

SMARTIZ

ELECTRONIC LEARNING AID



USER MANUAL

MODEL NUMBER:ELA-901

INTRODUCTION:

- Please keep this instruction manual in a safe place for future reference.
- Keep the unit in dry place and away from heat.
- Wipe the unit with soft and clean cloth.
- Turn off the unit after use.
- If not using the unit, it is recommended to remove batteries.
- Do not attempt to alter, disassemble or repair the unit yourself. In case of problem please refer only to a qualified technician.
- Do not dispose the unit with normal household waste. Please obey your local regulations when disposing the camera.

WARNING: READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO GAME.

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of patterns that are commonly present in our daily environment such as TV or Video Games. We recommend that parents observe their children while they play video games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING TV AND VIDEO GAMES:

- *Do not sit or stand too close to the television screen. Play as far back from the screen as possible.*
- *Play video games on the smallest available television screen.*
- *Do not play if you are tired or need sleep.*
- *Make sure you play in a well lit room.*
- *Be sure to take a 10 to 15 minute break every hour while playing.*

PRODUCT FEATURES:

- 16-Bit microprocessor for an optimum resolution and high-speed.
- 100 Built-in high resolution games.
- 2.7" full color TFT LCD Display.
- A/V Output to connect to TV for Plug and Play.
- Built-in "Loud" speaker, volume adjustable.
- Audio Output.
- Power Saving "Auto OFF" function.
- Input for AC/DC Power Adapter (Mini USB Port) (Adapter not included).
- Operates by 3 x AAA Batteries – LR03 (not included).

Product specification is subject to change without notice.

Note: This product is not designed to be immune from the effects of electrostatic discharge, strong electromagnetic radiation or other electrical disturbances since malfunction under such conditions is non-critical. The "Reset Switch" is included in the design to allow the unit to be reset to normal operation and a new game to be started in the event of malfunction.

BATTERY INSTALLATION

WARNING: ALWAYS INSERT BATTERIES CORRECTLY.

Remove the screw of the battery door at the back of the games console. Open the battery door; insert 3 pieces of AAA type battery. Please insert batteries with correct polarity, observing the + and - marking, make sure that the positive tip of each battery matches up with the + sign inside the battery compartment.

CAUTION

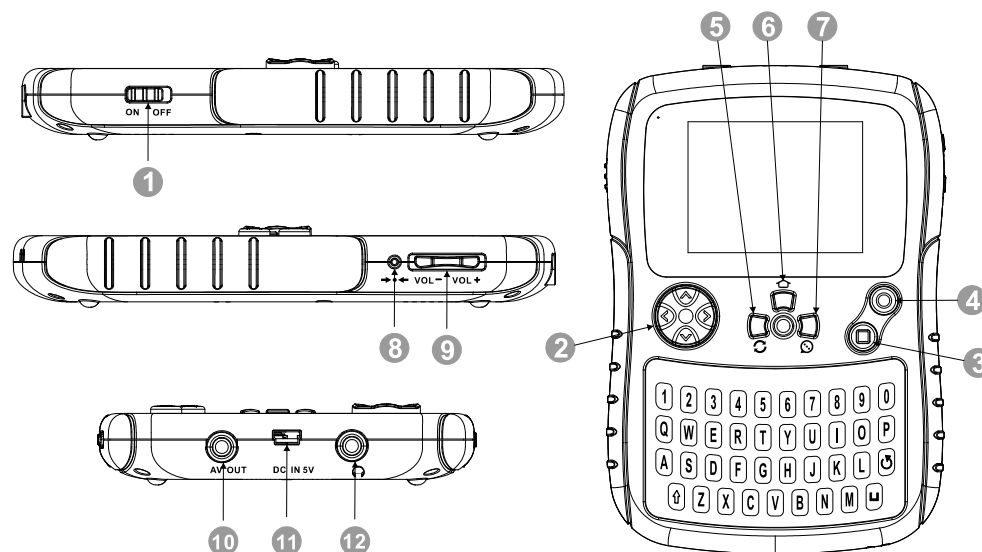
- Batteries should be inserted by an adult.
- Only use new batteries.
- Do not mix rechargeable and non-rechargeable batteries.
- Do not mix old and new batteries.
- Remove old or exhausted batteries from the games console.
- Remove batteries if the games console is not in use.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the games console before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed; only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- The battery terminals are not to be short-circuited.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Keep the games console away from young children (below 6 years old).
- Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

CONNECTION TO A TV SET:

The games console can be connected to a TV set by using a special A/V cable (not included). Such cables can be purchased at most dealers.

Insert the small plug into the A/V socket on the games console and connect the red and yellow connectors to the A/V inputs of the TV set. If there are no external A/V inputs on the TV set connect the A/V cable to your DVD player. Follow installation instruction from your TV/DVD player manual.

PRODUCT USER INTERFACE:



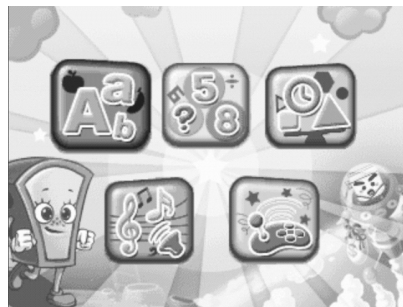
1. **ON/OFF SWITCH:** Switch the button to turn the unit ON or OFF.
2. **DIRECTIONAL CURSOR BUTTONS:** Press the cursor to move UP/DOWN or LEFT/RIGHT to make selections.
3. **SQUARE BUTTON:** Action button (Press this button to start the game).
4. **CIRCLE BUTTON:** Multi purpose function button.
5. **REPEAT BUTTON:** Press to repeat the game introduction.
6. **HOME BUTTON:** Press to go back to the menu.
7. **SOLVE BUTTON:** Press to solve the game.
8. **RESET BUTTON:** Use a thin rod to press the button to reset the unit if it is not working properly.
9. **VOL -/VOL + VOLUME BUTTON:** Press to adjust sound volume (VOL+ to increase the volume / VOL- to decrease the volume).
10. **A/V PORT:** Allow to connect to a TV set with an A/V cable (not included).
11. **DC IN 5V USB PORT:** Allow to connect the unit to main power without using batteries (USB cable not included).
12. **EARPHONE PORT:** Allow to plug earphone or headphone.

INCLUDED IN THE BOX:

- 1 Electronic Learning Aid Device
- 1 User Manual

START USING SMARTIZ:

- Push the switch to ON position located on the left side of the unit.
- Use Directional Cursor button to select 5 different game menus and press "Square" button :
 - LANGUAGE
 - NUMBERS FUN
 - PROJECT
 - ART & MUSIC
 - GAMES PARADISE



Note: Menus contain sub-menus.

Note: In general the SMARTIZ will switch off automatically if left idle for 5 minutes. Push the switch to OFF position then push it back to ON position to start using SMARTIZ again.

GAMES:

- LANGUAGE

1. UPPERCASE LETTERS:

Press "Square" button to enter the game. Press the letter key which you want to learn.

2. LOWERCASE LETTERS:

Press "Square" button to enter the game. Press the letter key which you want to learn.

3. FIND THE LETTER:

Press "Square" button to enter the game. Press the correct letter you have heard.

4. TYPING PRACTICE GAME:

Press "Square" button to enter the game. Press the letter key displaying on the balloon to eliminate the balloon.

5. TYPEWRITER:

Press "Square" button to enter the game. Use keypad to write a letter like a real typewriter.

6. LEARNING FRUITS:

Press "Square" button to enter the game. Learn to recognize fruits and its name.

7. LEARNING FOOD:

Press "Square" button to enter the game. Learn to recognize the food and its name.

8. LEARNING ANIMALS:

Press "Square" button to enter the game. Learn to recognize animals and its name.



9. LEARNING CLOTHES:

Press "Square" button to enter the game. Learn to recognize clothes and its name.

10. LEARNING SPORTS:

Press "Square" button to enter the game. Learn to recognize sports and its name.

11. LEARNING VEGETABLES:

Press "Square" button to enter the game. Learn to recognize vegetables and its name.

12. LEARNING BODY:

Press "Square" button to enter the game. Learn to recognize body parts and its name.

13. LEARNING TOYS:

Press "Square" button to enter the game. Learn to recognize toys and its name.

14. LEARNING FAMILY:

Press "Square" button to enter the game. Learn to recognize family member and its name.

15. LEARNING OCCUPATION:

Press "Square" button to enter the game. Learn to recognize occupation and its name.

16. LEARNING TRANSPORTATION:

Press "Square" button to enter the game. Learn to recognize transportation and its name.

17. LEARNING SCHOOL:

Press "Square" button to enter the game. Learn to recognize school environment and its name.

18. LEARNING STATIONERY:

Press "Square" button to enter the game. Learn to recognize stationery and its name.

19. LEARNING COLORS:

Press "Square" button to enter the game. Learn to recognize color and its name.

20. LEARNING SHAPE:

Press "Square" button to enter the game. Learn to recognize shape and its name.

21. TYPING WORD:

Press "Square" button to enter the game. Listen to the voice; look at the picture and the word. Type the word displayed on the screen.

22. FIND THE PICTURE:

Press "Square" button to enter the game. Use directional cursor to select the picture which matches with the word and press "Square" button to validate.

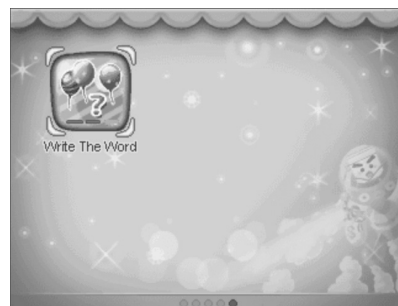
23. FIND THE WORD:

Press "Square" button to enter the game. Use directional cursor to select the word which matches with the picture and press "Square" button to validate.



24. MISSING LETTER:

Press "Square" button to enter the game. Look at the picture. Use directional cursor to select the correct letter to fill in the word and press "Square" button to validate.



25. WRITE THE WORD:

Press "Square" button to enter the game. Listen and look at the picture. Type the name of the item displaying on the screen.

● NUMBERS FUN

1. NUMBERS:

Press "Square" button to enter the game. Press the key number which you want to learn.

2. NUMBER SEQUENCE:

Press "Square" button to enter the game. Look at the number displayed on the top left corner to solve the game. Use the directional cursor to locate the right number position (blue blinking dots is the location you have selected); press "Square" button to validate.



3. COUNTING FUN:

Press "Square" button to enter the game. Look at the picture and count the item. Press the right number key corresponding to the quantity displayed.

4. FIND THE NUMBER:

Press "Square" button to enter the game. Press the key number that you have heard.

5. FIND THE LARGEST NUMBER:

Press "Square" button to enter the game. Use directional cursor to select the biggest number and press "Square" button to validate.

6. WHAT IS THE MOST:

Press "Square" button to enter the game. Use directional cursor to select the most item and press "Square" button to validate.

7. ADDING:

Press "Square" button to enter the game. Look at the picture and count the item. Press the right number key corresponding to the quantity displayed.

8. SUBTRACTING:

Press "Square" button to enter the game. Look at the picture and count items in color and in grey. (grey item are to subtract). Press the right number key to do the subtraction.

9. WHICH ONE IS REDUNDANT:

Press "Square" button to enter the game. Use directional



cursor to select the right match and remove it so that the equation could be right.

● PROJECT

1. LEARNING TIME:

Press "Square" button to enter the game. Look at the time on the alarm and use directional button to select the right time and press "Square" button to validate.

2. MEMORY TEST:

Press "Square" button to enter the game. Memorize the two items displayed. Use directional cursor to select the item which has been covered.

3. FIND THE SHAPE:

Press "Square" button to enter the game. Look at the black shape displayed in the centre. Use directional cursor to select the correct shape and press "Square" button to validate.

4. FIND THE FIGURE:

Press "Square" button to enter the game. Look at the shape displayed in the top centre. Use directional cursor to select the correct shape and press "Square" button to validate.

5. TANGRAM:

Press "Square" button to enter the game. Look at the blinking shape, use directional cursor to select the correct shape and press "Square" button to validate. You have to finish the pattern.

6. MATCHING:

Press "Square" button to enter the game. Look at the picture. Use directional cursor to select the other part of the picture and press "Square" button to validate.

7. DIVIDE COOKIES EVENTLY:

Press "Square" button to enter the game. Look at the four pictures. Use directional cursor to select which item is equally divided and press "Square" button to validate.

8. FIND THE OTHER PART:

Press "Square" button to enter the game. Press right or left directional cursor to select the other part of the picture and press "Square" button to validate.

9. FIND THE DIFFERENCES:

Press "Square" button to enter the game. Look at the pictures. Use directional cursor to select the item which is different from the others and press "Square" button to validate.

10. WHAT GOES TOGETHER?:

Press "Square" button to enter the game. Look at the picture displayed in the centre. Use directional cursor to select the item which will suit with the picture displayed in the centre and press "Square" button to validate.



11. HIDE AND SEEK:

Press "Square" button to enter the game. Listen to the animal's sound. Use directional cursor to select the location where the right animal is hidden and press "Square" button to validate.

12. FIND THE MOST HEAVY:

Press "Square" button to enter the game. Look at the picture. Use directional button to select the heaviest animal and press "Square" button to validate.

13. FIND THE LAW:

Press "Square" button to enter the game. Watch carefully the number of fruit in each plate. Use directional cursor to select the right fruit number missing in the plate and press "Square" button to validate.



● ART AND MUSIC

1. COLORING BOOK:

Press "Square" button to enter the game. Select colors with the crayon and press "Square" button to validate. Use directional cursor to select the area to color and press "Square" button to validate. Use directional cursor to select next or back drawing (← backward/ forward →).

2. LEARNING NOTES:

Press "Square" button to enter the game. Use directional cursor to select the song you want to learn and press "Square" button to validate. Press blinking number to build up the song.

3. RHYTHM LEARNING:

Press "Square" button to enter the game. Hit the last mole when it appears from its hole in synchronization with the music note. The top score is 24 points.

4. PERCUSSION:

Press "Square" button to enter the game. Use directional cursor to select the musical instrument in rhythm with the song. Press "Square" button for Cymbals instrument. Press number 1 to 5 to select songs.



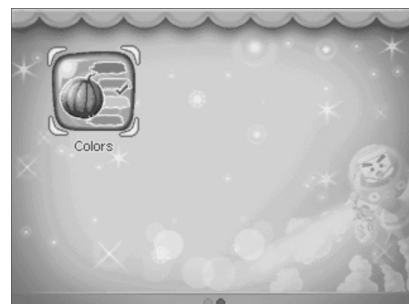
5. PIANO:

Press "Square" button to enter the game. Use directional cursor to select the number key (1 to 8) to play piano. Music note is displayed when pressing the number key.

6. **SOUND:** Press "Square" button to enter the game. Listen to the sound and use directional cursor to select the right item.

7. COLORS:

Press "Square" button to enter the game. Look at the item dominant color (s) displayed and use directional cursor to select the right color.



● GAME PARADISE (50 AMAZING GAMES):

1. MOVE BOX:

Move the blocks to cover the gopher holes in the fewest steps possible. There are 30 levels to solve, each harder than the next. If you get in trouble you can reset the board or teleport your character to his starting point if you trap yourself!

Directional Cursor: Move Character

"Square" Button: Move Backward

"Round" Button: Reset Blocks/Reset Character

2. 100 FLOORS:

Make your way downwards through the obstacles to reach the bottom of each level. Keep moving because you only get one life and there are many ways to die!

Directional Cursor: Move Character

"Square" Button: Validate

3. SUPER MEMORY:

This game will test you memory as you advance through progressively harder levels. You must memorize the Pairs of matching cards and their placement, then correctly select the pairs when the cards are turned face down.

Directional Cursor: Move Left/Right

"Square" Button: Select

4. BENTHAL JEWEL:

Connect 3 or more like jewels to clear them from the board, earn points, and advance to the next level. If you stacks of jewels reaches the top of the screen it's Game Over.

Directional Cursor: Move Left/Right/Down

"Square" Button: Shuffle Jewel

"Round" Button: Use Search

5. LINKING PET:

Use the Wand to match pairs of dogs and clear them off the board with in the time limit to advance levels. However, the must be an path between the dogs to match the pair. If you get stuck, there are 2 Free Searches per level.

Directional Cursor: Move Left/Right/Down

"Square" Button: Select

6. SUB-WARFARE:

Maneuver your ship to avoid the enemy sub torpedoes while dropping depth changes to destroy the subs and advance levels. You may only have 3 active Depth Charges at any one time. 3 lives per game.

Directional Cursor: Move Left/Right

"Square & Round" Button: Drop depth charge

7. HOMEWARD JOURNEY:

Guide your Ram to the Flag in each level, without going off the screen, to move on to the next puzzle. Use the obstacles to guide your Homeward Journeys.

Directional Cursor: Move Left/Right

"Square & Round" Button: Nil



8. BUBBLE DESTROYER:

Destroy the Bubbles to earn points and advance levels. If a Bubble hits you you'll lose one Life. You get 5 Lives.

Directional Cursor: Move Left/Right

"Square" Button: Fire or Hold to rapid fire

9. HARE FIGHTER:

Make your way through the course, destroying the enemies that stand in your way. Move fast before they re-spawn and challenge the next level!

Directional Cursor: Move Left/Right

"Square" Button: Fire

"Round" Button: Jump

10. GOBANG:

Simply see if you can connect 5 Black Marbles before the computer can connect 5 White Marbles. You may also use your Marbles to block the computer's next play.

Directional Cursor: Move Left/Right

"Square" Button: Place marble

"Round" Button: Undo previous play

11. BALLOON SHOOTING:

Use "Directional" cursor to control the character. Then press "Square" button to shoot balloons to score, meet your Goal, and advance levels. Dodge the hazards and grab power ups to make your scoring easier. Don't let your Health Meter run out or the game will be over.

Directional Cursor: Move Left/Right

"Square" Button: Fire

12. UP STAIRS:

Using just the Jump Meter, make your way to the top of the level within the time limit and without dying, to advance levels.

"Square" Button: Hold/Release jump meter

13. FIND FAULT:

Find the differences between the pictures the game shows you. On each level you will have a different amount of Faults to find, number of Lives, and Free Hints. Find all the Faults within the time limit to advance.

Directional Cursor: Move Left/Right

"Square" Button: Select

"Round" Button: Use free hint

14. MINE:

This game is played like the popular Minesweeper. Select tiles from the board attempting to clear all the empty space. Some Tiles reveal Colored Numbers and some are hiding bombs! Hit a bomb and you're done. The Colored Numbers indicate how many adjacent tiles are hiding bombs. Use these clues to clear the Board and earn points! 3 difficulty settings.

Directional Cursor: Move Left/Right/Up/Down

"Square" Button: Select tile

"Round" Button: Flag tile



15. RALLY:

Race against other Race Cars and finish well to advance to the next Racetrack.

Directional Cursor: Steer Left/Right

"Square" Button: Accelerate

"Round" Button: Brake

16. GT RACING:

Race against other Race Cars and finish well to advance to the next Racetrack.

Directional Cursor: Steer Left/Right

"Square" Button: Accelerate

"Round" Button: Brake

17. PAIR MATCH:

Clear the Icons off the board by swapping adjacent cards to make rows of 3 or more matching Icons horizontally and/or vertically. Each level has a time limit and some free Hints, but you get just the 3 lives!

Directional Cursor: Move Left/Right/Up/Down

"Square" Button: Select icon

"Round" Button: Use hint

18. JUMPING MARY:

Jump Mary around the board to light up all the tiles while avoiding the enemies after you to earn points and advance levels. Use floating platforms to aid your strategy, and don't fall off the edge. You have 5 Lives.

Directional Cursor: Move Left/Right/Up/Down

"Square & Round" Button: Nil

19. PARKING LOT:

Solve each Parking Lot puzzle and earn points by creating an open lane for the Red car to exit the parking through. Each level has a limited amount of turns to solve the puzzle.

Directional Cursor: Move cursor/Move vehicle

"Square" Button: Select/Deselect vehicle

20. MAZE COMBINATION:

Use the Arrows along the perimeter of the board to mimic the picture in the upper HUD. Complete the puzzle within the given amount of moves to advance levels and earn points.

Directional Cursor: Move cursor

"Square" Button: Select

21. PRECIPICE:

Use the Pieces provided to complete a bridge for your player to cross. Each level has limited amount of moves to complete each bridge.

Directional Cursor: Move cursor

"Square" Button: Place piece

22. BRICK BLASTER:

Move the pad left and right to Bounce/Catch the ball and destroy the bricks above you. Catch the Coins they drop to earn points. You can also get buffs (Catch, Double Ball, etc.) by catching the lettered tiles that also drop. Destroy all the tiles to advance levels. You have 3 lives per game.

Directional Cursor: Move Left/Right



“Square” Button: Fire ball

23. MONKEYS:

Keep the Monkeys happy and earn Hearts by sending them bananas with your Blow Gun. Collect enough Hearts to advance levels. You have 1 Life.

Directional Cursor: Move Up/Down

“Square” Button: Use blow gun

24. GATHER EGGS:

Run back and forth catching the eggs the hens lay and the gem bonuses to advance levels. Watch out for the Rotten Eggs though! Watch your Health Meter in the lower right HUD.

Directional Cursor: Move Left/Right

“Square” Button: Nil

25. MINI BEE:

Kill all the Bees and the Boss Bees to advance levels. Dodge their venom and keep them from getting to close. Be sure to grab Power Ups for weapon bonuses and extra lives.

Directional Cursor: Move Left/Right

“Square” Button: Fire

26. CARTOON MATCH:

Arrange the pieces so that they complete the pictures of Cartoon faces to clear them from the board. Earn enough points to meet your Goal and move on to the next challenge.

Directional Cursor: Move cursor

“Square” Button: Select piece

27. 30 DEGREE:

Zoom your way downhill through the obstacle course, grabbing bonuses and points with the time limit to advance levels. Along the way you'll need to zoom fast, slow down, or avoid birds and road hazards to make the time limit.

Directional Cursor: Speed up/Slow Down

“Square” Button: Ball jump

“Round” Button: Character jump

28. CUPS CHANGING:

Simply watch the cup hiding the ball and select the correct Cup after the computer has shuffled the Cups to advance levels.

Directional Cursor: Move Left/Right/Up/Down

“Square” Button: Select cup

29. PAOPAO:

Guide Pao Pao through each level, jumping obstacles and grabbing points along the way. Watch your Heart Meter in the upper left HUD. If it goes empty Pao Pao goes bye-bye.

Directional Cursor: Speed up/Slow down

“Square” Button: Jump

30. DIAMOND FOREST:

Move your character underneath the falling Gems and reorganize them in groups of 3 or more like types to earn points and advance levels. Matching rows may be played horizontally or vertically. You may carry as many at a time of the same gem as you like, until releasing them.

Directional Cursor: Move Left/Right

“Square” Button: Grab gem

“Round” Button: Release gems

31. WEST COWBOY:

Be quick off the draw to beat your outlaw opponent, collect the bounty, and move on to the next level. You have just the one life to defeat them all!

Directional Cursor: Shoot Center/Left/Right

“Square” Button: Fire revolver

32. HAPPY NIGHT:

Fly from vehicle to vehicle. The further you fly and land the more points you earn. There are also Bonus Items you can grab to extend your scoring!

Directional Cursor: Nil

“Square” Button: Fly/Drop

33. BUMPER BALLS:

Play a game of Marbles against the Computer. Knock all of the computers marbles off the table before yours are knocked off. Best 2 out of 3 wins.

Directional Cursor: Move Left/Right/Up/Down (Aim shot)

“Square” Button: Select marble/Start/Release power meter

34. SEA FIGHT:

Try to evade and destroy the ships chasing you. You can use obstacles, your Cannons, and trick them into crashing into each other. Destroy all ships to move to the next level.

Directional Cursor: Move Left/Right/Up/Down

“Square” Button: Confirm move

“Round” Button: Fire canons

35. CASTLE SMASHER:

Use “Directional” cursor to control the launch angle. Hold “Square” button to release the strength of the launch (check Power Meter for the strength of the launch). You need to destroy the entire castle to advance levels.

Directional Cursor: Move Left/Right to control launch angle

“Square” Button: Start/Release power meter

36. RESCUE PET:

Use “Directional” cursor to move the character. Try to save as much pets as you can by bouncing them into the cushions. Complete the level to move to next level. There's a time limit. You get 3 lives.

Directional Cursor: Move Left/Right

“Square” Button: Nil

37. POCKET CHANGE:

Match the amount shown on the left of the HUD by selecting combinations of coins that equal those amounts. Complete each challenge within the time limit to move on to the next level.

Directional Cursor: Move Left/Right

“Square” Button: Select coin

“Round” Button: Remove coin

38. MINI SOCCER:

Defeat your opponent by making the first Goal. First hit all the opposing coins with ball to open the Goal Line, then take your shots on goal.

Directional Cursor: Move Up/Down

“Square” Button: Kick



39. CROSSING:

The classic Frogger is simple. Just move Frogger through traffic and rivers to get to the other side of the course. Earn 5 Stars to advance levels. You get 3 lives.

Directional Cursor: Move Left/Right/Up/Down

"Square" Button: Nil

40. TABLE FOOTBALL:

Select the Country you want to play, the player layout, and then play a game of digital Football against the computer. First player to 5 Goals wins.

Directional Cursor: Move Up/Down

"Square" Button: Kick ball

41. ARCHERY:

Try to line yourself and take aim at your moving Archery Target. Use the Power Meter to control the strength of your shoot.

Directional Cursor: Move Left/Right

"Square" Button: Hold/Release to Shoot/Power Meter

42. CAKE PARTY:

Use "Directional" cursor to move the cake and press "Square" button to release it. The goal is to put at least 3 identical cakes together in order to clear the board. There's a time limit. Earn points to complete your level and advance levels.

Directional Cursor: Move Up/Down

"Square" Button: Release

43. CARTOON PUZZLE:

Try to solve the puzzle in limited time in order to advance levels.

Directional Cursor: Move Up/Down/Left/Right

"Square" Button: Select/Swap

44. GOOD FISHERMAN:

Use "Directional" cursor to move the character and press "Square" button to release the fish-hook. Catch as many fishes as you can in limited time by leading the fish-hook to the fish mouth. Complete level to move to the next one.

Directional Cursor: Move Left/Right

"Square" Button: Release the fish-hook

45. JUMPING EGGS:

Press "Square" button to throw the egg from cup to cup. The goal is to go higher as much as possible to get the best score and advance levels. There is a time limit.

Directional Cursor: Nil

"Square" Button: Throw the egg

46. OPEN GOLD BOX:

Select Player using left or right cursor button, Press "Square" button to confirm your selection and start to play game. Once you select one player(shown by P1), the other 3 players will be computer player(shown by COM1, COM2, COM3). The goal is to open box with gold inside as more as possible, as high score as possible to get the best score. Box may content Gold of +10, +50, +100 or -20 score, or even is a bomb box!

Directional Cursor: Move Left/Right/Up/Down



"Square" Button: Select

47. ROPE SKIPPING:

Jump Rope until you reach the Goal number shown in the upper HUD. Each level has different Goals and numbers of Lives, becoming more difficult as you progress. Pay attention to the prompts to help you succeed.

Directional Cursor: Nil

"Square" Button: Jump

48. CLASSIC TANGRAM:

Use the Puzzle Pieces provided to complete the puzzle as shown in the upper left HUD and advance to the next puzzle.

Directional Cursor: Move cursor

"Square" Button: Grab/Drag/Rotate piece

49. PAPER PLANES:

Fly your Paper Plane through the obstacle course to gain enough points to meet your Goal and advance levels. You have 5 Paper Planes to clear a level.

Directional Cursor: Fly plane

"Square" Button: Nil

50. IQ COWS:

Use the Icons in the bottom Action Bar to lay out a course for your IQ Cow to follow to the Trophy. Solve each puzzle within the given amount of moves to proceed to the next puzzle.

Directional Cursor: Move cursor

"Square" Button: Select/Confirm



WEEE (Waste Electrical and Electronics Equipment) Declaration

Help to protect the environment. Do not dispose of defective electrical or electronic products with your household refuse, but dispose of them in compliance with local regulations through local collection or recycling points.

The materials used in this product can be recycled and/or reused. This symbol indicates that electrical and electronic equipment must be disposed of separately from normal waste at the end of its operational lifetime.

Declaration of conformity

This Product has been tested by an accredited testing laboratory and is in compliance with the following standards and directives:

- EN60065
- EMC 2004/108/EC
- RoHs



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