



# 180-game Handheld Game Player

Console de jeu portable / Reproductor de Juegos Portátil

## User's Guide

Manual del Usuario / Manuel de l'utilisateur

Model: GP180

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## Introduction

Welcome to I'm Game!™ Thank you for purchasing the GP-180 Handheld Game Player. We hope that you will use the GP-120 Handheld Game Player to experience countless hours of entertainment and enjoyment.

Before using the product, please review this user's guide. Included, you will find detailed explanations and instructions for each of the games, as well as some tips to help you get the most out of your gaming experience. Have fun!



**Spanish and French versions of this manual are available for download at our website:**

[www.imgameusa.com](http://www.imgameusa.com)

Remember to visit us on the website and be sure to look for new product releases, updates, and much more!

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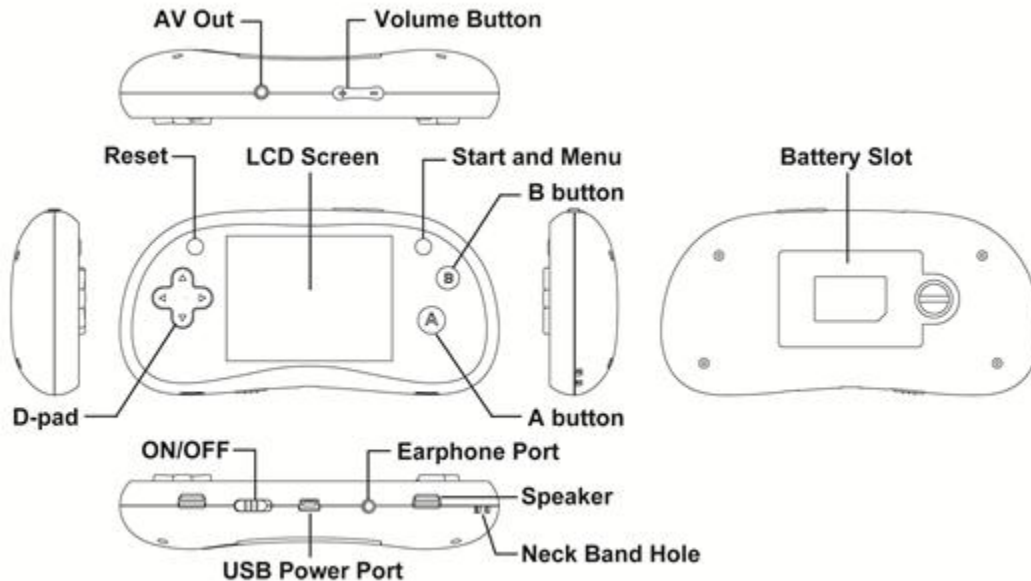
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## Buttons and Layout



The following are brief and generic descriptions of the buttons used to operate this device. Specific functions and/or details for each button will be described in the game instruction section for each game.

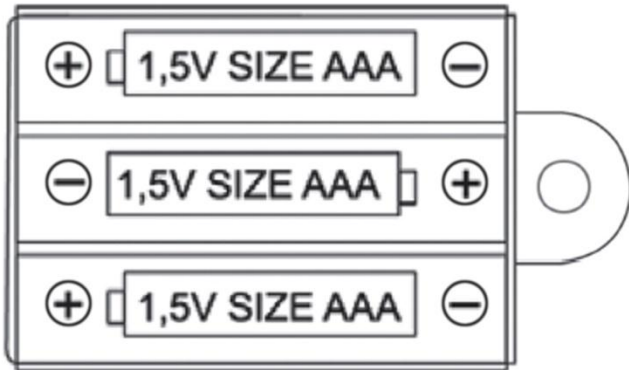
- Direction Pad** ----- Direction arrows used to navigate
- A -Button**----- Select/Confirm button/Main Function button during gameplay
- B -Button**----- Special Function button during gameplay
- Start / Menu Button** ----- Pause or Exit from game
- AV out cable port** ----- Connect with TV set via AV cable
- Earphone port** ----- Connect with the earphone
- Volume Button** ----- Adjust the Volume Up (+) or Down (-)
- USB Power Port** ----- Power the device via a USB port connection or by using the USB AC/DC Adapter

## Features

- \* Handheld Game Player with 180 fantastic Games built-in
- \* 3" LCD TFT screen
- \* Resolution 960x240 pixels
- \* Operated by 3x AAA-batteries (not-included) / Mini USB cable(included)/USB to AC Power Adapter(included)
- \* Built-in 3.5mm Earphone Jack
- \* Built in AV Port for TV output via AV cable (optional, cable not included)
- \* Games designed for Ages 5 and up
- \* Product Dimension: 139.5mm×68mm×27mm

## Battery Installation

Please use a coin or a flat tip screwdriver to open the battery cover on the backside of the device. Insert three AAA batteries. Align the batteries as indicated by the “+” and “-” markings.



When using batteries to operate the device, we strongly recommend that you use rechargeable batteries as the high-resolution display may drain batteries quickly.

### Caution:

Always follow the instructions carefully. Use AAA batteries only, as specified, and be sure to insert them correctly by matching the “+” and “-” polarity markings.

Do not mix old batteries and new batteries, or standard with alkaline batteries.

Remove exhausted or dead batteries from the product.

Remove batteries if product has not being used for a long time.

Do not short-circuit the supply terminals.

Should this product cause or be affected by local electrical interference, move away from other electrical equipment.

Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

## Operating Instructions

Install three AAA batteries or connect your device to a power source using the USB port connection to a computer or to the USB AC/DC Adapter. Slide the Power switch to the **ON** position. Press the **A-button** to begin.

Use the **Left** or **Right** arrow on the **Direction pad** to select the game that you wish to play. In the Main Menu, there are 19 Sports games: Tennis, Golf, Baseball, Table Tennis, Bowling, Darts, Basketball, Boxing, Trampoline, Ice Hockey, and Curling. Press the **A-button** to confirm your selection.

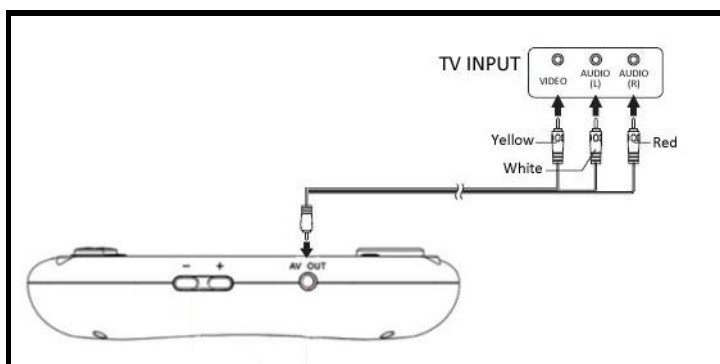
To access additional games, select **Mini Game**. Press the **A-button** to confirm your choice. Use the arrows on the **Direction pad** to select the category of your choice. Press the **A-button** to confirm or the **B-button** to return to the main screen. From within each Mini Game category, use the **Up** or **Down** arrow to select a game and then press the **A-Button** to confirm your choice.

Follow the instructions listed in this guide for each game.

The Handheld Game Player is set to automatically power down when it is inactive for an extended period. Press the **RESET** button to resume operation. You will be returned to the Main Screen.

## Connecting To A Television

To connect your game device to a television, be sure that your Handheld Game Player and the television are both powered off. Insert an A/V out cable (available for purchase at [www.imgameusa.com](http://www.imgameusa.com)) into the A/V jack of the Handheld Game Player. Connect the cable to the television as shown in the diagram below. Refer to your television user's guide for additional instructions (if necessary).



### Name of Game:

TENNIS

### Game Objective:

Defeat your opponent by winning the match. A match consists of sets and games. To win a set, you must win the required number of games contained within the set. You may select 1, 3, or 5 sets and each set can contain 2, 4, or 6 games.

### Game Instructions:

Choose the court surface you want to play on by using the **Left** or **Right** arrow on the **Direction pad** to select from clay, hard, carpet, or grass. Each court surface has a different boundary line and speed rating. Press the **Down** arrow on the **Direction pad** and then use the **Left** or **Right** arrow to select how many sets you want to play. Press the **Down** arrow and then the **Left** or **Right** arrow to select how many games you would like to play within each set. Press the **A-button** to confirm.



Use the **Left** or **Right** arrow on the **Direction pad** to select your opponent. Press the **Down** arrow and then use the **Left** or **right** arrow to choose the difficulty. Press the **A- button** to confirm.



Press the **A-button** once to begin the serve, and again to complete the serve. During the game, press and hold the **Left** or **Right** arrow on the **Direction pad** to aim where you wish to hit the ball and press the **A-button** to hit the ball.

A point is scored when the ball does not land within the boundary line, hits the net, or if a player does not return it. Serves will alternate after every game.

Note: To win a game, you must win by two. For example, if the score is 40-40, or Deuce, you must score two more points before your opponent can score another point.

### Button use during game:

Direction-pad: Press the Left or Right arrows to aim where you wish to hit the ball

A-button: Confirm / Hit ball

B-button: Back to previous screen (available during the set-up menu)

Start-button: To pause or exit from the game

## Name of Game:

GOLF

## Game Objective:

Try to achieve Par or better by completing each hole in the fewest strokes. Each shot, or swing, counts as one stroke.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to select your character. Each character has a unique power and skill rating. Press the **Down** arrow and then use the **Left** or **Right** arrow to select 3 or 6 holes. Press the **A-button** to confirm.



The game begins with an overhead preview of the hole. To set an aiming point, press the **B-button**. An orange triangle will indicate where your ball will currently land, based on the distance of the current club that is selected. It does not account for wind. To adjust for wind, use the **Left** or **Right** arrow on the **Direction pad**. To change clubs, press the **Up** or **Down** arrow on the **Direction pad**. Press the **A** or **B-button** to return.

To begin, press and hold the **A-button**. A power meter will appear on the right. Release the **A-button** at the approximate power that you wish to apply. Full power will result in the maximum distance. After the ball has landed, a club will be automatically selected according to the remaining distance to the hole. If the ball is not on the green, you can select a different club. When the ball is on the green, only the putter may be used.



Putting tip – The full distance of the putter is 88 feet. Be sure to select the power accordingly so that you do not overshoot the hole. Apply a little extra power for putts over 10 feet. For example, a 17-foot putt will require about 1/3 of the power on the power bar.

## Button use during game:

Direction-pad: Press the Left or Right arrows to aim where you wish to hit the ball.

Select a different club by pressing the Up or Down arrow.

A-button: Press and hold the A-button to activate the power meter. Release the A-button to swing.

B-button: View the area where the ball will land.

Start-button: To pause or exit from the game



## Name of Game:

BASEBALL

## Game Objective:

Defeat your opponent by scoring the most runs.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to select a playing field. Press the **Down** arrow and then use the **Left** or **Right** arrow to select 3, 6, or 9 innings. Press the **A-button** to confirm. In the next screen, use the **Left** or **Right** arrow to select a team. Press the **Down** arrow and then use the **Left** or **Right** arrow to choose a difficulty. Press the **A-button** to confirm.



On the main screen, the number of strikes, balls, and outs, and the position of any base-runners is displayed in the upper left corner. The current inning and score are displayed in the upper right corner.

**Batting:** Use the **Up** or **Down** arrow to select the type of swing you wish to use from one of the four options on the right side of the screen: **Power**, **Line Drive**, **Ground**, or **Magic**. When the pitch comes, use the **Left** or **Right** arrow on the **Direction pad** to aim where you wish to hit the ball and press the **A-button** when the ball arrives. Time your swing carefully. If the ball lands in play and you wish to advance to another base, press the **A-button**. Press the **B-button** to go back. When 3 batters are out, the offense and defense exchange.

**Pitching:** Use the **Up** or **Down** arrow to select the type of pitch you wish to throw from one of the four options on the right side of the screen: **Fast**, **Slow**, **Hook**, or **Magic**. Use the **Left** or **Right** arrow on the **Direction pad** to aim where you wish to throw the ball and press the **A-button**. If a ball is hit into play, after you have fielded it, press the **A-button** to throw the ball to try to get the runner out.

**Note:** The 'Magic' option can only be used once per inning by a batting team or a pitching team. When used, it will add a special effect to the ball.

## Button use during game:

Direction-pad: Select / Aim

A-button: Confirm / Swing / Pitch / Advance to the next base / Throw the ball

B-button: Return to previous base

Start-button: To pause or exit from the game



## Name of Game:

TABLE TENNIS

## Game Objective:

Defeat your opponent by winning the match. A match consists of innings (games) and the first one to score 11 points wins that inning.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to select your opponent. Each opponent's speed, power, and accuracy rating are shown. Press the **Down** arrow and then use the **Left** or **Right** arrow to choose the number of innings (games): 3, 5, or 7. Press the **Down** arrow and then use the **Left** or **Right** arrow to choose the difficulty. Press the **A-button** to confirm.



Press the **A-button** once to begin the serve, and again to complete the serve. During the game, press and hold the **Left** or **Right** arrow on the **Direction pad** to aim where you wish to hit the ball and press the **A-button** to hit the ball. A point is scored when the ball does not touch the table before landing, hits the net, or if a player does not return it. Serves will alternate after every two points.

Note: To win an inning, you must win by two. For example, if the score is 10-10, you must score two more points before your opponent can score another point.

## Button use during game:

Direction-pad: Select options / Left or Right arrows to aim

A-button: Press the where you wish to hit the ball

B-button: Back to previous screen (available during the set-up menu)

Start-button: To pause or exit from the game

## Name of Game:

BOWLING

## Game Objective:

Have fun as you try to knock down as many pins as you can. Try to bowl a perfect game.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to choose your player. Press the **A-button** to confirm.

There are 10 frames in a game. In each frame, you have two chances to knock down as many pins as you can. If you knock down all 10 on the first roll, you have scored a **strike**. If you knock down all ten pins after two rolls, you have scored a **spare**.



To begin, use the **Left** or **Right** arrow on the **Direction pad** to select a starting position. Press the **A-button** once to start the *Angle selection* tool. Press and hold the **A-button** to choose an angle and start the *Power selection* tool. A bar will begin going up and down. Release the **A-button** when the bar is as close as possible to the top of the *Power selection* tool. If you do not select enough power, the ball will curve towards the gutter.

### Scoring:

When you score a strike, the total from the next two rolls will be added to the score for that frame. When you score a **spare**, the first roll from the next frame will be added to the score of the frame in which you scored the spare.

Example:

	Frame 1		Frame 2		Frame 3		Frame 4	
	6	3	▶◀		7	▲	4	3
TOTAL	9		29		43		50	

In Frame 1, you knocked down 6 pins on the first ball, and scored 3 on the second.

In Frame 2, you scored a strike. Your score for this frame will be 10 + the next two rolls.

In Frame 3, you scored a spare, so 10 points will be added to Frame 2 and the score is now entered. Your score will be 10 + the next roll.

In Frame 4, you knocked down 4 pins on the first roll, so 4 points will be added to Frame 3.

## Button use during game:

Direction-pad: Left / Right arrows to select a starting position.

A-button: Start the Angle tool / Press and hold to select Power / Release to roll the ball

Start-button: To pause or exit from the game

## Name of Game:

DARTS

## Game Objective:

Try to achieve the Event points in as few shots as possible. There are two events to choose from; 301 and 501.

## Game Instructions:

Use the **Up** or **Down** arrow on the **Direction pad** to select an event. Press the **A-button** to confirm.

After you have selected an event, the round will begin.

Throw each dart by following the steps below:

Step 1: A small yellow cross-hair will circle around the outer edge of the dartboard. Press the **A-button** to select a sectional aiming point.

Step 2: The cross-hair will now move from the outside to the inside of the dartboard. Press the **A-button** to select a specific aiming point.

Step 3: A power meter will begin lighting up at the bottom of your screen. Press and hold the **A-button** for 2 seconds and then release to throw your dart. Less power will cause your dart to fly lower from where you aimed. More power will cause your dart to fly higher than where you aimed.



### Scoring:

Each section is worth the number above it. The outer ring of each section is worth 2x (double) the number and the inner ring is worth 3x(triple) the number. The BULLS EYE is the area of the green and red circles at the center of the board. The inner green circle is worth 25. The small red circle in the middle is worth 50 points. The highest score possible with one dart is a "Triple 20", and is earned by hitting the inner circle in the "20" section. It is worth 60 points.

In each round, you will have three darts. Try to score as many points as possible by hitting certain spots on the dartboard.

## Button use during game:

Direction-pad: Up or Down arrow to select Event

A-button: Confirm a sectional aiming point / Press again to confirm a specific aiming point /  
Press and hold to select power / Release to throw

Start-button: To pause or exit from the game

## **Name of Game:**

BASKETBALL

## **Game Objective:**

Score points by shooting as many baskets as you can. Try to complete each level by reaching the goal within the time provided. Complete all levels to win the game.

## **Game Instructions:**

For each level, you will have a Goal, located at the bottom right corner of your screen, and a set amount of time to reach your goal. Your current score for that round will be displayed in the lower left corner of the screen.

The basket will move from left to right and then right to left. Use the **Left** or **Right** arrows on the **Direction pad** to position yourself. Press and hold the **A-button** to ready your shot. Release the **A-button** to shoot the ball towards the basket. Once you have readied a shot, you cannot move left or right until you have thrown the basketball.



At higher levels, the basket will move at different speeds. Try to shoot as many consecutive shots as you can. For every few consecutive shots, the points earned per basket will double, up to a maximum of 800 points per basket.

## **Button use during game:**

Direction-pad: Move left or right

A-button: Press and hold to ready the basketball / Release to shoot the ball

Start-button: To pause or exit from the game

## **Name of Game:**

BOXING

## **Game Objective:**

Become the champion of the boxing ring by knocking out your opponent to win the fight. Can you defeat all four of the opponents?

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to select your opponent. Each opponent's Attack, Defense, Move, and Speed ratings are shown. Press the **Down** arrow and then use the **Left** or **Right** arrow to select the difficulty level.

Your stamina bar is displayed in the upper left corner of the screen and your opponent's stamina bar is in the upper right corner. When you or your opponent is punched, the stamina bars will decrease from green to yellow to red, and then when the red bar is empty, that player will be knocked out and the round will be over.



### **To punch:**

Press and hold the **Left** arrow on the **Direction pad** and press the **A-button** to punch from the left.

Press and hold the **Right** arrow on the **Direction pad** and press the **A-button** to punch from the right.

### **To block:**

Press and hold the **Left** arrow on the **Direction pad** and press the **B-button** to block punches from the left.

Press and hold the **Right** arrow on the **Direction pad** and press the **B-button** to block punches from the right.

The timer indicates the number of seconds left in the round. If neither you nor your opponent is knocked out by the end of the round, the person with the most stamina left will win. You must win 2 rounds to win the fight.

## **Button use during game:**

Left Direction pad + A-Button: Left punch

Right Direction pad + A-Button: Right punch

Left Direction pad + B-Button: Block left

Right Direction pad + B-Button: Block right

Start-button: To pause or exit from the game

## Name of Game:

TRAMPOLINE

## Game Objective:

Try to score the most points by executing gymnastics moves to win the competition.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to choose your character.  
Press the **A-button** to confirm.

Start by pressing the **Up** arrow on the **Direction pad**. Try to press it again exactly as you are landing, to add extra distance to your jump. After the third jump, you will see a set of combinations of buttons that you must press while you are in the air.

For example, you might see “**A, B, B, ↑, A, ↑, B**”. These correspond to the buttons on your controller. In this case, press the **A-button, B-button, B-button, Up** (on the **Direction pad**), **A-button, Up**, then **B-button** to execute a special gymnastic move. Don't forget to press the **Up** arrow again when you land on the trampoline.

Try to execute as many moves as you can to score points. Beat your opponents to win the match.



## Button use during game:

Direction pad: Left/Right to choose character/ Up to start and to bounce each time you land

A-button: Confirm character/ press to execute series of combinations

B-button: Press to execute series of combinations

Start-button: To pause or exit from the game

## Name of Game:

FISHING

## Game Objective:

Try to catch the required amount of fish before time runs out to complete each level. Complete all levels to win the competition.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to choose your character. Press the **A-button** to confirm. Use the **Left** or **Right** arrow on the **Direction pad** to choose a lure. Different types of fish can be caught by different types of lures. Press the **A-button** to confirm.

Start by pressing the **A button** to select the distance. The distance meter in the upper left corner of the screen will start. Press the **Up** arrow on the **Direction pad** to cast the line. Once the lure is in the water, it will begin to drop to the bottom. Lift it up by pressing and holding the **A button**.



To catch a fish, you must position the lure in front of the mouth of a fish that is attracted to the type of lure that you have selected.

Once a fish is hooked, the Force indicator on the right side will indicate the tension of the line. Press the **A button** to slowly pull the fish up to the surface without snapping the line.

Continue trying to catch the amount of fish required for each level. Complete all levels to win.

Note: Pressing the B button while the lure is in the water will withdraw the line so you can recast again. Press the B button again to choose a different lure.

## Button use during game:

Direction pad: Left/Right to choose character/ lure Up to stop distance meter and cast a line

A-button: Confirm character/ press to begin fishing

B-button: Press to recast or to select a lure

Start-button: To pause or exit from the game



## **Name of Game:**

ICE HOCKEY

## **Game Objective:**

Score as many goals as you can. Complete each level by reaching the goal within the time provided. Complete all levels to win the game.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to choose your character. Press the **A-button** to confirm.

For each level, you will have a Goal, located at the top right corner of your screen, and a set amount of time to reach your Goal. Your current score for that round will be displayed in the upper left corner of the screen.

A puck will be passed to you from either the left or the right of the screen. Use the **Left** or **Right** arrows on the **Direction pad** to position yourself. Press and hold the **A-button** to ready your stick. Release the **A-button** to shoot the puck towards the goal. Once you have readied a shot, you cannot move left or right until you have released your shot.



Try to score as many goals as you can. For every goal that you score during a level, the points earned per goal will increase. You can also earn points by knocking the other players down with a shot.

## **Button use during game:**

Direction-pad: Move left or right

A-button: Press and hold to ready your stick / Release to shoot the puck

Start-button: To pause or exit from the game



## **Name of Game:**

MINI FIGHTER

## **Game Objective:**

Complete each level by defeating your opponent. You must win 2 out of 3 matches to advance. Defeat all opponents to win the competition.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to choose your character. Press the **A-button** to confirm.

Attack your opponent the **Up** arrow on **the Direction pad**. Try to press it again exactly as you are landing, to add extra distance to your jump. After the third jump, you will see a set of combinations of buttons that you must press while you are in the air.



Each character has special attacks that can be activated by pressing and/or holding different combinations or sequences of buttons and direction keys. Discover them.

## **Button use during game:**

Direction pad: Left/Right to choose character/ Up to jump, Down to duck, Left/Right to move.

A-button: Confirm character/ press to execute series of punch

B-button: Kick

Special Combo moves – try different combinations of the A button, B-button, and the direction buttons.

Start-button: To pause or exit from the game

## Name of Game:

CITY BATTLE

## Game Objective:

Try to defeat the enemies that are attacking your city. Destroy as many as you can before running out of lives.

## Game Instructions:

Use the **Left/Right/Up/Down** arrow on the **Direction pad** to move your fighter. Try to avoid the enemy shots and do not collide with their fighters.

Press the **A button** to fire your weapons. Defeated enemies sometimes drop Powerups that will float around the screen. Collect these to increase your firepower and/or acquire new types of weapons. Press the **B-Button** to switch to your new weapon.



## Button use during game:

Direction pad: Left/Right /Up/Down to move.

A-button: Fire weapon

B-button: Activate new weapons

Start-button: To pause or exit from the game

## **Name of Game:**

CRAZY MOTO

## **Game Objective:**

Try to win the race by reaching the finish line first.

## **Game Instructions:**

Press and hold the **A-button** to accelerate. Release the **A-button** to slow down. Use the **Left** or **Right** arrow on the **Direction pad** to move your bike. Press the **B-button** to kick or strike your opponents

There are also special weapons such as hammers or sticks. Collect them by driving over them along the way.



## **Button use during game:**

Direction pad: Left/Right to steer

A-button: Press and hold to accelerate

B-button :Kick or use weapon

Start-button: To pause or exit from the game

## **Name of Game:**

RUN

## **Game Objective:**

Try to win the competition by completing the race in the lowest time.

## **Game Instructions:**

Use the **Up** or **Down** arrow on the **Direction pad** to select an event. Press the **A-button** to confirm.

For the running events, press and release the **A-button** continuously to increase your running speed.

In the hurdles event, press and release the **A-button** continuously to increase your running speed. Press the **B-button** to jump over each hurdle.

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Beat your opponents to win the competition



## **Button use during game:**

Direction pad: Up/Down to select an event

A-button: Press and release continuously to run

B-button: Press to jump (in the Hurdle event)

Start-button: To pause or exit from the game

## Name of Game:

FENCING

## Game Objective:

Try to defeat your opponent to win the competition.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to select your character. Each character has a unique attack, defense, move and speed rating. Press the **Down button** to confirm and select difficulty level by using the **Left** or **Right** arrow. Press the **A-button** to confirm.

Press the **Left** or **Right** arrow on the **Direction** pad to move your character. Press the **A-button** to thrust. Press the **B-button** to fake a swing.

Each time you successfully strike your opponent, you score a point. If your opponent strikes you, he will score a point.



Try score more points than your opponent before time runs out. The first to score 15 automatically wins the match.

## Button use during game:

Direction pad: Left/Right to choose character/ Left/Right to move

A-button: Thrust

B-button: To fake a swing

Start-button: To pause or exit from the game

## **Name of Game:**

SWIM

## **Game Objective:**

Try to win the swimming competitions by completing the race before your opponents can.

## **Game Instructions:**

Use the **Up** or **Down** arrow on the **Direction pad** to select an event. Press the **A-button** to confirm.

Wait for the signal and then press the A-button to dive into the pool. Press and release the A-button continuously to swim. The faster you press and release, the faster your swimmer will move.

An air indicator appears while you are in the pool. Press the B-button to breathe air. Try to time your breathing carefully to maintain a fast swimming speed.



## **Button use during game:**

Direction pad: Up/Down to choose event

A-button: Press to dive/ Press and release continuously to swim

B-button: Press to breathe air

Start-button: To pause or exit from the game

## **Name of Game:**

RACING

## **Game Objective:**

Try to win the race by being the first to cross the finish line. Complete all the races to win the championship.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to steer your car. Press and hold the **A-button** to accelerate. Press the **B-button** to slow down.

Collect coins and other special items that help you win the race. Some items will temporarily boost your speed. Avoid hitting other obstacles such as rocks and banana peels.

Beat your opponents to win the match.



## **Button use during game:**

Direction pad: Left/Right to steer

A-button: Press and hold to accelerate

B-button: Brake...to slow down

Start-button: To pause or exit from the game

## **Name of Game:**

CURLING

## **Game Objective:**

Try to win the match by having the most “stones” in the ‘house’ that are closest to the center of the target area at the end of the round.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to choose your team. Press the Down arrow and then use the Left or Right arrow to select a difficulty level. Press the **A-button** to confirm.

You and your opponent have 8 stones, which you will slide towards the target. The painted circle area is called the ‘House’. Only those stones that are touching the outer ring or are within the ‘House’ are eligible to be awarded points. After each team has thrown its eight stones, the team with the stone closest to the exact middle of the House wins. The winning team is then awarded one point for each of its own stones lying closer to the center than the opponent's closest stone. You only need one point to win.



Press the **Left** or **Right** arrow on the **Direction pad** to view a close-up of the House. Press **Left** or **Right** to aim. Press the **A-button** to exit the close-up view. To slide your stone, press and hold the **A-button** to activate the *Power selection* tool. A bar will begin going up and down. Release the **A-button** when the bar reaches the amount of power that you need.

As the stone begins sliding towards the House, you can sweep the ice, to add a little more distance, if necessary. Press the **A-button** as often as you need to sweep the ice. After your stone stops, and you have viewed the result, press the **A-button** to end the turn.

### **Tip:**

If your opponent is closest to the center, you can knock his stone out of the way by hitting it with a lot of speed. If one of your stones is in a very good position, close to the center, try to guard it by leaving your next stone safely in front of your best stone so that your opponent cannot knock it away without knocking the ‘guard’ stone out first.

## **Button use during game:**

Direction-pad: Aim Left or Right before sliding a stone

A-button: Select power / Rub the ice while the stone is in motion / End turn

Start-button: To pause or exit from the game



## MINI GAME – PUZZLE

### Name of Game:

SHUDU

### Game Objective:

Complete the puzzle within the shortest amount of time.

To complete each puzzle, the blank squares must be filled in so that the numbers 1 - 9 appear once only in each row, column and 3x3 box.

### Game Instructions:

Choose the difficulty level by using the **Up** or **Down** arrow on the **Direction pad**. Press the **A-button** to confirm. To activate hints during the game, select **Yes**. Press the **A-button** to confirm.

Some numbers are automatically placed on the grid at the beginning of each game and will appear in white. These numbers cannot be changed. If the '**hints**' option is chosen, all possible numbers for the selected square will appear in the hints box, located in the lower left corner.

Use the **arrows** on the **Direction pad** to navigate to the square you wish to fill. Press the **A-button** and then use the **Up** or **Down** arrow to choose a number to enter from the number panel on the right side of the screen. Press the **A-button** to confirm your choice. If your choice collides with another number in that row, column, or 3x3 box, the colliding squares will flash, until you fix it by entering a valid number. To remove a number that you have entered, move your cursor to that square and press the **B-button**.



Continue placing numbers until all numbers are correct and the puzzle has been solved.

### Button use during game:

Direction-pad: Moves the selection cursor along the grid. When a square has been selected, use the Up/Down arrow to highlight a number to place.

A-button: Select the current square or confirm current number choice.

B-button: Clear the current number from the square that is selected.

*Note:* You can only delete numbers that you have entered (not the white numbers that were automatically entered)

Start-button: To pause or exit from the game

## **Name of Game:**

MOVE BOX

## **Game Objective:**

Help the farmer cover all of the gopher holes in his garden. Move the boxes to cover all of the holes to advance to the next level. Try to complete each level by using the fewest number of steps (moves). Complete all 33 levels to finish the game.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to select a starting level. Press the **A-button** to confirm. There are 30 starting levels. You must complete level 30 to unlock the last three levels of the game.

Use the **Left, Right, Up, or Down** arrows on the **Direction pad** to move around. Push each box so that all marked positions (holes) are covered. Use the **A-button** to undo or retrace your step(s) if you are stuck. You can also restart the level completely by pressing the **B-button**.



## **Button use during game:**

Directional pad: Control the movement of the farmer

A-button: Undo or return to the previous steps

B-button: Restart the current level

Start-button: To pause or exit from the game

## Name of Game:

COLOR STONE

## Game Objective:

Arrange all the stones so each one is touching all of the other stones of the same color. Finish each stage in the shortest amount of time, or with the least number of moves. Complete all 20 stages to win the game.

## Game Instructions:

Use the **Direction pad** to move the stones in a particular direction. All of the stones will move in the same direction, unless blocked by a stationary object. The grey stones do not move. Continue to push the blocks against a wall in such a way that all stones of the same color will combine with each other. When all of the stones of the same color are combined, the stage is complete.

Choose each move carefully, as some stones will become trapped or blocked by stationary stones or stones of a different color. If you make a mistake, you can undo one move, by pressing the **B-button**, or you can press the **A-button** to restart the current stage.



Example:



Press **Up** on the **Direction pad**. Some stones will not move because they are behind the gray blocks. Press **Right** and then **Up** a few times until all stones are pressed against the upper red wall and have combined with all of the other stones of their color. The picture below demonstrates a completed version of this stage.



## Button use during game:

Direction pad: Move all colored stones in one direction.

A-button: Restart the current stage.

B-button: Go back one move.

Start-button: To pause or exit from the game

## Name of Game:

FREECELL

## Game Objective:

The object of the game is to build the four HomeCells up in ascending suit sequence from Ace to King with cards of identical suit.

Example: A♠, 2♠, 3♠, 4♠, 5♠, 6♠, 7♠, 8♠, 9♠, 10♠, J♠, Q♠, K♠

## Game Instructions:

The exposed card at the end of each column is available for play. Use the arrows on the **Direction pad** to move the cursor (hand) and press the **A-button** to select a card. You may move a card to an empty FreeCell at any time to release the card beneath. To send the selected card to a FreeCell, quickly press the **A-button** twice. You may move an exposed card from one end of a column (or from a FreeCell) to another column if it will form a descending sequence of alternating colors. Press the **A-button** to select a card, move the cursor to where you wish to place the card, and press the **A-button** again. Example: 6♥ on 7♣ or Q♣ on K♥



As each Ace becomes exposed, it will automatically be transferred to one of the HomeCells. The HomeCells are built up in ascending suit sequence to the King, and cannot be started until an Ace is placed in one of the HomeCells. Other cards may also be automatically placed in the HomeCells if they are the lowest card remaining and are next in order for the particular suit.

Example: Clicking the 2♠ will automatically place the A♠, A♣, and the 2♣ in the HomeCells, as shown below.



If there are enough open FreeCells or empty columns, you may move a sequence of cards to another column instantly.

Example: Select the Q♠. Move the cursor to the K♥. Press the **A-button** and will automatically move the sequence of cards to this column.



To access the **Menu** feature, place your cursor on the "M" in the lower-left corner of the screen and press the **A-button**. You can choose to start a new game, restart your current game, or undo a move. Some moves cannot be undone.

## Button use during game:

Direction pad: Move the cursor (hand)

A-button: Select a card (or ordered cards). Press twice to automatically send the selected card(s) to a FreeCell.

Start-button: To pause or exit from the game



## Name of Game:

GOBANG

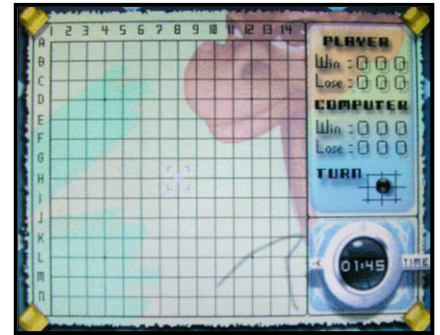
## Game Objective:

Place 5 stones in a consecutive line or diagonal position before your opponent can. If your opponent completes a sequence of 5 consecutive stones before you do, the game is over and you lose.

## Game Instructions:

In this game, you play the black stones and your opponent uses the white stones. Begin by using the **Direction pad** to move the cursor to any of the intersection points. Press the **A-button** to place a stone on the point that is beneath your cursor.

The position where you place your stones should be carefully considered to achieve your objective or to block your opponent from creating a line of 5 stones.



Use the **B-button** to undo a move. You can undo as many moves as you wish, unless your opponent makes a winning move. Once a winning move is made, the game is over and moves cannot be undone.

### Examples of winning combinations



## Button use during game:

Direction pad: Move the cursor around the board.

A-button: Drop a stone at the intersection point where your cursor is currently placed.

B-button: Take back one move each time you press the button.

Start-button: To pause or exit from the game

## Name of Game:

MINE

## Game Objective:

You are presented with a grid of varying dimensions (9x9, 16x16 and 17x25) depending on which level of difficulty you select. Each box on the grid is empty, contains a number underneath it, or is one of the mines. Your objective is to correctly identify all of the mines with a flag and reveal all the numbered or empty spots on the board within the shortest time possible. If you click on a mine box, the game is over and you lose.

## Game Instructions:

First screen: Use the **Up** or **Down** arrow on the **Direction pad** to start a new game or view the high scores for this game. Press the **A-button** to confirm or press the **B-button** to return to the first screen. Select a difficulty: **Easy** - 9x9 grid, **Normal** - 16x16 grid, or **Hard** - 17x25 grid.

The first move you make is completely random. Use the **Direction pad** to move the cursor over a box. Press the **A-button** to open the box. If a mine appears, the game is over.

If a number appears, this will indicate how many nearby mines are surrounding that box. For example, if the number revealed is a 2, there are mines in 2 neighboring boxes.



Example:



Figure 1



Figure 2

Since there is only one neighboring box connected to both of the 1's, you know where that bomb is located. In Figure 2, we know that the box directly above the number 4 is not a bomb, since we have already located a bomb in a box that touches both of the 1's. We also know that all three boxes to the right of 4 contain bombs. Notice that all of the requirements are met for the 1's, the 4, and the 2 beneath the number 4. Based on what we know so far, we cannot determine which of the boxes above the 2 (in the upper portion of the grid) contains a bomb.

Once you reveal enough numbers, you should be able to narrow down which boxes contain mines. Press the **B-button** to place a flag down on a square to indicate that there is a mine under that box. Pressing the **B-button** again puts a question mark on the box to indicate you are not sure what is underneath it. Pressing it once more clears the question mark. Place a flag over the boxes you believe to be mines.

Try to solve the grids as quickly as you can to achieve the best record. Good luck!

## Button use during game:

Direction pad: Moves the cursor to select a box on the grid.

A-button: Opens the selected box to reveal what is underneath.

B-button: Mark a box with a Flag or Question mark

Start-button: To pause or exit from the game

## Name of Game:

PARKING LOT

## Game Objective:

The parking lot is almost completely full and your car has been blocked in. Your job is to lead your vehicle, the red car, to the parking lot exit by using the fewest moves possible.

## Game Instructions:

Use the **Direction pad** to move the cursor (hand) around on the screen. Press the **A-button** to select the car or truck that you want to move. Once it is selected, use the **Direction pad** to move the car. When you have moved the car to where you want it, or to select a different car, press the **A-button** to deselect the current car. In this game, the cars can only be moved back and forth in the direction that they are facing. They cannot be turned.



If the car you want to move is blocked, then move the other car that is blocking it. In the example below, you will need to move the yellow car, selected in Step 1. To do so, you must first move the orange truck, as shown in Step 2. Now, you are able to move the yellow car, as shown in Step 3.

Example:



Step 1



Step 2



Step 3

Continue moving any cars necessary until you have created a free path so that the red car can be driven to the exit. The level is complete once you have driven the red car out of the parking lot. If you cannot move the red car to the exit within 50 moves, the game is over.

All levels can be solved. Some levels require you to move the same car more than once. For example, you may need to move blue truck to free space for the orange truck. After moving the orange truck, you may need to move the blue truck again to clear a path for a different car.

If you are stuck, imagine that you are in a parking lot, trying to take your red car out. Use your imagination and thinking skills and you will find the solution to all the levels of this fun and puzzling game.

## Button use during game:

Direction pad: Moves the cursor or the car that you have selected.

A-button: Select or deselect a car

Start-button: To pause or exit from the game



## Name of Game:

DOGS

## Game Objective:

The dogs have gotten lost. Help them find their way home by placing each dog on the spot that matches his color. Each level must be completed within 50 moves.

## Game Instructions:

Use the **Direction pad** to move the cursor (hand) around on the screen. Select the dog that you wish to move by pressing the **A-button**. The selected dog will move into an empty spot, if one is available. A dog can only walk across a straight line from their spot into an empty spot. Shuffle the dogs around until each one is in their matching spot. When all of the dogs are in place, the level is completed and you will advance to the next one.

Example:



You have completed the level.

## Button use during game:

Direction pad: Move the cursor to select a dog.

A-button: Confirm selection and automatically move the dog to the available free space.

Start-button: To pause or exit from the game.



## Name of Game:

ROLLING BOX

## Game Objective:

The aim of the game is to get the rolling box to fall into the square hole in as few moves as possible. To win, you must complete all 15 stages.

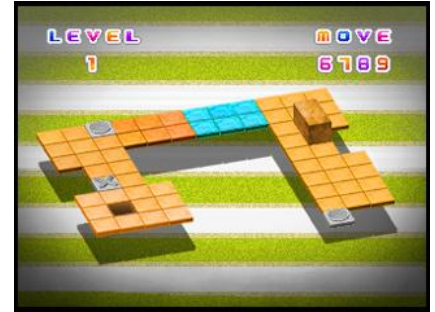
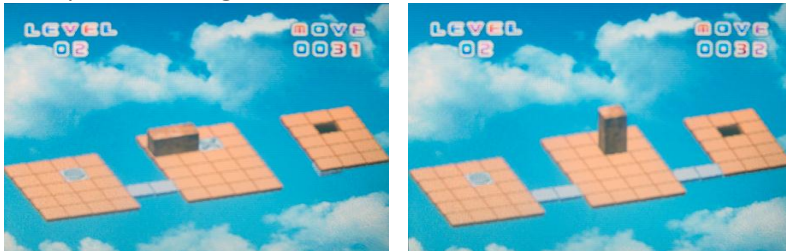
## Game Instructions:

Use the **Direction pad** to move the rolling box around each stage. There are two ways to move around the platform: rolling (side over side) and tumbling (end over end). You will need to learn to move both ways in order to cross certain paths.

### Example: Rolling



### Example: Tumbling



Bridges and switches are located on many of the levels. The switches are activated when they are pressed down by the box. There are two types of switches: 'Heavy' (X-shaped) and 'Soft' (round). Soft switches are activated when any part of your box touches it, as seen in the **'rolling'** example above. Heavy switches require much more pressure, so your box must be standing on its end to activate it, as shown in the **'tumbling'** example above. Different switches perform different functions. Some will swap the bridges from open to closed each time they are touched. Others will permanently open certain bridges and touching them again will have no effect.

Blue tiles are more fragile than the rest of the tiles. If your box stands up vertically on a blue tile, the tile will give way and your box will fall. Be careful that your box does not fall off the edges - the level will be restarted if this happens.

## Button use during game:

Direction pad: Move the box. Depending on the position of your box, it will tumble or roll.

Start-button: To pause or exit from the game

## Name of Game:

BIG SHOT CHECKER

## Game Objective:

Win the game by opponent by capturing all of your opponents pieces or by blocking in your opponent so that they have no moves left.

## Game Instructions:

Regular pieces can only move forward and can only move diagonally along the black squares. Use the **Direction pad** to move the cursor (hand) to the piece you wish to move. Press the **A-button** to select the piece. Place the cursor on the square you wish to move to and press the **A-button** to complete your move.

Jump over an opponent's piece to capture it. After jumping over one piece, if there is another piece that you can capture with the same piece, you may do so on the same turn.

Example:



In the example above, at the end of the turn, the player landed in King's Row, the deepest row on the opponent's side, and it now becomes a king. A king can move forward or backward.

Play continues until all of the opponent's pieces are captured, or until all of the opponent's pieces are blocked and he can no longer move. In the example below, if the player moves his piece into the highlighted square, the player will win because his opponent will no longer be able to move any of his pieces.



## Button use during game:

Direction pad: Moves the cursor to select a piece and to select where you want the piece to land.

A-button: Confirm your selection.

Start-button: To pause or exit from the game

## Name of Game:

SEA FIGHT

## Game Objective:

Pirates are closing in on your ship! Make the waters safe again by shooting all of the pirate ships before they can plunder your ship.

## Game Instructions:






Sea Fight is a turn-based game and in each round, you can choose to do one of the following: Move, Check Range/Stand Still, or Fire Cannons. The blue and the green pirate ships will not shoot at you, as they want to board your ship and steal your treasure instead. Try to outrun them or lead them into islands or wreckage. Fire your cannons if one of them is within range.

To move one square, use the **Direction pad** to point to the square you wish to sail to. While holding the **Direction pad**, press the **A-button** to sail. Each of the other ships will move one square or fire their cannons. To check your range/stand still for a turn, press the **A-Button**. To fire, press the **B-button**. Your cannons will fire from both sides of the ship at once.



Try to collect special items that appear on the board, as they will help you survive. Sail into the whirlpool to be teleported to a random area on the board. Do not sail into islands or sunken ships or your ship will be destroyed.

## Special Items:

<b>Improved cannon</b>		Makes your cannons fire longer distances
<b>Ghost Ship</b>		Makes your ship invisible for a short period of time
<b>Shield</b>		Makes your ship invincible. Pirates that crash into you will be destroyed, but cannonballs can still sink your ship.
<b>Sunken ship</b>		Wreckage from a sunken ship. If another ship sails into this, it will also be destroyed.
<b>Whirlpool</b>		Teleports you to a random area on the map

## Button use during game:

Direction-pad: Press and hold in the direction you wish to sail. Press the A-button to confirm

A-button: Confirm direction / Check Range and stay still

B-button: Fire cannons

Start-button: To pause or exit from the game

## **Name of Game:**

BUILD ROAD

## **Game Objective:**

Help Nikki to collect the treasure by positioning blocks along the way.

## **Game Instructions:**

Position falling blocks in such a way that Nikki can climb up and reach the treasure. Use the **Left** or **Right** arrow on the **Direction pad** to move the dropping boxes. Press the **A** or **B** button to rotate them. Stack the blocks in such a way that you can build a path that Nikki can use to reach the treasure.

Nikki can only jump one box at a time so stack them in a way that allows her to climb. Avoid dropping the boxes on Nikki or you will lose a life. Complete the road before the time runs out.

Note: Some blocks have special functions. For example, bombs will remove the first block that they land on.



## **Button use during game:**

Direction pad: Left/Right to try to position the falling blocks

A-button: Rotate falling block

B-button: Rotate falling block

Start-button: To pause or exit from the game



## **Name of Game:**

PUZZLE CONNECTION

## **Game Objective:**

Try to connect the power station to the pyramid before running out of energy. Complete as many levels as you can.

## **Game Instructions:**

Use the arrows on the **Direction pad** to move the pointer. Position the pointer over the power source and then press the A-button.

Try to create a steady stream of power towards the pyramid by clicking each object.

You have a limited amount of energy, as shown in the energy counter at the top left. Each connection requires one energy unit. Try to create a path by clicking on the other objects to transfer the current to the pyramid before the energy units run out.



Some objects in later levels will provide more energy so that you can complete your goal.

Note: Once a space has been connected to the path, you cannot cross into that space again.

## **Button use during game:**

Direction pad: Left/Right/Up/Down to position the pointer

A-button: Press to select/activate

Start-button: To pause or exit from the game

## Name of Game:

TRANS MOVER

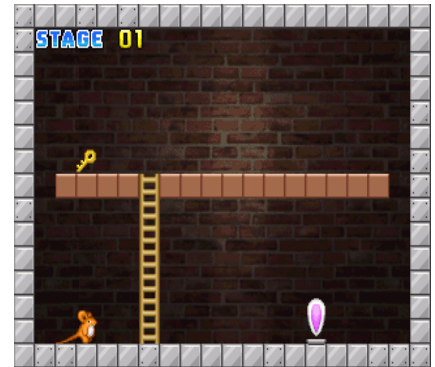
## Game Objective:

Try to get the key and activate the portal to teleport the mouse to the next level.

## Game Instructions:

Use the **Left, Right, Up, or Down** arrow on the **Direction pad** to move the mouse. In order to teleport to the next level, you must collect the key and then enter the portal. Green boxes can be shot and repositioned by aiming and pressing the **A-button**. Some boxes can be destroyed by shooting them.

Be careful...You might need to stack some of those boxes to create a ladder to reach the key or the portal. Press the **B-button** to restart the level.



## Button use during game:

Direction pad: Left/Right/Up/Down to move or aim

A-button: Shoot

B-button: Restart the level

Start-button: To pause or exit from the game

## Name of Game:

POCKET CHANGE

## Game Objective:

Pocket Change is a money counting game that exercises your brain and is a great way to practice your math skills.

## Game Instructions:

Each level consists of 7 challenges. For each challenge, you will be asked to make change using an exact number of coins. Use the **Direction pad** to move the cursor (hand) to the coins you wish to select (located at the bottom of the screen). Press the **A-button** to confirm. Continue selecting the coins to match the total value and number of coins on the left. If you make a mistake or if you wish to clear the coins and start again, press the **B-button**.

A timer is located in the lower left corner of the screen. Complete all 7 challenges before time runs out.

### Example:

If the challenge on the left requires “2 coins totaling \$ 55”, then you would need to select one \$ 5 coin and one \$ 50 coin to complete the challenge. No other possible combination of coins could produce the same result using only 2 coins. For some challenges, there is more than one correct answer. “3 coins totaling \$ 60” could be solved with one \$ 50 coin and two \$ 5 coins, or, three \$ 20 coins.



Coins used in this game: **1, 5, 10, 20, 50**

## Button use during game:

Direction-pad: Use the left or right arrows to select a coin

A-button: Confirm/Select

B-button: Clear all coins

Start-button: To pause or exit from the game



## **Name of Game:**

BRAIN CHALLENGE

## **Game Objective:**

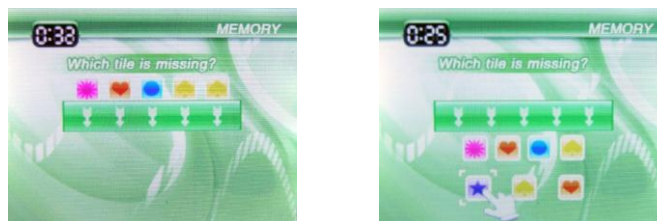
Brain Challenge is a refreshing brain exerciser and IQ test that challenges your memory, logic, and math skills. Try to choose the correct answer to as many questions and problems as you can before time runs out.

## **Game Instructions:**

Use the **Direction pad** to move the cursor to select the correct answer. Press the **A-button** to confirm.

The test is divided into three sections: Memory, Logic, and Math.

Memory: Try to remember which tile was there before the tiles slide under the bridge. Choose the one that is missing



Logic: Select the next icon in the pattern that would logically belong where the question mark is.



Math: Choose the path that would subtract or add the amount shown. Example: If it shows “-1”, select the path of 4 numbers that would allow you to continue subtracting 1 each time. In this case, if the cursor is on the square with the number “57”, you would need to select a path that allows you to choose “56” followed by “55” followed by “54” and then “53”.



## **Button use during game:**

Direction-pad: Move the cursor to select your answer / select the next number (for Math)

A-Button: Confirm your selection (for Logic and Memory)

Start-button: To pause or exit from the game

## **Name of Game:**

SHAPE SWITCHER

## **Game Objective:**

Guide the shape-shifter to the green heart at the end of the maze by unlocking doors and passageways. Complete each level within the amount of time given.

## **Game Instructions:**

Use the **Direction pad** to move the shape-shifter around the maze. You must change shape and color in the right order to open the doors and be able to pass through the final door to reach the green heart and advance to the next level.

There are red, green and blue tiles that will switch your color but do not change your shape, and there are square, circle and triangle tiles that switch your shape but will not change your color. Cross one of these tiles to transform to the color or shape to open the next door.

Each door has an icon over it indicating what shape or color can pass through them. Some require only a shape to open, and others just need the right color to pass through, but some require both the right shape and the right color.

Tip: Look at the final door to the green heart. Try to figure out a way to change into the shape and color required by the final door.



## **Button use during game:**

Direction-pad: Move the shape-shifter through the maze

Start-button: To pause or exit from the game

## **Name of Game:**

MAZE OF DOORS

## **Game Objective:**

Try to get through the maze by taking the least possible number of steps. Complete all levels to win the game.

## **Game Instructions:**

Move through this maze of corridors with many doors to get to the exit, marked with an X. Use the **Direction pad** to move around the maze. Press the **B-button** to reverse up to 20 of your last steps.

Some doors will only open from one direction, while others can be opened and closed from either direction. Some levels require you to walk over a switch to open doors in other locations.

To complete some levels, you may need to open certain doors from one side so that you can circle back around later and continue towards the exit.



## **Button use during game:**

Direction-pad: Move in any direction.

B-button: Go back a step each time the button is pressed (up to 20)

Start-button: To pause or exit from the game.

## **Name of Game:**

SUPER BRICK

## **Game Objective:**

Clear the level by matching blocks that are the same color.

## **Game Instructions:**

Press and hold the **A-button** to select a box. Drag it to where you need it and then let go. Placing the boxes of the same color next to each other will remove them.

Some levels require you to use special boxes or features to complete the level. For example, you may need to move a special box on top of a magnet switch to activate a magnet that will lift another box.



Press the B-button to restart the level.

## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer

A-button: Press and hold to drag or move a box.

B-button: Restart the level

Start-button: To pause or exit from the game

## Name of Game:

PANDA LABYRINTH

## Game Objective:

Help Panda bear find a way to the exit. Complete as many levels as you can.

## Game Instructions:

Use the arrows on the **Direction pad** to move Panda bear. In order to reach the exit, you must open doors or disable traps. Do this by positioning boxes over the pink colored panels. Sometimes you need to deactivate an obstacle by pressing one of the pink colored switches. To activate a switch, press the **A-button**.

On some levels, you will need to use boxes to trap the robots in such a way that they are forced to stand on the pink colored panels. This will open the path towards the exit.

To restart the level, press the **B-button**.



## Button use during game:

Direction pad: Left/Right/Up/Down to move

A-button: To activate a switch

B-button: To restart the level

Start-button: To pause or exit from the game

## Name of Game:

CHESS

## Game Objective:

The object of Chess is to checkmate the opponent's king. This occurs when the king is under immediate attack (in check) and there is no way to prevent it from being captured on the next move.

## Game Instructions:

Use the **Direction pad** to move the cursor (hand) to the piece you wish to move. Press the **A-button** to select the piece. Place the cursor on the square you wish to move to and press the **A-button** to complete your move. If you do not wish to complete your move, return the piece to its original position and press the **A-button** again to deselect the piece.

To capture a piece, move into the square occupied by your opponent's piece. Each chess piece has its own style of moving, as explained below. Except for the knight, a piece cannot leap over another piece.



- The pawn may only move forward to the unoccupied square immediately in front of it, unless it is attacking another piece. A pawn may only capture another piece by moving diagonally into a square that is occupied by an opponent's piece. On its first move, only, it may advance two squares, if both squares are unoccupied.
- The rook can move any number of squares left, right, up, or down. Along with the king, the rook is involved during the king's castling move.
- The knight moves two squares forward or backward, and one square left or right. The knight's movement forms an "L"-shape: two squares vertically and one square horizontally or two squares horizontally and one square vertically. The knight is the only piece that can leap over other pieces and can only land in a square that is empty or occupied by an opponent's piece.
- The bishop can move any number of squares diagonally.
- The queen is the most powerful piece and can move any number of squares up, down, left, right, or diagonally.
- The king moves one square in any direction. If your king is captured, the game is over and you lose. The king has a special move called castling.

### Special moves and rules:

**Castling:** Castling is a special defensive move. It can only be done if the king has never moved, the rook involved has never moved, the squares between the king and the rook involved are not occupied, the king is not in check, and the king does not cross over or end on a square in which it would be in check. To castle, move your king two squares to the left or to the right.

**Pawn Promotion:** If a pawn makes it to the other side of the board, it may be exchanged for a more powerful piece, such as a queen, rook, bishop, or knight.

## Button use during game:

Direction pad: Move the cursor to select a piece and to select where you want the piece to land.

A-button: Confirm your selection.

Start-button: To pause or exit from the game.

## Name of Game:

LINK WATER PIPE

## Game Objective:

Create a continuous pipe from the valve to provide water to the animals below. Complete all levels to win.

## Game Instructions:

Use the **Direction pad** to move the cursor (hand) to the piece of pipe you wish to rotate. Press the **A-button** to rotate each piece so that there is a continuous pipe from the pump valve to the bottom pipe.

Select the pump valve, in upper left corner, and press the **A-button** to turn on the water. If water can flow completely through to the bottom, without leaking, the level is complete and you move onto the next level. If the water does not reach the ducks, you will need to restart that level.



## Button use during game:

Direction pad: Move the cursor to select the pipe you wish to rotate

A-button: Rotate the selected pipe piece.

Start-button: To pause or exit from the game.



## **Name of Game:**

CLASSIC TANGRAM

## **Game Objective:**

The objective of Tangram is to form the shape shown in the main screen by using all seven pieces, called Tans. Each piece must be used and they may not overlap. Complete all levels to win the game.

## **Game Instructions:**

Arrange the 7 pieces, or Tans, from the bottom left to match the shape of the object in the small window on the top left. Use the **Direction pad** to move the cursor (hand) to the shape you wish to use. Press and hold the **A-button** to drag the piece onto the grey silhouette shape located in the main screen. Press the **A-button** each time you need to rotate the piece. Move all 7 pieces into position to complete each level.

If you are stuck, refer to the small screen in the upper left corner to see how the pieces should be arranged.



## **Button use during game:**

Direction-pad: Move the cursor to select the piece you wish to place.

A-button: Drag a piece to the main screen / Rotate selected piece

Start-button: To pause or exit from the game.

## **Name of Game:**

SILVERSPHERE

## **Game Objective:**

Get the Silver Sphere into the Blue Vortex before the time runs out. Complete all levels to win the game.

## **Game Instructions:**

Use the **Direction pad** to control the movement of the Silver Sphere.

On some levels, you may need to push boxes or ice blocks into the water to form a bridge, or you may need to push them onto a special square to activate the Blue Vortex. You can move boxes around by pushing them.

When pushed, ice blocks will slide until they hit something or fall into the water. Objects, including the Silver Sphere, will explode if they touch an orange sphere.

If the Silver Sphere falls into the water or if time runs out, you must restart the current level.



## **Button use during game:**

Direction pad: Controls the movement of the Silver Sphere.

Start-button: To pause or exit from the game.

## **Name of Game:**

BOMB CHAIN UNLIMITED

## **Game Objective:**

Clear each level by setting off one bomb to create a chain reaction that detonates all of the bombs on the board. Complete all levels to win the game.

## **Game Instructions:**

Use the **Direction pad** to move the cursor (hand) to select a bomb from the bomb inventory area located in the left part of the screen. Press the **A-button** to select a bomb and move your cursor to where you want to place it on the board. Press the **A-button** to drop the bomb on that square, or to combine it with another bomb already located in that square. Only one bomb will be lit, so be sure to place the bombs in the right spot to create a reaction that will eventually cause all of the bombs on the board to explode. When all bombs have been placed, move the cursor to the bomb that you wish to detonate first to begin the chain reaction. Press the **A-button** to light the fuse.



Bombs will explode in different directions depending on the bomb type. Red bombs will explode diagonally in all four directions. Green bombs will explode in a cross pattern in all four directions. Each bomb is labeled with a number that indicates how many squares it can reach. You can place bombs on top of each other to combine them. Two bombs or more of the same type will make it extra strong, giving it a longer range. For example, a bomb with a numerical value of “3” will have a range of 3 squares.

You can combine a red and green bomb to create a bomb that will explode in all directions. Bombs that have been combined will have a yellow circle around them.

Some levels have squares with a green X. Do not allow any explosions to touch squares that contain a green X.

## **Button use during game:**

Direction pad: Move the cursor to select and move bombs.

A-button: Confirm selection/ Place bomb / Light the fuse when you are ready to begin the chain reaction

Start-button: To pause or exit from the game.

## **Name of Game:**

SEVEN

## **Game Objective:**

Prevent the blocks from reaching the top row. Each block has a number on it and you must reduce the number to zero to clear it from the screen. Clear enough blocks to go to the next level.

## **Game Instructions:**

A block with a number on it will appear in the upper row. Use the **Left** or **Right** arrows on the **Direction pad** to move it to the column where you wish to drop it. Press the **A-button** to release it.

When the block is dropped, a laser will be released. This laser will reduce the number of all blocks on its range (vertical and horizontal) by one. When the number on a block is reduced to zero, it disappears. The other blocks above that block will fall on top of the blocks below. The first block that hits will also release beams, creating a chain reaction. The more matches that you make in a single combination, the more points you will earn.



After all the actions or chain-reactions, a new row of blocks will be added and a new block will appear in the top column. If the rows of blocks reach the top, the game is over.

You must remove a certain number of blocks within the time given for each level. A timer bar is located on the left side of the screen. The number of blocks that you need to clear and the number of blocks remaining is located in the lower right corner of the screen.

## **Button use during game:**

Direction-pad: Select the column by pressing Left or Right

A-button: Drop a block into the selected column

Start-button: To pause or exit from the game

## Name of Game:

MOVE SQUARES

## Game Objective:

Move all of the red squares into the dark blue blocks using the number of steps indicated above each box to advance to the next level. Complete all 10 levels to finish the game.

## Game Instructions:

Each red square has a number of steps that it can move. Each move uses up one step and all steps must be used to complete the level. Use the **Direction pad** to move the cursor (hand) to the square you wish to move. Press and hold the **A-button** to select the piece. While pressing the **A-button**, move the square.

Tip: Sometimes you will need to push another red square in order to complete the level. A square that is being pushed does not use up steps.



## Button use during game:

Direction pad: Move the cursor to select a square and to select where you want to move the square.

A-button: Press and hold to move the selected square.

B-Button: Restart the current level.

Start-button: To pause or exit from the game.

## Name of Game:

PUZZLE BALL

## Game Objective:

Your task is to build a track to guide the red sphere into the hole before time runs out. You can use various tools like ramps, bridges, arrows and different size blocks to reach your goal. Complete all 20 levels to win!

## Game Instructions:

Use the **Direction pad** to move the cursor to the right side of the screen to and place it over the building tool that you wish to select. Press the **A-button** to confirm your selection. Press the **A-button** again to rotate the piece. Move your cursor to the location where you wish to place the piece and press the **A-button** to place it. Continue placing the parts until you have built a path to the hole. Use the arrow tool to place an arrow on the board to alter the path, if necessary. To release the sphere, move the cursor to the **Start icon** located on the lower right corner of the screen and press the **A-button**. If the sphere successfully enters the hole, the level is complete.



To erase a piece that you have placed in error, move the cursor to the **Erase icon**, located in the upper left corner, and press the **A-button**. Guide the cursor to the piece (or pieces) you wish to erase and press the **A-button**. Select a new piece to stop using the eraser tool. You can also remove all of the pieces at once by pressing the **Reset icon** located in the lower right corner of the screen.

Tip: You can test the path that you have built at any time by selecting the **Start icon** located in the lower right corner of the screen.



## Button use during game:

Direction-pad: Moves the cursor to select a piece and to select where you want to place the piece.

A-button: Confirm your selection. Press twice to rotate a piece before placing it.

Start-button: To pause or exit from the game.



## **Name of Game:**

BUTTON JUMPER

## **Game Objective:**

Help Chloe go from A to Z to clear each level. Complete as many levels as you can.

## **Game Instructions:**

Use the **Direction pad** to hop onto the next button. As you jump to the next button, the previous button disappears. Clear all buttons along the way (except for gray ones) before landing on the letter Z, otherwise you will need to redo the level.

Some levels have different colored buttons. Gold buttons must be stepped on twice before they disappear. Purple buttons must be stepped on three times.

Plan your path in such a way that all buttons are removed (except for the grey buttons, which cannot be removed).



Press the B-Button to restart the level.

## **Button use during game:**

Direction pad: Left/Right/Up/Down move

A-button

B-button: Press to execute series of combinations

Start-button: To pause or exit from the game

## **Name of Game:**

EARN STARS

## **Game Objective:**

Collect all of the stars to advance to the next level.

## **Game Instructions:**

Use the **arrows** on the **Direction pad** to position the pointer over the star collector square, circle, triangle, trapezoid shaped ship). Different star collectors have different shapes. Press the **A-button** to increase the size of the force field until it collects the star or stars that are nearby. Any enemy ships that are caught in the forecefield will be destroyed and you will earn additional points.

Do not let one force field touch the force field of another star collector or you will need to restart the level.

Square shaped star collectors will create a square shaped force field. Triangle shaped collectors will create triangle shaped force fields.

Avoid spreading a force field over the sun or the moon or you will need to restart the level.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer to select a star collector.

A-button: Press to increase the size of the forcefield

B-button: Press to restart the level.

Start-button: To pause or exit from the game

## **Name of Game:**

FILL GAD CYLINDERS

## **Game Objective:**

Try to fill all of the containers to complete each level.

## **Game Instructions:**

Each pipe at the top of the screen has a number on it, indicating the amount of liquid that it will pour. Each container or cylinder can collect the amount of liquid indicated on the container. Use the arrows on the **Direction pad** to position the cursor over an object located in the right panel of the screen. Press the **A-button** to select it. Drag it into position on the main screen and press the **A-button** to release it.

Use pipe pieces to redirect the flow to the appropriate container so that all containers will be filled with the exact amount required. When all pieces and containers are in position, move the cursor over to the red valve wheel and press the **A-button** to start the flow.

For example, a pipe that pours one ounce and a pipe that pours two ounces can be combined using pipe pieces so that three ounces pour into one container.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer to select a piece.

A-button: Confirm /select

Start-button: To pause or exit from the game

## **Name of Game:**

FUNNY FACE

## **Game Objective:**

Flip the squares until they are all the same face.

## **Game Instructions:**

Use the **Direction pad** to select a square. Press the A-button to flip it. The squares next to it will flip as well. Try to flip the squares in such a way that all squares eventually reveal the same face.

Press the B-button to restart the level.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer to select piece

A-button: Flip the selected square and the squares next to it.

B-button: Press to restart the level

Start-button: To pause or exit from the game

## **Name of Game:**

HAPPY SMILE

## **Game Objective:**

Try to make all of the ninjas smile.

## **Game Instructions:**

Use the **Direction pad** to select a square. Press the A-button to flip it. The squares next to it will flip as well. Try to flip the squares in such a way that all squares eventually reveal the same face.

Press the B-button to restart the level.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer to select piece

A-button: Flip the selected square and the squares next to it.

B-button: Restart the level.

Start-button: To pause or exit from the game

## **Name of Game:**

PASS MAZE ROAD

## **Game Objective:**

Try to get the ball to the portal.

## **Game Instructions:**

Use the **Direction pad** to move the ball to the portal in the upper right corner. Begin by moving the ball upwards and then try to navigate across the maze without falling into a hole or colliding with other obstacles.

For each move that you make, some objects will move up or down depending on the direction of the arrows on the objects.

Tip: Observe the pattern. You can also go over the upper edge of the maze and you will reappear at the lower edge, or you can go across the lower edge and you will reappear at the top edge.



## **Button use during game:**

Direction pad: Left/Right /Up/Down to move the ball

Start-button: To pause or exit from the game



## **Name of Game:**

RETURN CAPSULE

## **Game Objective:**

Help the astronaut reach the lost capsule.

## **Game Instructions:**

Press the **Up**, **Down**, **Left**, or **Right** arrow on the **Direction pad** to move the astronaut. The astronaut will move in that direction until it hits bumps into an obstacle, such as block. Continue to select a path that will guide the astronaut towards the capsule.

Some blocks will need to be destroyed to complete a level and can only be destroyed by banging into them to start a countdown, indicated by the number above the block or blocks.

When the astronaut reaches the capsule, you will advance to the next level



## **button use during game:**

Direction pad: Left/Right/Up/Down to move the astronaut.

B-button: Press to restart the level

Start-button: To pause or exit from the game

## MINI GAME – ACTION

### Name of Game:

HARE FIGHTER

### Game Objective:

Defeat the evil monsters that are invading the land. It is up to you to keep the Hare alive long enough to defeat the enemies. Earn 1000 points to advance to the next level. Complete as many levels as you can.

### Game Instructions:

Use the **Direction pad** to move the Hare. To attack an enemy, turn towards the monster and press the **A-button** to shoot bombs at it. To jump to a higher platform, press the **B-button**.

If any monster touches the Hare, the Hare will die instantly. If any of your bombs touch a monster, it will die. Earn points for each monster you kill! Earn 1000 points to advance to the next level! As you gain points, you will accumulate extra lives.

The current level, score, and lives remaining will be displayed at the top of the screen.



Tips: Time your jumps carefully. Keep moving around. After killing a monster, do not remain on the same platform for too long as another monster will reappear within a few seconds and could reappear so close to the Hare that you will not have time to react.

### Button use during game:

Direction-pad: Move right or left

A-button: Shoot

B-button: Jump

Start-button: To pause or exit from the game

## **Name of Game:**

JUMPING MARY

## **Game Objective:**

Mary is being chased by evil monsters and she must activate each square on every stage to save the universe. Activate each square by jumping on it at least once. Clear all of the stages and help Mary bring peace to the universe.

## **Game Instructions:**

Use the **Direction pad** to make Mary jump right, left, up, or down. Avoid contact with any of the enemies that appear on the board. As you move around the board, try to collect items that drop onto the board, such as gift boxes and golden balls, to earn extra points. You will accumulate extra lives as you score more points.

On each stage, there are two yellow squares located at the edges of the board. Jump onto one of them to be transported to a different location on the board. The yellow transport squares are a very good way to escape from any enemies that are nearby. While Mary is on a yellow transport square, she is safe.



Each time you land on a new square, it will change colors. Activate every square on the board to complete the stage and advance to the next level. You do not need to activate the yellow teleport squares to clear the stage.

## **Button use during game:**

Direction-pad: Control Mary's movements: left, right, up, or down

Start-button: To pause or exit from the game

## **Name of Game:**

ROBOT WAR

## **Game Objective:**

The planet is being taken over by Robots! Get in your tank and defend the planet! Defeat your enemies and survive as many stages as you can.

## **Game Instructions:**

Use the **Direction pad** to maneuver throughout the stage. Press the **A-button** to shoot at your enemies. Shoot all the tanks without being shot first. At the end of each stage, the Boss, a more powerful enemy, will appear. Defeat the Boss to advance to the next stage.

At the top of the screen, the current stage level, score, and remaining lives will be displayed.

Tips: Try to use the barriers as a shield, especially against the Bosses. Always keep moving or the enemies will try to surround your position.



## **Button use during game:**

Direction-pad: Move your tank in any direction

A-button: Fire weapons

Start-button: To pause or exit from the game

## **Name of Game:**

WEST COWBOY

## **Game Objective:**

Out in the Wild West you have been challenged by dangerous outlaws to fight it out in a shooting duel! Draw your revolver faster than your opponents and dodge their bullets to stay alive. Defeat all of the outlaws to win the game.

## **Game Instructions:**

At the beginning of each level, you will be shown a bounty poster and the reward offered for the defeat of your next opponent. A countdown will begin, starting at 5 seconds. When the countdown finishes, the battle begins. Press the **A-button** to shoot at your opponent or press and hold the **Left** or **Right** arrows on the **Direction pad** to dodge the bullets fired by your opponent (or opponents). Defeat each opponent to collect the bounty and advance to the next level. Complete all 8 levels to win the game. If you are shot by an opponent, you will need to restart from the beginning.



Tips: There are three positions, or firing lanes: right, middle, left. If an opponent is firing from the middle position and you are in either the right or left position, his bullets will not hit you, and any bullets that you fire will not hit him.



Beginning at level 5, you will face more than one opponent, and as many as three at the same time. As you are outnumbered, it is best to take a defensive position immediately. At the start of the round, see what they do, and where they are positioned, and move to a safe position. Remain in a safe position and 'pop out' occasionally to fire a shot or two before dodging again. If your opponent moves to the same lane, shoot him quickly or move to a different lane.

Good luck, 'pardner'!

## **Button use during game:**

Direction-pad: Press and release the Left or Right arrow to dodge. Press and hold the Left or Right arrow to remain in a dodging position. When you release the arrow, you will stand in the middle position.

A-button: Fire your pistol.

Start-button: To pause or exit from the game

## **Name of Game:**

BALLOON BOY

## **Game Objective:**

Help Balloon Boy collect his coins to complete each level.

## **Game Instructions:**

Try to collect the required amount of coins without being hit. Use the arrows on the **Direction pad** to move. Press and hold the A-button to go higher. Let go to drop down.

Press the **Left or Right** arrow on the **Direction** pad to move your character. Avoid colliding with any of the enemies. Some enemies shoot, so avoid being hit.

Occasionally a teddy bear will appear with a balloon. Fly over top and take his balloon to replenish your supply of balloons.



## **Button use during game:**

Direction pad: Left/Right/Up/Down move

A-button: Press and hold to fly higher. Release to drop down

Start-button: To pause or exit from the game



## **Name of Game:**

CRAZY FIGHTER

## **Game Objective:**

Try to defeat the enemies and the boss to complete each level.

## **Game Instructions:**

Use the **arrows** on the **Direction pad** to move. Press the A-button to fire your weapons. Press the B-button to use a special area attack. Avoid being hit by enemy fire or colliding with enemy machines.

Collect special items along the way to increase the firepower and/or to repair damage to your aircraft.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move.

A-button: Fire weapons

B-button: Fire special area attack

Start-button: To pause or exit from the game

### **Name of Game:**

JUMPING BOY

### **Game Objective:**

Try to collect all the treasures to complete each level.

### **Game Instructions:**

Use the arrows on the **Direction pad** to move. Press the **A- button** jump.

Avoid being eaten by the purple plants and the jumping fish. Do not fall into the water or you will drown.



### **Button use during game:**

Direction pad: Left/Right/Up/Down to move.

A-button: Press to jump

Start-button: To pause or exit from the game

### **Name of Game:**

RESCUE PETS

### **Game Objective:**

Try to help the pets reach the pile of leaves.

### **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to move around. When a pet jumps from the left, use the blanket to bounce him to the leaves. Some pets will need to bounce more than once before they reach the pile of leaves. Try to catch falling fruit to gain additional lives.



### **Button use during game:**

Direction pad: Left/Right to move

Start-button: To pause or exit from the game

## **Name of Game:**

CROSSING

## **Game Objective:**

Help a little frog reach his home by crossing the busy streets and swift rivers, or dangerous frozen lakes. Complete the required number of crossings to advance to the next level. Complete all levels to win the game.

## **Game Instructions:**

Use the **Direction pad** to move the frog right, left, up, or down. Move the frog across the road, avoiding all cars, and then across the river by jumping on the logs that float by. On some levels there are crocodiles in the river and you can land on a crocodile, but only if you land on his back. If you land close to his head, he will eat the frog with his jaws. On other levels you will need to navigate across a frozen lake, avoiding spikes and hungry turtles.

At the bottom of the screen, there is a bar of stars. Each time you successfully guide a frog to safety, you will receive one star. When all of the stars are filled, you will advance to the next level. There is a timer at the top of the screen.

Be sure to fill all of the stars displayed on bottom of the screen before the time runs out as displayed on top of the screen.



## **Button use during game:**

Direction-pad: Move the frog left, right, up, or down.

Start-button: To pause or exit from the game

## **Name of Game:**

CLIMBING EXPERT

## **Game Objective:**

A beautiful girl is in danger and is stuck at the top of a building. Help Larry climb the tall building and rescue her before it is too late. Hurry...time is running out...but be careful. Jonathan, an evil villain, is tossing objects at Larry to prevent him from reaching the roof. Rescue 4 girls to successfully complete the game.

## **Game Instructions:**

Larry will automatically climb upwards and cannot climb backwards. Use the **Left** and **Right** arrows on the **Direction pad** to move Larry from one side of the vine or pole to the other. You may also leap across to another pole or vine by pressing the **Left** or **Right** arrows. For example, in the picture on the right, since Larry is on the left side of the pole, pressing the **Right arrow** would make Larry turn to the other side of the pole. Pressing the **Left arrow**, however, will cause him to jump to the left.

Pay careful attention to the obstacles above. Flowerpots, will appear on one side of the pole or vine. To avoid them, simply switch to the other side or leap to another pole or vine.



Occasionally a small red arrow will flash above one of the poles, warning you of danger. Jonathan, is trying to drop objects on Larry. Try to avoid flowerpots and falling objects, as these will cause Larry to slow down.

### **Tip:**

Collect as many coins as you can, but do not take too many risks. Time is running out! Occasionally, a pair of winged shoes will appear on one of the poles or vines. These will make Larry move faster so try to get these if you can.



## **Button use during game:**

Direction-pad: left or right, to collect coins and avoid obstacles

Start-button: To pause or exit from the game

## **Name of Game:**

JACK ADVENTURE

## **Game Objective:**

Little Jack goes on an adventure. Jump over water and other dangers to keep Jack safe on his journey across different terrains. Finish all levels to complete his adventure.

## **Game Instructions:**

Use the **Right** or **Left** arrows on the **Direction pad** to move Jack through the world. Press the **A-button** to jump. Press the **Down arrow** on the **Direction pad** to bend down to avoid birds. Continue moving East (to the right) until you come to the end of the level. Along the way, collect treasure, such as coins and gems, to score points.

Jack does not fight and has no weapons, so you must jump over any obstacles or animals that are in the way. To succeed, you must rely on knowing what each animal does, patience, and learning to aim and time your jumps just right. For example, the turtle occasionally shoots a blast of fire from his mouth when Jack is nearby. Wait a safe distance away, and then run up as close as you can and try to jump on his back, where you will be safe.



## **Button use during game:**

Direction-pad: Move Jack left or right. Dodge flying obstacles by pressing the Down arrow.

A-button: Jump

Start-button: To pause or exit from the game



## **Name of Game:**

SEIZE JEWELRY

## **Game Objective:**

Try to steal the treasure from the giant.

## **Game Instructions:**

Use arrows on the **Direction pad** to move around. Push the up arrow to climb ladders. Press the **A-button** to jump over the rocks that the giant throws at you. Collect special items and treasures along the way.

Certain items such as the shield will allow you to move through the rolling rocks. You must face the direction of the rocks to use the shield. Each time you are struck by a boulder, you will lose a life and must start at the beginning of the level. When you reach the top, climb to the chest to complete the level.



Tip: Pay attention to the boulders...some will roll down ladders, others will only fall when they reach the edge of the walkway.

## **Button use during game:**

Direction pad: Left/Right/Up/Down to move

A-button: Press to jump

Start-button: To pause or exit from the game

### **Name of Game:**

GREEDY GIRL

### **Game Objective:**

Help Monique capture all of the balls. Collect enough points to complete each level.

### **Game Instructions:**

Use the arrows on the **Direction pad** to move. Collect the blue balls to score points. Avoid running into walls, edges of the screen, and other moving creatures.

When you have collected enough blue balls, you will advance to the next level.



### **Button use during game:**

Direction pad: Left/Right/Up/Down to move

Start-button: To pause or exit from the game

## **Name of Game:**

SPRING MICE

## **Game Objective:**

Jerry the jumping mouse wants to climb as high as he can to collect as much gold as possible. Help this jumpy mouse get to the top of the big mountain while collecting gold along the way! But be careful...time is limited. Complete each level before time runs out.

## **Game Instructions:**

Use the arrows on the **Direction pad** to help Jerry jump from ledge to ledge without falling. Collect gold and other valuable bonuses along the way. Always try to collect the 'clock' item, as it will provide bonus time.

When Jerry lands on a blue ledge, the current progress will be stored. If Jerry falls, he will start at the last blue ledge that he had crossed. Continue jumping higher until you land on the ledge that holds the treasure bag. This will complete the current level.



Tips: Try to time each move with the movement of the ledges you wish to jump on as well as with the timing of Jerry's bounce. Jerry is using a spring so if you move at the right time, Jerry is capable of leaping great distances.

Note: Some ledges move up and down. If you try to land on a ledge while it is near the lower edge of the screen, he may not be able to land and you will have to start over from the last blue ledge that you landed on.

The remaining time, altitude (how high up you are on the mountain) and the amount of gold collected will be displayed on the bottom of the screen.

## **Button use during game:**

Direction-pad: to move left or right

Start-button: To pause or exit from the game

## **Name of Game:**

ROPE SKIPPING

## **Game Objective:**

How many times can you skip the rope before falling? Try to meet each goal to advance to the next level.

## **Game Instructions:**

Press the **A-button** to skip over the rope as it goes under your feet. The number of jumps needed to complete to reach the **GOAL** for the current level is displayed at the top of the screen. **RECORDS** indicates the total of all of the jumps from the previous level(s). A yellow counter will indicate how many jumps you have made at the current level.

During each level, the speed will change from normal, slower, faster, or random. Time your jump so that the rope does not touch your feet. Each time you trip, one of your 'chances' will be deducted.



The number of 'chances' remaining is displayed at the bottom right corner of your screen.

## **Button use during game:**

A-button: Jump

Start-button: To pause or exit from the game

## **Name of Game:**

POOL PARTY

## **Game Objective:**

Try to score as many points or successes as possible by jumping onto the floats.

## **Game Instructions:**

Press the **A-button** to jump onto one of the floats as it passes by. Use the **Left**, **Right**, and **Up** arrows on the **Direction pad** to slightly guide the child as he or she lands. Try to time your jumps so that the child lands in the center of the target.

When one of the children lands on a float, it counts as a success and earns points. Each float is worth a different amount of points. Landing on the bear-shaped float requires the most accuracy and precision.

Ring	10 points
Cup	20 points
Bear	30 points



If one of the children misses the target, he or she is out of the game. The game ends when all of the children have been eliminated.

## **Button use during game:**

Direction-pad: Left/Right/Up - Slightly guide the direction of the landing.

A-button: Jump

Start-button: To pause or exit from the game

## **Name of Game:**

ELVISH BOY

## **Game Objective:**

Winston the Elvish boy is trying to find his way home. Help Winston survive the dangers that await him so he can reach his destination.

## **Game Instructions:**

Use the **Right** or **Left** arrows on the **Direction pad** to move through the world. Continue moving East (to the right) until you come to the end of the stage. Press the **A-button** to jump over monsters or dangers. You can also freeze some monsters by pressing the **B-button** to shoot freeze bombs to freeze them for a few seconds. Some monsters will disappear if you shoot them and others will not be harmed by them.

Collect coins to earn points and fruits to gain extra health. Stars will make Winston invincible for a short period, and the monsters cannot harm him, however, if Winston falls to the bottom of the screen, you will lose a life.

Collect lemons to gain extra lives.



## **Button use during game:**

Direction-pad: Move

A-button: Jump

B-button: Shoot freeze bombs

Start-button: To pause or exit from the game



## Name of Game:

STAR WAR

## Game Objective:

Deep space is being occupied by enemy aliens using mechanized fighters and attack droids. Patrol the sector and defeat any enemies that you encounter. Clear all stages to win the battle.

## Game Instructions:

Use the **Direction pad** to fly through space and seek out the enemies in the current sector.

Your armoured spacesuit has been equipped with a sword and an energy shield. To attack, press the **A-button**. To use the shield, press and hold the **B-button**. You can also destroy missiles by hitting them with your sword.

Your score will be displayed in the top left corner. Below the score is a health meter that indicates the amount of damage that your armored spacesuit has taken. When this bar reaches zero, you are dead. Repair your damage by flying over one of the restore boxes.



In the upper right corner of the screen, there is a radar screen. Use this to locate the enemy aliens. Small red dots will indicate missiles that have been fired. Larger red dots represent the enemies that you must destroy.

When all of the smaller enemies have been destroyed, the Boss will appear. Defeat the boss and you will advance to the next sector.



Tips: When you first begin each sector, fly southwest and you will find a special item that will make your sword much more powerful. Try to remember where the health repair boxes are and only use them when your armor has taken almost half damage. Save some of these for when you fight the tougher bosses at the end of each stage.

## Button use during game:

Direction-pad: Move through space

A-button: Use sword

B-button: Energy shield

Start-button: To pause or exit from the game

## **Name of Game:**

SAVE THE FALLEN

## **Game Objective:**

Save the fallen soldiers and bring them back to the tent so they can be healed. Rescue all of the soldiers to advance to the next level. Hurry...time is running out.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to move and to aim your weapon. You can shoot some of the falling bombs by pressing the **A-button**. Press the **B-button** to jump to another ledge. Sometimes you may need to jump on top of barrels to get to the ledge where a soldier is waiting to be rescued.

To retrieve one of the fallen soldiers move towards him and pick him up. You can only carry one at a time. Return to the tent and drop him there. Collect all of the fallen soldiers (usually 3 to 6 per level) to advance to the next level. Avoid mines and falling bombs.

Your health bar is located at the top left corner of the screen. You can also pick up health packs to heal damage that you may have taken.

Collect other items, such as an upgraded weapon and extra time to help you complete the mission. You can pick up the cash bags to score extra points.

Some soldiers are being held prisoner and are trapped behind a laser beam. You must deactivate the laser beam by finding the switch and touching it before you can rescue the soldier.



## **Button use during game:**

Direction-pad: Move or aim

A-button: Shoot

B-button: Jump

Start-button: To pause or exit from the game

## **Name of Game:**

HELL MARKSMAN

## **Game Objective:**

An old castle has been taken over by ghosts, skeletons, spiders and other monsters. Help Dyllan defeat these scary creatures and clear out the haunted castle. Clear all 8 floors to finish the game.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to walk. Press the **Up** arrow to jump. Watch out for the monsters. Don't touch them or Dyllan will lose health points. Dyllan's health bar is at the upper left corner of the screen. Press the **A-button** to shoot arrows at the monsters. Collect the items that they drop. The coins and gems will add points to your score. Some monsters will drop magical potions, which will make Dyllan invincible for a short time, and some will drop a strawberry, which will give Dyllan more health.

Some of the floors in this castle have fallen apart and Dyllan will need to shoot arrows into the walls to create a ladder. Shoot an arrow into one of the walls, jump onto it, and shoot another arrow. Keep jumping and shooting until Dyllan can get to the area that he needs to reach.

Sometimes Dyllan will need to move a large block so that he can use it to climb to another part of the floor. Blocks can be moved by shooting arrows at them.

Shoot all of the monsters to advance to the next floor.



## **Button use during game:**

Direction-pad: Left/Right arrows to walk / Up arrow to jump.

A-button: Shoot an arrow

Start-button: To pause or exit from the game

## **Name of Game:**

ANTI GRAVITY ROBO

## **Game Objective:**

Help Robo navigate through space and find his way back to the docking station. Robo is equipped with a special anti-gravity suit that will allow him to reverse the gravity field to help him succeed in getting back to the station.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to walk. Press the **Up** arrow to jump. Sometimes you will need to alter the gravity field so that Robo can walk upside down. Press the **A-button** to reverse the gravity field.

For some jumps, you may need to run and jump at the same time for maximum distance. Do this by pressing **Up** and **Right** at the same time on the **Direction pad**.

Collect gems along the way for points. Try to complete the mission with the highest possible or complete the mission in the lowest amount of time.



**Tip:** If you are having trouble getting used to walking upside down, hold the Game Player upside down instead. Practice using the device this way until you become used to the different perspective.

## **Button use during game:**

Direction-pad: Left or Right to move / Up to jump

A-button: Switch the direction of the gravity field

Start-button: To pause or exit from the game

## **Name of Game:**

AIRBORNE ALIEN

## **Game Objective:**

Help the alien collect deliver love to different places. Try to collect as many hearts as you can and reach the castle before time runs out.

## **Game Instructions:**

Use the **Direction pad** to move the alien as she drifts downwards towards the castle. Collect hearts and avoid landing on dangerous spikes or water. Avoid spiders, birds, and other dangers.

If you land on ledges or blocks, you can press the **Up** arrow on the **Direction pad** to make the alien jump upwards (on some levels you will have to navigate by jumping upwards to get to your destination).

The timer bar at the top of the screen indicates how much time you have left. You can get extra time by eating any cupcakes and mushrooms that you find along the way.



Complete all 6 levels to complete the mission.



## **Button use during game:**

Direction-pad: Move left or right / Press Up to jump when you are on a ledge or block.

Start-button: To pause or exit from the game

## **Name of Game:**

GLIDING APPLE GIRL

## **Game Objective:**

Apple Girl is practicing her gliding skills. Help her go as far as she can.

## **Game Instructions:**

Press the **A-button** to begin. Press and hold the **Right** arrow on the **Direction pad** to increase speed or press the **Left** arrow to decrease speed. Press the **Down** arrow to drop to the ground.

As you use speed, you burn up energy or 'ELIVES'. To replenish your energy, hop onto one of the yellow, red, light blue, or dark blue pads.

Each time you land on one of the pads, it will bounce you back into the air. The dark blue ones are the most powerful. Avoid landing on the green pads as they will drain all of your velocity (speed). When you have no more velocity left, the game is over.



Try to achieve maximum distance or top speed. Can you reach a distance of 500, 1000, or more?

## **Button use during game:**

Direction-pad: Right- Increase speed / Left-Decrease speed / Down- Fall to the ground

A-button: Launch (at start of game)

Start-button: To pause or exit from the game



## **Name of Game:**

JUMPING BALL

## **Game Objective:**

The sky is falling! Help Little Red make it to safety by avoiding the blocks and climbing to the top. How high can you help him go?

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to move left or right. Press the **Up** arrow to jump. Avoid being smashed by the falling blocks. In addition to the falling blocks, a few items will also drop from the sky. Little Red Ball must not be hit by them, but he can use them after they have landed. If he lands on a bottle of blue potion, Little Red Ball will be able to make one super high jump. If he lands on a yellow puffy seed, he will be able to float for a few seconds. Falling red hearts will not harm him and can be caught for points, but be careful...it is more important for Little Red Ball to survive and get to the top. Avoid the bottles of green potion. They will make Little Red Ball sick and dizzy for a few seconds and he will not be able to move well.



Tip: Try to keep jumping to the highest area of blocks. Watch the sky to see where the next blocks will land, but also be aware of where Little Red Ball should go when a block comes towards him. Don't panic. If you stay focused you should make it to the top.

## **Button use during game:**

Direction pad: Move left or right / Up arrow to jump

Start-button: To pause or exit from the game

## **Name of Game:**

MAD BALL

## **Game Objective:**

Max the Mad ball has decided to go on a dangerous adventure. Max must collect enough coins and reach the checkpoint to complete each stage. Can you help him avoid the dangers?

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to roll Max along the floor. Press the **Up** arrow to jump. Occasionally some coins may be hidden in water or in holes. Press and hold the **Down** arrow to swim downwards.

To reach some of the coins, Max may need to move blocks or objects into place. If Max is next to an object that can be moved, press and hold the **Right** or **Left** arrow on the **Direction pad** and Max will push the object. Be careful. Some objects are dangerous and if Max touches one of them, or if Max falls off a ledge, he will have to start over again.



The number of coins that Max needs to find to complete the current stage is shown at the bottom of the screen. For example, in the picture shown, Max has collected 2 of the 7 needed to complete the stage. After all coins are collected, find the checkpoint and complete the stage.

## **Button use during game:**

Direction-pad: Left/Right to move or push an object / Up to jump / Down to dive (in water)

Start-button: To pause or exit from the game

## **Name of Game:**

CRAZY TANK

## **Game Objective:**

The city is under attack! Protect the base and defeat the enemy tanks.

## **Game Instructions:**

Use the **Direction pad** to move your tank. Press the **A-button** to shoot at the enemy tanks. You can also shoot various boxes and objects on the board. Sometimes there are special boosters hidden under them. Collect these special items to assist you in the battle. Some will make your tank faster, more powerful, or even invincible. Hearts will give you an extra life, and some items will help protect the base.

Do not let the base (the purple building at the bottom of the screen) be destroyed or the game is over and the enemies will conquer the city.



Yellow and grey striped blocks are barriers and cannot be destroyed. Hide behind them to shield your tank from the enemy. Wooden TNT barrels will explode when they are shot.

## **Button use during game:**

Direction-pad: Move

A-button: Shoot

Start-button: To pause or exit from the game

## **Name of Game:**

GLIDE OBJECT

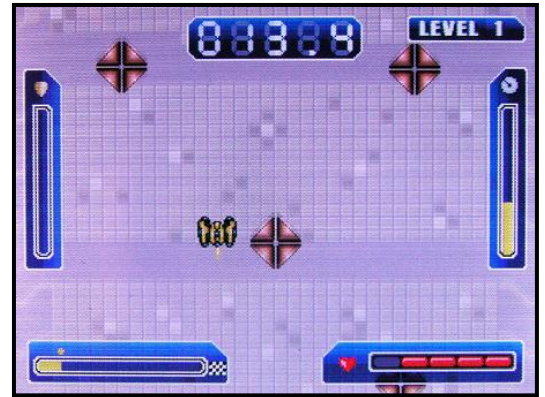
## **Game Objective:**

You have been chosen to fly the new prototype glider through the enemy's defense systems. You must pass 15 defense levels in order to complete the mission. Complete each one as fast as you can.

## **Game Instructions:**

Pilot the glider through each level and try to reach the next checkpoint as fast as you can without destroying the glider. Use the **Left** and **Right** arrows on the **Direction pad** to tilt left or right. The **Up** arrow will increase your speed and the **Down** arrow will decrease speed.

Your speed is indicated in the status bar on the right. The shield strength is indicated by the red bar in the lower right corner. Your progress on the current level is indicated by the yellow bar in the lower left corner.



### **Tips:**

Try to pick up items that will help you get through each level. A red heart will restore shield. A yellow shield will give your glider a temporary energy field that will protect you from taking any damage from enemy fire. While the energy shield is up, you can fly through all barriers and walls without taking damage. The yellow shield bar is located on the left of your screen.

Grey barriers will open and close. Press the **Down** arrow to slow down enough so that you can wait for the barrier to open.

When you complete a level, it will be unlocked so that you can restart from that level if you die. You can also go back to any previous level to try to beat your best time.

## **Button use during game:**

Direction-pad: Left/Right to steer your glider left or right. Up/Down to increase/decrease speed.

Start-button: To pause or exit from the game

## **Name of Game:**

SUBMARINE

## **Game Objective:**

Try to defeat your opponent to win the competition.

## **Game Instructions:**

Use the **Up** or **Down** arrows on the **Direction pad** to choose the following: Sailor, Captain, Scores, Quit. Press the **A-button** to confirm.

In Sailor mode, you must navigate the submarine only. In Captain mode, you will navigate and fire weapons. Scores shows the high scores. Quit will return to the main menu.

Try to reach the end of the journey to advance to the next level. Use the **Up** or **Down** arrows to navigate up or down. Use the Left arrow to slow down and the right arrow to increase speed. Press the **A button** to shoot missiles and the B-button to shoot mines.

Avoid colliding with walls, jellyfish, mines or other submarines.



## **Button use during game:**

Direction pad: Left to slow down / Right to increase speed / Up to raise or Down to lower the submarine

A-button: Fire missile

B-button: Launch a mine

Start-button: To pause or exit from the game

## **Name of Game:**

DUDU RUSH

## **Game Objective:**

Help Dudu run as far as he can without getting killed. Try to achieve the longest distance and collect the most stars.

## **Game Instructions:**

Dudu is on a mad rush to get to the other side of the jungle. Press the A-button to jump across cliffs, over fires, and over rocks. Collect stars and other items along the way.

Sometimes a small dinosaur is waiting for Dudu to jump on. Jump on the dinosaur and ride him to make longer jumps.



## **Button use during game:**

A-button: Press to jump

Start-button: To pause or exit from the game



## **Name of Game:**

EARTH SHAKER

## **Game Objective:**

Try to kill as many bugs as you can.

## **Game Instructions:**

Use the arrows on the **Direction pad** to move. Avoid the bugs. Press the **A button** to swing your sword. Press and hold the **A-button** to generate a more powerful attack. Release the A-button to launch the strike.

Collect items such as stars to add to your score.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move

A-button: Attack / Press and hold to create a more powerful attack

Start-button: To pause or exit from the game

### **Name of Game:**

FLY THROUGH FLOWERS

### **Game Objective:**

Fly through the flowers on each level to clear it. Complete as many levels as you can.

### **Game Instructions:**

Use the arrows on the **Direction pad** to move your helicopter. Avoid colliding with spaceships, rocks, and the floating islands. Collect special items to repair your helicopter and to shoot missiles. Press the **A-button** to fire missiles.

When you have completely flown through all of the flowers, return to the launching pad to complete the level.



### **Button use during game:**

Direction pad: Left/Right/Up/Down to move

A-button: Fire missiles (if you have them)

Start-button: To pause or exit from the game

## **Name of Game:**

FULL MOON NIGHT

## **Game Objective:**

Escape the night. You are a werewolf that must return to human form and exit the haunted mansion.

## **Game Instructions:**

Use the arrows on the **Direction pad** to move. Take the potion to return to human form before you can pick up the key to unlock the door. Avoid the monsters and the traps, collect the key and then exit through the door.

To pick up the potions or the keys, stand next to them and press the **B-button**. Press the **A-button** to jump.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move

A-button: Press to jump

B-button: Press to pick up an item

Start-button: To pause or exit from the game

## **Name of Game:**

MONKEY BROTHERS

## **Game Objective:**

Try to collect fruit from the shelves. Collect enough fruit to complete the level.

## **Game Instructions:**

Use the arrows on the **Direction pad** to move your monkey. Press the **Up** arrow to jump to the next shelf. Leave your brother below to catch the fruits that you pick. Press **Down** arrow to go to a lower shelf. Press the **Up** arrow again to lift your brother to the next shelf or the **Down** arrow to lower him.

Avoid falling objects and bouncing balls.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move

Start-button: To pause or exit from the game

## MINI GAME – VENTURE

### Name of Game:

SUPER MEMORY

### Game Objective:

Sharpen your memory skills with this memory card game. Complete all levels to win.

### Game Instructions:

At the beginning of each level, the cards will be displayed for 3 seconds. Memorize the location of all cards before they are turned over. On some levels, a card will be turned over and you must select the card that matches it. Use the **Direction pad** to move the cursor to the card that will complete the match and press the **A-button**. On other levels, you must select which card to flip first and then you must complete the match. To complete each level, continue matching pairs of cards until all cards are matched.

The level number and mistake counter, represented by red hearts, is displayed at the top of the screen. Each mistake costs  $\frac{1}{2}$  of a heart. When you complete a level, you will receive a  $\frac{1}{2}$  heart, if you have made any mistakes and a full heart if you complete the level without making a mistake.

If you run out of hearts, the game is over.



### Button use during game:

Direction-pad: Move the cursor to select a card

A-button: Confirm selection

Start-button: To pause or exit from the game.

## Name of Game:

BLACKJACK

## Game Objective:

Beat the dealer's hand without going over 21. Try to win as many chips as possible.

## Game Instructions:

Use the **Right** or **Left** arrows on the **Direction pad** to select the chips you wish to bet. Press the **A-button** to confirm. For example, if you wish to bet 250 chips, use the **Direction pad** to select the '**50**' chip and press the **A-button**. Move the cursor to the '**100**' chip and press the **A-button** twice. You may bet up to 2000 chips per hand. When you have finished placing your bet, press the **B-button** to deal the hand.



Try to win the hand by using the following rules.

- Face cards are worth 10. Aces are worth 1 or 11, whichever makes a better hand.
- Each player starts with two cards, one of the dealer's cards is hidden until the end.
- Select '**HIT**' to receive another card. Select '**STAND**' is to hold your total and end your turn.
- If you go over 21 you bust, and the dealer wins regardless of the dealer's hand.
- If you are dealt a Blackjack (21) from the start (Ace & 10, J, Q, or K), you automatically win 1.5 times the amount of your bet.
- Dealer will hit until the dealer's cards total 17 or higher.
- Select '**DOUBLE**' if you think you can win the hand with only one more card. Your bet will be doubled and you will receive one card.
- If you are dealt two of the same cards, two face cards, or a 10 and a face card, you can select '**SPLIT**'. The pair is split into two hands and each hand is played as normal. Splitting also doubles the bet, because each new hand is worth the original bet.
- You can only double or split on the first action of the hand.

When the hand is over, press the **B-button** to repeat the bet and begin the next hand, or you can select a different amount.

## Button use during game:

Direction-pad: Select a chip / Select an action.

A-button: Confirm

B-button: Deal the cards / Repeat the bet and deal the cards

Start-button: To pause or exit from the game.



## **Name of Game:**

GATHER EGGS

## **Game Objective:**

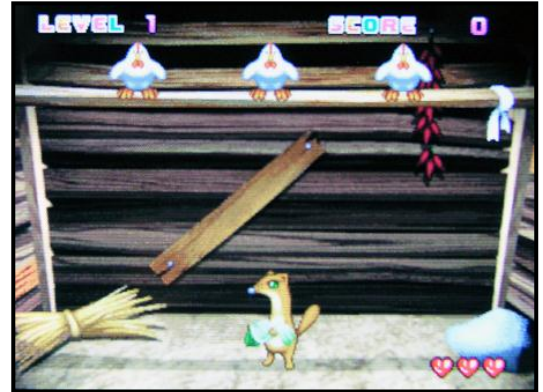
Help Sammy the Squirrel catch eggs before they hit the ground! Complete all 8 levels to win.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to move Sammy right and left to catch falling eggs. Earn enough points and you move onto the next level. The level and score are located at the top of the screen.

Sometimes the hens will drop a valuable gem or a special red egg. Catch the gems to score more points. Catch the red egg to gain an extra  $\frac{1}{2}$  heart. When an egg falls to the ground, Sammy will lose  $\frac{1}{2}$  of a heart. The heart bar is located at the bottom right corner of the screen.

Avoid rotten green eggs. If Sammy catches one of these, he will become sick and will not be able to move for a few seconds. He will also lose 1 heart.



## **Button use during game:**

Direction-pad: move left or right

Start-button: To pause or exit from the game.

## **Name of Game:**

CUPS CHANGING

## **Game Objective:**

Guess which cup is covering the coin.

## **Game Instructions:**

A coin will roll onto the table and one of the cups will cover it. The cups will move around and when they stop, use the **Direction pad** to move the cursor over the cup that is covering the coin. Press the **A-button** to lift the cup. If you choose the correct cup, you will advance to the next level. If you are wrong, you will lose ½ of a heart and must choose again until you guess correctly to move to the next level. The heart bar is located at the top left corner of the screen.

You can make six wrong choices before game is over.



## **Button use during game:**

Direction-pad: Move the cursor to choose a cup

A-button: confirm

Start-button: To pause or exit from the game.

## Name of Game:

SLOT MACHINE

## Game Objective:

Spin the reels and see how lucky you are today. Try to score as many credits as you can.

## Game Instructions:

Use the **Left** and **Right** arrows on the **Direction pad** to select the number of lines you wish to play. Select '**BET ONE**' to play the first line, '**BET TWO**' to play line 1 and line 2, or '**BET MAX**' to play all three lines. Press the A-button to confirm your choice. After you have confirmed your choice, use the left or right arrow to select '**SPIN**'. Press the **A-button** to spin the reels.

If the reels line up from left to right in a result that matches a winning combination, you win the amount displayed on the payout table on the right of the screen. Try to win as many credits as you can. If you are very lucky, you might win the jackpot!



## Button use during game:

Direction-pad: Move the selection cursor

A-button: Confirm selection

Start-button: To pause or exit from the game.

## **Name of Game:**

BEER MASTER

## **Game Objective:**

Today is the first day of Oktoberfest and Bernie the Beer Master is very busy. Help him keep all of the customers happy by serving them their beer and collecting the empty beer mugs. Score enough points to advance to the next round. Complete all levels to win the game.

## **Game Instructions:**

Help Bernie the Beer Master by using the **Up** and **Down** arrows on the **Direction pad** to move him to a table with a waiting customer. Press the **A-button** to serve a beer to the customer. When the customer finishes drinking their beer, they will slide it back. Be sure that Bernie is there to catch it before it falls on the floor and breaks.

The timer is located in the upper left corner of the screen. The current score is located in the lower left corner of the screen, and the goal for the current level is located in the lower right corner of the screen.



Earn points for each beer served and each empty mug collected. If a customer is not served in time, he or she will leave and you will lose points. You will also lose points if an empty mug falls on the floor and breaks.

Try to score enough points to complete the goal for the current level before the time runs out.

*Tip:* You can earn up to 500 points per customer, if you can create a streak of successful serves. If Bernie does not serve a customer in time, or if one of the empty mugs breaks, the streak will end and you will need to start the streak over.

## **Button use during game:**

Direction-pad: Move up or down to different table

A-button: Serve a beer

Start-button: To pause or exit from the game.

## **Name of Game:**

FOLLOW ME

## **Game Objective**

You are in a dangerous place. Some of the tiles are traps, and if you step on one of the traps, you will fall into a hole. There is only one path that will bring you safely to the next level. Luckily, an angel will show you the way. Follow the angel and do not use a different path. Complete all of the levels to win.

## **Game Instructions:**

Use the **Direction pad** to walk across the floor. Follow the exact same path as the angel. If you take one wrong step, you will lose a life. Avoid contact with the monsters or you will lose health points. If all of your health points are gone, you will lose a life. If you successfully complete a level, your health points will be refreshed.

Level number, score, remaining lives, and current health are displayed on the right side of the screen.



## **Button use during game:**

Direction-pad: Move

Start-button: To pause or exit from the game.

## **Name of Game:**

ON FIRE

## **Game Objective:**

An evil wizard has planted poisoned bushes across the land. Fortunately, Cleo, a special cat, has a fire tail that can destroy these bushes. Help Cleo to clear all of the bushes on each level. Complete all levels to save the world.

## **Game Instructions:**

Use the **Direction pad** to move Cleo across the board. Ignite all the bushes with her tail but don't let her step on her tail or anything else that is burning or she will die. If Cleo steps in water, the fire in her tail will no longer work and the game is over.

Burn all of the bushes to move onto the next level. On some levels, there are red boxes that will also catch on fire.



## **Button use during game:**

Direction-pad: Control Cleo's movement

Start-button: To pause or exit from the game.



### **Name of Game:**

GOOD FISHERMAN

### **Game Objective:**

Try to catch the required amount of fish before time runs out. Complete as many levels as you can.

### **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to move the boat. Press and hold the **A-button** to lower the line. Let go of the **A-button** to pull the line back up.

Try to time it right so that the fish's mouth touches the hook. Catch the number of fish required for each level. or **Right** arrow. Press the **A-button** to confirm.



### **Button use during game:**

Direction pad: Left/Right to move the boat

A-button: Press and hold to lower the fishing hook. Release to pull up

Start-button: To pause or exit from the game

## **Name of Game:**

OPEN GOLD BOX

## **Game Objective:**

Try to defeat your opponents by scoring the most gold coins to win the competition.

## **Game Instructions:**

Use the arrows on the **Direction pad** to select a treasure chest. Each chest contains a different prize. Some contain bombs and some contain gold thieves that will steal some of your gold. Press the **A-button** to confirm your selection and to open the box.

Try to collect the most gold coins to win the match.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer over the box you wish to select

A-button: Press to open

Start-button: To pause or exit from the game

## **Name of Game:**

GAS STATION

## **Game Objective:**

Try to keep all of your customers happy and reach your goal to advance to the next level.

## **Game Instructions:**

Use the **arrows** on the **Direction pad** to move your character. When a car arrives, click the car and then drag it to the gas pump. Click the gas pump and press the **A-button** to begin pumping. Sometimes some customers will want certain things. Pick up these items from the store and deliver them to the customer. When the fueling has finished, collect the money by returning to the customer and then press the **A button**. Drop the money off at the cash register. You must collect the required amount within the time given to complete the level.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer over the car or item you wish to select

A-button: Press to select

Start-button: To pause or exit from the game

## Name of Game:

CAKE STORE

## Game Objective:

Try to please all your customers by baking the things they want.

## Game Instructions:

Use the **arrows** on the **Direction pad** to move your character. When a customer arrives, try to cook the items he wants by taking dough from the table and placing it in the proper oven. When it baked to the color desired by the customer, take it out of the oven and give it to him. Click the dough and press the **A-button** to select it. Click the oven and press the **A-button** to put it in and take it out. When the fueling has finished, collect the money by returning to the customer and then press the **A button**.



## Button use during game:

Left/Right/Up/Down to move the pointer over the item you wish to select

A-button: Confirm selection

Start-button: To pause or exit from the game

## **Name of Game:**

BRAIN AGE TEST

## **Game Objective:**

See if you can choose the correct number of squirrels that are inside of the mushroom house.

## **Game Instructions:**

At the beginning of each test, you will see how many squirrels are inside the house. Count them. Other squirrels will enter the house and some will leave. Add or subtract the number of squirrels that were inside with the amount of squirrels that enter and exit the house, and then use the **Direction pad** to select the number that matches your answer. Press the **A-button** to confirm your selection.

After you have selected your answer, the house will be lifted and you will see how many squirrels are in the house. If you guessed correctly, a green circle will be displayed. If you guessed incorrectly, a red X will be displayed.

Complete all of the tests to see your score.



## **Button use during game:**

Direction-pad: Move the cursor to select a number

A-button: Confirm your choice

Start-button: To pause or exit from the game.

## **Name of Game:**

FOREST ADVENTURE

## **Game Objective:**

An old elf wizard is adventuring through the forest. Help him survive the dangers that await him. Cross all 4 stages to help him reach his destination.

## **Game Instructions:**

Use the **Right** or **Left** arrows on the **Direction pad** to move through the world. Continue moving East (to the right) until you come to the end of the stage. Press the **A-button** to jump over monsters or dangers. You can also freeze some monsters by pressing the **B-button** to shoot freeze bombs to freeze them for a few seconds. Some monsters will disappear if you shoot them and others will not be harmed by them.

Collect coins to earn points and fruits to gain extra health. Stars will make you invincible for a short period, and the monsters cannot harm you, however, if you fall to the bottom of the screen, you will lose a life.

Collect lemons to gain extra lives.



## **Button use during game:**

Direction-pad: Move left or right

A-button: Jump

B-button: Shoot

Start-button: To pause or exit from the game.



## Name of Game:

PIRATE LANDING

## Game Objective:

Use the cannon to launch a ship and try to sail far enough to reach the treasure island marked on the map. Collect gold coins along the way to buy better parts at the shop. How many tries will it take you to reach the goal?

## Game Instructions:

Use the **Up** or **Down** arrow on the **Direction pad** to adjust the firing angle of the cannon. Press and hold the **A-button**. A power meter will activate. Release the **A-button** when the power bar is full, for maximum distance. Try to collect coins and hit certain objects along the way. Use the **Left** or **Right** arrows on the **Direction pad** to try to keep your ship balanced and level as it is sailing on the water or flying through the air. Earn more gold the further you shoot.



Visit the shop to buy better parts for your ship with the gold that you earned.



**Tip:** Mines and whales will boost your ship speed and send you flying into the air. While your ship is in the air, a white shadow, located in the center of your screen, will show you the position of your ship. Try to keep it level and balanced so that you do not crash when you land.

## Button use during game:

Direction-pad: Adjust angle up or down / Balance ship left or right / move cursor in the shop

A-button: Press and hold down to adjust velocity of cannon / release to launch / confirm selection in the shop

Start-button: To pause or exit from the game

## **Name of Game:**

CAFETERIA

## **Game Objective:**

Direct all the waiters to serve all the customers in the cafeteria the correct items that they ordered!

## **Game Instructions:**

Match the item on the waiter's tray to the menu on the customers table and change the arrow on the waiter's path to send the waiter to correct table.

Use the **Left** or **Right** arrow on the **Direction pad** to set the first path. Then, after the waiter has gone to the correct section, be sure that she gets to the right table by setting the second path, using the **Up** or **Down** arrow on the **Direction pad**.

The cafeteria gets busy, so make sure that the right food items go to the customers.



## **Button use during game:**

Direction-pad: Left, Right, Up, Down to change the arrow direction

Start-button: To pause or exit from the game

## **Name of Game:**

WATER RESCUE

## **Game Objective:**

The ship has caught on fire! You are in charge of the rescue mission. Help rescue the passengers by catching them with the lifeboats.

## **Game Instructions:**

Passengers will appear at the windows of the ship, waiting to jump to safety. Position the lifeboat beneath them using the **Left** or **Right** arrows on the **Direction pad**. If one of them hits the edge and bounces, try to reposition the lifeboat to catch them again. If you miss, you will lose a life. The number of lives left is indicated in the upper left corner of your screen.



Tip: Try to memorize the order in which the passengers appear at the window. They will jump in this order, so be ready to catch them.

## **Button use during game:**

Direction-pad: Move left or right

Start-button: To pause or exit from the game

## **Name of Game:**

HEROBOY

## **Game Objective:**

As the local Hero-Boy, it is up to you to rescue all the people from the burning buildings!

## **Game Instructions:**

Fly up and down to pull people from the windows of the burning buildings and bring them down safely on the ground. Use the **Left** and **Right** arrows on the **Direction pad** and press the **A-button** to fly.

Earn points for every person you rescue. Make sure not to crash into any flying objects, as this will damage your health. You will also lose health points if you miss any of the people that need to be rescued.

Health and points displayed on top of screen.



## **Button use during game:**

Direction-pad: to change running or flying direction

A-button: Press and hold to fly

Start-button: To pause or exit from the game

## Name of Game:

TOWER DEFENSE

## Game Objective:

Build towers to defend the road against enemies.

## Game Instructions:

Use the **Left** or **Right** arrow on the **Direction pad** to select the map you wish to defend. Press the **A-button** to confirm. Enemies will approach from the left of the screen. You cannot let them get cross to the right of the screen or you will lose a life.

Use the arrows on the **Direction Pad** to select a tower to purchase. Press the **A-button** to confirm. Move the cursor to where you wish to place the tower and press the **A-button** to place it there. Each tower has an attack rating, a range, and a type of attack (air, land, or all).

Some enemies will try to cross on the ground and others will try to cross by air. Towers that attack by air will only attack enemies that try to cross through the air, such as airplanes, spaceships, etc. Ground attack towers will attack enemies such as troops, trucks, mechanized armor.

As you gain more money, you can purchase new towers. You can also upgrade or sell existing towers. To upgrade, click the tower you wish to upgrade and choose upgrade by pressing the **A-button**. To sell, select the tower and then move the cursor to the word 'Sell' and press the **A-button** twice.



## Button use during game:

Direction pad: Left/Right to choose map. Left/Right/Up/Down to move the cursor

A-button: Confirm selection/ Place tower

Start-button: To pause or exit from the game

## **Name of Game:**

ICE CREAM

## **Game Objective:**

Try to keep the customers happy by serving them ice cream. Score enough points to go to the next level.

## **Game Instructions:**

Help Bonnie serve her customers by using the **Up** and **Down** arrows on the **Direction pad** to move her to a table with a waiting customer. Press the **A-button** to serve an ice cream to the customer. When the customer finishes eating their ice cream, they will slide it back. Be sure that Bonnie is there to catch it before it falls on the floor and breaks.

The timer is located in the upper left corner of the screen. The current score is located in the lower left corner of the screen, and the goal for the current level is located in the lower right corner of the screen.



Earn points for each ice cream served and each empty dish collected. If a customer is not served in time, he or she will leave and you will lose points. You will also lose points if an empty dish falls on the floor and breaks.

Try to score enough points to complete the goal for the current level before the time runs out.

Tip: You can earn up to 400 points per customer, if you can create a streak of successful serves. If Bonnie does not serve a customer in time, or if one of the empty dishes breaks, the streak will end and you will need to start the streak over.

## **Button use during game:**

Direction pad: Up/Down move to different tables

A-button: Serve an ice cream

Start-button: To pause or exit from the game



## MINI GAME – TABLE

### Name of Game:

100 FLOOR

### Game Objective:

Try to get down to the bottom floor by moving from ledge to ledge. Can you do down 100 floors?

### Game Instructions:

Move from ledge to ledge by using the **Left** and **Right** arrows on the **Direction pad**. Try to land on a safe ledge, such as an awning, a flat ledge, or one of the conveyor belts. You will not take damage if you land on these. If you land on a spiked ledge, you will take damage. Some ledges will collapse, so be sure that there is a safe ledge beneath the collapsible ledges.

An energy beam is slowly coming down, so you must keep moving. If the energy beam hits you, you will take damage and you will be pushed off the ledge you were standing on.



Your health bar is indicated in the upper left corner and the current floor is located in the lower left corner. You will slowly recover health as you continue to drop to lower floors.

If you fall off the lower portion of the screen, you will die and the game will be over.

### Button use during game:

Direction-pad: Move left or right

Start-button: To pause or exit from the game.

## **Name of Game:**

SUB WARFARE

## **Game Objective:**

You are the commander of a warship. Your mission is to clear out the enemy submarines that are below the surface.

## **Game Instructions:**

Move your warship by using the **Left** and **Right** arrows on the **Direction pad**. Use the **A-button** or **B-button** to drop bombs on the submarines below. Avoid any torpedoes that the submarines fire at your ship.

Note: You are limited by the time it takes for your bombs to be loaded into place. The amount of bombs ready to be fired is displayed in the upper left corner of your screen.

Sometimes special items will float to the surface. Collect these items to gain special powers. Some powers will be temporary and others will last until your current ship is destroyed.



At the end of some levels a Boss will appear. The Boss's health status will be displayed in the right side of the screen. Defeat the boss to continue to the next level.

## **Button use during game:**

Direction-pad: move your ship right or left

A-button: drop a bomb to the left

B-button: drop a bomb to the right

Start-button: To pause or exit from the game.

## **Name of Game:**

BUBBLE DESTROYER

## **Game Objective:**

Pop all of the bubbles to advance to the next level.

## **Game Instructions:**

Move by using the **Left** and **Right** arrows on the **Direction pad** to avoid the bouncing bubbles. Position yourself under a bubble and press the **A-button** to shoot it with a harpoon. Larger bubbles will split into smaller ones. Continue shooting the smaller ones until the level is cleared. Bust all the bubbles without letting them touch you.

It is all about patience and timing. There is no timer in this game, so be patient. How many levels can you beat?



## **Button use during game:**

Direction-pad: Move left or right

A-button: Shoot at bubbles

Start-button: To pause or exit from the game.

**Name of Game:**  
BALLOON SHOOTING

**Game Objective:**

Shoot all of the Helium Balloons while avoiding the falling bombs! Complete all 8 levels to finish the game.

**Game Instructions:**

Move by using the **Left** and **Right** arrows on the **Direction pad** and shoot the balloons that are rising to the top of the screen by pressing the **A-button**.

Occasionally, special items will fall from the sky. Shoot them to gain a better bubble shooter, or to freeze the balloons for a few seconds. Avoid the red bombs.

For every balloon that escapes, you will lose ½ a heart from the health bar in the upper left corner of the screen. When all of your hearts are gone, you have lost and the game is over.

To complete each level, earn enough points to meet the goal displayed in the lower right corner.



**Button use during game:**

Direction-pad: Move left or right

A-button: Shoot at balloons

Start-button: To pause or exit from the game.

## **Name of Game:**

UP STAIRS

## **Game Objective:**

Climb up the stairs without falling between them!

## **Game Instructions:**

Hold the **A-button** to fill up the energy bar and then release to jump. The more the bar is filled, the higher you will jump. Try to time it so that you can fill up with enough energy to make the jump that you need.

Some ledges will add a boost to your jump. Spiked ledges are dangerous and will you will lose health points if you land on them. Your health bar is located in the upper left corner and the current floor that you are on is in the upper right corner. You will regain health as you continue to climb higher.



Grab onto a balloon to fly up faster but it will eventually pop. Before the balloon is about to explode, it will flash red. Let go by pressing the **A-button**.

## **Button use during game:**

A-button: Load up on energy/Jump/ Let go of a balloon

Start-button: To pause or exit from the game.

### **Name of Game:**

MAZE COMBINATION

### **Game Objective:**

Position the blocks to match the picture shown at the top of the screen. You have a limited amount of moves to complete the mission.

### **Game Instructions:**

At the beginning of each level, a new combination will appear at the top of the screen. You will need to slide the colored blocks until they match the combination shown.

Use the **Direction pad** to move the cursor (hand) to select the arrow that is pointing at the row you wish to change. Press the **A-button** to confirm. Each time you click one of the arrows, all of the blocks in that row will be pushed to the opposite side of the cube.



You must solve the puzzle within the number of clicks displayed in the upper right corner of the screen.

### **Button use during game:**

Direction-pad: Move the cursor

A-button: Confirm your selection

Start-button: To pause or exit from the game.



## **Name of Game:**

PRECIPICE

## **Game Objective:**

Help Aidan safely cross over dangerous paths by creating bridges. Complete all 16 levels so that Aidan can get home safely.

## **Game Instructions:**

Aidan needs to cross the river, lava stream, and other dangers to get back to his home. Help him across by placing shapes in a way that will form a bridge from one side to the other.

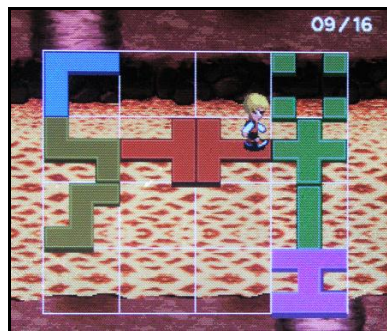
Use the **Direction pad** to move the cursor (hand) to place the shape in one of the squares on the grid. Press the **A-button** to confirm. When a bridge has been created successfully, Aidan will walk across.

You can replace a piece in one of the squares by dropping a new piece on top of it, but you may not move a piece once it has been placed.



The counter in the upper right corner of the screen displays the number of pieces you have used out of 16. You must create the bridge by using no more than 16 pieces.

### **Example:**



## **Button use during game:**

Direction-pad: Move the shape to the square you wish to place it in

A-button: Confirm your selection

Start-button: To pause or exit from the game.

## **Name of Game:**

MONKEYS

## **Game Objective:**

The monkeys cannot reach the bananas that are falling from the trees. Help the hungry monkeys by shooting the bananas over to them.

## **Game Instructions:**

Use the **Up** or **Down** arrows on the **Direction pad** to climb up or down the tree so that you can shoot a banana over to the hungry monkeys. When you are facing one of the hungry monkeys, press the **A-button** to use your blowpipe to shoot a banana over to the monkey.

Feed the monkeys to earn their love. Earn enough love to move to the next level. Don't make them wait too long or they will leave. When a monkey is very hungry, it will complain a few times before leaving. A flame above its head means that that monkey is very hungry and you must feed him right away.



Try to complete all levels. If the monkeys leave, then you must start the game over.

## **Button use during game:**

Direction-pad: Up/Down to climb up or down

A-button: To shoot a banana

Start-button: To pause or exit from the game.

## **Name of Game:**

HAPPY NIGHT

## **Game Objective:**

Fly the bird through the night. Try to pass as many cars as you can and achieve the highest score possible.

## **Game Instructions:**

Press the **A-button** to take off and press it again to flap the bird's wings. You do not need to hold down the button. When the bird drops a bit press the **A-button** again to continue flying.

Fly past as many cars as you can before your wings get tired. An energy meter is displayed on the right side of the screen. When it is low, land on top of a car to replenish your energy. You can also replenish your energy by catching water jugs. Avoid the hot air balloons, as they will cause you to fall. Earn points for passing cars, safe landings, catching water jugs, and get special bonuses for passing 20 cars or more. The score is displayed on top of the screen.



## **Button use during game:**

A-button: Press to Fly / Press again to flap the bird's wings

Start-button: To pause or exit from the game

## **Name of Game:**

BUMPER BALLS

## **Game Objective:**

Knock your opponent's balls off the table. Win 2 out of 3 rounds to advance to the next stage.

## **Game Instructions:**

Each player's balls are lined up on the board. You will each take turns shooting one of your balls at your opponent. Play will continue until one player's balls are completely removed from the board.

Use the **Direction pad** to move the cursor (hand) to choose one of your balls. Press the **A-button** to select it. Use the **Left** or **Right** arrows on the **Direction pad** to aim it at one or more of your opponent's balls. Press and hold the **A-button** to activate the power bar below the ball. Release the **A-button** when you think you have enough power to knock your target off the edge of the board.



### **Tips:**

Try to aim in a way that you can knock out more than one of your opponent's balls. On some stages, there are holes on the board and any ball that passes close to the hole will be sucked in and lost. There are also bumpers on some stages that will redirect your balls if you hit them.

## **Button use during game:**

Direction-pad: Move the cursor to select a ball / Left or Right arrows to aim

A-button: Confirm selection / Press and hold to set the power /release to shoot

Start-button: To pause or exit from the game.

## **Name of Game:**

CASTLE SMASHER

## **Game Objective:**

Try to completely destroy the enemy's castle.

## **Game Instructions:**

Destroy all parts of the enemy's castle by launching stones at the walls. Use the **Left** or **Right** arrow on the **Direction pad** to select the angle of your shot. Press and hold the **A** button. The power meter will start to move up and down. Release the **A-button** to select the power of your shot.

Completely destroy the castle before running out of stones. Some areas of the castle will release more stones when destroyed. Try to shoot the walls in such a way that the stone bounces onto additional walls, destroying more areas.



## **Button use during game:**

Direction pad: Left/Right to choose the angle

A-button: Press and hold to start the power meter

Start-button: To pause or exit from the game

### **Name of Game:**

ESCAPE THE TRAP

### **Game Objective:**

Try to escape the trap by dodging the objects that are being dropped.

### **Game Instructions:**

You are stuck in a pit and your enemy is trying to crush you by dropping objects on top of you. Try to lure him into dropping those objects in such a way that you can climb out of the pit. Use the **Left** or **Right** arrow on the **Direction pad** to move. Try to climb your way out by using the stacked objects.

If you get stuck or if an object lands on you, the game is over.



### **Button use during game:**

Direction pad: Left/Right to move

Start-button: To pause or exit from the game

## **Name of Game:**

SPIN MATCH

## **Game Objective:**

Spin the balls around in until your screen matches the picture on the right.

## **Game Instructions:**

At the beginning of each level, a picture will display on the right side of the screen. You must rearrange the balls in your board, the left box, until they match the picture. You can only rearrange four at once.

Use the **Direction pad** to move the cursor (hand) to select any 'four spot' on your board and then press the **A-button** to rotate them in a clockwise pattern. Press the **A-button** again if you need to rotate them again. Continue to rearrange the balls until you have successfully formed the same shape as the picture on the right.



You must complete each challenge before time runs out. The quicker you solve each puzzle, the more points you will earn.

The time remaining and your current score are displayed on bottom of screen.

## **Button use during game:**

Direction-pad: Move the cursor

A-button: Rotate the selected area

Start-button: To pause or exit from the game



## **Name of Game:**

HERCULEAN GUY

## **Game Objective:**

Infiltrate the secret headquarters and clear all enemies on each level to advance.

## **Game Instructions:**

Use the **Direction pad** to move around the board. Avoid bumping into the armed guards, robots, tanks, and zombies. To disable and destroy the enemies, press the **A-button** to push boxes at them when they pass.

Sometimes they will drop valuable items when they are destroyed. Pick them up to earn points or special abilities.

You can break a box by moving next to it and pressing the **A-button** twice.



## **Button use during game:**

Direction-pad: Move around the board

A-button: Push box / Press twice to break the box

Start-button: To pause or exit from the game

## **Name of Game:**

CARTOON PUZZLE

## **Game Objective:**

Match the picture before time runs out to complete the level.

## **Game Instructions:**

Try to arrange the tiles so that the center screen matches the picture shown in the lower right corner. Use the arrows on the **Direction pad** to select the tile you wish to move. Press the **A-button** and then use the arrows to select the tile you wish to swap. Press the **A-button** to complete the move. Continue swapping the tiles until you match the picture.

If time runs out, the game is over.



## **Button use during game:**

Direction pad: Up/Down/Right/Left to control the pointer

A-button: Confirm selection/Swap tiles

Start-button: To pause or exit from the game

## **Name of Game:**

GOLD MINER

## **Game Objective:**

Try to collect the valuable gems and metals that are in the ground.

## **Game Instructions:**

Collect enough gems, gold, silver and other precious materials before time runs out. When the level starts, the grabbing hook will swing back and forth. Press the **A –button** to shoot it at the object you wish to retrieve. Try not to grab the heavy piles of rocks, as they are not worth much and take too much time to pull out of the ground.

Some items, such as dynamite, can be retrieved and used later. Press the B-button to use them.



## **Button use during game:**

A-button: Launch the grabbing hook

B-button: Press to use dynamite

Start-button: To pause or exit from the game

**Name of Game:**

JUMPING EGGS

**Game Objective:**

Try to jump your way to the top of the sky.

**Game Instructions:**

Press the A-button to jump from one nest to the other.

Observe the movement of the nest, and, when the time is right, jump to the next one. Keep trying to get to the top. Each time you miss, you will lose an egg. The game is over if you lose all of the eggs.

**Button use during game:**

A-button: Press to jump

Start-button: To pause or exit from the game

## Name of Game:

X TRAINING

## Game Objective:

Try to defeat your avoid being hit by the waves of balls.

## Game Instructions:

Use the **arrows** on the **Direction pad** to move your ball and avoid being hit by the tiny balls that are coming at you. Try to last as long as you can.

One hit, and the game is over.

A screenshot of a game's ranking screen. The screen has a dark green background with a stone wall border. At the top, the word "RANKING" is written in yellow. Below it is a table with three columns: "NO.", "NAME", and "TIME". The table lists five entries: 1. Com1 (1:20:00), 2. Com2 (0:15:00), 3. Com3 (0:10:00), 4. Com4 (0:08:00), and 5. Player1 (0:06:00). At the bottom, there are two buttons: "REPLAY" with a triangle icon and "EXIT" with a circle icon.

NO.	NAME	TIME
1.	Com1	1:20:00
2.	Com2	0:15:00
3.	Com3	0:10:00
4.	Com4	0:08:00
5.	Player1	0:06:00

REPLAY EXIT

## Button use during game:

Direction pad: Left/Right/Up/Down to move

Start-button: To pause or exit from the game

## **Name of Game:**

SUPER PIZZA

## **Game Objective:**

Try to build a pizza that matches the one shown.

## **Game Instructions:**

Your goal is to build a pizza that matches the one on the right.

Use the **arrows** on the **Direction pad** to select a topping. Press the **A-button** to confirm. Position the topping on the pizza on the left so that it matches the exact position as the one on the right. Press the **A-button** to place the topping. Continue to place each topping until all toppings have been placed, before time runs out.

Once all toppings have been placed, the level is completed. You will be scored based on accuracy. Try to achieve perfect accuracy on each level.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the pointer

A-button: Select/place the topping

Start-button: To pause or exit from the game

## **Name of Game:**

EAT BEAN

## **Game Objective:**

Help the Bean-Gobbler eat all of the goodies without being caught. Clear the stage and advance to the next one by eating all of the small yellow beans.

## **Game Instructions:**

Use the **Direction pad** to move the Bean-Gobbler around the maze to gather up all of the beans and fruits. Avoid the winged red monsters that are guarding the maze unless you have a power-up. At the top of the screen, the number of power-ups remaining is shown next to the gift box. Press the **B-button** to power-up. While powered up, the Bean-Gobbler will turn orange, and when the power-up wears off.

On every stage, there is one candy cane. Eat this to increase the Bean Gobbler's speed for about 10 seconds.



You must clear all of the beans before the time runs out. The timer is located at the top of your screen.

## **Button use during game:**

Direction-pad: Move around

B-button: Use a Power-up

Start-button: To pause or exit from the game



## **Name of Game:**

BLOCK CONSTRUCTION

## **Game Objective:**

Jeremy the builder has to build houses but someone lost the building plans. Help him by fitting all the pieces together to form the shape. Complete all 17 shapes to win the game.

## **Game Instructions:**

Use the **Direction pad** to point to a piece and press the **A-button** to take it off the conveyor belt. Move it to where you want to place it. Press the **B-button** if you want to rotate it before placing it on the shape. Press the **A-button** to drop it in place. If you decide that you do not wish to use the piece that you have selected, drag it over to the recycle bin in the right corner of the screen and press the **A-button** to release it.

Once a piece is in place it cannot be moved, rotated, or removed. For each level, Jeremy can break up to 5 squares to make room for certain pieces. Use the **Direction pad** to move the cursor to the Hammer symbol located in the right side of the screen. Press the **A-button** to select it and move the cursor to the square you wish to break. Press the **A-button** to break it.

Complete the building by filling in all squares before time runs out. For a better score, try to use all of the pieces and complete the building as quickly as possible.



## **Button use during game:**

Direction-pad: Move the cursor to select and drop a piece

A-button: Confirm

B-button: Rotate the selected piece

Start-button: To pause or exit from the game

## **Name of Game:**


FRUIT FAMILY


## **Game Objective:**

Match up all the fruits. Complete all 10 levels to finish the game.

## **Game Instructions:**

Use the **Direction pad** to move the magic wand. Press the **A-button** to select the first fruit tile and then move the wand to a matching fruit tile and press the **A-button** again. If the match is correct, the tiles will be removed. To deselect, click the wand on a different fruit.

To undo a move, place the magic wand on the  symbol located at the bottom left of the screen and press the **A-button**. Keep pressing the **A-button** to undo as many moves as you need.

To start the level over, place the wand on the  symbol located at the bottom of the screen and press the **A-button**.

Tip: You can only match and remove tiles that are completely uncovered. Darker tiles cannot be selected until the tiles above them have been removed.



## **Button use during game:**

Direction-pad: Move the Magic Wand

A-button: Confirm selection

Start-button: To pause or exit from the game.

## **Name of Game:**

WONDERFUL POMPON

## **Game Objective:**

Clear out all of the little pompons. Complete all 6 levels to win the game.





## **Game Instructions:**

Use the **Direction pad** to move around the screen. Press the **A-button** to drop a time bomb. You can also run into pompons if they are the same color as the screen. For example, when the screen is blue, you can run into the blue pompons to remove them without being killed. The timer, located in the lower right corner of the screen, indicates how long the screen will remain that color. When it reaches the 12:00 position, the screen will change to a different color.

In the upper right corner, there is a counter that shows how many pompons have been removed and the second number represents how many bombs you have left. Use your bombs carefully because they must last throughout all 6 levels.



Pick up special items that appear on the screen, such as extra bombs, extra lives (hearts), and special power-ups. Collect the Gold coin to become invincible. A second timer will appear at the bottom right corner. You can touch any pompon and remove it until the Gold Coin timer reaches the 12:00 position.

Gold Coin		Makes you invincible. You can run into any pompon while this is active.
Freeze Stone		Turns all pompons into stone
Timer		Shows time remaining for each screen. A second timer shows time remaining for that special power.
Mine		Clears all pompons on the board.

## **Button use during game:**

Direction-pad: Move in any direction

A-button: Drop Bomb

Start-button: To pause or exit from the game.

## **Name of Game:**

NIMBLE STONE

## **Game Objective:**

Move across the board without being hit by any of the moving objects. This game requires a lot of patience. Can you survive every level to finish the game?

## **Game Instructions:**

Use the **Direction pad** to move the green stone across the board. Be nimble and fast to move across the board without being hit by one of the moving balls. You must get to the white floor to complete the level. Some levels require you to pick up golden balls before you can complete the level.

Observe the pattern of the movements and try to locate safe spots where you can move to get in between the moving balls. Plan your path wisely and you may be able to complete the game.

You can try as often as you like. There is no time limit.



## **Button use during game:**

Direction-pad: Move

Start-button: To pause or exit from the game

## **Name of Game:**

BOMBMAN

## **Game Objective:**

Try to blow up your opponent by dropping bombs near him. Defeat your opponent 3 times to advance to the next level.

## **Game Instructions:**

Use the **Direction pad** to move around the board. Press the **A-button** to drop a bomb to clear away bushes, boxes, and other obstacles. Avoid the bombs dropped by your opponent, as well as your own bombs, as they will kill you if you are near them when they explode. Try to drop a bomb on your opponent or around your opponent to win the match.

Special items will appear occasionally. Pick them up to move faster, turn invisible, or freeze your opponent. Be careful because your opponent will also try to pick up these items. The clock will freeze your opponent. Try to pick it up just as your opponent is dropping one of his bombs and he will freeze on top of his own bomb.

Win three times to advance to the next level.



## **Button use during game:**

Direction-pad: Move around the board

A-button: Drop bomb

Start-button: To pause or exit from the game

## **Name of Game:**

SUICIDE SQUAD

## **Game Objective:**

Help Adam catch the rabbit. Your job is to lay out a path for him by setting up airflows to guide him to his target.

## **Game Instructions:**

Use the **Direction pad** to move the cursor (hand) to select the airflow direction arrows at the bottom of your screen. Press the **A-button** to select the one you wish to place. Use the **Direction pad** to move it into position and press the **A-button** to place it there. Place them in such a way that Adam will be able to reach the rabbit. When you are ready, point the cursor on the gold box and press the **A-button**. Adam will come out and will try to reach the target.

You can move or reposition a piece by pointing to it with the cursor and pressing the **A-button** to pick it up. Move it to where you want to place it and press the **A-button** again to drop it.

If you need to reset all of the pieces, point the cursor on the pink arrow in the lower right corner of the screen and press the **A-button**.

Note: The first level is a tutorial and there are flashing green arrows that will show you where to position the arrows. The other levels will not show you where to position the boxes.



## **Button use during game:**

Direction-pad: Move the cursor (hand)

A-button: Select a piece / place the piece

Start-button: To pause or exit from the game

### **Name of Game:**

OVERMAZE

### **Game Objective:**

Move the walls to allow the red square get to the green square. Try to complete the game by clearing all of the levels.

### **Game Instructions:**

The red square will travel along the path shown by the purple line. Press the **A-button** to begin. Use the **Direction pad** to move walls and other objects in such a way that the red square can reach the green square safely.

Make sure that nothing is in the way or the red square will take damage. A blue life bar is located in the lower left side of the screen. When this bar is empty, the game is over.



### **Button use during game:**

Direction-pad: Move objects

A-button: Begin each level

Start-button: To pause or exit from the game



## **Name of Game:**

FOUR BOXES

## **Game Objective:**

Stack four boxes of the same color to remove them from the screen. Complete all levels to win the game.

## **Game Instructions:**

Colored blocks will drop, clockwise, from one of the North, East, West, and South entrances. Use the Left, Right, Up, and Down arrows on the Direction pad to move them into position onto the center block (or blocks that have already been attached).

When four blocks of the same color are connected sideways or on top of each other, they will be removed. Continue making matches until the level is completed.

If you do not attach a block to the center, or cluster of blocks, it will fall off the screen and a Skull block will drop onto the cluster of blocks. These can only be removed by matching the blocks beneath them.

If any of the entrances are blocked, you will lose. You can choose to continue from that level or to quit the game and start over.



## **Button use during game:**

Direction-pad: Direct the falling blocks into position

Start-button: To pause or exit from the game

## MINI GAME – SPORT

### Name of Game:

RALLY

### Game Objective:

Can you get to the finish line first? Win all 5 rounds to become the next Rally Champion.

### Game Instructions:

Use the **Left** and **Right** arrows on the **Direction pad** to steer. Press and hold the **A-button** to go forward or accelerate. Press the **B-button** to stop or slow down.

Each round consists of 3 legs, or parts, of the race. In order to qualify for the next leg of the race, you must place within the 'CLEAR ORDER'. For the first leg, the clear order is 5<sup>th</sup>, meaning that you must be within the top 5 to advance to the next leg. At the end of each leg, refer to the 'CLEAR ORDER', in the **Result** screen to see what position you must come in to continue qualifying.



Tip: Your car accelerates slower than the other cars but it has a higher top-speed. Try to reach the top-speed as often as possible and avoid the edges of the track, as contact with the edges will slow your vehicle down.

### Button use during game:

Direction-pad: Steer left or right

A-button: Accelerate

B-button: Stop/slow down

Start-button: To pause or exit from the game

## **Name of Game:**

GT RACING

## **Game Objective:**

Start your engines. Win all 4 races to become the next Gran Turismo champion.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to steer. Press and hold the **A-button** to go forward or accelerate. Press the **B-button** to stop or slow down.

*Tip:* Your car accelerates slower than the other cars but it has a higher top-speed. Try to reach the top-speed as often as possible and avoid the edges of the track, as contact with the edges will slow your vehicle down.



## **Button use during game:**

Direction-pad: Steer left or right

A-button: Accelerate

B-button: Brake / Slow down

Start-button: To pause or exit from the game

## **Name of Game:**

HIGHWAY RACING

## **Game Objective:**

Get to the checkpoint before you run out of time or out of fuel. Avoid obstacles and other cars along the way.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to steer. Press and hold the **A-button** to go forward or accelerate. Press the **B-button** to stop or slow down.

Collect special items that will extend your time or give your car a boost to help you get to the finish line before time runs out. Drive into orange fuel trucks to collect more fuel.

Avoid obstacles, other cars, and road hazards such as cones and signs.



## **Button use during game:**

Direction-pad: Steer left or right

A-button: Accelerate

Start-button: To pause or exit from the game

## Name of Game:

TRACK RACING

## Game Objective:

Complete all four levels to become the Track Racing champion.

## Game Instructions:

Use the **Left** or **Right** arrow to select your car. Each car has a speed and control rating. Press the **A-button** to confirm your selection.

Use the **Direction pad** to control the movement of your car. Press the **A-button** to accelerate. Finish in first place after three laps to advance to the next stage.

Drive over the red and white arrows on the track to get a speed boost. Drive over special items that can boost your car or damage the other cars. When you have collected a special item, press the **B-button** to use it. If you pick up a missile, press the **B-button** to launch it and it will seek and strike the closest car.



## Button use during game:

Direction-pad: Steer left or right

A-button: Accelerate

B-button: Use special item

Start-button: To pause or exit from the game

## **Name of Game:**

MOTORBOAT

## **Game Objective:**

Try to defeat your opponent in a race to the finish line.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to steer. Press and hold the **A-button** to accelerate. Collect coins and stars along the way.

Cross over the speed arrows to increase speed. Avoid collisions with rocks, islands, and wood docks.



## **Button use during game:**

Direction pad: Steer left or right

A-button: Accelerate

Start-button: To pause or exit from the game

## **Name of Game:**

MINI SOCCER

## **Game Objective:**

Score a goal by kicking the ball past your opponent. Defeat your opponent by winning 3 out of 5 rounds.

## **Game Instructions:**

Each player has 5 coins that must be knocked off before a goal can be scored. Use the **Up** and **Down** arrows on the **Direction pad** to move up and down. Press the **A-button** to kick the ball. Try to aim the ball so that you can knock off all of your opponent's coins. When all of your opponent's coins are removed, the white barrier is removed and you can try to kick the ball past your opponent.

When a goal is scored, the round is over and the next one begins. Play continues until you or your opponent has won 3 rounds.



## **Button use during game:**

Direction-pad: Up/Down - Move

A-button: Kick the ball

Start-button: To pause or exit from the game



## **Name of Game:**

TABLE FOOTBALL

## **Game Objective:**

Defeat your opponent by scoring five goals to win the match.

## **Game Instructions:**

Use the **Direction pad** to move the cursor to select the country that you wish to play for. Press the **A-button** to confirm. Select a layout of the formation that you wish to use and press the **A-button** to confirm.



Use the **Up** or **Down** arrow on the **Directional pad** to move your players to kick the ball or block an opponent's shot.

The first team to score 5 goals wins the match.

## **Button use during game:**

Direction-pad: Select / move all players up or down

A-button: Confirm selection

Start-button: To pause or exit from the game

## **Name of Game:**

ARCHERY

## **Game Objective:**

Test your skills at archery. Complete three rounds and try to achieve a grade of A.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to move into position. Press and hold the **A-button** to ready an arrow and start the power meter. Release the A-button to let the arrow fly.

You will need to shoot 10 arrows in each round. The target will move at a steady pace from left to right and then right to left. In the upper left corner of the screen, there is a wind meter. Before each shot, check the wind meter, located in the upper left corner of the screen, and adjust your aim according to the wind. The wind meter will update after each shot.



Tips: You do not need to use full power to hit the target. Aim is most important. Try to hit the bulls-eye each time. Be sure to adjust for wind and the movement of the target.

## **Button use during game:**

Direction-pad: Move left or right

A-button: Press and hold to set the power / Release to shoot

Start-button: To pause or exit from the game

## **Name of Game:**

CRAZY PUSH

## **Game Objective:**

You are the wolf and you must push all of the other opponents, the pigs, off the edge of the board.

## **Game Instructions:**

Use the **Direction pad** to move the wolf around the board. Press the **A-button** to push your opponent. Each player has 3 health points, or hearts. If a player falls off the edge, one heart will be deducted. When all hearts are gone, the player is out for that round.

You can pick up special items that will give you extra powers. Pick up a heart to restore your health. Be careful...your opponents can also pick up and use these special items too.

If you are the last one left on the board, you win the round. The first one to win three rounds wins the game.



## **Button use during game:**

Direction-pad: Move around the board

A-button: Push/attack your opponent

Start-button: To pause or exit from the game

### **Name of Game:**

MOTOCROSS

### **Game Objective:**

Try to reach the goal before time runs out.

### **Game Instructions:**

Use the **Right** arrow on the **Direction pad** to increase speed and the Left arrow to decrease speed. Press the A-button to jump.

Try to avoid rocks, logs, and other obstacles by jumping over them. You can use the ramps to get longer jumps.

Catch special objects to add more time.



### **Button use during game:**

Direction pad: Left to slow down Right to increase speed

A-button: Press to jump

Start-button: To pause or exit from the game

## **Name of Game:**

DODGEBALL

## **Game Objective:**

Win the dodgeball competition!

## **Game Instructions:**

In this competition you and your partner must defeat your opponents by hitting them with balls. Use the **arrows** on the **Direction pad** to move your character. Press the A-button to throw a ball. To switch to your partner, press the B-button and you will be able to control your partner.

Move your character to pick up a ball. To throw a ball, you must be behind your line. Pick up special balls and bombs to do additional damage to your opponent.

Avoid being hit by your opponents.

Win two out of three matches to win the competition.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move

A-button: Throw a ball

B-button: Switch control to your partner

Start-button: To pause or exit from the game

## **Name of Game:**

BEACH VOLLEYBALL

## **Game Objective:**

Try to defeat your opponent in a game of beach volleyball.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to select your character. Press the **A- button** to confirm.

Move by using the left and right arrows. Press the **A- button** to hit the ball. Press and hold the A-button for more powerful serves or returns.



## **Button use during game:**

Direction pad: Left/Right to choose character/ move your character

A-button: Confirm character/ Strike the ball

Start-button: To pause or exit from the game



## **Name of Game:**

FLAG MATCH

## **Game Objective:**

Claim your territory! Plant more flags in more grids of the field then your opponent. Complete all stages to win the game.

## **Game Instructions:**

Use the **Direction pad** to move around the board. Press the **A-button** to plant a flag. You can also take over your opponent's territory by planting flags on top of his flags. Avoid any animals that might walk on the field. If you touch them, you will be stunned for a few seconds.

The total number of squares that your flags are covering is shown at the bottom left corner of the screen and your opponent's number is shown in the bottom right corner. The amount of time remaining is indicated by a status bar on the bottom of the screen.



## **Button use during game:**

Direction-pad: Move around the board

A-button: Plant flag

Start-button: To pause or exit from the game



## Name of Game:

JAPANESE SUMO

## Game Objective:

Defeat all four opponents and become the next Sumo champion.

## Game Instructions:

Use the **Left** or **Right** arrows on the **Direction pad** to select your Sumo wrestler. Press the **A-button** to confirm your selection.

Move your sumo wrestler by using the **Left** and **Right** arrows on the **Direction pad**. Press the **A-button** to charge or to use his hands to push your opponent. Press the **B-button** to hold your opponent.

To win, you must push your opponent out of the ring or attack him until his health bar, displayed in the upper part of the screen, reaches zero. To advance to the next stage, you must win three rounds.

Win all four stages to become the Sumo champion.



## Button use during game:

Direction-pad: Left/Right to move

A-button: Attack

B-button: Wrestle / hold your opponent

Start-button: To pause or exit from the game

## Name of Game:

TANKS PK

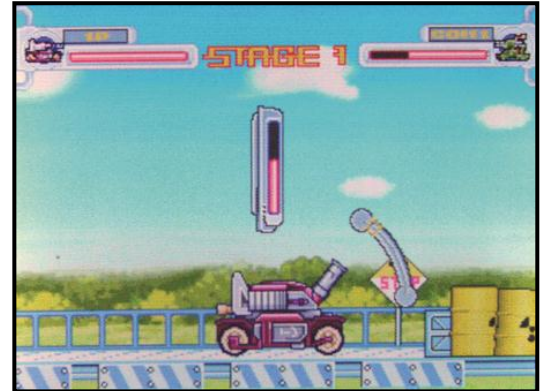
## Game Objective:

Defeat your opponents in one-on-one battles. Win 5 battles and become the champion!

## Game Instructions:

At the beginning of the round, you will see where your opponent is. When it is your turn, you can move your position, collect or use a special item (if available), and fire at your opponent. When your turn is complete, you will see your opponent's location. He may or may not move and will then fire at your tank. Play continues until you or your opponent is destroyed.

Use the **Left** or **Right** arrow on the **Direction pad** to move your tank. Press the **A-button** and an Angle Selection meter will appear. Choose an angle to aim your cannon and press the **A-button**. A distance meter will appear. Press the **A-button** to select the distance of your shot.



Occasionally there will be special items that fall from the sky. Some will restore your tank's health, and others will do more damage on your next shot. If you want to use the item during your turn, collect it by driving over it with your tank.

Defeat your opponent and advance to the next round.

**Tip:** Try to keep moving your position so that your enemy does not get a 'lock' on your position. If you stay in the same place, he will eventually guess the right angle and distance and will start hitting your tank more often.



## Button use during game:

Direction pad: Left or Right to move your tank

A-button: Press to start Angle Meter/ Press again to select angle / Press again to select distance

Start-button: To pause or exit from the game

## **Name of Game:**

PIGGY GOLF

## **Game Objective:**

Gordon the golfing pig is in for a challenge on this course. Help him complete every hole in the least amount of strokes possible. Can you complete the course?

## **Game Instructions:**

You must find a way to get the ball into the hole next to the red flag. Each time you hit the ball, it counts as a stroke. Try to get the ball into the hole with as few strokes as possible.

Use the **Left** or **Right** arrow on the **Direction pad** to set the angle that you wish to use. Press and hold the **A-button** to start the power meter. Release the **A-button** when you have the power that you need. Continue taking shots until the ball gets into the hole.



In the lower left corner, there is a hit counter. Try to get the ball into the hole using the number of hits displayed, or less, if possible.

Sometimes you may need to change Gordon's direction. To do so, press the **Left** or **Right** arrow on the **Direction pad** until Gordon turns around. Complete all 10 holes to finish the game.

## **Button use during game:**

Direction-pad: Left or Right to adjust the angle

A-button: Press and hold to set the power you need. Release to shoot

Start-button: To pause or exit from the game

## Name of Game:

HORSE RACING

## Game Objective:

Try to win as many races as you can. Can you complete all levels with each horse?

## Game Instructions:

Use the **Left** or **Right** arrows on the **Direction pad** to see the ratings of the different horses. Each horse has a different "**PACE**" and "**ENERGY**" rating. **Pace** is the normal speed the horse will run without using up energy. **Energy** indicates the amount of energy that the horse can spend to push its speed. When the horse's energy is used up, it will run slower for the rest of the race. Press the **A-button** to select the horse that you wish to use.

During the race, press the **Right** arrow on the **Direction pad** to push your horse to a faster pace. You can use the **Up** and **Down** arrows to move your horse up or down the track to try to block other horses from passing.

In each race, you can 3 bursts of speed. Press the **A-button** and your horse will boost its speed for a few seconds without using energy. Try to use these bursts at the right time during the race.



## Button use during game:

Direction-pad: Up or Down to move your horse / Left or Right to increase or decrease pace (speed)

A-button: Confirm selection of horse / activate speed boost

Start-button: To pause or exit from the game

## **Name of Game:**

BALANCE BALL

## **Game Objective:**

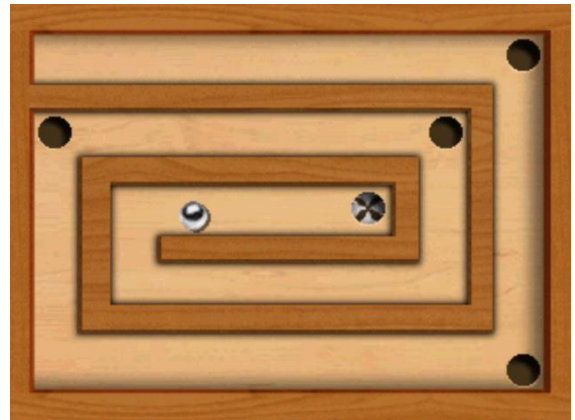
Try to get the ball to the goal without falling in the holes. Complete as many levels as you can.

## **Game Instructions:**

Use the **arrows** on the **Direction pad** roll the ball around obstacles, walls, and holes.

Try to use momentum to curve around holes or tight corners.  
Each time you successfully strike your opponent, you score a point.  
If your opponent strikes you, he will score a point.

Try score more points than your opponent before time runs out. The first to score 15 automatically wins the match.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to move the ball

Start-button: To pause or exit from the game

## **Name of Game:**

BALLOON ARCHER

## **Game Objective:**

Try to pop the required amount of balloons for each level.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to select the angle of your shot. Press and hold the **A-button** to determine the power of your shot. Release the A-button to fire.

In the lower left corner, the amount of balloons popped and the amount of balloons needed to complete the level is listed. For example, 21/40 means that you have popped 21 out of the 40 required.

The number of darts and the types of darts available is shown at the bottom center of the screen.



Tip: On some levels, you must shoot the balloons that have bombs in them. This will trigger explosions that will pop more balloons.

## **Button use during game:**

Direction pad: Left/Right to choose an angle

A-button: Press and hold to choose the power of the shot. Release to fire

B-button: Press to restart the level

Start-button: To pause or exit from the game



## MINI GAME – RELAX

### Name of Game:

BENTHAL JEWEL

### Game Objective:

Match three or more of the same jewel to score points and clear them from the screen. Score enough points to go to the next level.

### Game Instructions:

A block of three jewels will begin to fall. Try to stack them next to, or on top of, other jewels of the same type to form matches of three or more. Matches can be formed side by side, diagonally, or by stacking them. The more jewels that you match in a single combination, the more points you will earn.

Use the **Left** and **Right** arrows on the **Direction pad** to move the falling jewels into position. Press the **A-button** to rotate the order of the jewels. The next block of jewels is shown in the preview pane in the upper right corner of the screen.

As you continue to make matches, you will be eligible for a bonus feature. When the oxygen tank in the lower right corner is filled, you can automatically clear one row by pressing the **B-button**.

If the rows of jewels reach the top, the game is over.



### Button use during game:

Direction-pad: Move block of jewels left or right

A-button: Rotate order of the jewels

B-button: Activate bonus feature (if available)

Start-button: To pause or exit from the game



## Name of Game:

LINKING PET

## Game Objective:

Match all of the pets to clear the board. When you match a pair of tiles, they are removed from the board. Clear all of the tiles and continue to the next level. Can you complete all of the levels?

## Game Instructions:

Try to create a link between two picture tiles of the same pet. If another picture tile is in the way, it cannot be linked. Each time you create a link, the two picture tiles are removed.

Use the **Direction pad** to move the magic wand to a picture tile of whatever pet you wish to link. Press the **A-button** to select it and then move the wand to a matching picture tile and press the **A-button** again. If the match is correct, and if a link can be formed, the tiles will be removed. To deselect, click the wand on a different tile.



If you need help, you can use one of your hints by pressing the **B-button** and a pair of tiles will be removed. You only have a limited number of hints. The current level, number of hints remaining, and score are shown at the top of your screen. The bar at the bottom of the screen shows how much time you have left. If you run out of time, the game is over.

## Button use during game:

Direction pad: Move the magic wand

A-button: Confirm selection

B-button: Use a hint

Start-button: To pause or exit from the game

## **Name of Game:**

HOMeward JOURNEY

## **Game Objective:**

Help the lost sheep find their way home by guiding them towards the flagpole. Try to rescue all 8 sheep.

## **Game Instructions:**

Press the **Up**, **Down**, **Left**, or **Right** arrow on the **Direction pad** to move the sheep. The sheep will walk in that direction until it hits bumps into an obstacle, such as a box, tree, bush, or rock. Continue to select a path that will guide the sheep towards the flagpole.

When the sheep reaches the flagpole, you will advance to the next level. Try to complete all 8 levels.



## **Button use during game:**

Direction-pad: Move the sheep Left, Right, Up, or Down

Start-button: To pause or exit from the game

## **Name of Game:**

FIND FAULT

## **Game Objective:**

This challenging game will increase your ability to see things in detail. View each set of pictures and spot five differences to complete the level. Complete all 20 levels to win.

## **Game Instructions:**

Use the **Direction pad** to move the cursor to where you think the difference is between the two pictures. Press the **A-button**. If you are correct, a blue circle will be drawn on both pictures. If you are incorrect, a red X will appear and you will lose one of your lives. The number of lives remaining is displayed in the upper right portion of the screen.

If you are stuck, press the **B-button** to use one of your “Hints”, and one of the differences will be circled for you. The number of hints available is shown in the lower left corner of the screen.

Note: Some of the differences are very specific and at times, you have to point the cursor in the exact spot or it will not register correctly.



The status bar at the bottom of the screen represents the timer. Bonus points are awarded for unused time. The quicker you complete each level, the more points you will score. Extra lives are awarded every 8,000 points and extra hints are awarded every 4,000 points.

## **Button use during game:**

Direction-pad: Move the cursor

A-button: Identify difference (mark the spot)

B-button: Uses one of your hints to reveal one difference each time you press the B-button

Start-button: To pause or exit from the game

## Name of Game:

PAIR MATCH

## Game Objective:

Free the grey, white, or yellow blocks by pairing up three or more of the same items to release the blocks that are trapped beneath them. Can you complete all 10 levels?

## Game Instructions:

At the start of each level, items are scattered across the grid, covering the grey, white, or yellow blocks. Use the **Direction pad** to move the selection box to the item that you wish to swap to make a combination of three or more of the same items. You can only move items if the move will result in a match of three or more. Press the **A-button** to select the item and press the **Up, Down, Left, or Right** arrow on the **Direction pad** to swap it.

White boxes must be cleared twice and yellow boxes must be cleared three times. You must clear all of the colored squares before time runs out. When time runs out, you will lose one of your lives. The timer bar is located on the bottom of your screen.

If you are stuck, you can use a 'hint' by pressing the **B-button**. The number of hints remaining is shown in the lower left corner of the screen.

If there are no possible moves remaining, the items will be scattered again. You will not need to restart the level and you will not be penalized.



## Button use during game:

Direction-pad: Move the selection box / Select direction to swap

A-button: Swap selected item

B-button: Use a hint

Start-button: To pause or exit from the game

## Name of Game:

BRICK BLASTER

## Game Objective:

Blast away all the bricks to clear each level. Enjoy this improved version of an old classic arcade game. Complete all 8 levels to finish the game.

## Game Instructions:

Use the **Left** or **Right** arrows on the **Direction pad** to control the paddle and bounce the ball into the brick wall to blast away all of the bricks. When you are ready to start, press the **A-button**. Some bricks need to be hit more than once before they are destroyed and when they are destroyed.

Catch special items to add special features to the paddle and will appear as letters when they are dropping.



<b>G</b>	Makes the paddle larger
<b>M</b>	Makes the paddle smaller
<b>A</b>	Catch and hold the ball or balls. Press the <b>A-button</b> to release the ball(s) into play again
<b>D</b>	Three balls in play
<b>F</b>	Speeds up the ball or balls
<b>S</b>	Slows the ball or balls down

Some of the bricks will drop bonus points when they are destroyed. Catch them if you can.

Extra lives are awarded for every 10,000 points.

## Button use during game:

Direction-pad: Move the paddle left or right

A-button: Press to start / If balls are caught, press to release them

Start-button: To pause or exit from the game

## **Name of Game:**

MINIBEE

## **Game Objective:**

A swarm of killer bees is invading the neighborhood. Stop the swarm of bees in this classic arcade style game. Defeat the queen bee at the end of each level.

## **Game Instructions:**

Use the **Left** or **Right** arrows on the **Direction pad** to move left and right. Fire your weapon at the bees by pressing the **A-button** and be careful not to be hit by the green poison drops that they try to drop on you.

Occasionally special items will fall. Catch the “P” item to shoot one powerful missile that will take out an entire column of bees. Catch the “B” item and you can fire four missiles at once. These items are one-time shots only.

At the end of each level, the Queen bee will arrive. You do not need to shoot all of her guard bees, as they will leave once you can destroy the Queen.



## **Button use during game:**

Direction-pad: Move left or right

A-button: Shoot

Start-button: To pause or exit from the game



## **Name of Game:**

CARTOON MATCH

## **Game Objective:**

Match the top and bottom of each cartoon character before time runs out.

## **Game Instructions:**

At the beginning of each level, various parts of faces will be stacked in 5 columns. Each face consists of two pieces. Your job is to put together a face by matching the two correct pieces. You can move an entire column or a single piece to complete this task. You must earn enough points to meet the goal for the level before time runs out.

Use the **Left** or **Right** arrows on the **Direction pad** to select the piece or pieces that you wish to move. Press **the A-button**. Move your cursor to where you wish to drop the pieces and press the **A-button** to release them. You can move more than one piece but in order to make a match, the piece from the bottom of the stack must match the piece on the top of the column that you are dropping them on.



To score bonus points, complete multiple matches in the same move as shown in the sample below.



In this sample, the top four pieces of the cat will be dropped on top of the column that contains the bottom four pieces of the cat. In this combination, all of the pieces would match and be removed.

The current level, goal, current score, and timer are located on the left side of your screen.

## **Button use during game:**

Direction-pad: Move the cursor or the selected piece or pieces.

A-button: Confirm / Drop the piece or pieces.

Start-button: To pause or exit from the game



## **Name of Game:**

30 DEGREE

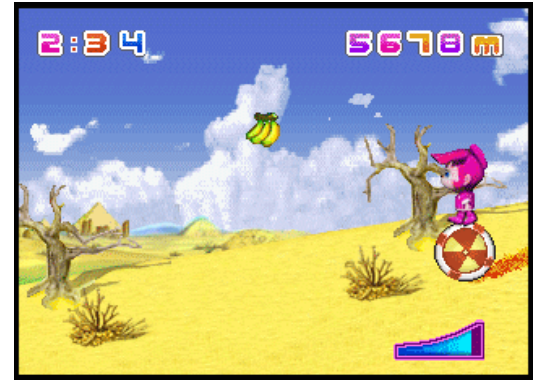
## **Game Objective:**

Help the monkey win the race by reaching the bottom of the hill before time runs out. Complete as many races as you can.

## **Game Instructions:**

Press and hold the **Left** arrow on the **Direction pad** to accelerate. To decelerate, let go or press the **Right** arrow on the **Direction pad**. Avoid all obstacles on the ground by jumping. You can lift the whole wheel by pressing the **A-button** for a short jump or you can have the monkey jump into the air for a longer jump by pressing the **B-button**.

Try to catch bananas as you pass by. Bananas will give you a burst of energy and will accelerate you to the maximum speed. Avoid the vulture by jumping completely over it as it flies by or by running the wheel into it.



In the upper left corner of the screen, there is a timer for the current race. The remaining distance is located in the upper right corner. You must cross the finish line before time runs out in order to advance to the next race.

## **Button use during game:**

Direction pad: Left to accelerate / Right to decelerate

A-button: Wheel Jump

B-button: Monkey Jump

Start-button: To pause or exit from the game

## **Name of Game:**

PAOPAO

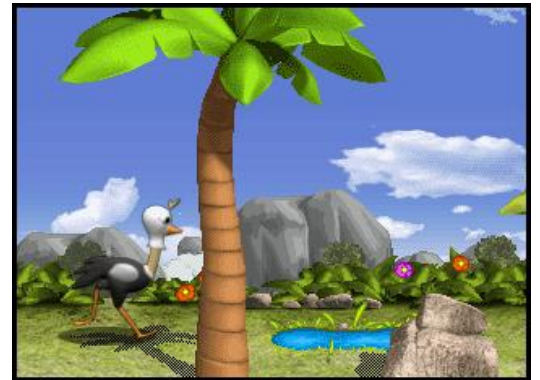
## **Game Objective:**

Help PaoPao, the ostrich, race around the jungle. How many points can you collect along the way?

## **Game Instructions:**

Use the **Right** arrow on the **Direction pad** to speed up or use the **Left** arrow to slow down. Avoid obstacles such as stumps, small ponds, and banana peels by pressing the **A-button** to jump over them. For longer jumps speed up and jump at the same time.

Collect stars, gems, and presents along the way.



## **Button use during game:**

Direction pad: Right to accelerate / Left to decelerate

A-button: Jump

Start-button: To pause or exit from the game

## **Name of Game:**

DIAMOND FOREST

## **Game Objective:**

Match three or more of the same jewel to score points and clear them from the screen. Score enough points to go to the next level.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to move. Press the **A-button** to shoot a hook at a jewel or jewels of the same color, and pull them down. Press the **B-button** to throw the jewels that you are carrying back at another jewel (or jewels) of the same color to match them up and clear them from the board.

Sometimes there are coins, rocks, and bombs hidden beneath some of the jewels. Catch the coins for points and avoid the falling rocks. To use a bomb, pull it down and then shoot it back up into the one of the rows. It will clear away an entire row.



Example:



The more jewels that you match in a single combination, the more points you will earn. If the rows of jewels reach the ground, the game is over. Complete all 10 levels to win.

## **Button use during game:**

Direction-pad: Move left or right

A-button: Shoot the hook

B-button: Throw the jewels back into the rows

Start-button: To pause or exit from the game

## **Name of Game:**

COLOR BEAD LOOPS

## **Game Objective:**

Prevent the chain of beads from entering the tunnel. Match three or more beads of the same color to clear them from the chain.

## **Game Instructions:**

Use the **Direction pad** to aim the cannon. Press the **A-button** to fire a colored bead. When three or more of the same colored beads are connected to each other, they will explode.

Some beads will produce special effects when they explode. For example, some beads will reverse the direction of the chain for two seconds. Others will give you a targeting arrow.

Keep shooting beads into the chain until the chain is clear. If any of the beads reach the hole, you will lose a life and will need to restart the level.



## **Button use during game:**

Direction-pad: Aim the cannon

A-button: Shoot bead

Start-button: To pause or exit from the game

## Name of Game:

MAGNET BOY

## Game Objective:

Help Magnet Boy collect as many coins and treasures as you can and help him find his way to the exit of the dungeon by completing all 4 levels.

## Game Instructions:

Use the **Left** or **Right** arrows on the **Direction pad** to move Magnet Boy around the dungeon. Press the **A-button** to jump. Avoid fireballs, spikes, and other dangers. Collect as many coins and gems as you can.

Magnet Boy has a special power that allows him to attach to any wall or ceiling that has a green metallic surface. To do so, jump onto the wall or ceiling by pressing the **A-button**, and then press and hold the **Right**, **Left**, or **Up** arrow on the **Direction pad** (depending on the direction of the surface).

For example, to cling to the ceiling, press and hold the **Up** arrow. To move left or right, keep pressing the **Up** arrow and press diagonally **Left** or **Right** on the **Direction pad**.

You will need to practice this because you will need to learn to move along ceilings and walls to complete the game.

Some blocks of the floor can be destroyed in order to access other areas. To do so, stand on the block, press the **A-button** to jump and push **Down** on the **Direction pad** to smash the block.



## Button use during game:

Direction-pad: Move

A-button: Jump

Start-button: To pause or exit from the game

## **Name of Game:**

CAKE PARTY

## **Game Objective:**

Try to match food items to score points. Score enough points to complete the level.

## **Game Instructions:**

Try to clear the board and score points by matching 3 or more of the same types of foods. Use the **Up** or **Down** arrows on the **Direction pad** to move your hand. Press the A-button to slide the food down the row. When three or more food items are touching, they will be removed from the board.

In the lower right corner, there is a goal. Try to score enough points to reach that goal before time runs out.

The next two items are shown in the lower left corner. Try to plan so that you can stack these items in a way that creates large combinations of 3 or more.



## **Button use during game:**

Direction pad: Up/Down to move hand

A-button: Release the item

Start-button: To pause or exit from the game

## **Name of Game:**

SUPER PORTER

## **Game Objective:**

Try to keep the boxes from stacking up too high.

## **Game Instructions:**

The factory is dropping boxes too fast. You need to position them in such a way that the boxes don't stack up too high.

Use the **Left** or **Right** arrow on the **Direction pad** to move your character. Pick up a box by pressing the A-button. Press the A-button again to throw the box. When a row is filled by boxes, it will disappear.

Press the B-button to jump.



On the right side of the screen, there is a goal and a score indicator. Score enough points to reach the goal before time runs out and you will advance to the next level.

## **Button use during game:**

Direction pad: Left/Right to move

A-button: Pick up a box/ throw a box

B-button: Jump

Start-button: To pause or exit from the game



## **Name of Game:**

PAPER PLANES

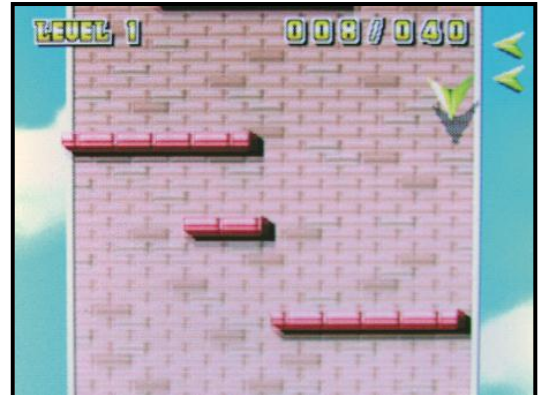
## **Game Objective:**

Try to fly your paper plane as long as you can. Clear enough distance to reach the goal and advance to the next level.

## **Game Instructions:**

Use the **Left** and **Right** arrows on the **Direction pad** to guide your plane around obstacles and ledges. You can bump into the outer white lines, but if you crash into any of the brick ledges, you will lose a plane. Continue to fly towards the bottom of the screen.

In the upper right corner, the distance counter indicates your goal for the current level and the distance completed. The number of paper planes left is shown on the right side of the screen.



## **Button use during game:**

Direction pad: Control the direction of the paper plane

Start-button: To pause or exit from the game

## **Name of Game:**

PALACE GUARDIAN

## **Game Objective:**

The palace has been invaded by troublesome gremlins. Use the Palace Guardian, a special block, to remove them and unlock the secret door to exit to the next level.

## **Game Instructions:**

Press the **Up**, **Down**, **Left**, or **Right** arrow on the **Direction pad** to move the Palace Guardian. The Palace Guardian will slide until it hits another block, wall, or object. Continue to select a path that will guide the block towards the gremlins. After you have cleared all of the gremlins, guide the Palace Guardian to the exit.

Avoid landing on spiked walls. Some blocks have arrows on them and these blocks can only be passed in the direction of the arrow. Other blocks will crumble after contact. Choose your path carefully because you may need these blocks to direct the Palace Guardian to the exit.



Press the **B-button** to restart the current level if you made a mistake or if you are about to die, otherwise you will have to restart the game from the beginning.

## **Button use during game:**

Direction-pad: Select the direction to slide the Palace Guardian

Start-button: To pause or exit from the game

## **Name of Game:**

IQ COW

## **Game Objective:**

Show the cow how to get to the trophy by placing direction arrows to create a path. Complete all 10 challenges to win the game.

## **Game Instructions:**

Use the **Direction pad** to move the cursor (hand) to select a direction arrow from the bottom of your screen. Press and hold the **A-button** to select the one you wish to place. Use the **Direction pad** to drag it into position and release the **A-button** to place it there. Place them in such a way that the cow will be able to reach the trophy. When you are ready, point the cursor on the '**GO**' button at the bottom of your screen and press the **A-button**. If your cow gets stuck or cannot complete the path to the trophy, press the "**RESTART**" button on the bottom of your screen. You can also reposition an arrow. Move the cursor over it, press and hold the **A-button**, and drag it to where you wish to place it.



Sometimes you will need to move a box, pick up a key or step on a button to open a gate. If these items are along the way of the path that you set, the cow will pick up a key or push the box.

## **Button use during game:**

Direction-pad: Move the cursor

A-button: Confirm / Press and hold to drag an arrow

Start-button: To pause or exit from the game

## **Name of Game:**

THROW THE COINS

## **Game Objective:**

Throw coins into the center of the fountain to earn enough points to complete each mission. Complete all 9 levels to win the game.

## **Game Instructions:**

Use the **Left** or **Right** arrows on the **Direction pad** to select a coin to toss. Press the **A-button** to confirm your selection. A power bar will become active. Use the **Left** or **Right** arrow on the **Direction pad** to adjust the angle of your toss. Aim towards the center of the fountain. Press the **A-button** when the power bar is filled with the amount of power that you need to make the shot.

A gold coin that lands in the center is worth 10 points, a silver coin is worth 8, and a copper is worth 5. You may also receive points for coins that land close to the target



When you successfully land in the center of the fountain, you will be repositioned in a new area.

Try to score enough points to complete the mission. The number of points required to complete the mission is indicated at the top center of the screen, and the current score is located in the upper left corner.

Tip: For difficult shots, try to use your copper coins first and adjust your next toss based on where it lands.

## **Button use during game:**

Direction-pad: Select a coin / Adjust the angle

A-button: Confirm / Toss a coin

Start-button: To pause or exit from the game

## **Name of Game:**

AIR DEFENSE

## **Game Objective:**

Defend the city from incoming aliens.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to move your cannon. Press the **A-button** to fire.

Different aliens require different types of missiles to kill them. For example, a red alien can only be killed by a red cannon. In the upper left corner of the screen, the gage shows the firing order. Fire off a round or two to get to the color that you need.

Catch special items to increase your firepower. Some items will give you one shot that will destroy any alien.



Do not let the aliens touch the ground or the game will be over.

## **Button use during game:**

Direction pad: Left/Right to move

A-button: Fire a shot

Start-button: To pause or exit from the game

## **Name of Game:**

BUBBLE SHOOTER

## **Game Objective:**

Try to pop the bubbles before they fill the board.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to select a starting level and press the **A-button** to confirm.

The goal of the game is to clear the bubbles by matching 3 or more of the same color. Use the left and right arrows to aim your shot. Press the **A-button** to fire. Try to shoot purple bubbles into a group of purple bubbles to pop them.

If the bubbles cross the bottom line, the game is over.

Some items, such as bombs and TNT will cause explosions. A silver bubble is a special shots that will clear through all the bubbles in its path.



## **Button use during game:**

Direction pad: Left/Right to select a level or to aim the cannon

A-button: Fire a bubble

Start-button: To pause or exit from the game

## **Name of Game:**

COLORFUL BOX

## **Game Objective:**

Try to position the falling blocks to form rows. Complete as many levels as you can.

## **Game Instructions:**

Different shaped blocks will fall. Position them in a way that forms a solid row. Use the **Left** or **Right** arrow on the **Direction pad** to move the falling blocks. Press the A-button to rotate them to fit the gaps.

Gold star boxes have a special feature. They will pass through any blocks to fill an empty space on a row below.

Do not let the blocks stack up to the top of the screen or the game will end.



## **Button use during game:**

Direction pad: Left/Right to move the falling blocks

A-button: Rotate the falling block

Start-button: To pause or exit from the game



## **Name of Game:**

FISH KILLER

## **Game Objective:**

Become the biggest fish in the sea. Eat the little fish until you become big enough to eat the bigger fish. Complete as many levels as you can.

## **Game Instructions:**

Use the **arrows** on the **Direction pad** to move around. Start off by eating the smaller fish. When you become big enough, go after the next level of fish.

At the top left corner of the screen, there is an indicator which will tell you what types of fish you can eat. Avoid the fish that are bigger than you or you will be eaten.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to swim around

Start-button: To pause or exit from the game

## **Name of Game:**

PINBALL

## **Game Objective:**

Try to achieve the highest score and complete as many stages as possible.

## **Game Instructions:**

Use the **Left** arrow on the **Direction pad** or the **A-button** to use the left paddle.

Use the **Right** arrow on the **Direction pad** or the **B-button** to use the right paddle.

Do not let the ball pass through or you will lose a life. Score enough points to advance to the next round and gain an extra life.



## **Button use during game:**

Direction pad: Left –use the left paddle/ Right – use right paddle

A-button: Left paddle

B-button: Right paddle

Start-button: To pause or exit from the game

## **Name of Game:**

POLAR BEAR

## **Game Objective:**

Try to defeat keep the polar bears from coming out of the holes. Score enough points to complete each level.

## **Game Instructions:**

Polar bears will pop up from the four holes. Hit them on the head with the hammer to score points.

Use the **Left, Right,Up, or Down** arrow on the **Direction pad** to aim the hammer. Press the **A-button** to strike.

Treasure chests may appear. Strike them to open them. They will drop items such as traps that you can use on the bears. Strike the trap and then strike the bear. You can keep striking the trapped bear until he sinks.

Avoid the 'fire eyes' item. When this is activated, the bears will become angry and striking them will lose points until the fire eyes wears off.



## **Button use during game:**

Direction pad: Left/Right/Up/Down to aim

A-button: Strike with the hammer

Start-button: To pause or exit from the game

## **Name of Game:**

COLOR STONE LOOPS

## **Game Objective:**

Prevent the chain of beads from entering the spider tunnel. Match three or more balls of the same color to clear them from the chain.

## **Game Instructions:**

Use the **Left** or **Right** arrow on the **Direction pad** to aim the cannon. Press the **A-button** to fire a colored ball. When three or more of the same colored balls are connected to each other, they will explode

Some balls will produce special effects when they explode. For example, some balls will reverse the direction of the chain for two seconds.

Keep shooting balls into the chain until the chain is clear. If any of the balls reach the spider tunnel, you will lose a life and will need to restart the level.



## **Button use during game:**

Direction-pad: Aim the cannon

A-button: Shoot a ball

Start-button: To pause or exit from the game