

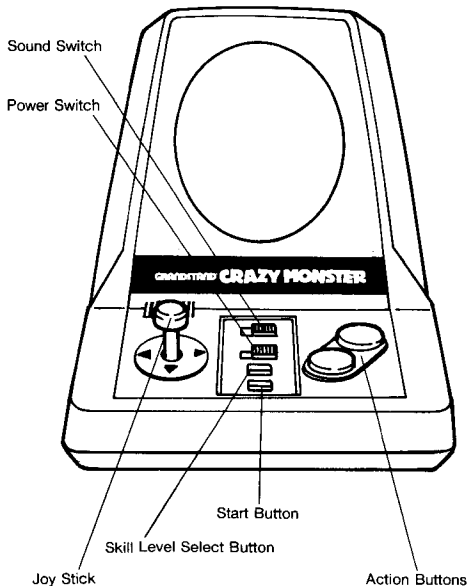
GRANDSTAND[®] CRAZY MONSTER

Electronic Mini Arcade Game

DIRECTIONS

Mr. Fred needs water from the water tank to make his trees bear fruit. But there is a monster in his orchard eating the fruit, a monster at the water tank drinking his water and monsters in the woods trying to catch him. You must help Mr. Fred beat the monsters and to safely make trips for water for his orchard. You score points when you beat a monster and when the tree bears fruit. But move quickly! If there is no fruit on the tree when the water tank becomes empty, the game is over.

OPERATION BUTTONS AND GAME DISPLAY



BATTERIES

GRANDSTAND recommend the use of 4 DURACELL MN 1400 batteries (not included) to give longer battery life in this game. CRAZY MONSTER can be operated from the mains with a GRANDSTAND Universal Mains Adaptor (not included). Set polarity switch to negative-polarity.

Game will not operate properly if batteries are weak. If game malfunctions or display is erratic check or replace batteries. Always be sure game is turned off to avoid battery drain and remove batteries when game is not in use for long periods.

This is a precision electronic instrument and it should not be abused. Please move the Joy Stick gently. Do not press hard on the Action Button. It will not operate any faster and will avoid damage. Do not leave in the sun or allow it to get wet.

OPERATION KEYS AND GAME DISPLAY

Power Switch and Sound Switch

To play, set the Power Switch and Sound Switch to their "ON" positions. You will hear an electronic sound and the game display will light up.

Skill Level Select Button

The Skill Level Select Button is used before you start a game to set the desired skill level. There are three skill levels from which to choose:

Level 1	7 chances	1 monster	slow speed
Level 2	5 chances	2 monsters	medium speed
Level 3	3 chances	3 monsters	fast speed

When the game is turned on, the skill level is automatically set to "Level 1" and "1" is displayed at the top of the game display. To change the skill level, press the Skill Level Select Button until the desired skill level is displayed.

Start Button

To begin play, press the Start Button. You will hear an electronic signal that game action is ready to begin. At the end of a game, press the Start Button to begin a new game.

Joy Stick

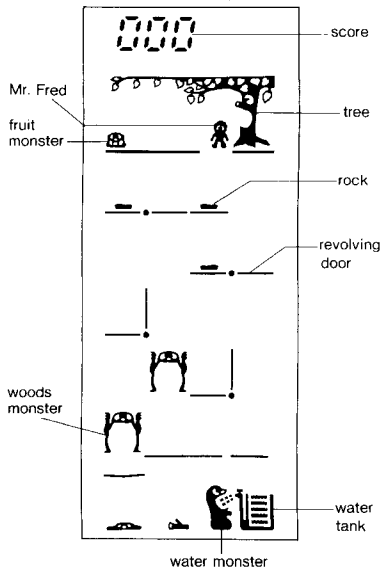
The Joy Stick is used to control the movements of Mr. Fred. Press the Joy Stick in the desired direction to move Mr. Fred to the right, left, up or down.

Action Buttons

The Action Buttons are used to beat monsters, scoop up water and to water the tree.

1. Mr. Fred can beat a wood monster by hitting it with a rock. To kick a rock to the right, press the Action Button on the right. To kick a rock to the left, press the Action Button on the left.
2. Mr. Fred can stop the fruit monster and get passed the water monster with a power punch. To give a power punch, press either of the Action Buttons.
3. When Mr. Fred reaches the water tank, press either of the Action Buttons to scoop up the water.
4. When Mr. Fred takes water to the tree, press either of the Action Buttons to water the tree which will then bear one fruit.

Game Display



TO PLAY

1. Turn the Power and Sound Switches to the "ON" position.
2. Press the Skill Level Select Button to set the desired skill level. You will see the skill level at the top of the game display.
3. Press the Start Button to begin game action. You will see the number of chances and then the score at the top of the game display.

GAME ACTION

Through the Wood

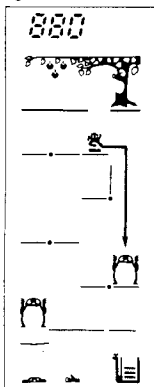
Mr. Fred starts from the tree and must move down through the woods to the water tank. Mr. Fred can move through the revolving doors in the woods. However, the solid door to the water tank is closed and will not open until Mr. Fred has beaten a woods monster with a rock.

The wood monster, however, can also beat Mr. Fred. Each time one catches Mr. Fred, a chance is lost and he must begin again. You will see the number of chances left at the top of the game display.

To beat a woods monster, Mr. Fred must:

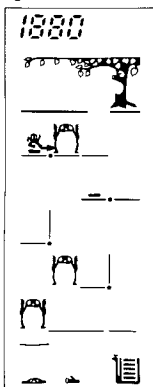
- 1) Drop a rock on the monster when there is a clear path down (figure 1).
- 2) Kick a rock at the monster when the monster is beside Mr. Fred (figure 2).
- 3) Turn a revolving door so that a rock falls on the monster (figure 3).

figure 1



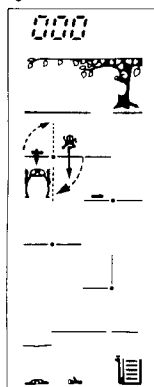
Press the Action Button on the right.

figure 2



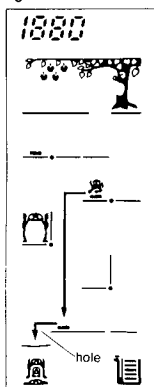
Press the Action Button on the right.

figure 3



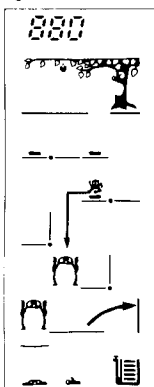
Move the Joy Stick to the down.

figure 4



The rock will reappear in the woods, if a rock is kicked into the hole at the lower left corner.

figure 5



The door to the water tank opens automatically.

Note: If a rock falls in the hole at the lower left corner of the game display, it will reappear in the woods (figure 4). If all the rocks collect at the bottom of the display, Mr. Fred must kick them into the hole.

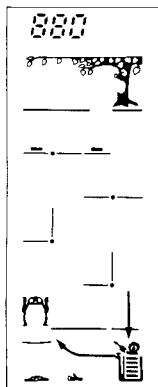
If Mr. Fred succeeds in beating a woods monster, you will hear an electronic sound. 10 points are scored and the door to the water tank opens (figure 5). Mr. Fred must move quickly, however, because the door closes again in about 5 seconds.

At the Water Tank

Mr. Fred scoops water from the tank by pressing an Action Button. The water in the tank is then reduced by one layer. (There are 5 layers in the tank when it is full). The tree now begins to flash and Mr. Fred has about 15 seconds to reach the tree and to give it water.

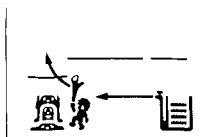
To re-enter the woods, Mr. Fred must exit to the left because the door through which he entered has closed automatically (figure 6). As he re-enters the woods, Mr. Fred must avoid the water monster. If it appears, he can give it a power punch by pressing an Action Button (figure 7). No points are scored but Mr. Fred can move on. Mr. Fred must avoid the woods monsters. If one catches him on his way to the tree, the water and a chance are lost.

figure 6



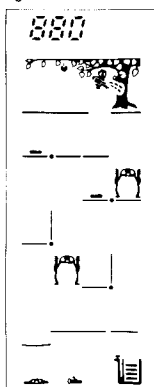
Exit to the left

figure 7



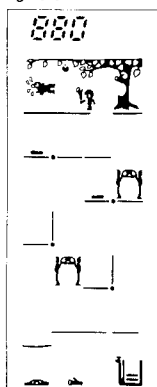
Give a power punch by pressing an Action Button.

figure 8



A fruit grows and 10 points are scored.

figure 9



Give a power punch by pressing an Action Button.

In the Orchard

If Mr. Fred reaches the tree safely and within the given time, he must water the tree by pressing an Action Button. The tree will then bear a fruit and 10 points are scored (figure 8).

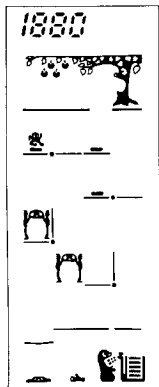
A fruit monster, however, will now try to eat the fruit. If the fruit monster succeeds in jumping 6 times, the fruit will disappear, Mr. Fred can stop the fruit monster with a power punch. He must move to the left toward the monster and press an Action Button (figure 9). No points are scored but the fruit will be temporarily safe.

The Water Monster

Through out the game, the water monster takes water from the water tank (figure 10). Each time it scoops water, the water tank is reduced by one level. When there is no water left in the tank, you will hear an electronic sound.

If there is no fruit on the tree, the game is over. If there is fruit on the tree, bonus points are scored for each fruit on the tree and play begins again.

figure 10



The water monster steals the water

GAME ENDING

The game is over if:

- 1) There is no fruit on the tree when the water tank is emptied;
- 2) There are no remaining chances.
7 chances at Level 1.
5 chances at Level 2.
3 chances at Level 3.
- 3) A perfect points 2,000 is scored.

SCORING

Points are scored for the following:

- 1) 10 points each time a wood monster is beaten;
- 2) 10 points each time Mr. Fred waters the tree and it bears a fruit.

Bonus points are scored as follows:

- 1) 20 points X the number of fruit on the tree when the water tank is emptied;
- 2) 150 points if 5 fruit are on the tree when the water tank is emptied.

A perfect score is 2,000 points.

If your score reaches 1,000 points, you are given an extra chance.

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