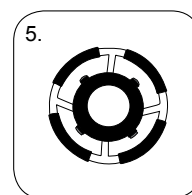
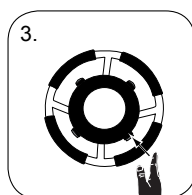


Let the games begin



## Games

### 4 CORNERS

#### Strength and Memory



- 1 player/team.
- The Game Controller screen points to a random direction with an arrow.
- After observing the directions shown by the Game Controller, the player must now repeat it by bending the Rocky in the same direction that the Game Controller pointed.
- The Game Controller will now point to the same direction and then to a new direction; thereby adding another direction to the memory sequence.
- The player must remember the sequence and bend the Rocky in the right directions and in the right order.
- Game continues until the player makes 3 mistakes.

### HOLD IT

#### Strength and Endurance



- 1 to 4 players.
- The game controller screen is divided in 4 areas/4 directions/4 players.
- Players must pull/tug the Rocky in their direction to gain a point.
- When points are gained the players screen area on the Game Controller will slowly fill up.
- The player that fills up his or her screen area first, wins the game.

### MARBLE DROP

#### Strength and Endurance



- The Game Controller screen will show a hole and a small cross.
- The player must get the small cross/(Marble) to fall in the hole by tilting the Rocky.
- The hole will keep shrinking and thereby increase the level of difficulty.
- The game ends if the cross/(Marple) falls out of the screen.

