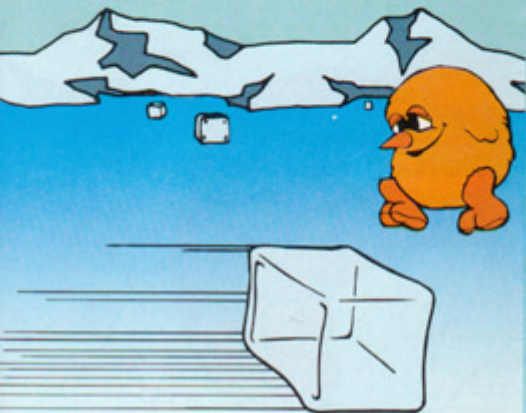


PENGO™ the Penguin squashes SNO-BEES and avoids being stung. And that's only the beginning of the fun as you control and move PENGO with a 4-way joystick, crumbling or sliding ice blocks with a control button to score points and earn extra rounds.

As a SNO-BEE Squasher you must learn to use caution and skill to avoid the pursuing SNO-BEES who can deliver a critical sting to PENGO upon contact. You must also learn to stalk a SNO-BEE by lining up PENGO behind a "free" ice block (one that is not blocked by a wall or another ice block) and push the block toward the SNO-BEE, thus squashing him and earning you 400 points.

Your challenge begins when the screen transforms into an ice block field. Several of a vast array of ice blocks will flash at the beginning of the game play to indicate where the SNO-BEES will hatch out of ice block eggs. Three young SNO-BEES will then hatch and immediately begin to



PENGO™ POINTS

Squashing a SNO-BEE.	400 points
Squashing two SNO-BEES with a single ice block.	1,600 points
Squashing three SNO-BEES with a single ice block.	3,200 points
Squashing four SNO-BEES with a single ice block.	6,400 points
Crumbling a SNO-BEE EGG ice block.	500 points
Running over a frozen SNO-BEE, either along a frozen wall or anywhere after the three Diamond Blocks are lined up.	100 points
Lining up three Diamond Blocks in a row with any or all three blocks touching a wall.	5,000 points
Lining up three Diamond Blocks in a row without any of the three blocks touching a wall.	10,000 points

TIME BONUS POINTS

The speed at which you eliminate all of the SNO-BEES in a given round earns extra 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	100
60 or over	no bonus

Pengo

SNO-BEE SQUASHER **SEGA**



SEGA

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SQUASH OR BE STUNG!

chase PENGO. As the game advances the young SNO-BEES mature and develop legs so they can move about at a faster rate of speed, pursuing PENGO and eating ice blocks to get at PENGO and sting him. More SNO-BEES are hatched as the game play continues, so squash as many as you can as early as you can. There is a time bonus for squashing all SNO-BEES as quickly as possible.

PENGO successfully avoids the SNO-BEES by maneuvering through the ice blocks and by changing the tunnels of the ice field. When PENGO comes up against an ice block that is "trapped" (one that is blocked by a wall or by another ice block) he can crumble that ice block by pushing the control button and then move through the vacated space.

During the game play, other SNO-BEES will be hatching from flashing blocks of ice. They, too, will mature, grow legs, and move around at faster

rates of speed. You should remember the locations of the flashing blocks in order to crumble them before they are hatched and each SNO-BEE Egg Block crumbled means one less SNO-BEE to encounter in that round. REMEMBER: PENGO squashes SNO-BEES and crumbles SNO-BEE Egg Blocks . . . not vice versa. Earn 500 points for each SNO-BEE crumbled.

You can earn substantial bonus points by squashing more than one SNO-BEE at a time. This requires careful timing, as you must wait for two or more SNO-BEES to be in the "line of fire" at one time, before pushing an ice block at them. The faster the SNO-BEES are eliminated from the ice field the more bonus points you earn, thus getting you to the next round of play.

Happy Squashing

