

OPERATION MANUAL MANUAL DE OPERACION

CASIO
GAME CASIO CG-210

英西

055C M Printed in Japan

English

Dear Customer,
Thank you very much for purchasing a Casio electronic game. We hope it will provide you and your friends with lots of enjoyment.

To get the most out of this game we recommend you spend some time reading the information given here. And we also suggest you take note of the following guidelines to keep the unit in good order.

* Special care should be taken not to damage the unit by bending or dropping. For example, do not carry it in your hip pocket.

Since this unit is composed of precision electronic parts, do not touch the inside.

* Avoid using the unit in extreme temperatures (below 32°F (0°C), or above 104°F (40°C)).

Also protect the unit from extremely dusty or humid conditions.

* Clean only with a soft, dry cloth. Never use volatile liquids such as thinner or benzene.

* If servicing is necessary, contact original store or nearby dealer.

• Auto power off function

If the unit is left on, the auto power off function will automatically turn the power OFF after approximately 8 minutes, thereby prolonging battery life.

To restore power, simply press the **START/ON** key.

• Contrast adjustment

Once the unit is turned ON, press the **CONTRAST** key to enter the contrast adjust mode. Pressing the **LEFT** key will increase contrast, while pressing the **RIGHT** key will decrease contrast.

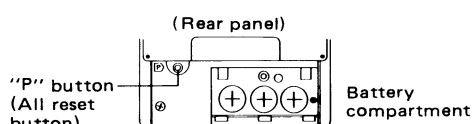
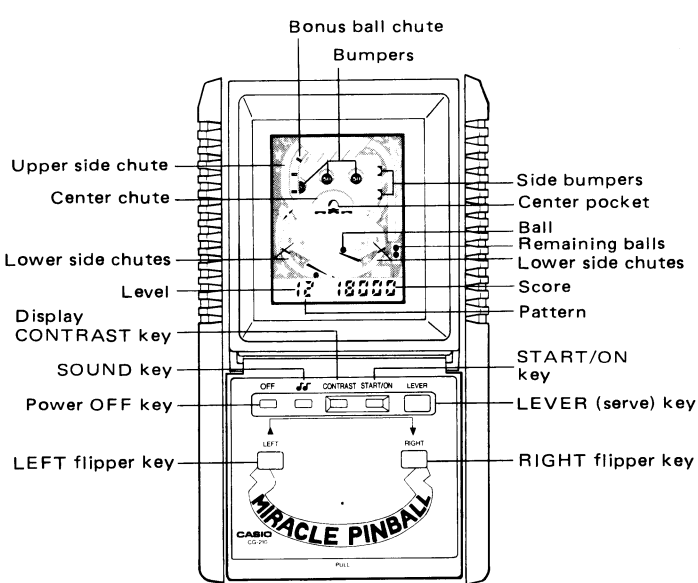
• Sound effects ()

This game is normally accompanied by sound effects. To turn the sound effects OFF, press the **SOUND** key. Pressing this key again will turn sound effects back ON.

■ MIRACLE PINBALL

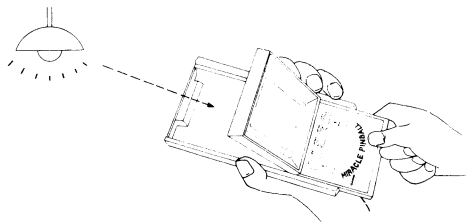
The object of the game is to keep the ball in play by skillfully manipulating the left and right flipper control keys. Advance to each level and the game increases in difficulty. Challenge your friends, challenge yourself by trying to set a new high score. Perfect for real pinball wizards!

■ GENERAL GUIDE

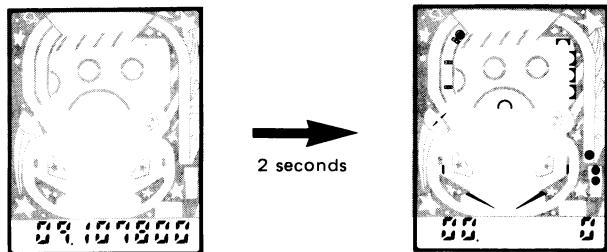


■ HOW TO PLAY THE GAME

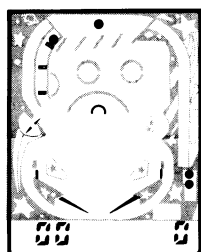
Hold the unit by gripping the sides with one hand. Use the other hand to pull the center part of the unit forward. As the unit slides forward, the screen will pop up to the playing position. Position the unit so that a light source is behind the screen to supply illumination.



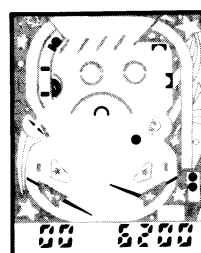
Press the **START/ON** key and the first pattern will illuminate on the display. At this time the previous high score together with the previous high pattern and previous high level will be displayed for about 2 seconds while a short start tune is heard.



Press the **LEVER** (serve) key and a ball will be served into the playing area. The power with which the ball is served depends on how long this key is pressed. Remember to keep the **LEVER** key pressed long enough to give the ball enough power to leave the serving chute.

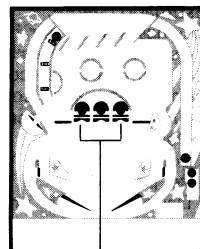


Once a ball is in the playing area, skillfully manipulate the LEFT/RIGHT keys to keep the ball in play with the flippers. Points will be scored as the ball bounces off of the various bumpers on the display. Each time all of the side bumpers are eliminated, the value of the main bumpers increases.



■ SPECIAL TARGETS

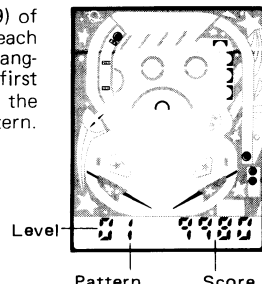
Various types of special targets appear on the screen as the patterns progress. These special targets will appear and disappear or move from side to side, depending on the pattern.



Special targets

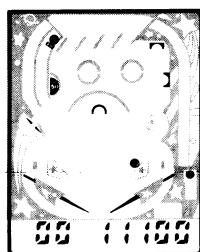
■ LEVELS AND PATTERNS

This game is composed of 10 levels (0 to 9) of 10 patterns (0 to 9) each. Advancing to each level increases the speed of the ball while changing patterns alters the special targets. The first digit of the Level/Pattern display shows the level, while the second digit shows the pattern.



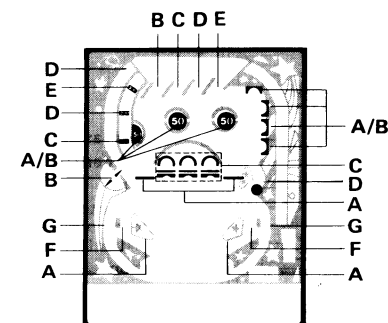
• Pattern Clear

Each pattern is cleared and the next pattern advanced to when a certain point total is reached. The pattern clear point level is calculated as: 10,000 × (current level + 1). For example, the pattern clear point level for level 0 is 10,000, for level 1 it is 20,000, etc.



■ SCORING

Points are scored by hitting bumpers or by entering chutes as shown below:

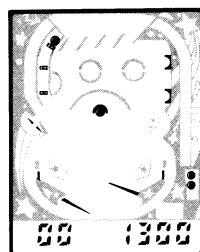


Type	Points
A	10
B	50
C	100
D	200
E	300
F	500
G	1000

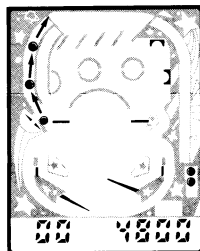
• Bonus Points

Three types of bonus points are possible.

1. 500 points are awarded when the ball enters the center pocket, or when the special targets are hit in a certain order to form center pockets. (Actual requirements depend on the pattern being played.)



2. 500 points are awarded when the upper side chute is entered after the requirements for the bonus points outlined in 1 (above) are met.



3. 500 points are awarded for each ball remaining, including the ball currently in play, when the pattern is cleared.

• The previous highest score and level.

The display for the highest score and level attained are independent. A score higher than the displayed score will become the new high score even if the level is lower. In this case the highest level display will remain the same. Conversely, a level higher than the level displayed will become the new highest level even if the points scored are lower. In this case the highest point display will remain the same.

• Clearing the previous highest score and level.

Press the "P" button in the battery compartment and the display will show "0".

* The highest possible score is "999990". If this score is reached and then 50 points are scored, the display will show "40", but the subsequent high score display will show a high score of "999990".

■ GAME OVER

The game ends once three balls have been used and no more are remaining. The bonus ball, once released, can be used to score points, but it has no effect on the number of balls remaining when it drops to the bottom of the display.



■ BATTERY MAINTENANCE

When battery power decreases, the whole display darkens. Batteries should then be replaced. Be sure to press the **OFF** key before changing.

Replacement of batteries:

- Slide open the battery compartment lid on the back of the unit after loosening the screw with a **+** screwdriver.
- Remove dead batteries.
- Insert new batteries with the plus terminal (flat side) on top.
- Replace the battery compartment lid. Screw carefully.
- Press the "P" button (All reset button) on the back of the unit with a pointed object such as a ballpoint pen, etc.

* Before inserting new batteries, be sure to thoroughly wipe them off with a dry cloth to maintain good contact.

* Be sure to replace all three batteries.

* Do not leave dead batteries in the battery compartment as they may cause malfunction.

* Remove batteries when not using for an extended period.

* It is recommended that batteries be replaced every 18 months to prevent the chance of malfunction due to battery leakage.

* Keep the batteries away from children. If swallowed consult a doctor immediately.

■ SPECIFICATIONS

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• GAME: MIRACLE PINBALL

• MAIN COMPONENT: One chip CMOS-LSI

• POWER CONSUMPTION: 0.007W

• POWER SOURCE:

Three alkaline-manganese batteries (Type: LR44)

Three silver-oxide batteries (Type: SR44 (G-13), UCC357, 10L14, RW-22 or RW-42).

• BATTERY LIFE:

The unit gives approximately 175 hours continuous operation on type LR44 (495 hours on type SR44 (G-13)).

• AMBIENT TEMPERATURE RANGE: 0°C - 40°C (32°F - 104°F)

• DIMENSIONS: 20.5mm(H) x 95.0mm(W) x 170mm(D)

1 1/16" (H) x 3 3/4" (W) x 6 11/16" (D)

• WEIGHT: 150 g (5.3 oz) including batteries