



PlayStation

NTSC U/C

FAMILY
FUN
PUZZLE

TECMO STACKERS

PlayStation™



TECMO®

SLUS-00315

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TECMO STACKERS

**THANK YOU FOR YOUR PURCHASE
OF THIS UNIQUE PUZZLE GAME.**

Hi! I'm your friendly nurse, Rena, bringing you a prescription for puzzle game fun. This Tecmo Stackers puzzle game is just what you need if you want to experience puzzle gaming unlike any other.

What makes Tecmo Stackers the cure for the common puzzle game blues?...

Well, you take and join similar colored pieces (called "quads") together into groups to clear areas. When you join 4 of the same colors together, those pieces disappear. And this is where the fun really begins...

See, each of your colored pieces is also an elastic, lovable creature who likes to just reach out and make a new friend. Join 4 colored pieces together, and surrounding pieces "stretch" to unite with other similar colored pieces. If you can group your colors wisely, you can clear chain after chain of colors for big fun. Just connect 4 of the same colors together to see why Tecmo Stackers is a game of chain reactions.

Please join all my friends. Be careful though, since Tecmo Stackers may lead to an extreme overdose of fun. In fact, there have been common cases where this game has taken hold of many puzzle game players. But, before Tecmo Stackers takes a hold of you, you gotta get a hold of yourself! So, get to it!...





READY...

GO!

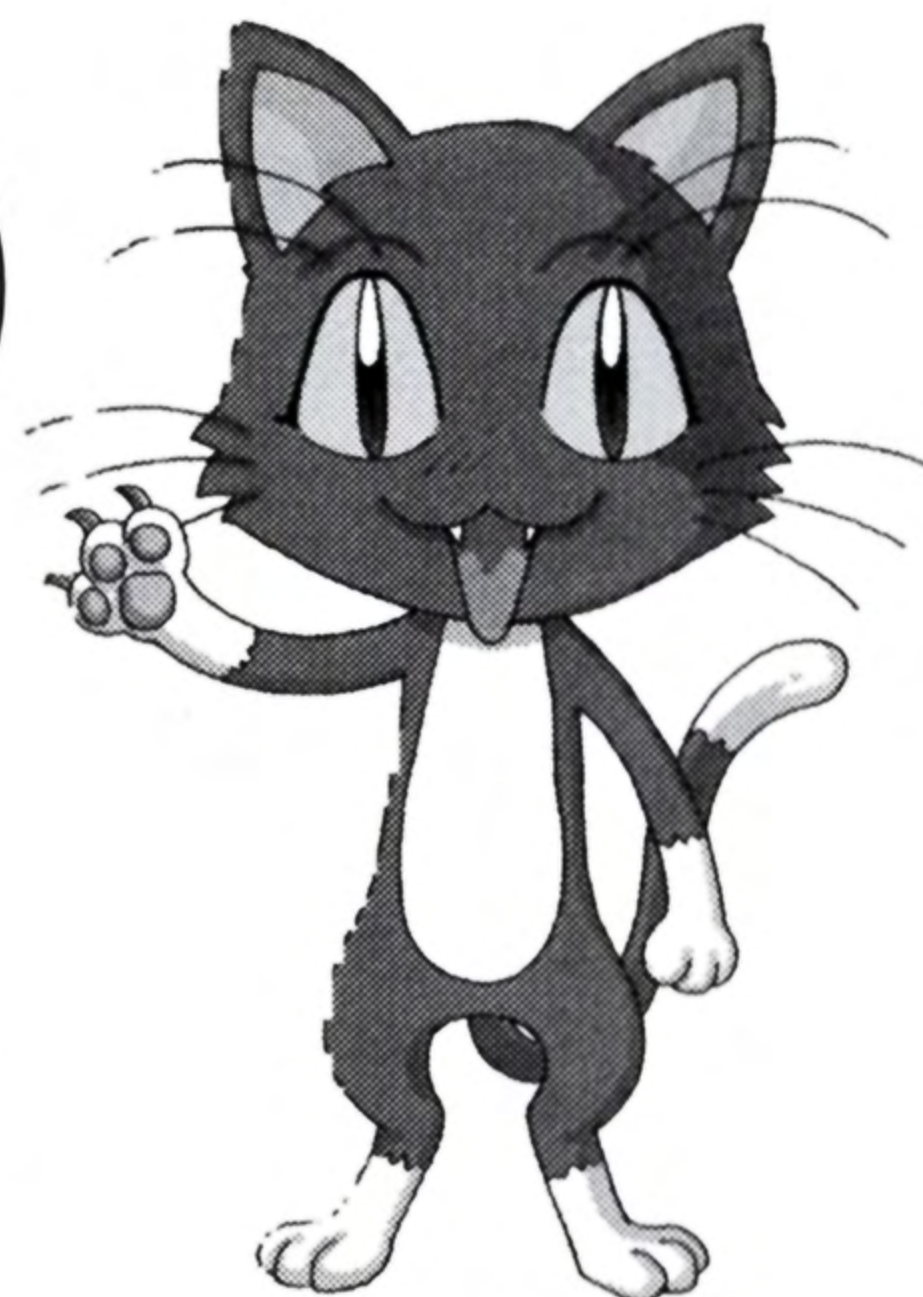
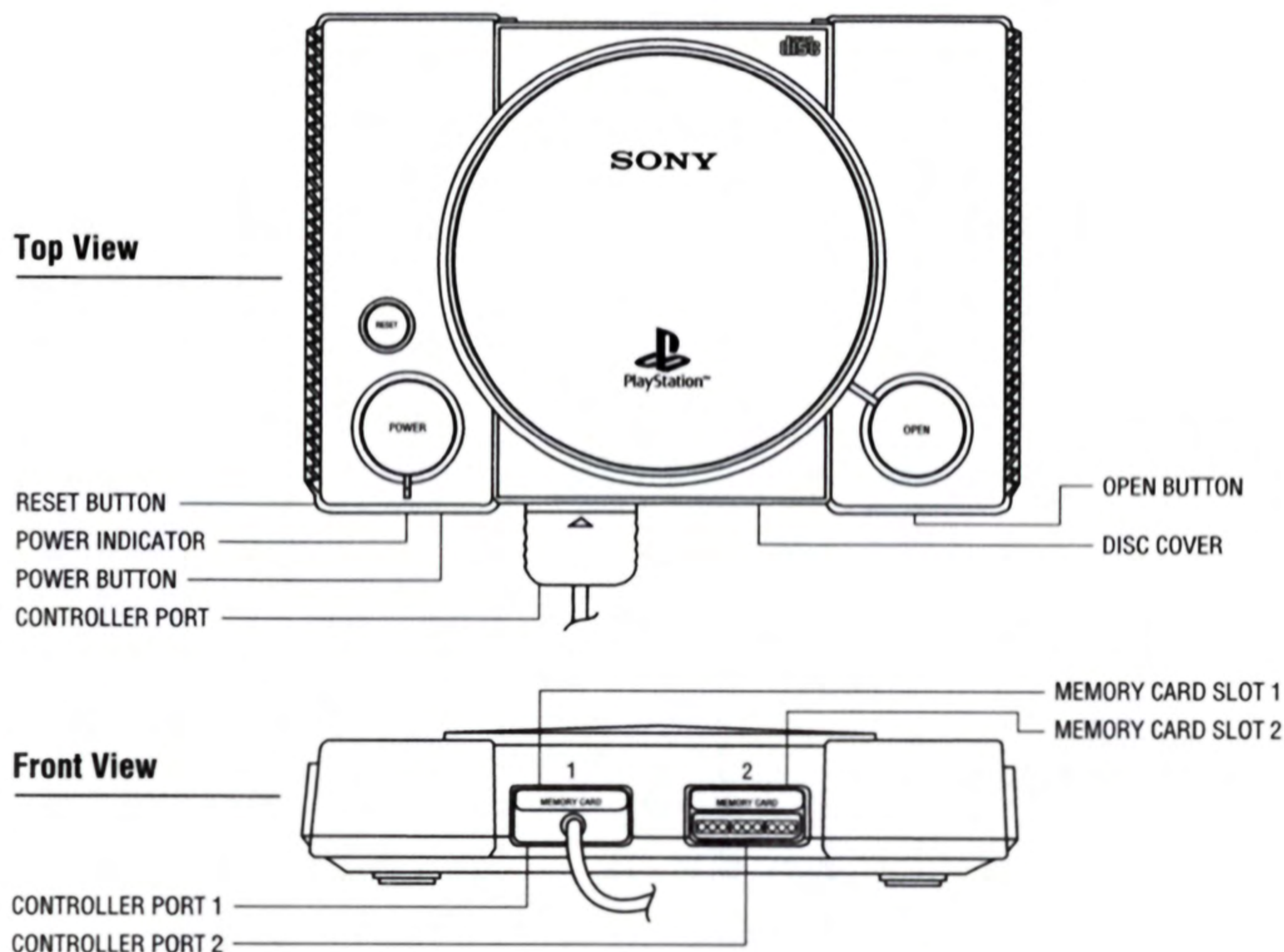
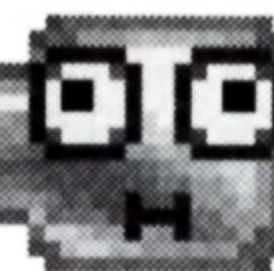


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1. GETTING STARTED



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **TECMO STACKERS™** disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console.

Press **START** during opening sequence to get the title screen.
Press **START** again to select from various modes of gameplay.



Press **START** to select your mode of gameplay



2. CONTROLLER FUNCTIONS

(DEFAULT)



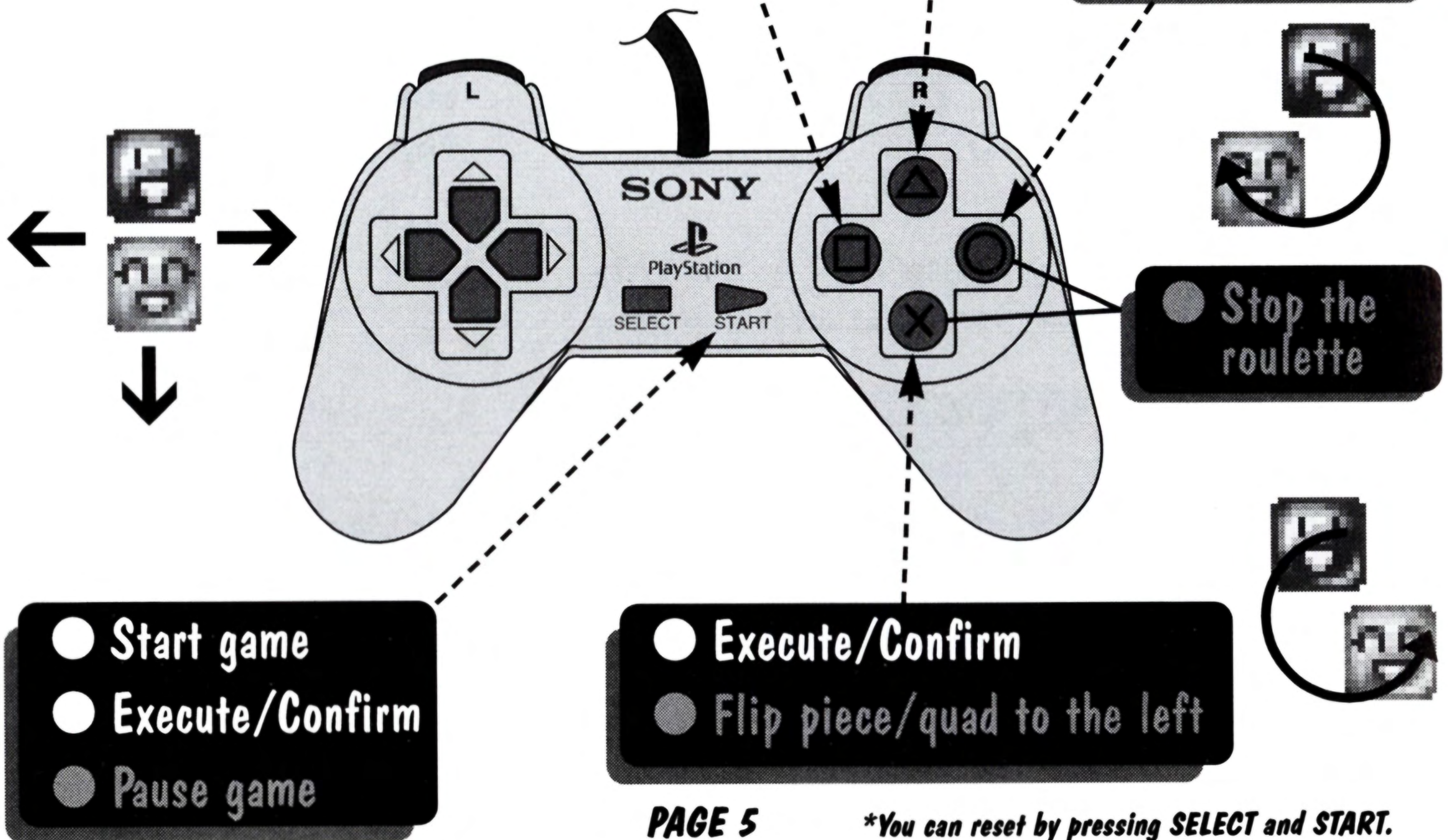
NORMAL OPERATION

- Menu Selections
- During Gameplay

- Bomb
USED IN ARCADE MODE (2 PLAYER)

- Cancel

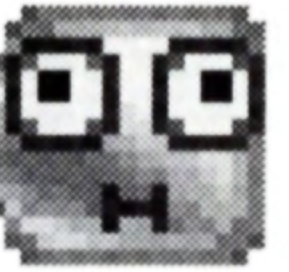
- Flip piece/quad to the right



- Stop the roulette

- Start game
- Execute/Confirm
- Pause game

- Execute/Confirm
- Flip piece/quad to the left



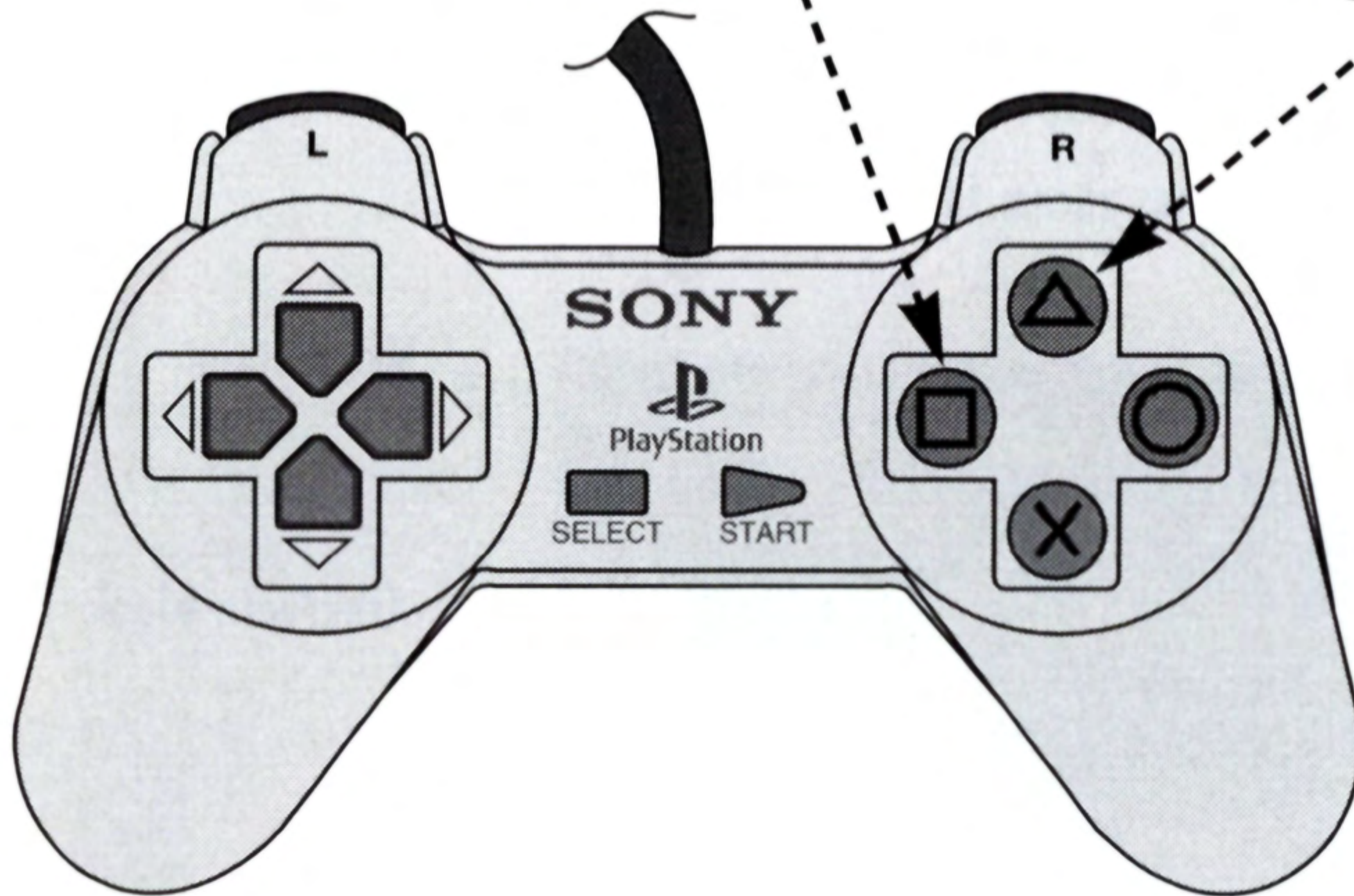
(SEE PAGE 14)

OPERATION IN "CHAIN REACTION" MODE



Change pieces into obstacle blocks

Shifts view of screen



INPUT COMMAND

L1 + L2

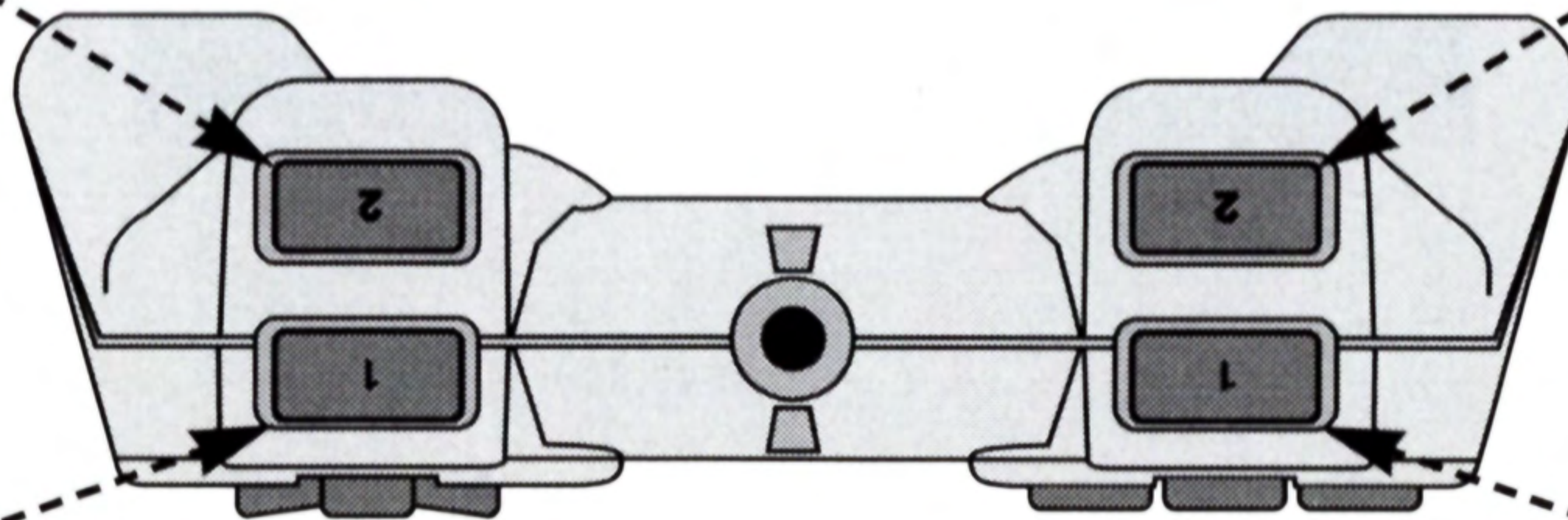
re-size the field of play

R1 + R2

follow the falling piece

Zoom out

Scale down



Zoom in

Scale up

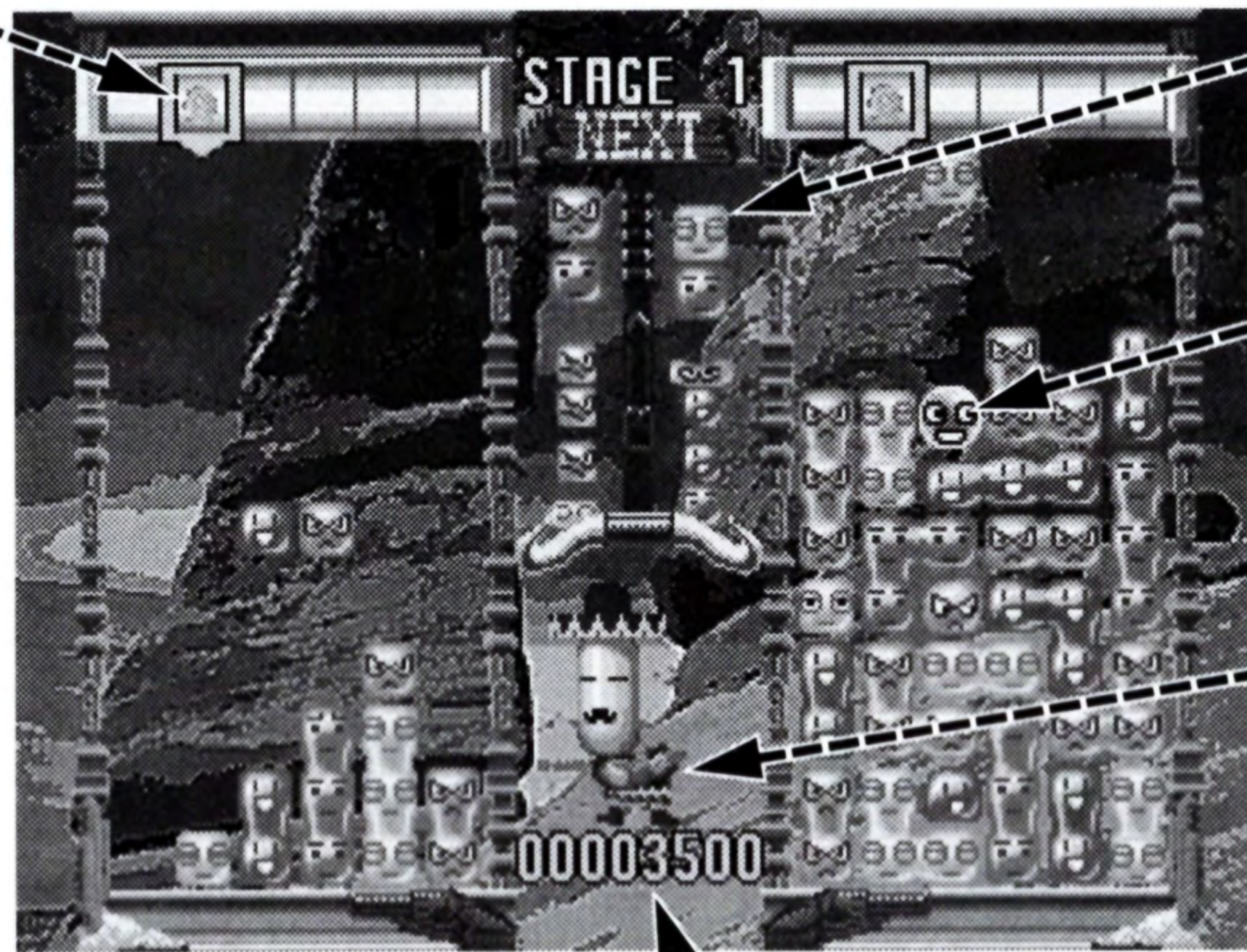


3. GAMEPLAY SCREEN

Basic gameplay actions are shown below. Gameplay will vary depending on which mode you are playing. See page 9 for details.

When pieces/quads become piled all the way to the top, the game is over.

Slot



Next piece

Obstacle block

Your opponent

Your score

4. GAMEPLAY BASICS



★ CHARACTERISTICS OF YOUR PIECES/QUADS

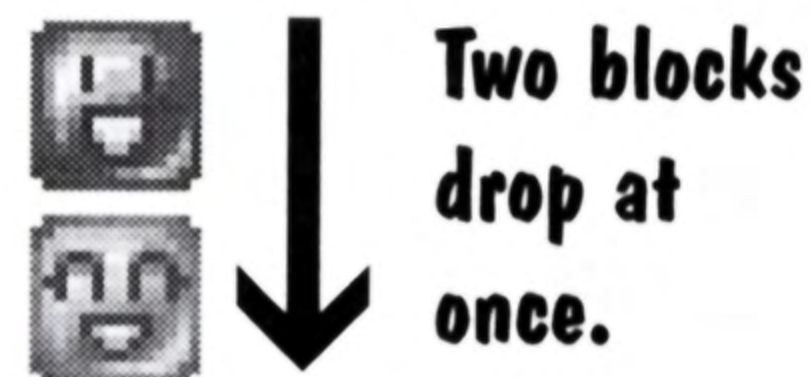
- They all have two colored blocks to them.
- When parts of one piece touch others of similar color, then the two pieces will unite (i.e. stick together).
- When 4 or more of the same colors are stuck together, they will vanish. This in turn can allow other pieces to fall, unite, and possibly vanish as well.

★ "ELASTIC" PIECES & CHAIN REACTIONS

When you clear 4 or more blocks of similar color, surrounding pieces will "stretch" themselves in an effort to unite with other pieces.

For example: Should you clear 4 RED blocks from the middle of your screen at a time when you have 2 BLUE blocks already joined at the left and right side of your screen, then, (after you've cleared the 4 RED blocks) the 2 BLUE blocks on each side may stretch enough to join. Should the 4 BLUE blocks (2 + 2) join, they will vanish as well. This is called a "Chain Reaction". You can develop multiple chain reactions as you play.

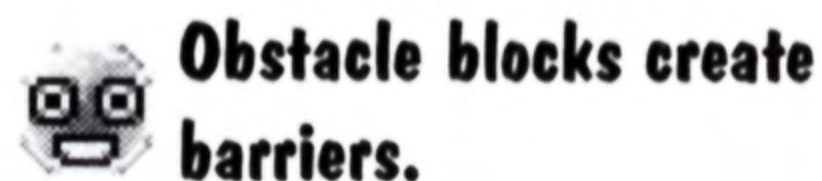
It is always good to try and get chain reactions since you will drop obstacle blocks onto your opponent. These obstacle blocks have no color and can be eliminated when you unite (and eliminate) 4 or more similarly colored blocks around them. Otherwise, obstacle blocks can be broken by any "stretching" pieces/quads which may strike them.



Surprised blocks stretch.



Blocks of a different color won't unite.



Obstacle blocks create barriers.

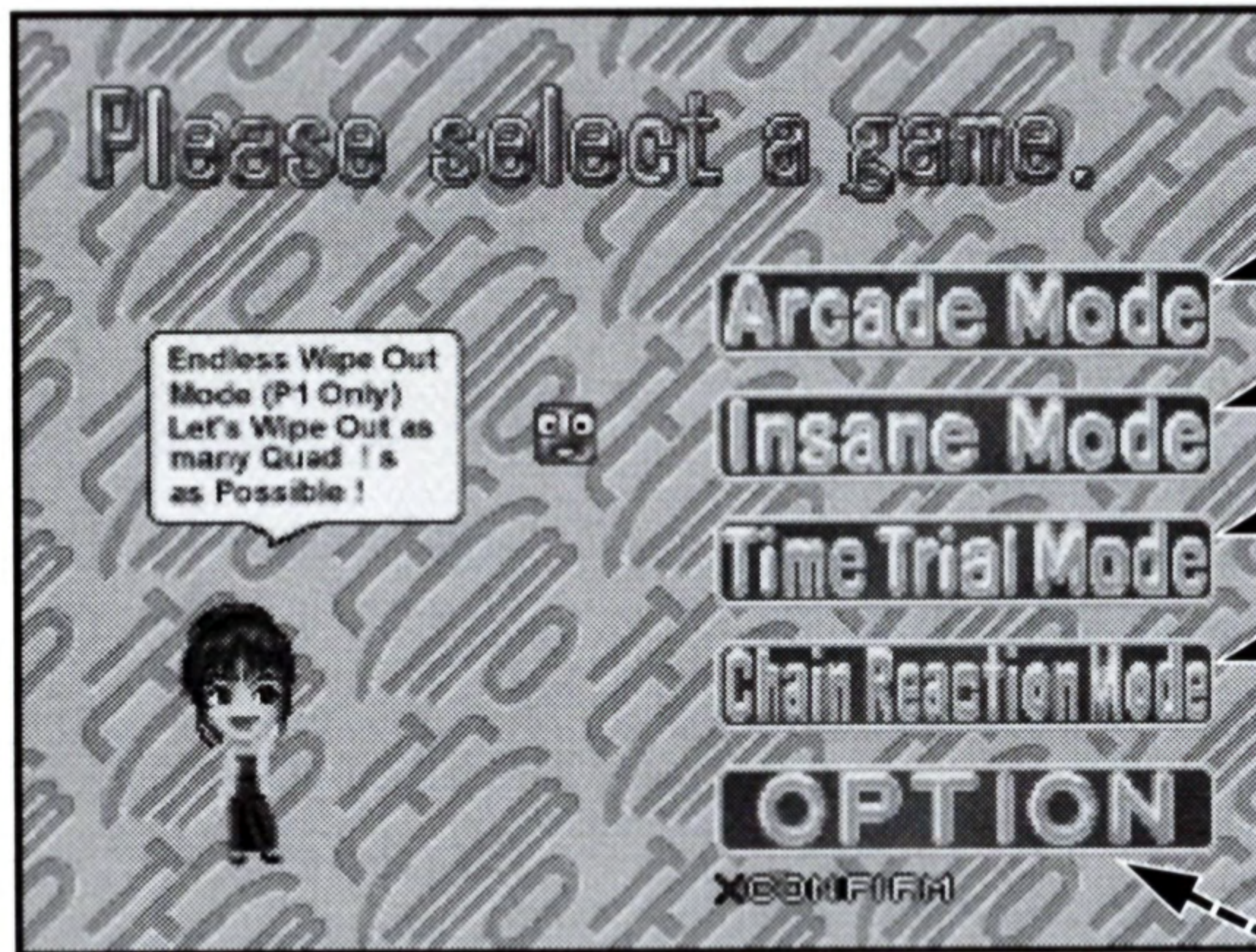


Stretching blocks will pop obstacle blocks.



★ GAME MODE SELECT SCREEN

By pressing **START** at the Title Screen, you may select from **FOUR** different modes of gameplay:



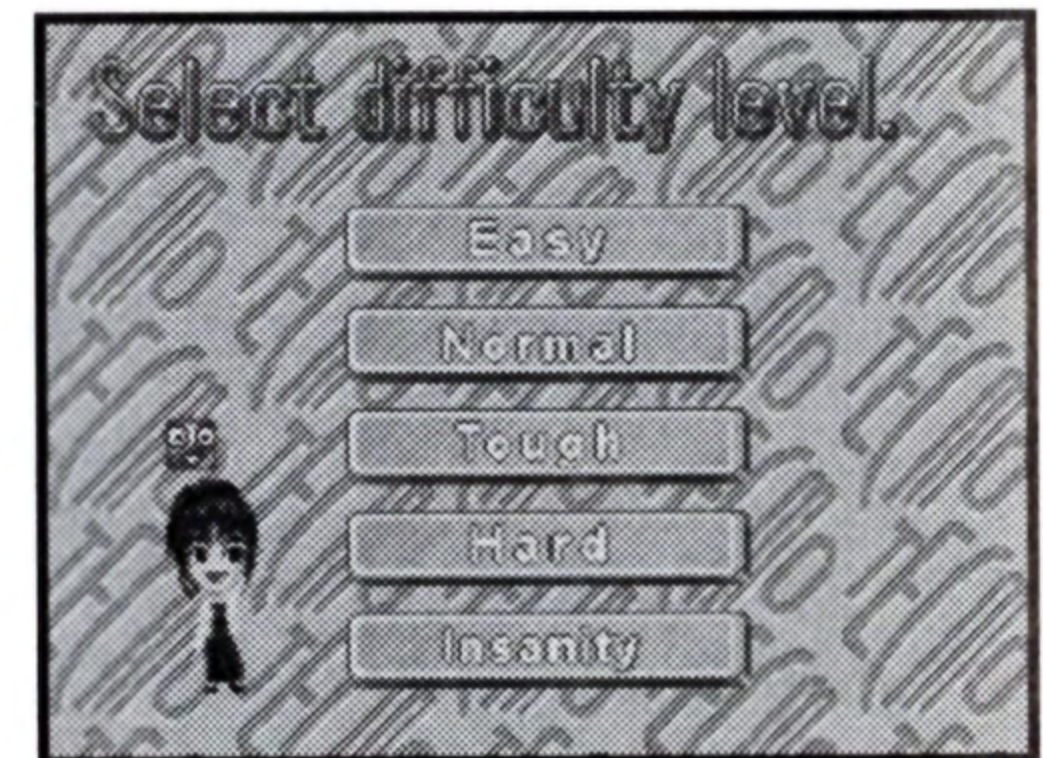
① Arcade Mode

② Insane Mode

③ Time Trial Mode

④ Chain Reaction Mode

Option Screen (see page 16)




NOTE: The game will begin when you have selected the mode and difficulty level you wish to play.

5. GAME MODES



① ARCADE MODE

Select 1 or 2 players. Use your up/down directional button to move the cursor. You may execute/confirm your choice by pressing either the START or the  Button. Also, you may select the number of matches with the left/right directional button.

1 PLAYER MODE

You play in a tournament of computer-based opponents. When you win, you advance to the next stage of the tournament and play the next opponent.

- There are 3 different tournaments.
- Player 2 can press START on the other controller at anytime to interrupt 1 Player Mode for some Player 1 vs. Player 2 match play action.
(see next page)

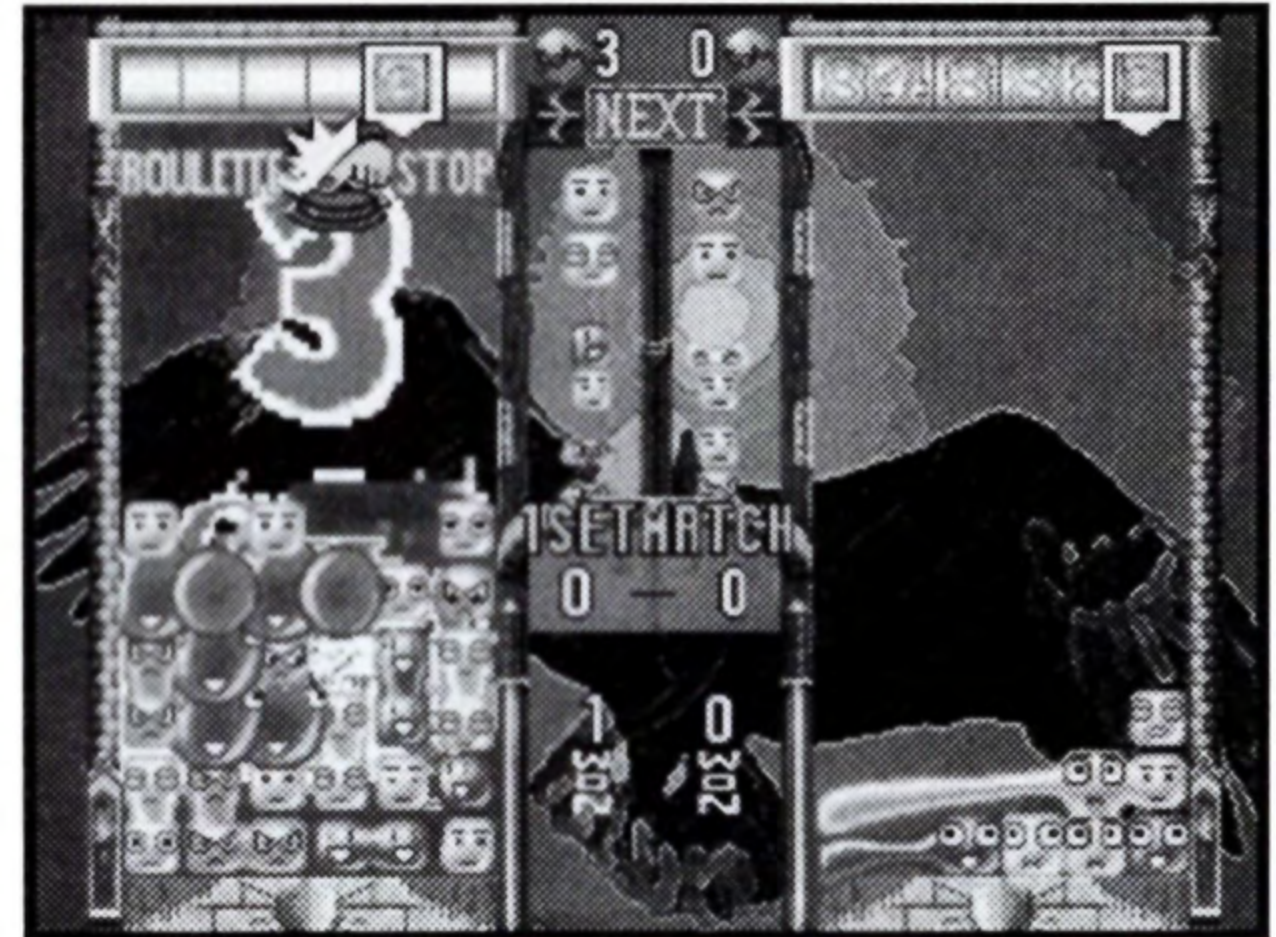




5. GAME MODES

2 PLAYER MODE (YOU VS. A FRIEND)

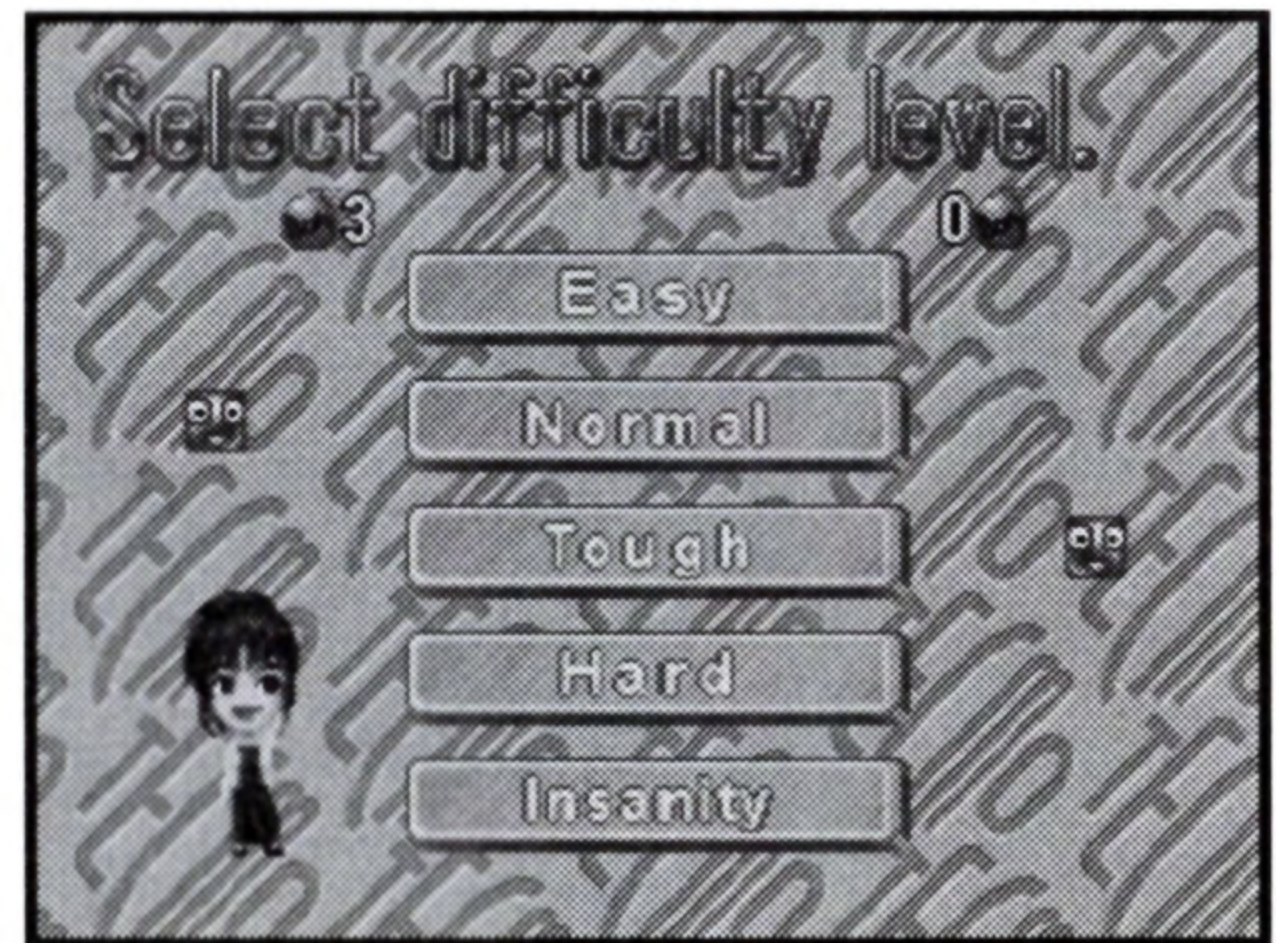
Make sure that **BOTH** controllers are properly connected to your system before you begin. When you play in the 2 Player Mode, you must win the majority of matches against your opponent. You will also be allowed to use "Bombs" (in two player mode only).



LEVEL SELECT: 1 AND 2 PLAYER MODES

After selecting either 1 Player Mode or 2 Player Mode, choose the level you will begin at.


In the 2 Player Mode, Player 1 and Player 2 can each handicap different levels. Also, by using the left/right directional button on this screen, you may select the number of "Bombs" (see next page) that each player can use.





5. GAME MODES

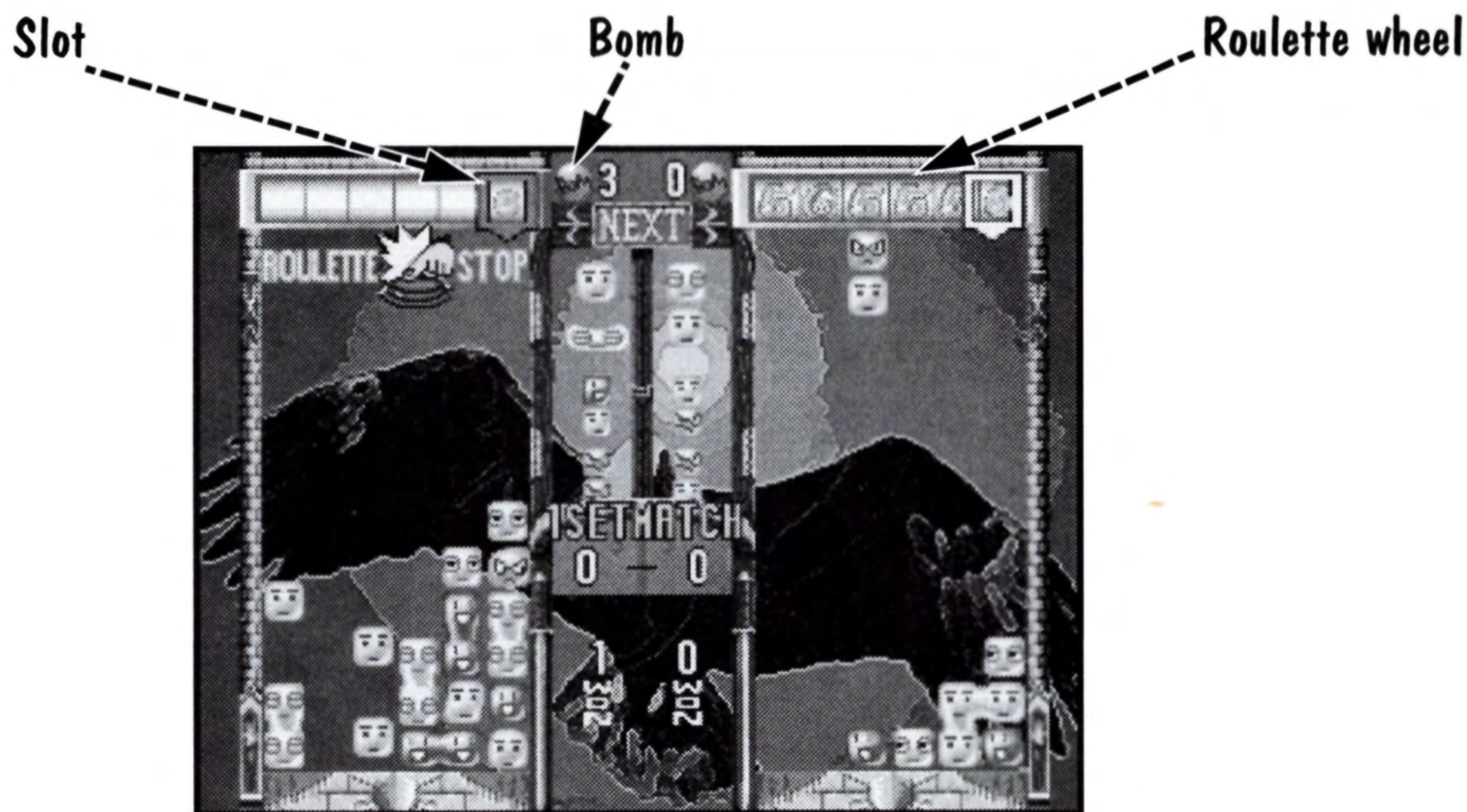


BOMB

You can drop a Bomb during the match by pressing the  Button. The bomb's explosion will allow your pieces to "stretch-out" to other pieces. This can be a useful maneuver.

ROULETTE

The number on the "slot" (shown below) represents the number of obstacle blocks about to fall. When your opponent drops obstacle blocks on you, the selected "slot" column remains clear. You can stop the roulette slot wheel by pressing the  or  Button.



A "coin" piece is one which holds a coin inside.



5. GAME MODES

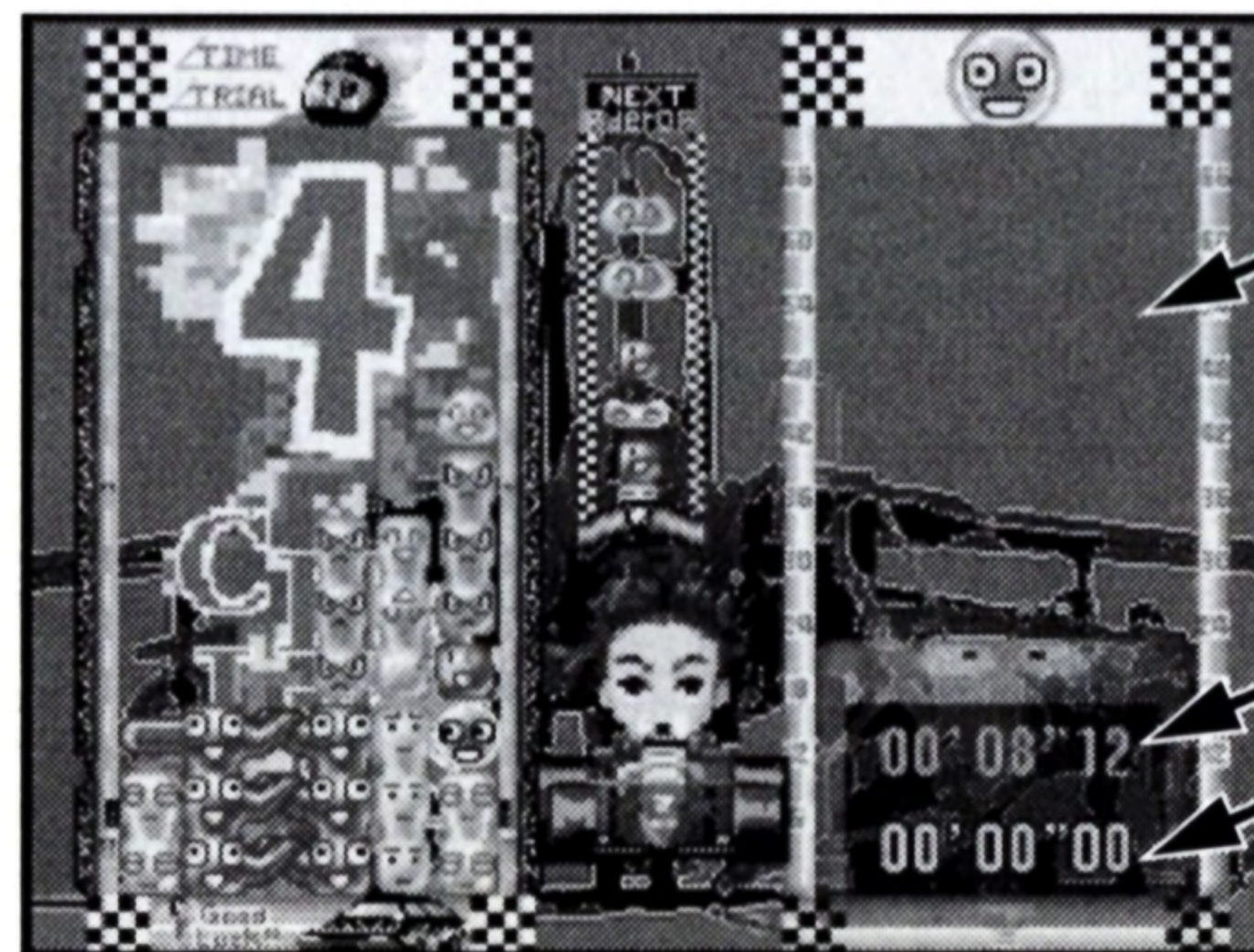
② INSANE MODE (FOR 1 PLAYER ONLY)

In this mode, the object is to continue to erase your colored pieces/quads. Pieces will fall until they reach the top of your pile.



③ TIME TRIAL MODE (FOR 1 PLAYER ONLY)

In this mode, you race against the clock to fill your opponent's side with coins. You will need to make multiple vanishings of your pieces/quads to be fast!



Fill this area with coins.

Your time

Best time

5. GAME MODES



④ CHAIN REACTION MODE (FOR 1 PLAYER ONLY)

In this mode, you have a long pit to place your pieces/quads and try to make as many chain reactions (see page 7) as possible.

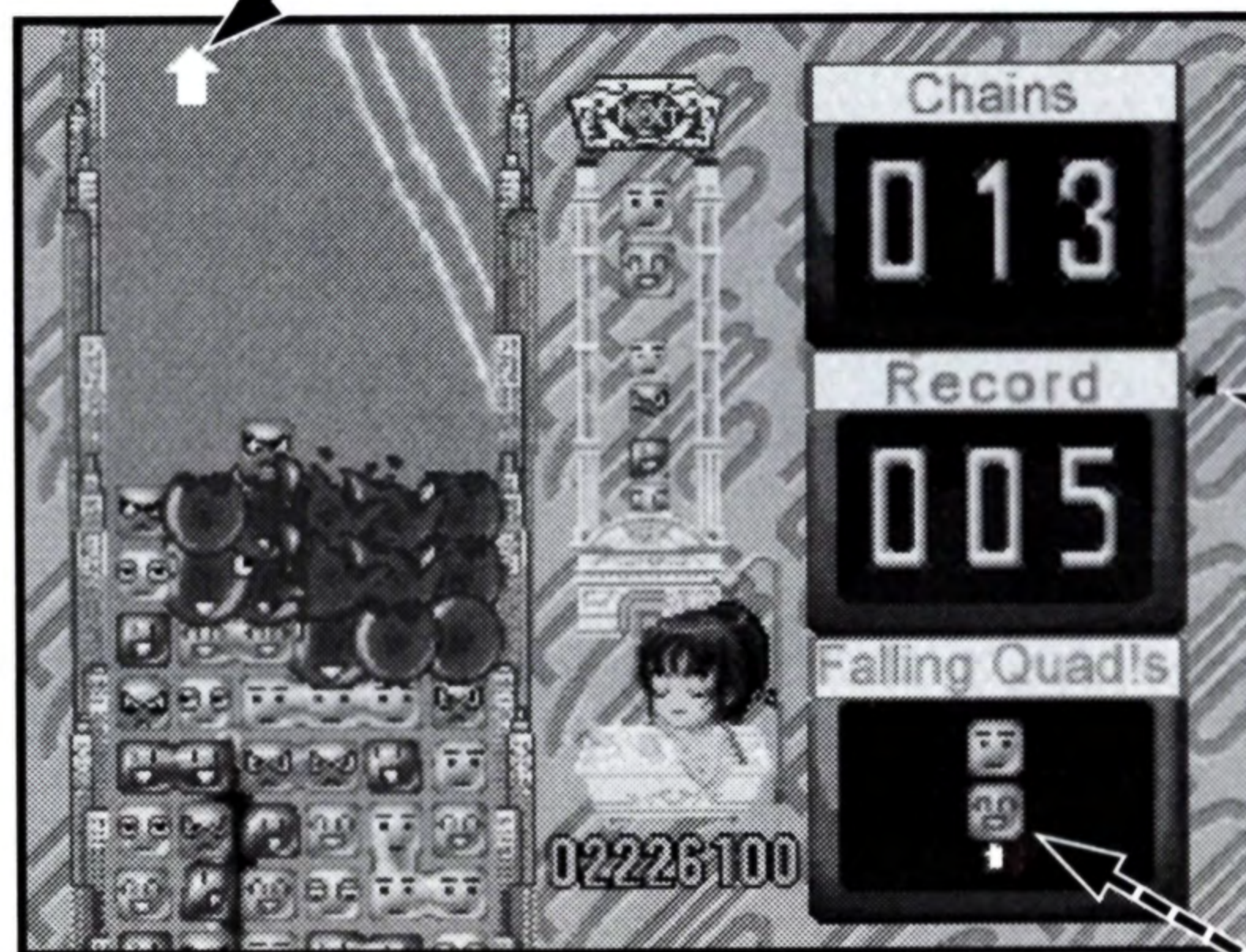
The scoring and goals in Chain Reaction Mode are a little different than those involved in the other modes. In this mode, you can take your time and plan ways to set off multiple chain reactions without the limited space you find in other modes. But, like in other modes, if your pieces/quads pile all the way to the top, then your game is over.

The screen will automatically scroll as your pile grows.

You can also view the top/bottom of your pile with the **R1** / **R2** Buttons.

You can zoom the view in/out with the **L1** / **L2** Buttons.

Arrow indicates the next piece's position.



If you don't like the colors of your piece, you can turn it into an obstacle block piece by pressing the **□** Button.

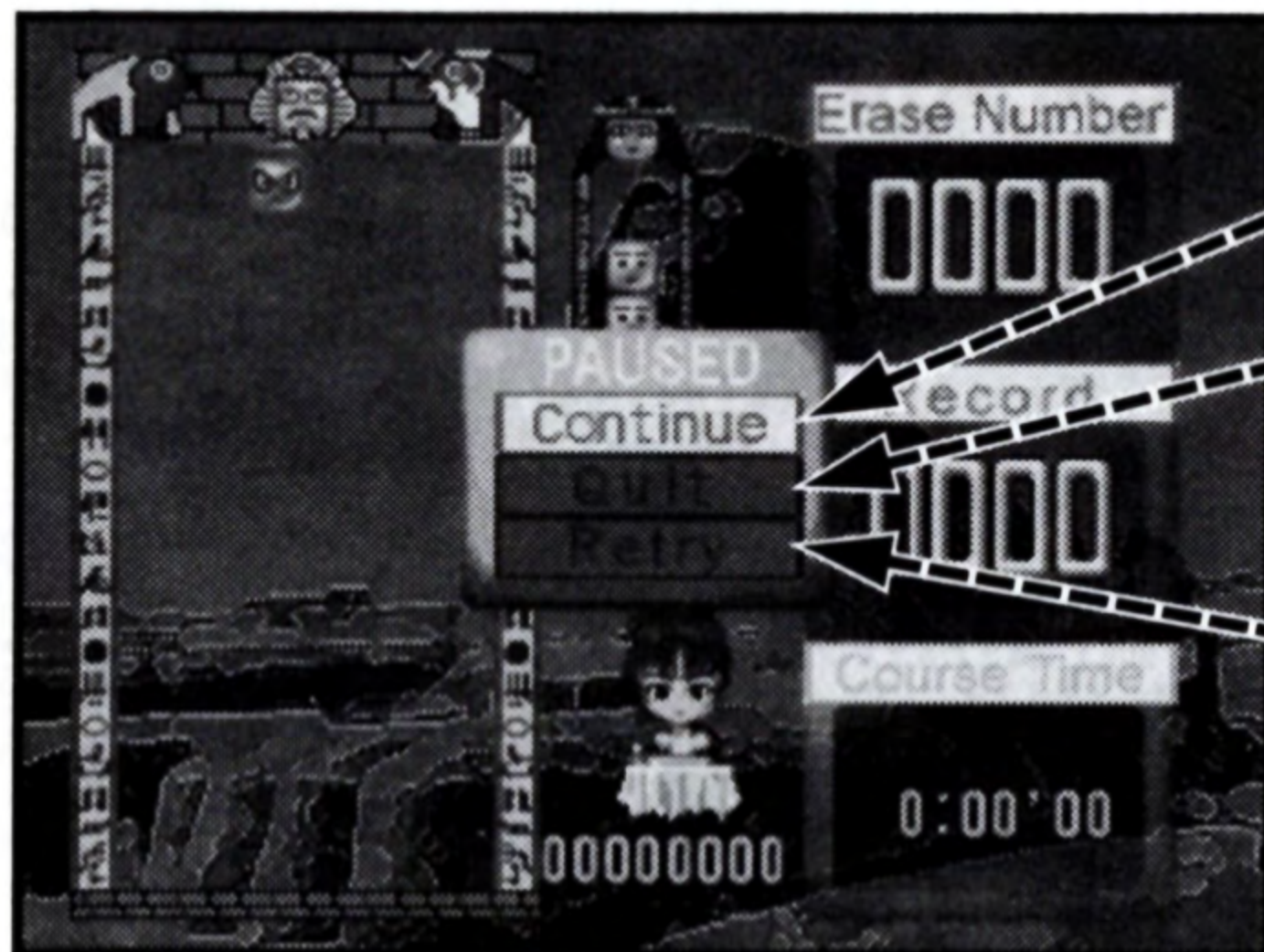
This arrow indicates the height of your piled pieces/quads. You can also see your stats.

Indicates the next piece.



★ PAUSE WINDOW

Pressing the **START** Button in the **Insane Mode**, **Time Trial Mode**, **Arcade Mode** and/or the **Chain Reaction Mode(s)** will bring up the following **Pause Window Options** shown below:



Continue playing current game

Takes you back to the Select Screen

Restart your game


NOTE: You can also return to the **Select Screen** from the **Pause Window** by holding down the **Select** button and hitting **Start**.

OPTION SCREEN




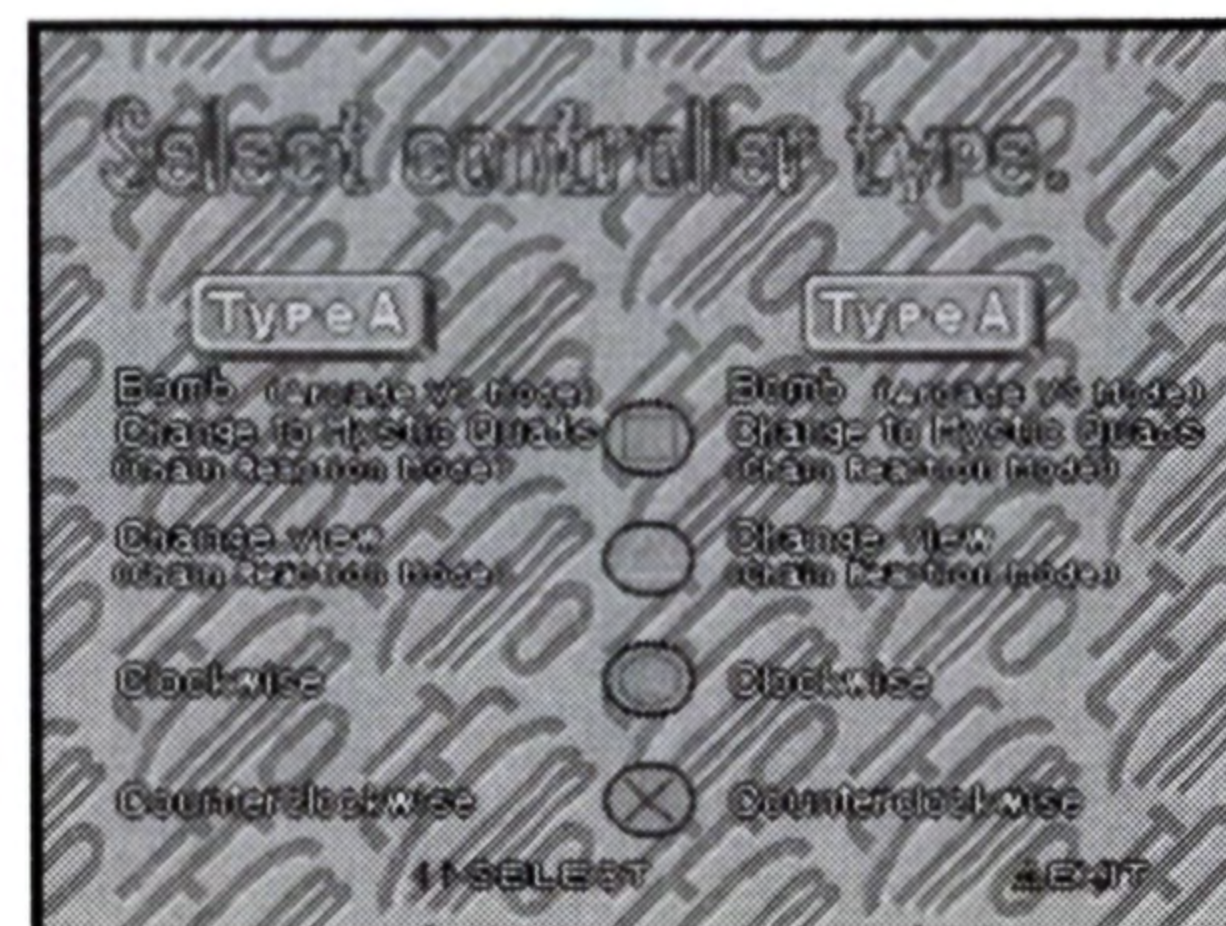
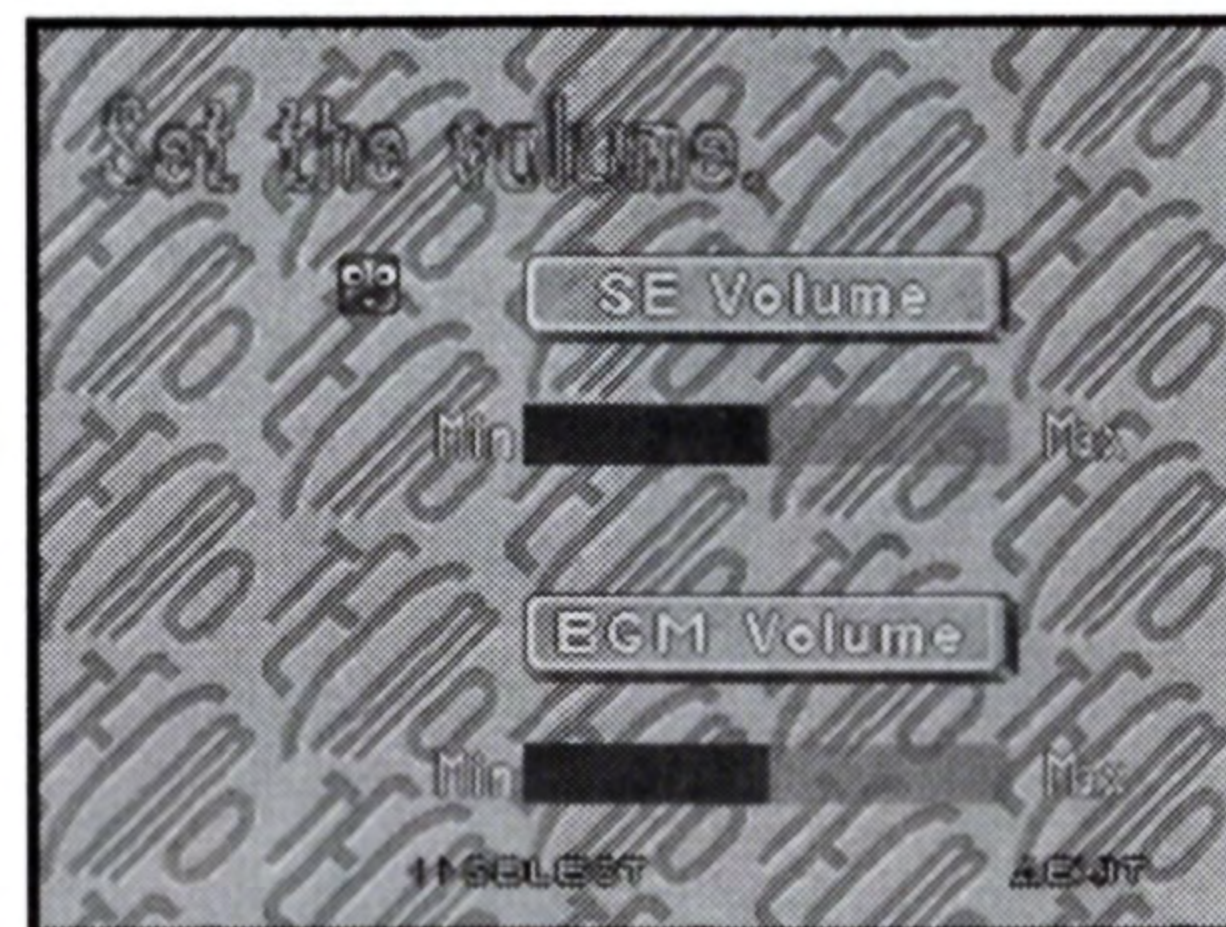
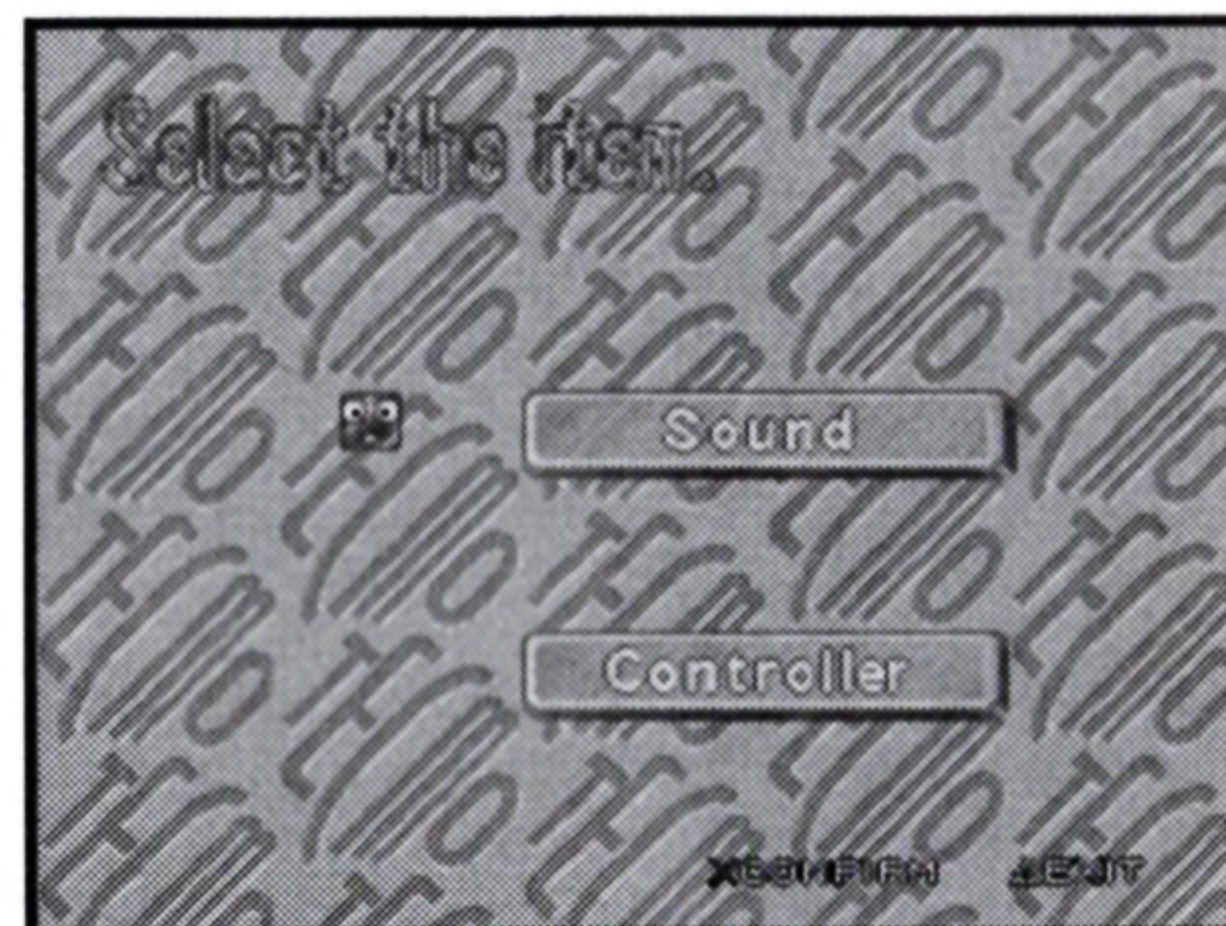
Selecting **OPTION** from the **GAME MODE SELECT** screen will let you customize both **Sound** and **Controller** settings.

SOUND SETTINGS

If you select the **SOUND** menu item, you will be able to control the volume of both the **Sound Effects** and **Background Music** that play during the game. To adjust the levels, use your up/down directional button to move the cursor to either **SE Volume** or **BGM Volume**, then move the slider with the left/right directional button. Press the  button to exit when you're done.

CONTROLLER TYPES

You can change the button arrangement of your controller by selecting the **CONTROLLER** menu item. Use the left/right directional button to view the different configurations. Press the  button to exit when you've found the setting that suits you best.





In the *Arcade Mode*, there are a variety of totally hip characters you must challenge. Get to know each one's strengths, weaknesses, and gameplay tendencies. They are all very unique, and they are each waiting to challenge you. How many can you defeat?...



PEPE

This hot blooded, south-of-the-border guitarist will turn up the heat on his competitor faster than a red hot chile pepper. If you're not in the mood for salsa, he'll have you saying "No mas!" pronto.

ROSWELL

With all the knowledge in the universe, this guy plays like he is from another planet. His unknown origin and tactics make him well beyond the grasp of opponents. He is quite possibly the best puzzle player this side of Area 51.



HALOGEN

This bulb boy, who was born the illegitimate son of Edison, is strictly high wattage. Needless to say, he is a "bright" boy with a degree in electricity. If an opponent is not cautious, he is liable to get lit by this guy.



DEVLIN AND ANGELA

These two make a rather odd duo since they come from very different sides of the tracks. Devlin will bring you down with his fiendish gameplay, while Angela will raise your frustrations to heavenly heights. Their lazy teamwork will lull an opponent into a false sense of security. Lose to these two enough, and you will be praying to be able to play as "good" (and as "bad") as they do.



MARVIN

As a boy who loves to play childish pranks, this brat is not very well liked. What makes him more hated by opponents is that this snot can beat you with ease. When you manage to defeat him though, you'll see just what a spoiled-sport, crybaby this boy really is.

SHEBA

This internationally renowned feline has all the moves of a cat, including purr-fectly fast moves to claw her way to victory. Just when you think you have this kitty cornered, she'll escape by using one of her nine lives.





Learn how to develop chain reactions ASAP. They are useful for scoring and are vital techniques for defeating most opponents. Practice developing chain reactions by using the "Chain Reaction Mode" since this mode is specifically designed to improve your technique.

Try to join same-colored blocks in groups of THREE throughout your pile. This way, when you do drop in a fourth block, surrounding pieces/quads will stretch and have a better chance to make multiple chain reactions. You will learn the "range" in which pieces/quads will stretch with practice.

At times when pieces seem to fall uncontrollably fast, try and concentrate on joining only 4 colors at a time. Often, one group of 4 will vanish, stretch, and trigger chain reactions.

In "Arcade Mode", it is helpful to work as quickly as possible against your opponent, particularly if your opponent is computer-based. If you are having trouble defeating a particular computer opponent (and you will at times), watch and study his/her patterns to help you expose a weakness.

COMING SOON

This is the first monster morphing game for the Sony Playstation! *Breed, raise and train your own personal fighting protégé then enter him into the fight of his life! Morph a monster from your favorite CD, then mold this foster pet to your monstrous desires. Make the right choices and you'll raise a competition fighting machine to keep on your memory card and pit against friends. But keep a watchful eye on your pet; depending on your choices, your monster will grow into a lean, mean gladiator or a lazy, spiteful wimp. It's up to you.*

- 3D Polygon Graphics
- Morph a 3D Polygon Monster with Your Favorite Music CD
- Head to Head Tournament Competition
- Memory Back-up to Save Results
- For 1 or More Players

MONSTER RANCHER



You Control The Horse!

The horses are at the starting line. The gates swing open and the thoroughbred of your choice takes the lead. You're holding the reins - pull your horse back for the stretch run or gallop for the finish line. Tecmo's Gallop Racer features a multiple of different tracks, varying weather conditions, and real thoroughbred horses with real racing stats that keeps you racing back to the track!

GALLOP RACER



- 3D Polygon Graphics
- Variable Weather Conditions
- Multiple Tracks
- Real Thoroughbred Horses and Stats
- Horse Racing Season Mode
- Pre-Season Mode

DEAD OR ALIVE

COMING SOON

Pure Hands-On Lethal Combat. You can't rely on special weapons or magical moves to win this deadly game. *Dead or Alive™* is for fighting purists who prefer technique to trickery. Muscles twitch and tighten as characters stride to the mats for pure hands-on lethal combat. Combine up to eight sequential moves in this kill-or-be-killed, head-to-head battle. Enter the arena but prepare not to leave unless you've got what it takes - *Dead or Alive™* is authentic fighting for real fighters!

- 8 Original Martial Arts Experts
- Advanced 3D Polygon Graphics
- Advanced Death Blows
- Unrivaled Combination Moves
- Head to Head Competition
- For 1 or More Players
- Quest Mode: Create Your Own Fighter



TECMO'S DECEPTION II

RETURN TO DARKNESS

90-Day Limited Warranty Tecmo Products



90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Product ("TPR") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the TPR, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective TPR to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900
Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501**

This warranty shall not apply if the TPR had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the TPR develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective TPR and return the defective TPR "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the TPR or replace it with a new or repaired TPR. If replacement TPRs are not available, the defective TPR will be returned and your payment refunded.

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ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TECMO[®]

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