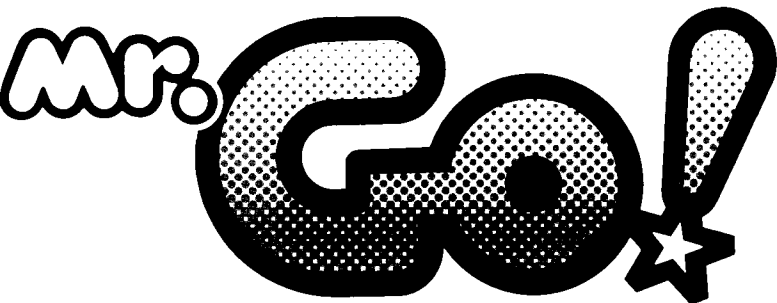


# TOMY

**GB**

## INSTRUCTION BOOK

Thank you for selecting one of TOMY's fine products.

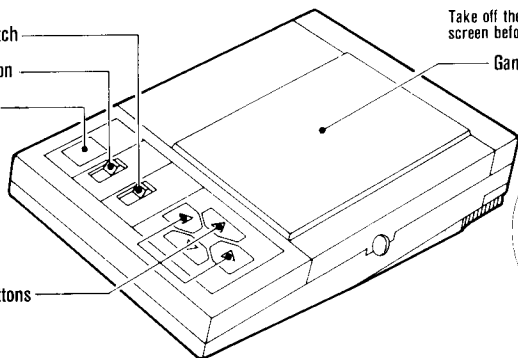
### THE PARTS AND HOW TO WORK THEM

Power Switch

Sound Button

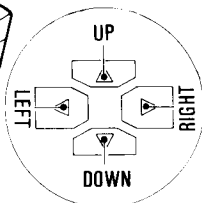
Shot Button

Control Buttons

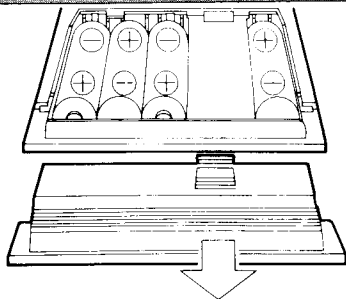


Take off the protection sheet on the game screen before playing with the game.

Game Screen

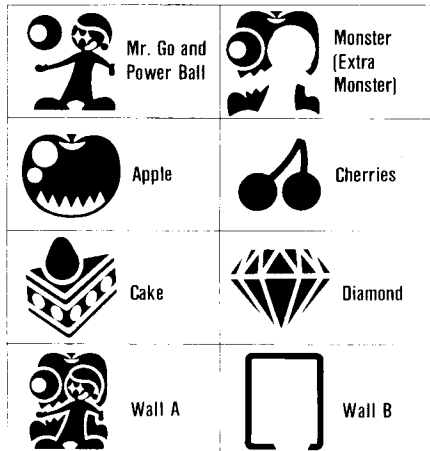
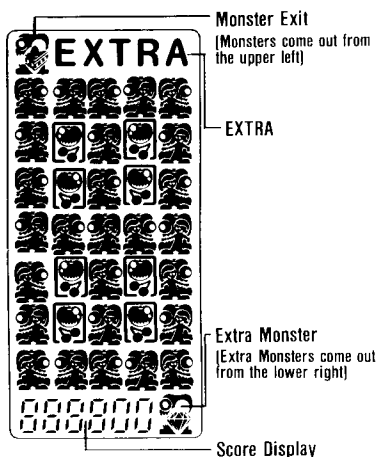


### INSERTION OF THE BATTERIES



Turn off the unit (set the power switch to OFF). Open the battery compartment cover on the back of the unit, and insert 4 "Mignon" type batteries of 1.5 V each into the compartment.

## THE CHARACTERS ON THE GAME SCREEN



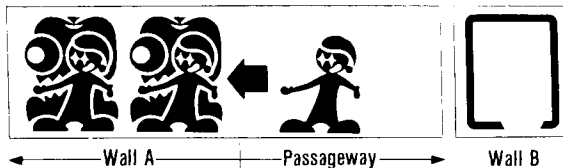
## THE GAME

Mr. Go just loves to eat! Use the Control Buttons to manipulate Mr. Go so that he can eat the cherries and the cake. The Monsters try to get in his way. Watch out and get rid of them with the Power Ball. Drop an apple and crush many of them together for high scores!

## HOW TO PLAY

- 1 Turn the Sound Switch ON. (If you want to play in silence with the sound off, turn the Switch OFF.)
- 2 Turn the Power Switch ON. Auto-Display appears on the screen.
- 3 Push the Shot Button. The game starts at the end of a melody. The highest score on memory and the allotted number of Mr. Go figures appear on the screen during the melody. Once the Power Switch is turned OFF, the highest score is erased off the memory and goes back to 0.
- 4 When all the Mr. Go figures are swamped by the Monsters, an ending melody signals that the game is over. The game-machine also plays a fanfare if the score is the highest score on memory.
- 5 To play again, go back to Step 3. If you are finished playing with the game, be sure to turn the Power Switch OFF.

**Break down the walls, Mr. Go, and turn them into passageways!**



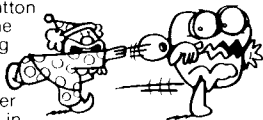
Move Mr. Go in the direction of Wall A to turn it into a passageway.

- \* Mr. Go cannot move into Wall B.
- \* The Monsters can move only in the passageways.



### Destroy the Monster with the Power Ball.

Push the Control Button in the direction of the throw, while pressing and holding the Shot Button down. Mr. Go cannot throw a Power Ball unless he has it in his hand.

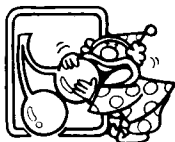


Monster: **1000** points Extra Monster: **2000** points



### Let's eat the cherries!

Move Mr. Go to either the left or the right side of the cherries, and push the Control Button in the direction of the cherries.



Cherries: **300** points



### Let's eat the delicious cake!

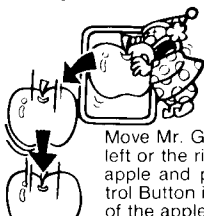
Move Mr. Go to the cake and push the UP Control Button. The cake appears when all the Monsters are out. When Mr. Go eats the cake, the screen proceeds to Extra Stage.



Cake: **1000** points — **8000** points



### Drop the apple. Crush several Monsters at the same time for high scores!



Move Mr. Go to either the left or the right side of the apple and push the Control Button in the direction of the apple.

\* The apple does not drop if there is Wall A in the direction of the fall.

One Monster: **1000** points  
Two Monsters: **3000** points  
Three Monsters: **6000** points  
Four Monsters: **9000** points



### Don't miss the diamond! It's good for high points!

Move Mr. Go to the diamond and push the DOWN Control Button.

\* The diamond appears periodically, and disappears quickly, on the lower right-hand side.



Diamond: **9000** points

EXTRA STAGE  
**EXTRA**



Each time a cake is eaten or each time you get 10,000 points, you are entitled to proceed to Extra Stage and try out for the specified letter in E.X.T.R.A.

### Get all the letters in E.X.T.R.A. and earn an additional Mr. Go!!

\* In Extra Stage, the Monsters temporarily disappear, and the Extra Monsters come out of the lower right exit.

**EXTRA**

**1** ★ If you knock down two Extra Monsters



★ If you are knocked down by an Extra Monster



**3 EXTRA**

Good for you! You now have all the letters in E.X.T.R.A.

You get one additional Mr. Go! (Maximum number of Mr. Go figures allowed at any one time: four)

## ★ HOW MANY PATTERNS CAN YOU CLEAR?

At the start of each pattern, the entire screen serves to indicate the pattern number.

### Conditions for clearing a pattern:

- ① Eat 10 cherries.
- ② Destroy all Monsters.
- ③ Get hold of the diamond.
- ④ Collect all the letters in E.X.T.R.A.



Pattern 1  
(0)



Pattern 2



Pattern 3



Pattern 4



Pattern 5



Pattern 6



Pattern 7



Pattern 8



Pattern 9



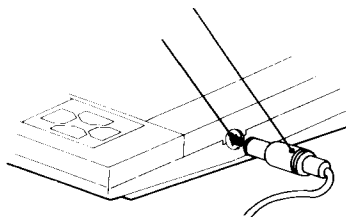
Pattern 10  
(0)

- \* After all 10 patterns have been cleared, the screen goes back to Pattern 1.
- \* The highest score that can be displayed on this game-machine is 999,900 points. Beyond this point, the score display goes back to 0, although the game can be continued.

## ADAPTOR SOCKET

Every normal AC-Adaptor with 6V,  
200mA output, plugs  
into the adaptor socket.

**NOTE:** DISCONNECT THE PLUG OF  
THE ADAPTOR WHILE NOT USING  
THE GAME.



## OPERATIONAL PRECAUTIONS

When using this high performance electronic game please be careful and follow these precautions:

Handle with care.

Keep dry.

Switch off while not in use and remove the batteries.

Protect against excessively high or low temperatures.

When the batteries run out, the screen display fades out.