

ROSY

FAMILY ELECTRONIC GAME

puCK'n monster

ELECTRONIC COLOUR
3D
SYSTEM

RF-2004

INSTRUCTION

Puck'n Monster Game is a quite unique and definitive family game taking full advantage of its wonderful presentation and sound effect that can be played with four kinds of game patterns: Ant-Lion, Amazon, Bermuda and Cave of Solomon.

At first, a puck at the center of display, 33 pieces of cookies and many walls of vertical and horizontal types appear around the puck.

Secondly, 3 viking monsters appear and attack the puck. Puck tries to get points as many as possible eating full of cookies while avoiding monsters' attack.

Puck can get himself changed to so stronger puck by eating energy cookies that he can confine viking monsters in wall boxes.

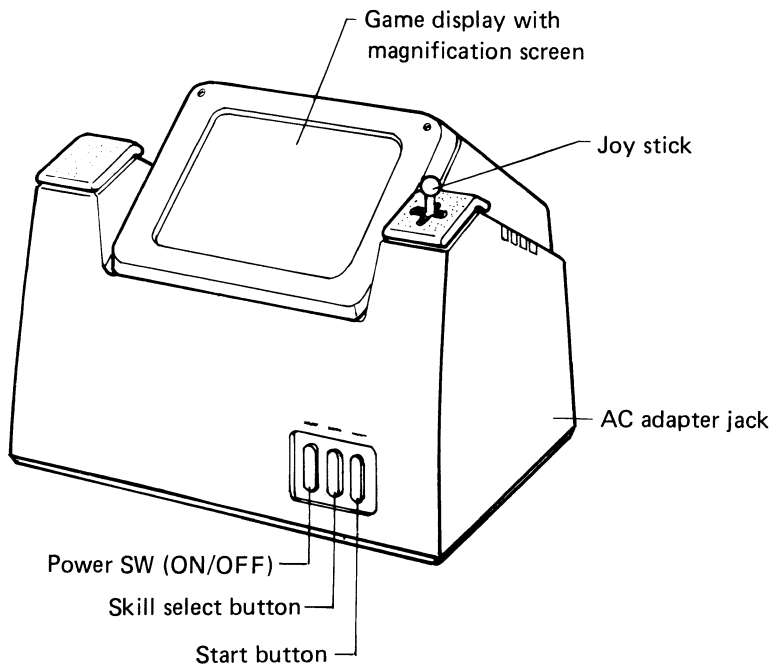
In case all of 3 pucks are stamped out by viking monster, game is over, While, the first pattern can get it finished if a puck could eat all of cookies as avoiding monsters' attack, and you can challenge other patterns in turn.

When a pattern get over, "GOOD" and score are shown with a melody, and total score is shown with another melody when game is over.

3D System

- Three dimensional visions
- Brilliant and colourful FLD
- Wide and stereographic design with stereophonic sound.

Names of Main Parts



Electric Power Source

- Four UM-2 or Four "C" cells
- Uses AC-DC adapter (6V DC 250mA – 300mA)

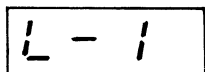
How to Play Game

1. Demonstration scene with sound appears by power-switch-on.
2. Secondly, select game level by skill select button.

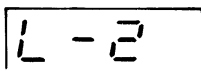
A puck at the center of pattern and indication of selected level.

L-1, L-2 and L-3 respectively show junior, middle and senior class.

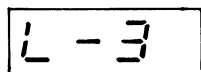
Every pushing button turns up level indication L-1, L-2, L-3 in order.



Junior class



Middle class



Senior class

3. Game starts by start button, and 1P (pattern number) is indicated on upside of display with sound, and blinks together with a puck. You can start play as score indication turns up to □□□□ and a pattern appears.

Starting play, viking monster appears out of wall box one by one, 3 monsters in total.

4. Puck moves by one frame right and left, up and down according to handling of joy stick. Puck, however, can not move against walls and have to move along walls and turn at the end of a wall.



Joy stick -Up
(one frame up)



Joy stick -Down
(one frame down)



Joy stick -Left

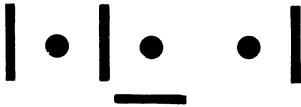


Joy stick -Right

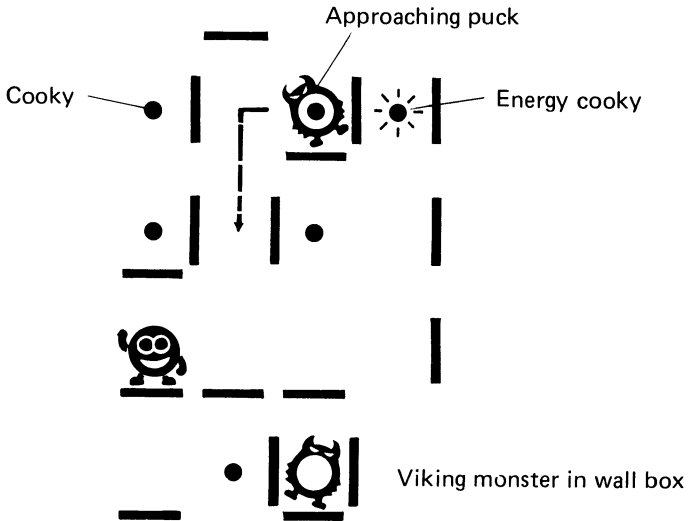
Note: Be most careful in handling joy stick because of its precision switch.

As puck can not move over the walls, has to move along the walls. It is a knack for player to move puck well as eating cookies.

Walls have four kinds of pattern and each has unique features.



Viking monsters appear 3 in total in one pattern. First, one monster comes out of a wall box and attacks a puck. Puck eats cookies as many as possible lest he should be attacked by monster. 10 points are given by one cookie eaten.

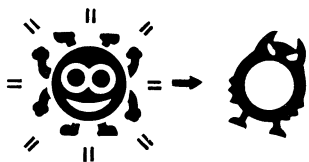


Among cookies, two energy cookies are blinking. If puck eats them, he gets so strong that he can confine viking monster in a wall box during effective time.

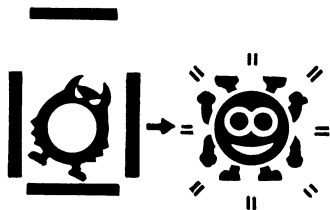
In that case, 100 points for the first monster, 200 points for the second monster and 400 points for the third monster are given.

A cookie10 points First monster. . . . 100 points
 Second monster. . . .200 points Third monster 400 points

Puck gets so stronger by eating energy cookies that he can attack monster. Puck is blinking through an effective time, and indication "HURRY" tells you in advance of time-up.



Attack against monster



Confine monster in wall box

As all of 3 pucks are destroyed by viking monster, game is over, and all viking monsters appear with melody and score is indicated. After that, demonstration scene is turned up again.

Push skill button and start button to restart game.

When puck can eat all cookies turning aside viking monsters' attack, a pattern is cleared and indication "GOOD" appears with melody.



appears whenever pattern is cleared

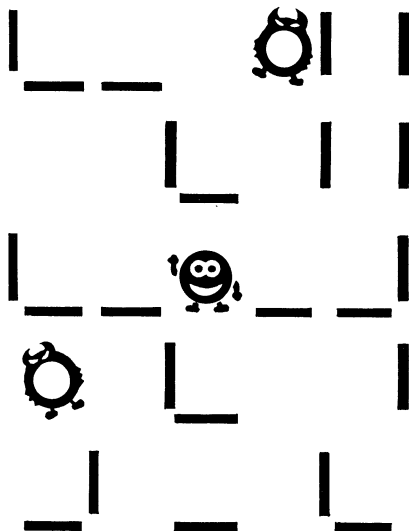
tells effective time-up being closed

shows the number of pucks in hand

In Service Game

Walls, viking monster and puck appear in the first scene. Earn points as many as you can when puck gets so stronger than the monster that he can confine the monster in a wall box.

- First monster 100 points
- Second monster 200 points
- Third monster 400 points



Only viking monsters and puck appear without any cooky.

The best score is 10000 points, and "GOOD" is marked with electronic melody of fanfare to admire the winner. Switch on again to restart after switching off.

NOTE:

In case of darker indication and wrong moving, new batteries are required.

In case of no play for a long time, keep no battery.

Prevent from direct sunshine for lens built-in.

Keep joy stick and buttons out of rough handling in any case.

Do not make any overhaul and crash of game body.

Avoid any heat and moisture.

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