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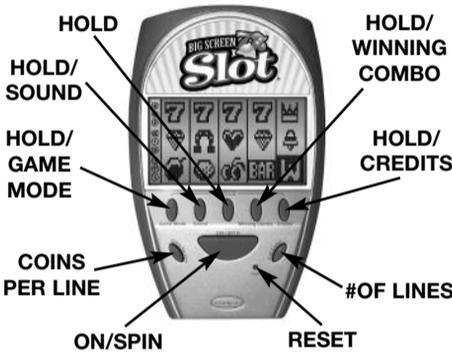
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

P/N 82391600 Rev.D

Big Screen Slot plays and sounds like the real thing! Five spinning reels, a large animated screen, bonus round and comfortable design will provide hours of non-stop action with big points. Four game modes (Slots, Double Spin, Change Up, Skill Stop) will keep the action moving with strategic nine line betting and credit per line betting. So get ready for real slot machine action!

FEATURES AND BUTTONS



ON/SPIN – Press this button to turn the game ON. Push the SPIN button to start spinning the 5 reels.

HOLD - Depending on the game being played, a corresponding HOLD button, below each of the five reels, responds differently. The following HOLD buttons are activated after your initial spin:

- **SLOTS** – HOLD buttons are not used or active during this game.
- **DOUBLE SPIN** – You spin the reels twice during this game. After the initial spin, press the HOLD button to prevent the corresponding reel from spinning a second time. Before the second spin, HOLD buttons can be toggled on and off before spinning.
- **CHANGE UP** – You spin the reels twice during this game. After the initial spin, each HOLD button will allow you to select the symbol at the bottom of each reel to be placed in the above two spaces. All three spaces in that column will be the same. Before the second spin, HOLD buttons can be toggled on and off before spinning.
- **SKILL STOP** - On the initial spin, each reel is manually stopped by pressing the corresponding HOLD button.

HOLD/GAME MODE – Please see above regarding HOLD button. Pressing the GAME MODE button allows you to toggle through and select one of the four games: SLOTS, DOUBLE SPIN, CHANGE UP and SKILL STOP

HOLD/SOUND – Please see above regarding HOLD button. Press this button to turn the game SOUND ON or OFF.

HOLD/WINNING COMBO – Please see above regarding HOLD button. Press and hold the WINNING COMBO button to view the previous winning combination(s).

HOLD/CREDITS – Please see above regarding HOLD button. The CREDITS button will allow you to view your total CREDITS earned.

OF LINES – This button will allow you to choose up to nine potential winning line combinations.

Line 1



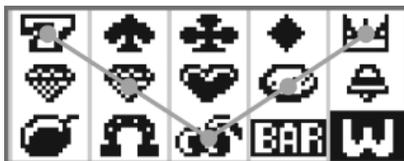
Line 2



Line 3



Line 4



Line 5



Line 6



Line 7



Line 8



Line 9



COINS PER LINE – This button will allow you to multiply your CREDITS per LINE up to 5 times.

RESET – Insert a blunt point into this button to reset the game to its original settings.

SLEEP MODE - After 60 seconds of inactivity, the game will automatically shut down, going into "sleep mode." To turn it on again, simply press the ON button.

HOW TO PLAY

Press the ON button to turn on the game. There are four game modes (SLOTS, DOUBLE SPIN, CHANGE UP, SKILL STOP) that can be selected. Press the GAME MODE button to toggle through each of the four games.

Once you have selected a game, choose up to nine winning LINE combinations by pressing the # OF LINES button. Once you have selected the # OF LINES, you can increase or multiply your winnings, up to five times, by pressing the COINS PER LINE button. You will not be able to select a combination of LINES and COINS PER LINE that is greater than your total number of CREDITS. The objective in each game is to obtain as many winning combinations as possible. A winning combination requires consecutive symbols starting from left to right across selected LINES. There are two exceptions:

CROWN – CREDIT points are received if the CROWN symbol appears on any reel in any position on selected lines.

WILD – Substitutes for any symbol except crown and CREDIT points are earned if the symbol appears on any reel in any position on selected lines.

Each of the four games is played slightly different:

SLOTS – You spin the reels only once to try and match winning combinations.

DOUBLE SPIN – You spin the reel twice for this game. After the initial spin, you will HOLD up to five reels in an effort to freeze the reels with the greatest potential of matching winning combinations. Once you've selected the reels you're going to hold, you spin a second time to see if the held and double spin reels result in winning combinations. If you've selected or held all five reels, the reels will not spin a second time when you push the SPIN button. The game will immediately determine the number of matches to be added to your total CREDIT points and the game will end.

CHANGE UP - You spin the reel twice for this game. After the initial spin, you will select, with the HOLD button, up to four reel(s). You make your selection based on the symbol at the bottom of each reel with the greatest potential of matching winning combinations. When you select a reel, the symbol at the bottom of the reel replaces the other two symbols in that column so that all three are the same. Once the reel(s) have been selected, you will spin a second time to see if your CHANGE UP of symbols results in winning or matching combinations with the reels that have been spun a second time.

SKILL STOP – To play, you push the SPIN button to start the reels spinning. You will manually stop each of the five reels with the corresponding HOLD button to try and match winning combinations.

At the end of each game, earned CREDITS from matching combinations and BONUS rounds are totaled and added to your TOTAL CREDIT score. The

game will end and you can continue to play the prior game or select a different game for the next round by pressing the GAME MODE button.

PAY TABLE - Each symbol combination pays a different CREDIT amount depending on the match. The following PAY TABLE reflects the potential winning combinations to earn CREDIT points:

| SYMBOL | Total Credits Based on 1 Coin | | | | |
|-------------|-------------------------------|---------|---------|---------|---------|
| | 1 match | match 2 | match 3 | match 4 | match 5 |
| Seven | 0 | 2 | 300 | 2000 | 2500 |
| Horse Shoe | 0 | 5 | 120 | 500 | 2500 |
| Spade | 0 | 5 | 110 | 350 | 1500 |
| Diamond | 0 | 5 | 100 | 250 | 1000 |
| Dollar Sign | 0 | 0 | 40 | 75 | 500 |
| Bell | 0 | 0 | 40 | 75 | 500 |
| Heart | 0 | 0 | 40 | 75 | 500 |
| Plum | 0 | 2 | 30 | 60 | 350 |
| Cherries | 0 | 0 | 10 | 50 | 200 |
| Club | 0 | 0 | 10 | 40 | 150 |
| Bar | 0 | 0 | 10 | 40 | 150 |
| Jewel | 0 | 2 | 5 | 20 | 120 |
| Lemon | 0 | 0 | 5 | 20 | 100 |
| Crown(any) | 2 | 3 | 5 | 20 | 50 |
| Wild | 1 | 2 | 300 | 2000 | 2500 |

Match above symbols from left to right across selected lines.

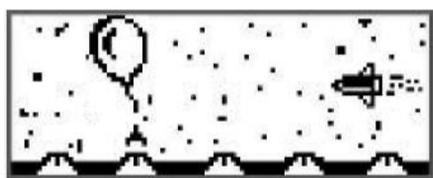


Additional CREDIT points can be earned, beyond the above PAY TABLE, when the following BONUS scenario(s) occur:

BONUS – A BONUS round starts if you have two or more CROWNS or three “7” in a row starting from left to right on selected lines.

The objective of the BONUS round is to pop BALLOONS or shoot down FLYING ROCKETS with a small projectile that is fired by pushing the corresponding HOLD button below each of the LAUNCHERS.

BONUS points are determined by a combination of the # OF COINS you had previously set for the round and the speed at which the BALLOON or FLYING ROCKET is traveling when hit.



TOTAL CREDITS: Each game is played slightly different; however, you're always trying to maximize your total CREDIT points. If you maximize your points, they will roll-over to “0” after you reach “999,999,999” total points. If you begin to lose points, your score will reverse back to “999,999,999” and begin to decrease from that point. Again, if you max out your CREDIT points they will roll over and start increasing from “0” again.

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.
- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelee-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:
RADICA USA Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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