

TENGEN

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MAGICAL PUZZLE

POPILS

SEGA
GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM



TENGEN

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CONGRATULATIONS!

You have just purchased POPILS, a premium quality TENGEN game for play on your Sega™ Game Gear™! This challenging game with 100 different puzzle screens will provide countless hours of fun at home!

ABOUT THE CARTRIDGE WITH BATTERY BACKUP

The POPILS cartridge contains a special feature called Battery Backup. It allows you to save a game in progress to resume play later at the same spot where you were — even after the power has been turned off. It also lets you save any original puzzles you've created with the Map Editor. You should be extra careful with the cartridge. Incorrect handling could cause the saved data to be lost! Be sure to observe the following guidelines when you play:

- Make sure the power switch is OFF when you insert the cartridge.
- Before turning on the power, make sure the cartridge is firmly in place.
- Do NOT pull out the cartridge with the power on!



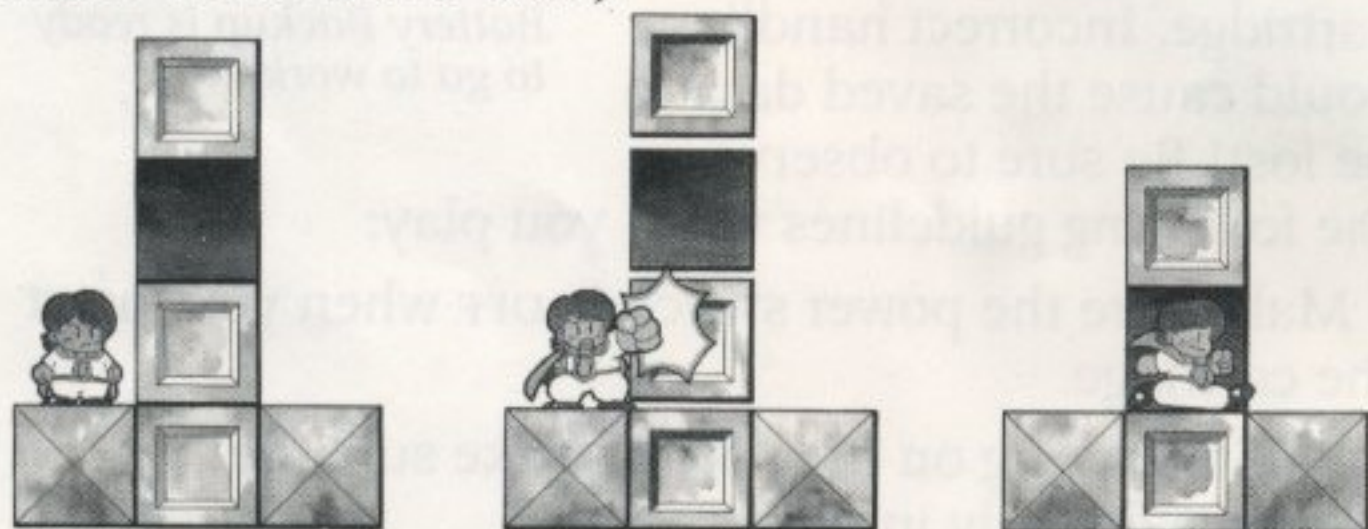
This screen comes up when the game is fresh out of the box. "Backup Initialized" means that Battery Backup is ready to go to work.

INTRODUCTION

Your Princess has been kidnapped by the sorcerer Popils. Popils loves mind games, and he's put your Princess into puzzles made up of different blocks. Destroy some blocks by punching, kicking and head-butting them. Each block that you've destroyed will disappear, the block (or blocks) above it will fall down one level, and you may be able to pass through where it was once blocked. By moving around and destroying the blocks in the correct order — and with the right timing — you'll be able to either meet up with your Princess or guide her to you.

Watch out for nasty Green Slimes and Vampires. Their touch is deadly! Be extra careful around red pointed blocks. Fall on them and it's over.

Should you destroy a block carelessly, you just might become stuck, unable to move. In this case, there's nothing to do but start again (by pressing Buttons 1 and 2 at the same time).



You can't pass through the grey block, but you can destroy it. All the blocks above it will come down. The black block, a passable object, lets you continue your mission to save the Princess!

GAME TITLE SCREEN

NORMAL GAME: Play with pre-made maps (total of 100 screens).

MAP EDIT: Allows you to create your own map puzzles (see page 7). Or receive maps from your friends with your Gear-To-Gear™ cable hook-up. Press 2 or START to enter Edit Mode.

EDITED GAME: Play with an edited map if one exists (or one that you've received via the Gear-To-Gear cable hook-up).

OPTIONS; To change function settings (on/off of RESUME function, for example). See page 9.



GAME CONTROLS

LEFT Arrow: To move left.

RIGHT Arrow: To move right.

UP Arrow: To move up (if you're on a ladder).

DOWN Arrow: To move down (if you're on a ladder).

START: To pause and to release pause.

1 Button: Punch in facing direction continuously.

2 Button: Punch in facing direction once.

UP+Button: Head-butt (you must be under a block).

DOWN+Button: Kick.

1+2: To restart the game when you're stuck.

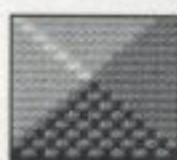
BLOCKS, ITEMS AND CHARACTERS



Normal Block: Destroy by punching, kicking or head-butting. Each block that is destroyed will disappear, and the blocks above it will fall down one level. Try to move towards the Princess or guide her to you.



Black Block: An area that can be entered. Cannot be destroyed.



Gold Block: Cannot be destroyed and you cannot pass through.



Ladder: Lets you move up and down (using UP and DOWN arrows on your controller). It cannot be destroyed, and it can only be used by you.



Pointed Block: Can be destroyed. But be careful! Should you or your Princess fall on this, you die. It's also a way to kill Slimes.



Warp Doors: Usable by you, the Princess and the enemy, these Warp Doors come in many shapes. When you enter one, you'll come out of another door of the same shape. After something exits from a Warp Door, the Door becomes blocked (shown with a minus sign) and cannot be used temporarily.



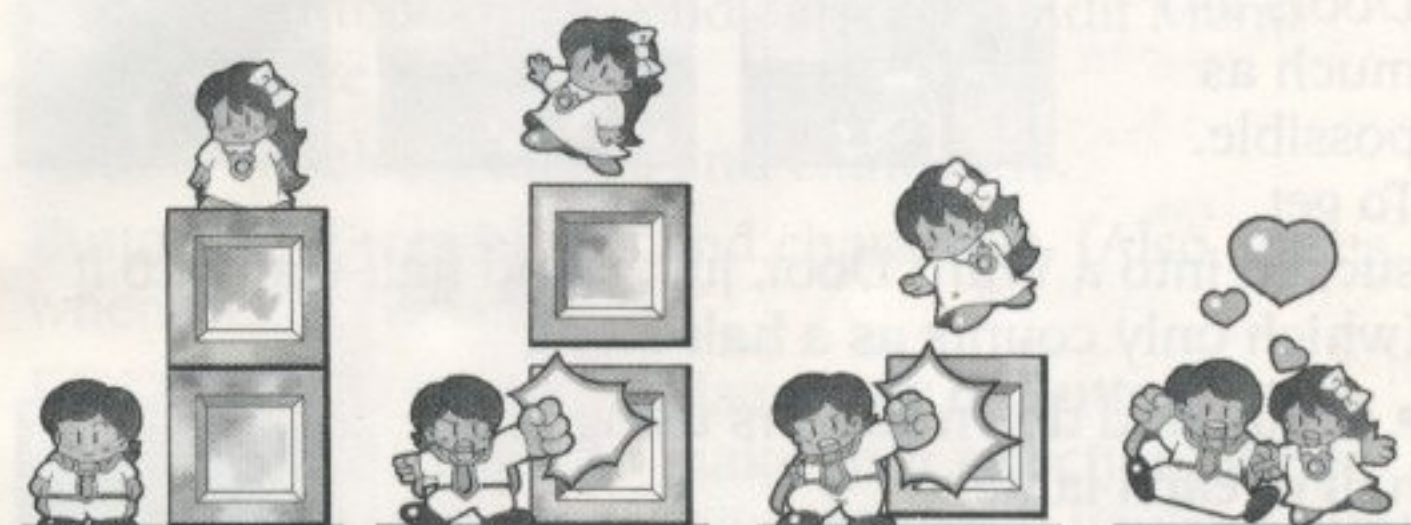
The Princess: Moves right and left on top of blocks. When she runs into a block, she cries "Help!" for a while, then reverses direction.



Green Slime: Moves right and left on top of blocks. When it hits a wall, it stops for a while and then reverses direction. When the Green Slime touches you or the Princess, you lose a life and the round starts over.



Vampire: Flies left and right in the space between blocks. Vampires are deadly like the Green Slime. Unlike the Slime, vampires can fly and won't fall down when the block beneath it is destroyed (unless there's a block above it).

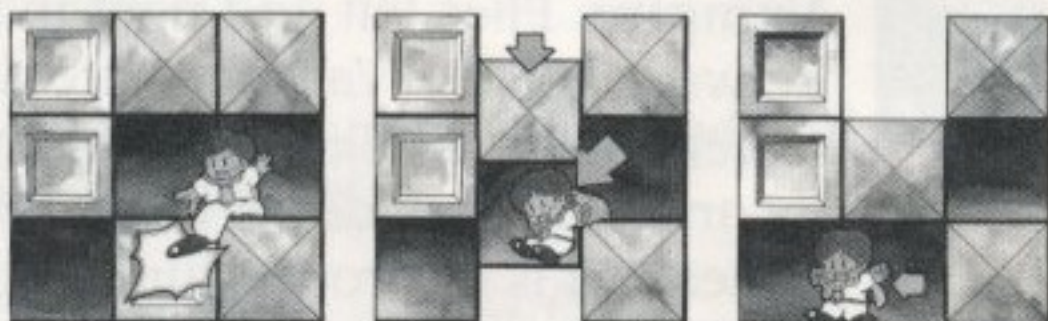


SAVE THE PRINCESS — IN THE FEWEST STEPS POSSIBLE!

Most puzzle games only ask you to solve them. POPILS challenges you to solve each puzzle in the fewest number of steps! Every punch, kick or head-butt counts as one step. Every move (up or down) is also one step, though you can move in half steps.

Some hints to keep your steps down to a minimum:

- Kicking or punching while you're hanging half-way out only counts as a half-step.



- Make use of Warp Doors as much as possible.



To get sucked into a Warp Door, just stand half-way into it (which only counts as a half-step).

- Go up and down ladders using only half of each ladder.

START pauses your game and shows you your current IQ, round number, lives remaining and steps used so far.



100 PRE-MADE PUZZLES

Although POPILS comes with 100 built-in puzzles, you can't get to all of them immediately. The more screens you clear, the more puzzles will be made available for you to play.

CREATE YOUR OWN PUZZLES WITH THE MAP EDITOR (EDIT MODE)

POPILS lets you create your very own puzzles with the Map Editor, selectable on the Title Screen (see page 3).

Controls for Map Editing:

UP Arrow: Moves the selected item up.

DOWN Arrow: Moves the selected item down.

LEFT Arrow: Moves the selected item left.

RIGHT Arrow: Moves the selected item right.

START Button: Opens and closes the Edit Menu Window (see below).

Button 1: Selects blocks and characters.

Button 2: Places blocks and characters. (Also erases when **DEL** is chosen.)

EDIT MENU Window: Use **START** or Button 1 to cancel. Use Button 2 to make your selection. When you select, a yes/no window appears. If you're happy with a selection, choose yes; if not, choose no (using the **UP** or **DOWN** arrows).

END EDIT: You're done with editing. Returns to title screen

COM IN/OUT: Can only be used if you are connected to another Game Gear. Send or receive maps with your Gear-To-Gear cable hook-up. It's a fantastic way to share the fun by challenging your friends with puzzles you've created! Note: To send a map, your friend must select **COM IN** while you choose **COM OUT**. To receive a map, you select **COM IN** while your friend chooses **COM OUT**.

LOAD MAP: Reads in a previously saved map from memory.

SAVE MAP: Save map into memory. Up to 30 original puzzles can be saved at one time.

TEST PLAY: Once you're done editing a map, test to see if the puzzle can be solved, and if so, the minimum number of steps it takes to solve it.

Hints on Map Editing:

- Up to 8 enemy characters (Slime and Vampire) can be positioned.
- Up to 4 types of Warp Doors can be positioned. Note: Warp Doors must be positioned in pairs!
- If you try to get out of the Map Editor without saving, a warning will appear to double-check that you really don't want to save.
- Do not place two pieces in the same spot. Always delete one first.

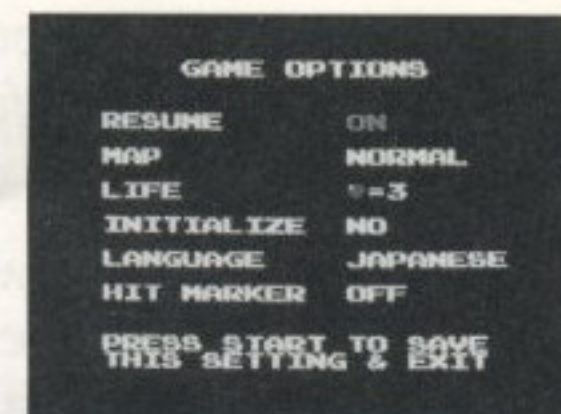
GAME OPTIONS

POPILS contains many functions that can be changed to fit the way you want to play. Choose options from the title screen by pressing **START** or **Button 2**. Use **Button 2** or **LEFT** and **RIGHT** to change a setting; **UP** and **DOWN** selects which option to change. Once you've made your settings, press **START** to save your settings and return to the title screen. All your settings will be stored by the Battery Backup even after the power has been switched off.

RESUME: Turn this option on to store a game in progress into Battery Backup. Note: If you're in the middle of a puzzle and you turn the power off, **RESUME** only starts you from the beginning of the puzzle when you begin play again. Turn this option off if you don't want to make use of Battery Backup. If you turn the power on while holding **Buttons 1** and **2** at the same time, **RESUME** will turn off.

MAP: You can choose between **NORMAL** and **H FLIP**. **H FLIP** gives you a mirror image of each puzzle. Timing for each puzzle may change and some puzzles may not be solved at all. In **H FLIP**, high score and number of steps will not be recorded. Note: **H FLIP** only works with the Normal Game, not puzzles you've created with the Map Editor.

LIFE: Choose the number of lives you want (1 to 5).



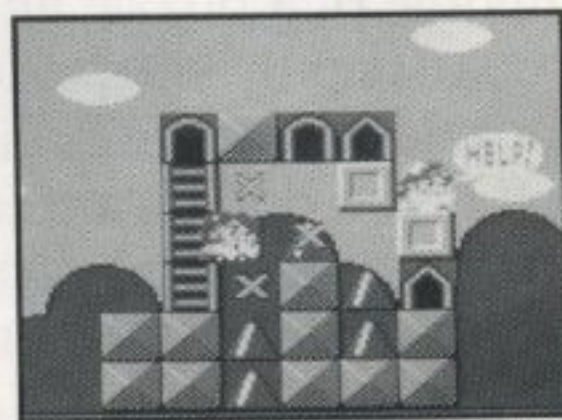
INITIALIZE: This wipes out data stored in Battery Backup. *Use this carefully!*

- **No:** No initializing. Usually set to this.
- **FLAGS:** This erases which puzzle screens have been solved and the number of steps used to clear them. Use this when you want to start all over again.
- **Hi-SCORE:** Erases only the high scores.
- **EDIT MAP:** Erases all puzzles created with the Map Editor.
- **ALL:** Erases everything!

LANGUAGE: Choose between English and Japanese.

HIT MARKER: When you punch and kick while reaching halfway out, it can be tough to tell how far you must lean out for your punch or kick to reach.

Turn **HIT MARKER** on to make it easier. It's good to have this option on when you're going for minimum number of steps. Note: Even when turned off, this option comes on during Pause. It only works with the Normal Game (not puzzles you've created).



And now, a little secret: Push **START** while holding down Button **1** on the option screen and POPILS will go into sound keyboard mode. Hey, there might be a song you'll love! Use **UP** and **DOWN** to select a sound, press buttons **1** or **2** to play the selection. Press **START** to exit.

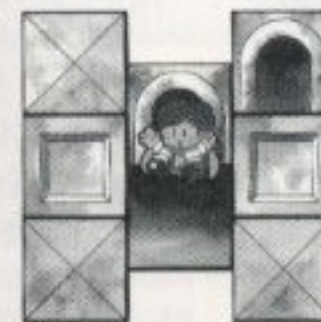
HINTS AND STRATEGIES

Reaching halfway out: To destroy a block that seems to be out of reach, try leaning out halfway and punch. It just might work.

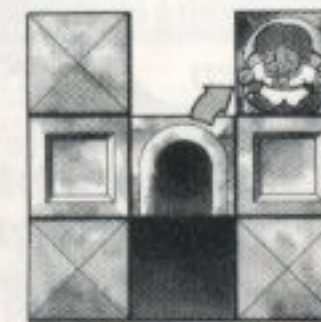
How to kick down to go up:



Kick down to make the Warp Door come down...

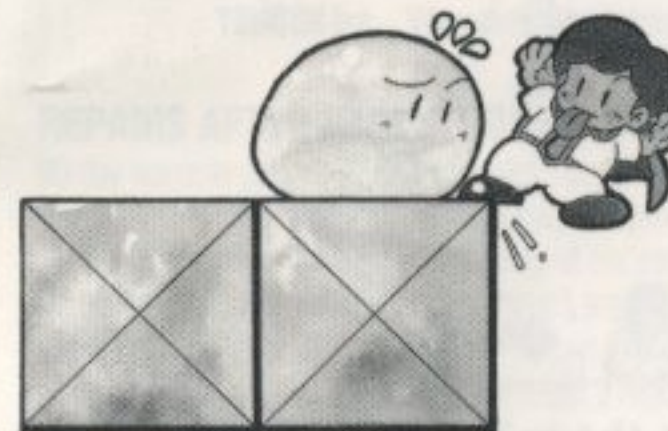


You get sucked up into the Warp Door since it falls faster than you do...



You come out on the other Warp Door above!

Stand on the edge to avoid Green Slimes:

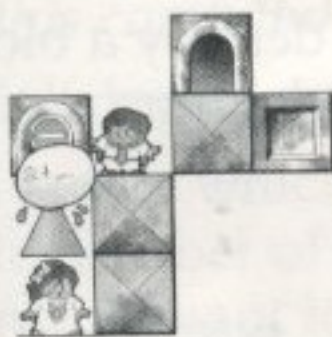


When it looks like there's no way out of getting Slimed, stand way out on the edge, supporting yourself on one foot. Do this and the Slime won't touch you.

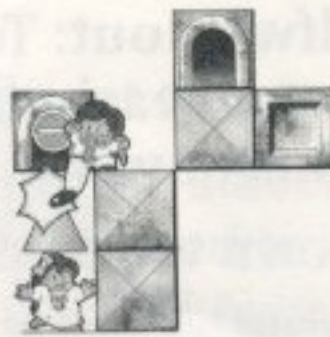
How to use Warp Doors to foil Green Slimes:



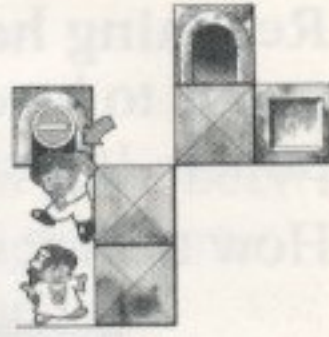
Let the Green Slime go through the Warp Door...



The Slime comes out of the other Warp Door and gets killed falling on the pointed block...

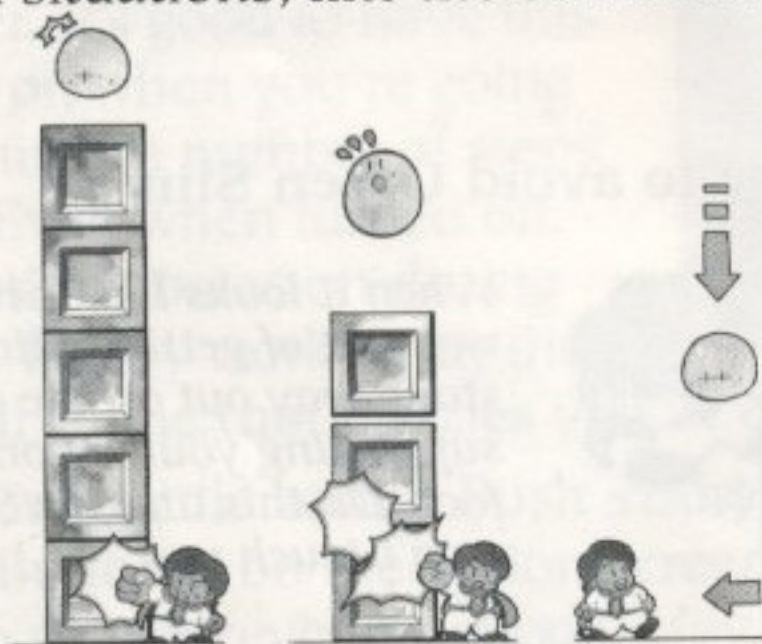


Kick to destroy the pointed block...



Now you're reunited with your lovely Princess!

Continuous punch technique: Pressing Button 1 lets you punch continuously, which can be useful in certain situations, like the one below.



To get through, you've got the punch out the blocks. By pressing Button 1 to punch in rapid succession, you can destroy all the blocks and move past before the Slime falls on you.

HANDLING THE SEGA™ GAME GEAR™ CARTRIDGE

- The Sega Game Gear Cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the screen.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

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Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

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