



We sincerely thank you for purchasing the Microcabin HuCARD "Maison Ikkoku". Before using, please read this "user's manual", handling instructions, and warnings carefully, and always follow the directions. Furthermore, please store these instructions carefully.

- 1 These are precision electronics, so avoid using in extreme temperatures and humidity, and avoid shocks. Also do not bend the card unreasonably.
- 2 Please do not touch the terminals or get it wet. This will cause it to break down.
- 3 Please do not wipe with thinner, gasoline or other volatile chemicals.
- 4 Please play as far away from the TV screen as possible (at least 2 meters).
- 5 When playing for long periods of time, please take a 5 to 10 minute break every hour for the sake of your health.



* Reset Method. If you press the run button and the select button at the same time while playing, you can start over from the beginning.

This HuCARD is for exclusive use on the HE system.

Game Start

Plug the PC Engine into the TV, insert the HuCARD and turn the power on. The title image will appear. Press the "I" button and it will show "from the beginning" and "continue". If you want to start from the beginning choose "from the beginning". If you want to start from a previous point, choose "continue" by pressing the "I" button on the controller.

Gameplay

This game is an adventure game using a command menu selection system. Choose a command with the controller, and press the I button. To begin, select a verb command from the displayed menu, press the I button, if the action requires an object, then a noun (object) that you can interact with is displayed on the menu. If you make a mistake choosing a verb, press the I button to cancel the verb you chose, you will go back to the verb menu. After you have chosen a noun hit the I button, you will do the chosen action. If an object is not necessary to perform the action do not choose it. If you do not choose an action, and you choose a noun, it cannot be canceled so please be careful.

There is an indicator arrow above the menu screen. It indicates there is another menu in that direction. If you move the controller in the direction of that arrow, you can choose those items displayed over there.

Saving Mid-way

About saving the game mid-way, if you enter the bathroom a password will be displayed. If you record the password, and start with "continue" the next time, enter the password, you can start from the previous game.

Password Input

Choose "continue" with the controller and press the I button. A password input screen will appear, continue to input the characters one by one by moving the controller and pressing the I button. When the whole password has been entered, please press the "run" button. The game will begin from the previous point.

Wrong Password Entered

If you make a mistake entering the password, when the cursor is at the end of the line press the I button, you are able to keep canceling in a straight line to the beginning. If you want to correct characters in the middle, press the select button, you can remove characters from the place the cursor is by using the controller. Move the cursor to the place that you want to change and press the "select" button one time. Then the same as when you are putting in the password, enter the correction using the I button. The password character will automatically be new one. Press the "select" button once in the place where you entered the password, the password screen will switch over. If there are multiple characters you want to replace, repeat the process.

When your revisions are over and you want to continue entering the password, once again press the select button and move the cursor to the character, return to the password input screen and please continue entering the password.

(You cannot insert and delete characters inserted mid-way in that case, please do it over again from the beginning.)

Prologue

You are Godai Yuusaku. You begin the game in Godai's room no. 5. Now then, what should you do? First how about trying to get the beautiful Kannrin-san of Maison Ikkoku? To do that you will want to enter her room right? And you can meet her face to face and drink tea... And after that you can take her hand and...

"Kannrin-san!"

Call out Kannrin-san...no, Kyouko's name.

"K-kyouko.....I love you!"

"We can't, Godai-san!"

"It's ok, Kyouko, Kyouko..."

Wait, we don't have time to be lost in fantasies.

Don't take this game too seriously, naturally. Like the original, because Kannrin-san is a jealous person, when you hurt her feelings you can't speak to her let alone enter her room. In addition you can bribe the inhabitants based on their weaknesses, but their mooching can get in the way...

Having handled the manager's mood, and the obstructions of the residents, Godai

can finally enter the manager's room and find the thing that she keeps hidden secretly. "Could this thing be Otonashi Souichiro's xx!?"

"Shall I bring in some tea?"

The manager gets up from the seat, and you see a chance to put your hand on her XX! And then,

"Good afternoon! It's Mitaka"

Your rival Mitaka unexpectedly appears. "Grr!" while Kyouko gives you a sharp look. In that manner, you think of how to shed some light on the mystery, and new ways of obstructing you appear. The idea is to reproduce the sense of confusion from the original work.

In other words, you are searching for the required items, and where to find them, in order to enter the manager's room many times. That is the purpose of the game. And what's going to happen when you get them?! That's still a secret.

Well, here's one last hint. Without a doubt there is an item that you are looking for that has been important for a while! A "photograph"! Adventure game, Maison Ikkoku (Photograph Memories) begins.

Introducing the Characters



Godai Yuusaku

Tenant of Ikkoku-kan room 5. He's in his 3rd year after finally getting into college. He's developed earnest feelings for the apartment manager but he has a girlfriend named Kozue and other complications. He looks unreliable, and in reality it's the truth. He's indecisive, poor, and has a habit of day-dreaming. He is the character you play.



Ichinose-obasan

Tenant of Ikkoku-kan room 1. She likes booze and will begin dancing when she has some and her folding fan. She occasionally gives the manager advice. She's the so-called "busy-body" type who frequently pokes her nose in others' affairs.



Ichinose-ojisan

To people in the know he's certainly a hidden character! Can you even meet this man?!



Yotsuya

Tenant of Ikkoku-kan room 4. Occupation, age, family, all unknown. His hobbies are peeping, extortion and malicious pranks. It's hard to beat this sort of character!



Otonashi Kyouko

A young widow who's the manager of Ikkoku-kan. Being wooed by Godai and Mitaka however, she just can't decide whether or not to forget about her late husband. She's a Madonna in whom the strong and weak characteristics a woman are perfectly reproduced. However she's a modern, independent woman. Actually she's the embodiment of pigheadedness (perhaps it's on purpose...?)



Ichinose Kentaro

Isn't he the most forthright character in Ikkoku-kan? He's similar to Ten from Urusei (Yotsuba) but, but to a less extreme degree. He's an innocent grade-schooler with a crush on the manager's niece.



Mitaka

The coach for the manager's and Ichinose's tennis club. He's the perfect example of a good catch, a wealthy, good looking, athletic man. He's naturally very popular. However, he has a fear of dogs.



Roppongi Akemi

Tenant of Ikkoku-kan room 6. A hostess at Cha-cha Manu. She walks around Ikkoku-kan in a negligee with no bra. She reeks of booze worse than Ichinose. She's trouble, but she's the kind of character you'd like to meet just once!

Introducing the Characters



Nanao Kozue

Godai's girlfriend. Known to press on cheerfully, to put it bluntly, she's a super naive girl. In some sense she is a formidable rival.



Otonashi Souichiro's Father

The landlord of Ikkoku-kan. That's all.



Ikuko

The manager's niece, Godai tutors her. She calls Godai "onichan". What's good about that?



Souichirou-san

The manager's pet dog. He used to not pay attention unless you called him Souichiro, but now, lured by food he'll wag his tail when called "Shiro" or "Tama". He may or may not know of Mitaka's dog phobia, but he likes to toy with him regardless.



Kozue's House

Not to be underestimated! After you are introduced you can't escape, on second glance, it's not to be taken lightly.



Kyouko's Parents

They will go to extreme lengths on occasion over a chance for their child to re-marry.



Sakumoto

A friend from Godai's prep school. He works the same part-time job as Godai, but he seems to live life more honestly.



Chachamaru Bartender

A kind and direct sort of person. He's very calculating due to his occupation.

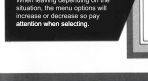
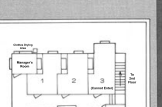


Grandma

Godai's grandmother. She has her grandchild's best interests in mind, but her actions are a bit over the top. She's a healthy woman who the years have been good to. She has a fair amount of money.

Game Map

The direction arrow indicates that there is additional menu.



In this game, Ikkoku is this central structure, and you can progress to other locations by leaving through the entryway. When leaving depending on the situation, the menu options will increase or decrease so pay attention when selecting.

