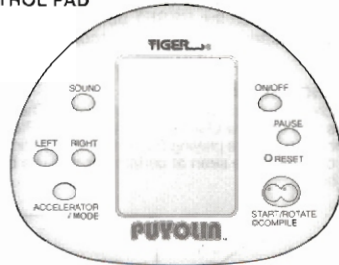


# PUYOLIN™

## INSTRUCTION MANUAL

### YOUR CONTROL PAD



#### ON/OFF

- to turn on the unit.
  - to turn off the unit.
- (The unit also shuts off automatically if no buttons are pressed for a period of time.)

#### SOUND

- to control sound: on or off.

#### LEFT

- to move falling Puyo left.

#### RIGHT

- to move falling Puyo right.

#### ACCELERATOR/MODE

- to select game mode.
- to select levels.
- to make the Puyo fall faster.

#### START/ROTATE

- to confirm game mode (before game starts).
- to confirm level (before game starts).
- to start the game.
- to rotate the falling Puyo.

#### PAUSE

- to pause the game.

#### RESET

- press when first starting to play.
- press after changing the batteries.

#### GAME MODES

There are two game modes to choose from:

##### Mode 1: Normal Mode ("N")

9 stages and 3 levels. When you start play, you can select the level of your choice.

##### Mode 2: Time Trial Mode ("T")

Try for high score within a time limit. Choose from 3 levels:

- Level 1 (around 2 minutes)
- Level 2 (around 3 minutes)
- Level 3 (around 5 minutes)

#### HOW TO PLAY

Press the ON/OFF button. You are now in DEMO mode.

Next press the ACCELERATOR/MODE button to select either "N" (Normal Mode)

THE PUYO MAKE AN "N" SHAPE.

Or...

"T" (Time Trial Mode),  
THE PUYO MAKE A "T" SHAPE.

Press START/ROTATE to confirm your game mode choice.

Now press the ACCELERATOR/MODE button again to select your game level (1, 3 or 5 for Normal Mode and 1, 2, or 3 for Time Trial Mode).

THE PUYO MAKE A "1", "3", OR "5" SHAPE IN NORMAL MODE.

THE PUYO MAKE A "1", "2", OR "3" IN TIME TRIAL MODE.

Press START/ROTATE to confirm your level choice and to start play!

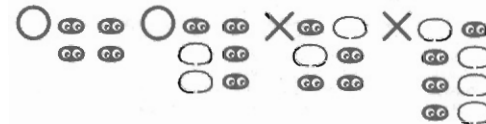
#### RULES OF PLAY

1. There are three Puyolin shapes. Here they are.



2. Puyo "fall down" automatically from the top of the screen two at a time. Use your "<-", "->" and ROTATE buttons to move the Puyo around as they fall so that when they "hit bottom", four of the same shape are touching each other.

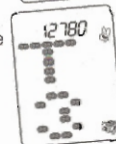
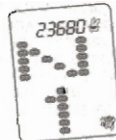
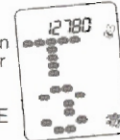
3. There are many ways four matching Puyo can touch each other. Here are a few of the ways.



When you put together four in a row, the Puyo disappear from the screen and you score points. When you move Puyo cleverly, several "fours in a row" will happen simultaneously and all will disappear out of the grid at the same time! (This is very cool to watch!)

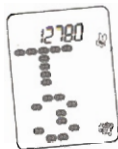
5. When you can match four in a row and those Puyo disappear, the remaining Puyo above them automatically fall down to the vacated spaces. This can cause a "chain reaction" of creating even more "four in a row" Puyo, which will also disappear! Of course you score points every time one of these chain reactions occur!

6. Don't even think about holding down the LEFT or RIGHT buttons Holding them down can only move the Puyo over one step. It's also a mistake to hold down the LEFT or RIGHT button and the ROTATE button together. If you do this, neither function will work! Continually pressing the ROTATE button by itself will just make the two falling Puyo move "LEFT".



7. When you don't make matches, these new falling Puyo are added to the grid, creating a wall that grows toward the top of the screen.

8. When the grid reaches the top of the grid, you lose. **GAME OVER!**



#### HELP

When your score hits 30,000 POINTS, the HELP icon appears on screen. The Puyo will appear at "A" on the screen and move left and right. Press the START/ROTATE button and then the bottom three horizontal rows of the grid will fall out to help you, creating new play combinations for you

#### SCORING

The more Puyo you clear at one time, the more you score. The maximum number of Puyo you can clear at one time is 13. (Points scored for clearing 11 Puyo at a time is the same point total for clearing 12-17 Puyo.)

#### PUYO CLEARED AT SAME TIME

Cleared No.	Points	Cleared No.	Points
4 Puyo	20	9 Puyo	400
5 Puyo	40	10 Puyo	600
6 Puyo	80	11 Puyo	800
7 Puyo	120	12 Puyo	800
8 Puyo	200	13 Puyo	800

#### POINTS

14 Puyo (13 Puyo disappear first and then the remaining Puyo clears)	800
15 Puyo (13 Puyo disappear first and the remaining two Puyo clear)	800
16 Puyo (13 Puyo disappear first and then the remaining three Puyo clear)	800
17 Puyo (13 Puyo disappear first and then the remaining four Puyo clear)	800

#### Mode 1 Stage Clearing Totals:

- Level 1 - you play stages 1-3
- Level 2 - you play stages 4-6.
- Level 3 - you play stages 7-9

Stage	Points	Stage	Points
1	10,000	6	200,000
2	50,000	7	300,000
3	80,000	8	500,000
4	100,000	9	800,000
5	150,000		

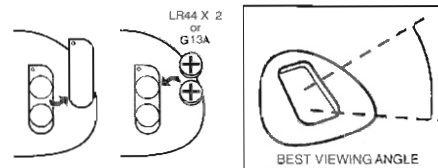
Points will be calculated for stage 1 when "Clear Time" is reached.

When you choose a game mode or level of play, the highest score attained will appear on screen.

Please note: When the RESET button is pressed (or when you change batteries), the highest score attained will be cleared.

#### CHANGING THE BATTERIES

Use a screw driver to open the battery cover. Then replace the batteries with two new LR44 or G13A batteries. Please pull out the insulator when you are playing PuyoIn for the first time. Your PuyoIn screen can hardly be seen at certain angles. The best position should be



#### TO ENSURE PROPER BATTERY FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Remove rechargeable batteries from the game unit before recharging them (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent types as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the game unit.
- The supply terminals are not to be short-circuited.

### 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$7.50. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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