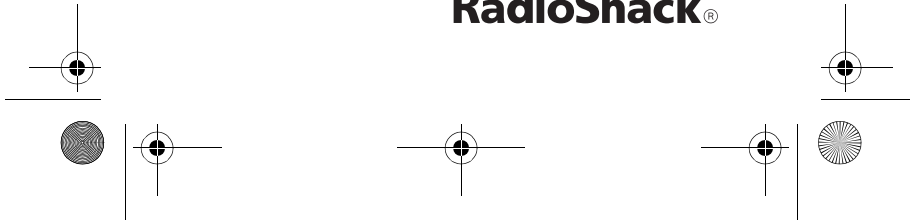
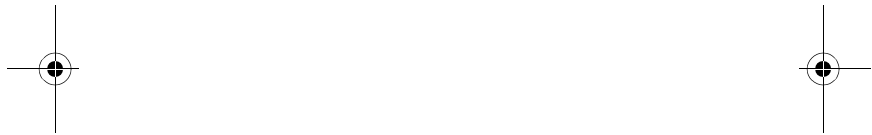
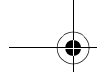


Cat. No. 60-2696
OWNER'S MANUAL

Please read before using this equipment.

Slot Machine



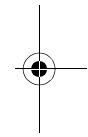
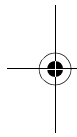


INTRODUCTION

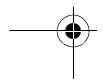
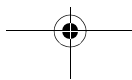


Your RadioShack Slot Machine game can provide you with hours of fun. The easy-to-use controls make the game simple to play. Its thin, compact design lets you carry it with you almost anywhere.

The Slot Machine game automatically turns off if you do not press **START/STOP** within about 2 minutes to play another round, but it saves the current game so you can play later.



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GETTING STARTED

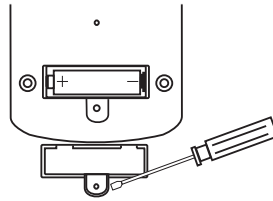
INSTALLING A BATTERY

You need one AAA battery to power the game. We recommend a RadioShack alkaline battery. Follow these steps to install the battery.

Cautions:

- 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.

1. Use a screwdriver to remove the screw from the battery compartment cover, then remove the cover.



-
- Put one AAA battery in the battery compartment as indicated by the polarity symbols (+ and -) marked inside.
 - Replace the cover and secure it with the screw.

Note: If the game does not work properly, you might need to reset it. To reset the game, remove and re-install the battery. **100**, **((•))**, and **77777** appear on the display. If the game still does not work properly, the display dims, or the sound weakens, replace the battery with a fresh one.

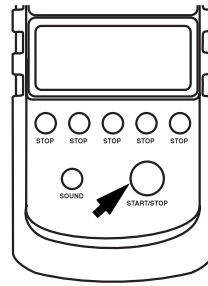
Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the game for a long time, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

TURNING THE GAME ON/OFF

To turn on the game, press **START/STOP**.

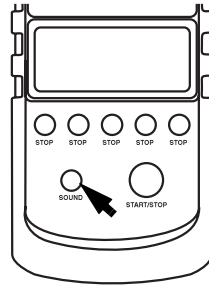
To conserve battery power, the game automatically turns off if you do not press **START/STOP** within about 2 minutes to start another round.



To turn the game back on, press **START/STOP**. The display shows where you left off.

PLAYING WITH OR WITHOUT SOUND EFFECTS

To turn off the sound effects, press **SOUND** until ((•)) disappears from the display.



To turn on the sound effects, press **SOUND** until ((•)) appears on the display.

WINNING PATTERNS

The winning patterns start from the first reel and read from left to right. There are five different symbols on the slot machine:



Pattern	Points
77777	1,000
★★★★★	500
7777	500
★★★★	300
777	300
Five same (except 7 and ★)	200
★★★	200
First 4 matching (except 7 and ★)	100
First 3 matching (except 7 and ★)	50
77	30
7 plus two ★ anywhere	20
7	10

PLAYING THE GAME

1. If the display is off, press **START/STOP** to turn on the game. The display shows the last game where you left off.

Note: You always start a new game with 100 points.

2. Press **START/STOP** to make the reels spin. The Slot Machine game deducts 10 points from your score.

3. Press **START/STOP** again to stop all reels. Or, press the five individual **STOP** buttons to stop each reel one at a time.

Note: If you do not press **START/STOP** or all five **STOP** buttons within about 30 seconds, the reels automatically stop.

If you win, **WIN** flashes and the scored points appear on the left of the display. Then the points are transferred automatically to the **CREDIT** pool.

4. Repeat Steps 2 and 3 to play the next round.

If your score reaches 0, press **START/STOP** to automatically reset the score to 100 and start a new game. Press **START/STOP** again to spin the reels.

CARING FOR YOUR GAME

To enjoy your Slot Machine for a long time:

- Keep the game dry. If it gets wet, wipe it dry immediately.
- Use and store the game only in normal temperature environments.
- Handle the game gently and carefully. Don't drop it.
- Keep the game away from dust and dirt.
- Wipe the game with a damp cloth occasionally to keep it looking new.

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

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 the limitations on how long an implied warranty lasts or the exclusion 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 *(Continued)*



(Continued) 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

We Service What We Sell

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