
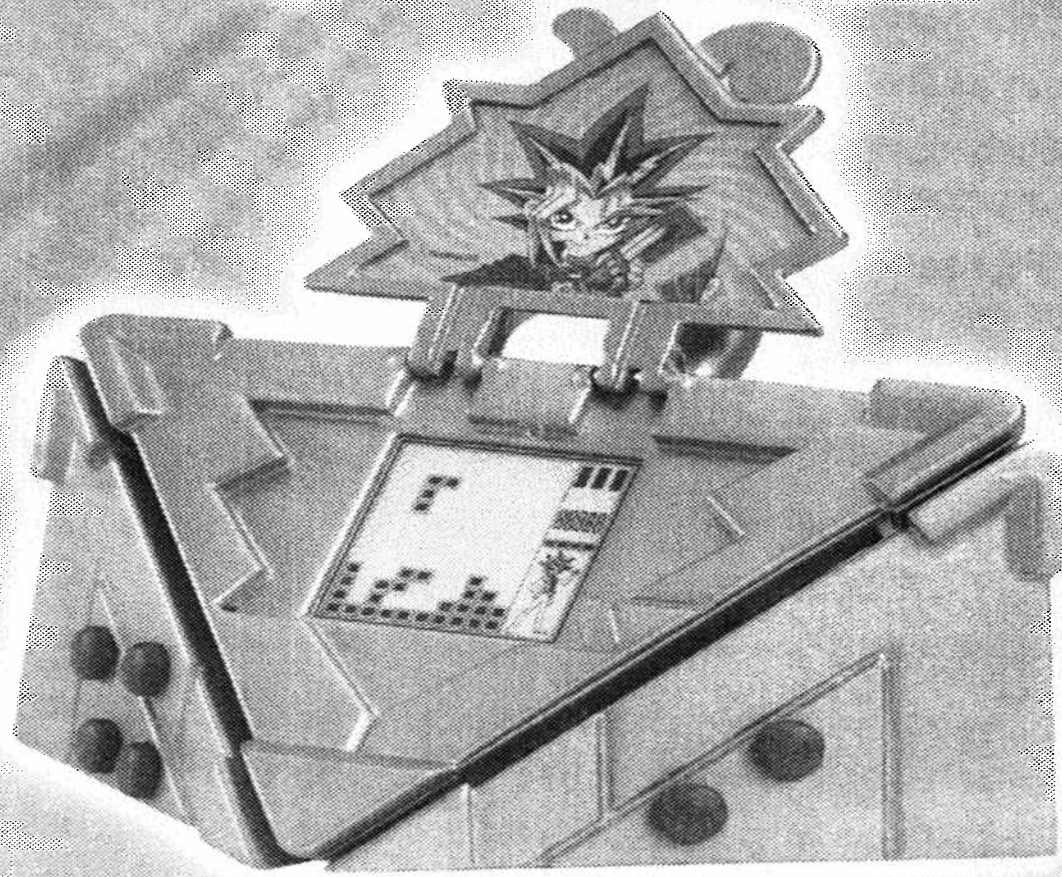
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# ELECTRONIC

# YU-GI-OH!

## MULTI-MASTER™

### Game • Juego • Jeu



*Instructions • Instrucciones*

B0785



Keep these instructions for future reference as they contain important information.

## **OBJECT**

Choose one of 5 different games with 3 difficulty settings and set the high score!

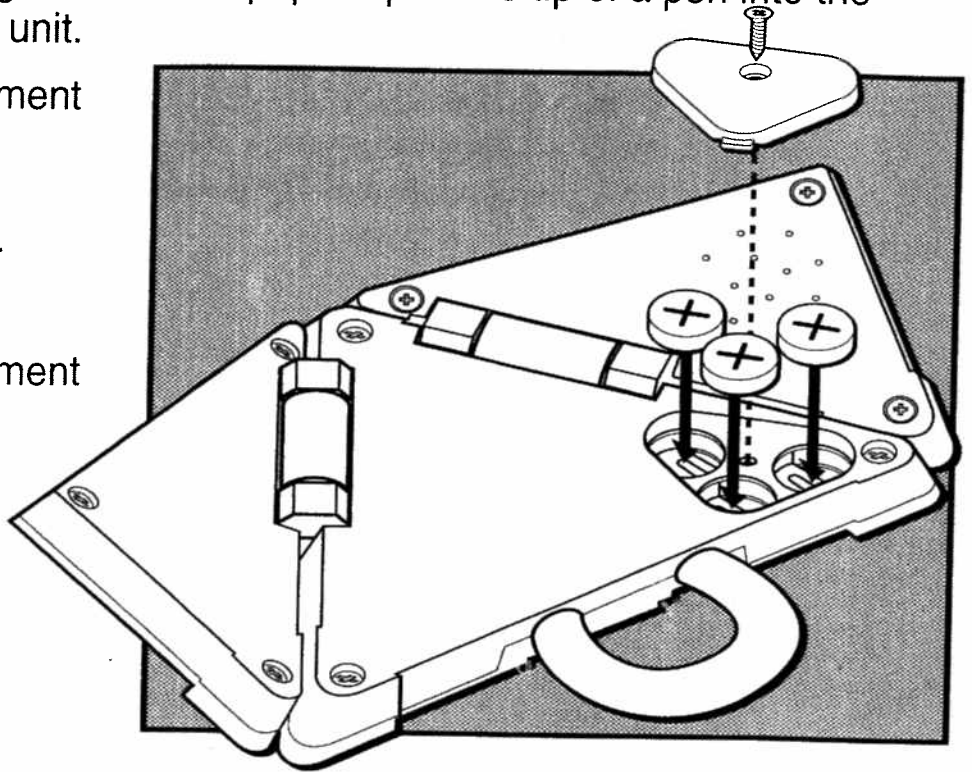
## **INSTALLING BATTERIES**

This game unit requires 3 button cell AG13 (LR44) batteries.


The batteries included are for demonstration only.

To exit demo mode, either remove the batteries or have an adult press the **HARD RESET BUTTON** by inserting the end of a paperclip or the tip of a pen into the small hole on the front of the unit.

1. Open the battery compartment door on the back of the unit using a Phillips head screwdriver (not included).
2. Insert batteries as shown.
3. Close the battery compartment and replace the screw.
4. For longer life, use only alkaline batteries.

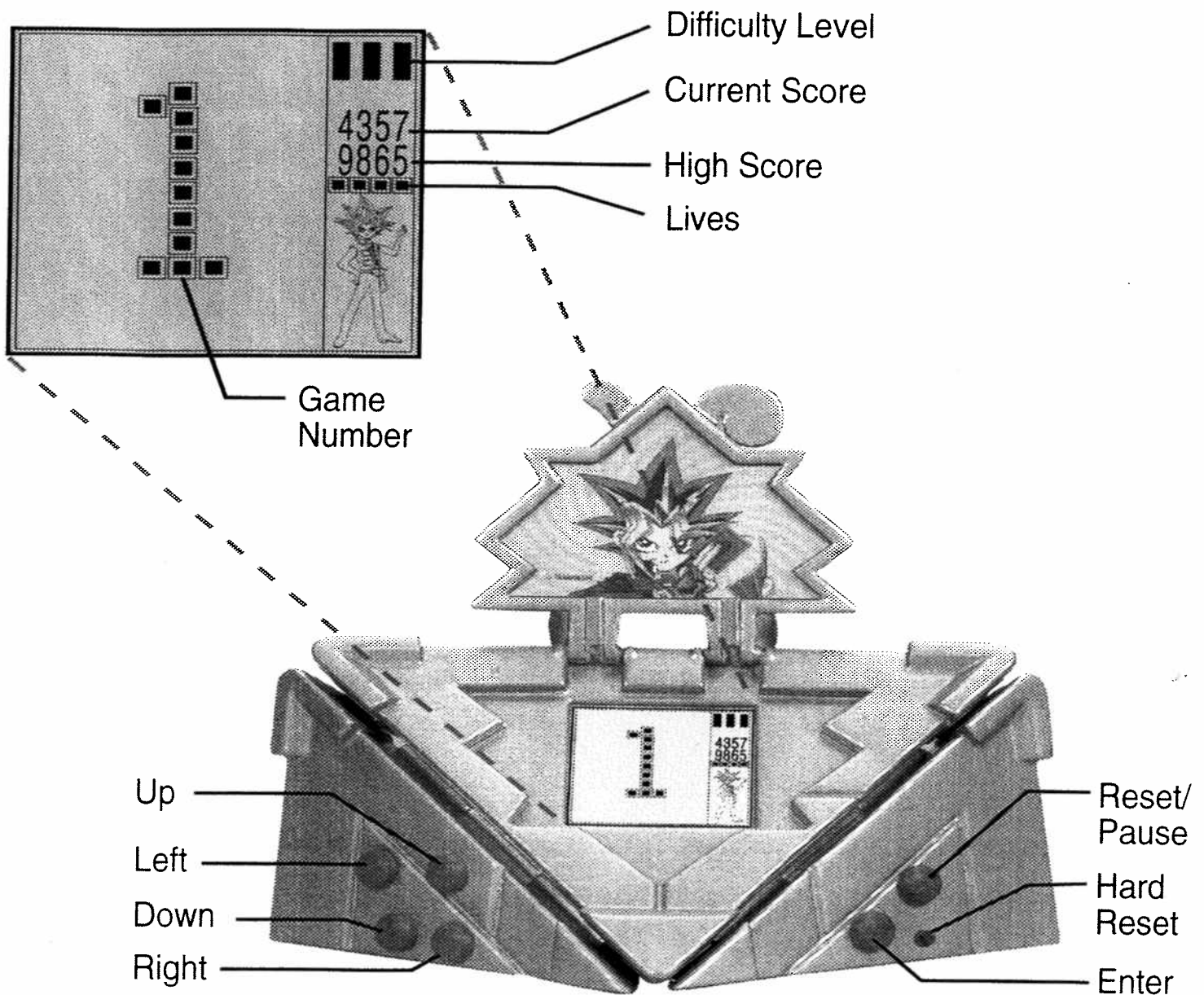


## **GETTING STARTED**

1. Unfold the two control wings and flip open the cover plate as shown. 
2. Press any button to wake the game from sleep mode (the game automatically enters sleep mode when not in use – there is no **On/Off Switch**).
3. To exit a game and return to the Game Menu, press and hold the Reset button until the unit resets.
4. Choose whether you want to play with or without sound. Use the Up and Down buttons to cycle between the musical note symbol (play with sound) and the large X (play without sound). Press the Enter button to make your choice.
5. Next, press the Up or Down buttons to choose the specific game and difficulty level you wish to play. The large number that appears in the center of the screen

tells you which game is currently selected (1-5). The difficulty level is indicated by small marks in the upper right corner: 1 mark (easy), 2 marks (normal), or 3 marks (hard).

6. Press the Enter button when you see the game and level you wish to play.
7. To **PAUSE** a game, press the **RESET BUTTON** once. To resume playing, press the Reset button again.



## **GAME 1**

Differently shaped blocks will begin to fall from the top of the screen. Position the blocks so that they interlock to form complete horizontal rows all the way across the screen. A completed row of blocks will disappear, giving you more room in which to build.

The Enter Button rotates the falling blocks clockwise; the Left and Right Buttons move the falling blocks in those directions; the Down Button causes the blocks to fall into place faster.

The game ends when the blocks stack to the top of the screen.

## ***GAME 2***

Shoot the blocks that fall from the top of the screen. Use the Left and Right buttons to move your cannon across the bottom of the screen and the Enter button to fire.

In this game you have 4 lives. You lose one life each time any block reaches the bottom of the screen.

## ***GAME 3***

Use your cannon to fill the gaps in the rows of blocks that drop from the top of the screen. Use the Left and Right buttons to move the cannon back and forth across the bottom of the screen and the Enter button to fire blocks into the gaps. Each horizontal row you completely fill disappears, giving you more room on the screen.

In this game you have 4 lives. You lose one life each time any block reaches the bottom of the screen.

## ***GAME 4***

Steer the flashing block that appears at the bottom of the screen across the moving blocks to the row of blocks at the top. When you reach the top row you must press Up one more time to knock out the block you are resting on, then you will reappear at the bottom of the screen to begin again. Whenever you completely knock out all blocks in the top row the screen will refresh and you begin again.

You can only move your flashing block **on top** of solid blocks as they move back and forth across the screen. Use the Left, Right, Up and Down Buttons to move your block.

In this game you have 4 lives. You lose one life every time you jump onto a blank space.

## ***GAME 5***

Destroy the walls at the top of the screen by bouncing a block into them with a moving platform. Use the Left and Right Buttons to move the platform. You lose one life every time you miss the bouncing block with the platform.

The Multi-Master™ will store 15 high scores – one for each difficulty level (3) of all 5 games. To zero out the high scores, press the Hard Reset.

## ***TROUBLESHOOTING***

If the Multi-Master™ fails to activate, check the battery compartment to verify that the batteries have been inserted correctly. If so, then have an adult press the **HARD RESET BUTTON** by inserting the end of a paperclip or the tip of a pen into small hole on the front of the unit. If the unit still fails to activate, the batteries may need to be replaced. Follow the directions above.

If the images on the Multi-Master™ screen begin to fade and/or the music slows down, have an adult press the **HARD RESET BUTTON** by inserting the end of a paperclip or the tip of a pen into the socket. If the Multi-Master™ still functions slowly or with faded images, the batteries are drained and will need to be replaced. For further technical support call us at 1-800-524-TOYS.

### ***BATTERY SAFETY INFORMATION***

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the toy before being charged.

**Rechargeable batteries are only to be charged under adult supervision.**

Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Do not mix old and new batteries.

Only batteries of the same or equivalent type as recommended are to be used.

Batteries are to be inserted with the correct polarity.

Exhausted batteries are to be removed from the toy.

The supply terminals are not to be short-circuited.

Dispose of batteries safely. Do not dispose of in a fire as batteries may explode or leak.