

PUCK MONSTER

LSI GAME

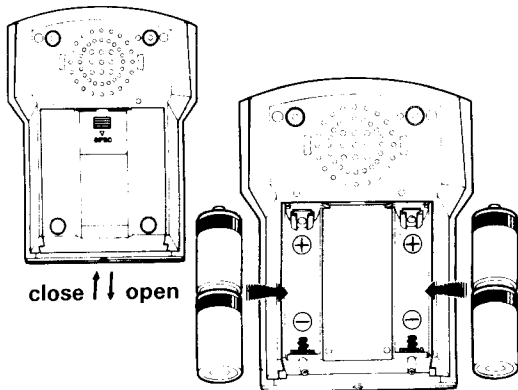


Gakken

POWER SOURCE

● When dry batteries are used:

- 1 Remove the lid of the battery case on the back side of the body by pushing it in the arrow-mark direction.
- 2 Put 4 UM-2 dry batteries in place confirming the position of their + - polarities in the case.
- 3 For closing the lid, set both ends of the lid in the grooves on the body and slide the lid in the arrow-mark direction.



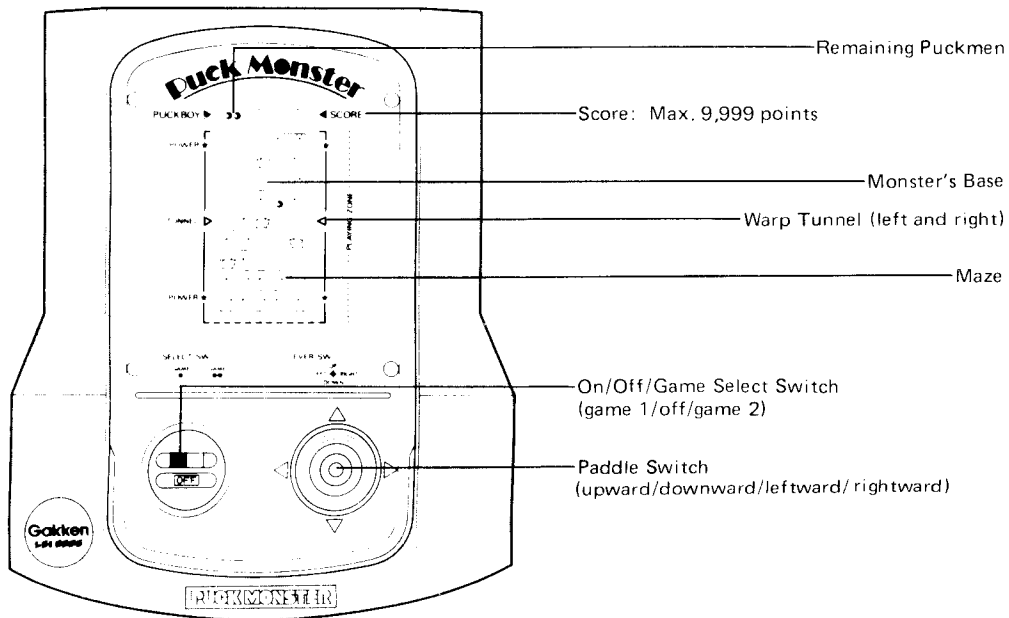
● When AC adaptor is used:

- 1 Buy the AC adaptor at the shop where you bought PUCK MONSTER.
 - 2 Turn off the switch, and then insert the plug of AC adaptor into the jack on the top of the body.
 - 3 Insert the AC adaptor into your household plug consent.
- * "Gakken AC adaptor 300" is suitable for PUCK MONSTER. If the former "Gakken AC adaptor" is used, the display panel is darkened.


Ratings of AC Adaptor used for Puck Monster

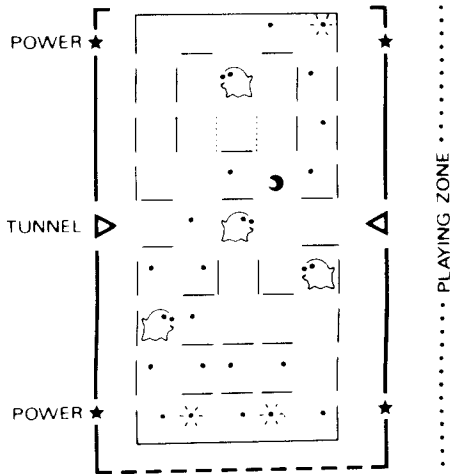
- Input power source voltage:
AC 100V, 50Hz, 60Hz
 - Output voltage: DC 6V
 - Load current: 300mA
 - Plug diameter: 2.5mm
 - + -: The inside is + and the outside is - .
- * Especially pay attention to the output voltage, current and + - .


NAME OF PARTS AND USAGE




Puck Monster


PUCKBOY ►  8190 ◀ SCORE





 **Puckman:** 3 Packmen per game.
In game 2, an additional one is given when the score becomes more than 4,000 points.

 **Monster:** Whenever the pattern changes, Monsters increase to 2 – 4 in number in Game 1, while they are always 4 in Game 2. (Score: 50 – 200 points)


• **Food:** (Score: 5)

 **Energy Capsule:** It goes on and off.
4 Energy Capsules per pattern. (Score: 20)

 **Monster:** The Monster when Puckman has weak power.

 **Timid Monster:** The Monster when Puckman has increased his power.
It has lost one eye and goes on and off.

 **Monster has eaten Puckman**

 **Monster is eaten by Puckman**

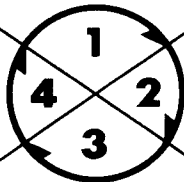
I'll run away!!



Chasing Monster

When Puckman eats an Energy Capsule which is going on and off

When the power is weakened



Pursue them!!

He increases his power!!

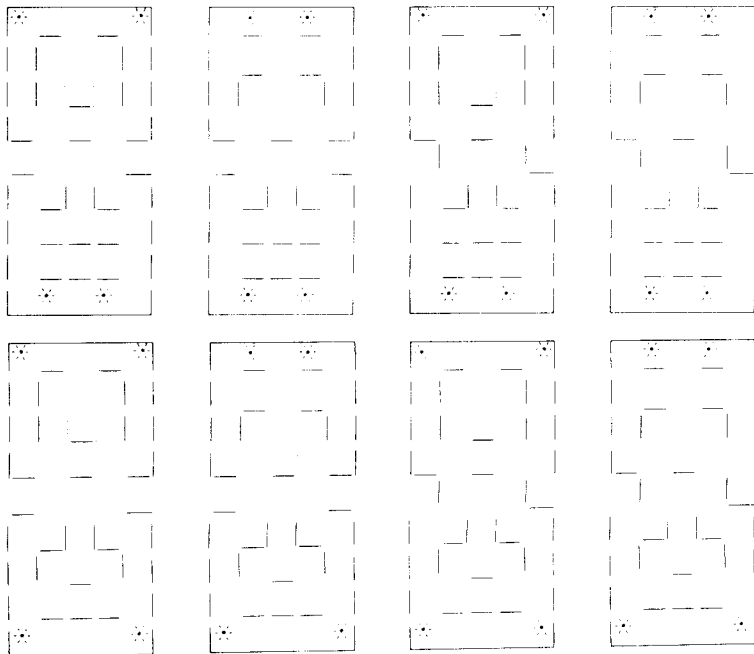


Timid Monster



I'll eat you up

MAZE PATTERNS



"You can use
8 maze patterns
in total!!"



HOW TO PLAY

- 1 Set the On/Off/Game Select Switch at the position ● (game 1) or ●● (game 2).
- 2 Turn the Paddle Switch upward, downward, leftward or rightward to move Puckman toward this direction.
 - * When Paddle Switch is kept turned to a direction, Puckman continues to move toward this direction. For stopping it, recover the switch to the central position.
 - * There is the entrance of a Warp Tunnel at the left and right ends of the Maze pattern. Puckman or Monster can reach the opposite side by passing through the Warp Tunnel.
- 3 Monsters come out of their Base one after another and pursue after Puckman. He dodges Monster's pursuit and eats Foods. If caught by a Monster, he will be eaten by it.
 - * Puckman cannot eat chasing Monster.
 - * Puckman cannot enter the Monster's Base.
- 4 When Puckman eats an Energy Capsule which goes on and off, his power increases and the chasing Monsters become Timid Monsters (they lose one eye and go on and off). Then Puckman can catch and eat them.
- 5 You get 5 points when Puckman ate a Food and 20 points when he ate an Energy Capsule. The total score is automatically shown.
- 6 You get 50 points when Puckman ate a Monster. When Puckman eats Monsters successively, the bonus score of 100, 150 or 200 points will be added. In this case, the Monster score is first shown and then the total score is automatically displayed.
- 7 Whenever Puckman eats up all the Foods and Energy Capsules on a pattern, the pattern will automatically change into another.
 - * There are available 8 Maze patterns in total, one of which changes into another at random.
- 8 The game is over when 3 Puckmen were eaten by Monsters or the max. score of 9,999 points were reached. The player who was the highest points wins the game.
 - * When the max. score 9,999 points were reached, the score goes on and off.
- 9 To play the game again, turn off the On/Off/Game Select Switch without fail and then start from the procedure 1.

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