

YOU LOSE ONE MAPPY

1. When Mappy's body and an enemy's touch except
 - Mappy jumping on a trampoline.
 - Mappy having at least one weapon.
 - Mappy sliding with the pulley.

2. When Mappy falls on the ground.

There are 3 Mappy for losing. When you lose the last Mappy the game is over.

YOU GAIN ONE MAPPY

One losing Mappy will be cleared if you advance to the next level.

CONTINUE MODE

When the game is over, you have two choices to begin the game again.

1. Press "START/ACTION" button (S1) to restart at level 1.
2. Press "MODE" button (S3) to enter the CONTINUE MODE. "CON" appears on the screen. Then press "START/ACTION" (S1) button to start and begin at the last level you reached in the game which just ended. (Note: Your score will not continue, it will start again from zero).

CHARACTERS INTRODUCTION

Presents for Mapico:



Cheese



Christmas tree



Ballon



Ring



Railroad



Trampoline



Plant

Weapons for protection:



Toys



Gold coins



Pots



Fish

(These weapons can be retrieved and displayed on the screen by pressing the "START/ACTION" button (S1) while Mappy reaching the **W** weapon symbol).



Mappy



Enemy



Entrance
(to the next area)



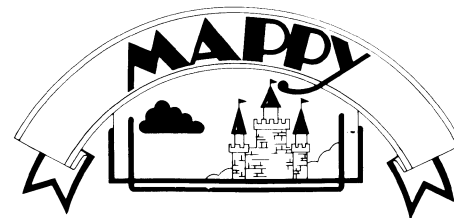
Punching bag



Pulley



Weapon symbol



INSTALLATION OF BATTERIES

- Remove battery compartment cover.
- Insert two (2) AA alkaline batteries with the positive (+) and negative (-) ends facing in the directions indicated.
- Replace the cover.

BATTERY PRECAUTIONS

- Use AA alkaline batteries for best performance and longer life.
- Do not mix alkaline and normal batteries.
- When not in use, remove batteries to prevent possible leakage.

CARING FOR YOUR DEVICE

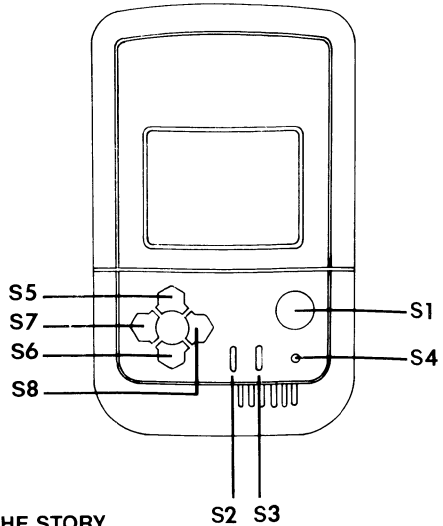
- If the device begins getting a dim display or malfunction, replace the batteries.
- After replacing batteries, press ACL button to ensure proper functioning.
- In most case, game malfunctions because of weak batteries. Whenever happens, try the above steps before returning for repair.

SOUND EFFECTS

You may choose between having sound effects or not by pressing button S2 at any time in any mode. **•■** symbol will light up if sound effects are selected.

FUNCTION OF BUTTONS

- There are 8 buttons with various game selections.
- S1 — START/ACTION
 - S2 — SOUND ON/OFF
 - S3 — MODE
 - S4 — ACL
 - S5 ▲ — UP
 - S6 ▼ — DOWN
 - S7 ◀ — LEFT
 - S8 ▶ — RIGHT



THE STORY

Mappy is almost always busy at work as a policeman. But, today he is on vacation. Mapico is his girlfriend, today is also her birthday and Mappy bought many wonderful presents for Mapico's birthday party.

Unfortunately, Guchi Gang have stolen and hidden them somewhere in Mappyland. Mappy have to look for the presents for Mapico's birthday party.

Other exciting adventures await, as Mappy tries to capture the enemy with some very odd weapons. Only you can help. Are you clever and brave enough to accept the challenge?

COMPOSITION OF THE GAME

This "Mappyland" is composed of four different areas. Each area has their own construction, difficulty and present. The goal of story is to retrieve all the presents visible on the current area. If you fail you can't proceed to the next area. You must avoid enemy's intervention by using weapons. When you have retrieved all the presents, go to the exit on the right-down corner of the screen. From there you can proceed to the next area.

- Area 1 – constructed with trampoline and railroads. Mappy has to retrieve 2 cheeses.
- Area 2 – constructed with trampoline and moving railroads. Mappy has to retrieve 2 rings.
- Area 3 – constructed with railroads and plants. Mappy has to retrieve 2 Christmas trees.
- Area 4 – constructed with railroads and moving plants. Mappy has to retrieve 2 balloons.

This game consists of four different levels. The differences between each level are the composition of areas, enemy and game speed.

	Number of area composed				Number of enemy	Game speed
	Area 1	Area 2	Area 3	Area 4		
Level 1	1	1	1	1	1	Normal
Level 2	2	2	2	2	1	Fast
Level 3	3	3	3	3	1	Faster
Level 4	4	4	4	4	2	Fastest

If Mappy finished all the areas at each level, he can proceed to the next level automatically. When level 4 has been completed, the game will repeat at level 4 until game is over.

TO START THE GAME

- Press "MODE" button (S3) once to power up the unit.
- Press "MODE" button (S3) once again to enter game mode from demo mode.
- Press "START/ACTION" button (S1) once to start the game from level one.

PLAYING TECHNIQUES

- Use the "Four-direction keys (UP/DOWN/LEFT/RIGHT) to direct Mappy to look for the presents in Mappyland.
- Retrieve the presents by pressing the "START/ACTION" (S1) button.
- Retrieve the weapons by pressing the "START/ACTION" (S1) button. Weapon will display onto the screen for every successful retrieving.
- Every weapon allows Mappy to defeat the enemy once.
- Punch the punching bags by pressing the "START/ACTION" (S1) button, swinging bags will hold the enemy from moving for a while.
- Use the pulley by pressing the "START/ACTION" (S1) to slide Mappy from left margin to the right margin. This action can knock down an enemy who is moving on the same railroad.
- Mappy will fall without any support by the railroad.
- Mappy can bounce on the trampoline to avoid touching with the enemy, but trampoline will flash and disappear if he bounce too long.
- Mappy can climb up and down with the plant at his right hand side.

TO SCORE

- Gain 100 points for retrieving a present
- Gain 200 points for holding the enemy with the punching bag.
- Gain 200 points for knocking down an enemy with the pulley.
- Gain 500 points for defeating an enemy with the weapon.
- Gain 1000 points for entering to the next level.