

BATTLE DOME™

The Game of Rapid-Fire Action and Lightning-Quick Reflexes!

Rules ©1994, 1995 Hasbro, Inc.

OBJECT

To defend your goal by firing back marbles as they come flying at you from all sides. If you have the fewest marble points when all the marbles have been fired, you win the round. Win 5 rounds and you're the BATTLE DOME™ champion!

EQUIPMENT

BATTLE DOME™ Base and Goal Cups • Motorized Marble Dispenser • Net • Bells • 4 Spinners • 4 Deflectors • Marbles • 2 Blocking Rails* • Label Sheets

ASSEMBLY

See back of this sheet.

* If fewer than 4 are playing, you will use the blocking rails. If 4 are playing, leave them off the dome.

TO PLAY

- Choose your goal cup number and sit behind it.
- Be sure the dispensing switch is set to "OFF" and all scoring sliders are set at "O."
- Wind the dispenser knob clockwise until you feel resistance. **DO NOT OVER-WIND OR WIND BACKWARD, AS THIS WILL DAMAGE THE UNIT!**
- Load all marbles into the dispenser dish at the top of the dome.
- When everyone is ready, one player turns the dispenser switch to "ON." **DO NOT TOUCH THE WINDING KNOB WHILE THE SWITCH IS IN THE "ON" POSITION, AS THIS WILL DAMAGE THE UNIT!**
- **BEGIN!** As the marbles are released, one at a time, onto the BATTLE DOME playing surface, defend your goal with your flippers. The action is fast and furious as the marbles come flying at you from all directions. **KEEP THEM OUT OF YOUR GOAL CUP!**
- When all the marbles have been played, the player with the lowest number of marble "points" (see SCORING POINTS below) wins the round and moves his or her scoring slider up one notch to "1." Players continue to advance their sliders as they win rounds.

SCORING POINTS

When a round is over, count up the marbles in your goal cup to determine how many marble points were scored against you. The black "STEALTH" marbles are worth **5 points**, all other marbles are worth **1 point**. The player with the **LOWEST** number of points wins the round!

To begin the next round: Turn the dispenser switch to "OFF." Load all marbles back into the dispenser. Rewind and turn the dispenser switch "ON" and you're ready to play another game!

WINNING

The first player to win 5 rounds is the BATTLE DOME champion!

TROUBLESHOOTING:

- If a marble gets stuck in the top of the dispenser, turn the dispenser off and clear the jam.
- If a marble gets hung up on one of the blocking rails or flies off the playing surface, it's out of play. Leave it there until the round is over.
- **If your scoring slider becomes loose, adjust it at the end of the round.**

CUSTOMIZED PLAY

You can customize the BATTLE DOME by using any arrangement of bells and spinners on the playing surface. These are interchangeable in the dome sockets. See picture on back.

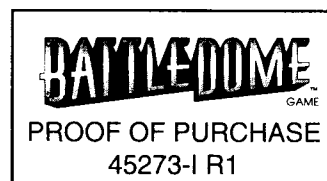
FOR 2-PLAYER & 3-PLAYER GAMES

Use the blocking rails to "block off" any goals that are not in use. Use one blocking rail for each unattended goal. When blocking off a goal, remove the two deflectors in front of that goal plus the bells and/or spinners. Attach a blocking rail into the spinner/bell sockets. A maximum of 2 goals may be eliminated this way. See DETAIL B on back of this sheet.

STORAGE

Dismantle the BATTLE DOME in the same way you assembled it, only in **REVERSE ORDER**.

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.



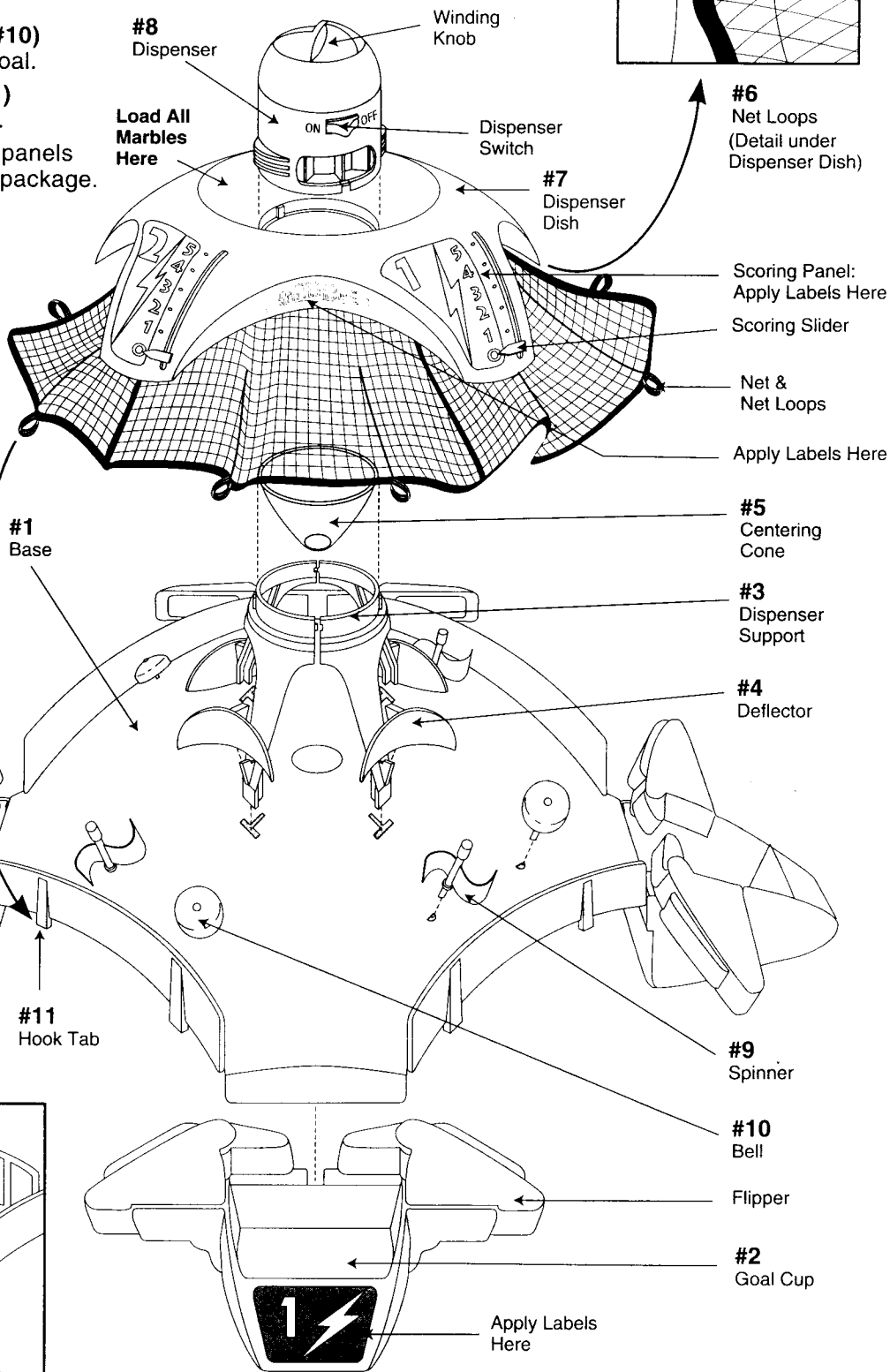
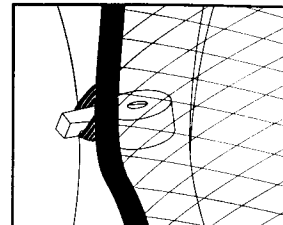
ASSEMBLY

1. Place base (#1) flat on table.
2. Attach the 4 goal cups (#2) by sliding base (#1) into slots in goal cups.
3. Assemble the two halves of the dispenser support (#3) and place in center sockets of base.
4. Slide deflectors (#4) onto legs of dispenser support.
5. Place centering cone (#5) into center of dispenser support.
6. Hook the 4 net loops (#6) onto hooks under dispenser dish (#7). (See DETAIL A.) Net seams will be on the inside.
7. Place dispenser dish (#7) (with net now attached) on top of dispenser support aligning tabs.
8. Place 1 spinner (#9) and 1 bell (#10) in the dome sockets near each goal.
9. Hook net loops to hook tabs (#11) under base (near each goal cup).
10. Affix labels to goal cups, scoring panels and dispenser dish as shown on package.

NOTE: Goal cup labels should correspond to the scoring panel to the **right** of each player. In other words, goal cup label #1 should be placed on the goal cup under scoring panel #1, as shown. When re-assembling game, be sure goal cups correspond to correct scoring panel.

11. Position scoring sliders at "0."
12. Position dispenser (#8) into dispenser dish and align tabs; press in place.
13. Check to see that dispenser switch is set at "OFF."
14. Wind dispenser (#8) completely, clockwise, until you feel resistance. **DO NOT OVER-WIND OR WIND BACKWARD.**
15. Load all marbles into dispenser dish.

DETAIL A



DETAIL B

For 2-Player & 3-Player Games

