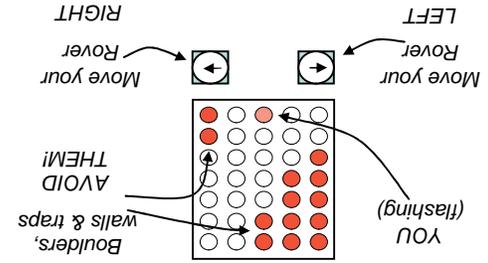


You get **2** Rovers.
The second Rover flashes faster.



How To Play

Imagine you're driving your new P-38 silicon-track active-nuclear lunar rover on the moon. You need to get the moon base as soon as you can. But in your way are bumps and hills, walls and traps. Can you make it to the moon base?



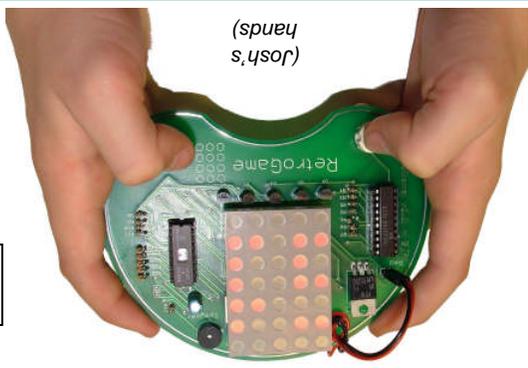
Retro Rover 2006



Instruction Manual

The first game for
RetroGame

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- The game has electronic wiring on the top and bottom. If you touch it with your fingers the game will do crazy things! But it won't hurt you or the game.
- So to play the game normally, you should try to hold the game so not to touch the wiring (much) on the bottom. Hold it like this:

How to Hold the Game

Neat Stuff

- Want to slow down the game? Use your finger to touch the resistor marked R8 just above the right button. Don't worry, it won't hurt you or the game!
- Open this paper for a map of the moon.

Notes to Parents

- The RetroGame is very safe. Kids can safely touch any wire or part on the board without damaging the game or *themselves!*
- However, the game has small parts that can be removed. Please keep the game away from very small children.
- If the game starts to operate erratically, the batteries are probably getting weak. The game *eats* batteries. Sorry about that!

Special thanks to:



&



For sponsoring the PCBs!

For assembling the PCBs!

Scoring

- Each time the Rover moves a mile you get 10 points.
- Each time you move, you lose 1 point.
- Over 1,000 points bonus if you make it to the Moon Base without losing a Rover!
- Your score is shown at the end of the game.

How To Win

- The terrain is the same for every game, so LEARN IT!
- Your Rover speeds up from time to time.
- Your Rover moves forward from time to time, LEARN where it moves forward and plan ahead!
- After a crash, move quickly! You have 2 miles to recover.
- Go LEFT at the trap!