

STRIKE IT

Strike! Strike! Strike! Our "Strike it" is the most interesting TV game between various varieties and high techniques using the simplest regulation. It is not so easy to hold your pin pon racket to hit the ball and reflecting to the bricks to get high points. So speedy reflection and judgement are necessary. Then you must pay your full attention to the direction and angle of reflection of the ball. Sharp eyesight, speedy hand control and smart judgement are the principals to win the game, Try it now!

1. PREPARING

- hook up your video game system.
- plug in "Strike it" cartridge while power off.
- choose your level by keypad from the variation and difficult level charts after the title scene.

2. HOW TO PLAY

- Keypad: keypad buttons 1-8 allows you to select a game option before beginning to play. Pressing "" after a game allows you to replay the same game option; pressing "RESET" after a game allows you to return to game option screen.

3. CONTROLLING

- Direct your racket by moving the control stick in right and left directions.
- Control your racket to hit the balls and reflect it to bricks and animals.

4. CHANCES

- In each scene, you have 6 balls (chances).
- In third scene, besides your own 6 balls there are still four moving balls hit here and there, you can accept and reserve them.
- Total you have 6 scenes.

5. REGULATION AND PROCEDURE

VARIATION	LEVEL	PLAYER
a	1	1 (one man, single play)
a	2	1 (one man, single play)
b	3	2 (two men play in the meantime)
b	4	2 (two men play in the meantime)
c	5	2 (two men alternate, single play)
c	6	2 (two men alternate, single play)
d	7	4 (four men alternate, double play)
d	8	4 (four men alternate, double play)

NOTE: if you are playing a two-player or four-player game, players take turns, each player plays until completing a game.

Play alternates between players only when one or two players complete a game.

6. SCORING

Your score points according to the position and quantity of the balls hit the bricks and animals.

- Each yellow brick (first line) 30 points
- Each green brick (2-6 line) 50 points
- Each blue brick (7-9 line) 80 points
- Each animal on the brick 500 points
- Each animal accepted by racket 300 points