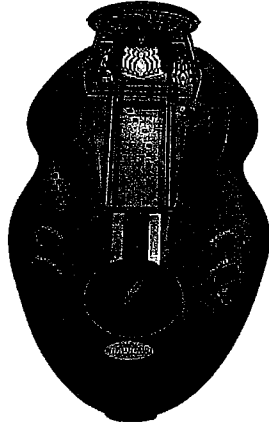


RADICA:



MODEL 72026
For 1 player / Ages 8 and Up
INSTRUCTION MANUAL
P/N 82364600 Rev A.

To exit demo mode, press the RESET button on the front of the game.

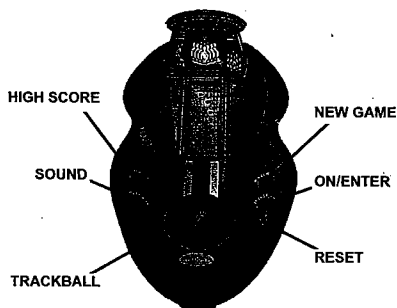
The only game where three strikes just isn't enough!!!

No crowds! No bowling shoes! And no lane fees! Now you can bowl a great game anywhere! Whether you're playing Spares & Splits, Hard Way, or the classic game of 10-pin, **King Pin Bowling** lets you take the excitement of bowling anywhere you want!

Button Functions

ON/ENTER – Press this button to turn on the unit or to enter a selection.

NEW GAME – During a game, press and hold this button to start a new game.



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HIGH SCORE – Press and hold this button to see your highest bowling score displayed, for each game.

SOUND – Press this button to turn the sound "on" or "off".

TRACKBALL – Spin the ball to toggle, aim and bowl through games 1, 2 and 3.

RESET – Using a pointed object, press this button to reset your high score and game.

Let's go Bowling!

POWERING UP

Press the ON/ENTER button to turn on the unit or to wake it from "sleep" mode. If you're in the middle of a game, press and hold the NEW GAME button to return to the main screen.

NOTE: If there is no activity for about one minute, the unit will automatically turn itself off to save power. Press the ON/ENTER button to turn it back on and continue your game.

CHOOSING A GAME

When the screen reads, "Game 1" you can choose between any of the three games by spinning the TRACKBALL left or right. There are three games to choose from:



Game 1

10-pin - The standard game of bowling with a maximum score of 300.

Game 2

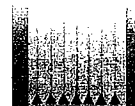
Spares and Splits - This game gives you random split combinations that you will need to "pick up" to earn the maximum score of 200.

Game 3

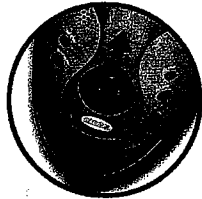
Hard Way - You must alternate successfully between completed strikes and spares. You can start the game with either a strike or a spare for the first frame. You must alternate accordingly to earn a maximum score of 200.

BOWLING

After the game begins and the pins are set, move the TRACKBALL left or right to position the small arrow at the bottom of the large screen. This selects your starting position. Next, press the ON/ENTER button, spin the TRACKBALL forward to roll your ball down the lane. How you spin the TRACKBALL will effect the ball's path on the screen.



NOTE: The speed, direction and spin you place on the TRACKBALL will affect the ball path.



Watch those pins fly, and get set to bowl again!

RESETTING YOUR GAME

Using a pointed object, press the RESET button. All previous scores and choices will be deleted.

BATTERY INSTALLATION

This game is powered by two (2) AAA batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- **As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

MAINTENANCE:

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or extreme temperature.
- Do not disassemble this game. If a problem occurs, press the RESET button remove and replace the batteries to reset the game or try new batteries. If problems persist, consult your warranty card for replacement instructions.

- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

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.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 in accordance with 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 encouraged 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.

RADICA:®

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PRODUCT SHAPE™

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