

1. INTRODUCTION

Lights flying as fast as you can say the magic word, "PIKACHU!!!!!! Hear authentic Pokémon sound effects and actual voices! This is more than any kind of pinball you've ever experienced before. This is POKÉMON PINBALL! As you use your flippers to send Pikachu rocketing through the unit at the speed of flashing light, you will also be training him to do battle against six other Pokémon characters-- Pigeotto, Bulbasaur, Charmander, Squirtle, Ekans and Meowth! Once you and Pikachu have weakened each of these other Pokémon, you will be launching monster balls to complete each capture!

2. POKÉMON TRAINER CONTROLS

Two Flipper buttons

- The button on the left controls the left flipper.
- The button on the right controls the right flipper and the powerful third flipper!

Power On/Off

- To turn your pinball unit on and off.

Sound On/Off

- To turn the sound on and off.

Players Select

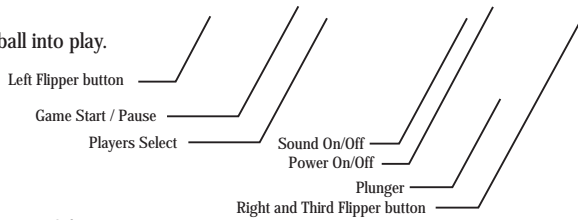
- To select the number of players.

Game Start/Pause

- To start the game
- To pause the game

Plunger

- To put each new ball into play.



3. OBJECT OF THE GAME

The goal of the game is to capture different Pokémon characters with your monster ball and with Pikachu. Players must also try to get the highest score possible on each turn. This will be a one to three player game.

Each player will start off with three balls. Players alternate turns. So when player 1 loses his ball, it will then be the second player's turn, and so on. The player with the highest score wins.

Turns are over when all balls in play on a particular turn fall through the center of the screen between the two main flippers or through the side alleys.

A) WHOOPS! BALL DOWN THE CENTER!

B) BALL DOWN THE SIDE ALLEY!

4. HOW TO PLAY

POWER UP!

Press the POWER ON button to turn on the unit. When the game is first powered-up, you will hear the "PIKACHU!!!" sound effect. Once you turn the game on, the high score will be shown. Then you must press the GAME START button in order to enter the select player mode.

Ages 8 and Up

NUMBER OF PLAYERS

After pressing GAME START, now select the number of players by hitting the "PLAYER SELECT" button. Each time you hit the PLAYER button, the number of players will show up on the LCD score screen.

START THE GAME

After you select the number of players, press the "GAME START/PAUSE" button again to start the game! May you become the greatest of all Pokémon trainers!

You must then pull the plunger out to start the ball into action. The ball is ACTUALLY PIKACHU bouncing off the bumpers and being hit by the flippers! The speed that the ball will shoot out of the starting gate depends on how far back you pull the PLUNGER. If you only pull the plunger a little, the ball (Pikachu) will shoot out slow. It is possible for the ball not to get out of the starting gate if the plunger isn't pulled out far enough.

THE LIGHT YOU SEND ROCKETING OUT OF THE PLUNGER IS ACTUALLY PIKACHU!

Once out of the gate, there are four locations the ball can go. There are three small lanes the ball can go through or an outer path, which will either take the ball to the main bumpers or down to the main flippers.

When the ball reaches a flipper...

If you hold the LEFT FLIPPER button down, the left flipper will stay in the up position, allowing you to trap and hold the ball until you are ready to shoot the ball into action.

Remember that the RIGHT FLIPPER button simultaneously controls the right main flipper and the "Third Flipper". If you hold the RIGHT FLIPPER button down, both the right and third flippers will stay in the up position, allowing you to trap and hold the ball until you are ready to shoot the ball into action.

"3 LANE" BONUS SCORING

If you get the ball to go through all three lanes while on the same ball, you will be rewarded a 50,000 point bonus and every point scored after that will be worth double.

THE 3 LANE BONUS AREA

MAIN BUMPERS

The three main bumpers are located directly below the three lanes. If the ball hits one of the bumpers, the player is rewarded 100 points. But if the ball repeatedly goes from bumper to bumper each time the ball hits, double points score is rewarded. For example: One hit is 100, two hits is 200, three hits is 400, four hits is 800, and so on.

YOUR MAIN BUMPERS

THE SIDETRACK

The sidetrack is located to the right of the three main bumpers. The ball can only go through the "sidetrack" from the main Left flipper. The ball won't be able to fall down the "sidetrack" from the top of the screen. If the ball does go through the "sidetrack" the player is rewarded 100,000 points.

If you want to earn the 10,000,000 bonus:

1. Hit the ball into the upper section of the game with the RIGHT flipper to activate the sidetrack bonus.
2. Then the next shot should be hit into the sidetrack with the LEFT flipper.
3. Repeat 1 and 2 above 5 TIMES IN TOTAL IN A ROW, in order to receive the special bonus of 10,000,000 points.

CAN YOU EARN THE 10,000,000 BONUS?

SPLIT LEVEL BATTLES

Just below the "sidetrack" is the third flipper. The main goal of the third flipper is to try to hit the ball into the opening of the "split level" where a Pokémon character is waiting to do battle with Pikachu!

At the opening of the "split level", the first LED light will remain lit during the course of the game. The lit LED acts as a SHIELD. This shield is protecting the Pokémon character (which is actually the bumper at the top of the screen). You must hit the lit LED 10 times to deactivate the shield, thus allowing the ball to go up into the "split level".

- A) THE SPLIT LEVEL
- B) HIT THE LIGHT 10 TIMES TO DEACTIVATE THE SHIELD AND TO ENTER THE SPLIT LEVEL!
YOU DO THIS WITH YOUR THIRD FLIPPER!

Once inside the "split level" the object is to battle the Pokémon character with Pikachu and weaken him enough to then launch a MONSTER BALL at the Pokémon character to capture him --by hitting the bumper!

You must hit the Pokémon character five times to weaken him enough to then launch a monster ball at him in order to make the capture! To launch a monster ball, you must first get the ball out of the "split level" and into the "S Curve".

Shooting the ball into the "split level" from the third flipper is difficult to do. You must use excellent timing to do so. Each shield hit is worth 10,000 points.

After you knock out the shield and the bumper (Pokémon character) has been hit five times, the LED at the entrance to the "S-CURVE" will flash on and off to indicate to you that the ball needs to be hit into the "S-CURVE" in order to launch the monster ball!

THE "S-CURVE" AND CAPTURING

Once you get the ball in the "S-Curve", it will disappear -- but without you losing a turn or a ball, you will then launch another ball with the plunger. This time it isn't Pikachu -- but an actual MONSTER BALL. If the ball goes in the "S-Curve" before you deactivate the shield guarding him, you will only get 5,000 points.

Once you capture it, you then win that round and start over and battle against the next character!

- A) HIT THE POKÉMON 5 TIMES...
- B) ...THEN LAUNCH A MONSTER BALL AT HIM TO MAKE THE CAPTURE!
- C) TO EARN A MONSTER BALL, YOU HAVE TO GET THE BALL INTO THE "S-CURVE"!

POKÉMON CREATURES TO CAPTURE

Here is the order of Pokémon creatures you will fight:

- 1) Pigeotto
- 2) Bulbasaur
- 3) Charmander
- 4) Squirtle
- 5) Ekans
- 6) Meowth

The first four times you hit the LED of the Pokémon character, you will only hear sound of the character you are fighting against. But after the 5th hit of the Pokémon character, you will hear thunder and the triumphant sound of "PIKACHU!"

LOCK A BALL INTO THE BALL HOLDER TO PLAY "MULTI-BALL"!

THE BALL HOLDER AND "MULTI-BALL"

The ball holder is located in the left-hand corner of the screen. Getting the ball into the "Ball holder" is just as difficult as getting the ball into the "split level".

If you can lock the ball in the "Ball Holder" you then can go for multi-ball. When you lock the "Ball holder", the LED light will stay lit. You then get to shoot second ball out of the starting gate. If you don't pull the plunger within a second or two the computer will do it automatically, so you won't lose any time.

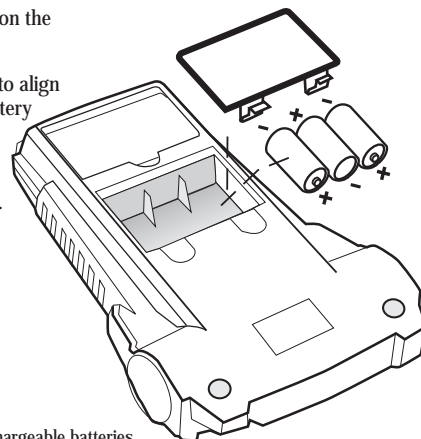
You must light up all three lanes again within 20 seconds. If you are able to do so, the "ball holder" will kick that ball out and the TWO balls will be in play at the same time! If you aren't able to do this, the "ball holder" will drop the ball directly below losing it completely.

5. BATTERY INSTALLATION

To insert batteries, squeeze the tab on the battery compartment door and lift.

Insert 3 "C" batteries, making sure to align the "+" and "-" as shown. Close battery compartment door.

Tiger recommends DURACELL Batteries for optimum performance.



To ensure proper function:

- a) Do not mix old and new batteries
- b) Do not mix alkaline, standard or rechargeable batteries
- c) Battery insertion should be done by an adult
- d) Non-rechargeable batteries are not to be recharged
- e) Rechargeable batteries are to be removed from the toy before being charged (if removable)
- f) Rechargeable batteries are only to be charged under adult supervision (if removable)
- g) Only batteries of the same or equivalent type as recommended are to be used
- h) Batteries are to be inserted with the correct polarity
- i) Exhausted batteries are to be removed from the toy
- j) The supply terminals are not to be short-circuited

DEFECT OR DAMAGE

If a part of your product is damaged or something has been left out, DO NOT RETURN THE PRODUCT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS, LTD. REPAIR DEPT.
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your product, product's model number, and tell us briefly what the problem is. Also, include sales slip, date, place of purchase, price paid, and your return address, we will do our best to help.

6. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$9.75. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:
Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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