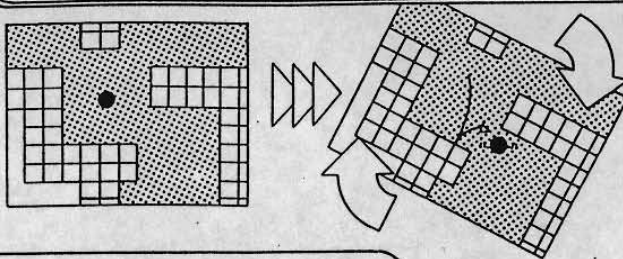


CAMELTRY™

ROLL THE BALL BY TURNING THE MAZE.



PADDLE: FOR TURNING THE MAZE.

SHAKE BUTTON

SHAKE BUTTON:
FOR JUMPING &
ACCELERATING



= PLAY TECHNIQUE =

- THE BALL JUMPS WHEN THE BUTTON IS PRESSED.
- THE SPEED IS NORMAL WHEN THE BUTTON IS NOT PRESSED.
AND THE SPEED INCREASES WHEN THE BUTTON IS PRESSED.
- BRICKS CAN BE BROKEN BY ACCELERATING THE BALL!!
- THE GAME ENDS WHEN THE TIMER REACHES "0" .
PAY ATTENTION TO THE TIMER!!



A ROUND CAN BE CLEARED BY ROLLING THE BALL TO THE GOAL.
WHEN REACHING THE GOAL, A CERTAIN TIME IS ADDED TO THE REMAINING TIME OF THE TIMER!!

A KEY TO WIN IS TO REACH THE GOAL QUICKLY TO LEAVE THE TIME AS MUCH AS POSSIBLE!

TAITO

TAITO CORPORATION

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