

# MAXI HRY 180 / SEZNAM HER

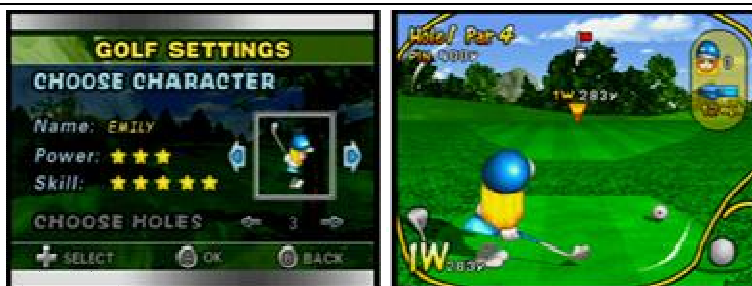


## TENNIS:

D-pad: Press the Left or Right arrows to aim where you wish to hit the ball

A-button: Confirm / Hit ball

B-button: Back to previous screen (available during the set-up menu)



## GOLF:

D-pad: Press the Left or Right arrows to aim where you wish to hit the ball. Select a different club by pressing the Up or Down arrow.

A-button: Press and hold the A-button to activate the power meter. Release the A-button to swing.

B-button: View the area where the ball will land.



## BASEBALL:

D-pad: Select / Aim

A-button: Confirm / Swing / Pitch / Advance to the next base / Throw the ball

B-button: Return to previous base



**TABLE TENNIS:**

D-pad: Select options / Left or Right arrows to aim

A-button: Press when you wish to hit the ball

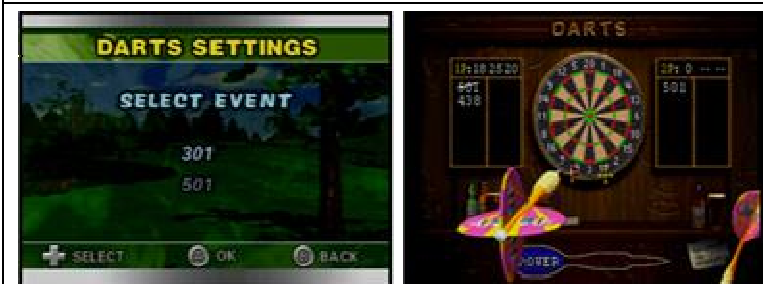
B-button: Back to previous screen (available during the set-up menu)



**BOWLING:**

D-pad: Left / Right arrows to select a starting position.

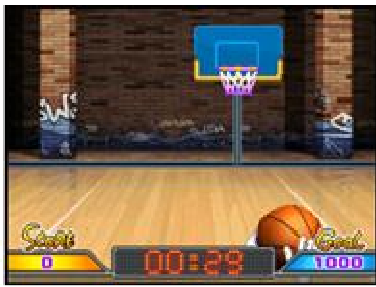
A-button: Start the Angle tool / Press and hold to select Power / Release to roll the ball



**DARTS:**

D-pad: Up or Down arrow to select Event

A-button: Confirm a sectional aiming point / Press again to confirm a specific aiming point / Press and hold to select power / Release to throw



**BASKETBALL:**

D-pad: Move left or right  
 A-button: Press and hold to ready the basketball / Release to shoot the ball



**BOXING:**

D-pad: Choose  
 A-button: Confirm  
 B-button: Return  
 Left D-pad + A-Button: Left punch  
 Right D-pad + A-Button: Right punch  
 Left D-pad + B-Button: Block left  
 Right D-pad + B-Button: Block right



**Trampoline:**

D-pad: Left/Right to choose character; Up to start and to bounce each time you land;  
 A-button: Confirm character/ press to execute series of combinations  
 B-button: Press to execute series of combinations



**Fishing:**

D-pad: Move left or right; press up-arrow to throw line  
 A-button: Confirm / Select distance / Retrieve line.  
 B-button: Return / Fast retrieve



**Ice Hockey:**

D-pad: Move left or right  
 A-button: Press and hold to ready your stick / Release to shoot the puck



**Curling:**

D-pad: Aim Left or Right before sliding a stone  
 A-button: Select power / Rub the ice while the stone is in motion / End turn



**Mini Fighter:**

D-pad: Left/Right - Move; Up/Down - Jump/Squat

A-button: Punch / Power-punch together with arrow-key pressed.

B-button: Kick



**City Battle:**

D-pad: Move

A-button: shoot

B-button: level up



**Crazy Moto:**

D-pad: Turn right or left

A-button: Speed up

B-button: Brake

A+B: Attack



**Fencing:**

Left-arrow: Backward; Double-click several times to rewind

Right-arrow: Forward; Double-click several times for the fast-forward

A-button: a sword attack

B-button: Grid file motion of wielding a sword



**Run:**

D-pad: Select

A-button: Running

B-button Hurdles





**Swim:**

A-button: Press repeatedly to speed up

B-button: Breathing



**Racing:**

D-pad: Turn left or right

A-button: Accelerate

B-button: Brake



**MINIGAME-SHUDU:**

D-pad: Moves the selection cursor along the grid. When a square has been selected, use the Up/Down arrow to highlight a number to place.

A-button: Select the current square or confirm current number choice.

B-button: Clear the current number from the square that is selected. Note: You can only delete numbers that you have entered (not the white numbers that were automatically entered)



**MINIGAME-MOVE BOX:**

D-pad: Control the movement of the farmer

A-button: Undo or return to the previous steps

B-button: Restart the current level



**MINIGAME-COLOR STONE:**

D-pad: Move all colored stones in one direction.

A-button: Restart the current stage.

B-button: Go back one move



**MINIGAME-FREECELL:**

D-pad: Move the cursor (hand)  
 A-button: Select a card (or ordered cards).  
 Press twice to automatically send the selected card(s) to a FreeCell.



**MINIGAME-GOBANG:**

D-pad: Move the cursor around the board.  
 A-button: Drop a stone at the intersection point where your cursor is currently placed.  
 B-button: Take back one move each time you press the button.



**MINIGAME-MINE:**

D-pad: Moves the cursor to select a box on the grid.  
 A-button: Opens the selected box to reveal what is underneath.  
 B-button: Mark a box with a Flag or Question mark



**MINIGAME-Parking Lot**

D-pad: Moves the cursor or the car that you have selected.  
 A-button: Select or deselect a car



**MINIGAME-DOGS**

D-pad: Move the cursor to select a dog.  
 A-button: Confirm selection and automatically move the dog to the available free space.



**MINIGAME-Rolling Box**

D-pad: Move the box. Depending on the position of your box, it will tumble or roll.



**MINIGAME-Big Shot Checker:**

D-pad: Moves the cursor to select a piece and to select where you want the piece to land.

A-button: Confirm your selection.



**MINIGAME-Sea Fight :**

D-pad: Press and hold in the direction you wish to sail. Press the A-button to confirm.

A-button: Confirm direction / Check Range and stay still

B-button: Fire cannons



**MINIGAME-Build Road:**

Left/Right-arrow: Move left/right

Down-arrow: Speed down

A-button: adjust shape

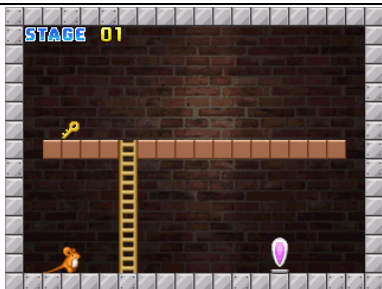


**MINIGAME-Puzzle Connection:**

D-pad: Move

A-button: Confirm

B -button: Replay



**MINIGAME-Transmover:**

D-pad: Move

A-button: Confirm/shooting

B-button: Replay



**MINIGAME-Pocket Change :**

D-pad: Use the left or right arrows to select a coin

A-button: Confirm/Select

B-button: Clear all coins





**MINIGAME-Brain Challenge:**

D-pad: Move the cursor to select your answer / select the next number (for Math)

A-Button: Confirm your selection (for Logic and Memory)



**MINIGAME-Shape Switcher**

D-pad: Move the shape-shifter through the maze



**MINIGAME-Maze of Doors**

D-pad: Move in any direction.

B-button: Go back a step each time the button is pressed (up to 20)



**MINIGAME-Super Brick:**

D-pad: Move

A-button: Confirm

B-button: Cancel



**MINIGAME-Panda Labyrinth:**

D-pad: Move

A-button: Confirm

B-button: Restart



**MINIGAME-Chess**

D-pad: Move the cursor to select a piece and to select where you want the piece to land.

A-button: Confirm your selection.





**MINIGAME-Link Water Pipe**

D-pad: Move the cursor to select the pipe you wish to rotate

A-button: Rotate the selected pipe piece.



**MINIGAME-Classic Tangram**

D-pad: Move the cursor to select the piece you wish to place.

A-button: Drag a piece to the main screen / Rotate selected piece



**MINIGAME-Siversphere**

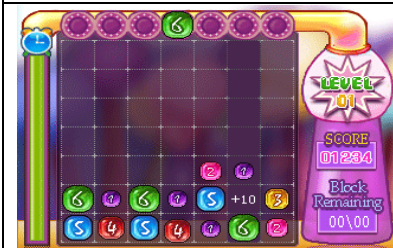
D-pad: Controls the movement of the Silver Sphere.



**MINIGAME- Bomb Chain Unlimited**

D-pad: Move the cursor to select and move bombs.

A-button: Confirm selection/ Place bomb / Light the fuse when you are ready to begin the chain reaction



**MINIGAME- Seven**

D-pad: Select the column by pressing Left or Right

A-button: Drop a block into the selected column



**MINIGAME- Move Squares**

D-pad: Move the cursor to select a square and to select where you want to move the square.

A-button: Press and hold to move the selected square.

B-Button: Restart the current level.



**MINIGAME- Puzzle Ball**

D-pad: Moves the cursor to select a piece and to select where you want to place the piece.

A-button: Confirm your selection. Press twice to rotate a piece before placing it.



**MINIGAME-Button Jumper:**

D-pad: Move



**MINIGAME-Earn Stars:**

D-pad: Move the cursor

A-button: expand the scope of absorption



**MINIGAME-Fill Gad Cylinders:**

D-pad: Move the cursor

A-button: Select or not



**MINIGAME-Funny Face:**

D-pad: Move

A-button: Flip



**MINIGAME-Happy Smile:**

D-pad: Move

A-button: Select / Un-select



**MINIGAME-Pass Maze Road:**

D-pad: Move



**MINIGAME-Return Capsule:**

D-pad: Move



**MINIGAME-Hare Fighter**

D-pad: Move right or left  
 A-button Shoot  
 B-button: Jump



**MINIGAME-JUMPING MARY:**

D-pad: Control Mary's movements: left, right, up, or down



**MINIGAME-Robot War:**

D-pad: Move your tank in any direction  
 A-button: Fire weapons



**MINIGAME-West Cowboy:**

D-pad: Press and release the Left or Right arrow to dodge. Press and hold the Left or Right arrow to remain in a dodging position. When you release the arrow, you will stand in the middle position.  
 A-button: Fire your pistol.



**MINIGAME-Balloon Boy:**

D-pad: Move  
 A-button: Fly



**MINIGAME-Crazy Fighter:**

D-pad: Move  
 A-button: shooting  
 B button: Protect





**MINIGAME-Jumping Boy:**

D-pad: Move

A-button: Jumping



**MINIGAME-Rescue Pets:**

D-pad: Move



**MINIGAME-Crossing**

D-pad: Move the frog left, right, up, or down.



**MINIGAME-Climbing Expert**

D-pad: left or right, to collect coins and avoid obstacles



**MINIGAME-Jack Adventure**

D-pad: Move Jack left or right. Dodge flying obstacles by pressing the Down arrow.

A-button: Jump



**MINIGAME-Seize Jewelry:**

D-pad: Move

A-button: Jump



**MINIGAME-Greedy Girl:**

D-pad: Move



**MINIGAME-Spring Mice**

D-pad: to move left or right



**MINIGAME-Rope Skipping**

A-button: Jump



**MINIGAME-Pool Party**

D-pad: Left/Right/Up - Slightly guide the direction of the landing.

A-button: Jump



**MINIGAME-Elvish Boy:**

D-pad: Move

A-button: Jump

B-button: Shoot freeze bombs



**MINIGAME-Star War:**

D-pad: Move through space

A-button: Use sword

B-button: Energy shield



**MINIGAME-Save The Fallen**

D-pad: Move or aim

A-button: Shoot

B-button: Jump



**MINIGAME-Hell Marksman**

D-pad: Left/Right arrows to walk / Up arrow to jump.

A-button: Shoot an arrow



**MINIGAME-Anti Gravity Robo**

D-pad: Left or Right to move / Up to jump

A-button: Switch the direction of the gravity field



**MINIGAME-Airborne Alien**

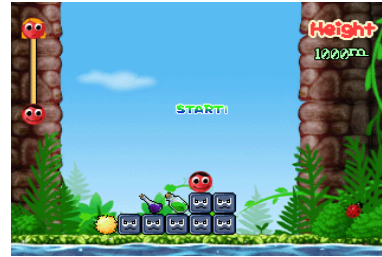
D-pad: Move left or right / Press Up to jump when you are on a ledge or block.





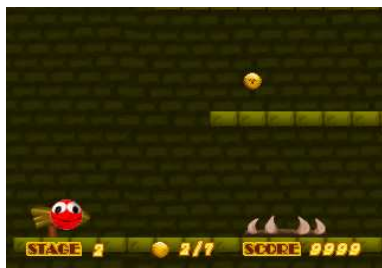
**MINIGAME- Gliding Apple Girl**

D-pad: Right- Increase speed / Left- Decrease speed / Down- Fall to the ground  
 A-button: Launch (at start of game)



**MINIGAME- Jumping Ball**

D-pad: Move left or right / Up arrow to jump



**MINIGAME- Mad Ball**

D-pad: Left/Right to move or push an object / Up to jump / Down to dive (in water)



**MINIGAME- Crazy Tank**

D-pad: Move  
 A-button: Shoot



**MINIGAME- Glide Object**

D-pad: Left/Right to steer your glider left or right. Up/Down to increase/decrease speed.



**MINIGAME-Dudu Rush:**

D-pad: Move  
 A-button: confirm



**MINIGAME-Telescope Pole:**

D-pad: Move  
 A-button: Stretch/Shrink



**MINIGAME-Earth Shaker:**

D-pad: Move  
 A-button: Ready (Press and hold) / Attack (Release)





**MINIGAME-Fly Through Flowers:**

D-pad: Move  
A-button: Shooting



**MINIGAME-Full Moon Night:**

D-pad: Move  
A-button: Attack  
B-button: Jump



**MINIGAME-Monkey Brothers:**

D-pad: Move  
A-button: Attack



**MINIGAME-SUPER MEMORY:**

D-pad: Move the cursor to select a card  
A-button: Confirm selection



**MINIGAME-BLACKJACK:**

D-pad: Select a chip / Select an action.  
A-button: Confirm  
B-button: Deal the cards / Repeat the bet and deal the cards



**MINIGAME-Gather Eggs:**

D-pad: move left or right



**MINIGAME-Cups Changing**

D-pad: Move the cursor to choose a cup  
 A-button: confirm



**MINIGAME-Slot Machine:**

D-pad: Move the selection cursor  
 A-button: Confirm selection



**MINIGAME-Beer Master:**

D-pad: Move up or down to different table  
 A-button: Serve a beer



**MINIGAME-Follow Me**

D-pad: Move



**MINIGAME-On Fire**

D-pad: Control Cleo's movement



**MINIGAME-Good Fisherman**

Left/Right-arrow: Move  
 Down-arrow: Release hook



**MINIGAME-Open Gold Box**

D-pad: Move  
 A-button: Confirm



**MINIGAME-Gas Station**

D-pad: Move  
 A-button: Confirm



**MINIGAME-Cake Store**

D-pad: Move

A-button: Confirm



**MINIGAME-Brain Age Test**

D-pad: Move the cursor to select a number

A-button: Confirm your choice

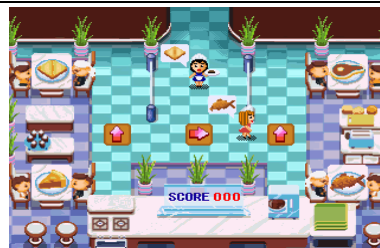


**MINIGAME-Forest Adventure**

D-pad: Move left or right

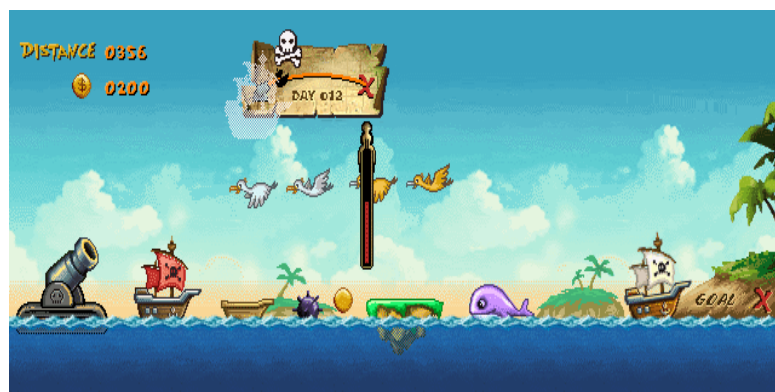
A-button: Jump

B-button: Shoot



**MINIGAME-Cafeteria**

D-pad: Left, Right, Up, Down to change the arrow direction



**MINIGAME-Pirate Landing**

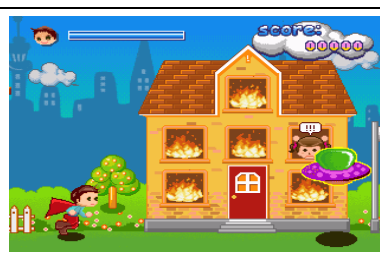
D-pad: Adjust angle up or down / Balance ship left or right / move cursor in the shop

A-button: Press and hold down to adjust velocity of cannon / release to launch / confirm selection in the shop



**MINIGAME- Water Rescue**

D-pad: Move left or right



**MINIGAME- Heroboy**

D-pad: to change running or flying direction

A-button: Press and hold to fly





**MINIGAME-Tower Defense**

D-pad: Move

A-button: confirm



**MINIGAME-Iccream**

D-pad: Move

A-button: Distribution



**MINIGAME-100 FLOOR:**

D-pad: Move left or right



**MINIGAME-SUB WARFARE:**

D-pad: move your ship right or left

A-button: drop a bomb to the left

B-button: drop a bomb to the right



**MINIGAME-Bubble Destroyer**

D-pad: Move left or right

A-button: Shoot at bubbles



**MINIGAME-Balloon Shooting**

D-pad: Move left or right

A-button: Shoot at balloons



**MINIGAME-UP STAIRS:**

A-button: Load up on energy/Jump/ Let go of a balloon



**MINIGAME-Maze Combination**

D-pad: Move the cursor

A-button: Confirm your selection



**MINIGAME-PRECIPICE**

D-pad: Move the shape to the square you wish to place it in

A-button: Confirm your selection



**MINIGAME-Monkeys**

D-pad: Up/Down to climb up or down

A-button: To shoot a banana



**MINIGAME-Happy Night:**

A-button: Press to Fly / Press again to flap the bird's wings



**MINIGAME-Bumper Balls:**

D-pad: Move the cursor to select a ball / Left or Right arrows to aim

A-button: Confirm selection / Press and hold to set the power /release to shoot



**MINIGAME-Castle Smasher**

D-pad: Adjust shooting angle

A-button: Confirm / Shooting



**MINIGAME-Escape The Trap**

D-pad: Move



**MINIGAME-Spin Match**

D-pad: Move the cursor  
A-button: Rotate the selected area



**MINIGAME-Herculean Guy**

D-pad: Move around the board  
A-button: Push box / Press twice to break the box



**MINIGAME-Cartoon Puzzle**

D-pad: Move  
A-button: Confirm



**MINIGAME-Gold Miner**

A-button: Confirm



**MINIGAME-Jumping Eggs**

A-button: Jump



**MINIGAME-X Training**

D-pad: Move



**MINIGAME-Super Pizza**

D-pad: Move  
A-button: Confirm  
B-button: Return



**MINIGAME-Eat Bean**

D-pad: Move around  
B-button: Use a Power-up





**MINIGAME- Block Construction**

D-pad: Move the cursor to select and drop a piece

A-button: Confirm

B-button: Rotate the selected piece



**MINIGAME-Fruit Family**

D-pad: Move the Magic Wand

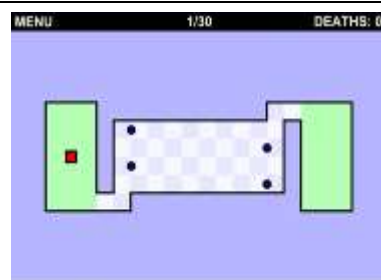
A-button: Confirm selection



**MINIGAME-Wonderful Pompon**

D-pad: Move in any direction

A-button: Drop Bomb



**MINIGAME-Nimble stones**

D-pad: Move



**MINIGAME- Bombman**

D-pad: Move around the board

A-button: Drop bomb



**MINIGAME- Suicide Squad**

D-pad: Move the cursor (hand)

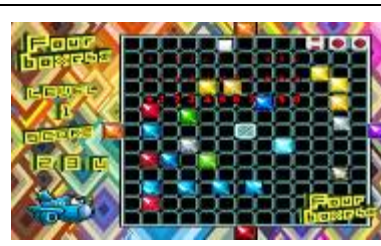
A-button: Select a piece / place the piece



**MINIGAME- Overmaze**

D-pad: Move objects

A-button: Begin each level



**MINIGAME- Four Boxes**

D-pad: Direct the falling blocks into position



**MINIGAME-RALLY:**

D-pad: Steer left or right  
 A-button: Accelerate  
 B-button: Stop/slow down



**MINIGAME-GT RACING:**

D-pad: Steer left or right  
 A-button: Accelerate  
 B-button: Brake / Slow down



**MINIGAME-HighWay Racing:**

D-pad: Steer left or right  
 A-button: Accelerate



**MINIGAME-Track Racing:**

D-pad: Steer left or right  
 A-button: Accelerate  
 B-button: Use special item



**MINIGAME-Motorboat**

D-pad: Move  
 A-button: Speed up



**MINIGAME-Mini Soccer:**

D-pad: Up/Down - Move  
 A-button: Kick the ball



**MINIGAME-Table Football:**

D-pad: Select / move all players up or down  
 A-button: Confirm selection



**MINIGAME-Archery:**

D-pad: Move left or right  
 A-button: Press and hold to set the power / Release to shoot



**MINIGAME-Crazy Push**

D-pad: Move around the board  
 A-button: Push/attack your opponent



**MINIGAME-Motocross**

Left-arrow: Deceleration  
 Right-arrow: Acceleration  
 A-button: Jump  
 B +Up: Stunt1  
 B+Down: Stunt2



**MINIGAME-Dodgeball**

D-pad: Move  
 A-button: Throw the ball  
 B-button: Change player



**MINIGAME-Beach Volleyball**

D-pad: Move  
 A-button: Hit ball



**MINIGAME-Flag Match**

D-pad: Move around the board  
 A-button: Plant flag



**MINIGAME-Japanese Sumo**

D-pad: Left/Right to move  
 A-button: Attack  
 B-button: Wrestle / hold your opponent





**MINIGAME-Tanks PK**

D-pad: Left or Right to move your tank

A-button: Press to start Angle Meter/ Press again to select angle / Press again to select distance



**MINIGAME- Piggy Golf**

D-pad: Left or Right to adjust the angle

A-button: Press and hold to set the power you need. Release to shoot



**MINIGAME- Horse Racing**

D-pad: Up or Down to move your horse / Left or Right to increase or decrease pace (speed)

A-button: Confirm selection of horse / activate speed boost



**MINIGAME-Balance Ball**

D-pad: Control spheroid travel direction



**MINIGAME-Balloon Archer**

D-pad : Changes fire direction

A-button: Adjust (Press+hold) / Shooting (Release)



**MINIGAME-BENTHAL JEWEL:**

D-pad: Move block of jewels left or right  
 A-button: Rotate order of the jewels  
 B-button: Activate bonus feature (if available)



**MINIGAME-LINKING PET:**

D-pad: Move the magic wand  
 A-button: Confirm selection  
 B-button: Use a hint



**MINIGAME-Homeward Journey**

D-pad: Move the cursor  
 A-button: Identify difference (mark the spot)  
 B-button: Uses one of your hints to reveal one difference each time you press the B-button



**MINIGAME-FIND FAULT:**

D-pad: Move the cursor  
 A-button: Identify difference (mark the spot)  
 B-button: Uses one of your hints to reveal one difference each time you press the B-button



**MINIGAME-PAIR MATCH:**

D-pad: Move the selection box / Select direction to swap  
 A-button: Swap selected item  
 B-button: Use a hint



**MINIGAME-Brick Blaster:**

D-pad: Move the paddle left or right  
 A-button: Press to start / If balls are caught, press to release them



**MINIGAME-MINIBEE**

D-pad: Move left or right  
 A-button: Shoot



**MINIGAME-Cartoon Match**

D-pad: Move the cursor or the selected piece or pieces.  
 A-button: Confirm / Drop the piece or pieces.



**MINIGAME-30 Degree:**

D-pad: Left to accelerate / Right to decelerate  
 A-button: Wheel Jump  
 B-button: Monkey Jump



**MINIGAME-PaoPao:**

D-pad: Right to accelerate / Left to decelerate  
 A-button: Jump



**MINIGAME-Diamond Forest:**

D-pad: Move left or right  
 A-button: Shoot the hook  
 B-button: Throw the jewels back into the rows



**MINIGAME-Color Bead Loops:**

D-pad: Aim the cannon  
 A-button: Shoot bead





**MINIGAME-Magnet Boy**

D-pad: Move  
A-button: Jump



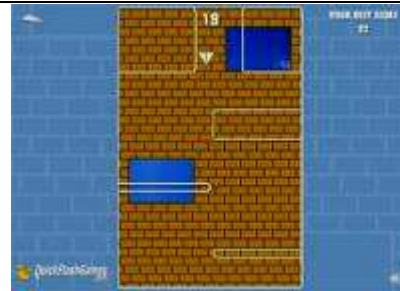
**MINIGAME-Cake Party**

D-pad: Move  
A key: Confirm



**MINIGAME-Super Porter**

D-pad: Move  
A-button: Lift box  
B-button: Jump



**MINIGAME-Paper Planes**

D-pad: Control the direction of the paper plane



**MINIGAME-Palace Guardian**

D-pad: Select the direction to slide the Palace Guardian



**MINIGAME-IQ Cow**

D-pad: Move the cursor  
A-button: Confirm / Press and hold to drag an arrow



**MINIGAME- Throw The Coins**

D-pad: Select a coin / Adjust the angle  
A-button: Confirm / Toss a coin



**MINIGAME-Air Defense**

D-pad : Move  
A-button: Shooting



**MINIGAME-Bubble Shooter**

D-pad: Changes fire direction  
A-button: Shooting



**MINIGAME-Colorful Box**

Left/Right-arrow: Move  
Down-arrow: Speeding up  
A-button: Rotation



**MINIGAME-Fish Killer**

D-pad: Move



**MINIGAME-Pinball**

Left/A-button: Control the left bezel  
Right/B-button: Control the right bezel



**MINIGAME-Polar Bear**

D-pad: Attack



**MINIGAME-Color Stone Loops**

Left/Right-arrow: Changes fire direction