 636 Girard Avenue
> East Aurora, New York 14052

Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.
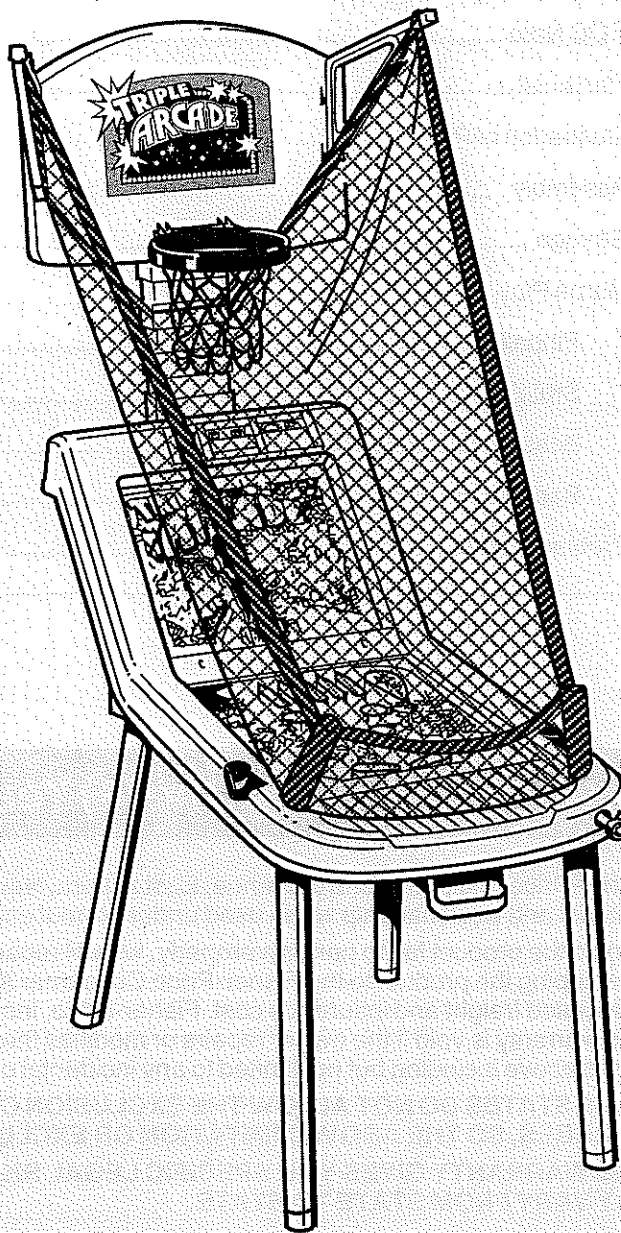
⚠ CAUTION

ELECTRIC TOY: Not recommended for children under 7 years of age.

- As with all electric products, precautions should be observed during handling and use to prevent electric shock.
- When not in use for extended periods of time, the 9-volt AC adaptor should be unplugged from the power source.
- Please keep small parts, hardware and plastic bags out of children's reach.

Table of Contents

One (1) Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052, warrants that the Triple Arcade is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to the Fisher-Price Consumer Affairs Department at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

Important Safety Information

- Before using the Triple Arcade, please read and follow all cautions, safety and operating instructions located on the Triple Arcade and in these instructions.

- Do not expose the Triple Arcade to water or moisture. Do not use the Triple Arcade near a laundry sink, in a wet basement or near a swimming pool, etc.

- Always leave sufficient space around the Triple Arcade for ventilation.

- Keep the Triple Arcade away from extreme temperatures such as found near a hot radiator or a stove.

- Keep lighted candles, cigarettes, cigars, etc., away from the Triple Arcade.

- Take care that objects do not fall onto or that liquids do not spill into the Triple Arcade.

- To clean the Triple Arcade, first unplug the AC adaptor and then clean with a soft cloth **dampened** only with water.

- Use only an AC adaptor with 120 volt 60 HZ AC household current. The AC adaptor output must be 9 volt DC 1A with positive on the center connector. Use only a UL/CSA approved AC adaptor.
  PLEASE NOTE: Use of any AC adaptor with output other than that specified could damage your Triple Arcade. Use of an AC adaptor with incorrect output voids all product warranties.

- Do not use the Triple Arcade AC adaptor with other products.

- Connect the AC adaptor only to the AC power source as marked on the Triple Arcade. Do not use with an extension cord.

- Route the AC adaptor cord to prevent it from being pinched, or walked on, or melted by a hot stove or a radiator.

- Unplug the AC adaptor from the wall outlet when the Triple Arcade is not used for a long period of time.

- Do not disassemble the Triple Arcade pinball module or controller. They do not contain consumer-serviceable parts.

- The Triple Arcade should be serviced only by qualified service personnel at Fisher-Price when it no longer works due to the following reasons:

  - The AC adaptor or its plug has been damaged.
  - Objects have fallen onto the Triple Arcade.
  - Liquid has spilled into the Triple Arcade.
  - The Triple Arcade has been exposed to rain.
  - The Triple Arcade does not appear to operate normally or exhibits a marked change in performance.
  - The Triple Arcade has been dropped, or the frame damaged.

FCC Note

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used according to the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is urged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

If you experience a problem with this toy, or if you are missing a part, please call us toll-free at 1-800-432-KIDS, rather than returning this product to the store.
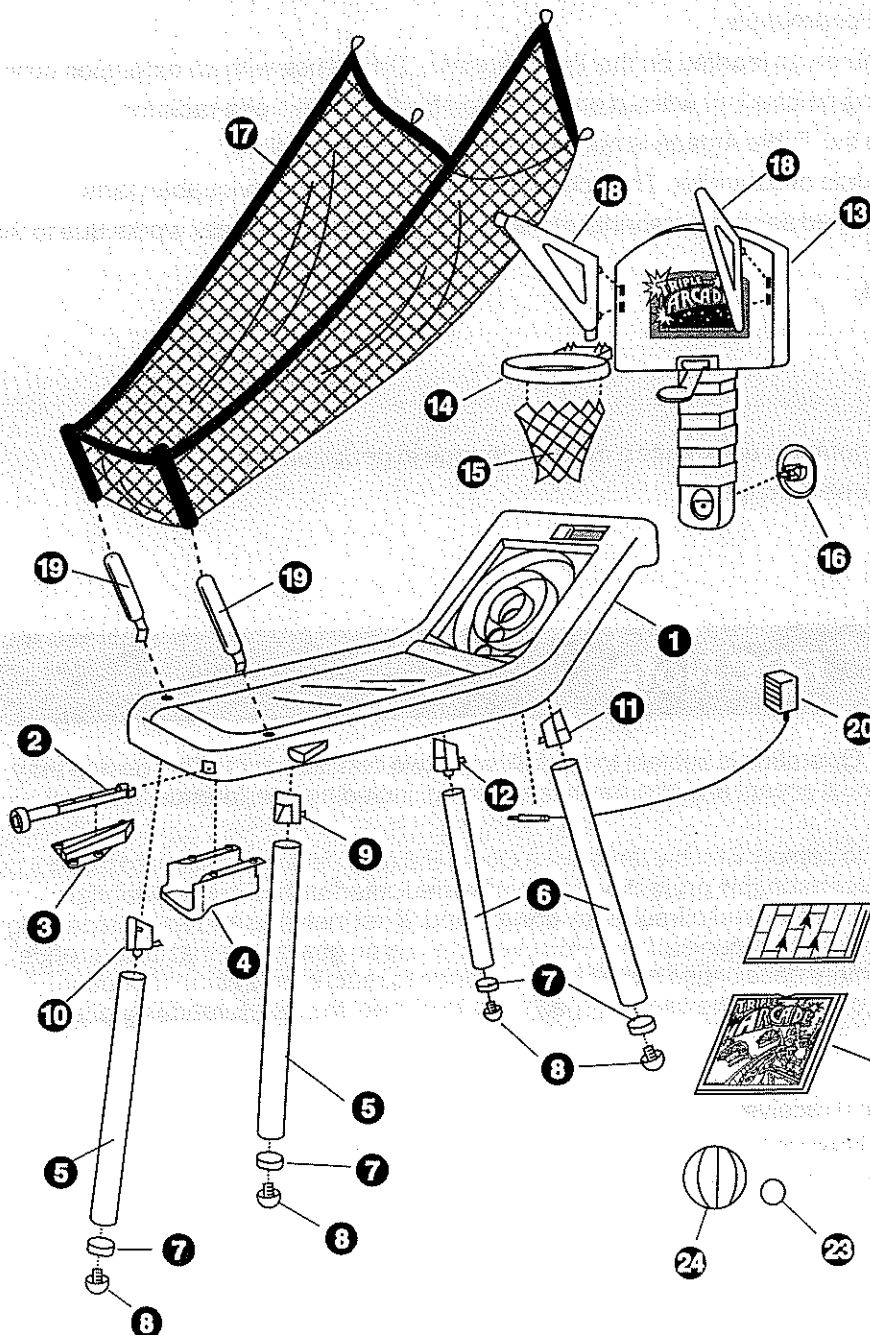
1" Screw – 23

Flat Washer – 2

½" Screw – 4
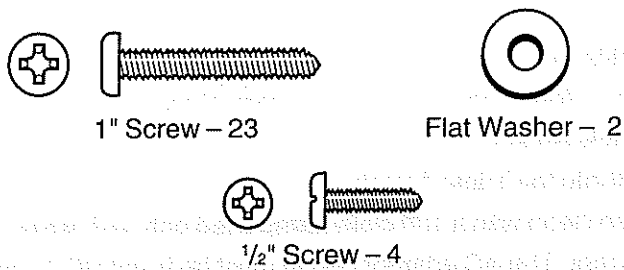
ALL SHOWN ACTUAL SIZE

Illustration Number	Description	Quantity
1	Frame	1
2	Plunger	1
3	Plunger Cover	1
4	Ball Return	1
5	Front (Short) Leg	2
6	Back (Long) Leg	2
7	Foot Collar	4
8	Foot Bolt	4
9	"A" Plug	1
10	"B" Plug	1
11	"C" Plug	1
12	"D" Plug	1
13	Backboard	1
14	Rim	1
15	Basketball Net	1
16	Retaining Plate	1
17	Catch Net	1
18	Bracket	2
19	Peg	2
20	9-Volt AC Adaptor	1
21	Small Hardboard	1
22	Large Hardboard	1
23	SKEE-BALL®Ball	3
24	Basketball	2
25	Label Sheet (not shown)	1

• **Please save all packaging material until assembly is complete to ensure that no parts are discarded.**
• **For your convenience, an extra piece of each type of hardware is included.**

**PLEASE NOTE:** To protect the finish on the Triple Arcade, assemble it on a rug or tarp.

①
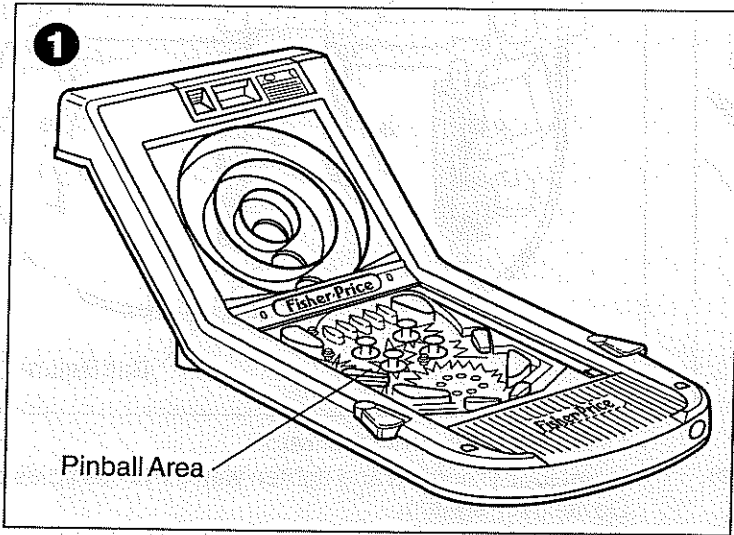
Pinball Area

• Remove the clear plastic film from the pinball area and discard.

②

Pinball Retainer Clip
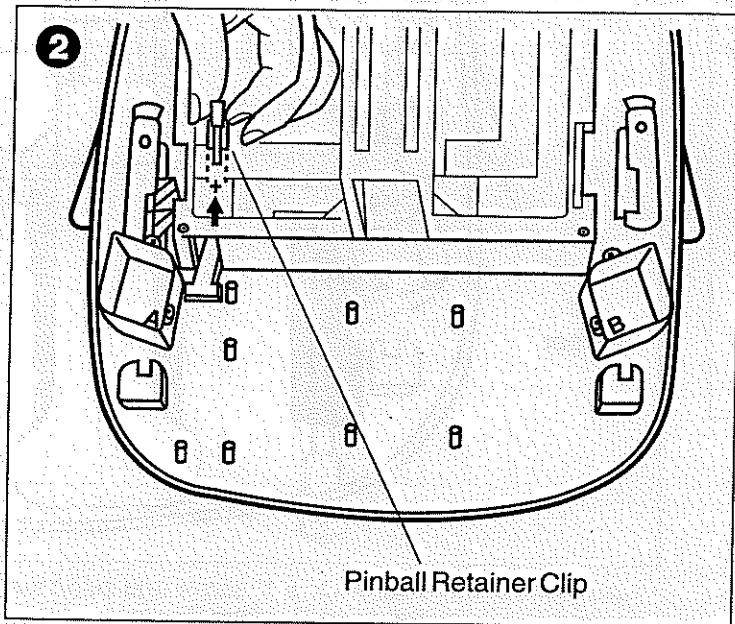
• Turn the frame face down.
• Remove the pinball retainer clip and discard.
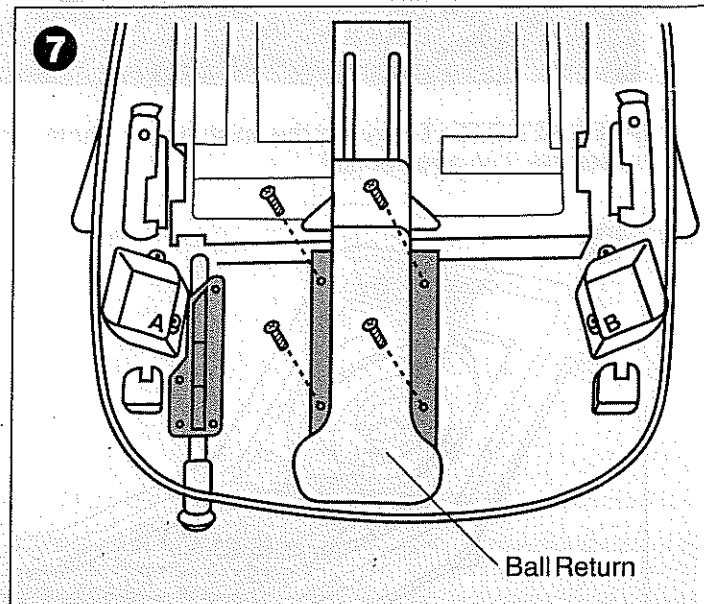**PLEASE NOTE:** You may need to tug hard on the pinball retainer clip to remove it.

③
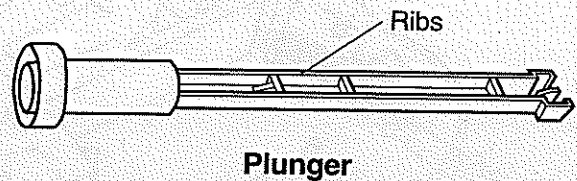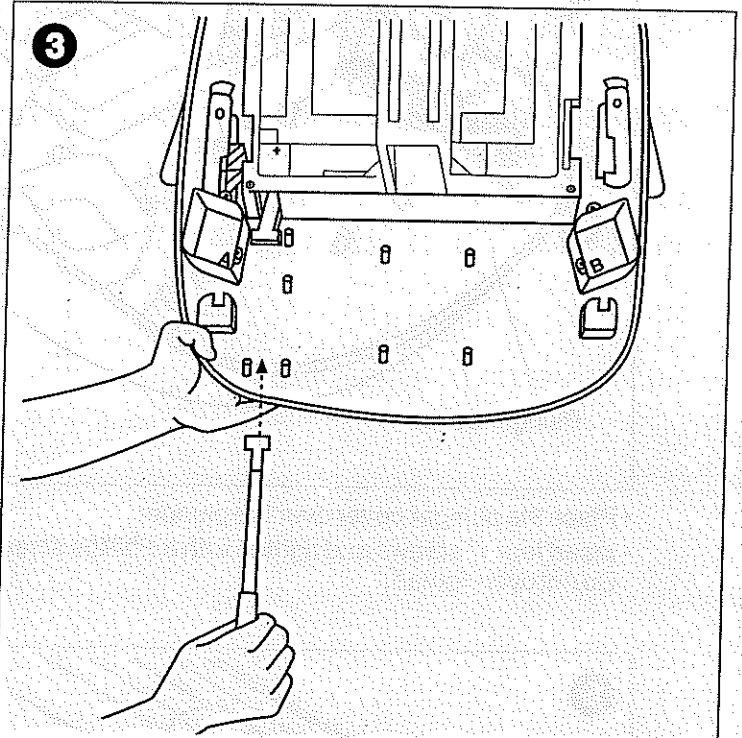
Ribs

Plunger

• Lift the front edge of the frame slightly.
• Position the plunger so that the ribs are downward.

④

Plunger
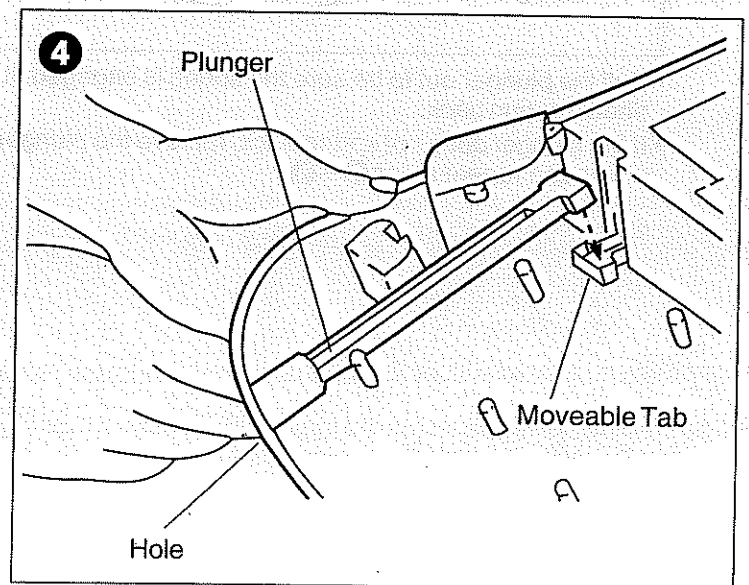
Moveable Tab

Hole

• Insert the plunger completely into the hole in the front edge of the frame at a slightly upward angle.
• Locate the moveable tab.
• Lower the plunger so that it inserts into the top of the moveable tab.
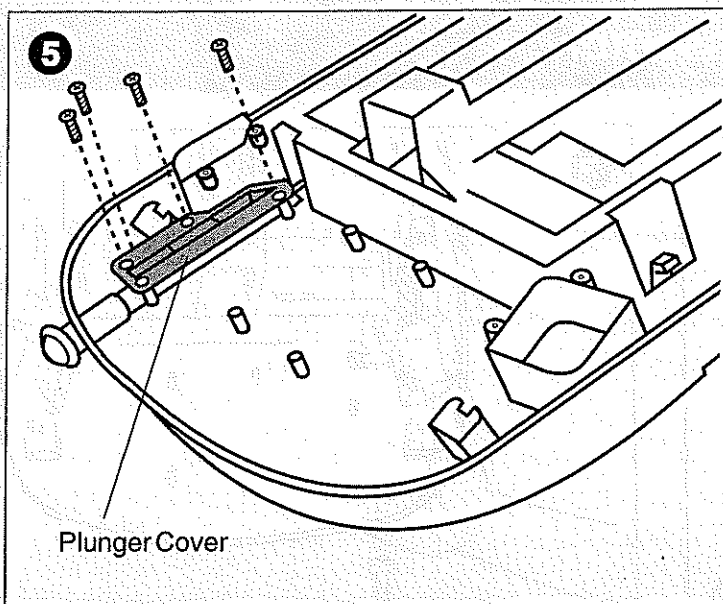
Plunger Cover

- Place the plunger cover over the plunger.
- Insert four 1" screws and tighten with a Phillips screwdriver. Do not over-tighten.


Plunger

- Pull the plunger out to be sure the spring is engaged. It should spring back.
- If the plunger does not spring back, remove the plunger cover and repeat steps ❸ – ❺.


Ball Return

- Fit the ball return onto the frame.
- Insert four 1" screws and tighten with a Phillips screwdriver. Do not over-tighten.
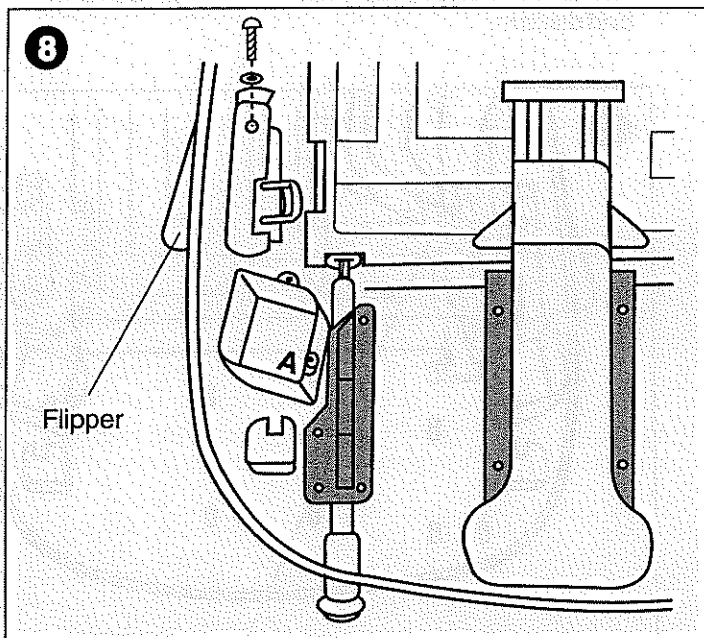
Flipper

- Attach one of the washers to a 1" screw and insert the screw through the frame and into the flipper.
- Tighten the screw with a Phillips screwdriver. Do not over-tighten.
- Repeat this procedure to attach the hardware (1" screw and washer) to the flipper on the other side of the frame.

9

Cardboard

Foot Collar

Leg
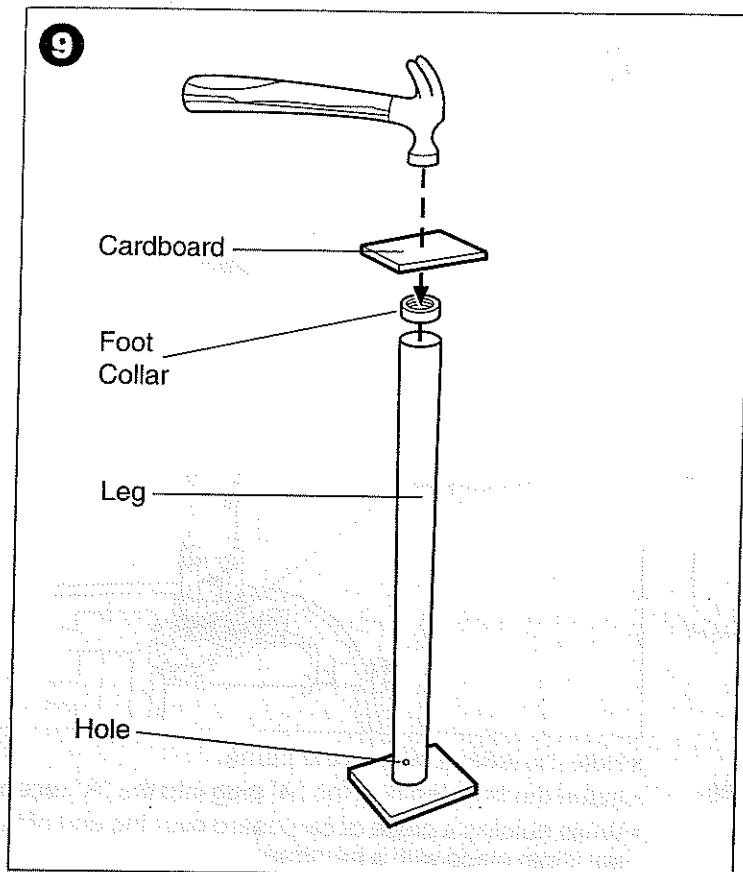
Hole

- To protect the surface, place a piece of cardboard on the floor.
- Position one of the legs with the hole toward the floor.
- Insert a foot collar into the leg.
- Place a piece of cardboard on top of the foot collar and tap with a hammer until secure.

10
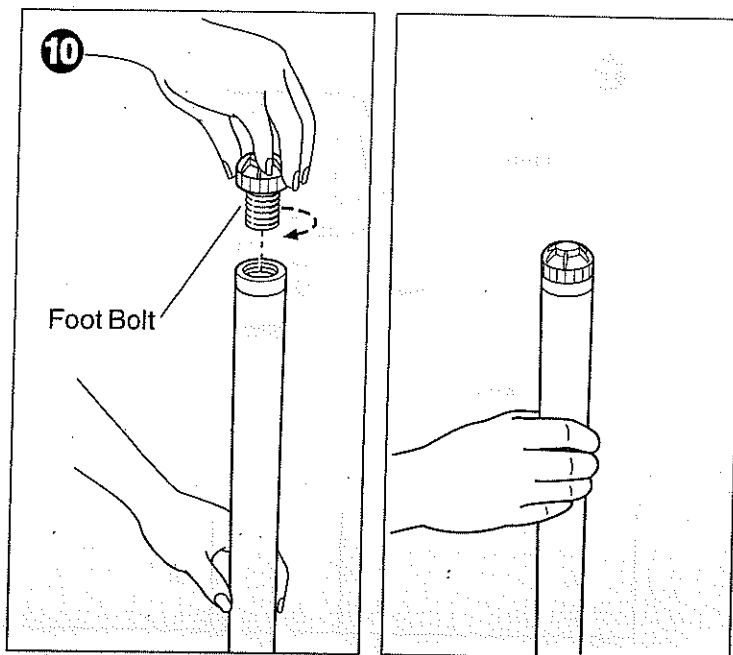
Foot Bolt

- Insert the foot bolt into the foot collar and fasten completely.
- Repeat steps **9** and **10** to assemble the foot collars and foot bolts to the other three legs.

11

Front Legs (Short)

Back Legs (Long)

"A" Plug   "B" Plug   "C" Plug   "D" Plug
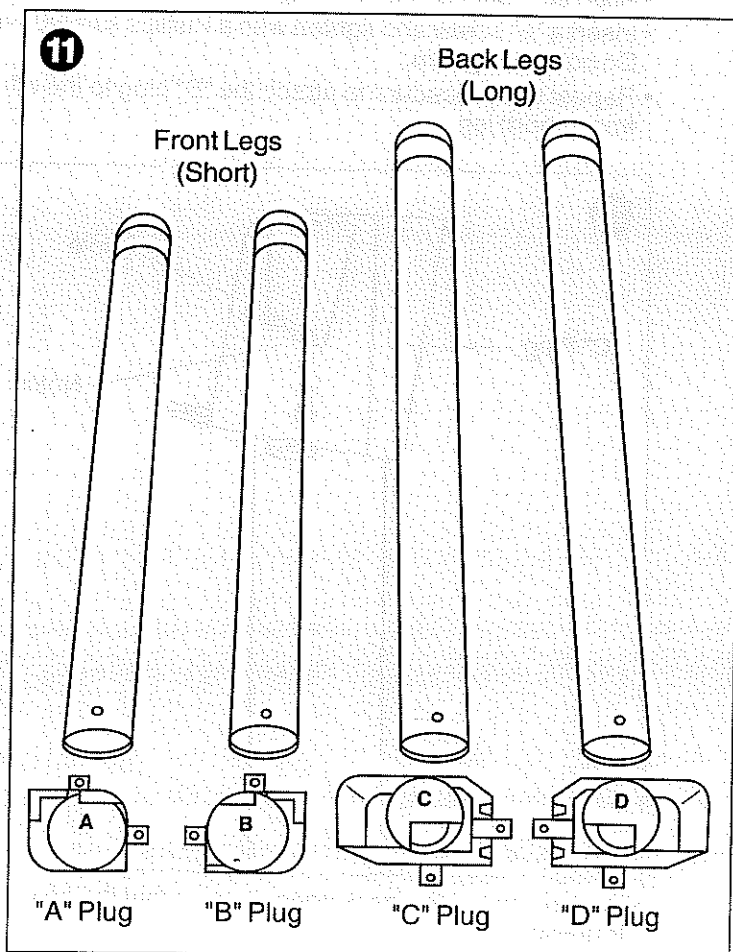
- Sort the front (short) legs from the back (long) legs.
- The "A" and the "B" plugs will be assembled to the front (short) legs.
- The "C" and the "D" plugs will be assembled to the back (long) legs.

12
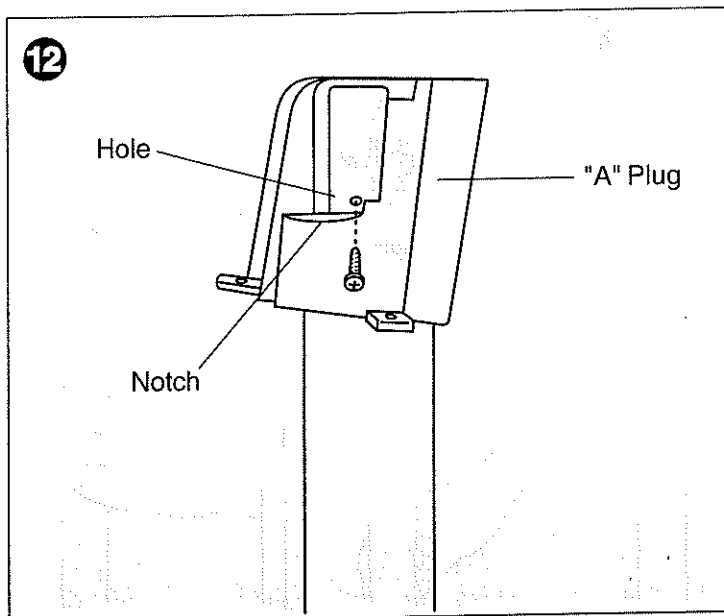
Hole — "A" Plug

Notch

- Position one of the front (short) legs so that the hole is upward.
- Slide the "A" plug onto one of the front (short) legs. You may need to use a hammer to tap the "A" plug in place.
- Align the notch on the "A" plug with the hole in the front leg.
- Insert a ½" screw and tighten with a Phillips screwdriver. Do not over-tighten.
- Repeat this procedure to attach the "B" plug to the other front (short) leg.

13
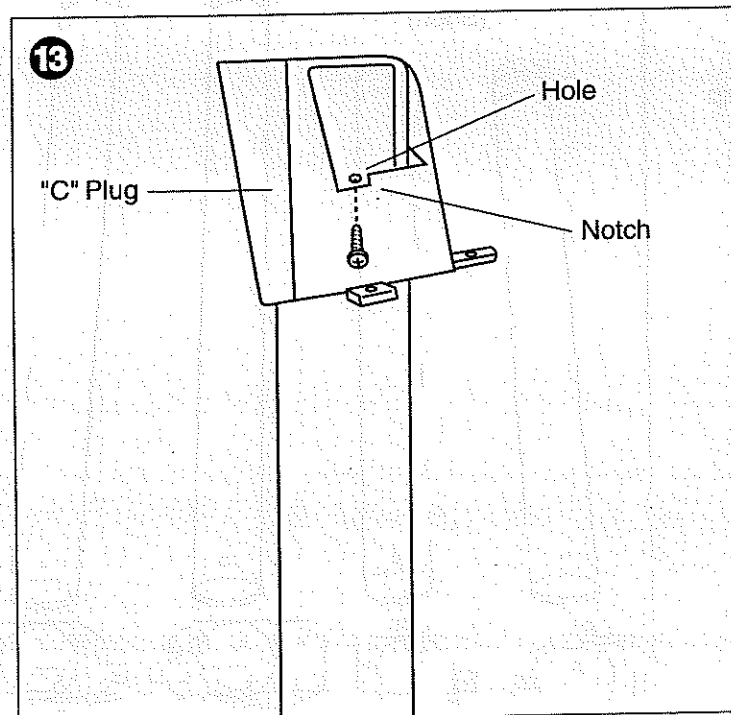
Hole

"C" Plug

Notch

- Position one of the back (long) legs so that the hole is upward.
- Slide the "C" plug onto one of the back (long) legs. You may need to use a hammer to tap the "C" plug in place.
- Align the notch on the "C" plug with the hole in the back leg.
- Insert a ½" screw and tighten with a Phillips screwdriver. Do not over-tighten.
- Repeat this procedure to attach the "D" plug to the other back (long) leg.

14
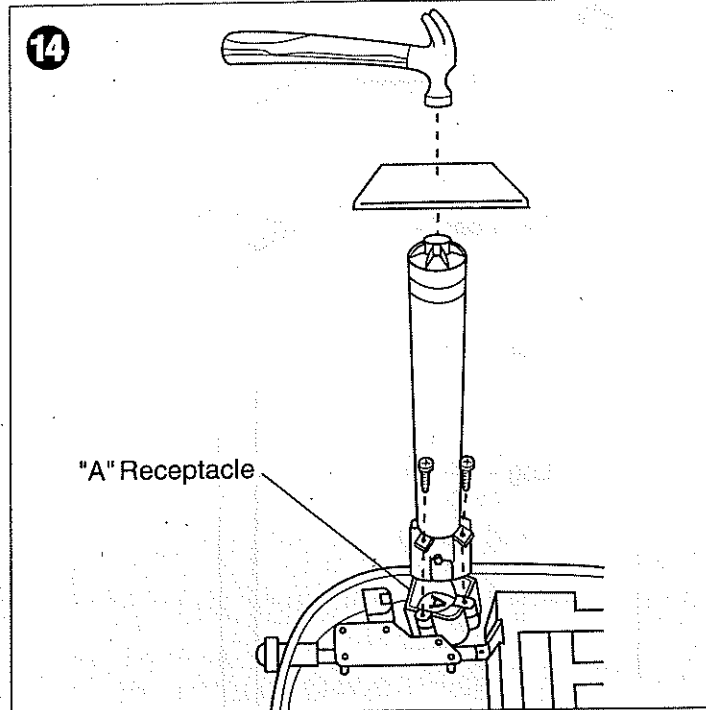
"A" Receptacle

- Note the letter labels on the frame.
- Insert the front leg with the "A" plug into the "A" receptacle.
- While holding a piece of cardboard over the end of the leg, tap it into place with a hammer.
- Insert two 1" screws and tighten with a Phillips screwdriver. Do not over-tighten.
- Repeat this procedure to assemble the front leg with the "B" plug into the "B" receptacle.

15
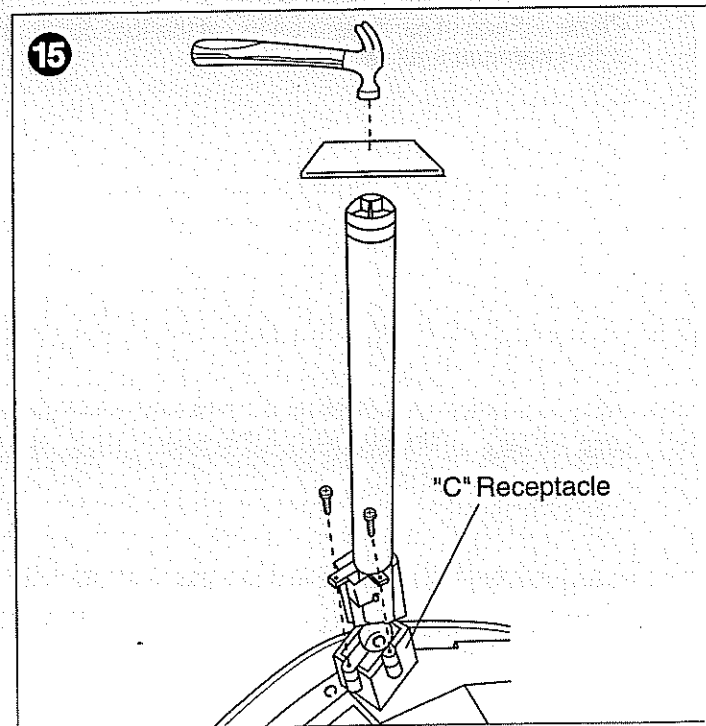
"C" Receptacle

- Insert the back leg with the "C" plug into the "C" receptacl
- While holding a piece of cardboard over the top of the leg tap it into place with a hammer.
- Insert two 1" screws and tighten with a Phillips screwdrive Do not over-tighten.
- Repeat this procedure to assemble the back leg with the "D" plug into the "D" receptacle.

16
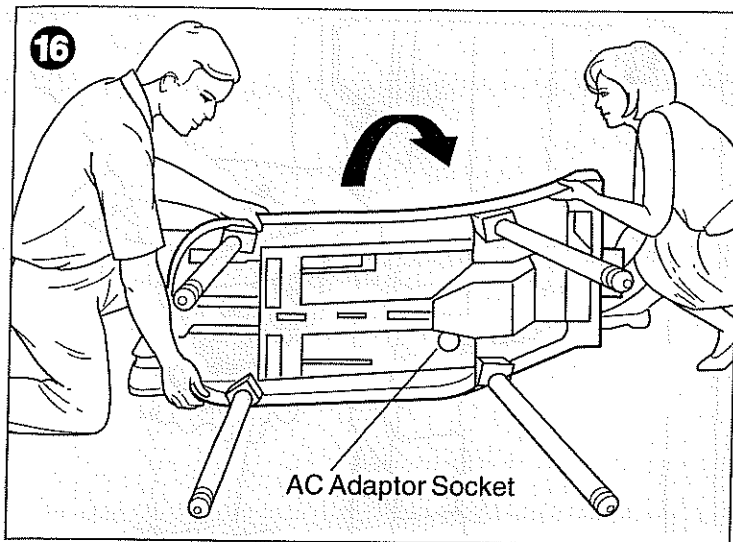
AC Adaptor Socket

- Turn the Triple Arcade upright.

PLEASE NOTE: The AC adaptor socket is located on the underside of the Triple Arcade.

17

G B C 30 10 D A 50 F E
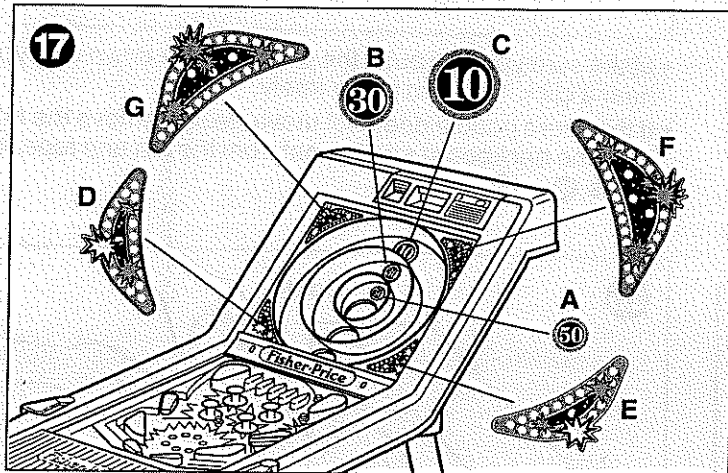
- Make sure the areas where the labels will be applied are clean and dry.
- Apply the labels as indicated in the illustration.
- For best adhesion, try to avoid applying the labels more than once.

18

Do not fasten this net loop.   Ribs   Stem   Rim
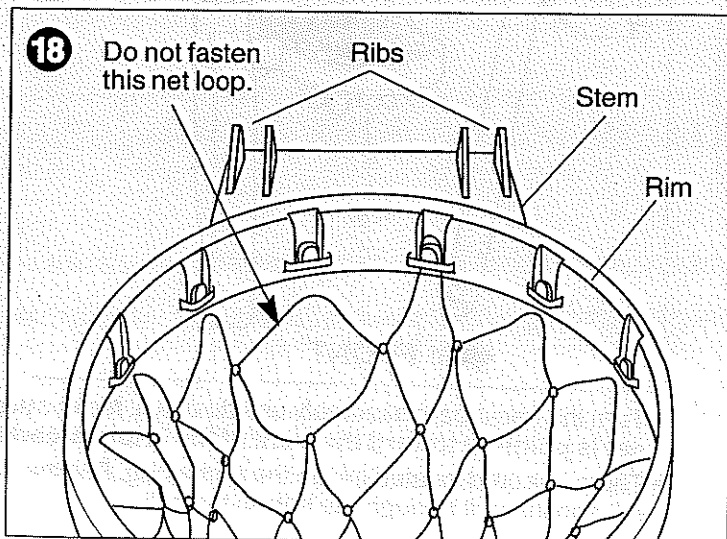
- Position the rim, rib side up.
- Beginning at the stem of the rim, insert the net loop up through the slot.
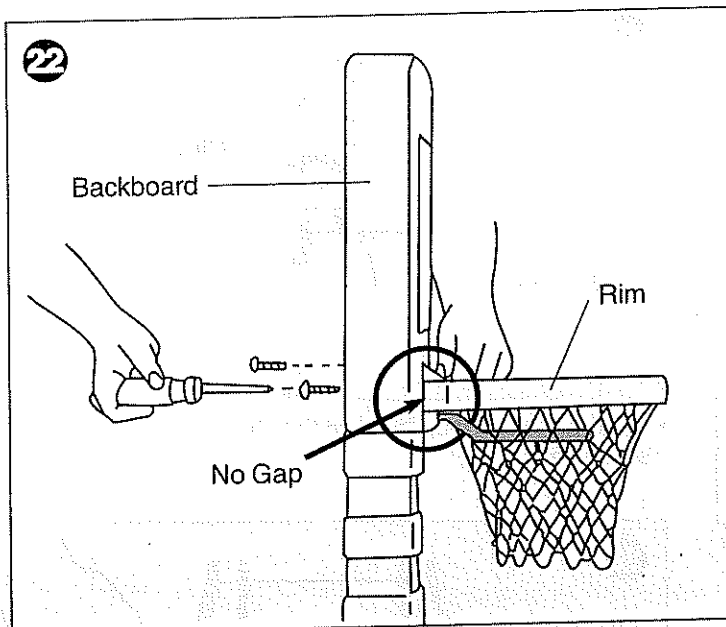
19
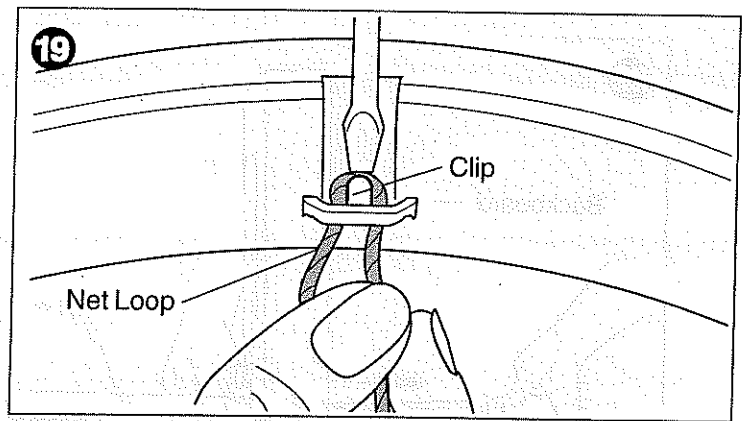
Clip

Net Loop

- Fasten the net loop **behind** the clip, using a slotted screwdriver.

20
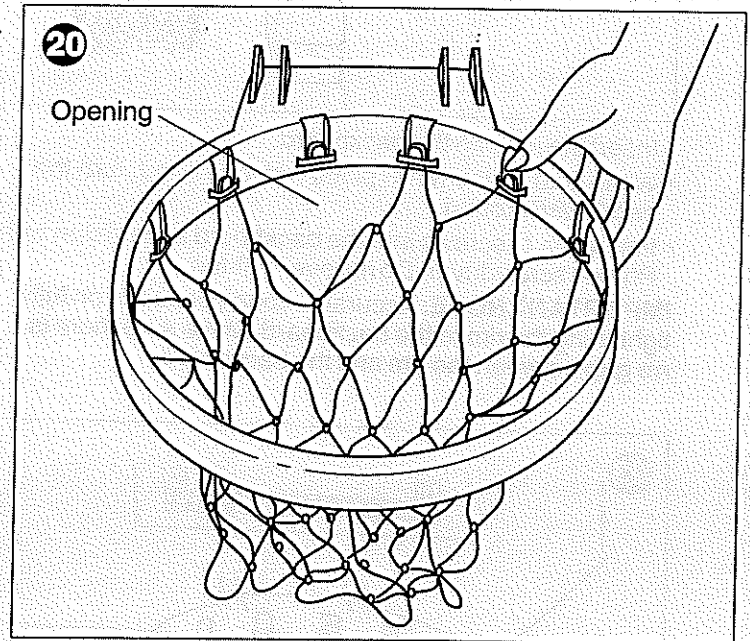
Opening

**IMPORTANT NOTE:** Leave one net loop, as shown, unassembled to create an opening.

21
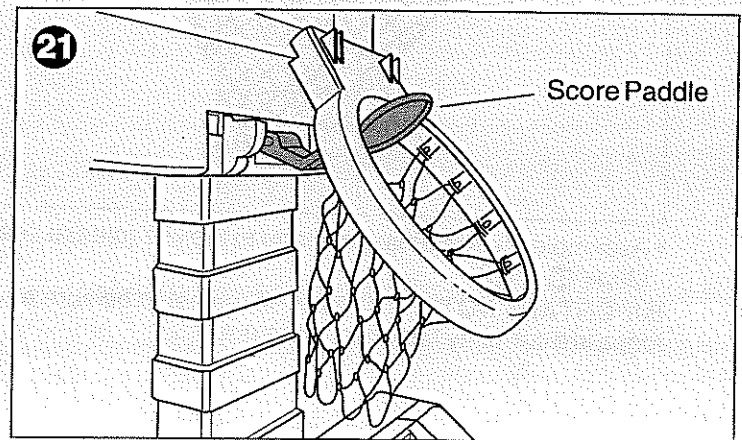
Score Paddle

- Insert the score paddle on the backboard through the net opening.

9

22

Backboard

Rim

No Gap

- Insert the rim into the backboard.
- While holding the rim in place with one hand, turn the backboard around.
- Insert two 1" screws into the backboard and tighten with a Phillips screwdriver. Do not over-tighten.

IMPORTANT NOTE: Accurate scoring depends on fully tightening the rim to the backboard. Make sure there is **no gap** between the rim and the backboard.

23
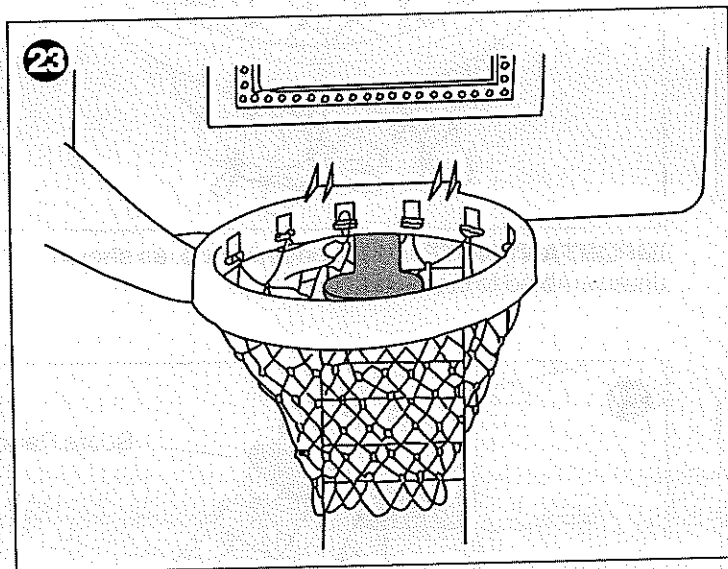
- Assemble the remaining net loop to the clip (please see steps ⑱ – ⑲).

IMPORTANT NOTE: Pull down on the net to be sure all net loops are correctly fastened to the rim.

24
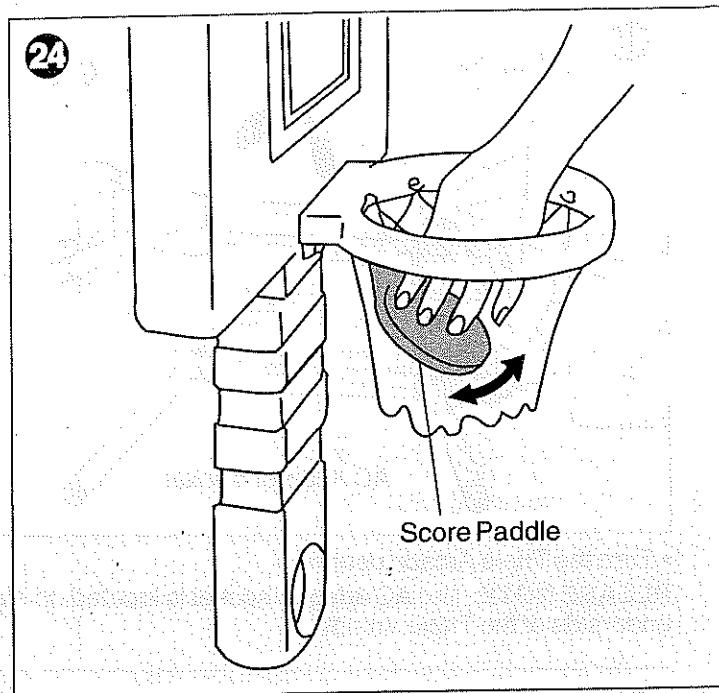
Score Paddle

- Make sure you can push the score paddle down until you hear a click. It should move freely.
- If the score paddle does not move freely, remove the rim from the backboard and the net from the rim and repeat steps ⑱ – ㉓.

25

Cord

Frame Peg

Pole

Net
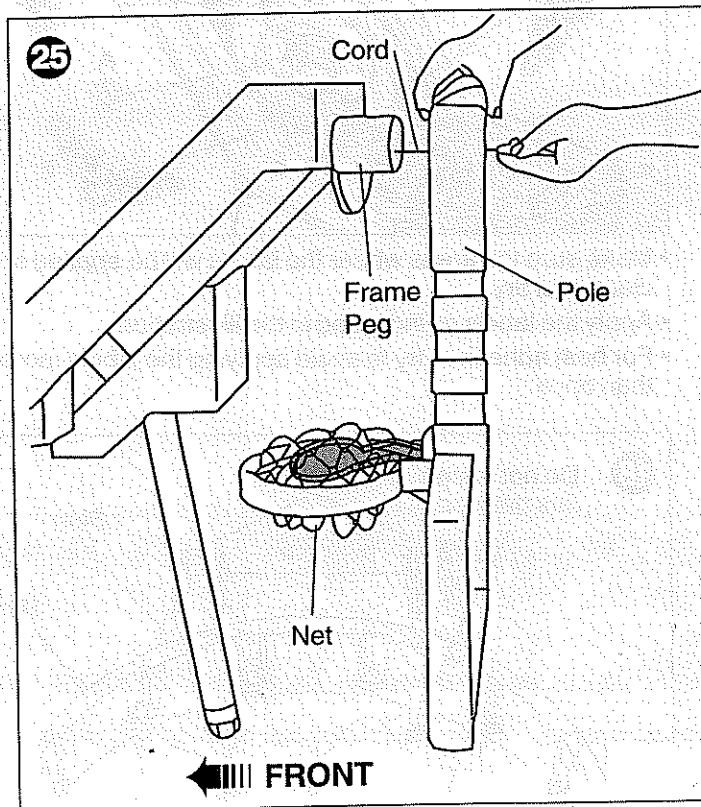
◀║║║ **FRONT**

- Turn the backboard assembly upside down. **Make sure th net is pointing toward the front of the Triple Arcade.**
- There is a cord located inside the frame peg. Pull the cord out and insert it through the hole in the pole.
- Slide the pole onto the frame peg.
- Allow the backboard assembly to rest on the frame peg.

26
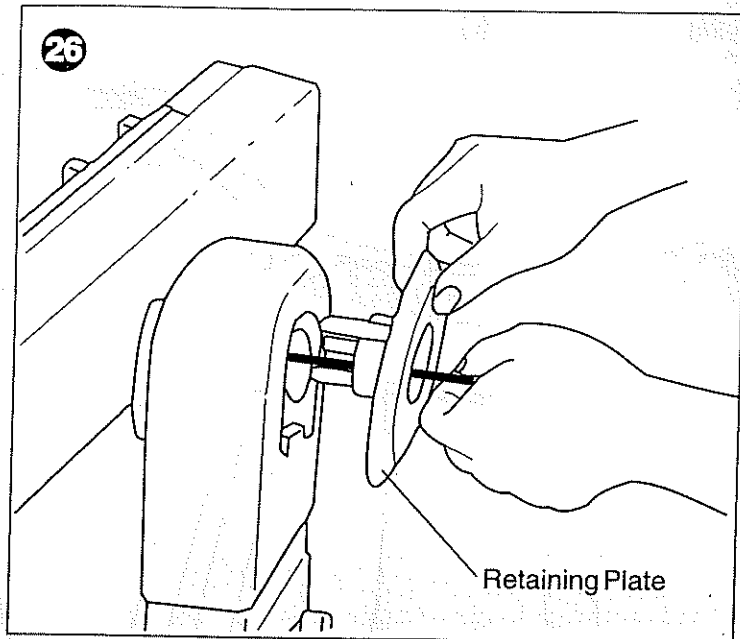
Retaining Plate

- Insert the cord through the hole in the retaining plate.
- Fit the retaining plate into the frame peg.
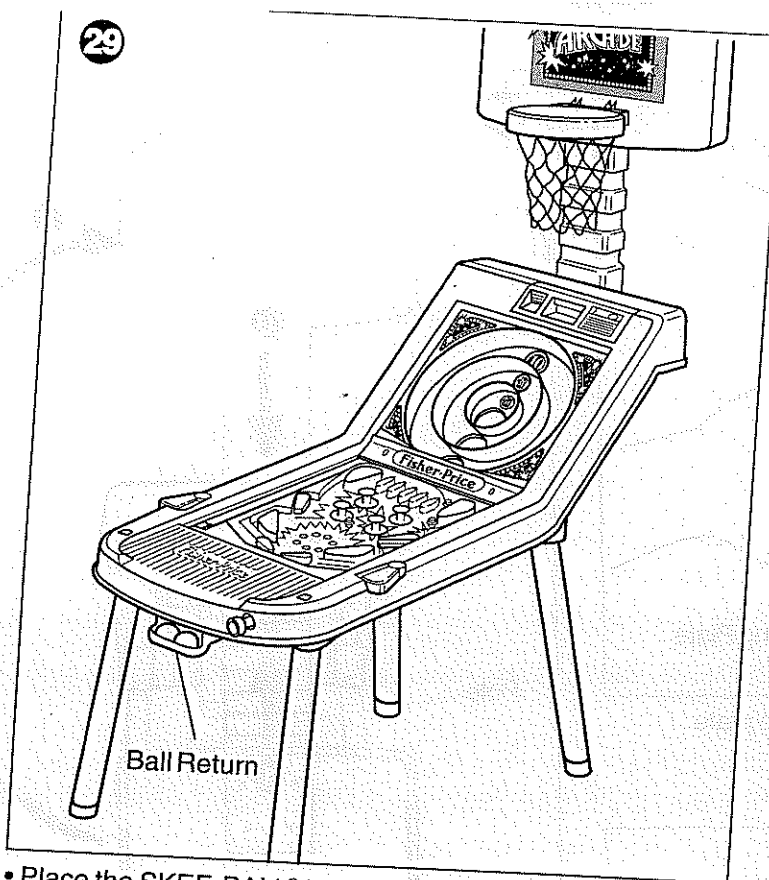
27
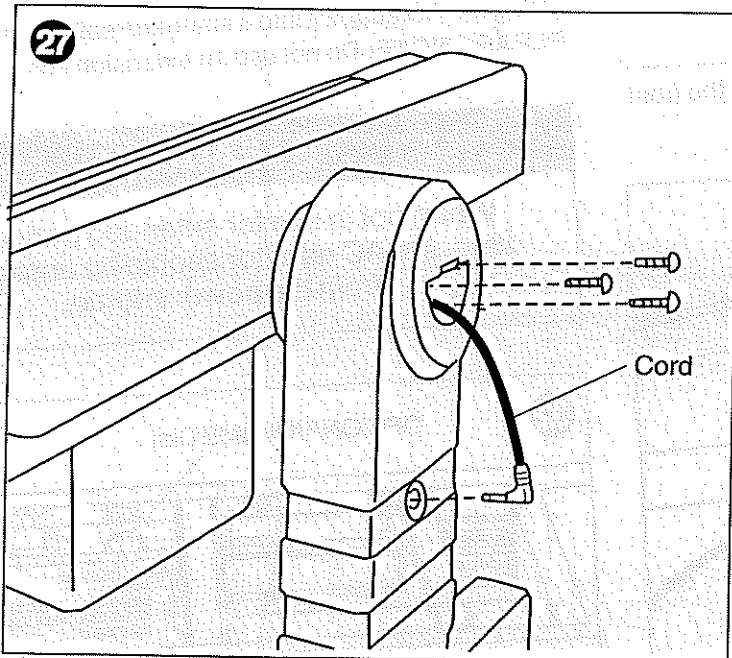
Cord

- Insert three 1" screws and tighten with a Phillips screwdriver. Do not over-tighten.
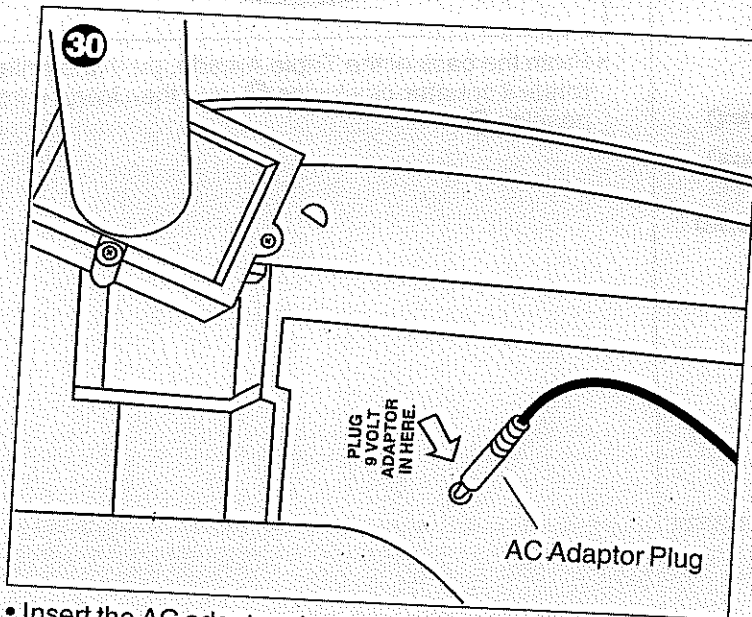- Plug the end of the cord into the pole.
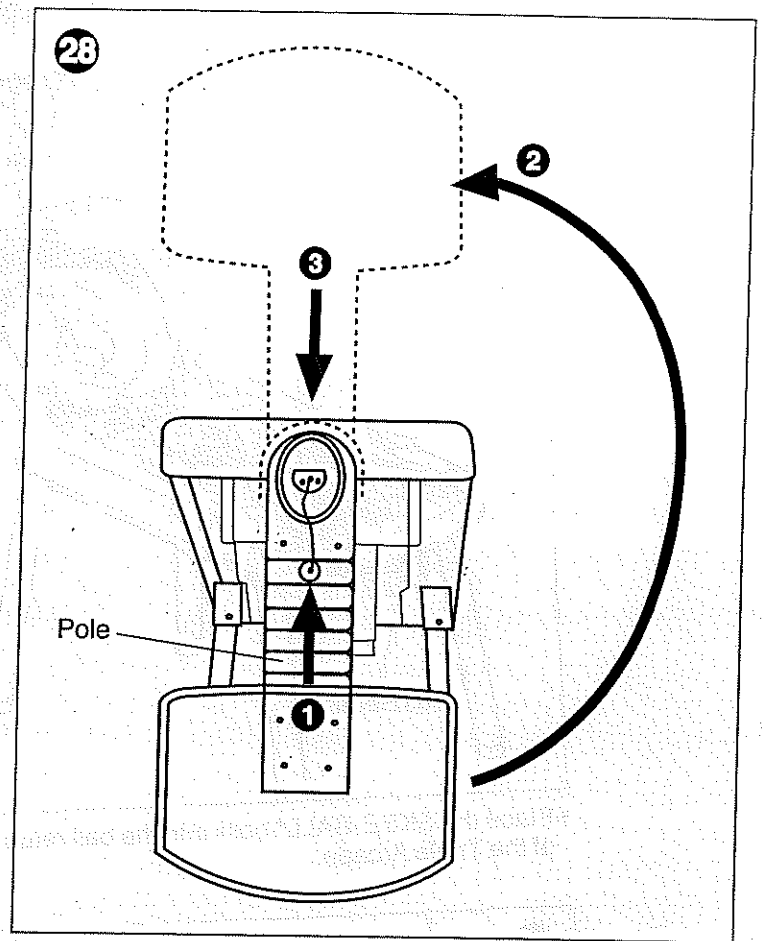
28

Pole

- From the back of the Triple Arcade, push the pole up ❶, rotate it counter-clockwise ❷, and then lower it into the play position ❸.
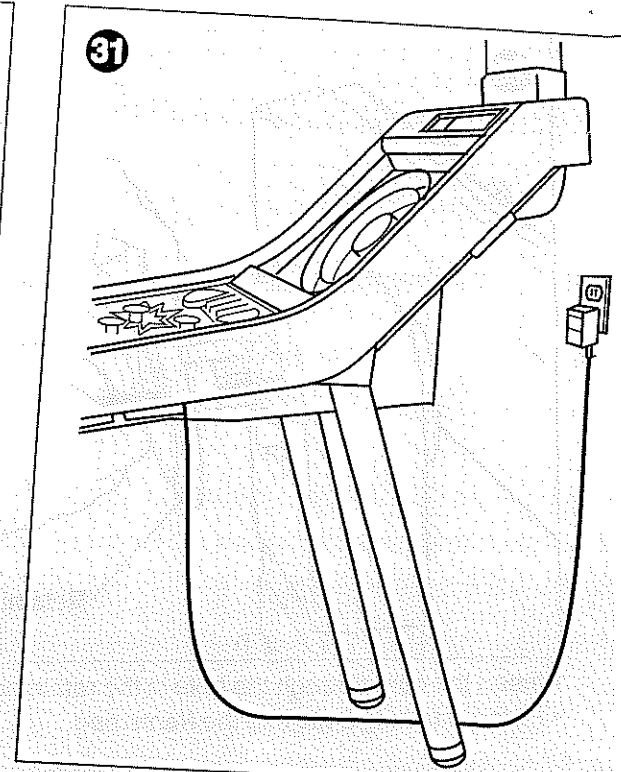
29

Ball Return

• Place the SKEE-BALL® balls into the ball return on the front of the Triple Arcade.

30

PLUG 9 VOLT ADAPTOR IN HERE.

AC Adaptor Plug

• Insert the AC adaptor plug into the socket on the underside of the frame. (See step **16** for location of the socket.)
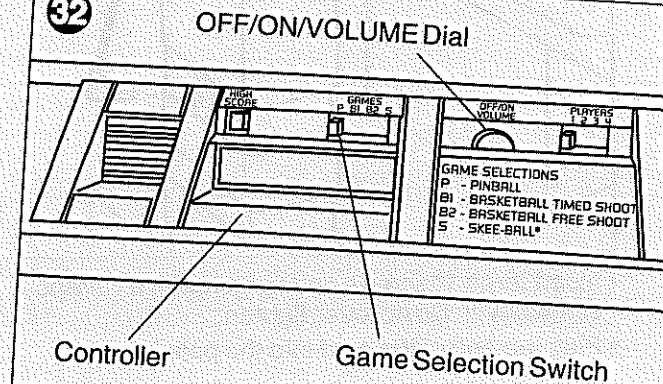
31

• Plug the AC adaptor into a standard wall outlet.
**PLEASE NOTE:** Do not use an extension cord.

⚠ **CAUTION**

When not in use for extended periods of time, the AC adaptor should be unplugged from the power source.

32

OFF/ON/VOLUME Dial

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
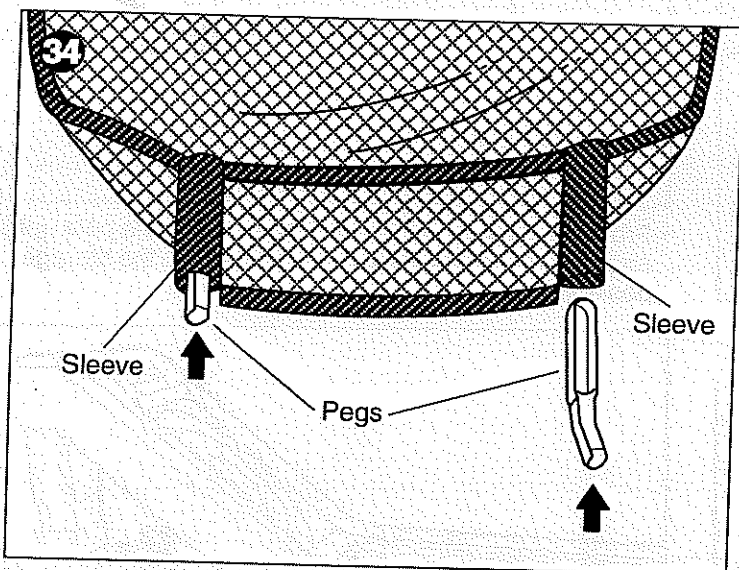S - SKEE-BALL®

Controller   Game Selection Switch

• Rotate the OFF/ON/VOLUME dial on the controller clockwise to the "ON" position.
• Slide the game selection switch to "P" (Pinball).
• You should hear a whirring sound. This sound means the Pinball motor is working and is ready for game play.
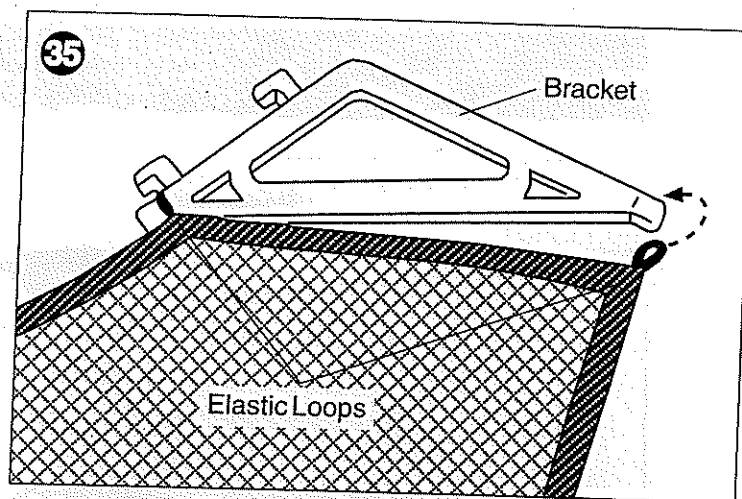**PLEASE NOTE:** You will only hear this sound during Pinball game play.

33

Brackets

Catch Net

Peg

Pocket

Peg
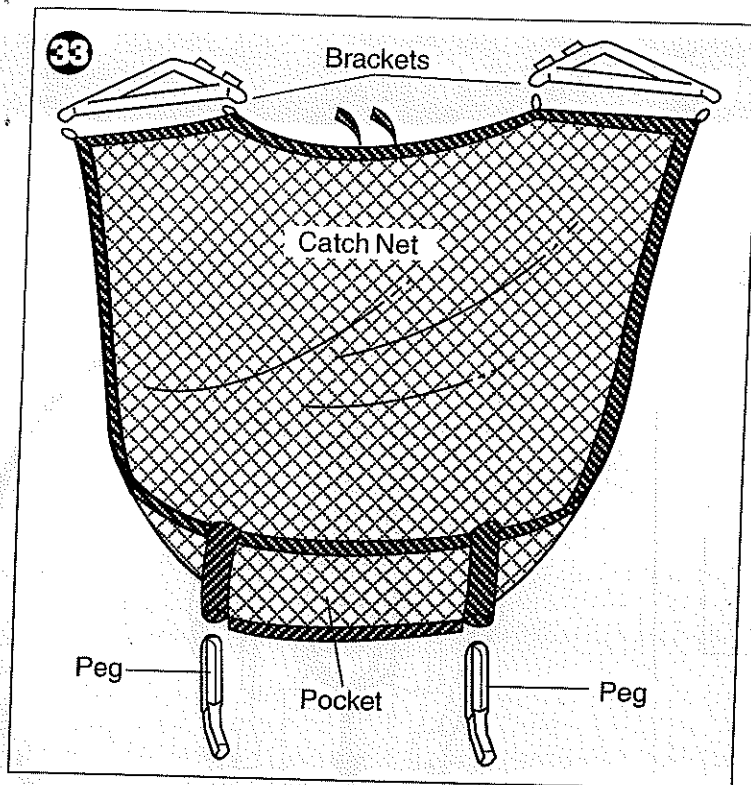
- Position the catch net, brackets and pegs as shown. Make sure the pocket faces up.

35

Bracket

Elastic Loops

- Attach the two elastic loops on one side of the catch net to the ends of the bracket.
- Repeat this procedure to attach the catch net to the other bracket.

PLEASE NOTE: The elastic loops on the net are designed to fit tightly on the brackets.

**Assembly is now complete.**

34

Sleeve

Pegs

Sleeve

- Insert the pegs into the sleeves at the bottom of the catch net. Make sure the smooth side of each peg is downward.

PLEASE NOTE: The pegs are designed to fit tightly in the sleeves.
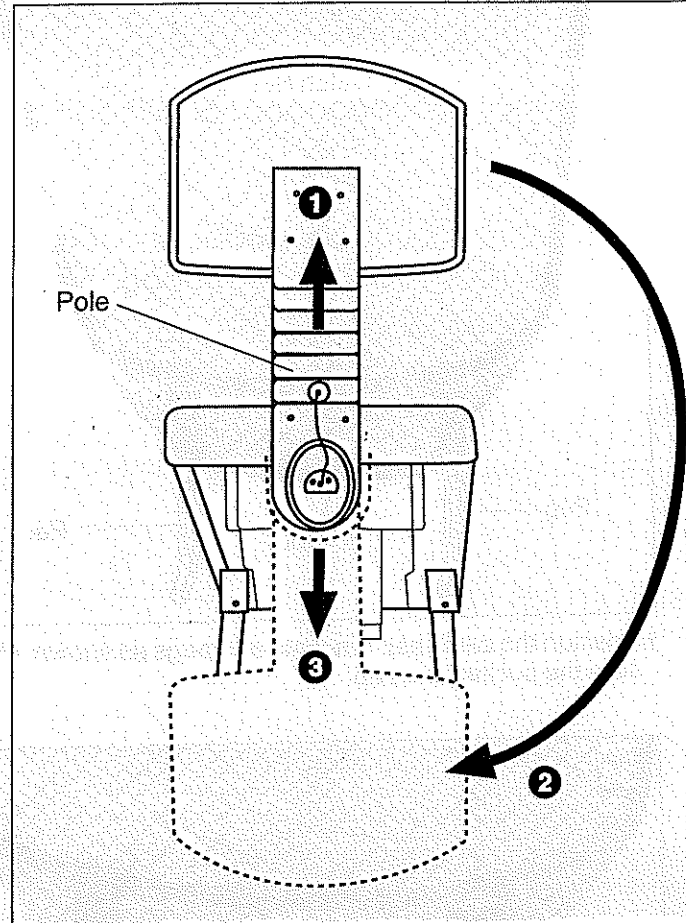
Basketballs
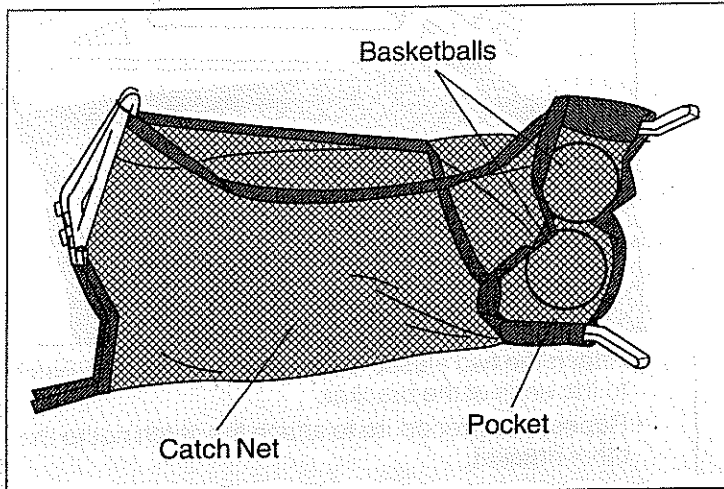
Catch Net

Pocket

- Place the basketballs into the catch net pocket.
- Fold the catch net horizontally in half.
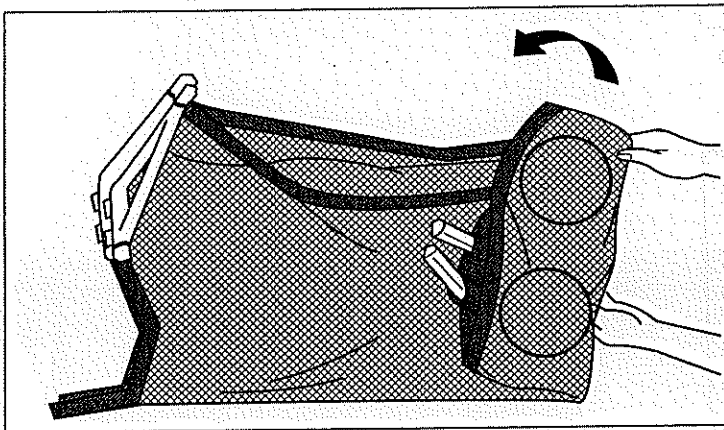
- Roll the catch net vertically, as shown.

Fastener
Strap
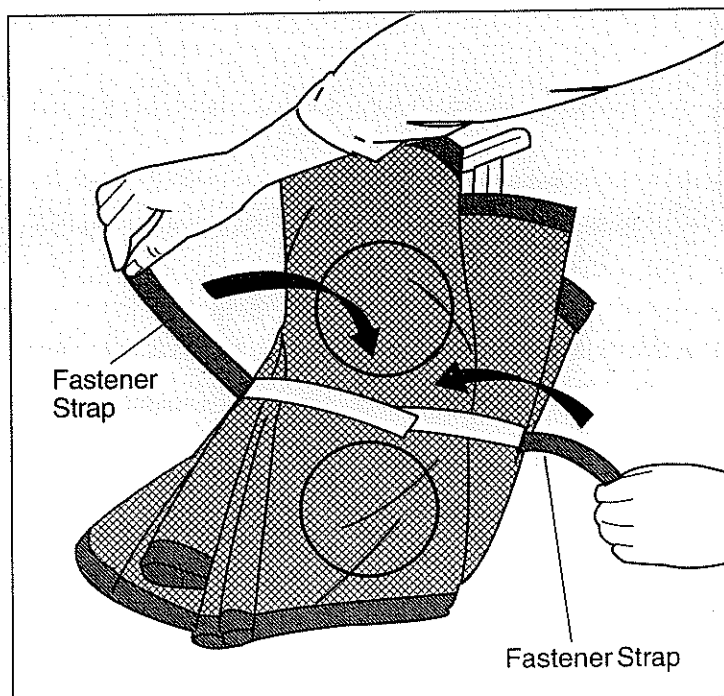
Fastener Strap

- Fasten the two fastener straps, as shown.

Pole

- From the back of the Triple Arcade, push the pole up❶, rotate it clockwise❷ and then lower it into the storage position❸.

Rim
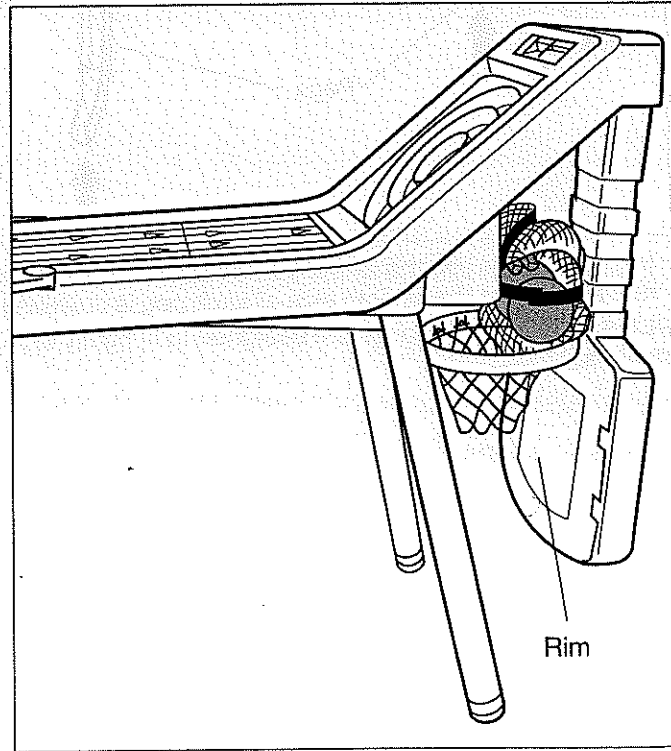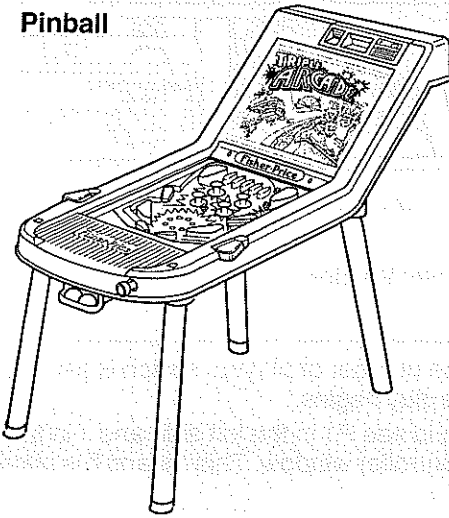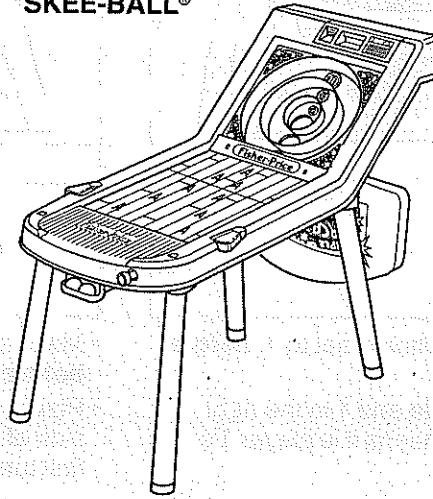
- Place the catch net with basketballs on top of the rim.

Game Play
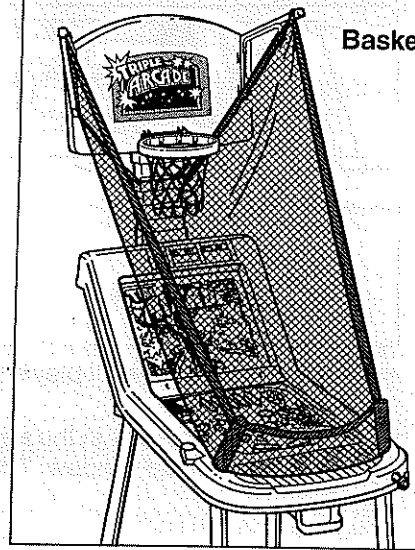

Pinball

SKEE-BALL®

Basketball
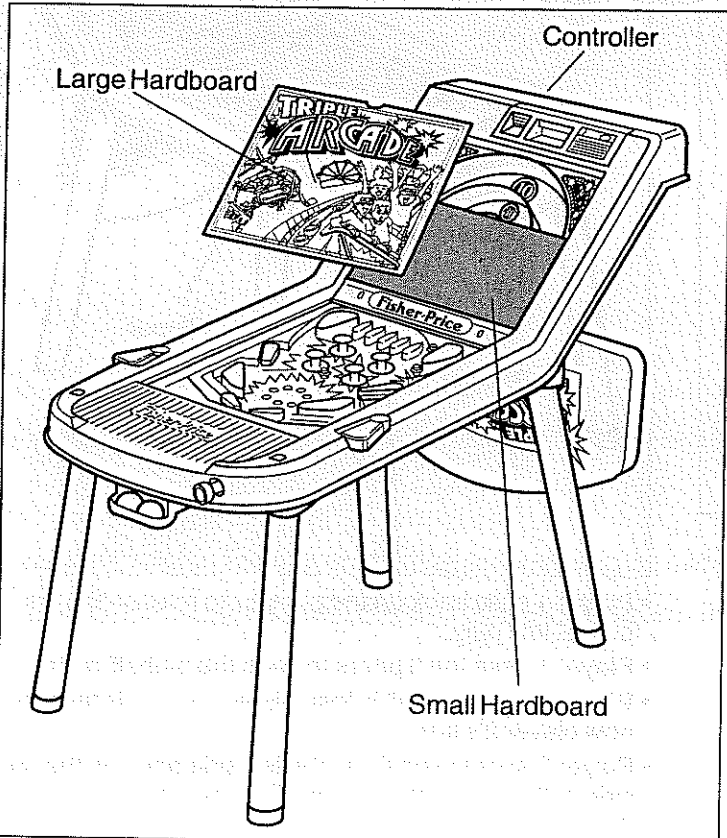
Your Fisher-Price Triple Arcade is three games in one: **Pinball, SKEE-BALL®** and **Basketball.** The Pinball motor is designed with an automatic shut-off. The Pinball motor will turn off after approximately 3-5 minutes of non-use. To turn the Pinball motor back on, simply rotate the OFF/ON/VOLUME dial to the "OFF" position and then back to the "ON" position. Or, pull back on the plunger to release the pinball back into play.
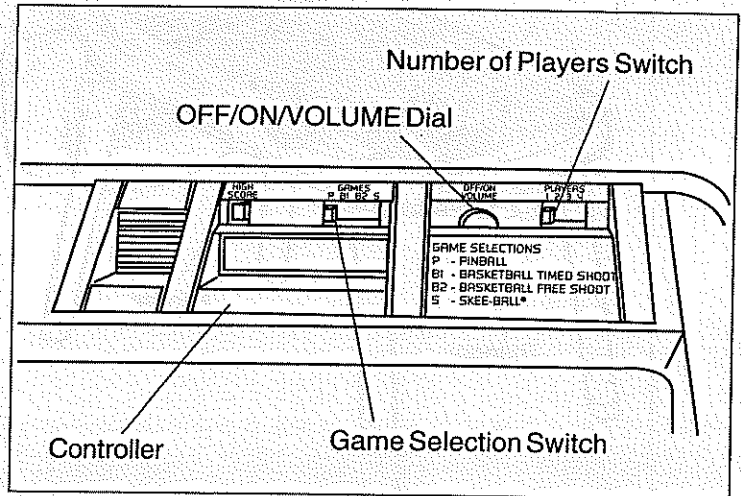
Pinball

Set-Up
Parts needed: Small Hardboard, Large Hardboard

Large Hardboard

Controller

Small Hardboard

Controller Selections

Number of Players Switch

OFF/ON/VOLUME Dial

Controller

Game Selection Switch

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
S - SKEE-BALL®

• Rotate the OFF/ON/VOLUME dial on the controller clockwise to the "ON" position.
• Rotate the OFF/ON/VOLUME dial to a comfortable listening level.
• Slide the game selection switch to "P" (Pinball).
• Slide the number of players switch to 1, 2, 3 or 4.
• You should hear a whirring sound. This sound means that the Pinball motor is working and is ready for game play.

PLEASE NOTE: You will only hear this sound during Pinball game play.

• Place the small hardboard over the SKEE-BALL® target area.
• Place the large hardboard (with the decorative label facing up) over the small hardboard.

One Player
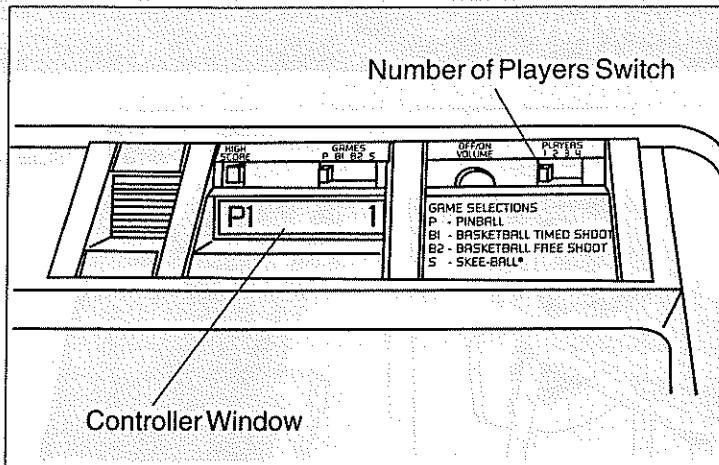
Number of Players Switch

Controller Window

- Make sure the number of players switch is set to 1, **before** game play begins.
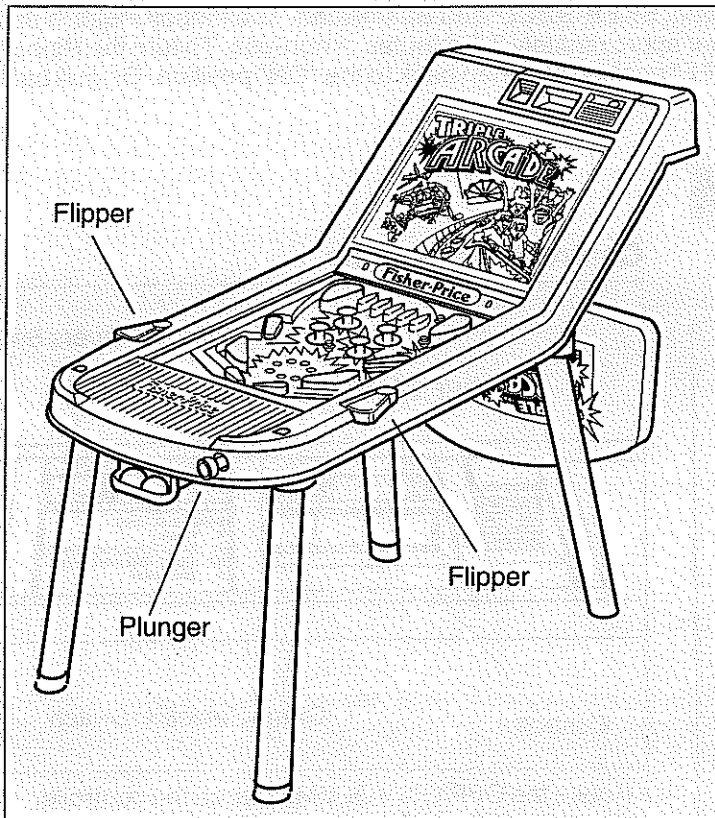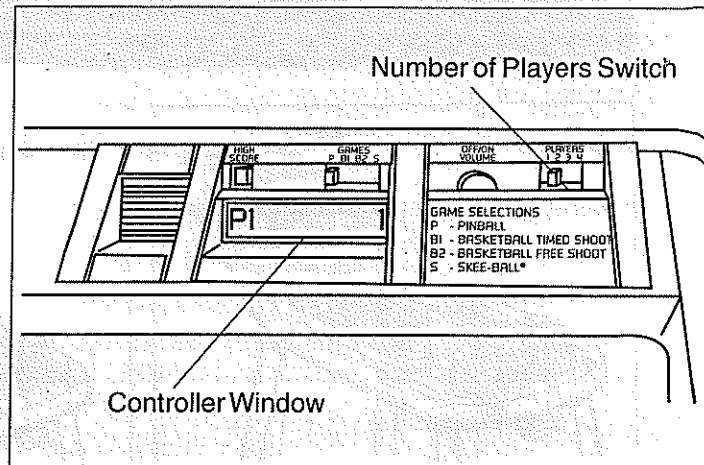- Player 1 should see P1 in the left side and 1 in the right side of the controller window. This means it is player 1's first turn.

Flipper

Flipper

Plunger

- Pull back on the plunger to release the pinball into play.
  PLEASE NOTE: If the pinball does not release, check to be sure the pinball retainer clip has been removed. See page 5, step ❷.
- Use the flippers to keep the pinball in play.
- Play all five pinballs to get as many points possible.

Two or More Players

Number of Players Switch

Controller Window

- Make sure the number of players switch is set to 2, 3 or 4, **before** game play begins.
- Player 1 should see P1 in the left side and 1 in the right side of the controller window. This means it is player 1's first turn.
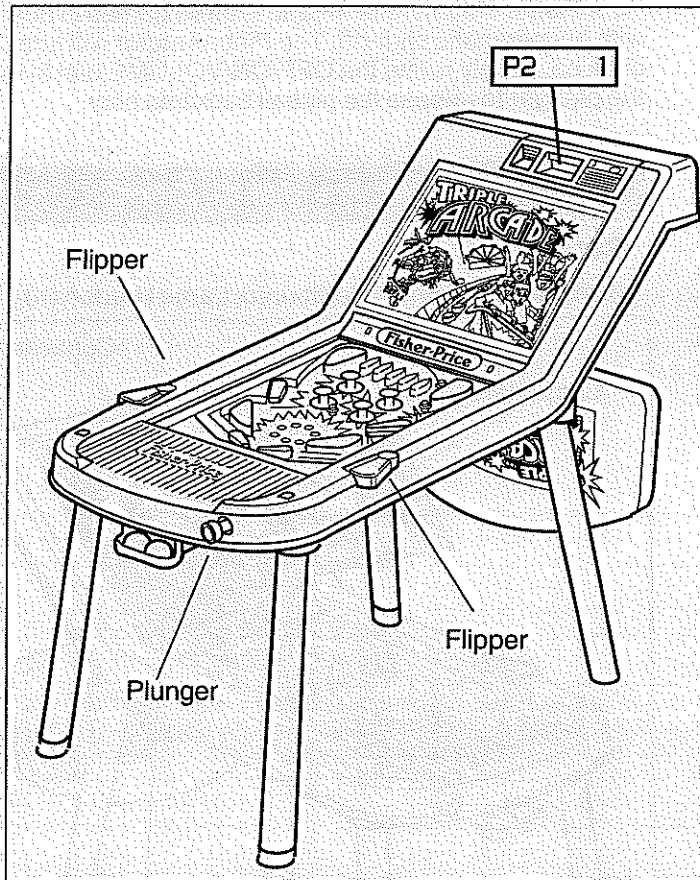

Flipper

Flipper

Plunger

- Player 1 pulls back on the plunger to release the first pinball into play.
- Player 1 uses the flippers to keep the pinball in play.
- When the first pinball is lost, player 1's turn is finished. It is now player 2's turn.
- Player 2 should see P2 in the left side and 1 in the right side of the controller window. This means that it is player 2's first turn.
- Play continues, alternating turns until each player has played all five pinballs.

Scoring

High Score Button

P1   5432

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
S   - SKEE-BALL®

Controller

- After each player has played all five pinballs, the controller will flash the final score for each player.
- Press the high score button to see the game high score.

PLEASE NOTE: The high score button will record the game high score as long as the Triple Arcade is turned "ON" and in the same game mode (Pinball). When the game mode is changed, the game high score for Pinball is erased.

SKEE-BALL®

Set-Up
Parts needed: Small Hardboard, Large Hardboard, SKEE-BALL® Balls – 3

Controller

Small Hardboard

Large Hardboard

- Place the small hardboard over the upper pinball play area.
- Place the large hardboard (with decorative label facing down) over the lower pinball play area.

Controller Selections

Number of Players Switch

OFF/ON/VOLUME Dial

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
S - SKEE-BALL®

Controller   Game Selection Switch

- Rotate the OFF/ON/VOLUME dial on the controller clockwise to the "ON" position.
- Rotate the OFF/ON/VOLUME dial to a comfortable listening level.
- Slide the game selection switch to "S" SKEE-BALL®.
- Slide the number of players switch to 1, 2, 3 or 4.

One Player
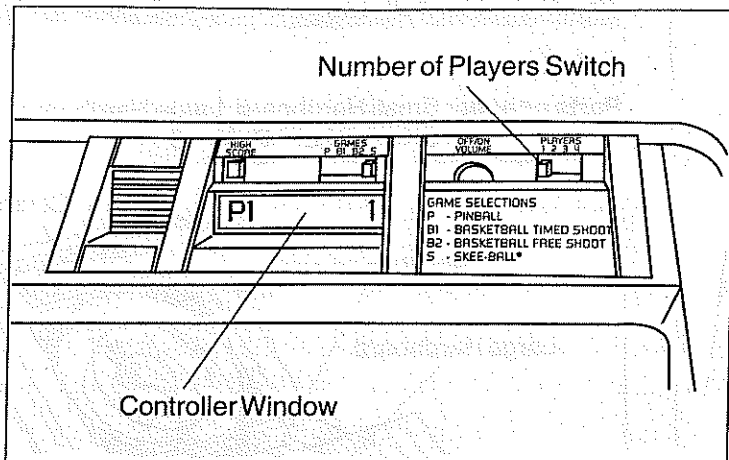
Number of Players Switch

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
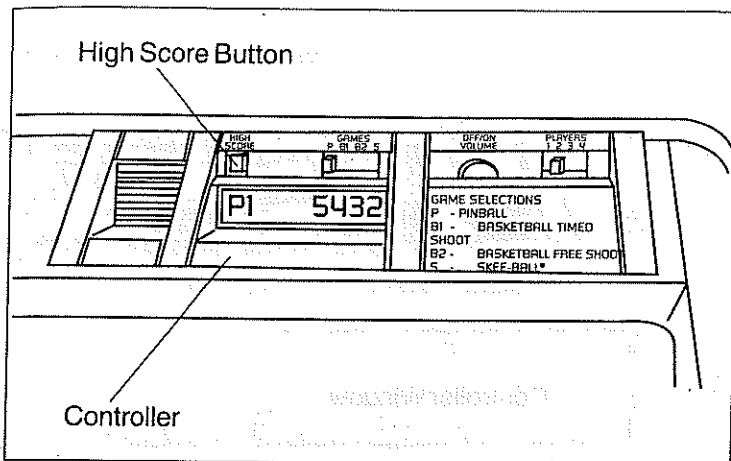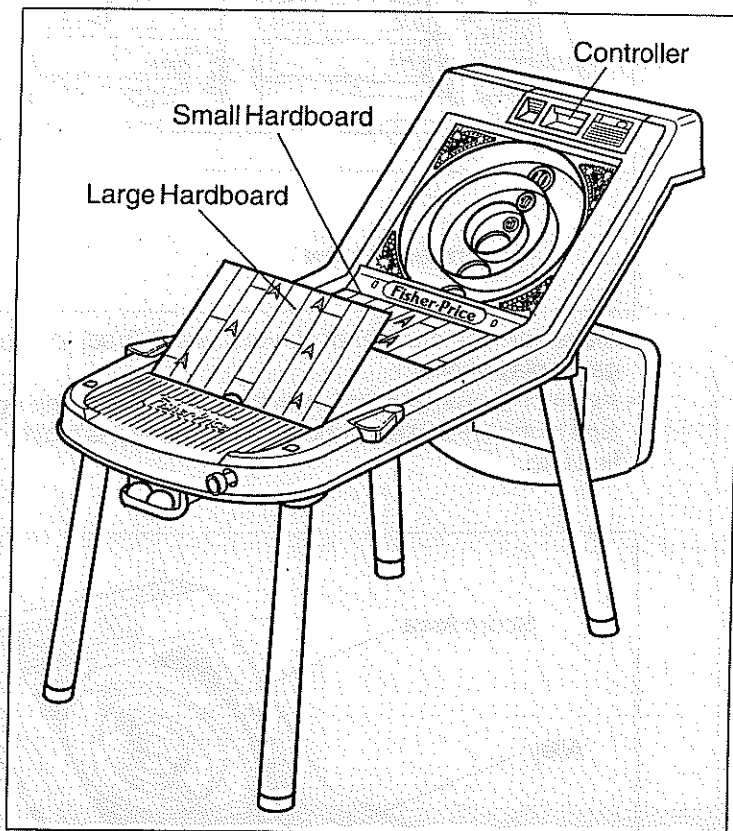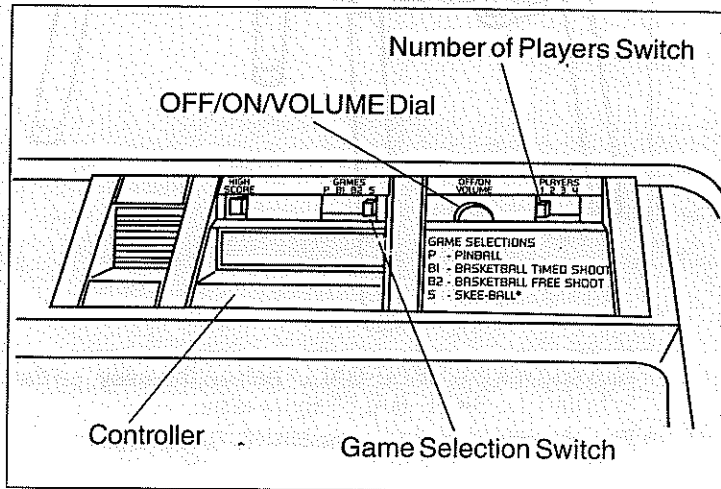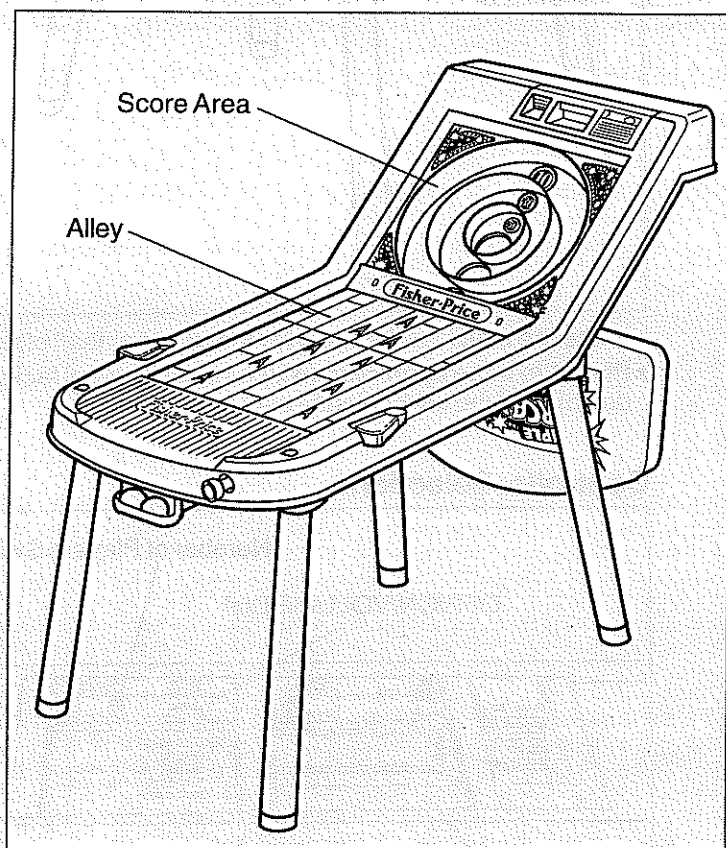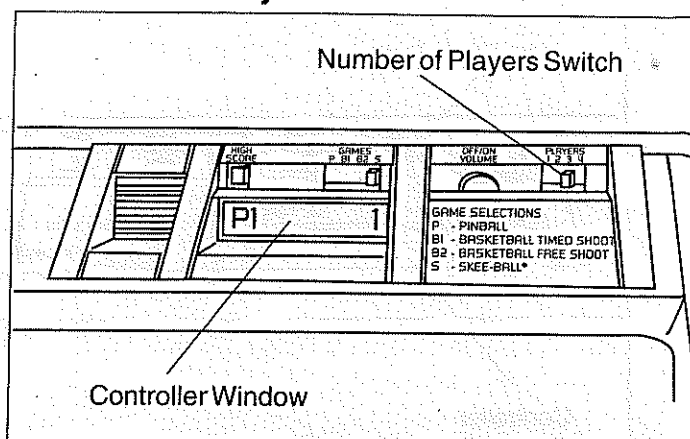B2 - BASKETBALL FREE SHOOT
S - SKEE-BALL®

Controller Window

- Make sure the number of players switch is set to 1, **before** game play begins.
- Player 1 should see P1 in the left side and 1 in the right side of the controller window. This means it is player 1's first turn.
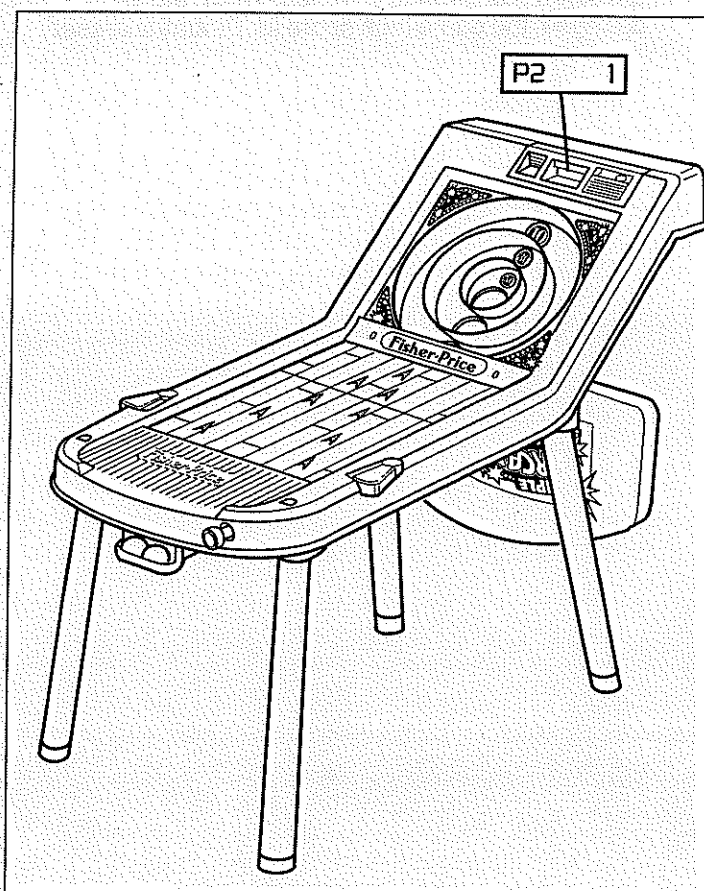

Score Area

Alley

- Aim and roll the SKEE-BALL® ball on the alley, so that it lofts into the SKEE-BALL® score area.
- The player gets to play nine SKEE-BALL® balls.

Two or More Players

Number of Players Switch

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
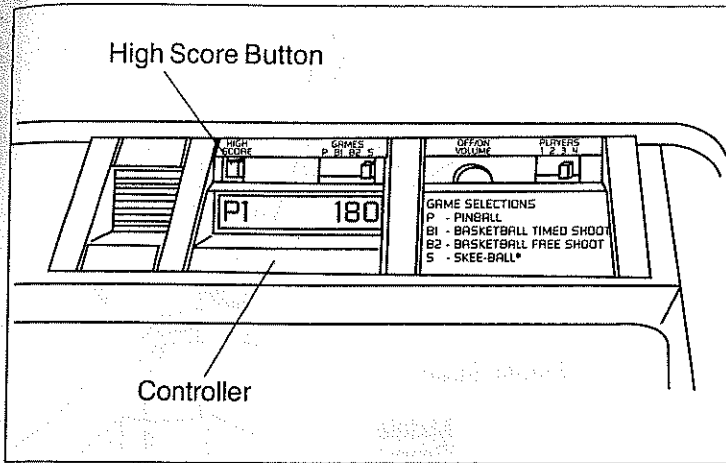S - SKEE-BALL®

Controller Window

- Make sure the number of players switch is set to 2, 3 or 4 **before** game play begins.
- Player 1 should see P1 in the left side and 1 in the right side of the controller window. This means it is player 1's first turn.

P2   1

- Player 1 aims and rolls the SKEE-BALL® ball on the alley so that it lofts into the SKEE-BALL® score area.
- Player 1 plays nine SKEE-BALL® balls.
- It is now player 2's turn.
- Player 2 should see P2 in the left side and 1 in the right side of the controller window. This means that it is player 2's first turn.
- Player 2 aims and rolls the SKEE-BALL® ball on the alley so that it lofts into the SKEE-BALL® score area.
- Play continues until each player has played nine SKEE-BALL® balls consecutively.

Scoring

High Score Button

Controller

- After each player has played nine SKEE-BALL® balls, the controller will flash the final score for each player.
- Press the high score button to see the game high score.

PLEASE NOTE: The high score button will record the game high score as long as the Triple Arcade is turned "ON" and in the same game mode (SKEE-BALL®). When the game mode is changed, the game high score for SKEE-BALL® is erased.
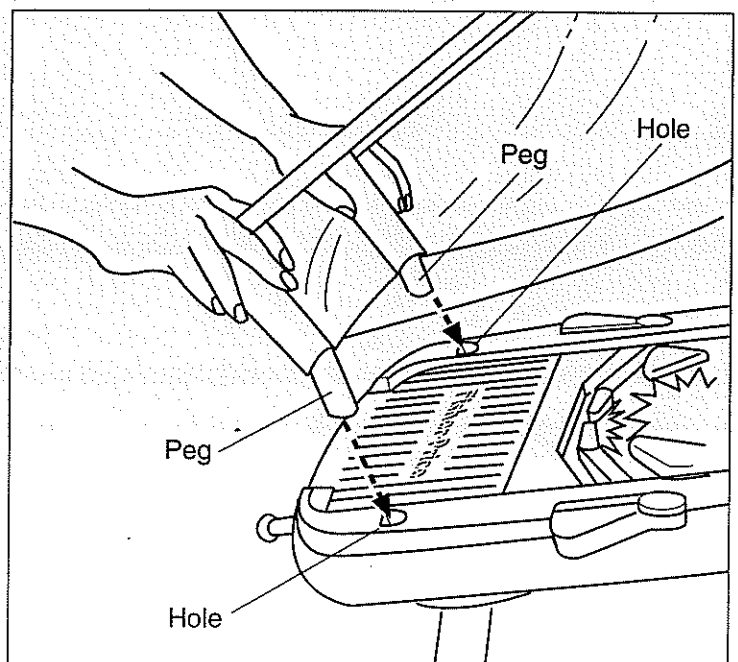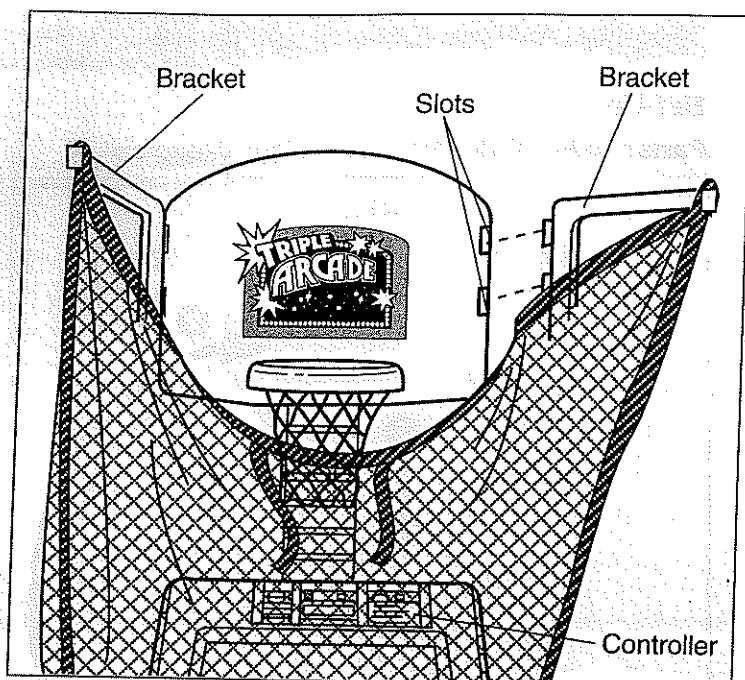
Set-Up

Parts needed: Catch Net (assembled), Basketball – 2
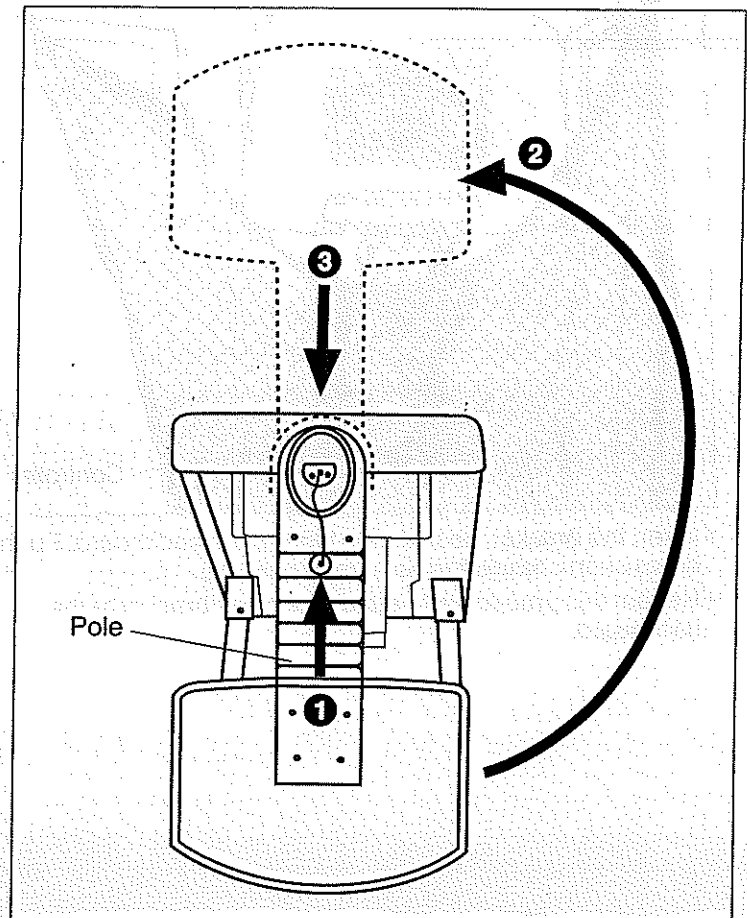
Pole

- From the back of the Triple Arcade, push the pole up ❶, rotate it counter-clockwise ❷, and then lower it into the play position ❸.

Hole

Peg

Peg

Hole

- Insert the catch net pegs into the holes in the front edge of the Triple Arcade.
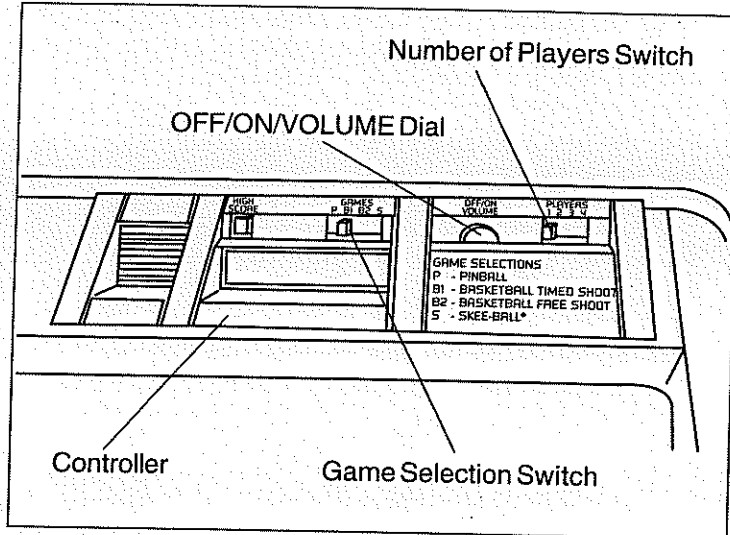
19

Bracket   Slots   Bracket

Controller

- Insert the bracket tabs into the slots in the backboard. Push down on the bracket to be sure it is secure.
- Repeat this procedure to attach the other bracket to the backboard.

Elastic Strap
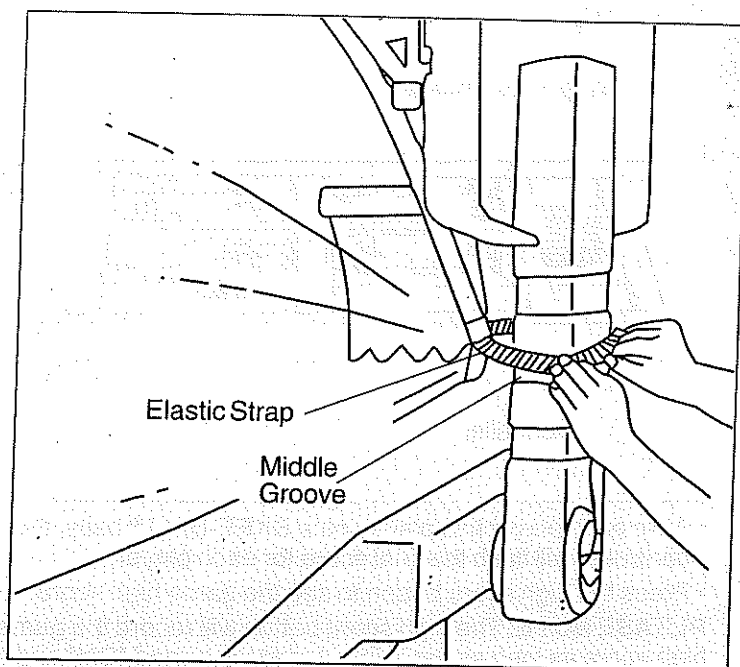
Middle Groove

- Tightly wrap the elastic straps around the pole and fasten. Make sure the elastic straps are positioned in the middle groove on the pole.

Controller Selections

Number of Players Switch

OFF/ON/VOLUME Dial

GAME SELECTIONS
P - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
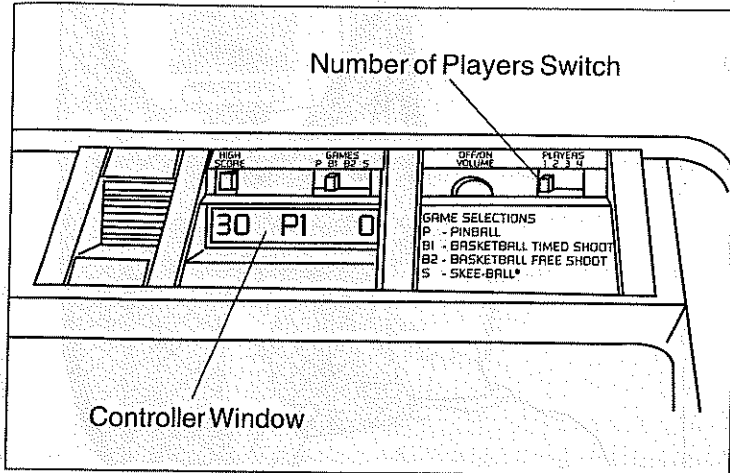S - SKEE-BALL*

Controller   Game Selection Switch

- Rotate the OFF/ON/VOLUME dial on the controller clockwise to the "ON" position.
- Rotate the OFF/ON/VOLUME dial to a comfortable listening level.
- Slide the game selection switch to "B1" (Basketball – "Beat-the-Clock").
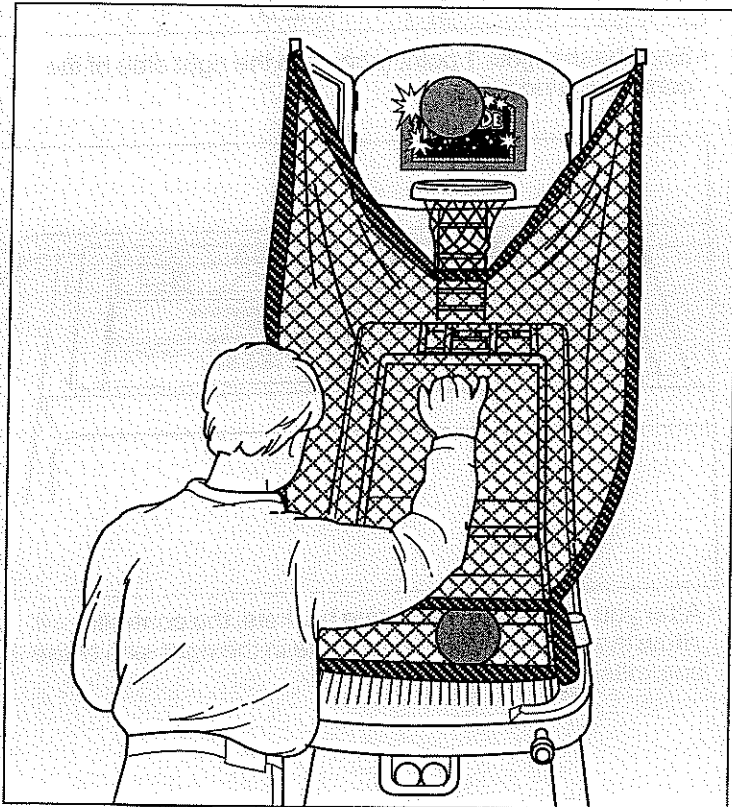- Slide the number of players switch to 1, 2, 3 or 4.

20

"Beat the Clock" – One Player

One Player

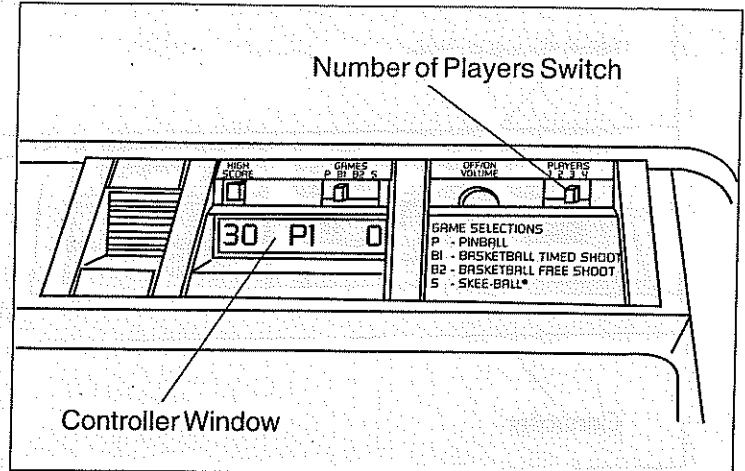Number of Players Switch

Controller Window

- Make sure the number of players switch is set to 1, **before** game play begins.
- Player 1 should see P1 in the middle, 30 in the left side and 0 in the right side of the controller window. This means player 1 is ready to begin shooting baskets.
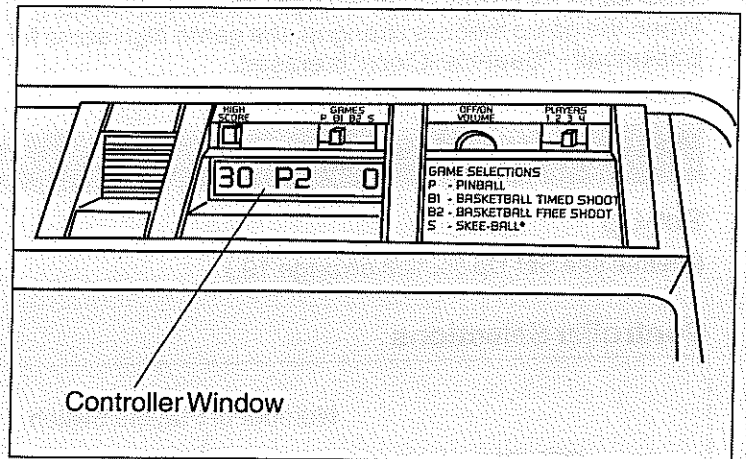

- The 30-count clock begins **after** you make a basket.
- Each basket gets two points (shown on the right side of the controller window).
- When the count clock reaches 10, the pace gets faster and each basket gets three points.

Two or More Players
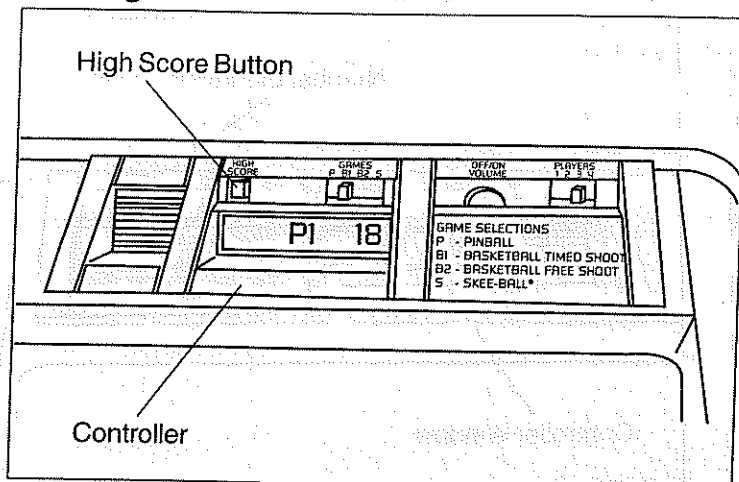

Number of Players Switch

Controller Window

- Make sure the number of players switch is set to 2, 3 or 4, **before** game play begins.
- Player 1 should see P1 in the middle, 30 in the left side and 0 in the right side of the controller window. This means player 1 is ready to begin shooting baskets.

Controller Window

- The 30-count clock begins **after** player 1 makes a basket.
- Each basket gets two points (shown on the right side of the controller window).
- When the count clock reaches 10, the pace gets faster and each basket gets three points.
- After player 1 finishes, it is player 2's turn.
- Player 2 should see P2 in the middle, 30 in the left side and 0 in the right side of the controller window. This means player 2 is ready to begin shooting baskets.
- Play continues until each player has taken a turn.

Scoring

High Score Button

Controller

$$P1 \quad 18$$

GAME SELECTIONS
P   - PINBALL
B1 - BASKETBALL TIMED SHOOT
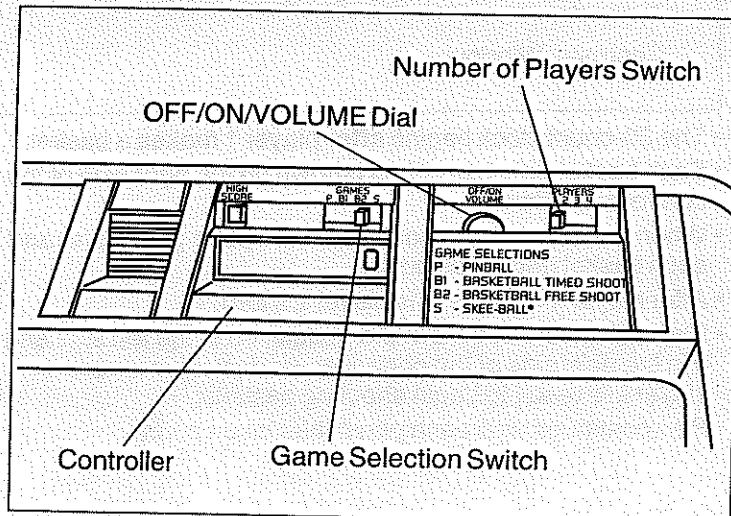B2 - BASKETBALL FREE SHOOT
S   - SKEE-BALL*

- After each player has played the game, the controller will flash each player's score in the right side of the controller window.
- Press the high score button to see the game high score.

PLEASE NOTE: The high score button will record the game high score as long as the Triple Arcade is turned "ON" and in the same game mode (Basketball – "Beat-the-Clock"). When the game mode is changed, the game high score for Basketball – "Beat-the-Clock" is erased.
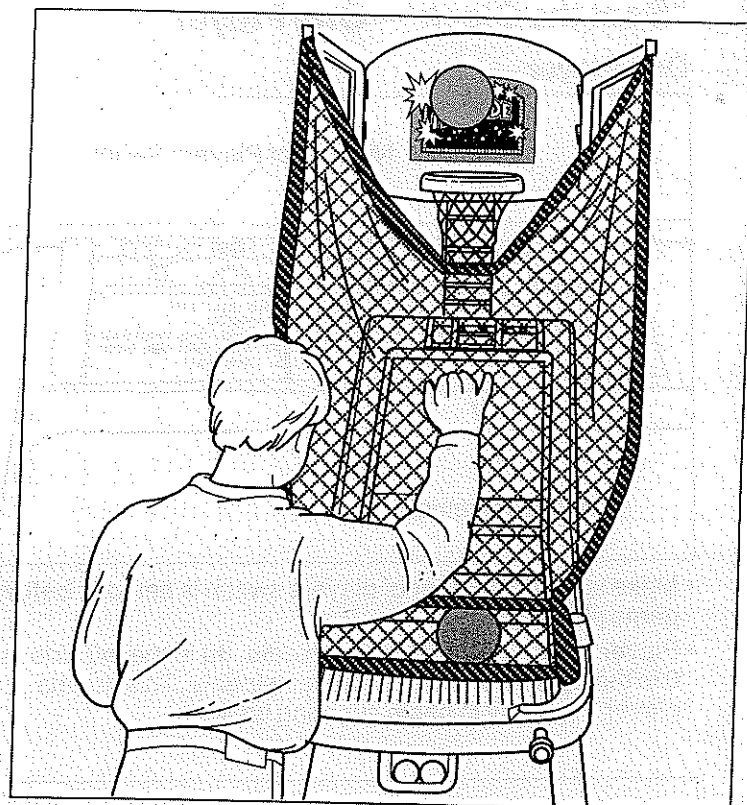
Basketball (Free Shoot)

Set-Up

(Please see Set-Up section on page 19.)

Controller Selections

Number of Players Switch

OFF/ON/VOLUME Dial

GAME SELECTIONS
P   - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
S   - SKEE-BALL*

Controller   Game Selection Switch

- Rotate the OFF/ON/VOLUME dial on the controller clockwise to the "ON" position.
- Rotate the OFF/ON/VOLUME dial to a comfortable listening level.
- Slide the game selection switch to "B2" (Basketball – Free Shoot).
- Slide the number of players switch to 1.
- Player 1 should see 0 in the right side of the controller window. This means player 1 is ready to begin shooting baskets.

- Each basket gets 1 point (shown in the right side of the controller window).

$$12$$

GAME SELECTIONS
P   - PINBALL
B1 - BASKETBALL TIMED SHOOT
B2 - BASKETBALL FREE SHOOT
S   - SKEE-BALL*
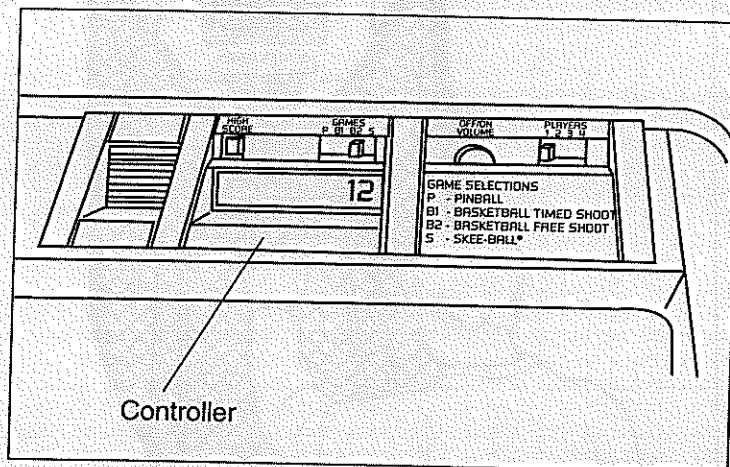
Controller

- After you are finished shooting baskets, the controller will show the number of baskets made in the right side of the controller window.

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Problems and Solutions Guide

Before returning this product, please review this guide. If your problem cannot be resolved, please call Fisher-Price Consumer Affairs, toll-free at 1-800-432-KIDS.

Problem	Probable Cause	Solution
High score displayed at wrong time	• Player and game switches moved too slowly. • Player and game switches not moved far enough over to desired position. • Dirty player and game switch contacts. • Over-sensitive high score switch.	• Move switches quickly. • Make sure switches are in position. • Move player and game switches back and forth several times to clean the contacts. • Press the high score switch to stop it from repeating.
Display is dim	• Brightness varies with the position of the player and game switches.	• Leave the player and game switches as they are.
All scores lost	• Player switch moved after the start of the game. • Game switch moved. • AC adaptor disconnected (and then reconnected). • Player switch not moved far enough over to desired position.	• Move player switch before starting game. • Do not move the game switch during game play. • Check AC adaptor connection at the wall outlet and underneath the unit at the AC adaptor socket. • Make sure the player switch is in position.
Malfunctioning electronics	• Static discharge to the basketball plug.	• Rotate the OFF/ON/VOLUME dial "OFF", then back "ON".
The controller window shows "EEEEEEE" when rotating the OFF/ON/VOLUME dial to the "ON" position	• Electronics failure.	• Rotate the OFF/ON/VOLUME dial "OFF", wait a few seconds, and then back "ON". If the "EEEEEEE" still appears, please call 1-800-432-KIDS.
The controller window shows "8888888" when rotating the OFF/ON/VOLUME dial to the "ON" position	• The Triple Arcade is in the self-test mode.	• Rotate the OFF/ON/VOLUME dial "OFF" and then back "ON" again. It should function normally.
Basketball does not score or accidentally scores	• There is a gap between the rim and the backboard. • Basketball cord not plugged in. • Basketballs thrown too quickly or forcefully for score to register.	• Tighten the screws in the backboard into the rim. See assembly step ㉒. • Plug basketball cord in. See assembly step ㉗. • Throw basketballs more slowly or gently.
Whirring sound when Pinball game is not in play	• This sound is normal and indicates that the Pinball motor is working.	• This sound is normal.
Pinball motor stops	• Pinball jammed. • Auto shut-off feature – game left unused for three or more minutes. • AC adaptor over-heated. • Game switch not in Pinball mode.	• Rotate the OFF/ON/VOLUME dial "OFF". Unplug the AC adaptor. Tilt the frame to release the pinball. • Rotate the OFF/ON/VOLUME dial "OFF" and then back "ON". Or, pull back on the plunger to release the pinball back into play. • Rotate the OFF/ON/VOLUME dial "OFF". Unplug the AC adaptor. Wait at least 5 minutes before using again. • Move game switch to Pinball mode.

Problem	Probable Cause	Solution
Pinball jams	• Pinball trapped under flipper, rocker, or in the tunnel.	• Tap the Pinball case to dislodge the pinball.
No score in Pinball mode	• Next pinball in play too quickly.	• Pause after each pinball is lost before putting a pinball back in play.
Wrong score in SKEE-BALL®	• SKEE-BALL® balls rolled too fast for score to register.	• Pause after rolling each SKEE-BALL® ball.

If you experience a problem with this toy, or if you are missing a part, please call us toll-free at 1-800-432-KIDS, rather than returning this product to the store.

SKEE-BALL® is a registered trademark of Skee Ball, Inc. and is used with permission.

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