

Mason's Maze LCD Game Instruction

- On-Off - To turn on or off the power
 musical note - To turn the melody on or off
 Start-Pause - To start the game / To stop the game temporarily
 Reset - To start the game again

	Level/Left	Speed Right	Rotate	Mode/Down GameSelect 1-9999
Game 1-4	Left Control	Right Control	Fire Missiles	
Game 5-8	Left Control	Right Control	Rotate Blocks	Increase Falling Block Speed
Game 9	Left Control	Right Control	Move Dragon Up When moves in upward direction	Move Dragon Down When moves in down- ward direction
Game 10	Left Control	Right Control	Move Dragon Up When moves in downward direc- tion	Move Dragon Down When moves in upward direction

How To Play

- Game 1 Grand Prix Shooting I
 Game 2 Grand Prix Shooting II
 Game 3 Space Panic I
 Game 4 Space Panic II
 Game 5 Simple Brick
 Game 6 Advance Brick
 Game 7 Flashing Brick
 Game 8 Advance Flashing Brick
 Game 9 Dragon I
 Game 10 Dragon II
 Game 11-9999 Repeat Game 1 - Game 10

Scoring:

- To Fire The Missiles 10 Points
 To Fill One Line 100 Points
 To Fill Two Lines Simultaneously 300 Points
 To Fill Three Lines Simultaneously 700 Points
 To Fill Four Lines Simultaneously 1500 Points
 To Eat One Pearl 100 Points
 To Advance To The Next Level 400 Points
 Highest Score 99900 Points

BATTERY WARNING

- 1) Do not use rechargeable batteries
- 2) Batteries are to be inserted with correct polarity
- 3) Only batteries of the same or equivalent type as recommended are to be used, different types or new and used batteries are not to be mixed
- 4) Exhausted batteries are to be removed from the unit
- 5) Do not short circuit the supply terminals
- 6) Non-rechargeable batteries are not to be recharged.