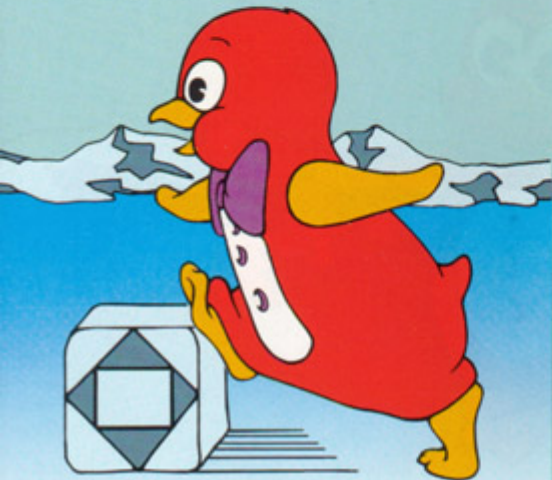


Scattered throughout the ice field are THREE DIAMOND ICE BLOCKS, which can be aligned through skillful play for the ultimate in bonus points. Diamond Blocks can be moved in the same manner as normal ice blocks, including squashing SNO-BEES, but they can never be disintegrated.

By crumbling and sliding ice blocks and by sliding Diamond Blocks around the field, PENGU can line up the THREE DIAMOND BLOCKS in a row, vertically or horizontally. This arrangement is worth 10,000 points if inside the ice block field. If a wall is used, you earn only 5,000 points as it is easier to line them up against a wall.

Aligning the Diamond Blocks within the ice field can prove to be difficult for even the most advanced player, so you must utilize your skill and timing abilities. WARNING: Don't let the SNO-BEES gang up on you . . . you must still squash them while lining up the Diamond Blocks or PENGU will be stung for sure!



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	10
60 or over	no bonus

Pengo™

DIAMOND BLOCK
MASTER

SEGA®



SEGA®

MORE POINTS IN PENGU

After successfully lining up all three DIAMOND BLOCKS, the whole play screen flashes, all game movement stops and the bonus points are counted down at the center of the screen and added at the top. As soon as the countdown is completed, PENGU is again free to move. As an added bonus, the SNO-BEES are temporarily frozen and you can maneuver PENGU to run over the SNO-BEES as quickly as possible for 100 points apiece. If you do not eliminate all of the SNO-BEES, they will recover and normal game action resumes.

Additional points are also possible by "freezing" SNO-BEES that are up against any of the four walls. If PENGU comes up against a wall and pushes it, the wall will vibrate and any SNO-BEES up against that wall will be temporarily frozen. PENGU pushes the wall when you use the control button.

While the SNO-BEES are frozen against the wall, you can earn 100 points for each SNO-BEE by running them over. This is an exceptionally

good defensive trick when PENGU is trapped between two SNO-BEES along one of the walls.

If the Diamond Blocks are widely scattered, you may wish to eliminate all of the SNO-BEES as quickly as possible in order to earn extra bonus points and end the round. When only one SNO-BEE is left on the field, that SNO-BEE becomes dangerous, running about much more quickly and eating ice blocks much more rapidly. If you do not destroy the last remaining SNO-BEE it will gradually grow smaller and disappear signifying the end of the round without time bonus points. NOTE: there are 14 rounds of play in PENGU, each more difficult than its preceding round.

One last strategical point: PENGU is the only video game where the player actually rearranges the playfield. So no two games are ever played exactly the same! The variations are mind-boggling. Your creative genius may discover new ways for PENGU and you to win, win, and win again.

