Pengo™

SEGA®

Preliminary Owner's Manual
Manual Part No. 420-0811

When the Start Button is pushed, the screen is filled with a grid of 10 X 16 ICE BLOCKS. To the accompaniment of music, some of the blocks are erased to form a maze of ICE BLOCKS (the maze configuration changes from round to round). The central character, PENGO the Penguin, appears at the center of the screen, and three SNO-BEES (more than three, in later rounds) also appear randomly within the maze. Three of the ICE BLOCKS are special DIAMOND BLOCKS, which can be aligned through skillful play for extra points. There are also some special blocks that flash on and off for a few seconds at the start, signifying that they contain SNO-BEE eggs that will hatch later on. The SNO-BEES are the antagonists of PENGO, and they pursue him around the ice field. If a SNO-BEE catches PENGO, it delivers a fatal sting.

PENGO can be maneuvered about the ice field by means of the four-way joystick, and can also rearrange the maze of ICE BLOCKS by pushing individual ICE BLOCKS around the ice field. If PENGO comes up against a "free" ICE BLOCK (that is, one that is not blocked on the side opposite PENGO), the player can, by pushing the control button, cause PENGO to push the ICE BLOCK away from him. It will move until it comes up against another ICE BLOCK, or against one of the four walls. By re-arranging the blocks in this fashion, PENGO can line up the three DIAMOND BLOCKS so that they adjoin, thereby earning a 10,000 point bonus (but only 5,000 points if the DIAMOND BLOCKS are lined up against a wall, as this is much easier).

If PENGO comes up against an ICE BLOCK that is not "free" (that is, one that is blocked on the side opposite PENGO by a wall or by another ICE BLOCK), then pushing the Control Button causes PENGO to slowly disintegrate that ICE BLOCK, and to move through that space. DIAMOND BLOCKS can be pushed aroung the ice field by PENGO just like ordinary ICE BLOCKS, but they cannot be disintegrated.

The SNO-BEES pursue PENGO as he goes about his tasks, and if they catch him, will deliver a fatal sting. PENGO can squash the SNO-BEES, by pushing ICE BLOCKS into them. If an ICE BLOCK is pushed into a SNO-BEE, it will carry him along, and destroy him by squashing him against another ICE BLOCK or wall. Additionally, SNO-BEES can be "frozen" if they are touching the wall of an ice field when PENGO pushes against that same wall. The wall will vibrate, and any SNO-BEE up against that wall

will be temporarily frozen. PENGO must now run over the frozen SNO-BEE to destroy it. This tactic works on any of the four walls, and can be used against more than one SNO-BEE at a time.

In these two ways, PENGO can clear the ice field of the SNO-BEES. PENGO earns points for each SNO-BEE squashed, and extra bonus points for squashing more than one SNO-BEE with a single push of one ICE BLOCK. PENGO can also earn extra points by dispatching the SNO-BEES quickly; the more quickly the SNO-BEES are cleared from the field, the more bonus points are earned.

New SNO-BEES are hatched in some of the ICE BLOCKS, and emerge as the play progresses. If PENGO can remember which of the ICE BLOCKS harbor SNO-BEE eggs, (they flash briefly at the start of the round) and can disintegrate them before the SNO-BEES hatch, then PENGO can shorten the game time considerably, thereby earning time bonus points. In addition, PENGO earns additional bonus points for disintegrating any ICE BLOCK containing a SNO-BEE egg.

SNO-BEES can also disintegrate ICE BLOCKS, and will do so in order to attack PENGO. When only one SNO-BEE is left, that last SNO-BEE becomes much more dangerous, moving about much more quickly, and disintegrating ICE BLOCKS more rapidly. If that last SNO-BEE is not destroyed before the time runs out, it will gradually grow smaller, and finally disappear altogether, signifying the end of that round.

Lining up the three DIAMOND BLOCKS, vertically or horizontally, is the best way to attain a high score, because of the substantial bonus points earned. Once two DIAMOND BLOCKS are aligned, all three DIAMOND BLOCKS will start to flash. After successfully lining up all three DIAMOND BLOCKS, the whole play screen flashes; all game movement stops, and the bonus points are counted down at the center of the screen and added at the top. As soon as this countdown is completed, PENGO is again free to move, but all the SNO-BEES are frozen for a few seconds; this is a good opportunity for PENGO to catch them and finish them off. However, if PENGO is too slow and the SNO-BEES recover, the game continues as before.

In a two-player game, players alternate after each PENGO is stung. The game ends when the players lose their last PENGO.

SCORING

- Paralyze a SNO-BEE and catch it . . . . 100 points
- Crush a SNO-BEE between ICE BLOCKS 400
- Disintegrate an ICE BLOCK containing
  a SNO-BEE egg 500
- Crush 2 SNO-BEES at the same time 1,600
- Crush 3 SNO-BEES at the same time 3,200
- Special Bonus
  Align 3 DIAMOND BLOCKS along a wall 5,000
  Align 3 DIAMOND BLOCKS not along a wall 10,000
- Time Bonus
  Destroy all SNO-BEES within the preset time to score bonus points
  as follows:

TIME BONUS POINTS

Seconds	Bonus Points
0 to 19	5,000
20 to 29	2,000
30 to 39	1,000
40 to 49	500
50 to 59	10
60 or over	No Bonus

- The primary function of the self-test diagnostics are to verify
  proper operation of the game board, monitor color adjustments, and
  to facilitate isolation of failures. Initialization is by the
  Self-Test Switch mounted on the Volume Control Block, just inside
  of the electronics compartment door at the front of the cabinet. Each
  test will run approximately 40 seconds unless interrupted by the One
  Player Start Button. Sequencing is as follows:

    1. Video RAM Check (RAM 1)

        Work RAM Check (RAM 2)

        - Error outputs are displayed in red.

    2. EPROM Check (3 EPROMS total)

        - As above, error outputs are displayed in red.

    3. Player Input Check

        - Press One Player Start Button twice to proceed to
          the next test.

                        PLAYER CONTROLS
                        1P   2P
                        UP   OFF
                        DOWN   OFF
                        LEFT   OFF
                        RIGHT   OFF
                        SHOOT   OFF

    4. Color Pattern Test

        - Displays four colors: red, green, blue, and white.
          For use in color purity adjustments.

    5. DIP Switch Settings

        - Press the 1 P Start Button or wait approximately 40
          seconds to proceed to the next test.

                        DIP SWITCHES
                        1 2 3 4 5 6 7 8
            SW 1   0 0 0 0 0 0 0 0
            SW 2   0 0 0 0 0 0 0 0

    6. Coin Switch Test

        - This test checks the timing of the coin switch. Coin mech 1
          will appear as A, and coin mech 2 as B. Either letter appearing
          within the BAD area indicates switch mis-timing. Adjust a
          a faulty coin switch by bending the trip wire up or down, slightly.

OPTION SELECTION

OPTION	SWITCH #1							
	1	2	3	4	5	6	7	8
Bonus PENGO @ 30,000	C	X	X	X	X	X	X	X
@ 50,000	O	X	X	X	X	X	X	X
Normal Play	X	X	X	X	X	O	X	X
Continuous Play	X	X	X	X	X	C	X	X
Difficulty: Hardest	X	X	X	X	X	X	C	C
Hard	X	X	X	X	X	X	O	C
Medium	X	X	X	X	X	X	C	O
Easy	X	X	X	X	X	X	O	O
5 PENGOs	X	X	X	C	C	X	X	X
4 "	X	X	X	O	C	X	X	X
3 "	X	X	X	C	O	X	X	X
2 "	X	X	X	O	O	X	X	X
Attract Sound On	X	C	X	X	X	X	X	X
" " Off	X	O	X	X	X	X	X	X
Upright	X	X	C	X	X	X	X	X
Cocktail Table	X	X	O	X	X	X	X	X

OPTION	SWITCH #2							
	1	2	3	4	5	6	7	8
4 Coin/1 Credit	C	C	C	C	C	C	C	C
3 Coin/1 Credit	C	C	C	O	C	C	C	O
2 Coin/1 Credit	C	C	O	C	C	C	O	C
1 Coin/1 Credit	C	C	O	O	C	C	O	O
1 Coin/2 Credit	C	O	C	C	C	O	C	C
1 Coin/3 Credit	C	O	C	O	C	O	C	O
1 Coin/4 Credit	C	O	O	C	C	O	O	C
1 Coin/5 Credit	C	O	O	O	C	O	O	O
1 Coin/6 Credit	O	C	C	C	O	C	C	C
2 Coin/1 Credit	O	C	C	O	O	C	C	O
4 Coin/2 Credit								
5 Coin/3 Credit								
6 Coin/4 Credit								
2 Coin/1 Credit	O	C	O	C	O	C	O	C
4 Coin/3 Credit								

OPTION	SWITCH #2							
	1	2	3	4	5	6	7	8
1 Coin/1 Credit	O	C	O	O	O	C	O	O
2 Coin/2 Credit								
3 Coin/3 Credit								
4 Coin/4 Credit								
5 Coin/6 Credit								
1 Coin/1 Credit	O	O	C	C	O	O	C	C
2 Coin/2 Credit								
3 Coin/3 Credit								
4 Coin/5 Credit								
1 Coin/1 Credit	O	O	C	O	O	O	C	O
2 Coin/3 Credit								
1 Coin/2 Credit	O	O	O	C	O	O	O	C
2 Coin/4 Credit								
3 Coin/6 Credit								
4 Coin/8 Credit								
5 Coin/11 Credit								
1 Coin/2 Credit	O	O	O	O	O	O	O	O
2 Coin/4 Credit								
3 Coin/6 Credit								
4 Coin/9 Credit								

O = Open   C = Closed   X = Not Used