

**HE**  
system  
PC Engine

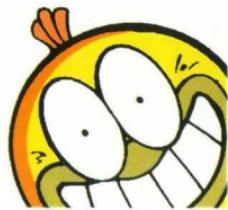
SUPER  
PCENGINEFAN  
DELUXE  
EXTRA ITEM 2

**SUPER**  
CD-ROM<sup>2</sup> SYSTEM

# MOTTEKE TAMAGO



naxat soft



# TAKE CONTROL!



## WARNING!

***It is possible to save in 1P Vs. Com games but you cannot save if your backup memory is filled. In such a case, transfer files to a backup card and then start the game.***



# HOW TO START

Modes: 1P Vs. Com - One player can go up against 1-3 computer controller characters. 2P~4P Vs 2P~3P, multiplayer mode.

## (1) Select the amount of people

Players that wish to play should press the I button to bring up a player selection tab. Select the color of your character by moving the tab over a specific color character. Press the I button again to select that character as your player's character. The select button will cancel your choice.



## (2) Com Selections

After you have selected your character, pressing the run button will change your tab from tap to com. Use the I button to select characters that the computer will use. Press run again to finish your entry.



## (3) Finished

You can start the game by pressing run.

\*In 1P play you can change the number of eggs.  
But you cannot in 2P+ mode. Use the direction key to select the number of eggs.

## OPTION

Selecting option will bring up the option screen. You can change the modes of the game here.



# MASTERING THE GAME



Pick up the eggs and hatch them. If you pass by the eggs they will follow you. Eventually they will hatch and return to your nest. When you have eggs, other players will try to dash into you. When this happens your eggs will scatter, so be careful



## 2. PICK UP ITEMS

Watch bushes to see if they flash. When they do, shake the bush by pushing the D-Pad towards the bush, then an item will pop out. Walk over to the item to get it.

## 3. PLACE BLOCKS

You can place blocks in front of players nests or in roads to block them and lead their chicks away from their nest. You have a limit of 3 blocks at the start. Grabbing items can increase the number of blocks you can place to 5, 7, and so on.

## 4. DASHING

Holding the I button fires up your character. When you start flashing red you can decide which direction you wish to attack in with the D-Pad. Let go of the button and you will dash in the direction specified. This will remove blocks or scatter your opponents eggs. Holding the I button for a longer time increases the distance of your dash.

## 5. Collisions

If two players charge or computers charge at each other a collision fight ensues. Rapidly push the D-pad in the direction of the other player to win the collision fight. The quicker player wins the fight and continues unharmed, the loser's eggs scatter.



# CHARACTERS IN THE GAME

## PLAYER CHARACTERS



Character representing players 1-4.  
Each has it's own unique color.  
(White \* Yellow \* Grey \* Blue)

## EGG



This is a normal egg.  
A chick will hatch from it.

## GOLD EGG



This is a gold egg.  
Swans hatch from it.

## CHICK



This is a chick, they are the color  
of the player they belong to.

## PINK CHICK



This chick gives you a higher score  
and is very rare.

## BLACK CHICK



This chick lowers your score.

## SUNGLASS WEARING CHICK



These are disobedient chicks which will not enter a nest,  
eventually they will become normal chicks. The sunglass  
wearing chick can make your eggs scatter by running into you.

## SWAN



Swans come from gold eggs, they give  
more points than normal chicks.

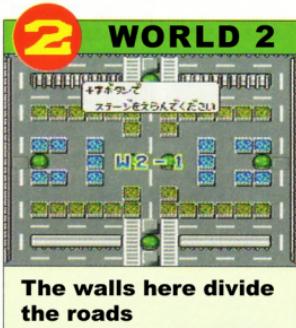
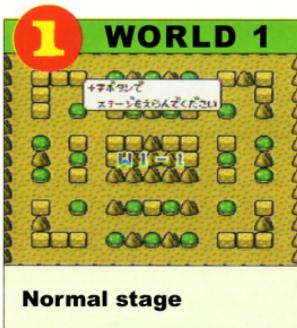
## BOMBII



**This fat bird does not appear often, but when they do they cause trouble. They can scatter eggs and knock players down. They can even walk over blocks.**

# INTRO TO STAGES

Motteke Tamago has 30 stages. Playing the game in 1P vs. Com mode unlocks stages. Challenge yourself to unlock all of them.



Normal Road		This is a Normal Road	Block		A block that is in the way. It must be destroyed if you wish to pass.
Bumpy Road		Cannot place blocks on this road. Speed slows down on this road.	Switch		Makes blocks appear when pressed.
Elevated Floor		Cannot place blocks on these areas. These areas move up and down. You can only pass when they are down.			
Bush		Cannot be passed or destroyed. Items are hidden inside them when they are flashing.			
Mountain		Wall			Cannot pass or destroy these items. Cannot place blocks on these items as well.

# ITEM LIST

During the game, bushes on the playfield may flash. During this time, you may approach the bush to push or "shake" it, and a power-up item will be ejected onto the playfield. Below is a description of the possible types of items.

	<b>SPEED UP</b> This item will make you walk faster.		<b>POWER UP</b> This item will decrease the time needed to "Fire Up".
	<b>HATCH UP</b> This item increases the hatching speed of your eggs.		<b>COLOR CHANGE</b> This item allows you to take control of chicks that are in transit.
	<b>BLOCK UP</b> This item allows you to place more blocks.		<b>TIME STOP</b> This item stops all other players from moving briefly.
<b>RANDOM POWER-UPS</b>			
This is a random power-up item. A list of possible effects are listed below (note that not all of them are positive effects.)			

- No enemies
- Highspeed (become white)
- Slowspeed (become gray)
- No blocks (become yellow)
- No catcher - Cannot collect eggs (become red)

# SCORING

## Here's the score chart:

PLAY SCORE		BONUS SCORE	
Egg	Egg	Hatched	
			
Gold Egg	Egg	Hatched	
			
Items	ITEMS OUT OF BUSH	ITEMS ALREADY OUT	
			
Enemy	SUNGGLASS CHICK	BOMBII	
			
Breaking A Block	Dashing Into An Enemy		
			
Burning Chicks	Winning A Collision Fight		
			
NEGATIVE SCORE			
			Hatched Black Chick × -500