



MICROVISION™

BY MILTON BRADLEY



GAME BOOKLET

PINBALL

Try to hit the bumpers as many times as you can.

1. Slide ON/OFF switch up to ON. The option selection screen appears.
2. Press BALLS key to select the number (7, 5, 3, 1 or 9) of balls you want to play.
3. Press SPEED key to select the speed (Fast or Slow) of the ball.
4. Press PADDLE key to select the width (Triple or Double) of the paddle.
Note: The Double width paddle only allows for diagonal play.
5. Press GO and the ball appears on the screen.
6. Turn the Control Knob on the console to move the ball to a starting position.
7. Press GO to shoot the ball. When you press GO the paddle appears on the screen. Use the Control Knob to move the paddle.
8. Bounce the ball off the paddle into the four bumpers. Try to keep the ball ricocheting off the bumpers to score points.
9. When you hit a bumper with the ball, you score 1 point. Hit the same bumper four times and it lights up. Every subsequent hit on this bumper earns you 2 points. When you get all four bumpers lit, you score 3 points for each subsequent hit.
10. When you miss a ball, your score appears on the screen. You will also see how many balls you have left to play.
11. Press GO to start a new round. Press GO again to shoot the ball.
12. When you have played the number of balls

selected at the beginning of the game, your score for the game appears on the screen. (After reaching 999 points, you must add 1,000's to the score that shows on the screen.)

13. To start a new game, select your options then press GO twice. Remember to use the Control Knob to move the paddle from side to side as soon as the ball is in play.

Remember to turn the power off when not playing the game.

90 DAY LIMITED WARRANTY ON MICROVISION GAME CARTRIDGE

Electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials.

This warranty is void if electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of electronic game cartridge 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 limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, electronic game cartridge will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that the electronic game cartridge is replaced, the warranty on the replacement will be continued for 90 days. When sending back game cartridge, be sure to also return the console.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned electronic game cartridge on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of \$7.50 per cartridge. Milton Bradley shall not be obligated to perform this service if electronic game cartridge have been abused, misused, improperly serviced or damaged due to accident. When sending back game cartridge, be sure to also return the console.

General Instructions

IMPORTANT—Before returning electronic game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE

REMOVE THE BATTERIES FROM THE CONSOLE—DO NOT RETURN THEM

If your electronic game cartridge does not work, return it and any other game cartridges that do not work. Be sure to also return the electronic console with the cartridge or cartridges.

If the original packaging is available, repack console and game cartridge or cartridges in their packing and box. If not available, wrap carefully, making sure to surround the products with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in \$7.50 per cartridge and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the console and the game cartridge or cartridges.

**Milton Bradley Company
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