

# GAME DESCRIPTIONS



LEXIBOOK®

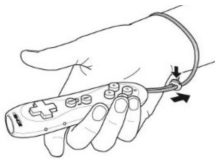
JG7415



**WARNING:** WEAR THE CONTROLLER WRIST STRAP FOR ALL GAMES.

## 11 interactive sport games

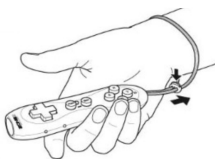
### 1. POOL



How to play:

Sink all of the balls into the pockets. The object of the game is to score the most points. Line up your angles and set the right power level when shooting at the intended ball. The object of the game in 2 Player mode is to score more points than your opponent. Use the LEFT/RIGHT DIRECTION button to aim the ball. Swing the controller to set the shot power and hit the ball. The B BUTTON shows the ball number.

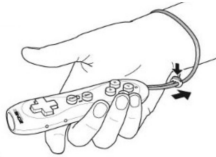
### 2. BASKETBALL



How to play:

When next to the ball, continuously press the UP DIRECTION button to pick it up and to activate the power level. Once you release the UP DIRECTION button, the power level falls. To take a shot, swing your controller and stop the power line at the right level. In Regular mode, you must shoot a certain number of balls into the basket within the time frame. In Challenge mode you must run to the balls using the LEFT/RIGHT DIRECTION buttons and sink as many baskets as possible within the time frame. In Practice mode you must run to the balls using the LEFT/RIGHT DIRECTION buttons and shoot baskets.

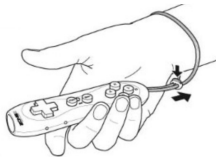
### 3. BASEBALL PRACTICE



How to play:

In batting mode, press the UP DIRECTION button to select the power level on the scale. The opponent then pitches. Swing the bat at the right moment to hit a fair ball. To hit a home run, swing with high power and accuracy. Once you have hit the ball, you will run to first base. Continuously swing the controller in order to accelerate your running speed to safely reach first base. In pitching mode, press the UP DIRECTION button to select the power level on the scale. Then use the LEFT/RIGHT DIRECTION buttons before and while swinging your controller to pitch and determine the ball's curve. In 2 Player mode, one player bats and the other pitches, with each taking turns to use the 1P controller.

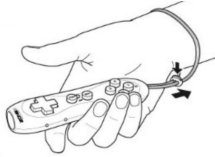
### 4. DANCING



How to play:

During this game, arrows fall from the top to the bottom of the screen. The object of the game is to clear away the falling arrows on the beat of the music before they hit the bottom of the screen. To clear away the arrow, swing the controller and press the corresponding arrow direction on the controller DIRECTIONAL PAD. Points are awarded for clearing the arrow exactly on the beat. You will receive no points and lose player health points when you miss the beat. When player health reaches zero, the game is over. The object of the game is to score the highest number of points. In 2 player mode, the second player uses the 2P controller to clear the 2P arrows.

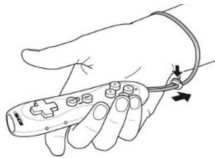
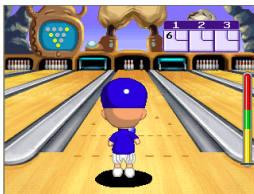
## 5. DARTS



How to play:

Place the pointer where you want to throw the dart. The pointer will stay there momentarily and then will begin to move again. When the power line is in the green section, swing the controller to throw the dart. In Classic mode, the player with the best score over a round or a time period wins. In Challenge mode, the first player to reach a score of zero wins. You can use training mode to practice your skills.

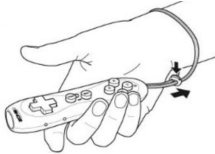
## 6. BOWLING



How to play:

Use the LEFT/RIGHT DIRECTION buttons to set up your initial ball position. Press the UP DIRECTION button to activate the variable power scale. When power reaches the desired level, swing the controller to release the ball. To make the ball curve, press the LEFT/RIGHT DIRECTION buttons before and while swinging the controller. In Challenge mode, players must knock down all of the pins.

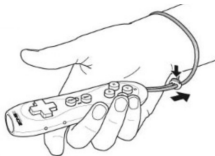
## 7. GOLF



How to play:

To set up your shot, use the LEFT/RIGHT DIRECTION buttons. Press the UP DIRECTION button to activate the variable shot power scale. When power reaches the desired level, swing your controller to hit the golf ball. The object of the game is to finish the entire course under par. In 'story' mode, you proceed course by course until you reach the flag. In 'single' mode, you can choose any course.

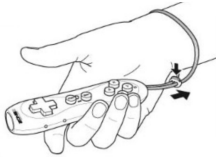
## 8. TENNIS



How to play:

Swing the controller to serve or hit the ball. Press the LEFT/RIGHT DIRECTION buttons before and while swinging the controller to control ball direction. You can also control smash balls or high balls when playing a net game. Win the 'hard' difficulty level by playing a net game and by smashing balls.

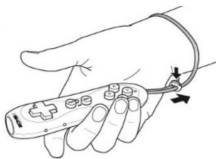
## 9. BOXING



How to play:

Use both controllers (1P controller controls the right hand, 2P controller controls the left hand). Throw a combination of head punches (swing controller) and stomach punches (swing controller and hold down the DOWN DIRECTION button) to reduce your opponent's health (top right) and knock him out. To defend yourself, swing and hold down the controller LEFT DIRECTION button. When you have been knocked down and the countdown appears, regain power by continuously swinging both of your hands.

## 10. FISHING



How to play:

In Casting Mode, set the direction where you wish to cast by using the LEFT/RIGHT DIRECTION buttons. Next, press the UP DIRECTION button to activate the variable power scale. When power reaches the desired level, swing your controller to cast. When the hook is in the water, a fish radar appears in the top left corner of the screen. A colour representing your hook depth is displayed on the left-hand side of the screen. Match the hook depth colour with the fish depth colour that appears in the fish radar. You can only catch fish which have the same depth colour as your hook. Use the DIRECTION buttons to navigate to your spot (marked red) in the fish radar toward the fish you want to catch (you can see your movements on the fish radar). When a fish bites your hook, you will see your hook in the middle of the screen begin to move. Swing your controller to launch Catch mode. In Catch mode, you must constantly swing your controller in order to reduce the fish's power. The top scale represents your swinging power and the bottom scale represents the fish's power. Be careful! If you swing too hard, the fishing line will break. If you don't swing hard enough, the fish will escape. In 2 Player mode, the player who catches the most fish and the best fish in the given time is declared the winner. Use the menu to select different hooks and buoys with different depths.

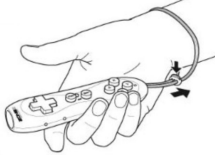
## 11. PING PONG



How to play:

Swing the controller to serve or hit the ball. Press the LEFT/RIGHT DIRECTION buttons before and while swinging the controller to control the ball direction.

Depending on the ball's height, you can also smash or curve balls. Use quick ball returns and smash balls to win the 'hard' difficulty level.



## 109 mini games

### 1. AUTO RACING



This game puts you at the controls of a racing ATV. You are allotted a limited amount of time to complete the track. Watch out for road hazards and other racers. Use the ramps to jump over hazards! The race is over when you either run out of time or lose all of your lives.

DIRECTIONAL PAD: Left and Right

A BUTTON: Accelerator

B BUTTON: Slow down

### 2. BALL BATTLE



Different coloured balls are continuously released. Line up five or more balls to clear them. Score as many points as you can.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the selection

### 3. BIG BURGER



Whenever the cook comes near a hamburger, it will fall. Players move on to the next level by making all of the hamburgers fall to the dishes at the bottom of the screen. The cook loses a life whenever he is touched by an NPC such as a hotdog or poached egg.

DIRECTIONAL PAD: 4 directions

A BUTTON: Use items

### 4. BRAVE HEART



By jumping and giving a head bump to a rock, any bird on the rock is immobilised. Next, walk to it and toss it over. Whenever a moving bird touches you, you will lose a life. Continue to the next level by clearing away all of the birds.

DIRECTIONAL PAD: 4 directions

A BUTTON: Jump

B BUTTON: Use items



## 5. BALL BLASTER



Differently coloured balls move along the track toward the player. The game is over whenever a ball strikes the player. To stay in the game, the player must remove balls from the track. Arrange them in groups of three or more balls of the same colour to clear them. Watch out - the higher your score, the faster the balls move!

DIRECTIONAL PAD: 8 directions

A/B BUTTON: Fire button

## 6. CADDIE



Within the allotted time, find and align three identical objects along a straight line.

DIRECTIONAL PAD: 4 directions

A BUTTON: Clear line

## 7. COIN DIGGER



Use the tool to collect the underground treasures. The tool moves from right to left, but deploying it consumes time, so only do so at the right moment. Special charges are sold in the shop to add to your experience on the next level.

DIRECTIONAL PAD: 4 directions

A BUTTON: Deploy the tool

## 8. COOKING CHAOS



Move Gus and Jack left and right in the kitchen to collect dessert toppings being dropped by birds. The birds will also drop obstacles which will cause Gus and Jack to drop a dessert and start over again (lose a life). Players win by collecting a certain number of toppings in 60 seconds, otherwise they will lose a life.

DIRECTIONAL PAD: Left and right

## 9. CRAZY COCONUTS



While Goofy floats in the air on a balloon, he must throw coconuts into a big barrel. Obstacles will appear, such as birds which block Goofy from throwing the coconut. In order to advance to the next level, the player must throw a certain number of coconuts into the big barrel. There are no special time or retry options.

A BUTTON: Set the strength meter. Keep pressing.

B BUTTON: Get more power

## 10. DEEP STORM



You command a battleship being attacked by planes flying high above the ocean. Be careful of the danger above!

DIRECTIONAL PAD: 8 directions

A BUTTON: Fire

## 11. DRAGON



Avoid and block your enemies' attacks, then reach to exit door. Complete all of the levels to win the game.

DIRECTIONAL PAD: 8 directions

A BUTTON: Spawn a dragon

B BUTTON: Jump

## 12. EGG COLLECTOR



Use the left and right controls to catch the falling eggs.

There are 3 to 5 immobile laying hens. If the player fails to catch the egg, it will break and the egg yolk will remain on the floor for 2 seconds. Players who land on an egg yolk will fall down. You can jump over the egg yolk to avoid stepping in it.

DIRECTIONAL PAD: Left and right

A BUTTON: Jump

### 13. FIND THE WAY



Move each character to its proper place. Once all of the characters are in the proper place, the player moves on to the next level.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the selection

B BUTTON: Restart

### 14. FINGER DANCING



Enter the sequence of directional arrows correctly within the allotted time, or the game is over.

DIRECTIONAL PAD: 4 directions

### 15. FIRE FIGHTER



Position the bedspring to make the falling fire-fighter bounce. While in the air, the fire fighter can work to put out the fire in the burning room. Whenever a person trapped in a burning room requests help, you can save him by positioning the bedspring below. Players advance to the next level by either extinguishing the fire or saving all of trapped people.

DIRECTIONAL PAD: Left and Right

A BUTTON: Jump

### 16. HAPPY FARM



Use the carrot to make all of the rabbits happy.

DIRECTIONAL PAD: 4

DIRECTIONS A BUTTON: Fire

## 17. GO KARTS



Steer the car while avoiding the side of the road until it reaches its destination.

DIRECTIONAL PAD: 4 directions

A BUTTON: Speed up

B BUTTON: Brake

## 18. HAY BALES



Your avatar must arrange the hay bales from left to right on a truck. He picks up one hay bale and moves it to a block. A hay bale can be picked up whenever there are no other 2 hay bales lying on top of it. Hay bales are automatically cleared whenever they are lined up in a complete horizontal line. The game clock starts at 200 seconds, with each cleared horizontal line adding 10 more seconds to the clock.

DIRECTIONAL PAD: Move left or right

A BUTTON: Pick up or lay down a hay bale

B BUTTON: Jump

## 19. HERO LEGEND



The main character can attack opponents to disorient them, but must dodge enemy attacks or lose a life. To move on to the next level, clear all of the opponents.

DIRECTIONAL PAD: 4 directions

A BUTTON: Hit

B BUTTON: Jump

## 20. HOT DROP



Catch all of the bubbles for each level. Avoid the obstacles, otherwise your bubble will pop.

DIRECTIONAL PAD: 8 directions

A BUTTON: To blow a bubble and rise higher

## 21. ICE CLIMBER



Knock off the ice bricks and climb higher. Try to catch the big bird at the top of the mountain. Use the A button to jump, B button to smash.

DIRECTIONAL PAD: Left and Right

A BUTTON: Jump

B BUTTON: Smash

## 22. JEWEL FEVER 2



In this fun puzzle game, you must help Mr. Stubbs, the fun-loving pirate, collect gems for his treasure chest. As gems drop from above, scoop them up from one area and fire them at other gems. When a gem hits any gems of the same colour, the set is cleared.

DIRECTIONAL PAD: Left and Right

A BUTTON: Collect gems

B BUTTON: Shoot gems

## 23. JEWEL MASTER 2



In this game, jewels fall in groups of three. The object of the game is to line up jewels of the same shape and colour. Clear away all jewels of the same shape and colour.

DIRECTIONAL PAD: Left and Right.

Down direction: Accelerate

A BUTTON: Change sequence of three jewels

B BUTTON: Move the jewels horizontally

## 24. LADY BUGS



There are moving insects on the screen. Press the A key to bring them together. They will then disappear, leaving only one insect on the screen to advance to the next level.

A BUTTON: Moving the insects

## 25. LIGHTING PLAN



A terrible accident has occurred in the sky above the sea. You must blast the enemy out of the skies and destroy its bases.

DIRECTIONAL PAD: 8 directions

A BUTTON: Fire

B BUTTON: Activate special weapon

## 26. MAGIC CUBES



A series of different shapes drop from the top part of the screen. Assemble them to form full lines to clear all of the blocks in a line.

DIRECTIONAL PAD: Left and Right

A BUTTON: Change the orientation of the shape

B BUTTON: Drop to bottom

DOWN/UP DIRECTION: Accelerate

## 27. FIND PAIRS

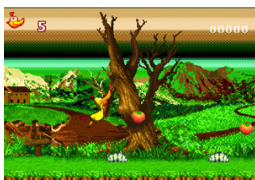


This children's memo game is a fun memory game. Turn over the cards in the game area. When the same pattern is displayed, the pair is cleared.

DIRECTIONAL PAD: 8 directions

A BUTTON: Confirm the selection

## 28. MISSION



Finish all of the levels successfully to complete the game. Avoid damage from enemies.

DIRECTIONAL PAD: 8 directions

A BUTTON: Jump



## 29. MOTOR RALLY 2



This game puts you at the controls of a racing ATV. You have a limited amount of time to complete the track. Watch out for road hazards and other racers. Use the ramps to help you jump over hazards! The game is over when you run out of time or lose all of your lives.

DIRECTIONAL PAD: Left and Right

A BUTTON: Accelerator

B BUTTON: Brake

## 30. MR. ONION



Mr. Onion must collect all of the keys to continue to the next level. On the final level, he must defeat the snowman to rescue his friend. Mr. Onion needs your help to win this exciting game!

DIRECTIONAL PAD: 4 directions

A BUTTON: Fire

## 31. MYSTIC TOTEM



Place the rings on the columns from the bottom up, from biggest to smallest. Move the rings on the first column to the desired column. While moving the rings, you must keep them arranged, bottom up, from biggest to smallest.

DIRECTIONAL PAD: Left and Right

A BUTTON: Select the ring

## 32. PLUMBER MAN



You can either choose to defeat your opponent or avoid its attacks. Avoid any obstacles in your path. Arrive at the end point to receive the key and advance to the next level.

### 33. POP BALL

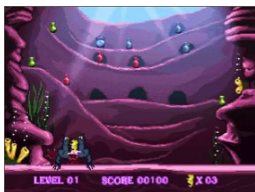


Use the fire button to shoot a light beam and aim it at the bubbles. When you hit a large bubble, it becomes a small bubble. Hit it again and it disappears, and you will continue to the next level.

DIRECTIONAL PAD: Left and Right

A BUTTON: Fire button

### 34. POTION COMMOTION



The sea horse moves to the left and to the right collecting potions. If the sea horse hits the shelves a certain number of times, the shelves disappear, causing the potions to drop down, where the flotsam and jetsam can capture them.

The player wins by causing all of the potions to drop down to the lower part of the screen. Whenever the sea horse is struck by flotsam and jetsam, it loses a life.

DIRECTIONAL PAD: Left and Right

A BUTTON: Start the game by launching the sea horse

### 35. RAPID STREAM



Avoid or ward off the obstacles to reach the exit. Carefully steer your boat to avoid coming into contact with the explosive walls. Because your movements are subject to inertia, exercise proper control. Reach the exit to continue to the next level.

DIRECTIONAL PAD: 4 directions

A BUTTON: Fire.

### 36. SLOT MACHINE



Line up the symbols horizontally or diagonally. The symbols on the reels will rotate until the player stops each reel. This is a game of chance.

DIRECTIONAL PAD: Move cursor to select coins

A BUTTON: Spin the reels



### 37. SUDOKU



To play the game: For the largest 9x9 grid, enter a number from 1 to 9 in each square of a line without repeating any numbers. Within this grid there are also 9 smaller 3x3 grids, where each square must be filled in with a number from 1 to 9 without repeating any numbers.

DIRECTIONAL PAD: 8 directions.

A BUTTON: Confirm the selection

B BUTTON: Menu selection

### 38. SPEED RUNNER



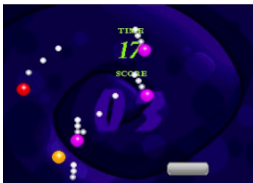
Steer the car, taking care to avoid touching the sides of the road and the other car. Race against the clock & other competitors over a long circuit. Watch out for the other competitors! It will take speed and strategy to win the race.

DIRECTIONAL PAD: Left and Right

A BUTTON: Accelerate

B BUTTON: Brake

### 39. SPIRAL BALL



Use all kinds of tools and skills to catch the ball. The more balls the player catches, the higher the score.

DIRECTIONAL PAD: Left and Right

### 40. SQUIRREL BOBBLE



A group of balls appears at the top of the screen. The player fires a new, randomly appearing coloured ball at the group. When the player matches 3 or more of the same kind together, they disappear. You must work fast, because if any falling ball reaches the bottom of the screen, the game is over!

DIRECTIONAL PAD: Left and Right

A BUTTON: Fire button

## 41. STARRY NIGHT



Move Flounder up and down underwater, collecting starfish. Flounder will automatically move forward at a certain speed. Whenever he is touched by an enemy fish, he will lose a life and restart the game after a few seconds. This game does not have a time limit, and will continue until the player loses all nine lives.

A BUTTON: Hold down the A button to go up, release the A button to go down

## 42. SURF ADVENTURE



You can move left and right on your surf board. Several other surfers will appear throughout the game. The player uses the directional pad to avoid the surfers. The player must try to earn points while avoiding the opponents. Once a certain amount of time has past, the player will advance to next level.

DIRECTIONAL PAD: Control your character's movements

## 43. TEXAS HOLD'EM



This simulated gambling game places the player and the opponents in a battle of wits. The player wins the game by winning all of the prize money. Once the player's money clip contains less credits than the blind bet, the game is over.

DIRECTIONAL PAD: 4 Directions

A BUTTON: Confirm the Selection

## 44. THE LOST WORLD



Dodge enemy attacks, run away and find the escape hatch. Since this is all your character can do, you will be constantly fleeing for your life.

DIRECTIONAL PAD: 4 directions

#### 45. TIGER RESCUE



Race your boat against the clock to cross the finish line, collecting points and fuel markers along the way. If you hit the obstacles in the water, you will lose a life. Also, don't bump into the buoys that mark the course or you'll lose speed!

DIRECTIONAL PAD: Left and Right

A BUTTON: Speed up

B BUTTON: Brake

#### 46. JET SKIING



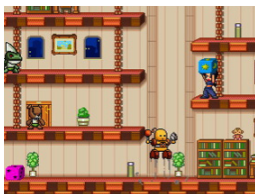
Steer the car, taking care to avoid touching the sides of the road and the other car. Race against the clock & other competitors over a long circuit. Watch out for the other competitors! It will take speed and strategy to win the race.

DIRECTIONAL PAD: Left and Right.

A BUTTON: Accelerate

B BUTTON: Brake

#### 47. TOY KINGDOM



Collect the toys found on each level, bring to the designated exit and leave safely. Pick up the tools allowing you to toss the enemy, eliminate all of the enemies and then continue to the next level. On the final level, confront, defeat and toss the boss enemy.

DIRECTIONAL PAD: 8 directions

A BUTTON: Jump

B BUTTON: To pick up or throw an item

#### 48. TREASURE HUNT



Gather all of the treasures and carry it out the door before time runs out.

DIRECTIONAL PAD: 8 directions

A/B BUTTON: Dig a hole

## 49. YUMMY



Control the shapes as they drop from the top. Assemble the shapes into a staircase to reach the EXIT and escape from danger.

DIRECTIONAL PAD: 3 directions

A BUTTON: Rotate the shape clockwise

B BUTTON: Rotate the shape counter-clockwise

## 50. JET RUSH 2



The Jet Rush championship is on the line! Now you're going head-to-head against a computer-controlled racer in a dangerous dash to the finish line. Watch out for hazards and other vehicles as you try to out-maneuvre your opponent in this exciting challenge.

DIRECTIONAL PAD: Left and Right

A BUTTON: Speed up

B BUTTON: Slow down

## 51. BUSY BUSY



In this puzzle solving game, you must move the crates to reach the box in each puzzle room before time runs out.

DIRECTIONAL PAD: 4 directions

A BUTTON: Undo one step

B BUTTON: Try again or quit

## 52. CAMPAIGN



Avoid enemy attacks, control your character to gobble all of the items and find the key to advance to the next level.

DIRECTIONAL PAD: 8 directions

B BUTTON: Jump

### 53. FINAL ESCAPE



Control the crocodile to push the bricks together and reveal the food. Dodge enemy attacks and eliminate all the enemies to advance to the next level.

DIRECTIONAL PAD: 4 directions

A/B BUTTON: Push the brick

### 54. TENNIS



Serve the ball, return the ball, even smash and volley – do your best to beat your opponent on the court.

DIRECTIONAL PAD: 8 directions

A BUTTON: Action

### 55. WHICH WAY

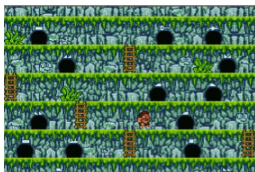


The baby has lost his way and the brave dog is leading him home. As they cross the forest and grassland, many obstacles block their path. Help them get out of the forest and arrive home safely.

DIRECTIONAL PAD: 4 directions

A BUTTON: Jump, eat the food

### 56. FIND FOOD



The hungry natives are finding food all around. Dodge obstacles as quickly as possible while avoiding wild animal attacks to acquire food.

DIRECTIONAL PAD: 4 directions

A BUTTON: Throw the tool

## 57. SMILE



In this game, the character is not able to attack and is only able to dodge enemy attacks. Eat all of the collectible shapes in the level to move on to the next one. The game ends whenever the player touches or is attacked by an enemy.

DIRECTIONAL PAD: 4 directions

A BUTTON: Retreat

## 58. PICTURE CHALLENGE



The object of the game is to re-assemble the various pieces located on the right side of the screen in order to re-create the picture shown in the centre of the screen.

A BUTTON: Grab / release the shape

B BUTTON: Change the angle of the selected shape

## 59. MAGIC JELLY



The object of the game is to make the entire shape become the same colour. Dropping the time delayed bomb changes the colours of the tiles around it. You must also dodge all enemies and attacks to advance to the next level.

DIRECTIONAL PAD: 4 directions

A BUTTON: Place the bomb

## 60. MAKE WAY



Help the rabbit look for the right road to get home.

Eliminate the obstacles on the road so that he can get to the gate before time runs out and the hunter catches him.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the Selection



## 61. ROCK CHALLENGE



Use your grapnel tool to climb the mountain. Watch out for the falling stones! Collect the items on the rocks. Insert the flag in the designated position to earn a higher score.

Left and Right: To adjust the angle of the grapnel

UP direction once: Throw your grapnel

UP direction again: Attach your grapnel

UP direction again: Climb the rope of your grapnel

## 62. PINBALL FISH



Travel beneath the sea as you capture schools of beautiful fish for the public aquarium. Bounce the capture ball into the fish to collect as many of them as possible. Scoop up bonus icons when they appear, but don't let them distract you from catching the fish!

DIRECTIONAL PAD: Left and Right

A BUTTON: Fire the ball

## 63. POOL PRO



Help Joe win the pool tournament and realize his dream to be a pool pro.

DIRECTIONAL PAD: Position the cue ball.

A BUTTON: Adjust the cue ball angle and shoot.

B BUTTON: View the ball numbers

## 64. SEEK THE RESOURCES

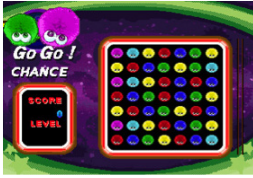


Sneak into enemy territory to get their resources – but avoid the bullets and enemy traps.

DIRECTIONAL PAD: 4 directions

A BUTTON: Fire

## 65. SUPER MOVE QUEST



There are several types of objects displayed on the screen. Move them around so that any three or more of the same objects are connected in a straight line.

DIRECTIONAL PAD: Move cursor

A BUTTON: Confirm the selection

## 66. JUMP FROG



Select a frog and make it jump into an empty space next to a nearby frog. This will cause both the jumping frog and the frog beside him to disappear. When there is only 1 frog left, the player advances to the next level. The frog can jump horizontally and vertically but not diagonally.

DIRECTIONAL PAD: 4 directions

A BUTTON: Select the frog

B BUTTON: Restart

## 67. BUMP JUMP



Use the paddle below to capture and shoot the ball into the bricks above.

DIRECTIONAL PAD: Left and Right

A BUTTON: Fire

## 68. QUICK MOVE



Control the button to open or close the holes, and keep the ball from dropping into a hole.

A BUTTON: Flip the switch



## 69. ON 'N OFF



Select the bright or dark lamp. When the bright lamp is selected, the other lamps around it will turn dark. When the selected lamp is dark, the lamps around it will turn bright. Turn off all of the lamps to finish the game.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the selection

B BUTTON: Restart to select

## 70. GO BANG



The object of the game is to arrange the most sequences of 5 identical tokens by moving them. Every time you move a token, the series of tokens located to the right of the screen will appear randomly on your game board.

DIRECTIONAL PAD: 8 directions

A/B BUTTON: Move and confirm the movement of the token

## 71. ROTATING PUZZLE



Assemble the 9-piece puzzle and complete a picture.

DIRECTIONAL PAD: 8 directions

A BUTTON: Confirm the selection

B BUTTON: Reveal the solution

## 72. TUTELARY



The object of the game is to rescue all of the humans and collect the coins to pass the level.

DIRECTIONAL PAD: Left and Right

A BUTTON: Jump/Fly

### 73. BRAIN EXPLODES



Follow the clues and discover the hidden code.

DIRECTIONAL PAD: 4 directions

(Move cursor to select hit)

A BUTTON: Confirm the Selection

### 74. ZIPPY FROG



Move the frog around so that he eats all of the insects and gets to the next level before time runs out.

DIRECTIONAL PAD: 8 directions

A BUTTON: Attack

### 75. BLUE



Bubbles constantly appear on the screen and disappear, with a treasure appearing to replace it. Walk on the bubbles to eat the treasures and score points. When the scores are collected, you can pass to the next level.

DIRECTIONAL PAD: 4 directions

### 76. CRAZY ADDITION



The displayed 3\*3 grid contains 9 spaces for numbers, with 8 number spaces around the middle number. Once the mantissa of the sum of the eight numbers is equal to the centre number, all 9 numbers are cleared from the diamonds. The chosen numbers are displayed on the right side, while on the upper side you can use the tools to clear away the desired diamond. The player who clears away all of the numbers in the 9\*9 grid wins the game.

DIRECTIONAL PAD: 8 directions to move the cursor

A BUTTON: Confirm the Selection

B BUTTON: Select the menus

## 77. DEFENCE MISSION



This shooting game tests your ability to attack and defend. Eliminate all the enemies and protect your team. Advance to the next level by getting rid of your enemies and protecting your team.

DIRECTIONAL PAD: 8 directions

A BUTTON: Fire

## 78. WOBBLE



Keep the cup from wobbling so you don't spill your drink.

When the cup wobbles to the left, ease it to the right.

When the cup wobbles right, ease it back to the left.

DIRECTIONAL PAD: Keep your balance

## 79. SHANGHAI



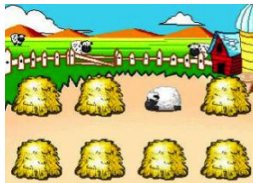
Find 2 identical tiles to eliminate them. In order to be eliminated, the tiles must have no other tiles between them.

You must eliminate all of the tiles to advance to the next level.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the Selection

## 80. HIDE AND SEEK



The goat is hiding in one of the 8 piles of grass. Keep your eye on him as the piles move about. Once the piles stop moving, select the pile the goat is in to win.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the Selection

## 81. BOX PUZZLE



Control the box and all of the tools to move the objects to the end point, and bring them to the next level. Use your wisdom and speed.

DIRECTIONAL PAD: 4 directions

## 82. BALLROOM BONANZA



Clear the icons by swapping them around and making 3 in a row. Move up the levels by clearing the icons within the time limit. The game ends if you use up all 3 of your chances to clear the icons.

DIRECTIONAL PAD: Control the cursor

A BUTTON: Confirm 2 icons to exchange

## 83. FEED SORT



Move the baskets of food to their proper place in the stables. If you place all of the food onto their correct locations within 300 seconds you win, otherwise you lose and have to restart this round.

DIRECTIONAL PAD: 4 directions

A BUTTON: Back a step

B BUTTON: Restart the current level

## 84. PUMPKIN SURPRISE



Move the wand to clear the vines around the pumpkin. But watch for the obstacles that the wand can't clear! Whirlwinds will make the vines grow back. If you can clear all the vines in 99 seconds, you win; otherwise you will have to restart this round. Watch the big pumpkin transform once you win!

DIRECTIONAL PAD: Control the wand

## 85. LUCKY HUNT



Move your avatar underwater to collect pearls. When your avatar passes under a clam, the clam will fall down. Avoid the falling clams! -- If your avatar is hit, you lose 1 life. Once your avatar collects all the pearls in the screen, a treasure chest appears. Get to the treasure chest within 100 seconds to win, otherwise your avatar has to restart this round.

DIRECTIONAL PAD: To move

A BUTTON: Restart this round

## 86. DINGLE HOPPERS



The bird flies in the sky, collecting dingle hoppers! Avoid the birds on the screen. Contact with the other birds removes one player life. Win the game by collecting a certain number of dingle hoppers within the time limit. If you run out of time, you will lose a player life and must restart the round. If a dingle hopper is not collected in 10 seconds, it will disappear.

DIRECTIONAL PAD: Control the bird

A BUTTON: Collect dingle hoppers

## 87. FRUIT FALL



Rotate fruits and combine them. When three of the same fruit are together, they will disappear.

DIRECTIONAL PAD: 4 directions

## 88. GARDEN WEEDER



Guide the weeding machine to weed the garden. First, you choose a direction, and then move forward to try to reach the end.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the selection

## 89. HERO



Plant bombs to destroy the monsters – but be careful, as the bombs may also get you!

DIRECTIONAL PAD: 4 directions

A BUTTON: Set a bomb B BUTTON: Select

## 90. Puzzle Pop



Switch the positions of the 2 beads within the cursor. Align 3 or more same coloured beads to clear them. Clear all of the beads to advance to the next level.

DIRECTIONAL PAD: 4 directions

A BUTTON: Switch cubes

## 91. Green Magic



Move the two little ghosts and shoot the fruits. Score points by grouping 4 identical fruits.

DIRECTIONAL PAD: Move the ghosts

A BUTTON: Shoot

## 92. Jigsaw Puzzle



Place the puzzle pieces in the square so that each piece fits perfectly next to the others.

DIRECTIONAL PAD: Move the cursor

A BUTTON: Rotate

B BUTTON: Place/ Cancel



### 93. Skating Warrior



Catch the thief. Guide your avatar to collect the items you've lost.

DIRECTIONAL PAD: Move the avatar

A BUTTON: Jump

B BUTTON: Use items

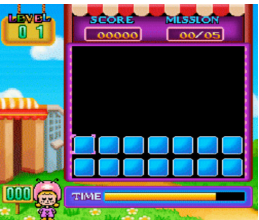
### 94. Bird Hunter



Eat as many fruits as you can! The more you eat, the higher your score! Move quickly, because the fruit will fall faster and faster!

DIRECTIONAL PAD: 4 directions

### 95. Pair Up

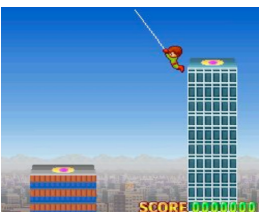


This children's matching game is a fun memory game. Turn over the cards in the game area. When the identical cards are displayed, they are cleared from the area.

DIRECTIONAL PAD: 8 directions

A BUTTON: Confirm the selection

### 96. Sprint



Game play is very simple. The player must let go of the swinging line at just the right moment in order to land on the next platform. Players score the most points by landing on the platform's centre target. As game play progresses, the difficulty level increases, with additional complicating factors such as wind direction and gravity.

### 97. Swing Fall



In this jumping action game, City-Man jumps along the wall, leaping across to reach the other wall and avoid obstacles. City-Man can eliminate certain enemies by jumping on them in this very challenging game.

### 98. Juggle



Control the juggling clown! If you juggle well, new balls will appear and you must control them all at the same time! How many balls are you able to juggle simultaneously?

### 99. Fantastic Farm



It is your turn to mow the lawn. You must ensure that you mow every square centimetre of the yard with your lawnmower before time runs out -- but beware of the cloud! It will make the grass grow back.

### 100. Super Rabbit

5 4 3 2 100



Make the character safely jump from the starting platform to the target platform by applying the proper force and angle of direction.



### 101. Take a Smile



Join the paparazzi! Press the B button to photograph smiling girls. Take as many photos of smiles as you can! Be careful -- you will also encounter annoyed girls who you must not photograph!

### 102. Travels



Control your avatar, Triton, as he moves from the castle to the exit. Within a 5X4 area, move the blocks to empty spaces and create a path from the starting point to the exit. Triton and the enemy can only move on a connected path. If Triton is caught by an enemy, he is forced to stay in place for 3 seconds. Triton must reach the exit within 150 seconds, or you lose the game.

DIRECTIONAL PAD: Control the cursor

A BUTTON: Move blocks

### 103. Pearls Pearls



Your avatar swims up and down underwater collecting pearls. She will automatically swim at a certain speed and must avoid other fish in the sea. Do your best to collect as many pearls as possible.

A BUTTON: Swim up or down

### 104. Sheep-Dog Day



Control the middle gate area to properly herd all of the different coloured sheep. Direct the sheep through their matching coloured gates. All the while, the sheep continue to move forward automatically at a certain speed. In order to advance to the next level, the player must achieve the target number by properly directing sheep to their correctly coloured gates.

DIRECTION PAD: 4 directions

## 105. Sea Urchin Symphony



Guide your avatar to collect sea urchins to save the princess. Collect sea urchins as they drop from above, by scooping them up and shooting them at other sea urchins of the same colour.

DIRECTIONAL PAD: Left and right

A BUTTON: Collect urchins

B BUTTON: Shoot urchins

## 106. Milk Mania



Your avatar drives a milk van on the dairy farm, collecting milk. Milk jugs will appear randomly. In order to successfully collect the milk, the driver must avoid a variety of obstacles, such as hitting cows. If the driver gets struck by a cow 3 times or is not able to collect all milk jugs before time expires, then the player loses the game immediately.

DIRECTIONAL PAD: To move the van

A BUTTON: Restart the round

## 107. Snowball Warfare



Click a snow ball to make it split into 4 pieces and fly in 4 directions. Any snow pile hit with snow grows larger. Clear all the snow from each level to advance.

DIRECTIONAL PAD: Move the cursor

A BUTTON: Make a pile bigger

## 108. Farm Fun



Direct the weeding machine to remove weeds from the garden. First select a direction, then move forward along a row.

DIRECTIONAL PAD: 4 directions

A BUTTON: Confirm the selection

## 109. Deep Collision



Use the gems to make all of the sprites happy.

DIRECTIONAL PAD: 4 directions

A BUTTON: Fire

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