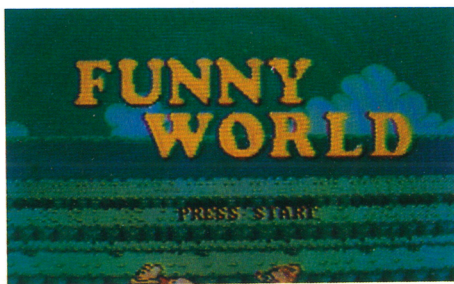


**Pages 1-7**



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**REALTEC**

# Game Rules

## ■ The Basics ■

1. There are five screens in this game each containing 10 levels. There is also a bonus screen.
2. By using your trusty gun to shoot the balloons, food or a rock will fall from the broken balloon. When you eat the food, you will extend your points, life level or your time.

## Lives

1. Each player has 10 life levels consisting of 60 seconds each. If you have not finished the screen before the 60 seconds are up, you will die.
2. The number of lives is decided by the player in the options screen.

## **Advancing to the next level**

You can pass to the next level when all the balloons have been shot. When you finish a level, you will win 100 points and 60 seconds. Also, your life level will be increased to 10 levels or 5 levels depending on certain characteristics in the game.

## **Extra lives**

You can gain more lives by scoring the following points:

- Earn 100,00 points = 1 life
- Earn 150,00 points = 2 lives
- Earn 300,00 points = 3 lives
- Earn 600,00 points = 4 lives

# Options

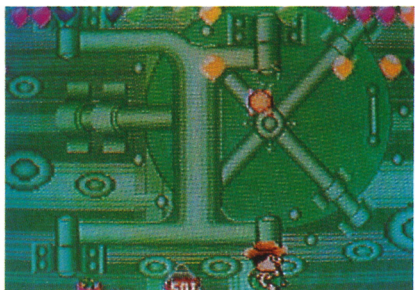
To get to the Options screen, move the directional pad to options and press Start. These are the five options you have to choose from:

1. Lives: Adjust the number of lives to 2,3, or 4.
2. Level: Adjust the level of difficulty to normal or hard.
3. Music: To sample the music, press the A Button.
4. Credit: Choose how many continues you are allowed (2-4).
5. Exit: Returns you to the game screen.



## Controls

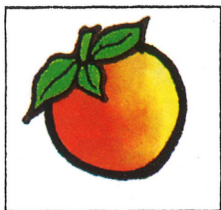
1. Right/ Left: Player will move either to the right or to the left.
2. Down: Player will fall down or crouch.
3. A Button: Fires weapon.
4. B Button: Jump
5. Start Button: Pause



# Points

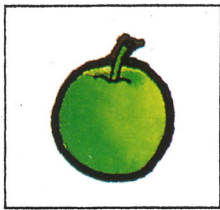
**Peach**

2,000 points



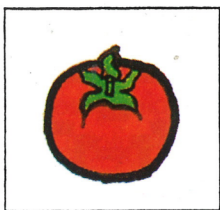
**Apple**

18,000 points



**Tomato**

16,000 points



**Cherry**

1,400 points



**Cupcake**

1,000 points

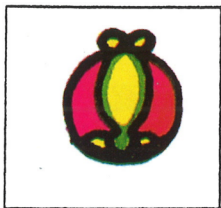


**Roll**

400 points

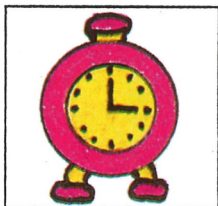


**Super Nut 2,000 points + 10 seconds**



**Clock**

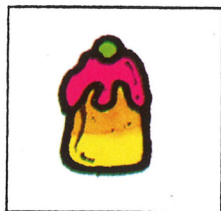
2,000 points +  
10 seconds



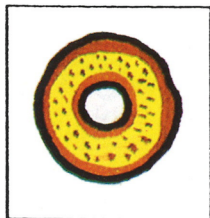
**Egg Cake**  
800 points



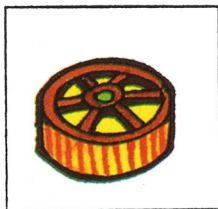
**Happy Cake**  
100 points



**Doughnut**  
200 points



**Chocolate**  
600 points



# Game Screen

Your target is the quickly moving animal on the screen.

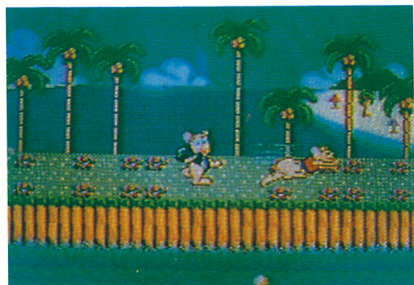
If you reach a hit percentage ratio of over 60% you will advance to the next screen.

## Controls

Press Left	Gun moves to the left.
Press Right	Gun moves to the right.
"B" Button	Fires Bullet.
"C" Button	Fires the big Rock.
Start Button	Pause

## Scoring

Level 1	500 points for each animal shot.
Level 2	1000 points for each animal shot.
Level 3	1500 points for each animal shot.
Level 4	2000 points for each animal shot.
Level 5	2500 points for each animal shot.

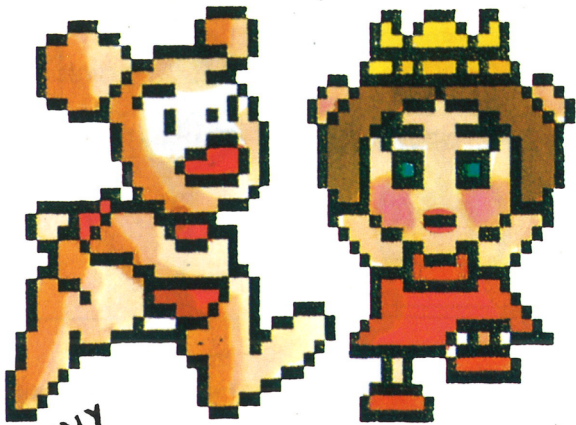
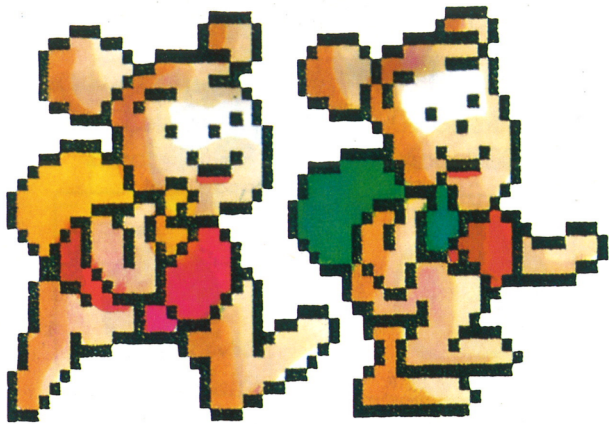




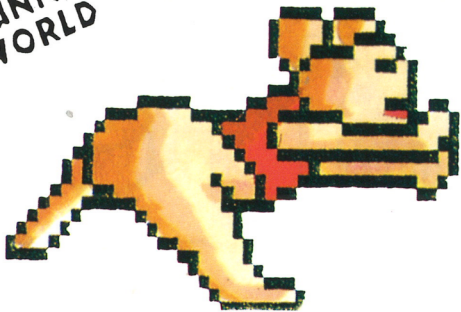
# Bonus Screen

There is a Bonus screen at the end of each level. Press the B Button quickly in order to lift the weights or do a pushup before 30 seconds is up. You will win 5000 points if you succeed in the Bonus Screen



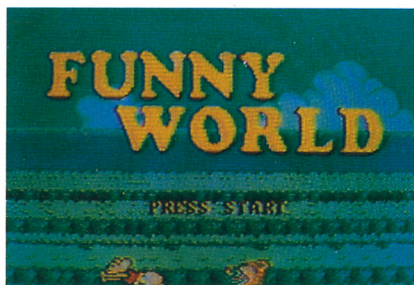


FUNNY  
WORLD



# Funny World Game Rules

1. There are five screens in this game and 5 levels in each screen plus a bonus screen.
2. Fire your weapons at the animals. There are special weapons also. They are as follows:
  - **3 big rocks:** Whenever you shoot the animal carrying the yellow bag, you will gain one more rock. When you fire the big rock, all the animals on the screen will be killed.
  - When you shoot the animal carrying the **blue bag**, your bullets will shoot continuously.
  - **Do not shoot the Princess.** If you do, you will lose a big rock or you will no longer have continuous shooting.
3. The speed of all animals will become faster as each level progresses.

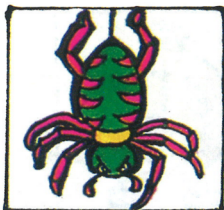


# Enemies

## Spider

800 points.

Player can jump and kill



## Flying Insect

600 points

All the enemies will fall down at the same time.



## Bird

1000 points

Escape quickly.



## Hammer

Escape quickly or you will die.



## Bee

1200 points Jump, escape, or shoot.

