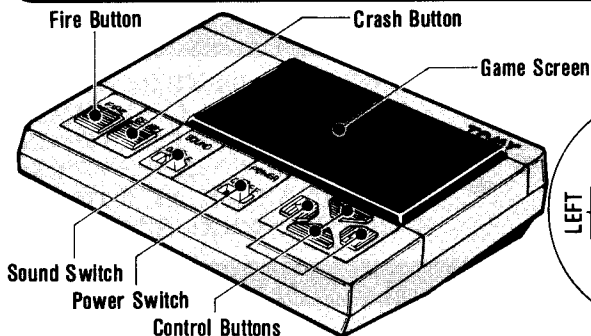


# MONSTER BURGER

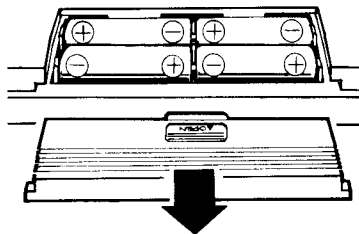
## Instruction Book

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

### THE PARTS AND HOW TO WORK THEM



### HOW TO LOAD THE BATTERIES



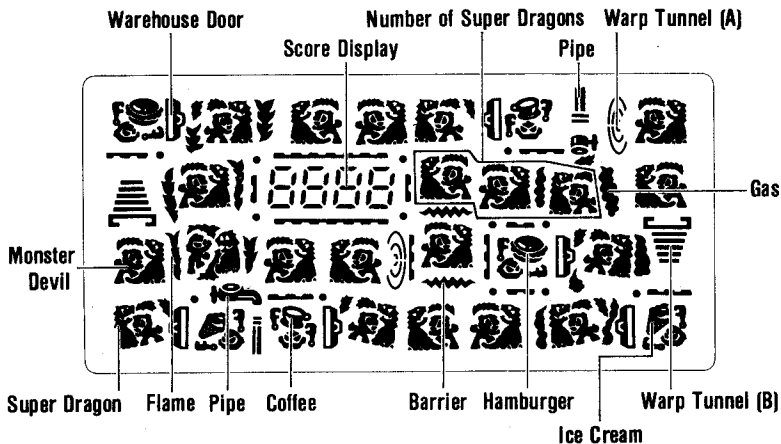
- Make sure the Power Switch is turned OFF.
- Turn the game-machine over and slide the battery cover off. Correctly install four SUM-3, size AA dry batteries, as shown in the diagram.
- \* If the screen does not illuminate to display the full diagram when the Power Switch is turned ON, take out and reinsert the batteries.

SUM-3 size AA dry batteries (1.5V) × 4

Special AC Adaptor (not included) may also be used

The game can be played for approximately two hours with the batteries

## NAME OF THE FIGURES ON THE GAME SCREEN



## THE GAME



Manipulate the Control Buttons skillfully to maneuver the Super Dragon out of the way of the Monster Devils in hot pursuit. Points are given for crashing open the Warehouse Door and gobbling down the hamburger, coffee, and the ice cream found inside. The object of the game is to see how much the Super Dragon can eat in the course of the game.

## HOW TO PLAY

### STAND BY:

- 1 Turn the Sound Switch ON. (If you want to play in silence with the sound off, turn the Sound Switch OFF.)
- 2 Turn the Power Switch ON. All of the characters in the game should light up on the screen, accompanied by an electronic tone. At the end of the tone, the auto-display appears on the screen. Push any of the Control Buttons to cut the tone short and bring the auto-display immediately on the screen.
- 3 Use the Control Buttons to select the game level. Push the Move-RIGHT Button to bring P-1 on the screen, and push the Move-LEFT Button to bring P-2 on the screen. P-1 is for the beginner; P-2 is for the more advanced player.

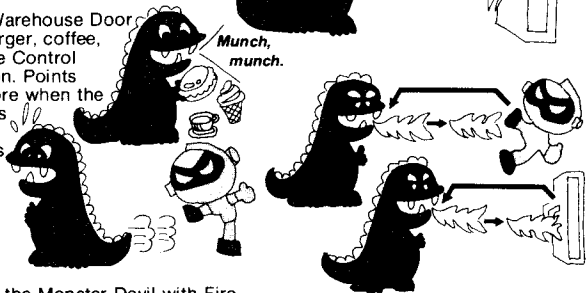
### PLAY:

- 4 Push either the Fire Button or the Crash Button. The game starts at the end of a melodic tone. The highest recorded score and the number of Super Dragons appear during the melody. When the Power Switch is turned OFF, the highest score is wiped off the memory and goes back to 0.

**5** Move the Super Dragon with the Control Buttons, making sure that he stays clear of the Monster Devils.

**6** When the Super Dragon comes to the Warehouse Door, push the Crash Button three times. With a breath of Fire, the Super Dragon breaks the door open.

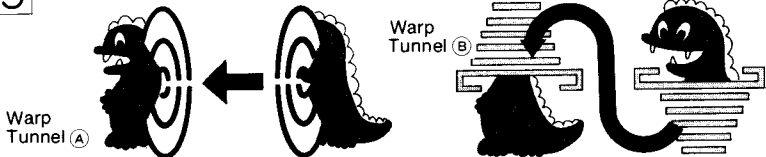
**7** If crashing the Warehouse Door reveals a hamburger, coffee, or ice cream, push the Control Button in that direction. Points are added to your score when the Super Dragon devours the treats. If the Monster Devil appears instead, make a quick getaway.



**8** You can destroy the Monster Devil with Fire. To make the Super Dragon breathe Fire, lightly press the Control Button, while holding down the Fire Button. He blows Fire only to the left or right. When the Fire strikes the Monster Devil, the Devil disappears and the Fire comes back.

★ The blown Fire stays at the second place that it hits. Leave the Fire in Monster Devil's path to wipe him out.

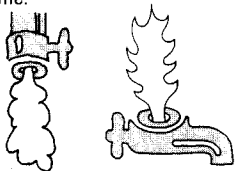
**9** You can make use of the Warp Tunnels for quick passes between passageways.



**10** Use the Gas or the Flame to destroy the Monster Devil. There are two Pipes along the route. Move the Super Dragon to the Pipes and push the Crash Button three times. A hole appears on the Pipe, causing Gas or Flame to burst out. Shift the Super Dragon to the left or the right immediately after pushing the Crash Button. If he fails to move, he is destroyed by the Gas or the Flame.

**11** The Barrier automatically appears on and off. The Barrier blocks the way and cannot be passed through.

**12** With scores of 3000 points and 7000 points, you are given an extra Super Dragon. The number of Super Dragons, however, is only displayed up to three figures.



**13** The game ends when all the Super Dragons are destroyed. The auto-display appears when the game is over, while the score remains on display.

**14** To play the game again, go back and start from Step 3.

**15** Be sure to turn the Power Switch OFF when the game is not being played.

## SCORING



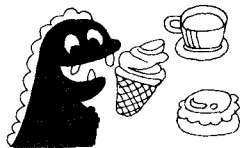
Destroying Monster Devil by  
Fire gets

75 points



Destroying Monster Devil by  
Gas or Flame gets

50 points



Gobbling Hamburger,  
Coffee, or Ice Cream gets

200 points

The Game Screen can display up to 9,999 points maximum. Beyond this point, the digital display goes back to 0 points, although the game can be continued.

## INSTRUCTIONS ON USAGE

This device utilizes highly precise components of a micro-computer and fluorescent indicators. Always keep the following precautions in mind:

1. When using an AC Adaptor, be sure to use the one that is made exclusively for TOMY games. Any other kind of adaptor should never be used.
2. Replace all of the batteries with new ones whenever any of the following occurs:
  - Display illuminations fail to operate properly.
  - The illuminations grow dim.
  - Parts of the screen illuminations turn off.
3. Do not put the game-machine in a place where static electricity is generated (e.g. on top of the TV set, microwave oven, etc.)
4. Be careful not to get beverages such as juice or food particles such as confectionery crumbs inside the game-machine. They may cause damage to the machine.
5. Clean the surface of the game-machine with a dry cloth. (Volatile liquids such as paint thinners and polish removers should never be used.)
6. Do not leave the game-machine for lengthy periods in direct sunlight, or expose it to extremes of temperature.
7. It is potentially dangerous to disassemble the game-machine. Never take it apart, or drop the machine.
8. This product contains a cold cathode tube. Thus, if the exterior becomes warm, this is not a mechanical breakdown.

## THE AC ADAPTOR

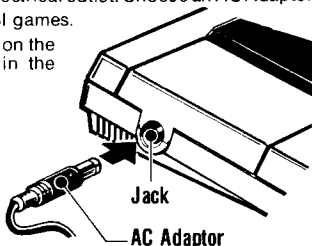
Although this game-machine can be played by using four SUM-3 size AA batteries, it can also be played by plugging into a household electrical outlet. Choose an AC Adaptor on the market for use exclusively with TOMY LSI games.

- Insert the plug of the AC Adaptor into the jack on the left side of the machine frame, as shown in the diagram.

(Caution)

- ※ Plug in only the AC Adaptor made exclusively for use with TOMY LSI games
- ※ When the game is not being played, pull the AC Adaptor out of the wall socket.

For any questions concerning the Adaptor, contact the Tokyo Head Office, or any branch of the TOMY Co., Ltd.



www.handheldmuseum.com

切り取り線

### 保証規定

(1) 正常なご使用状態において製造上の不備により故障した場合は、お買い上げの日から6ヶ月間無料で修理いたします。

(2) つぎのような場合には、保証期間内でも有料修理となります。

① 保証書のご提示がない場合。

② 使用上の誤り、不当な修理や改造による故障及び損傷の場合。(専用アダプター以外のものを使用した場合。)

③ お買い上げ後の輸送、移動、落下等による故障及び損傷の場合。

④ 火災、地震、水害、公害、異常電圧、指定外の使用電源(電圧、周波数)及びその他天災、地変などによる故障及び損傷の場合。

⑤ 本保証書の所定事項に未記入、あるいは字句を書き換えられた場合。

(3) 保証書にお買い上げ店名の捺印、お買い上げ月日の記載がない場合は補償致しかねます。

(4) この保証書は、日本国内においてのみ有効です。

This warranty shall be valid only within Japan.

●お客様へのお願い

故障品の修理を円滑且つ迅速に行うため、修理をご希望の節は、お買い上げ店へ持参せず、本保証書と製品を必ず下記住所まで直接郵送して下さい。

■送り先 (株)トミーお客様サービス係モンスターバーガー担当  
〒124東京都葛飾区立石7-9-10 TEL03(693)1031(大代表)

# TOMY

- 製品については万全の注意を払って製造に当たっていますが、  
万一お気付きの点がありましたら、下記へご連絡ください。

宛先：〒124 東京都葛飾区立石7-9-10 ☎03(693)1031(大代表)  
株式会社トミー お客様サービス係  
LSIゲーム モンスターバーガー 担当

《営業所住所》

北海道営業所	〒060 札幌市中央区北三条西3-1-44(札幌富士ビル3F)	☎011(231)7818
仙台営業所	〒980 仙台市大町1-1-10(第2青葉ビル9F)	☎0222(62)4925
北陸営業所	〒920 金沢市片町1-1-34(金沢第一生命ビル6F)	☎0762(22)2275
関東甲信越営業所	〒124 東京都葛飾区立石7-9-10	☎03(693)1031
横浜営業所	〒220 横浜市西区北幸町2-9(横浜銀洋ビル2F)	☎045(314)5361
名古屋営業所	〒461 名古屋市長区泉2-28-24(ヨコタビル2F)	☎052(931)0683
大阪営業所	〒540 大阪市東区両替町1-12(日本生命谷町ビル6F)	☎06(944)2081
広島営業所	〒730 広島市東区光町2-6-34(広弘ビル3F)	☎082(263)7221
九州営業所	〒812 福岡市博多区博多駅東1-1-33(博多近代ビル2F)	☎092(471)7661