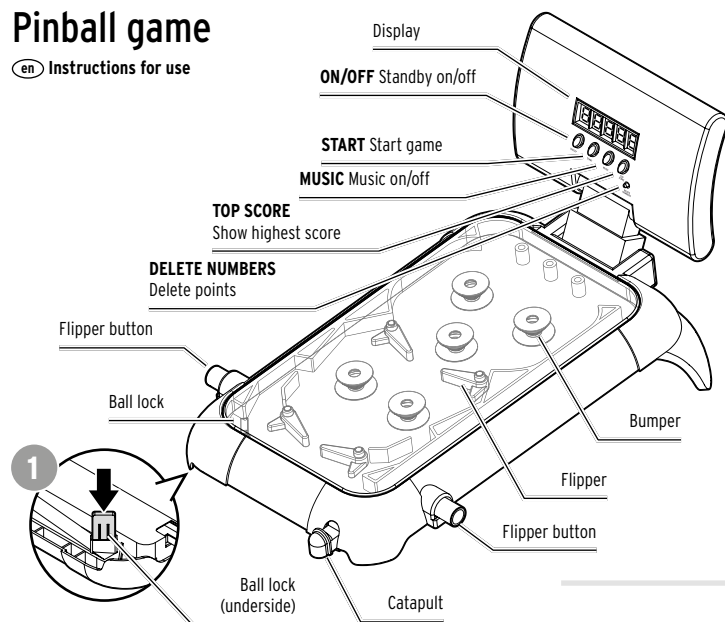


Pinball game

en Instructions for use



www.tchibo.de/instructions
(Please enter the product number in the box labelled "Bedienungsanleitungssuche" and click on "Suchen".)

Product number: 721 335

Manufacturer:
Lexibook S.A.
6 avenue des Andes, Bâtiment 11,
91940 Les Ulis, France

Information about the supplied batteries

Manufacturer: Maxell (Shanghai) Trading Co., Ltd.
Jingan District, Shanghai City, PR CHINA,
www.maxell.com.hk

Email: maxell@maxell.com.hk

Model: Maxell

Manufacturing date: 2025/03

Made in: China

For your safety

Read the safety warnings carefully and only use the product as described in these instructions to avoid accidental injury or damage. Keep these instructions for future reference. If you give this product to another person, remember to also include these instructions.

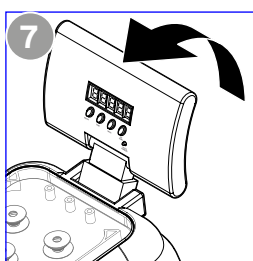
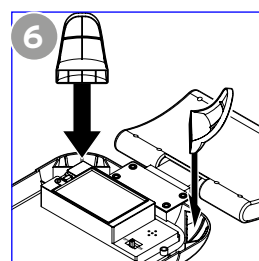
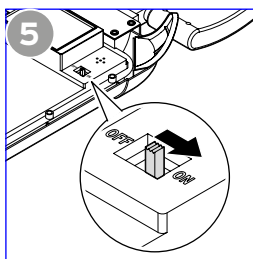
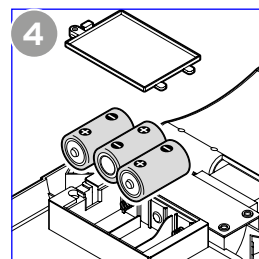
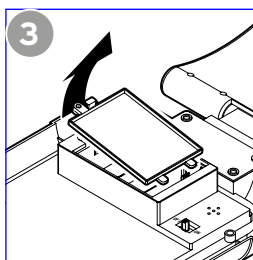
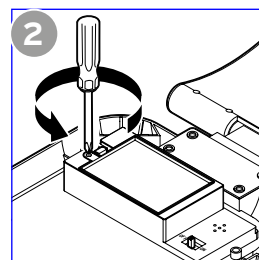
Intended use

The product is designed for private use and is not suitable for commercial purposes.

Recommended for children from 3 years.

WARNING:

- Not suitable for children under 3 years. Small parts. Choking hazard.
- Remove all packaging material before giving the product to a child. Risk of suffocation.
- Single-use and rechargeable batteries must only be inserted or replaced by adults. If you use rechargeable batteries, these may only be charged in a suitable charger and under adult supervision. They must moreover be removed from the product for charging.
- If a single-use/rechargeable battery has leaked, avoid contact with skin, eyes and mucous membranes. If necessary, rinse the affected areas with water and consult a doctor immediately.
- Non-rechargeable batteries must not be charged.
- Single-use/rechargeable batteries must not be taken apart, thrown into fire or short-circuited. Protect single-use/rechargeable batteries from excessive heat.
- The contact terminals in the battery compartment must not be short-circuited.
- If necessary, clean the battery and device contacts before inserting the single-use/rechargeable batteries. Risk of overheating!
- Remove the single-use/rechargeable batteries from the product when they are flat or if you do not intend to use the product for a longer period of time. This will prevent damage caused by leakage.
- Always replace all single-use/rechargeable batteries at the same time. Do not mix old and new batteries, different types or brands of batteries, or batteries with different capacities.
- Ensure that the polarity (+/-) is correct when inserting the single-use/rechargeable batteries.



• Do not use the product if it shows any visible signs of damage. Do not attempt to repair the product yourself. Do not make any modifications to the product.

• Do not immerse the product in water and protect it from moisture.

Danger to persons with epilepsy or suspected epilepsy

• In a very small number of people, certain visual influences (e.g. flickering lights) can lead to epileptic seizures. These seizures can start with various symptoms like dizziness, changes in vision, eye and facial twitching, loss of orientation, confusion, or temporary loss of consciousness. People who lose consciousness may injure themselves on nearby objects or by falling down. If such symptoms should arise when you or your child are playing with the product, stop playing immediately and seek medical assistance. Parents should supervise their children and ask them about the symptoms listed above. The probability of such seizures is higher among children and teenagers than adults.

Inserting/replacing batteries

Replace the batteries when the sound fades or the device no longer responds correctly.

1. Unscrew the screw (Fig. 2) and remove the battery compartment lid (Fig. 3).
2. Remove the used batteries and insert the new ones (Fig. 4). Ensure that the polarity (+/-) is correct when doing so.
3. Replace the battery compartment lid and tighten the screw.

Assembly

See Fig. 6 + 7

Use

Switching on and off

1. To turn the pinball game on, slide the switch on the underside to **ON** (Fig. 5). The LEDs in the playing field flash 3x briefly.
2. Then, to start the game, press the **ON/OFF** button below the display. You will hear a short welcome sound, then **HI** flashes in the display followed by **0000** for the score.
3. To end the game, press the **ON/OFF** button below the display again. A short melody sounds, the display goes out and the device is now in standby mode.

▶ Use the **MUSIC** button to specify whether or not to have background music played continuously during the playing time.

▶ If you do not press a button or play for approx. 3 minutes, the device automatically switches to standby mode.

▶ To turn the pinball game off completely, slide the switch on the underside to **OFF**.

▶ To save the battery power, always switch the pinball machine off completely when not in use.

Playing

Releasing the ball

For transport, the ball is located at front left, behind the red ball lock.

▶ To release the ball, pull the ball lock on the underside of the device downwards (Fig. 1). The ball will roll out.

▶ When you put the device away, enclose the ball behind the ball lock again so that it does not roll around randomly.

Playing the game

1. Switch on the device and start the game as described. **HI** flashes in the display, followed by the last top score (highest score) or **0000** if the device has just been switched on.

The ball is located to the left of the catapult.

2. Pull the catapult back until the ball rolls in front of it.

3. Release the catapult.

The ball is shot toward the top and onto the playing field and makes its way downwards through the bumpers and flippers into the out-of-bounds area.

4. By pressing the flipper buttons on the left and right of the device with good timing, you can stop the ball and shoot it back up again.

Points are added to the display each time contact is made with a bumper.

The game is over as soon as the ball falls out of bounds.

▶ You can switch players after each game or agree that each person plays 3 or 5 games in a row, for example, and the points are added up.

5. Before the next player takes over, reset the display to **0000** using the **DELETE NUMBERS** button.

At the end you can determine the overall highest score (top score).

6. Press the **TOP SCORE** button; you will hear a fanfare sound and the highest score flashes on the display.

▶ If you switch off the device completely, the top score will be deleted.

Cleaning

▶ If necessary, wipe the device with a slightly damp, soft cloth.

Disposal

The product, its packaging and the supplied batteries have been manufactured from valuable materials that can be recycled.

Recycling reduces the amount of refuse and preserves the environment.

Dispose of the **packaging** at a recycling point that sorts materials by type.

Make use of the local facilities provided for collecting paper, cardboard and lightweight packaging.

▶ **Devices, single-use batteries and rechargeable batteries** marked with this symbol must not be disposed of along with household waste!

You are legally obliged to dispose of old devices separately from household waste. Electronic devices contain hazardous substances and, if stored or disposed of improperly, may cause harm to health and the environment. Information about collection points where old devices can be disposed of free of charge is available from your local authorities. Flat single-use and rechargeable batteries must be handed in at a local authority collection point or returned to a battery retailer. Tape off the contacts of lithium single-use/rechargeable batteries prior to disposal.

Technical specifications

Product number:	721 335
Model:	JG610
Single-use batteries:	3x R14P / 1.5 V (Zn/MnO ₂)
Ambient temperature:	+10 to +40 °C