

ELECTRONIC CYBERSHOT™

GAME

For 1 or 2 players / Ages 8 and up

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WARNING: *The bridge contains delicate electronics.
Do not lift the game by the bridge, or lean on it.*

EQUIPMENT

CYBERSHOT™ game • 2 Balls • Labels • Rubber feet
• 4 C-size batteries required (not included)

ASSEMBLY

- **Insert batteries:** Turn the game arena over as shown in Illustration 1, and place a folded towel(s) under it. Loosen the screw and remove the battery compartment door. Insert 4 C-size batteries (we recommend alkaline) into the compartment, making sure to align the + and – with the markings in the plastic. Replace the door and tighten the screw.
- Batteries may leak if improperly installed. Remove during extended storage.
- **Feet:** Press and twist one of the four rubber feet into one of the posts, as shown, until it snaps in place. Repeat for the other three.
- **Labels:** Turn the game right-side-up. Apply the labels as shown on the package and in Illustration 2 below.

OPERATION

FLIPPERS—How to Operate:

- Depress the flipper buttons on the sides of each end of the game to activate the flippers.

TARGETS—How to Activate and Score:

- **Bridge Targets:** With your flippers, hit one of the balls at and through a target. If you hit the target, one of your color scoring lights on your side (Red or Green) will light up.
- **Loop Targets:** Shoot a ball up and around the loop at the end of the arena that is opposite your flippers. One of your scoring lights will light up.

TO SELECT GAME or TURN GAME OFF

- Slide the Game Select switch to the game you want to play.
- Press the Game Start button to turn the game on.
- To restart a game, press the Game Start button **twice**.
- To play a different game, slide the Game Select switch to that game number. Press the Game Start button **once** to start your new game.

NOTE: To turn the game **off completely**, slide the Game Select/OFF switch to any different position (1,2,3,4).

Game 1: SECTOR™ • Game 2: ANNIHILATOR™

Game 3: BATTLE BALL™ • Game 4: SPEED SHOT™ (solo)

ILLUSTRATION 1

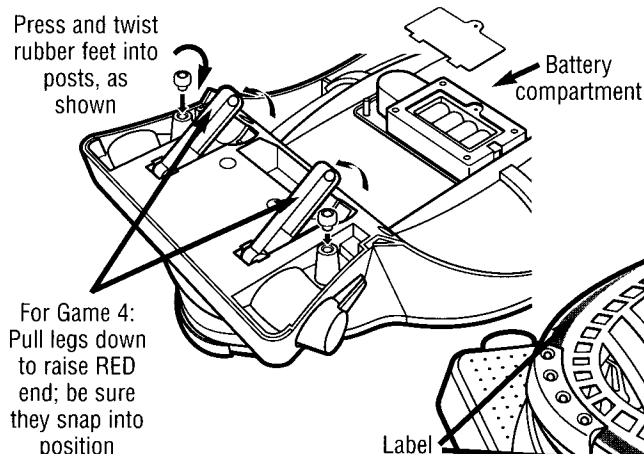
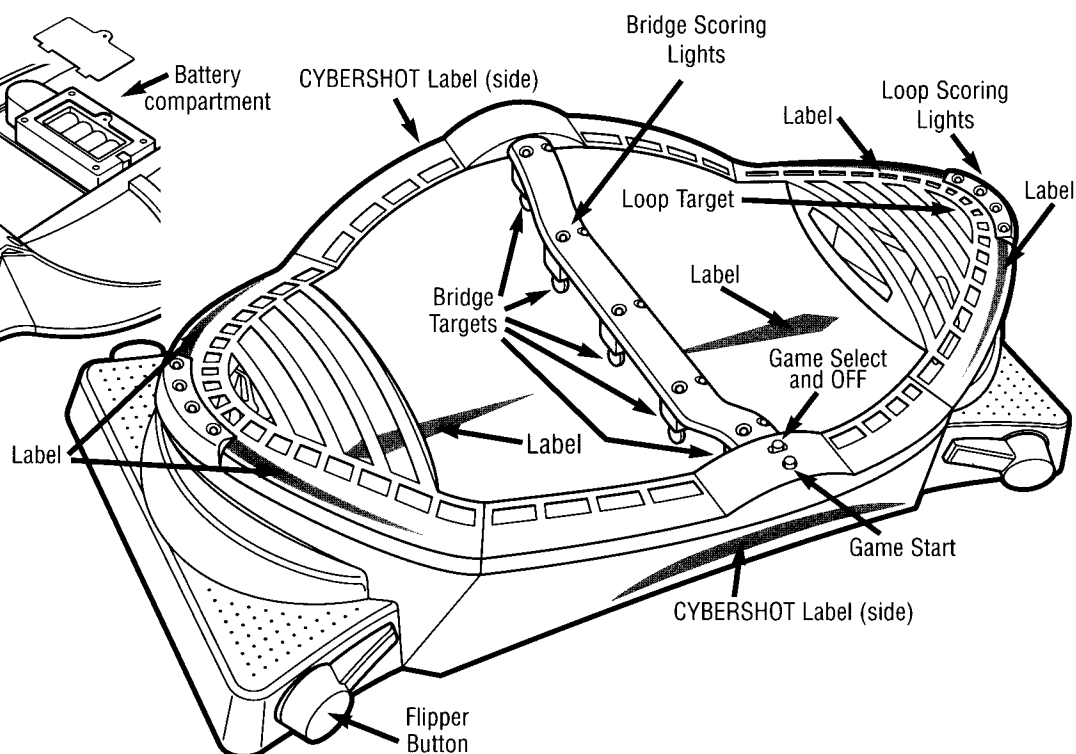


ILLUSTRATION 2



GAME PLAY

- Games 1, 2, and 3 (for two players) use two balls. (For an easier game, you can use one ball.) These games are played flat, with the legs under the base flipped up, out of the way. The color of the Loop scoring lights indicates which end is controlled by the Red player, and which by the Green player. Decide who will control which end, and take a ball.
- Select and start a game...when the crowd stops cheering, it's time to play!

GAME 1: SECTOR—Speed & Strategy

2 players: Played with two balls. Each player starts with a ball.

Object: Be the first player to control either the Bridge or Loop Sector by lighting *four of your color lights in a row*.

Game Play & Scoring:

- The arena is dark. No lights are lit. Listen to the music—and Start Firing!
- The Bridge Sector has five targets. You earn a light for every target you hit—but your opponent can reverse control of the target by hitting the same target from his side!
- Each Loop Sector has only one target switch. When you hit it, you earn a loop light. But if your opponent hits his own Loop target, he shuts off one of your lights—and lights one of his!

GAME 2: ANNIHILATOR—Take Total Control

2 players: Played with two balls. Each player starts with a ball.

Object: Light all nine of your lights first!

Game Play & Scoring:

- The arena is dark. Listen to the music—and Fire!
- When you hit a target, you'll light a light. Once you've earned a target, you won't lose it. Your opponent can also earn a light on his side by hitting this same target! Be first to light all nine of your lights—you win!

GAME 3: BATTLE BALL—Quick Response & Score

2 players: Played with two balls. Each player starts with a ball.

Object: Light any five of your color lights to win!

Game Play & Scoring:

- When the game starts, all the target lights are flashing across the bridge and around the loop. Suddenly all targets but one stop flashing, leaving the Red and Green lights flashing over just one target.
- Both players have 15 seconds to be the first to capture that target! Once a target has been hit—or after 15 seconds are up—all the lights begin to flash again and a new target is selected. Once you've earned a target, you won't lose it. This pattern continues until one player is the first to light any five of his color lights—and wins!

GAME 4: SPEED SHOT—Personal Best

1 player: Played with one ball.

Setup: To elevate the Red end of the game, flip down the legs until they snap (see Illus. 1). Use the flippers at the Green end.

Object: Light all nine of the Red lights—in your fastest time. Your limit is 3 minutes! Highest score wins. **Note:** In this game, unlike the two-player games, you'll score on the lights at the opposite end of the arena, the Red end.

Game Play & Scoring:

- The Green lights act as the 3-minute clock. At the beginning of the game, all the Green lights will be on. Every 20 seconds, one Green light will go out. When a light goes out it will be

accompanied by an “alert” sound. If all nine Green lights go out, your 3 minutes are up and the game ends.

- When the game starts, all the Red lights are flashing. Suddenly they all go out—except one.
- You have 10 seconds to hit that Red target! If the target is hit—or 10 seconds elapse—the Red lights start flashing again. Once you've earned a Red target, you won't lose it.
- The game can end in two ways: You light all nine Red lights, or your 3 minutes are up!
- **Scoring:** When the game ends, count ALL the lights lit, Red and Green. If time runs out, your score will be between 0 and 9 (for the Red lights). But when you get really good, you'll hit all nine Red targets before time runs out. When this happens, add any remaining Green lights lit to your score. How FAST can you do it? NOT FAST ENOUGH! TRY AGAIN!

CAN YOU MASTER THESE SKILL SHOTS?

ROCKET SHOT:

Use split-second reflexes. Blast the ball right up the middle of the arena to activate the center bridge target.

SIDEWALL SHOT:

Requires flipper finesse. Cradle the ball just enough to master shooting it up the wall and take control of vertical sidewall targets.

LOOP SHOT:

The Ultimate Shot. Get totally vertical by rocketing the ball through the bridge, up the wall, and around the arena to activate the loop target above your opponent's flippers.

TROUBLESHOOTING:

- If a ball flies out of the arena, go pick it up quickly and drop it in the center of the arena.
- It's time to change *all* the batteries when: Game play sequences slow down, the sound track speeds up, or there are other irregularities in game play.

CAUTION: 1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions. 2. Do not mix old and new batteries. 3. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries. 4. Always remove exhausted or dead batteries from the product.

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.



We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

