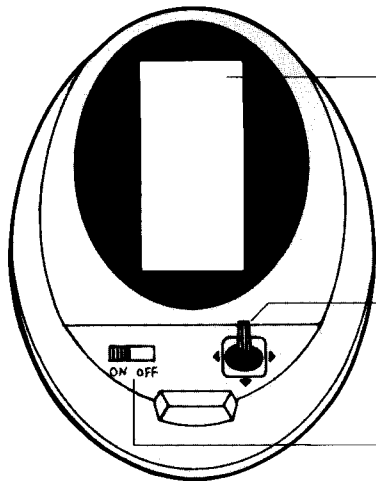


ELECTRONIC
3 COLOUR PUCKI &
MONSTERS
HANDHELD ARCADE GAME
INSTRUCTION **ET-803/4-82**



3-colour
Fluorescent tube display

4-way joystick

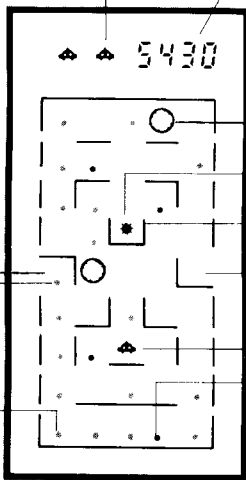
On/Off power switch

DISPLAY

Number of remaining Pucki

SCORE

(Highest point 9,999)



Monster

Energized Pucki indicator

monster cage

Exit

Exit

Pucki

Red peanut, (energizer)
total 4

green
peanut

CONTROLS

On/Off: for switching game on and off

4-way Joystick: Push the joystick in the corresponding direction you want Pucki to go.

*Please note contact is only made when joystick is pushed in the vertically up/down or horizontally

left/right position. No movement would result from a 45° push.

To reset game: turn 'on/off' switch to 'off' then back to 'on' again.

SKILL LEVELS

Amateur: Turn game on/off to 'ON' Game starts with TWO Monsters, but increases to THREE when Pucki is caught by Monster.

Professional: Hold the joystick upward while turning On/Off switch to "ON" Game starts with THREE Monsters. Monsters move at a faster speed.

SCORING

Green peanuts = 10 points

Red peanuts = 30 points

monster = 200 points

Maximum score = 9,999

PLAYING INSTRUCTION

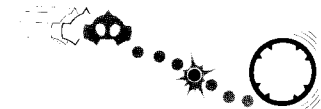
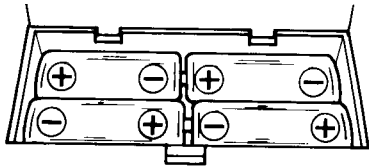
Move the joystick in the direction you want Pucki to go eating as many peanuts as possible on its way, but avoiding the monsters.

When all peanuts are eaten, the display resets itself to when the game is first switched on, but with monsters moving at a faster speed.

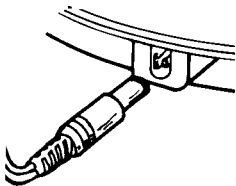
To attain a high score, get Pucki energized by eating a red peanut at an advantageous timing so as to catch more monsters within the given time limit of 7 seconds. The red indicator is on when Pucki is in the energized state.

Made in Hong Kong.

To change battery : Push power switch to 'off' position. Turn game upside down. Press tab towards cover and lift. Insert 4 'C' batteries. Battery positions are indicated inside the battery compartment. Replace cover.



If game becomes erratic or display is dim, change new batteries



This game can also be played by using an AC adapter. To use an adapter, turn power switch off and remove batteries from game, then insert AC adapter plug into AC jack on the side of the game. When not in use, remove AC adapter from wall socket.

www.handheldmuseum.com

WARNING: Use only a UL, VDE or GS approved safety adapter with 6-volts DC output.

Use of an adapter with improper connector and incorrect voltage output may damage this electronic game permanently and void your warranty.