



# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO AIR-POWERED ACTION STADIUM. You'll find the answers to all your questions on the HASBRO AIR-POWERED ACTION STADIUM in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual HASBRO AIR-POWERED ACTION STADIUM  
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Instruction manual HASBRO AIR-POWERED ACTION STADIUM

**PLAYSKOOL** AGES 3+ 08628

### Air-Powered Action Stadium

Includes stadium (2 pieces), 2 connecting plugs, 2 connecting snaps, 2 paddles, 4 pucks, 2 legs, 2 center supports and 1 lever/riser.

Adult assembly required.  
Tool needed: Phillips/  
cross head screwdriver  
(not included).

**Thank you for choosing this PLAYSKOOL brand product!**

**x4 ALKALINE BATTERIES REQUIRED**  
1.50 D or LR20 type  
NOT INCLUDED

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**Manual abstract:**

Adult assembly required. Tool needed: Phillips/ cross head screwdriver (not included). Thank you for choosing this PLAYSKOOL brand product!  
ASSEMBLY: Please follow assembly instructions in proper order for best results. 1: Turn stadium halves upside down. @@@@ lever center supports 3a: Using screwdriver, turn locks on other half of stadium to unlocked position (arrow on lock points toward stadium center). 5: Snap center supports into holes in stadium. Attach lever to post on end of leg with flap. Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Slide door and remove. Insert 4 x 1.

5V "D" or LR20 size alkaline batteries. Fit door onto unit (tabs into notches), then slide door to the left. Tighten screw. NOTE - WHEN REPLACING BATTERIES: Removing the batteries will clear the high scores that have been stored in the internal memory. All high scores will be reset to zero after battery replacement.

TO INSTALL BATTERIES: 1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions; 2. @@@@ Batteries should be replaced by an adult. CAUTION: 1. Always follow the instructions carefully.

@@2. @@3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short circuit the supply terminals. 6. @@Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7.

RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES. GETTING STARTED: MODE SWITCH A two-position slide switch is located below the Player One goal as shown. This switch will allow you to select hockey or pinball mode. GAME SELECT BUTTON Pressing this button will allow you to cycle through different games according to the position of the mode switch. Hockey Mode - Press once for 5-point game - Press twice for 7-point game - Press three times for 10-point game Pinball Mode - Press once for "Practice" - Press twice for "1 Player High Score Challenge" - Press three times for "2 Player High Score Challenge" Note: Pressing and holding the Game Select button for 5 seconds during game play will turn the toy off. GAME PLAY:

HOCKEY 1. Make sure the mode switch is in hockey position.

2. @@3. @@The air will turn on, and you are ready to play. 4. @@5.

@@@6. @@7. @@8. @@Make sure the mode switch is in pinball position. 2.

@@The Player Two side of the stadium should be raised up. 3. @@4. The air will turn on, and you are ready to play. Optional: For more advanced play, you can use the hockey paddles as pinball bumpers. A. @@B. Insert posts into holes in the stadium. @@(C.) A.

@@Aim for the 25, 50 and 100 point markers as shown. (D.) The toy will announce and make sound effects when you've hit a target. PINBALL "1 PLAYER HIGH SCORE CHALLENGE" This mode is a 45-second challenge to score as many points as possible! Aim for the 25, 50 and 100 point markers as shown.

(D.) The toy will announce when you've hit a target and will keep track of your total score. After time has run out, the toy will announce your final score.

@@@ Challenge a friend and see who can score as many points as possible. Aim for the 25, 50 and 100 point markers as shown. @@@@The toy will announce when you've hit a target and will keep track of your total score.

After time has run out, the toy will announce the final scores and the winner. You can press the Game Select button to start a new game after you're finished.

@@point markers D. @@@@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.

· Consult the dealer or an experienced radio/TV technician for help. © 2006 Hasbro. All Rights Reserved. TM & ® denote U.S.

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