# GUTTANG \*\* GOTTANG

LOCOMOTION INSTRUCTIONS





Mattel U.K., Ltd., Loughborough, Leicestershire

# **GETTING READY TO PLAY**



- 1. To replace batteries, slide open the battery cover on the back of the unit.
- 2. Replace batteries with UM-4, RO3 or equivalent as shown.

# SETTING THE TIME FUNCTION









- 1. Press ACL with a ball-point pen.
- 2. Press  $\setminus$  button to set the correct hour. Press  $\angle$  button to set the correct minute.
- 3. Advance the time until desired AM or PM is displayed.

# **GAME DESCRIPTION**





Pick up as many passengers as possible by routing the Train using the Switching and Action buttons.

Passengers appear one at a time at one of four stations.

Don't delay or they get mad and leave.



Game is over when 3 passengers leave the station without being picked up.

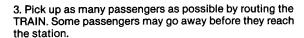
### **GAME START**



- 1. Press MODE/ACTION button to change TIME MODE to GAME MODE.
- 2. Press \ or \ button to start game.
  - The \ button changes all Railroad Switches to the LEFT direction.
  - The / button changes all Railroad Switches to the RIGHT direction.
  - Press MODE/ACTION button each time to make the Train go one step FORWARD.







4. A Mystery Swtich appears randomly and controls Train direction, including straight ahead.

# SCORING



- 1. Points are made for picking up passengers.
  - When Train successfully picks up passenger: 3 points.
- 2. Bonus points (100) are made for successfully completing each stage: 200, 700, 1200, and 1700.

Game speed increases as you advance to a higher stage.



3. Game is over when 3 passengers leave the station without being picked up or the highest score of 1999 points is reached.

GAME OVER

### CAUTIONS

1. As this unit is made of precise electronic components, avoid the use of and storage in extreme temperatures.

Avoid giving the unit any sudden shocks.

2. Please note especially at lower temperature, the response speed may slow down or the illumination may dim or even fail.