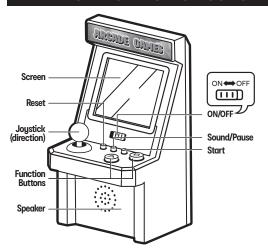
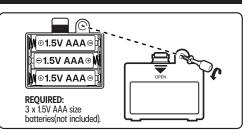
MINI ARCADE GAMES INSTRUCTION MANUAL

3+ YEARS





FUNCTION KEYS FOR MINI GAME:

ON/OFF: Turn ON or Off the game. (Auto power off function will be in effect after 3 minutes upon the last turned button.)

Function Buttons: Press function button to select games before you start it or take action in a selected game.

Sound: Press the button to turn on or sound off.

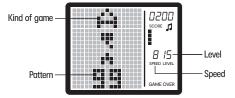
Start/Pause: Press the button to start or pause the selected game.

Reset: Press the button to reset the whole system.

Joystick: Control the up/ down/ left/ right direction when playing the game.

KIND OF GAME

- A) Tank Battle
- B) Car Racing
- C) Memory Challenge
- D) Shooting Blocks
- E) Crossing River
- F) Fighting with Ghost
- G) Fill the Lines
 H) Match the Shapes
- 17 Materialic Grape
- I-Z) Russian Blocks



MINI GAME CONTENT: (WITH DIFFERENT PATTERN)

A) Tank Battle (01-99)

Move your tank with your joystick. Your opponent has 4 tanks that can shoot your tank. If you hit one of your opponent's tanks, you will score 500 points. Once you hit all the tanks, the speed will be increased, and you then enter to next game. If your tank gets hit, you will lose one life. The game will be over if you lose four lives.

B) Car Racing (01-99)

You have to control your car to aviod other cars. Press button A or B to accelerate. You will score 100 points when you aviod a car.

C) Memory Challenge (01-99)

One of the four positions on screen will be blinking for a second. Then you have to remember this position and press on this position by controling your joystick. If you get this right, you will score 100 points; otherwise, it will be game over.

D) Shooting Blocks (01-99)

Use your joystick to change your position and press button A or B to shoot the blocks that are closest to you. You will score 100 points when you take out one block. You will lose a life if you get hit by the blocks. The game will be over if you lose four lives.

E) Crossing River (01-99)

You need to cross the river by avioding the moving blocks. You will lose one life if get hit by the blocks once. The game will be over if you lose four lives.

F) Fighting with Ghost (01-99)

The ghost will appear in any of the 4 directions. To kill the ghost, move the joystick to the position that the ghost appeared. You will lose one life if you cannot kill the ghost within set time. The game will be over if you lose four lives.

G) Fill the Lines (01-99)

Move the joystick left or right to aim at the empty holes in the moving lines. Press A or B to fill the empty holes. A line will disappear when completely filled, and you will score 1000 points. You will lose one life if the line reaches the bottom. The game will be over if you lose four lives.

H) Match the Shapes (01-99)

Move the joystick to change the shape of bottom blocks so that they match with the falling blocks. Press A or B when you complete matching the shapes. If you are not fast enough and the moving blocks touch your blocks, then you will lose the game.

I-Z) Russian Blocks (01-99)

There are 18 types of blocks rotating with you press A or B. Complete the lines by moving different shaped blocks which descend onto the playing field. The completed lines disappear and grant you points. The game will be over when the blocks pile up to the top.

WARNING: BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY (+ AND -). DO NOT MIX DIFFERENT TYPES OF BATTERIES OR NEW AND USED BATTERIES. NON-RECHARAGEABLE BATTERIES ARE NOT TO BE RECHARGED. RECHARAGEABLE BATTERIES ARE NOT TO BE RECHARGED. THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCULTED. REMOVED FROM THE TOY BEFORE BEING CHARGED. THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCULTED. REMOVE BATTERIES FROM THE TOY WHEN NOT IN USE FOR EXTENDED TIME OR BATTERIES BECOME EXHAUSTED. BATTERY INSTALLATION BY AN ADULT IS REQUIRED. DISPOSE OF BATTERIES RESPONSIBLY. DO NOT DISPOSE OF IN FIRE.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABEL AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

MADE IN CHINA

ADULT SUPERVISION IS RECOMMENDED.
PRODUCT MAY VARY FROM THE IMAGES SHOWN.
PLEASE KEEP THE PACKAGING FOR FUTURE REFERENCE.