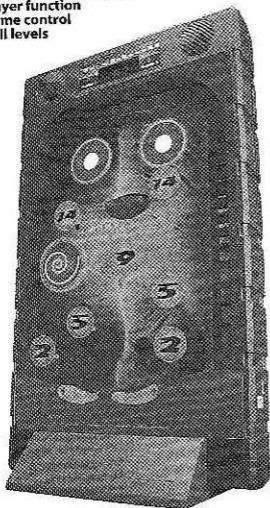# TECHBALL ™

## RADIO CONTROL VERTICAL PLAY PINBALL

- Can be mounted on wall
- Free standing with base
- Lights and sound action!
- 2 player function
- Volume control
- 3 skill levels



# User Manual

**PlayTECH**

# WARNING!

CAUTION-- Electric toy. Not recommended for children under 5 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

• Always turn your Tech Ball "OFF" when not in use.
• Remove your AC adapter from the wall outlet after use.

# AC ADAPTOR IMPORTANT INFORMATION

• This toy is not intended for children under 5 years old.
• The instruction manual contains important information and must be kept.
• This toy only operates with supplied AC adaptor.
• The use of the AC adaptor should be supervised by an adult and examined regularly.
• This toy must not be used if there is any damage to the power cord, plug and other parts of the AC adaptor.
• The AC adaptor must be disconnected before cleaning.

# QUICK START

A game basically consists of 9 balls by default. However, you can change the number of balls for each game play by changing skill level.

1. Connect the AC/DC adaptor to the wall socket
2. Plug into the adaptor jack at the back of the Score Display Panel
3. Move the SLIDE SWTICH from **OFF** to **ON** position
4. Press START/RESET button to play

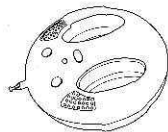| Level | Number of balls (Per player) | Difficulty |
|-------|------------------------------|------------|
| 0 | 9 | Novice |
| 1 | 6 | Normal |
| 2 | 3 | Champion |
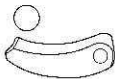
***TIPS:*** For the best results for launching ball upward, advance flipper when ball is at the tip.
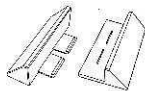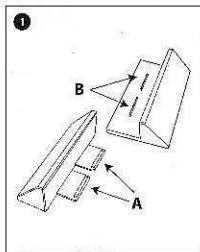
2

# TECHBALL™ CONTENTS
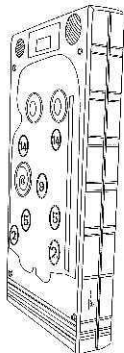
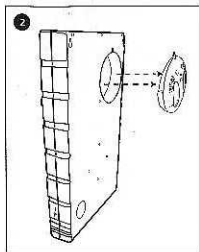**RF Remote Controller**

**TechBall**
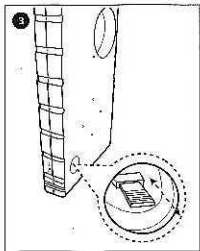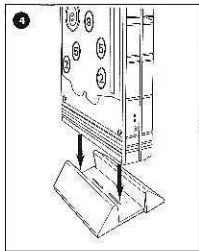
**AC Adaptor**

**Plastic Base**

3

# ASSEMBLY



1. Connect Plastic Base together and make sure TABS "A" snap into slots "B" properly.

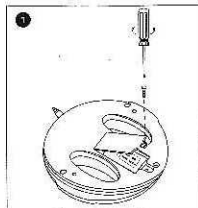2. Detach the Remote Controller from the back.
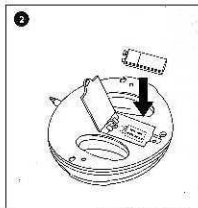
3. Release the ball by pulling out the TAB.

4. Place the TechBall onto the base.

# BATTERY INSTALLATION



1. Open your cover with a philips screwdriver.

2. Insert a 9V battery with correct polarity and close the cover.

## BATTERY SAFETY GUIDELINES

· To prevent battery leakage: Be sure to insert the battery correctly.

· Battery should be replaced by adult.

· Never dispose of battery in fire as this may cause them to explode.

· Do not mix old and new battery (replace all battery of the same time).

· Do not mix Alkaline, standard (Carbon-Zinc) or rechargeable (Nickel-Cadmium) battery (or equivalent). Only battery of the same or equivalent type as recommended are to be used.

· Non-rechargeable battery are not to be recharged.

· Always remove exhausted or dead battery from product. Remove battery from product which is not going to be used for a long time. Otherwise the battery may leak and cause damage.

· The supply terminals are not to be short-circuited.

· Make sure battery compartment is secure.

· Do not immerse battery operated toys. Wipe clean only.

# WALL MOUNTING

Your Techball game can be easily mounted on the wall. You will need to purchase TWO pieces of anchor screws at you local hardware store. These are recommended for the best secure mounting application. At least a 1.5 inch screws are required. Also, make sure the screw head will fit the opening of the mounting holes. 1/4 inch diameter is recommended.
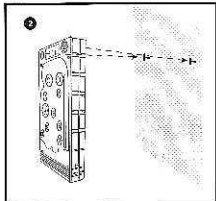
**DANGER: THIS SHOULD BE DONE BY AN ADULT.**

**Steps to mount the TechBall on the wall:**
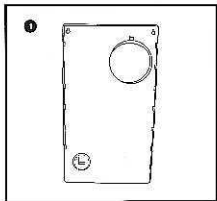


1. On the top back side you will see 2 locations for mounting.

2. Locate the position on the wall where you would like your Techball mounted on the wall.

3. Measure the distance of the center lines between the mounting holes.

4. Using a level, mark these dimensions onto the wall for drilling the screw holes. (Follow the directions shown on the "Anchor Screw" package you have purchased).

5. Once the anchor screws are securely in place, carefully place the Techball game onto the screws.

6. Plug the power adaptor into the wall and then into the outlet on the side of the Techball game.

7. You are now ready to play. Sit back in your easy chair and let the games begin.

# INTRODUCTION

The primary goal of the game is to launch the ball and then earn as many points as possible by hitting bumpers. The game is divided into 3 levels of play. The lowest level offers 9 balls. The medium level offers 6 balls and the highest level offers 3 balls for one round play. Also, the game allows two players to compete each other. There are total 4 ranks; advancement to the next rank is achieved by completing a series of missions. Rank is achieved by reaching a score of 9999. After reaching this score you will start over and the $1^{st}$ rank is indicated by a red light next to the first number to the right. A ball is counted as "finished" in case of the ball goes out of play at the bottom of the playfield.

## SCORE/BONUS ACHIEVEMENT

Scores can be achieved when the ball has bypassed score sensors. Each score sensor has a "time-delayed" score counter. Score is increased automatically if the time-delayed score counter is not timeout. The score will be soared to 10x or 50x if a multiplier has been triggered.

Score 10x multiplier will be triggered when the last digit of accumulated total is counted zero. The 10x multiplier will disappear after 10 seconds countdown.
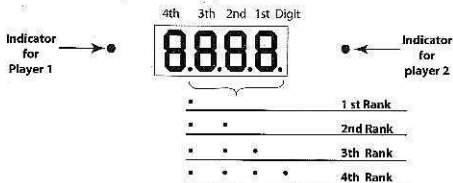
Score 50x multiplier will be triggered when the last two digit of accumulated total is counted zero. The 50x multiplier will disappear after 5 seconds countdown.

The more time the ball is in the playfield, more scores can be achieved! As the score is increased, an extra ball will be offered for every 500 points.

# SCORE DISPLAY

The maximum score the player can achieve is 9999 and 4 ranks LED on. One rank can be earned if the total score is over 9999. If player has no score, you get another turn. Once you score and loose ball, next player begins.

Indicator for Player 1 → ●

4th  3th  2nd  1st Digit

**8.8.8.8.**

● ← Indicator for player 2

| | | | | |
|---|---|---|---|---|
| ● | | | | 1 st Rank |
| ● | ● | | | 2nd Rank |
| ● | ● | ● | | 3th Rank |
| ● | ● | ● | ● | 4th Rank |

## PLAYER MODE INDICATORS

| Indicator | Description |
|-----------|-------------|
| RED | Player "1" has ball in play |
| GREEN | Player "2" has ball in play |

## DISPLAY MESSAGES

| Message | Meaning |
|---------|---------|
| HI-SC | Highest score: When this message is displaying the following highest score will be displayed. The highest score will be collected after each game. The highest score will be set to zero if the power is off. |
| LIFE-XX | For each of consecutive ball playing, this message is displayed. xx is a number that indicates number of balls remain for playing. |
| PL-1/PL-2 | Once all balls are "finished", this message will be displayed and indicates that the player's score is now displaying. "p1" for player one, "p2" for player two. |

# RF REMOTE CONTROLLER

There are FIVE control buttons located in the RF remote controller. AC Flipper control buttons share same buttons of Player Select and Level Select.

| Button | Description |
|--------|-------------|
| START/RESET | Press to reset a game or start a new game. After a game has finished, you must press this key to restart a new game. For each new game, the score will be set to zero. You can stop the game when you are playing. You can change the tilt level, one player game or two player game. |
| VOLUME CONTROL | Press to adjust volume level. The maximum volume level is 7 and mute is 0. |
| LEFT AC FLIPPER CONTROL | Press this button to trigger movement of left flipper. |
| RIGHT AC FLIPPER CONTROL | Press this button to trigger movement of right flipper. |
| PLAYER SELECT | Press to change the current player game mode. When displaying "PL-1" – indicating now is set to one – player game "PL-2" – indicating now is set to two – player game |
| LEVEL SELECT | Press to change the tilt level. When displaying "LE-0" – indicating skill level is set to zero "LE-1" – indicating skill level is set to one "LE-2" – indicating skill level is set to two |

# SPECIFICATION

**AC/DC Adaptor**
 Input: 120V AC 60Hz
 Output: 22V DC 55VA

**TechBall**
 Operation Voltage: 18 ~ 26VDC
 Operation Current: 2.5A (@ 20V DC)
 Auto-Power Off Delay: 5 minutes

**Remote controller**
 Operation Voltage: 9V
 Operation Current: 50mA
 Battery use: 1 x 9 VOLTS (LR61)

→ Internal Antenna
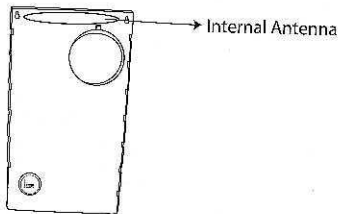
*CAUTION:* In order to reduce energy consumption, the TechBall automatically enter "sleep mode" (auto-power off) if there is no play engaged within FIVE minutes. The highest score is still preserved. However, the highest score will be reset to zero as the power switch is slid to OFF position.

THE TECHBALL AND THE AC ADAPTER STILL CONSUME SMALL AMOUNT OF ELECTRICITY EVEN THOUGH THE AUTO-POWER OFF IS ACTIVATED. IN THE INTEREST OF SAFETY AND ELECTRICITY SAVINGS, UNPLUG THE AC ADAPTER FROM THE WALL WHEN NOT IN USE.

# TROUBLESHOOTING

| PROBLEM | POSSIBLE CAUSE | SOLUTION |
|---|---|---|
| Motor does not rotate | The game has not been activated | Press the "RESET / START" button to start the game |
| Flippers or Launcher not function | The Remote Controller battery power is low | Replace a new 9V battery |
| Ball does not launch | Ball is locked | Check to make sure the TAB (at the back of TechBall) is in the outward position |
| TechBall not respond to the Remote Controller | Bad signal received by the TechBall | Relocate the Remote Controller to new position or reposition the TechBall that the internal antenna of the TechBall can receive signals at optimum state. |

NOTE: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.