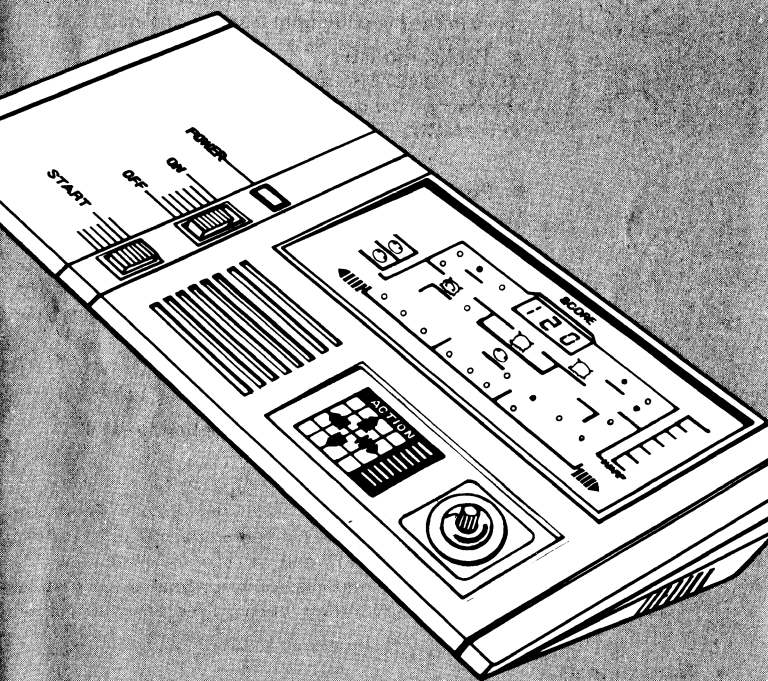


**BANDAI ELECTRONICS ARCADE™**

# **PACKRI MANSTER**

## **INSTRUCTION MANUAL**

Please read this manual carefully  
before starting the game.



**90 DAY LIMITED WARRANTY**

### 3. FUNCTIONS OF EACH PART



#### ● Power switch

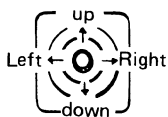
When playing the game set the switch to the ON position and the screen will immediately become a "demonstration area" and the computer will automatically carry out the game.

When not playing make sure that the switch is set to the OFF position.



#### ● Start key

Press this key to start the game after the power switch has been switched on.



#### ● Action joystick

Move the MONSTER by moving this joystick up and down, or left and right (when the joystick is moved in a direction once then the MONSTER continues to move in the direction until it strikes the wall.)



#### ● Packri monster

Three MONSTERS appear in a game. One appears at the start of the game and the other two are displayed in the MONSTER's room.



#### ● Foods

Move the MONSTER by means of this joystick so as to feed it. The red Power Food increases the MONSTER's strength. As the MONSTER's strength increases, the BOGEY becomes a coward. The MONSTER then becomes capable of eating the BOGEYs for a fixed period of time.



#### ● Bogeys

They chase the MONSTER attempting to eat it.



#### ● Coward bogey

When the MONSTER eats the Power Food and the BOGEY is outside his room the BOGEY becomes a Coward BOGEY and it can be eaten by the MONSTER. (It returns to its original BOGEY status signaled by a flickering when a fixed time has elapsed).

#### ● Warp tunnels

There are tunnels at the bottom of the screen. When the MONSTER enters the tunnel(R) then it comes out of the tunnel(L). On the contrary when it enters the tunnel(L) it comes out of the tunnel(R).

NOTE: If the joystick is moved up and down when the MONSTER enters the tunnel the MONSTER remains in the tunnel and does not come out of it. (drawings)



1. Warp tunnel(L)      2. Warp tunnel(R)

## ● Points scored

Points are scored in the following five manners:—

- 2 points ..... are made when the MONSTER eats one Food. (Green)
- 5 points ..... are made when the MONSTER eats one Power Food. (Red)
- 10 points ..... are made when the MONSTER eats one Coward BOGEY after having eaten one Power Food.
- 20 points ..... are made when the MONSTER eats another Coward BOGEY immediately thereafter.
- 30 points ..... are made when the MONSTER eats a third Coward BOGEY.

When the points scored have exceeded 999 points the digital score will return to '0' and it will begin again.

[Be challenged to score over 1000 points!]

When a game has been completed with over 1000 points scored the flickering MONSTER display will appear on the upper portion of the MONSTER's Room.

## 4. THE METHOD OF PLAYING

PACKRI MONSTER is a game in which you score points by letting the MONSTER eat the Food while the MONSTER avoids being eaten by the persuing BOGEY. The BOGEYS will become Coward BOGEYs when the MONSTER eats the RED Power Food. The MONSTER then, becomes capable of eating the BOGEY thus allowing higher points to be scored.

- (1) Switch the power switch to the ON position.
- (2) When pressing the start key the game start alarm will sound and the game begins.
- (3) The moment the game start alarm has stopped the screen displays one MONSTER, one BOGEY in the BOGEY's Room and all the Foods.
- (4) After a little while the BOGEY will begin to chase the MONSTER. The MONSTER should avoid the BOGEY by letting the MONSTER eat the Food. Do this by moving the joystick in any of 4 directions.
- (5) When the MONSTER eats one of the two red power Foods it will become strong enough to eat the BOGEY and will remain so for a short period of time.
- (6) When the BOGEY is eaten it will vanish but after a while another BOGEY will appear again in its room.
- (7) When the MONSTER is eaten by the BOGEY, the food on the screen will remain as it was. The BOGEY will re-appear in its room and another MONSTER will appear at the start position.
- (8) One "pattern" will be completed when the MONSTER eats all the Foods on the screen and the next "pattern" will be displayed. After the fourth pattern appears, the motion of the BOGEY will become quicker with the beginning of each subsequent pattern.
- (9) Whenever two patterns are cleared the screen will return to a "clear demonstration display" state.

(10) When three MONSTERs are eaten by the BOGEY the game will be completed. If nothing is changed after then the state of demonstration will be present and the computer will automatically carry out the game.

At this time the digital score will display the highest score. (When the power switch is switched off the highest score will be erased from the computer's memory.)

(NOTE): When the battery is used, note that the battery consumption will be quickened as long as the demonstration mode remains on.

(11) Resuming the game.

When pressing the start key after the completion of a game, the game will restart with a game start alarm sound.

## 5. GAME SOUNDS

A variety of sounds enhance the game.

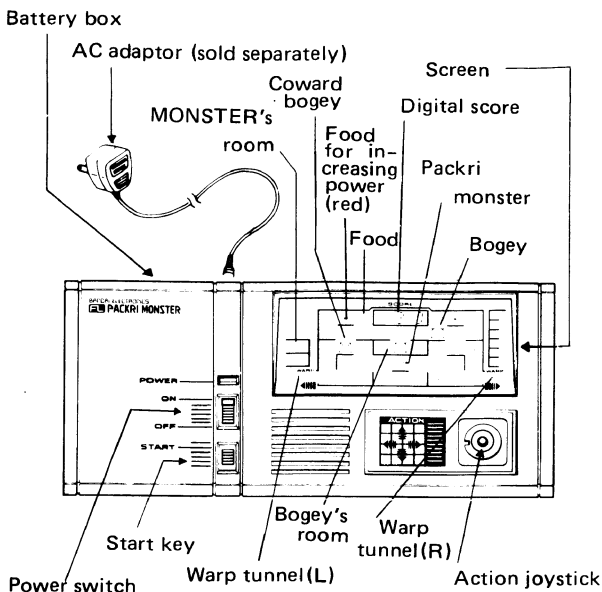
- Game starting song.
- Sound produced when the MONSTER eats the food.
- Sound produced when the MONSTER eats the BOGEY.
- Sound produced when the BOGEY eats the MONSTER.
- Game ending song.
- Sound produced whenever the pattern is cleared.
- Sound for the demonstration mode.

## 6. PRECAUTION TO BE TAKEN

When batteries become weakened, abnormal motions (abnormal sound, abnormal display) can be expected. In that case please replace the batteries. When AC adaptor is used, make sure that it is the exclusive AC adaptor for this unit.

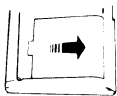
- This unit is a precision device in which a series of electronic parts are combined. Please operate making sure that attention is given to the following points:
  - ★ Don't give any shock to the parts by striking or letting fall.
  - ★ Keep out of extreme heat, humidity or water.
  - ★ Make sure that the exclusive AC adaptor for this unit is used. If the above mentioned precautions are not followed our guarantee cannot apply.
  - ★ Since the FL (Fluorescent Lamp indication) tube quickly consumes batteries, the AC adaptor is recommended for use.

# 1. PARTS NAMES

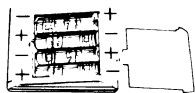


# 2. THE METHOD OF PLACING BATTERIES AND THE METHOD OF USING THE ADAPTOR (SOLD SEPARATELY)

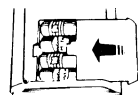
## ● When batteries are used.



(1) Push the cover of the battery case on the back of the main body in the direction of arrow.



(2) Correctly set the batteries in the battery box without confusing the positive(+) with the negative(-).



(3) Close the cover completely by sliding it through the notch of the battery case.

NOTE: When not playing for a long time, remove batteries from the battery case.

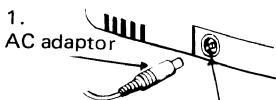
## ● When the AC adaptor is used.

You can use the plug socket for general home use as the power supply for your unit by using an AC adaptor. Ordering instructions for adaptors appear later in this manual.

(1) Insert the plug of the AC adaptor into the jack on the back of the main body.

Exclusive adaptor is available by written request with a check or money order in amount of US\$8.00 to:

BANDAI AMERICA, INC.  
6 Pearl Court Allendale,  
N.J. 07401



NOTE: When not playing, make sure that the AC adaptor is removed from the plug socket.

: Also Adaptor designed to U.S. Electrical Standards.

## 90 DAY LIMITED WARRANTY

Bandai Electronics Arcade Games are manufactured under stringent quality control conditions. We warrant (to the original consumer purchaser) for a period of 90 days from the date of the purchase that our Electronics Arcade Games will be free of defects in materials and workmanship under normal use.

If, within the 90 day warranty period, you find your game to be not functioning properly, please consult your instruction manual for a possibly simple remedy to your problem. If such consultation does not remedy the malfunction, your game will either be repaired or replaced with a new model without charge to the retail establishment where purchased with proof of purchase date, or by sending with proof of purchase date to:

**BANDAI ELECTRONICS REPAIR CENTER**  
6 Pearl Court  
Allendale, NJ 07401

**BANDAI ELECTRONICS WILL NOT BE LIABLE FOR DEFECTS CAUSED BY MISUSE OF PRODUCT. WE WILL ALSO NOT BE RESPONSIBLE FOR DAMAGES OR LOSS IN TRANSIT FROM CONSUMER TO OUR REPAIR CENTER.**

To service your game, please do the following:

1. Pack the game carefully (in original box if possible) with adequate padding material.
2. Carefully print the following address on your outer carton:

**BANDAI ELECTRONICS REPAIR CENTER**  
6 Pearl Court  
Allendale, NJ 07401

3. Please include a check or money order for U.S. \$2.00 to help cover postage and handling charges.

With normal use and care your Bandai Electronics Arcade Game with many hours of enjoyment.

