

# BALLZERKO™

Talking two-fisted  
pinball maze game!

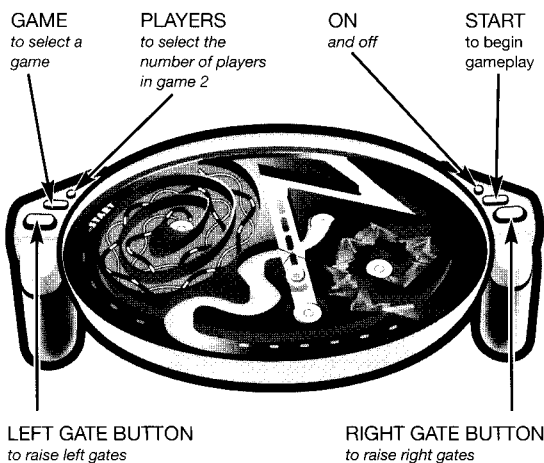
For 1 to many players / Ages 5 and up

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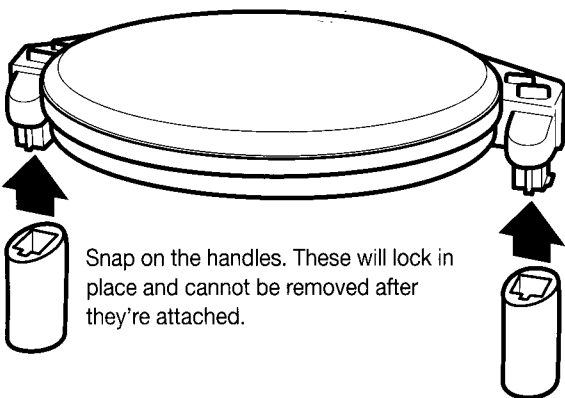
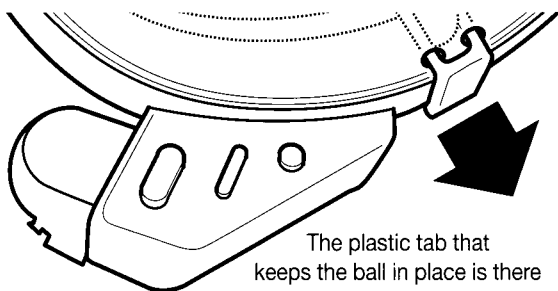
CONTENTS: 1 BALLZERKO™ Game • 2 Snap-On Handles

## A LOOK AT YOUR BALLZERKO GAME



Before pressing Start, these buttons are used to select the Gates and the Parking options. Press the left button to toggle between Gate options and the right button to toggle between Parking options.

## ASSEMBLY



**Insert batteries:** Loosen the screw on the battery compartment on the bottom of the game, and remove the door. Insert 3 AAA/LR03-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw.

## CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- Make sure the batteries are inserted correctly, and follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

## GATES AND PARKING OPTIONS

Select the GATES option (left button), to use the Gates to help guide the ball. Selecting NO GATES, means that if you use the Gates to help guide the ball, the game will end!

Select the PARKING option (right button), and the ball may "Park" in an unlit target during gameplay. Selecting NO PARKING, means that if the ball lands in an unlit target during gameplay, the game will end!

## GETTING STARTED

- Press the ON button to turn the game on.
- It will start by saying "BALLZERKO!" and the lights will flash. If this does not happen, check that the batteries were inserted correctly.
- The game starts in Game One—BALLZERKO. To select ZERKO™ or BALLZERKO EXTREME™, press the GAME button.
- Select your GATES and PARKING options.
- Once you press START, the GATES and PARKING options are activated. These options will continue for every subsequent game. To change them, turn the game OFF and ON and re-select, or press the GAME button three times to begin a fresh game.

NOTE: BALLZERKO will automatically shut off when gameplay stops for more than 2 minutes. Scores and settings will be lost.

## HOW BALLZERKO KEEPS SCORE

**Clap = 10 points**  
**Cymbal = 1 point**

Example: A score of 23 seconds sounds like this:  
Clap (10) + Clap (10) + Cymbal (1) + Cymbal (1) +  
Cymbal (1) = 23 seconds.

# GAME 1 - BALLZERKO

**NUMBER OF PLAYERS: 1 or more**

## OBJECT

How quickly can you complete an 8-target sequence chosen by BALLZERKO?

## GAMEPLAY - 1 Player

- The unit automatically starts in the BALLZERKO game when it's turned on. Otherwise, press the GAME button until you hear "BALLZERKO!"
- Select your GATES and PARKING options.
- Position the ball in the Start position, by your left hand.
- Press START. BALLZERKO will announce which target to go to.
- Quickly roll the ball to the target that is lit. Make the most of your action-driving grips and hold on!
- After you get the ball to a target, BALLZERKO will tell you the next target to go to.
- When you have successfully made it to 8 targets, the game is over and your score will be announced.
- If your score is the lowest since the game started, BALLZERKO will play a victory tune before it gives you your score.

## WINNING

Challenge yourself to beat your own best score, or compete against your opponents.

## Want to play again?

- To start a new Game 1, press START.
- To select a different game, press GAME.

## More than 1 Player

Take turns to see who can be the fastest to hit 8 targets!

# GAME 2 - ZERKO™

**NUMBER OF PLAYERS: 2 - 8**

## OBJECT

Players choose the target sequence. Can you meet—or beat—your opponent's fastest time to stay in the game? Make a mistake and you'll be spelling Z - E - R - K - O !

## GAMEPLAY

- Press the GAME button until BALLZERKO says "ZERKO!"
- Press the PLAYER button until you hear the number of players who are going to play the game. If you do not select the number of players, BALLZERKO will default to 2.
- NOTE: Each player can select their own GATES and PARKING options. Select your options after your number is announced.
- For Example: Press the PLAYER button, and BALLZERKO will announce "Player 1." Player 1 may now select GATES and PARKING options. Press the PLAYER button again, and BALLZERKO will announce "Player 2." Player 2 may now select GATES and PARKING options. Do this until all players have been added and options have been selected.
- Press START.
- BALLZERKO will announce which player goes first.
- **The first player:** Position the ball in the Start position by your left hand and press START again. You will establish a sequence and time-to-beat of 4 targets that the other players must follow. Remember, the faster you go, the harder it is for your opponents to beat your score! You can go to any flashing target.  
Your turn is now over. BALLZERKO will announce the next player.
- **The next player:** Position the ball in the Start position by your left hand and press START. You must move the ball to the 4 targets in the same or less time than the original player who established the 4-target sequence.
- If you succeed, play moves to the next player, who must complete the same sequence in the same or less time.
- If all players are successful, play returns to the first player. You must move the ball to the same 4 targets in the same or less time than you did originally.
- BALLZERKO erases that sequence of 4 targets and announces the next player, who starts a new sequence of 4 targets.

## HOW MISTAKES SPELL Z - E - R - K - O

- If a player does not complete the sequence in the same or less time, or if GATES or PARKING are used by a player who selected No Gates or No Parking options, the player will be assigned a letter—Z, E, R, K, and finally O.
- After a player gets a letter, the sequence of 4 targets is erased and the next player establishes a new pattern and time-to-beat.
- Once you have spelled ZERKO, you're out.
- Play continues with the remaining players until one player is left—the winner!

## WINNING

A process of elimination, the last player in the game wins!

## Want to play again?

- To start a new Game 2 with the same players, press START.
- To start a new Game 2 with new players, or to select a different game, press GAME.

# GAME 3 - BALLZERKO EXTREME™

## NUMBER OF PLAYERS: 1

## OBJECT

A 6-target sequence gets faster and faster with each level. You must become extreme to complete the race through all 8 levels!

## GAMEPLAY

- Press the GAME button until BALLZERKO says "EXTREME!"
- Choose your GATES and PARKING options.
- Position the ball in the Start position by your left hand.
- Press START. BALLZERKO will announce which target to go to.
- Quickly roll the ball to the target that is lit. After you get the ball to a target, BALLZERKO will tell you the next target to go to.
- When you have successfully made it to 6 targets, you have completed that level. BALLZERKO will announce the next level.
- For levels 2-8: Position the ball anywhere *except* for one of the four targets. Start the ball in a strategic place, especially in the higher levels.
- Press START to begin the next level.
- Remember to breathe! BALLZERKO repeats the same sequence through all 8 levels, but each level gets faster with less time to complete it.
- If you do not complete a level in time, that level will be repeated.
- When you complete the 8<sup>th</sup> level, you are an *extreme* player and a VICTORY SOUND will play!

## WINNING

When you complete the 8<sup>th</sup> level, you win!

## Want to play again?

- To start a new Game 3, press START.
- To select a different game, press GAME.

## PLAY OPTIONS

Remember, all 3 games—BALLZERKO, ZERKO and BALLZERKO EXTREME—can be played with or without the GATES and PARKING options. For the ultimate challenge, select NO PARKING and NO GATES!

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.
- 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: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free).

