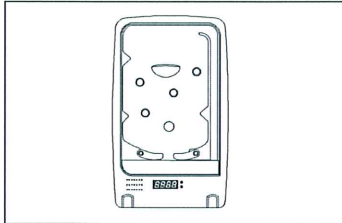


# Radio control pinball machine

For 1 - 2 players

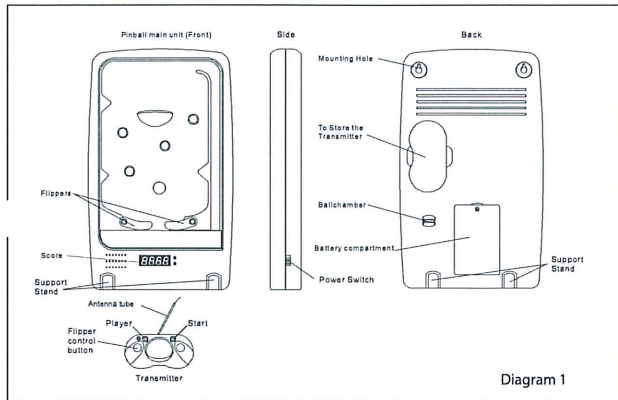


## Warnings

1. Not suitable for children under the age of 36 months as small part(s) may be generated - choking hazard.
2. Packaging materials are not toys. Please remove all packaging and packing tags / wires before giving this toy to your child.
3. Please retain the information for future reference.
4. Parents: It is recommended that this toy and all accessories be periodically examined for potential hazards and that potentially hazardous parts be repaired or replaced.

## Parts

- One pinball main unit
- One transmitter
- One Instruction Manual



## How to play

### Loading the ball:

To protect your product during transit and delivery, the balls are stored in the chamber. After unpacking the product, you have to remove the plastic slip underneath the main unit to release the balls. (See Diagram 2)

### Setup the Pinball

Tesco radio control pinball is designed for wall mounting or standing upright.

### To mount it on the wall - Adult assistance required

1. Hold the unit against the wall of the desired location, mark the wall at the top of each mounting hole. (Distance between the two mounting holes is approximately 8 inches)
2. Drill into the wall at each marked location.
3. Mount the unit using two screws. (Screws are not included; you might consider using 2 x self-tapping screws)
4. Hang the unit on the wall

### To have it standing upright

1. Slip out the 4 support stands located at the bottom of the unit to secure the upright position (See Diagram 3).

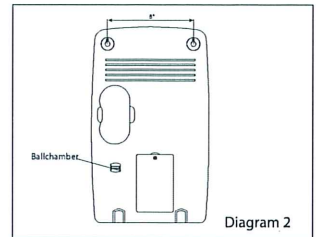


Diagram 2

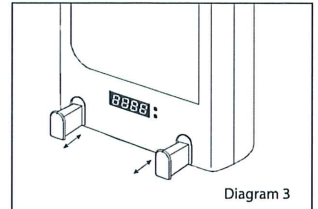


Diagram 3

## How to install batteries:

### In the Pinball

1. Locate the battery cover on the back of the main unit (See Diagram 4).
2. Make sure the unit is "OFF". Use a flat-head screwdriver (not included) to unscrew the battery cover.
3. Insert 8 x 1.5v AA size batteries. Make sure the (+/-) polarity is correct. (See diagram 4).
4. Replace the battery cover.

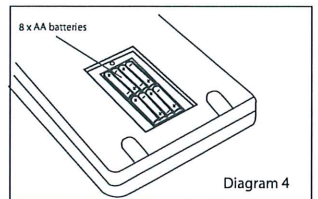


Diagram 4

### In the Transmitter

1. Unscrew to open the battery cover at the back of transmitter and put 2 x 1.5v AA batteries inside following the engraved signs (See Diagram 5)
2. Replace the battery cover.

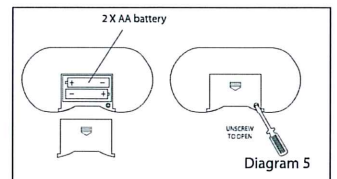


Diagram 5

## To Begin the Game:

1. Build up antenna of the transmitter by passing the cable through the antenna tube provided (see diagram 1).
2. Slide the ON/OFF switch to the "ON" position.
3. Before you begin the game, you may select the number of players or number of balls. (See OPTION DETAILS for more information)
4. Press the START button on the transmitter to start the game and press the START button again to launch ball into play.
5. Press the FLIPPER CONTROL buttons to keep the ball from exiting the playfield. The objective of this game is to keep the ball on the playfield for as long as possible while hitting as many bumpers and scoring as many points as you can. A score of 9999 wins the game.
6. The game is over when all balls fall beyond the flippers and exit the lanes.
7. The final score is shown when the game ends. Press START to start a new game or press FLIPPER CONTROL or PLAYER button to select game options.
8. After you have selected the game options, press START to start a new game.

## To End play:

Slide the ON/OFF switch to the "OFF" position to turn the pinball off.

## Auto Power OFF:

The unit will automatically power off after 3 minutes without input. The unit can be turned on again by pressing any buttons on the transmitter.



## Option Details:

### To select the number of players:

Pinball can be played as 1 or 2 players. The default is 1 player mode. Press the PLAYER button on the transmitter to select the number of players. To select 1 player, press the PLAYER button until the display shows "P--1". To select 2 players, press the PLAYER button until the display shows "P--2". After setting the options, press the START button to start the game.

### To select the number of balls:

The game is over when all balls fall beyond the flippers and exit lanes. The default is 3 balls. This game allows you to select up to 9 balls. Press the FLIPPER CONTROL button up or down to select the number of balls. The number you have selected will show in the display. For example, the display will show "F--5" if you have selected 5 balls. After setting the options, press the START button to start the game.

## Care And Maintenance

1. Keep the unit clean by wiping it with a cloth.
2. Keep the unit out of direct sunlight and away from direct source of heat.
3. Remove the batteries when the unit will not be in use for an extended period of time
4. Do not drop the unit on hard surface or try to dismantle it in any way.
5. Do not dampen the unit or expose it to moisture.
6. Do not bend the antenna tube.
7. Electrical, CB interference, mobile phones, air conditioning, elevators and steel grids in buildings can interfere with the transmission signal of the transmitter and result in erratic performance of the pinball game. In this case, change to a different location.

## Batteries

Batteries should be replaced by an adult.  
 Non-rechargeable batteries are not to be recharged  
 Rechargeable batteries are to be removed from the toy before being charged  
 Rechargeable batteries are only to be charged under adult supervision  
 Different types of batteries or new and used batteries are not to be mixed  
 Only batteries of the same or equivalent type as recommended are to be used  
 Batteries are to be inserted with the correct polarity  
 Exhausted batteries are to be removed from the toy  
 The supply terminals are not to be short circuited  
 Do not dispose of in fire  
 Transmitter: 2 x 1.5v AA batteries  
 pinball: 8 x 1.5v AA size batteries (DC 12V)

## ATTENTION PARENTS:

IT IS RECOMMENDED THAT THIS TOY AND ALL ACCESSORIES BE PERIODICALLY EXAMINED FOR POTENTIAL HAZARDS AND THAT ANY POTENTIALLY HAZARDOUS PARTS BE REPAIRED OR REPLACED.

FCC NOTE: THE ANTENNA PROVIDED IS A UNIQUE ANTENNA. BY INSTALLATION OF UNAUTHORIZED ANTENNA TO THIS EQUIPMENT, SUCH UNAUTHORIZED INSTALLATION COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

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.



CE 0681

**EZTEC**  
www.ez-tec.com

EZ-TEC® IS A REGISTERED TRADEMARK OWNED BY SCIENTIFIC TOYS, LTD.  
 © 2008 SCIENTIFIC TOYS, LTD., CHAI WAN, HONG KONG.  
 PRINTED IN CHINA  
 O.I. NO.4237