

## LDC SOLAR POWER

THE GAME IS DIVIDED INTO TWO SCENES:

One taking place into the sea,  
the other one on the desert island.

The game starts when the plane falls into the sea. The rescued pilot starts swimming towards the island.

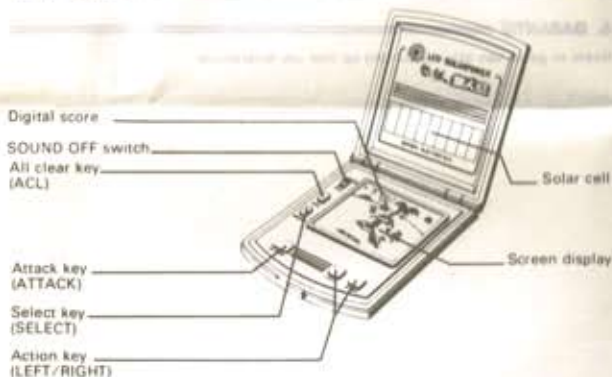
You score points when the pilot, avoiding shark's attacks, reaches the island. When the pilot reaches the island which appears from time to time on the left side of the screen, the scene changes and the pilot finds himself on the island. You score points when the pilot hits the sharks, which are swimming around the island and avoids coconuts falling from the palm tree.

When the pilot hits all the sharks, a floating piece of wood appears on the screen, the pilot jumps on it and is taken to the life boat.

If pilot is safe and sound, you get a 500 points bonus.

There are two ways of playing: at low (Game 1) or at high speed (Game 2).

## 1. DESCRIPTION



## 2. NAMES OF THE PARTS - HOW THEY WORK



## ALL CLEAR KEY (ACL)

After opening the lid of the case and before starting playing, be sure to press the ACL key to get the screen into animation, otherwise it may create errors.

Warning: The screen works on solar battery and depends on light; therefore the display does not appear immediately.



## SELECT KEY

This key permits to select either "Game 1" or "Game 2". Each time you press this key, the display repeats Game 1, Game 2, Game 1.



## ACTION KEY (LEFT, RIGHT)

## 2 FUNCTIONS

- 1) To start playing. After you have chosen the game, you press LEFT or RIGHT key and you hear the alarm announcing the start of the game.
- 2) To move the pilot to the right or to the LEFT. Each time you press, you move one step.



## SOUND ON/OFF Switch

It switches the alarm of the game ON or OFF. When you push the switch towards ON, the alarm can be heard; when you push it towards OFF, it stops.

## 5 360

## NUMERICAL DISPLAY OF THE SCORE

To choose the game, press the select key: the type of game is indicated by G1 for Game 1 and G2 for Game 2.

Warning: Since the machine works on solar battery, the best scores are not put in memory.



## ATTACK

Used to attack sharks which are swimming around the island.

## SCORE

## IN THE SEA

- 10 points each time the pilot escapes from shark's attacks.

## ON THE DESERT ISLAND

- 20 points each time the pilot hits the sharks.
- 500 bonus points when the rescued pilot reaches the life boat safe and sound.



## END OF THE GAME: AFTER THREE FAULTS, THE GAME IS OVER

- A penalty each time the pilot in the sea is attacked by a shark.
- A penalty each time the pilot on the island is attacked by a shark or knocked down by a coconut falling from the palm tree.

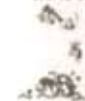
## 3. HOW TO PLAY

## Game 1

1. When you lift up the lid of the case, the image appears on the screen. Once this image has become very clear, press the ACL key, then select Game 1 with the select key.

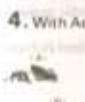
2. To start the game, press either LEFT key or RIGHT key. The alarms is then heard and the game starts.

3. The plane crashes into the sea, game starts when pilot, victim of an accident, starts swimming.



Computer works automatically until plane crashes into the sea.

Game starts when pilot starts swimming.



4. With Action keys, you move the pilot from right to left to escape shark's attacks.

(B) You score points if, as soon as shark's flippers come into view, you move the pilot from right to left to escape shark's attacks.

(A) Fault when the pilot is attacked by the sharks.



5. Above 100 points, the desert island appears at random on the left side of the screen. If you press left key quickly enough, the pilot can swim towards the island and reach it safely. The screen changes to the desert island.

6. You score points when you escape from shark's attacks and coconuts dropping.

## NOTE.

Penalty when the pilot is hit by coconut or attacked by sharks; the screen changes and you go back to scene 1.  
500 points bonus when rescued pilot reaches safe and sound the life boat.

## 7. Replay.

Press select key until G1 appears on screen display then you start the game by pressing left or right keys.

Warning: If you want to stop the game while playing, press the select key.

## Game 2

Compared to game 1 the whole process is speeded up and you play the game at a "professional" level. The rules of the game are the same as the 7 rules of game 1.

## 4. ABOUT THE SOLAR BATTERY

The case contains the cells of the solar battery and can be used in the sunlight or with artificial lighting. When you play, you have to watch out for the following things:

## • Sunlight

You can choose to play by a window where the sunlight comes through.

Warning: Do not play in a place where the sun is too strong.

## • Artificial lamps

Under a lamp of 60 Watts exceeding 200 LUX, you have to keep a distance of about 150 cm (60 inches).

Strip lights.

For neons of 30 Watts exceeding 400 LUX, keep a distance of about 85 cm (34 inches), and 125 cm (50 inches) for neons of 60 Watts.



## 5. PRECAUTIONS

The case contains the electronic components, therefore it is a very minute and fragile item. To avoid any breakdown, watch out for the following things:

- If the solar battery is dirty, it may not work as well.
- Do not give any shock to the machine by hitting or dropping it.
- Do not expose to heat, humidity or water.
- Never take it to pieces for any reason.
- When you put the machine in your pocket, be careful not to crush it when sitting, getting up or falling.

