The Official Nintendo Player's Guide



A complete review of over 90 games for your N.E.S.

The Player's Choice



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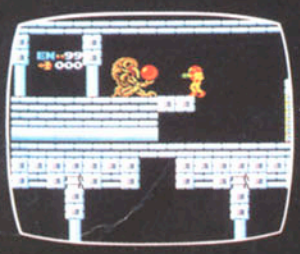

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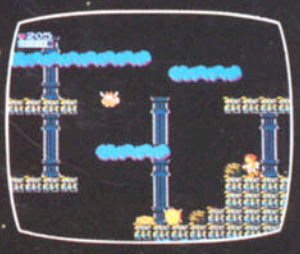

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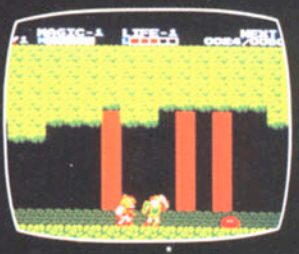

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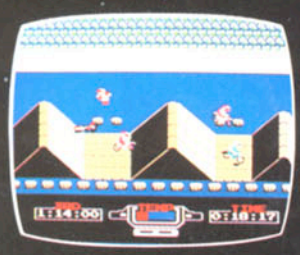

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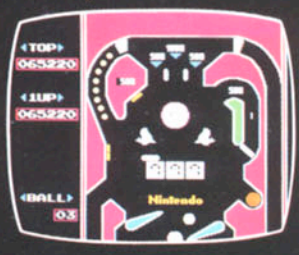

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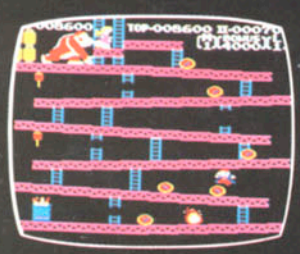

DONKEY KONG®



BASEBALL



TENNIS



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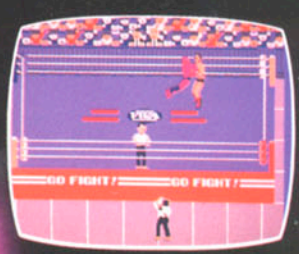

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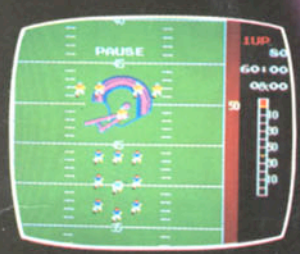

10-YARD FIGHT

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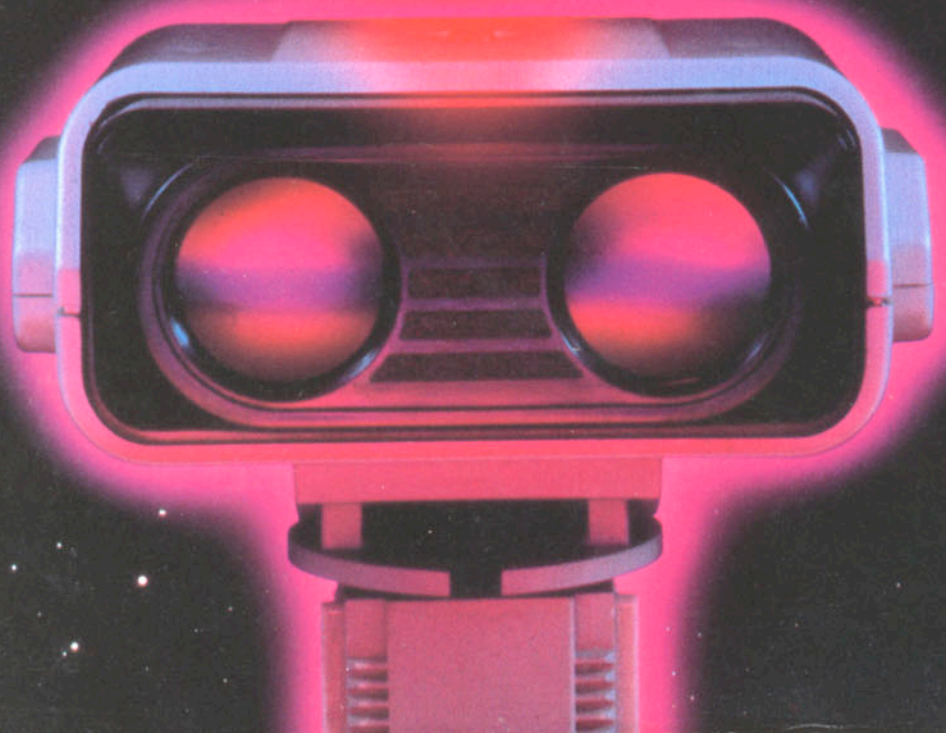


Nintendo ENTERTAINMENT SYSTEM®

Welcome

You are probably already familiar with many of the great video games produced by Nintendo and other manufacturers who make game paks that can be played on your Nintendo® Entertainment System™. But *The Official Nintendo Player's Guide*™ is designed to help make you a video game expert!

This exciting new guide is packed with the kind of information that will help you maximize your game skills. You'll see how to play faster, conquer your enemies with all-new secrets and tricks, and send your video game scores into the stratosphere!

To help you add more power to your game play, we have included in-depth reviews of 24 hot video titles plus a section covering all Nintendo games (90 at present) with concise game reviews which give you the most important facts, figures, and action moves at a glance. Full color game screens are shown in all reviews, and color coding is used throughout to help identify each different series. See our Color Guide on Page Four.

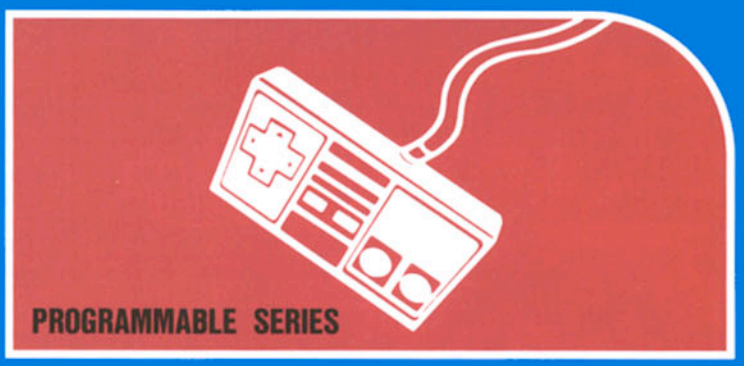
At Nintendo, we're committed to providing you with innovative new video games that are as challenging as they are fun. And we've expanded the action of game play with space-age accessories like the new NES MAX™ Joy Pad, the Zapper®, a revolutionary light-sensing video gun, and the NES Advantage™ Joystick which gives you the power, handling, and performance just like arcade joysticks.

And you can be confident that there's plenty more to come in the way of innovative game paks and accessories from Nintendo. Keep *The Official Nintendo Player's Guide* as your video game resource book. And plan to add a lot more information to it in the future. There's excitement, surprise, and a whole world of power play ahead. Because with Nitendo, you're playing with power!

Color Guide

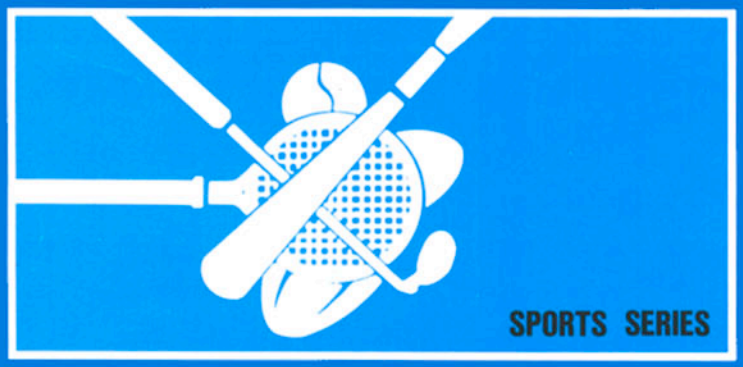
Each video game series—Adventure, Action, Sports, Light-Gun, Progammable, Arcade, Robot, and Educational—has its own color. And we've carried those colors throughout the ninety game reviews in the following pages. That way, it only takes a quick glance to find your favorite series!

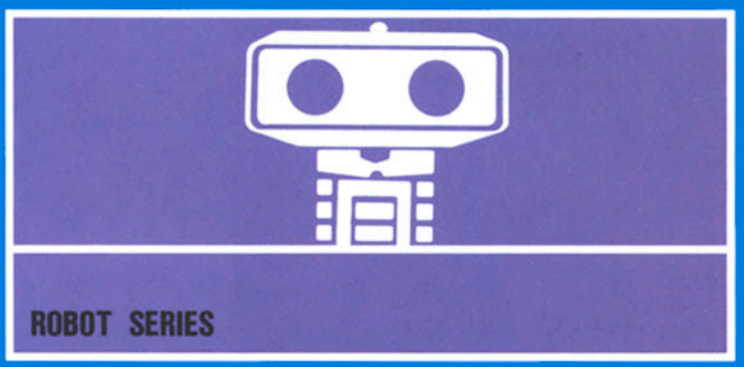


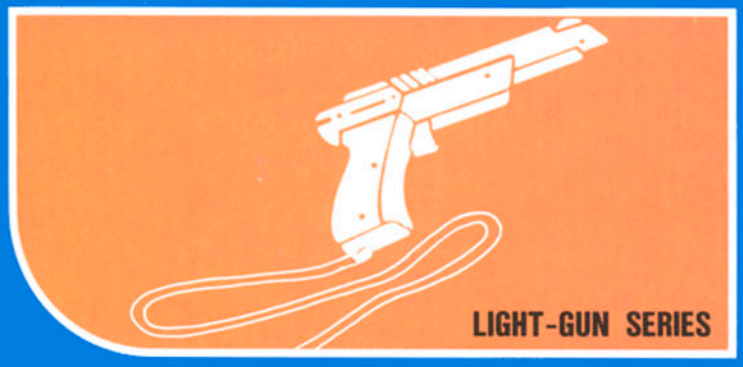














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In-Depth Game Reviews

This is the section of *The Official Nintendo Player's Guide* that you want to read carefully and use to significantly improve your game play tactics and skills.

It's packed with detailed information about specific characters with tips on how to take advantage of their weaknesses and deal with their strengths. You'll also find out about shortcuts, how to make the most of your weapons, secrets never before revealed, and many other great game play tips from the experts.

You won't find a better or more in-depth guide to your favorite games anywhere else. Here is a list of the 24 video games you can look forward to mastering with the help of *The Official Nintendo Player's Guide* In-Depth Reviews.

THE LEGEND OF ZELDA
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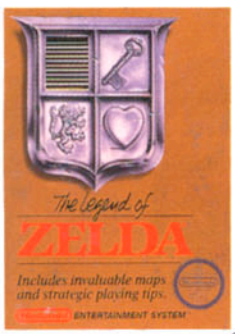
THE LEGEND OF ZELDA





Defeat Ganon, and save Princess Zelda!

Princess Zelda was captured by the evil Ganon who plans to rule the World with darkness and terror. To save the Princess, you must gather all of the eight pieces of Triforce. The adventurous journey begins in the vast land of Hyrule.

HOW TO PLAY-1

Long ago and far away, the world was still in the Age of Chaos. In the Land of Hyrule, there was a small country. Its peace was protected by a golden triangle known as "Triforce." One day the "Triforce" was stolen and the Princess was captured by Ganon and his evil henchmen. To succeed against the "power" of Triforce, you must obtain the remaining Triforce of Wisdom. They say the Triforce of Wisdom was divided into eight pieces and they are hidden in the Underworld of Hyrule.

MAIN SCREEN AND SUBSCREEN

There are two screens in this game: the Main Screen and a Subscreen. Usually the Main Screen is on display. When you press the START button, the Subscreen will appear.



THE MAIN SCREEN:
It displays Link's fights and movements. The game is played on this screen.

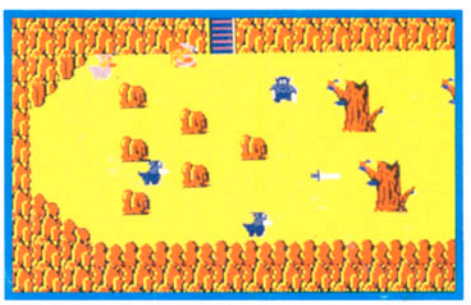


SUBSCREEN:
It displays Link's possessions. When you push the B button, you can choose the item you want to use.

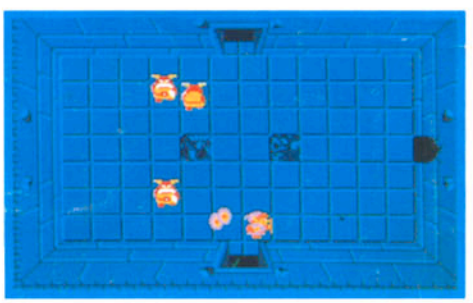
OVERWORLD AND UNDERWORLD

The stages of this game consist of the vast Overworld and the nine Underworld Mazes.

The Overworld consists of 128 screens. It is composed of forests, lakes, mountains and deserts. Enemies await you in various places. But you must descend into the Underworld to obtain the Triforce pieces.



OVERWORLD
The game starts in the Overworld. Enemies await you everywhere you go. You must fight as you proceed.

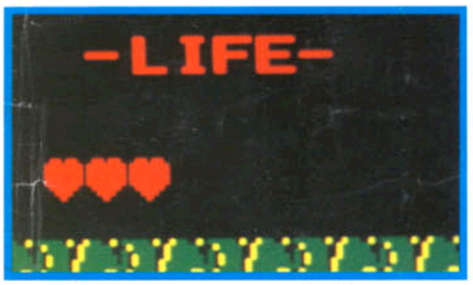


UNDERWORLD
The Underworld is a complicated maze. The enemies are strong and there are many traps. Advance with care. The Triforce pieces are hidden somewhere in the Underworld.

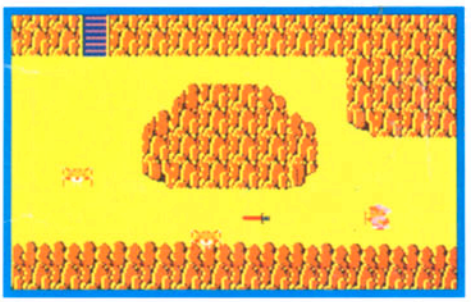
HOW TO PLAY-2

BE AWARE OF LINK'S LIFE HEARTS

The Red Heart marks on the upper right corner of the main screen indicate the young hero's Life Force. As he sustains damage, the Red Heart turns white. When all becomes white, it's "Game Over." First, Link has only three Hearts. As he proceeds, he can gain additional Hearts.



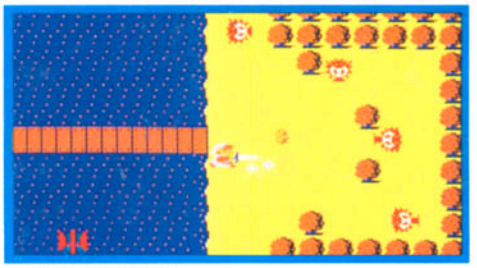
Red Hearts signals Link's Life Force.



When all the Hearts are red, you can shoot beams from the tip of the sword.

FIGHT WITH A SWORD AND A SHIELD

Link's main weapon is a Sword. There are three kinds of Swords: the Regular Sword, a White Sword with double strength, and the Magical Sword, which is the strongest. You operate the Swords with the A button. There are two Shields to protect Link: a Regular Shield and the Magic Shield.



LIFE GAUGE
When enemies appear, fight with a sword.



SWORD



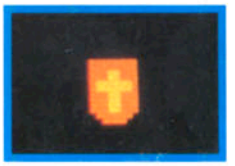
WHITE SWORD



MAGICAL SWORD



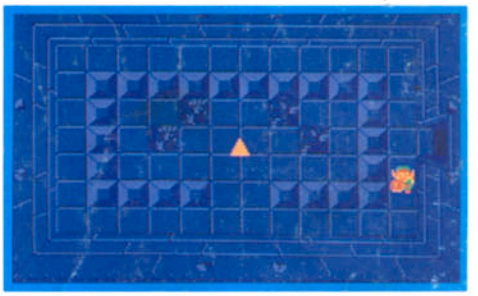
SHIELD



MAGIC SHIELD

GATHER TRIFORCE

To go against the Triforce of Power that Ganon possesses, you need the Triforce of Wisdom. However, the Triforce of Wisdom is divided into eight pieces and they are hidden in each of eight Underworld Mazes, Level One through Level Eight. When you obtain a piece of Triforce, all of the Hearts turn red and you will return to the entrance of the maze.



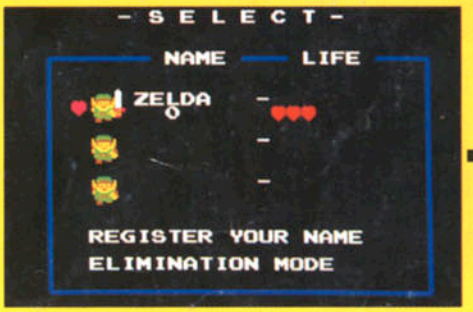
The Triforce pieces are hidden in the depths of the Underworld Maze.



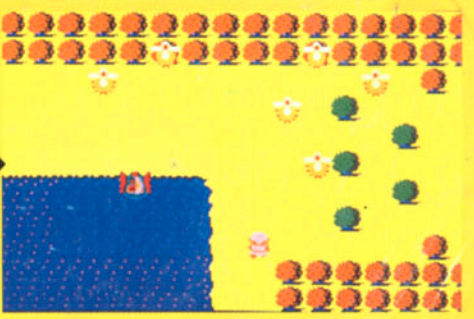
YOU MADE IT!
You've obtained a piece of Triforce. Gather all eight pieces.

SECRET POINTS

When you've succeeded in overthrowing Ganon, the game goes on to a second quest...another adventure! However, if you register your name as "Zelda" initially, you can jump right into the second adventure without overthrowing the first Ganon.



Try entering "Zelda" when you register your name.

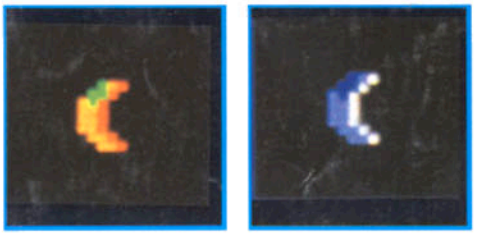


You will see that you are in the second adventure. The overworld Map is the same but the fight is more difficult.

OBTAIN VARIOUS ITEMS

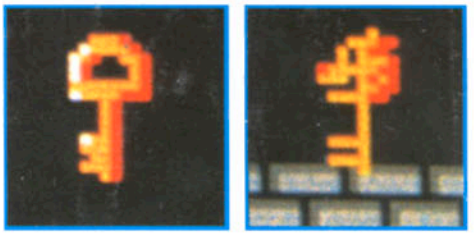
As Link continues his adventure, he obtains various items. The key to winning depends on how well you use them. There are Candles, Maps, a Compass, Wands, etc., in addition to the items introduced here.

BOOMERANGS



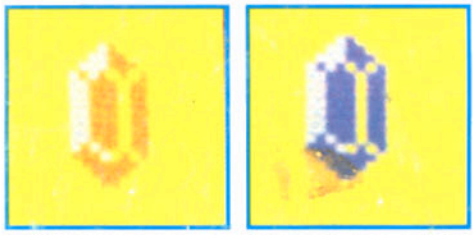
This is a weapon with which you can stop enemies for a few seconds from a distance. There is a Wooden Boomerang and a Magical Boomerang. The Magical Boomerang can go longer distances.

KEY



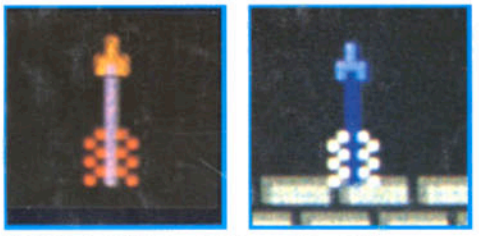
There are locked rooms in the Underworld that you can't get in. You will need a Key to open them. You can use a Regular Key only once. The Magical Key can be used many times.

RUBIES



This is the currency of this country. When you collect them, you can buy items from the merchants. There are Yellow Rubies and Blue Rubies. The blue one is worth five times as much as the yellow one. They both appear when you destroy enemies.

ARROWS



This is another weapon with which you can destroy enemies from a distance. There are Wooden Arrows and Silver Arrows. The silver ones have more attacking power than the wooden ones.

LADDER



You can cross a river or a hole with this Ladder if it is no wider than Link. You can escape from bad situations by crossing rivers. It is a very convenient item.

HEART



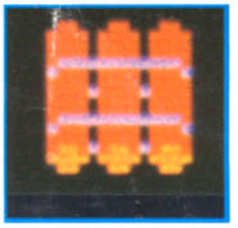
Link's Life Force decreases when he is attacked. When you obtain this Heart, you recover one Heart of Life. In other words, this gives you more Life. It appears when you destroy enemies.

BOMB



When you place a Bomb in an enemy's path, you usually destroy it with an explosion. You obtain four Bombs at a time. However, in the beginning you can only carry eight Bombs at a time. So don't waste them.

RAFT



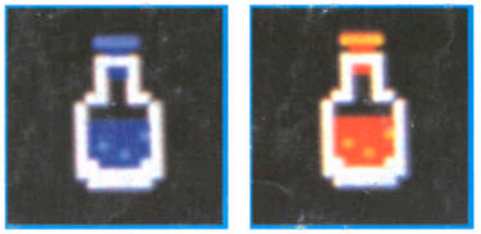
In the vast Overworld, seas and lakes block your way. If you have a Raft, you can cross these bodies of water. However, you can only launch the Raft from a Dock.

HEART CONTAINER



When you obtain this Heart Container, the Hearts of Life increase by one. You can get up to 16 Heart Containers. In order to fight with stronger enemies, obtain many Heart Containers and increase your Hearts.

WATER OF LIFE



Water of Life will make all of the Life Hearts red. There is Blue and Red Water. The Blue Water is good for only one use. You can use the Red Water twice.

WHISTLE



They say this mysterious item is hidden somewhere in the Underworld Maze. Without it, you cannot complete the game. If you obtain it, try blowing it in the Overworld. Something surprising may happen.

CHARACTERS

In this game, there are many characters including Link's allies. We'll introduce you to a portion of these characters here. Enemy characters are divided into two major categories, the Overworld and the Underworld. Be more careful with the enemies in the Underworld because they are stronger than the ones in the Overworld.

LINK AND HIS ALLIES

LINK



You are the hero Link, the player of the game. You pursue the adventure of saving . Princess Zelda.

OLD MAN



He lives in a cave and gives Link weapons and information.

OLD WOMAN



She lives in a cave and gives Link the Water of Life.

MERCHANT



He is in a cave and sells Link the Shield and other items.

FAIRIES



If you save a Fairy from the enemies, it will restore your Hearts of Life.

ENEMIES IN THE OVERWORLD

TEKTITE



It lives in rocky places. It approaches Link by jumping.

MOLBLIN



Be alert. It appears in the woods and shoots arrows at Link.

GHINI



It's a ghost in the cemetery. It appears when you touch a tombstone.

LYNEL



He attacks Link with a strong sword. He is one of the stronger enemies of the Overworld.

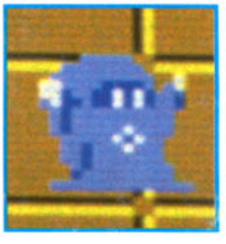
ZOLA



Zola lives underwater and shoots beams at Link.

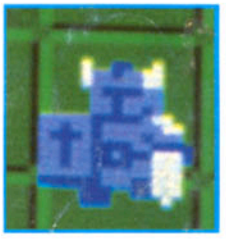
ENEMIES OF THE UNDERWORLD

WIZZROBE



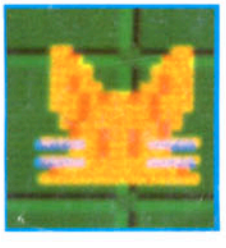
It uses the magic of motion and throws a strong spell at you.

DARKNUT



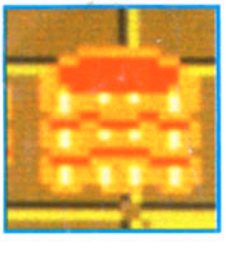
Its offensive power and defensive power are both very strong. Don't go in front of it. Attack it from the side.

POLS VOICE



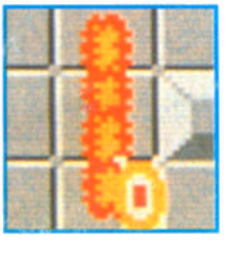
A monster with giant ears. You can shoot it with an Arrow.

LIKE LIKE



Be careful that it won't eat your Magic Shield. Fight it with Arrows or the Magic Wand.

LANMOLA

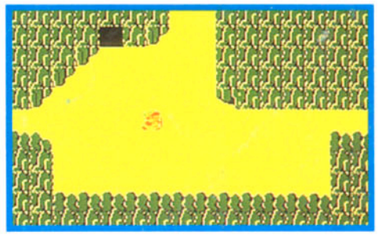


A giant centipede. It moves around very quickly with its numerous feet. Attack it with the Magic Wand.

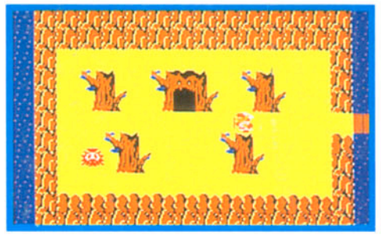
PLAYING TIPS—MAIN MAP

THE OVERWORLD

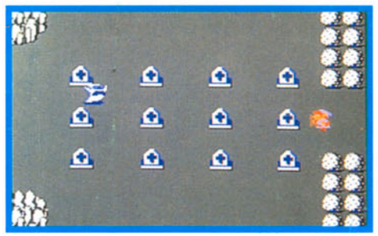
Here is a complete map of the Overworld. Its scale is 128 screens. You must walk from corner to corner in order to clear the game. Proceed through mountains and woods. During your adventure, you will meet all sorts of enemies and mysteries. You, as Link, will be the true Hero.



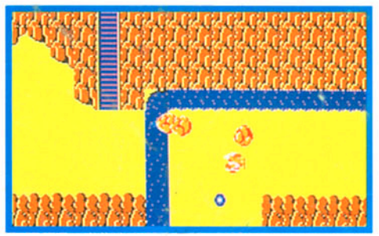
STARTING POINT: First go into the cave and receive a Sword. It's impossible to win the battles with enemies without a Sword. Obtain it and start your adventure.



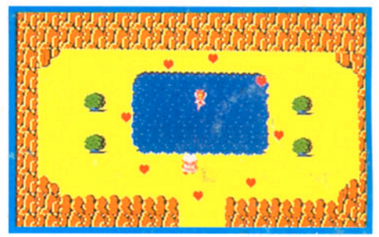
This is the entrance to the Underworld Maze. Once you get used to fighting the enemies, go into the Underworld Mazes. There are nine Underworld Mazes. It's best to challenge them in proper order starting from Level One.



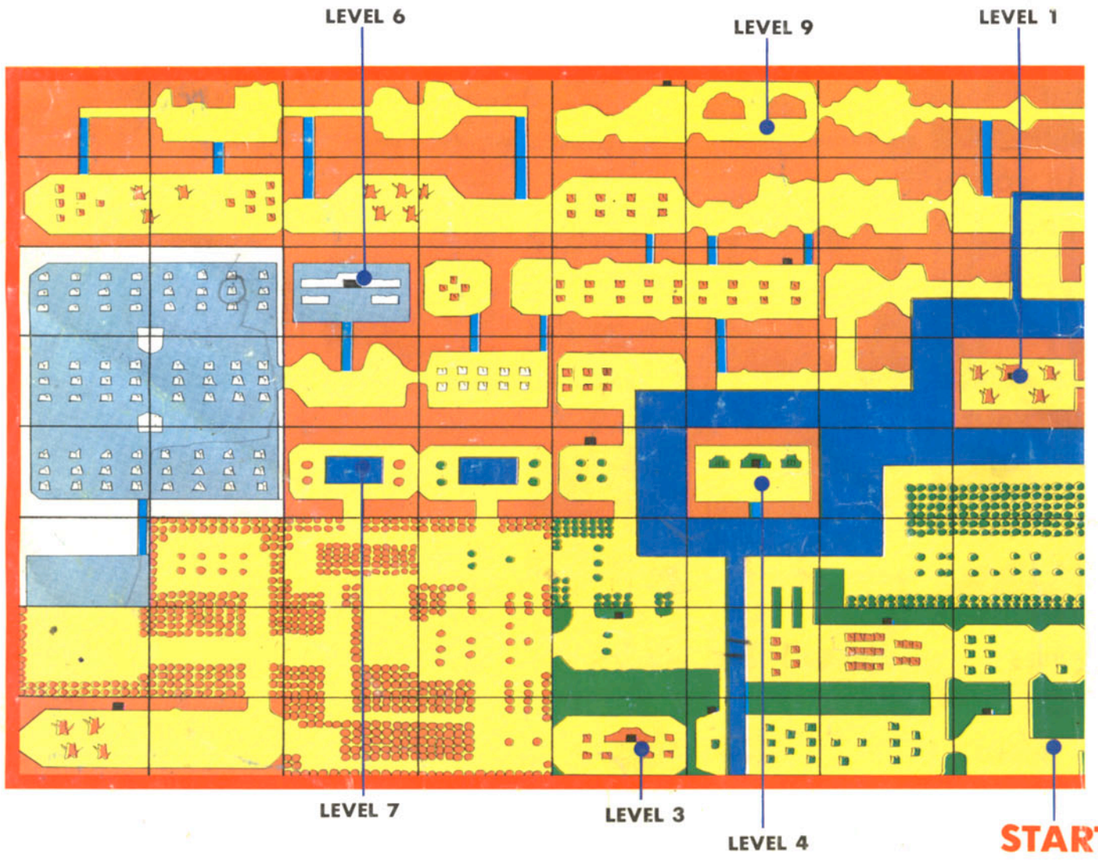
If you touch a tombstone here, a Ghini will appear. There is one tombstone, however, that you can touch and nothing will happen. Push this tombstone and a cave will appear. When you go into it...

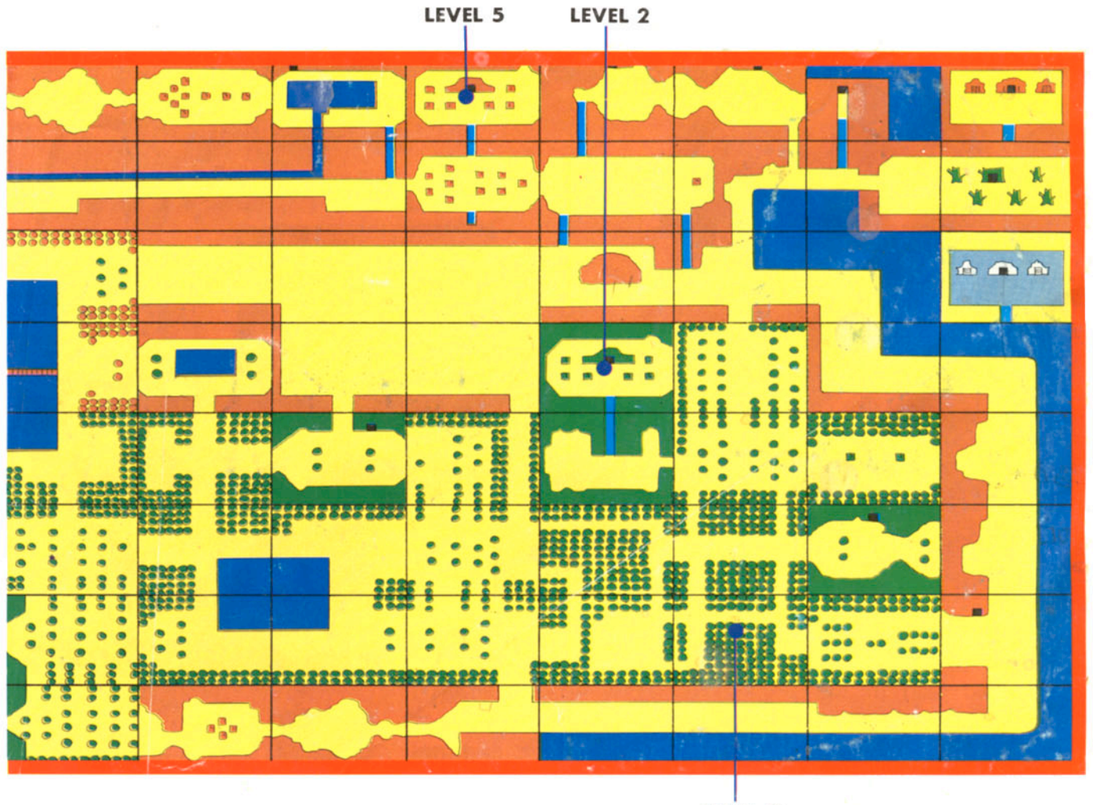


Here are falling rocks. Be careful! You cannot protect yourself from these rocks even with a Shield. Watch carefully and go through when the rocks are not falling.



Here is a Fairy. It restores Link's Life. There is one lake where there is no fairy. Play the Recorder here. You'll find something surprising.





PLAYING TIPS—MAP OF UNDERGROUND

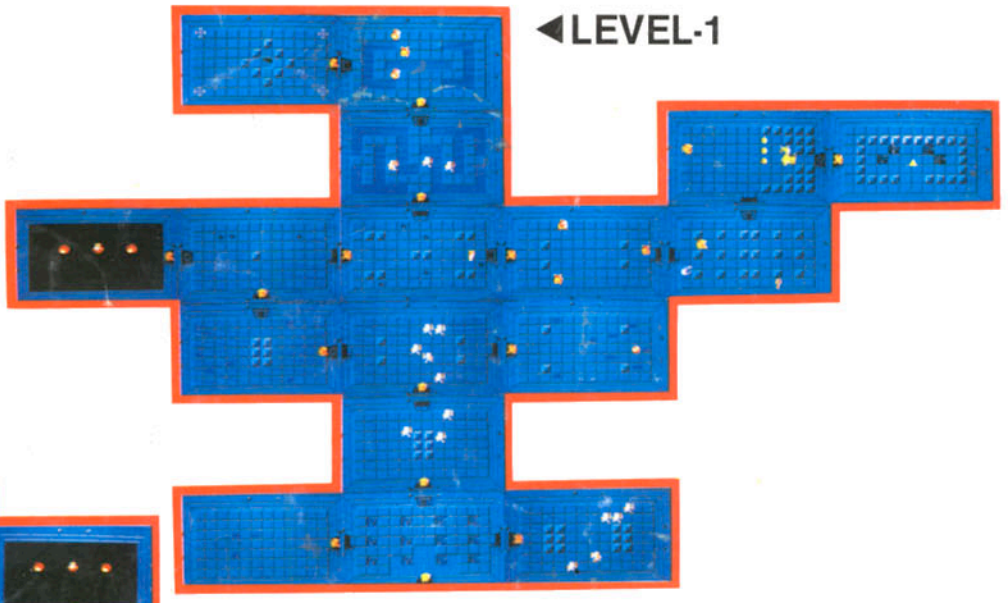
SOLVE THE MYSTERY OF THE UNDERWORLD MAZE

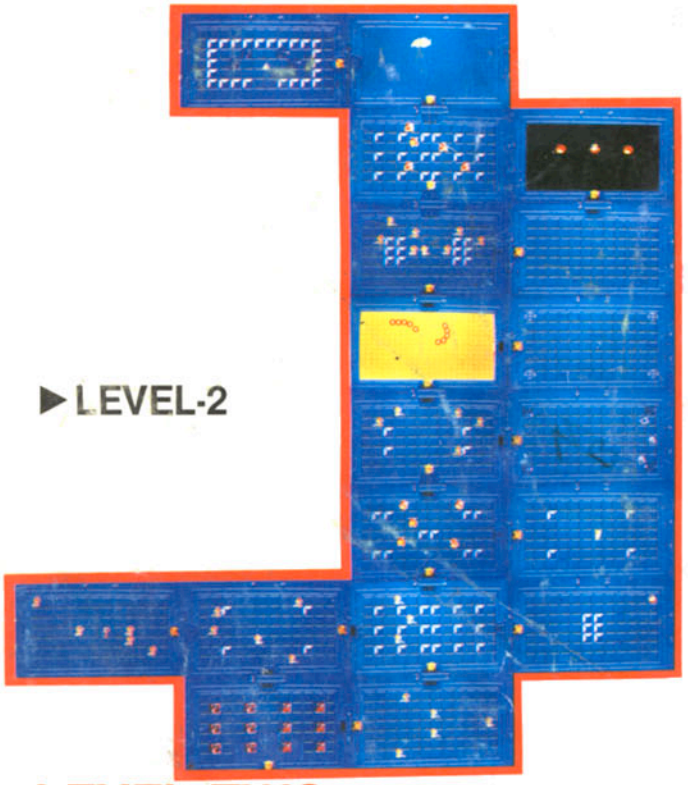
LEVEL ONE

EAGLE

Among the nine Mazes, this is the easiest Maze to battle. Challenge this Maze first. The enemy Boss character of this Maze is Aquamentus.

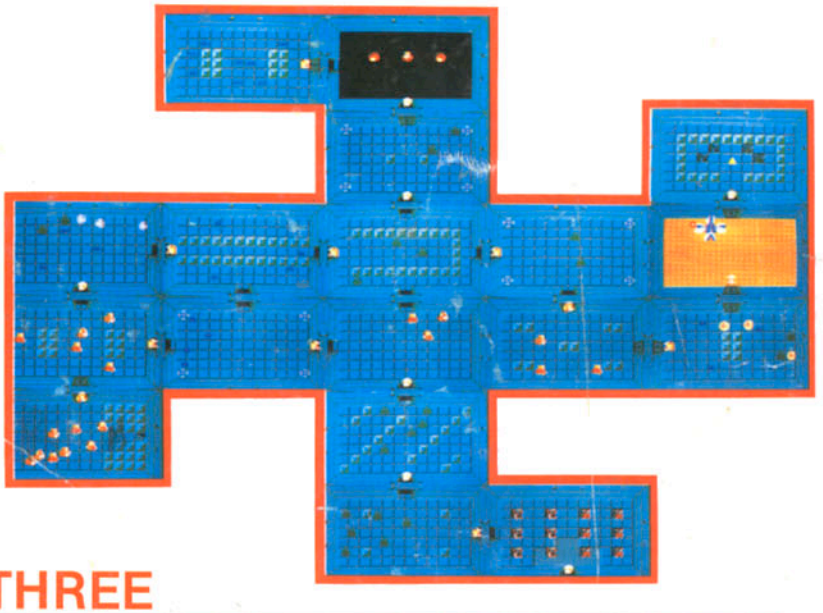
◀LEVEL-1





►LEVEL-2

▼LEVEL-3



LEVEL TWO

MOON

The Boss character of this Maze is Dodongo. The Old Man in the upper right room will give you a hint as to how to destroy Dodongo. Also, you must obtain the Magical Boomerang here.

LEVEL THREE

MANJI

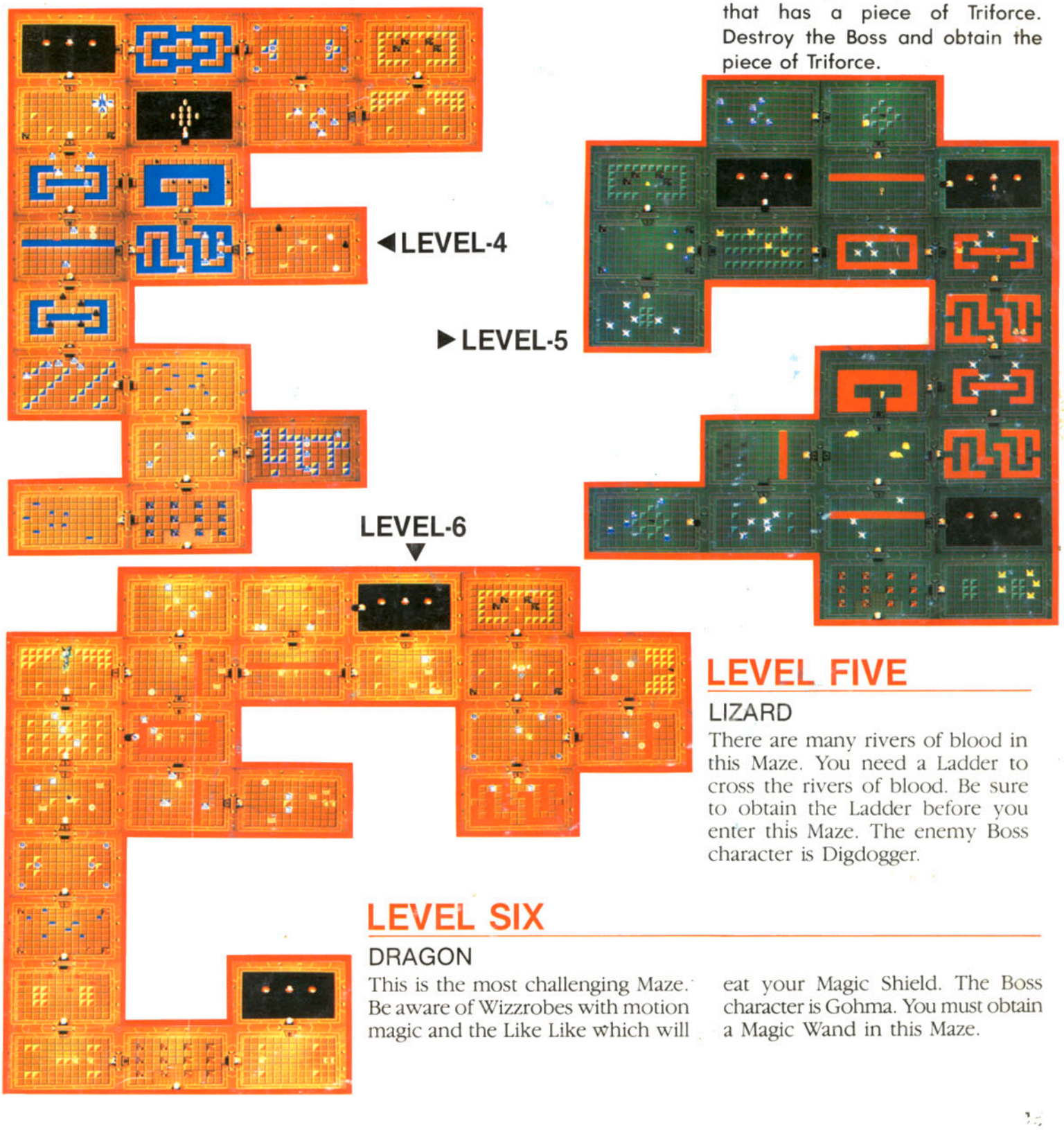
Your battle is more difficult in this Maze than it was in Level One or Level Two. Be aware of the strong enemies like the Darknuts and the Traps that slam shut on you. The Boss in this Maze is Manhandla. Destroy it with a Bomb.

LEVEL FOUR

SNAKE

This Maze is deep and even harder to battle. There is a pitch black room where you will need a Candle. The Boss enemies, you used to fight will suddenly appear in your way and attack. The Boss character with a piece of Triforce in this Maze is Gleeok.

There are nine Underworld Mazes. Six are introduced here. Each Maze has an intricate layout. There are places you cannot go without a Key and a Ladder, so be careful. In the depths of each Maze you'll find a strong enemy Boss character that has a piece of Triforce. Destroy the Boss and obtain the piece of Triforce.



LEVEL FIVE

LIZARD

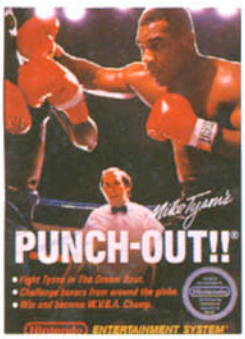
There are many rivers of blood in this Maze. You need a Ladder to cross the rivers of blood. Be sure to obtain the Ladder before you enter this Maze. The enemy Boss character is Digdogger.

LEVEL SIX

DRAGON

This is the most challenging Maze. Be aware of Wizzrobes with motion magic and the Like Like which will eat your Magic Shield. The Boss character is Gohma. You must obtain a Magic Wand in this Maze.

MIKE TYSON'S PUNCH-OUT!!





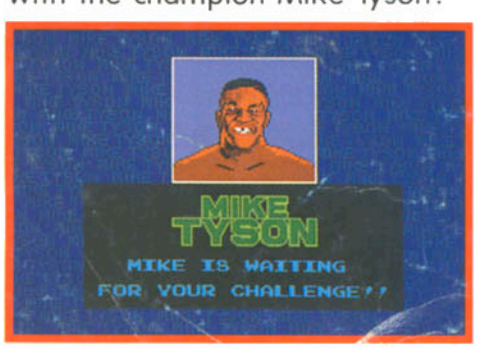
Tyson is waiting! Fight the incredible Mike Tyson!

Little Mac is only 17 years old and lives in the South Bronx. His destiny changed when he met Doc Louis, and the two of them began preparing for the World Championship.

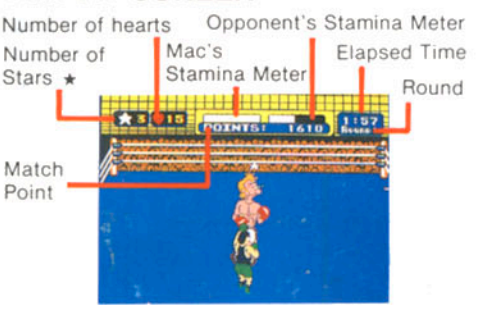
HOW TO PLAY

Little Mac is a boy who was nothing but a street fighter. His destiny changed, however, when he met Doc Louis. Doc was a "heavy-puncher" in the heavyweight division, but began drinking and ended up in poverty. One day he saw Mac fighting on a street corner in the Bronx. He was enamored with Mac's fighting spirit and decided to make him a boxer. This was the start of their new life. Mac quit the streets, Doc gave up drinking, and together, they began their long struggle to the world championship.

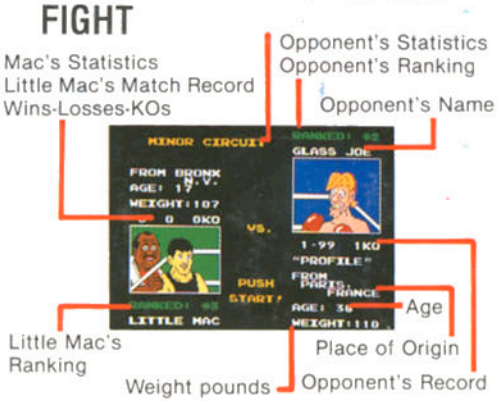
The first password will appear when you've beaten three opponents in the minor ciruit. The next won't appear until you've beaten four fighters in the major circuit. Then, six strong opponents await you in the world circuit. It's a long, hard road to your dream bout with the champion Mike Tyson!



●MAIN SCREEN

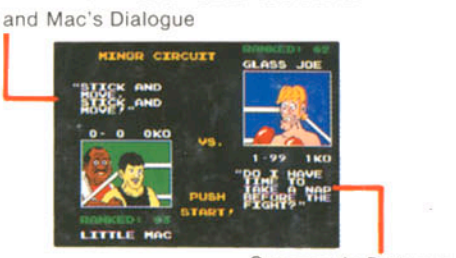


●SCREEN DISPLAY BEFORE FIGHT



This dialogue may be a helpful hint to winning the match!

●SCREEN DISPLAY BETWEEN ROUNDS



■ HEARTS

When there is more than one heart, Little Mac can punch, but with zero hearts, his body color changes and he cannot punch. The number decreases when you are blocked or hit.

■ STARS

This number indicates how many times Little Mac can throw an uppercut. If you use a punch effectively, you'll receive a star, up to a maximum of three. If you get punched, you'll lose one.

■ STAMINA METERS

These indicate the current stamina of Mac and his opponent. Little Mac's meter decreases when he's punched and, when it reaches zero, he'll go down.

■ MATCH POINTS

When Mac's punches hit his opponent, you'll earn points. Uppercuts and other effective punches will earn extra points.

■ ELAPSED TIME

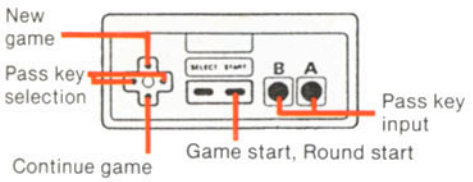
This indicates the time elapsed in the current round.

■ ROUND

This indicates the round you're fighting in the current bout.

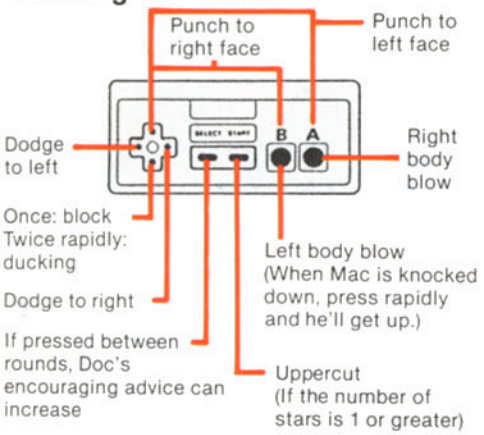
BASIC AND WINNING TECHNIQUES

●Before the Game



Press the START button to being each control.

●During the Game





SWAY TO THE LEFT
Sway to the left to avoid a right hook or right uppercut.





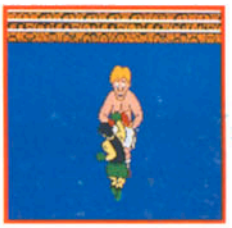
DUCKING
You can dodge your opponent's punch by squatting down.



SWAY TO THE RIGHT
Sway to the right to avoid a left hook or left uppercut.



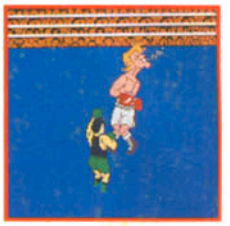
RIGHT PUNCH TO THE FACE
Use this punch when your opponent guards his body.



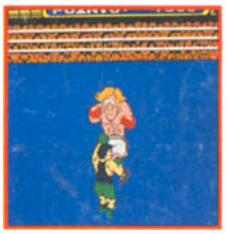
RIGHT BODY BLOW
Uppercut, sway right and counter.

BLOCK
This allows you to block all but one of your opponent's punches.

LEFT PUNCH TO THE FACE
Use this punch to injure your opponent.



LEFT BODY BLOW
Attack the body of your opponent when he protects his face.





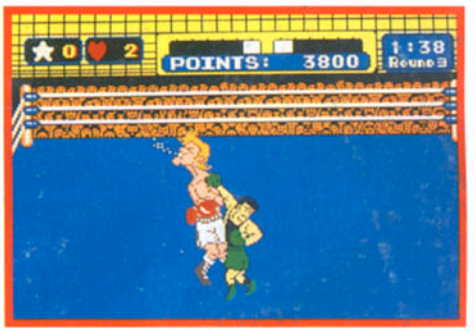
STAMINA RECOVERY

When (♥) becomes zero, Mac loses his stamina and can't throw a punch.



MAC'S RECOVERY

If Mac hits the canvas, press the A button repeatedly. Mac will recover and get up! However, you can only use this three times.



UPPERCUT

When you throw an effective punch and receive a (★), quickly press the start button and make Mac throw a sharp uppercut!

CHARACTERS & PLAYING TIPS

LITTLE MAC

Hero (Player): Little Mac
From: Bronx N.Y.
Age: 17
Weight: 107 lbs

Although his body is small, every ounce of him is courageous. Since all of his opponents are bigger fighters, his best weapon is to jump up and throw uppercuts.

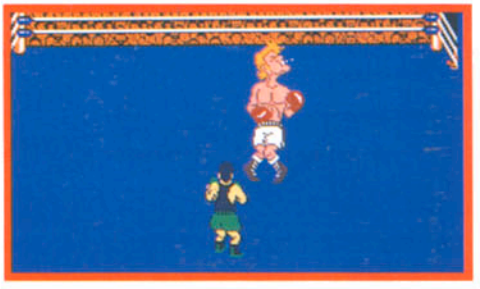


●W.V.B.A. MINOR CIRCUIT

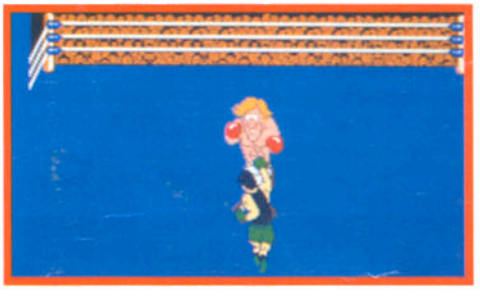
GLASS JOE











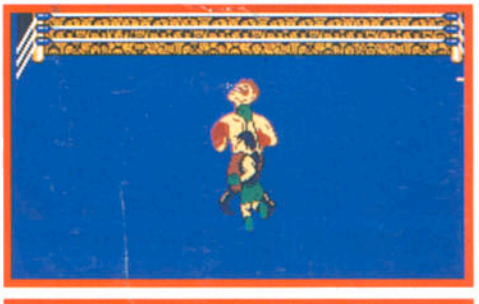
Ranking: W.V.B.A. Minor Circuit: 2nd Place
Nickname: Glass Jaw of France
Condition for a winning decision: over 5000 points
1 win, 99 losses, 1 KO. From: Paris, France
Age: 38 Weight: 110 lbs.

If Mac knocks Joe down in less than one minute without any mistakes, he'll get up on the first count. This is your KO chance!! When Joe gets up, quickly throw an uppercut. He probably won't be able to get up a second time. If you're trying for a minimum KO time, don't miss this second punch.

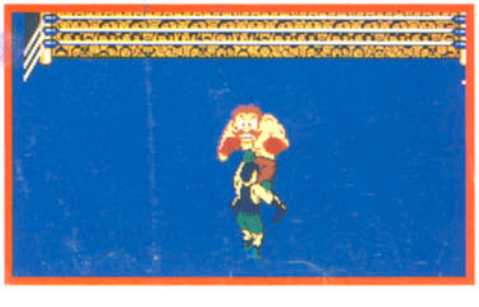
VON KAISER











Ranking: W.V.B.A. Minor Circuit: 1st Place
Nickname: German Steel Machine
Condition for a winning decision: 8000 points
23 wins, 13 losses, 10 KOs From: Berlin, Germany
Age: 28 Weight: 144 lbs.

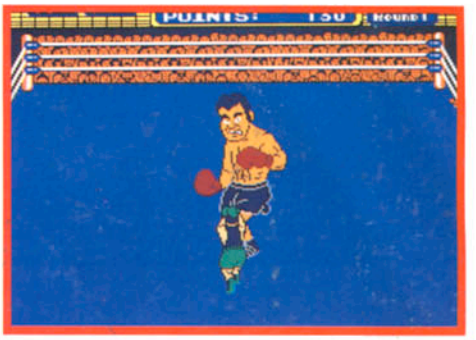
In order to beat Von, try to avoid his punches. Even if you block his punches, you'll still be injured. Your best tactic is to sway away from his punches, and then stun him with a quick blow to the face. Once he's stunned, you can knock him down with a single uppercut. Be sure to hit him with an uppercut as soon as he's stunned!

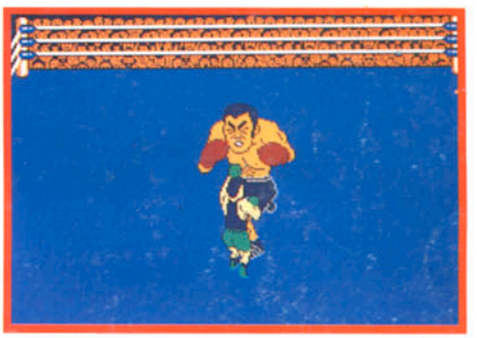
●W.V.B.A. MINOR CIRCUIT TITLE BOUT

PISTON HONDA



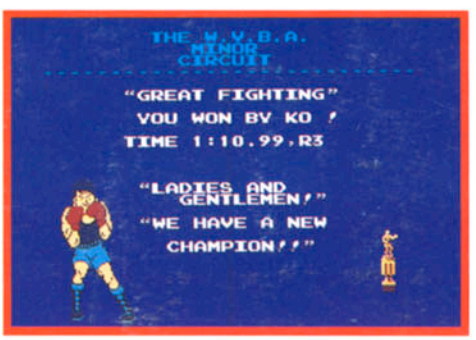
Ranking: W.V.B.A. Minor Circuit Champion
Nickname: Kamikaze
Condition for a winning decision: There is no win by decision
26 wins, 1 loss, 18 KOs. From: Tokyo, Japan
Age: 28 Weight: 174 lbs.





Honda telegraphs his punches with twitching eyebrows. Defend yourself against these jabs by using a block and then throwing a quick punch. Also, use good timing to block Honda's lethal Piston Punch. The best way to avoid his final right uppercut is to sway to the left!



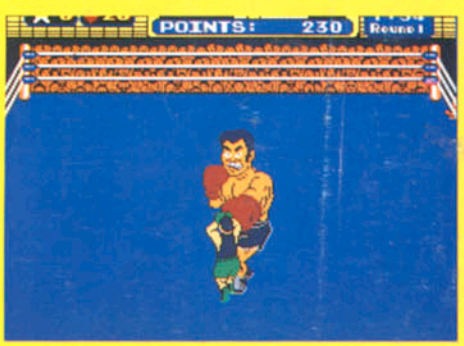




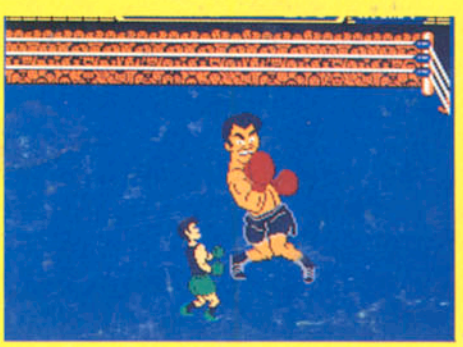
WINNING STRATEGY FOR PISTON PUNCH

In order to KO Piston Honda, you must block his deadly Piston Punches. These Piston Punches come in a fixed rhythm, so your blocks should match this rhythm. At the end of the Piston Punches he throws a right uppercut, so sway to the left and counter quickly to the face.

After stunning Kamikaze with this face punch, follow with your deadly uppercut. But even without this uppercut, you can put him down using the "one-two" punch pattern. Avoid Honda's punch and use your "one-two" punch again.



BLOCKING PISTON PUNCH



SWAY FROM UPPERCUT



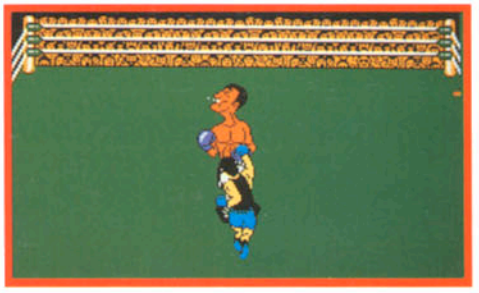
PUNCH TO THE FACE

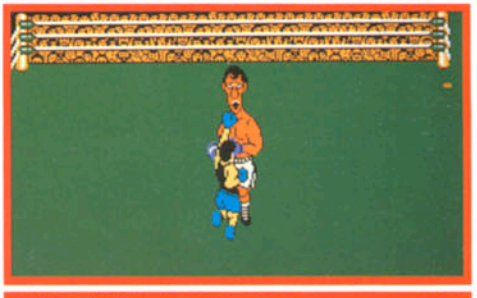
●W.V.B.A. MAJOR CIRCUIT

DON FLAMENCO









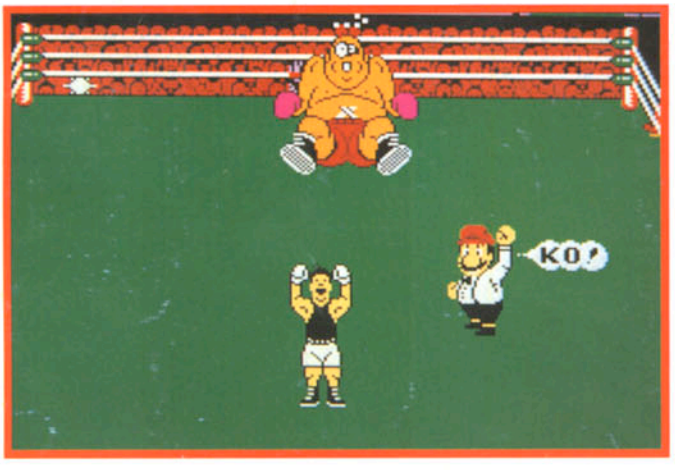


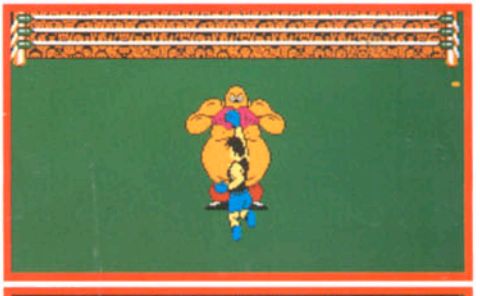
Ranking: W.V.B.A. Major Circuit: 3rd Place
Nickname: Red Rose of France
Condition for a winning decision: Over 10,000 points
22 wins, 3 losses, 9 KOs. From: Madrid, Spain
Age: 23 Weight: 152 lbs.

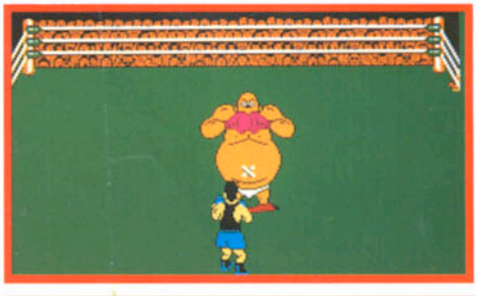
Don Flamenco never attacks until Mac incites him. As soon as Mac punches, Flamenco fights back, throwing an effective uppercut. After three uppercuts, Mac will be sent flying, so be careful! Sway to the left and repeat your "one-two" punch until Flamenco is knocked out!

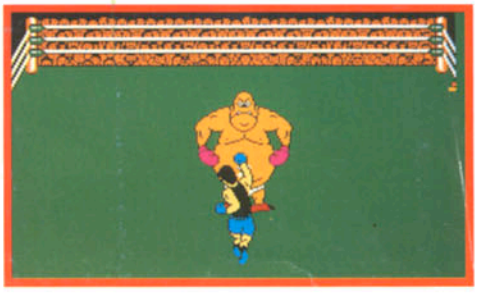
KING HIPPO











Ranking: W.V.B.A. Major Circuit: 2nd Place
Nickname: Great Chief of the South Island
Condition for a winning decision: No win by decision
18 wins, 9 losses, 18 KOs. From: Hippo Island
Age: Undisclosed Weight: Undisclosed

King Hippo's guard is very tight so it's difficult to hit him. But he does have one weakness...his navel! You have only one chance to drop him. Just before throwing a punch, King Hippo opens his mouth. If you throw a straight punch to his mouth, he will try to guard it. With his navel unguarded you can attack. Once you put him down, he won't get up again.

GREAT TIGER



Ranking: W.V.B.A. Major Circuit: 1st Place
Nickname: Great Magician of India
Condition for a winning decision: Over 10,000 points
24 wins, 5 losses, 3 KOs. From: Bombay, India
Age: 29 Weight: 132 1bs.





Tiger wears a turban and the ruby always glitters just before he jabs. When the ruby glitters, block him. Also, Tiger's deadly Tiger Magic Punch is thrown while he whirls around. But this Magic Punch can also be blocked if you block five times. If you block all of them, Tiger will become dizzy and vulnerable to a one blow knock down. The key to beating Tiger is effective blocking.









WINNING STRATEGY FOR TIGER'S MAGIC PUNCHES

The key for a winning strategy is the defense against the Magic Punches. The Magic Punches, which come in five successive blows, are not threatening if you block all of them. You can then knock Tiger down with a direct blow to the face.

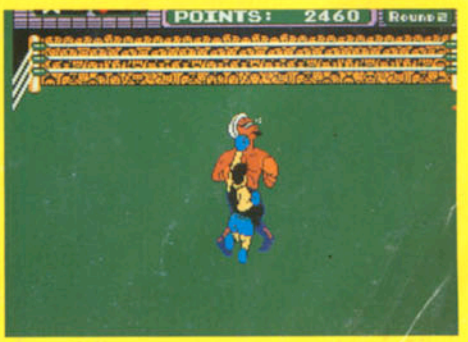
When the first round starts, throw one straight punch. Then dodge Tiger's counterattack and follow with a counter on your own with five straight punches. If you repeat this, Tiger will go down easily! The first knockdown is decisive. The second knockdown can be achieved by dodging Tiger's uppercut and countering with four straight punches. The third knockdown comes after you block his Magic Punch and throw one straight punch. Tiger won't get up again. TKO Victory!!



BLOCK MAGIC PUNCHES



TIGER LOSES BALANCE



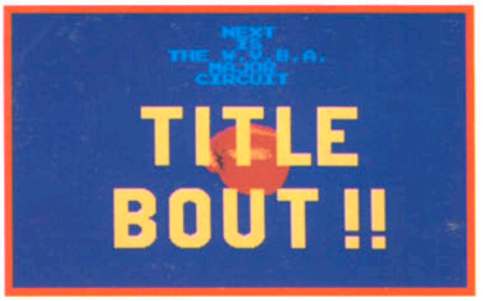
PUNCH TO THE FACE

W.V.B.A. MAJOR CIRCUIT TITLE BOUT

BALD BULL

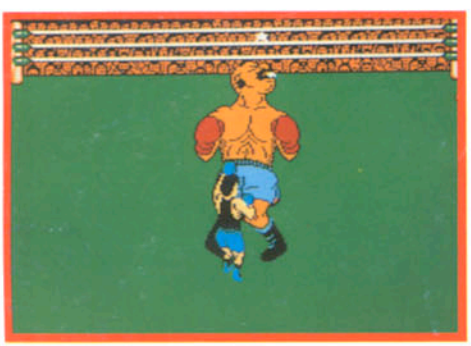


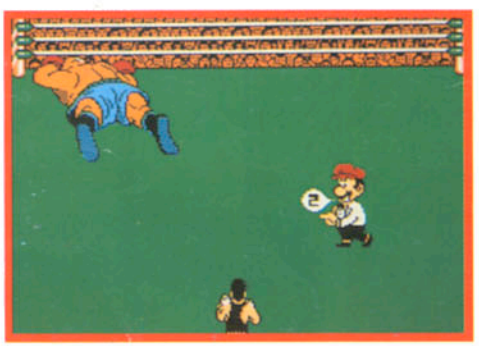
Ranking: W.V.B.A. Major Circuit Champion
Nickname: Bald Bucking Bull
Condition for a winning decision: No win by decision
34 wins, 4 losses, 29 KOs. From: Istanbul, Turkey
Age: 36 Weight: 298 lbs.

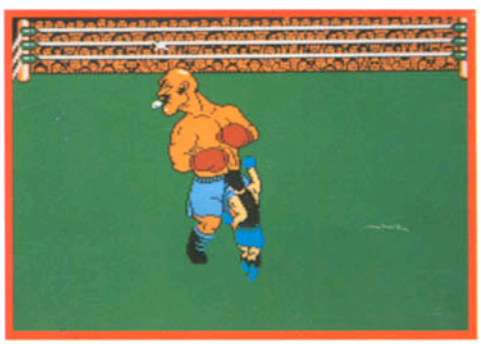




You can't dodge Bull's charge. He always rushes you with three small jumps, so throw a straight punch to his body on the third jump. You can deck him with one blow! There is no win by decision, so go for a TKO.







WINNING STRATEGY FOR BULL CHARGE

First, block Bull's jab. Since he throws the jab while rotating his hands, time your block accordingly. Then punch quickly. Next, when he lowers his right shoulder, prepare for an uppercut by swaying to the left and then throwing three straight punches. If you get this far, you've almost got him beaten!

While dodging Bull's jabs and uppercuts, continue throwing effective punches. Bull will then start his famous Bull Charge, hopping forward. You can knock him down by throwing a timely straight punch to his body on the third jump.

The Bull Charge is your best KO chance. You can KO him if you throw a timely straight punch on the third hop.



ONE!



TWO!



PUNCH!

W.V.B.A. WORLD CIRCUIT OPPONENTS

PISTON HONDA

Ranking: W.V.B.A. World Curcuit—5th Place
Nickname: Honda Turbo
Condition for a winning decision: Over 3000 points
Piston Honda, who appeared previously, reappears with increased power.

SODA POPINSKI

Ranking: W.V.B.A. World Circuit—4th Place
Nickname: Russian Monster
Condition for a winning decision: Over 10,000 points
win 33, losses 2, KO 24 From (Moscow, U.S.S.R.)
Age: 35 Weight: 237 lbs.

BALD BULL

Ranking: W.V.B.A. World Circuit—3rd Place
Nickname: Crazy Bucking Bull
Condition for a winning decision: Over 7000 points
Bald Bucking Bull reappears as Crazy Bucking Bull.

DON FLAMENCO

Ranking: W.V.B.A. World Circuit—2nd Place
Nickname: Flamenco's Counterattack
Condition for a winning decision: Over 5000 points
Red Rose of Spain comes back as Flamenco's Counter-attack.

MR. SANDMAN

Ranking: W.V.B.A. World Circuit—1st Place
Nickname: Black Heavy Tank
Condition for a winning decision: No win by decision

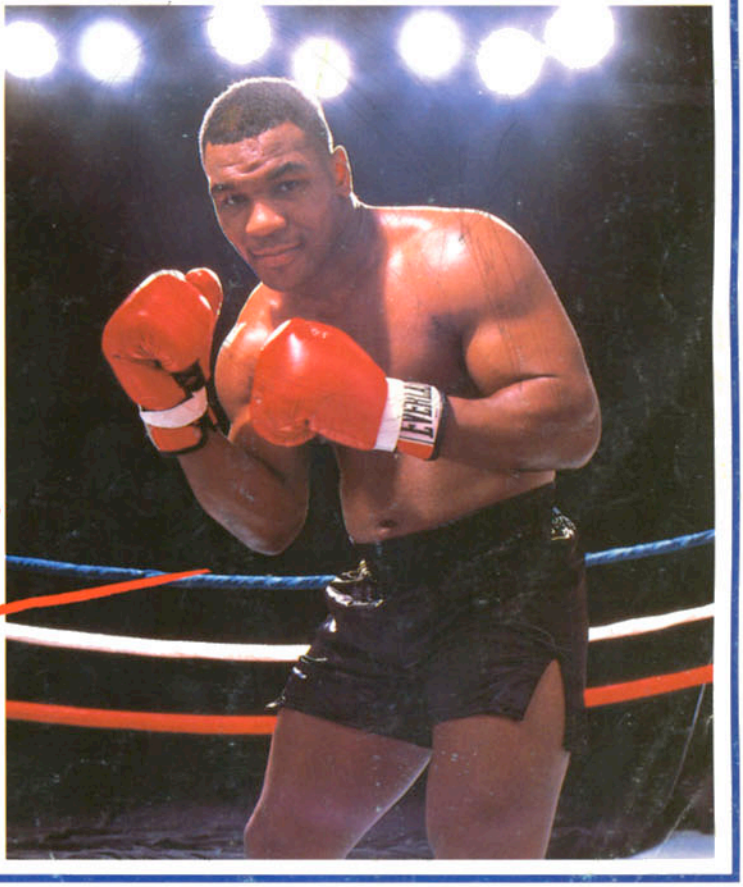
SUPER MACHO MAN

Ranking: W.V.B.A. World Circuit Champion
Nickname: Hollywood Muscle Man
Condition for a winning decision: No win by decision

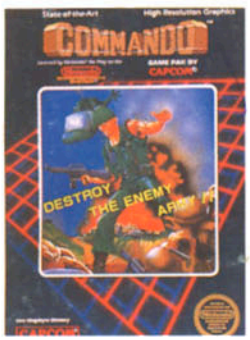
WORLD CHAMPION

MIKE TYSON

Ranking: World Heavyweight Champion
Nickname: Kid Dynamite
Condition for a winning decision: Over 5,000 points
Comments & Hints: From the start of the first round through 1:30 (one minute and thirty seconds), he throws his deadly Dynamite Punches, so be very careful!
Even the undefeated World Heavyweight Champion can be beaten in a Video Game.



COMMANDO





The Army's Super Joe is the star of this game!

Super Joe goes into enemy territory alone with a machine gun in his hand. The enemies are the Gunther Brothers, the evil secret organizers who conspire to conquer the world. As Joe, you must save your comrades, who were captured by the Gunther Brothers.

HOW TO PLAY



Joe's weapon is a machine gun and there is no lack of ammunition, so shoot as much as you need.



You also can use grenades, but there is a limited number of them. You can beat the enemies by blowing them away.

Commando is a game that lets you fight military troops. The hero's name is Super Joe. His weapons are machine guns and grenades. The enemies are armed with knives, bazookas and machine guns and attempt to capture Super Joe. Avoid the enemy attacks and destroy the fortress at the end of the stage. Then you will be through with the first stage. The army helicopter will carry Super Joe to the next stage.

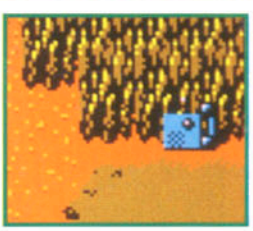


ITEMS—These will be useful to Joe in battle.



●SUPER GRENADES

These are hidden. If you throw them, they will instantly disappear. But, you can use them once.



●REMOTE RADIO

If you throw grenades at a certain place, the Radio appears. If you get it, the helicopter takes you to...?



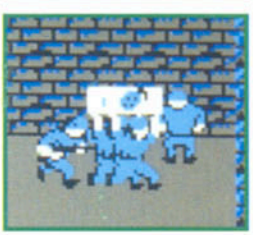
●INFINITE GRENADES

If you rescue the hostage from the Underground Shelter, your grenades are unlimited.



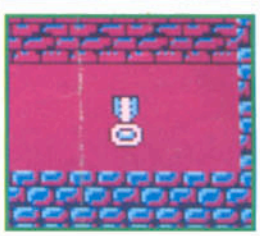
●BULLETPROOF VESTS

These trustworthy vests can deflect up to ten bullet shots and five grenades.



●GRENADE POWER UP

Rescuing all seven hostages in a certain Underground Shelter makes Super Joe's grenades Power Up.



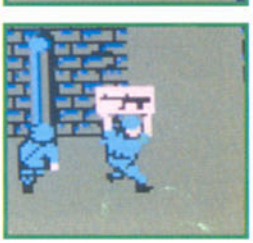
●1-UP BADGE

This is a Badge which glitters in the Underground Shelter. If you get this, the number of Heroes remaining will increase by one.



●BINOCULARS

If you use them, you will be able to see the entrance to the Underground Shelter without using any grenades.



●MACHINE GUN POWER UP

If you rescue the hostages from a certain Underground Shelter, the machine gun will Power Up.

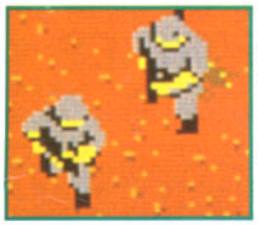


●AMMUNITION BOXES

These are on the ground in each stage. There are grenades for Super Joe in these boxes.

CHARACTERS

Super Joe fights for his country against the bad characters. The Gunther Brothers' soldiers are sent to interfere with Joe's mission. They wear green uniforms and move all over the screen. You must show no mercy to these enemy characters.



FOOT SOLDIERS

In Commando, the Foot Soldiers are the ones who appear most often. There are many of them.



AQUA SOLDIERS

Very cheerful soldiers who shoot their machine guns while floating. If you blast them with grenades, you will be able to cross the bridge safely.



TRENCH SOLDIERS

The Trench Soldiers dig holes and attack their enemies from the protection of the trenches.



JEEPS

These Jeeps will try to run over Super Joe. Some will come from the front and some from the side of the screen.



KNIFE SOLDIERS

They dash towards Joe with knives. They lurk above ground and in the Underground Shelter.



BIKE SOLDIERS

They show up from both sides of the screen. As soon as they throw their grenades, they run away. It is very hard to beat them.



TRENCH MORTAR GUNNERS

Their powerful shells are launched from behind the rocks.



COMMANDER

The enemy Commander watches each gate. If he waves a white flag, attack the remaining foot soldiers.



TRUCK

This truck appears in Area Two. It will show up on the right side of the screen and run over Super Joe.



MACHINE GUN SOLDIERS

These soldiers splatter bullets around so blindly that they can hardly hit their target.



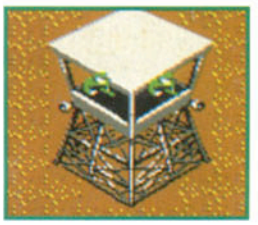
BAZOOKA SOLDIERS

They are very powerful characters who wait at the edge of the arch. They carry bazookas on their shoulders.



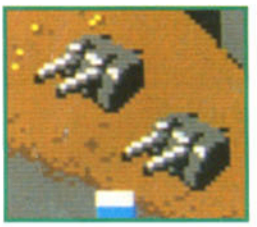
THE LEADER

He plans a strategy before going to each area! He is lurking through the battle scene. Why is he running around?



WATCHTOWER SOLDIERS

They watch the action from the Watchtower. If you come close, they jump down to attack you!



CANNON BASE

The Cannon Base awaits you in Area Four. It looks like the Cannon is going to fire powerful cannon balls, but it's just for decoration.

SECRET POINT

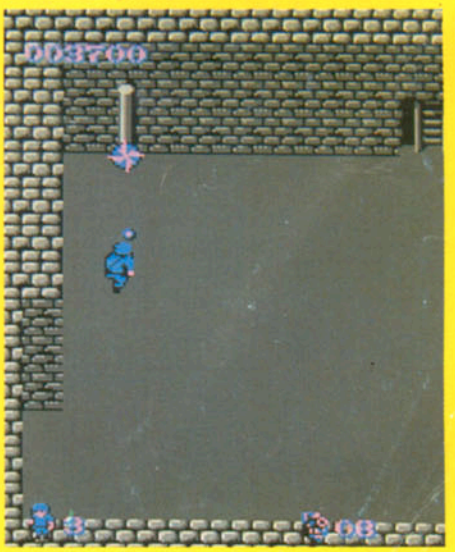
In all the stages, the secret Underground Shelters are hidden. The entrance to the Underground Shelters will show up when they are hit with grenades. If you descend through the entrances after they are opened by the grenades, you will reach one of 33 types of Underground Shelters. The allied prisoners are held in the Underground Shelters. If you rescue them, Joe's weapons will be Powered Up.



The entrances to the Underground Shelters are discovered with grenades. They are often hidden behind rocks or in the middle of a bridge.



If you discover the type of shelter shown on the left, shoot at the pole which is holding up the prisoners. Then Yashichi will appear.



PLAYING TIPS

The Commando Game has four stages. But you can repeat them four times, for a total of 16 stages. The battle starts in the jungle and extends to the prairie, barracks, tochika and the airport. The further you go in a stage, the more enemy soldiers there are and the more severe their attacks become. Super Joe needs to find an Underground Shelter and Power Up his machine gun and grenades to fight. Since this is a vertical-scroll shooting game, Super Joe will not be able to go back to the start. He can only go forward. On the way, if he rescues all of the captured prisoners, he will get a special bonus.

STAGE ONE

Super Joe's fight starts in this jungle. He is flown in by a helicopter and rushed into the middle of enemy territory! You are initiated to the Commando Game on Stage One. Go ahead and warm up first.



STAGE TWO

You will find many trenches and if you fall into one of them, you will lose one man. The attacks by both Bikes and Bazooka Soldiers are very powerful.



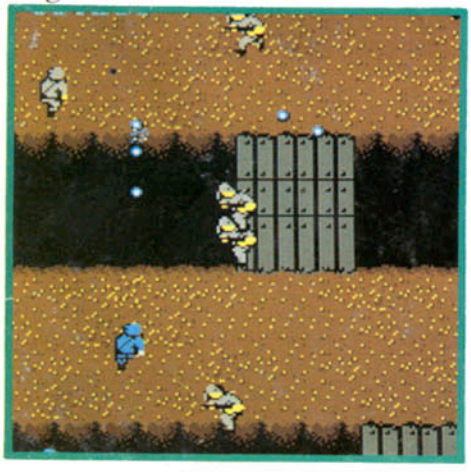
STAGE THREE

Super Joe suddenly finds himself in front of the enemy soldiers' barracks. Enemy troops show up from the barracks, but there are many entrances to Underground Shelters.



STAGE FOUR

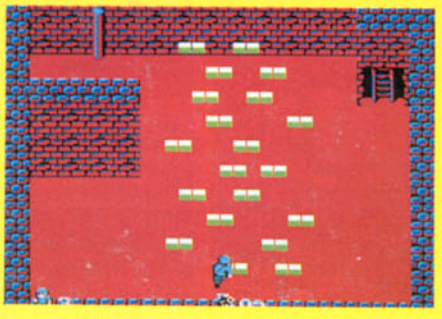
Many bridges are found in this area. The footholds are narrow and Super Joe's fight is very difficult. Bazooka soldiers attack hard. There are many traps inside the shelters in Stage Four.

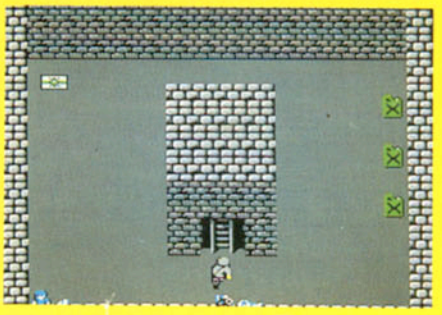


SECRET POINTS

Here, we will show you the three typical shelters. Some shelters have enemies inside and some have hidden exits. You'll be very fortunate to find the shelter which has ammunition supplies. Some shelters you cannot see until you get to the very last stage.

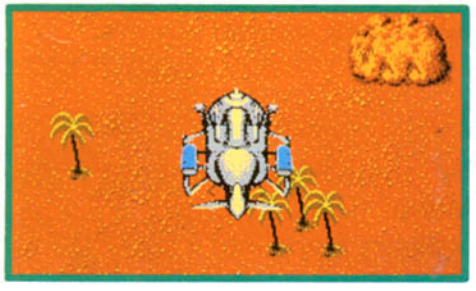






STAGE MAP

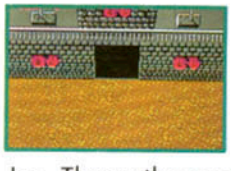
This is the entire map of the Commando Game! At the end of Stages 1-3, you will find a strong door. When you find the position of the Underground Shelters, write it down. In each of the 16 stages, the position of the Underground Shelters is different, but don't be confused.



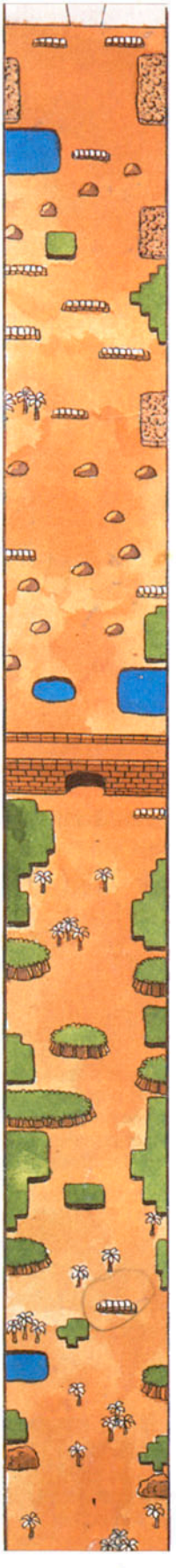
A roaring helicopter sets the scene of Commando. Super Joe, hero of Commando, jumps out of the helicopter which is slowly coming down in the jungle. After he sends the helicopter back to the base, he turns his attention to the fight. The enemy soldiers race out of the jungle and start shooting randomly. Super Joe also shoots with his machine gun without hesitation. Don't be discouraged by enemy attacks! If you go through the jungle, you will come to a huge door. This is an important point which connects the stages. The Commander and several of his men are protecting the door. When you come to this point, the scroll stops and the fierce battle begins. If the Commander waves a white flag, it will be Super Joe's victory!



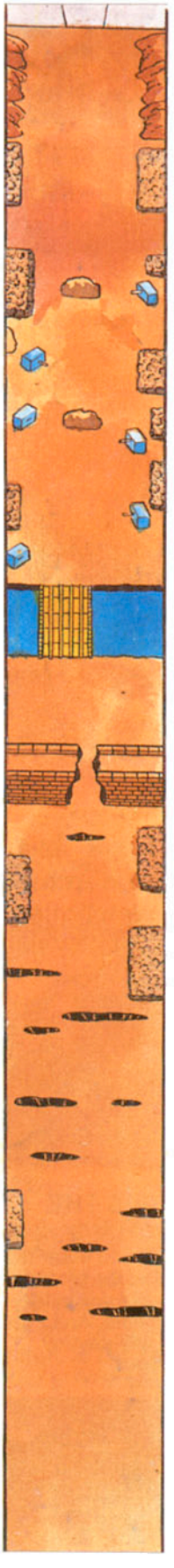
Now go on to the next stage! Super Joe invades the four stages. At the end of Stage Four, the enemy's fortress awaits Super Joe. Throw the grenade at the window, and blow up the fortress.



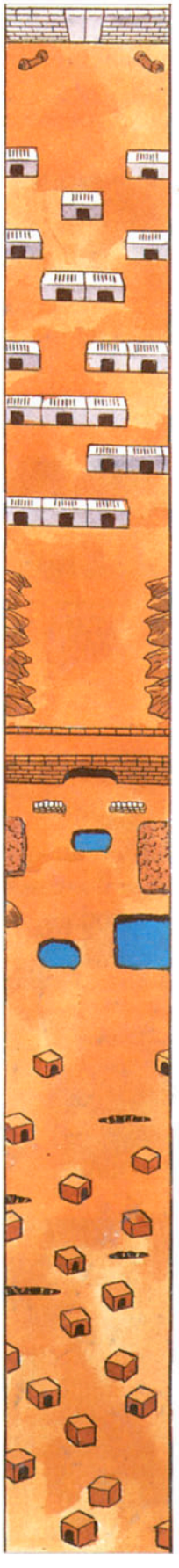
●STAGE 1



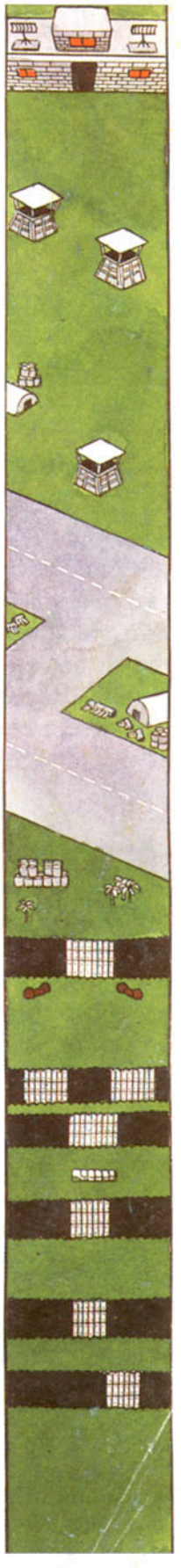
●STAGE 2



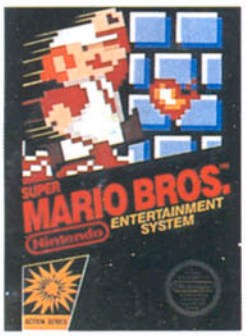
●STAGE 3



●STAGE 4



SUPER MARIO BROS.



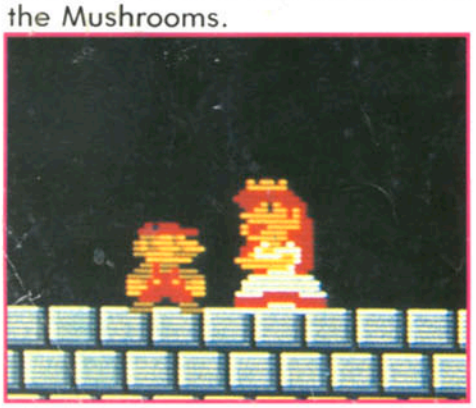


Super Mario jumps into action against evil Bowser.

Our hero Mario departs for the endless battle to save the Mushroom Kingdom, which was invaded by the Koopa tribe. Bowser, the King of the Koopa, has strong magical powers.

STORY

One day the Koopa tribe, led by the powerful sorcerer, Bowser, invaded the peaceful Mushroom kingdom. The Mushroom people were ruled by a good king and queen. Although these gentle people fought together against the Koopa, they were defeated and turned into horsetails shoots, bricks, rocks, and other things. The only one who can release them from Bowser's magical spell and return life to the ruined Mushroom Kingdom, is Toadstool, the princess of the kingdom. But Princess Toadstool was captured and imprisoned in the dungeon of a faraway castle. When Mario heard this story, he felt sorry for the Mushroom tribe. So, he's about to start a long, torturous journey to rescue the Princess and help restore peace to the Kingdom of the Mushrooms.



PRINCESS TOADSTOOL

THE HERO



MARIO

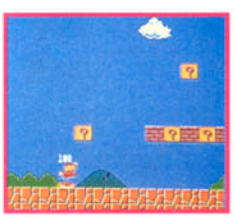


LUIGI

By obtaining Power-Up targets, Mario (Luigi) changes from an ordinary Mario into a Super Mario, Fiery Mario or Invincible Mario.

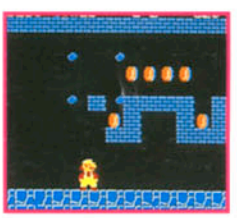
HOW TO PLAY

The Mushroom Kingdom contains 32 levels—eight worlds with four levels in each world. Mario's journey is complicated and difficult. He proceeds by stepping on the enemy and, as Fiery, destroying them with fireballs. There are many obstacles. One of your Marios is lost if you don't finish a level before the timer runs out.



THE GROUND

The ground scene is covered with mountains, bushes and holes. Make the most use of the blocks.

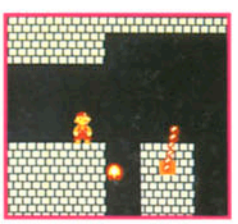


THE UNDERGROUND

In this underground scene, the floors and ceilings are made of bricks. Breaking these bricks can be rewarding.

INSIDE THE CASTLE

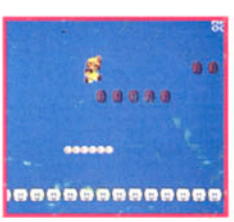
When you enter the castle, the blocks you see are indestructible. Avoid the fire and destroy Bowser.



WARP ZONE

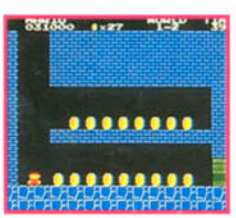
If you manage to climb up to the ceiling, you can get to the Warp Zone Room.





BONUS STAGE

When you climb up the ivy to the cloud, you'll see coins. Get as many of them as you can.



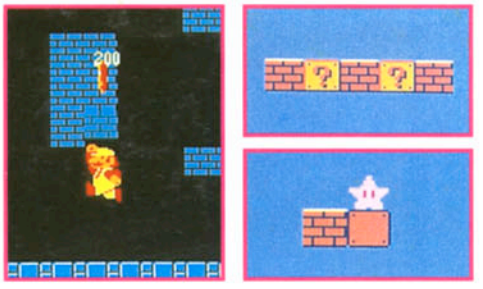
COIN ROOM

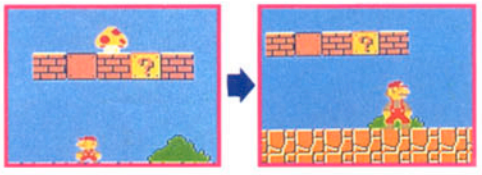
When you go down a pipe, you'll see a room full of coins. Earn a "1-UP" by collecting coins.

ITEMS

KINDS OF BLOCKS

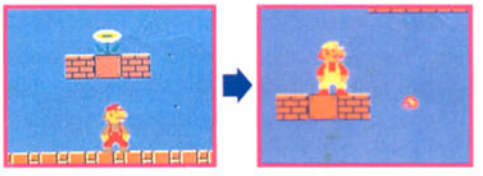
Some blocks can only be destroyed by Mario when he is Super Mario or Super Fiery. Other blocks cannot be destroyed at all. There are invisible blocks and certain blocks marked by "?" that have power-up items or coins in them. Since these blocks have important secrets, try to get them.





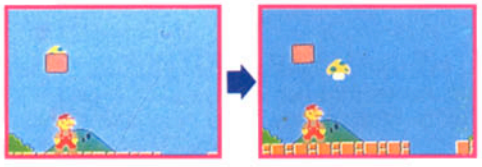
SUPER MUSHROOM

If you take a Mushroom, Little Mario will be changed into the powerful Super Mario!



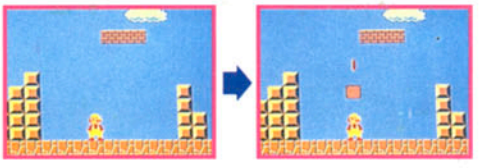
FIRE FLOWER

When you are Super Mario, you can tap the block and get a Fire Flower. Fiery Mario can shoot enemy-killing Fireballs.



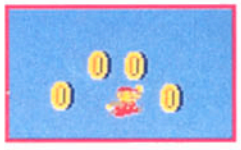
"1-UP" MUSHROOM

If you get the Mushroom, another Mario will appear. This Mushroom's color is a little bit different than a normal mushroom.



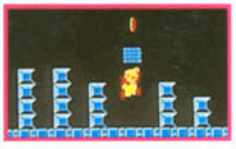
HIDDEN BLOCK

When here, try jumping. You may find a Hidden Block, a route to climb or a "1-UP" Mushroom.



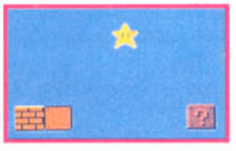
COINS

If you collect 100 Coins, another Mario will appear.



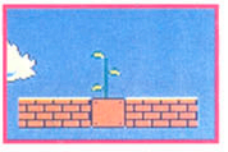
10 COINS

Coins will come out of it everytime it's tapped.



INVINCIBLE

If you obtain a star by striking the block, you can become invincible.



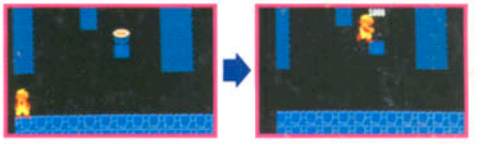
IVY

When you strike a block, Ivy may appear. Climb the Ivy up into the sky.

ADDITIONAL TIPS

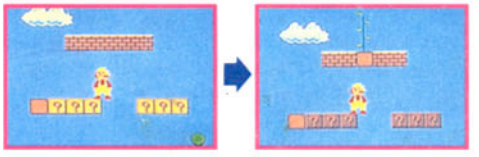
1) USE BUTTON B TO ACCELERATE

When you press button B, Mario's speed increases. Jump over a tall wall or a wide hole after you accelerate.



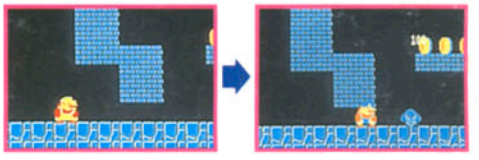
2) PUNCH THE BLOCK DIAGONALLY ABOVE

If you get Mario half-way out of the block and then jump, you can hit the block which is diagonally above him on the screen.



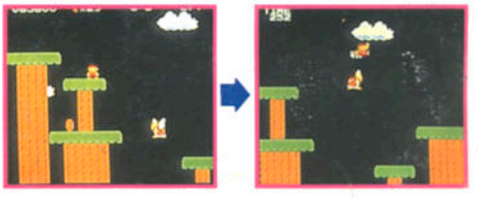
3) WHEN THE PASSAGEWAY IS NARROW

When Super Mario is inside the blocks he can't pass through, so press down on the control pad while he is running.



4) JUMP AND KICK

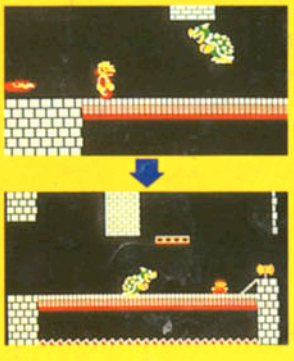
Get across here by jumping and kicking Koopa Froopa in the head.



SECRET POINTS

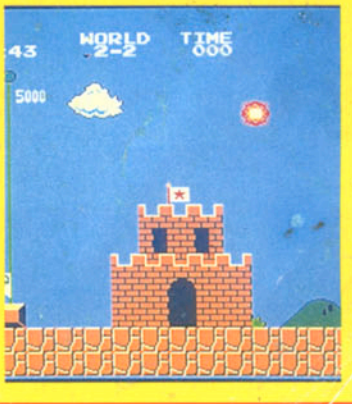
DESTROY SUPER MARIO ON PURPOSE

One defensive tactic is to let Super Mario die. He then turns into a semi-transparent Mario and is invincible for a few seconds.



SET OFF FIREWORKS

Fireworks can be set off when you jump onto the pole at the end of each level. The secret of the fireworks is in the last digit of the time indicator. If you hit the pole when the number is one, three, or six, the fireworks will go off once, three times, or six times! Since one explosion of fireworks is worth 500 points, adjust your jump to earn the most points.

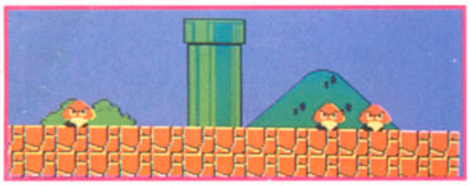


ENEMY CHARACTERS

There are 17 different kinds of enemy characters who block Mario's way. Each has a unique attacking pattern, so try to remember each one. Some methods of defense may not work on certain characters.

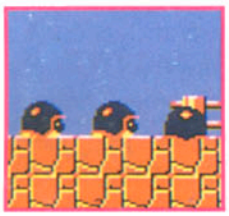
LITTLE GOOMBA

He's the weakest enemy in the entire game. You can destroy him using one of the following methods: step on him, attack him with a Fireball, or punch him from below. Whichever technique you use, you can destroy him with one strike.



BUZZY BEETLE

His body is covered with a hard shell and can't be destroyed with a Fireball. If you step on him, he stops moving for a while like a Koopa Troopa.



FIRE-BAR

This is made up of connected Fireballs. It blocks Mario's way by rotating in the middle of the passage. With good timing, you can make it.



CHEEP CHEEP

He appears in the water or in front of the bridge. He appears from below, and then attacks you from overhead.



BLOOPER

This enemy lives in the water. He slithers up to Mario. You can destroy him in the water.



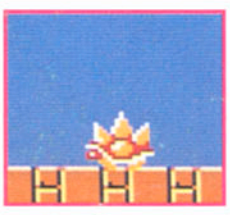
SPINY EGGS

These are thrown towards Mario by Lakitu who rides on a cloud. They change into Spinys when they hit the ground. Only a Fireball can destroy them.



SPINY

He's Lakitu's pet, and is covered with thorns. He's the one that Lakitu throws from the sky.



KOOPA TROOPA

A green Koopa Troopa will approach Mario, but the red one moves back and forth in a certain area. If you step on one, it won't move for a while. So, take the opportunity to kick it away. But, be careful because it will bounce back if it hits a pipe.



PIRANHA FLOWER

This is a man-eating plant that grows in the pipe. While Mario is on top of the pipe, Piranha Flower conceals itself. You can destroy it with a Fireball.



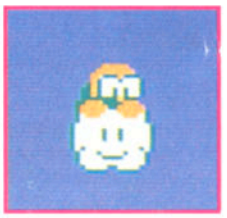
PODOBOO

This is a lump of spouting lava that comes up from a bottomless inferno near the castle. You can't destroy it, so avoid it.



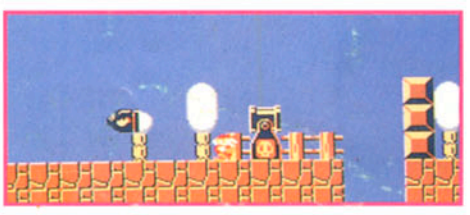
LAKITU

He appears riding on a cloud. He's very persistent and drops Spiny Eggs towards Mario. He can be destroyed if you jump on him from above.



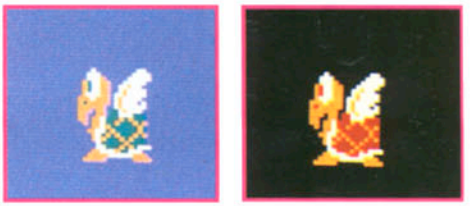
BULLET BILL

This is the cannonball the Koopa has. It's fired through the barrel and flies slowly but persistently toward Mario.
The barrel cannot be destroyed but if you have good timing, you can jump on top of a bullet for points.



KOOPA PARATROOPA

They float slowly in the air. The green ones are more dangerous than the red ones. When you step on one, it loses its wings and becomes indistinguishable from a Koopa Troopa.



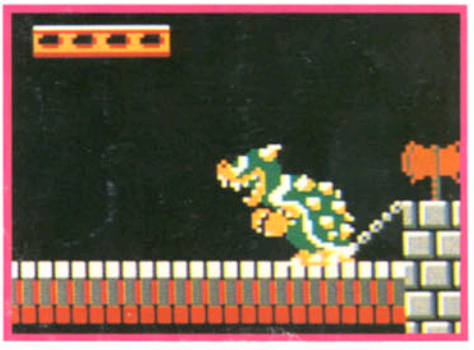
THE HAMMER BROTHERS

These twin turtles always stick together to block Mario's way. They carry hammers that they throw at Mario. You get high points if you destroy them.
The best way to destroy them is with fireballs or try hitting the bricks they are standing on.



KING BOWSER THE GREAT

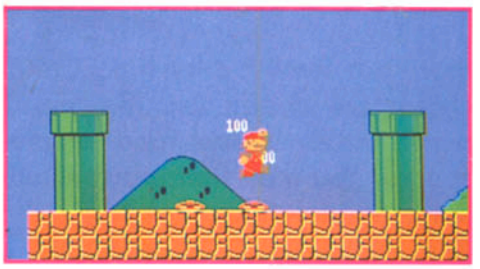
He's ready to attack Mario at the end of each World. Unless you destroy him, you can't go forward. Destroy him with a Fireball or steal his ax and cut the suspension bridge and let him fall. Mario can then clear the World.

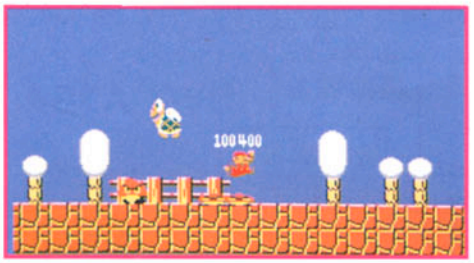


PLAYING TIPS

1) CONTINUOUS DESTRUCTION METHOD

When you beat them this way, you score twice the normal value for that particular enemy. This is an effective technique for enemies like Little Goomba.



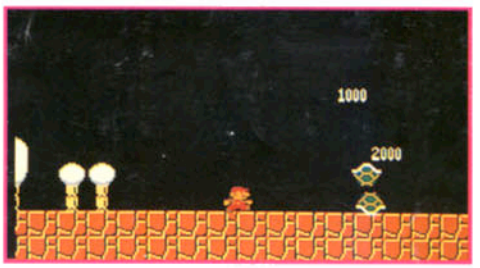


2) SIMULTANEOUS KILLING METHOD

This is a special technique of stepping on two enemies at the same time. The points won will be doubled and added to the first total (for example, 100+400).

3) KICKING METHOD

After smashing the turtle, run and kick him. Your score will go up by 500, 800, 1000, 2000, 4000, 5000, 8000, or "1-UP." This is effective for attacking groups of turtles.



4) OTHERS

If a turtle flips over after you step on him, he'll revive shortly. If you kick him as he revives, you will get high scores. There is also a series of techniques which you can use to raise the score from 100+400, to 100+500 by stepping on one turtle twice. You can also use the continuous three-enemy destroying method, kicking continuously. Your score will go up to 100+200+300+400+1000. You score according to your technique.

THE EFFECTIVE USE OF WARP ZONES

There are Warp Zones in Level Two of World One and Level Two of World Four. To save Princess Toadstool as quickly as possible, use these Warp Zones. This way you won't have to fight King Bowser the Great so often. If you use the Warp Zones, you can by-pass some of the Worlds which are difficult to clear. However, each World gets more difficult. Master the techniques well, then make good use of Warp Zones to go and save Princess Toadstool.



This room is the Warp Zone at Level One-Two. From the three pipes, you can warp to one of three Worlds.

This room is the Warp Zone at Level Four-Two. From here you can warp directly to World Five.





If you climb the ivy, you'll find this room. You can warp here from underground Level Four-Two.

SECRET POINTS

INCREASING THE NUMBER OF MARIOS BY 100 OR MORE

There is a way of increasing the number of Marios by more than 100. When Koopa Troopa comes down the stairway from the place shown in the picture and reaches the lowest step, jump on him to make him stop moving. Then continue jumping on him and score 1-UP for every jump. However, be careful! If you get too many Marios, the game will be over.





CONTINUE AFTER LOSING ALL MARIOS

If all Marios are destroyed by the enemy, you have to start over in Level One of World One. This is true even if you had made it to World Seven or Eight. Here is how to continue. Press the "Start" button while pressing the "A" button. You'll start in Level One of the World in which you finished. However, you start with only three Marios.





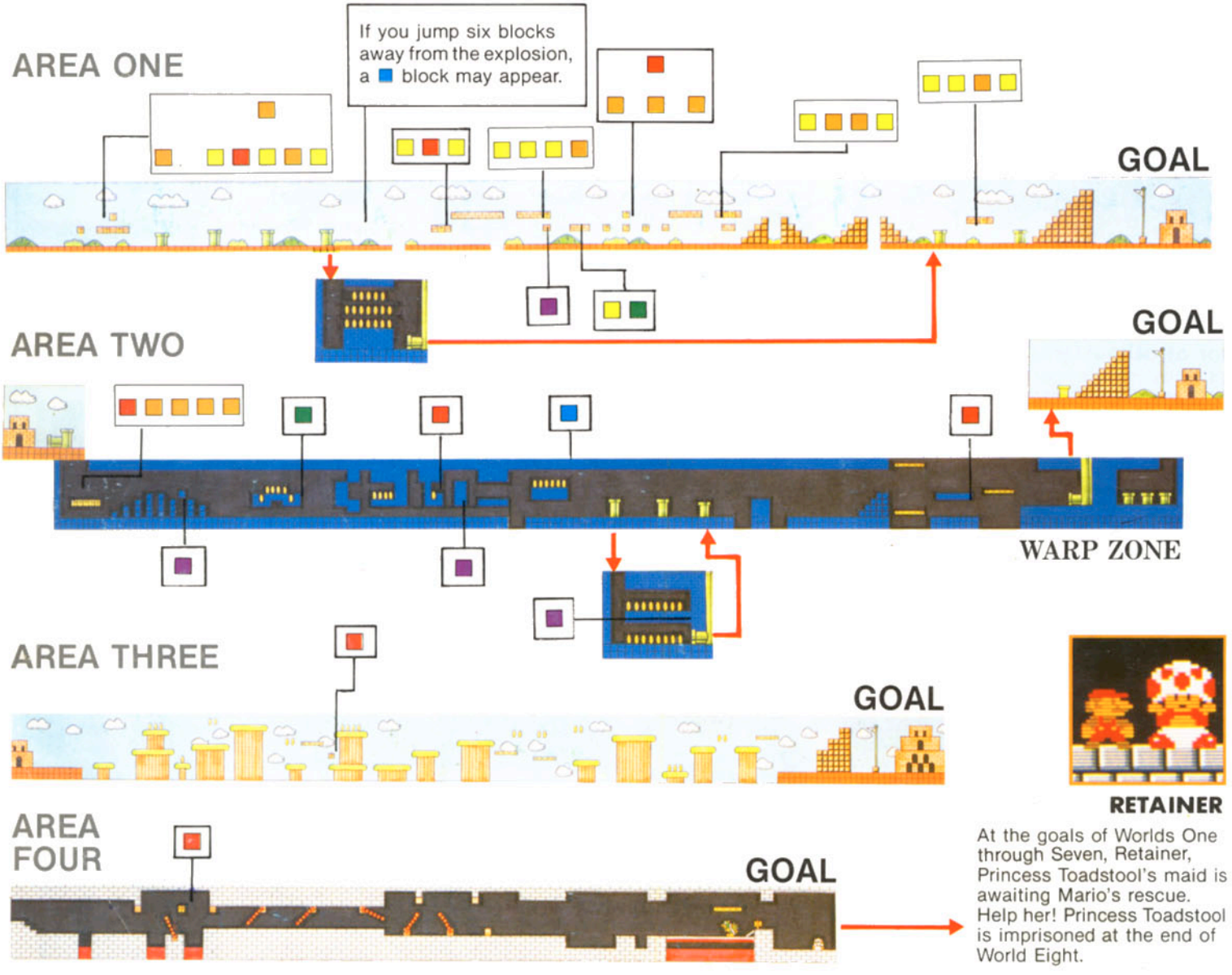
COMPLETE MAP OF WORLDS ONE THROUGH FOUR

Mario's journey to all 32 Levels is about to begin. Before he starts, here is an introduction to the map of 16 of the Levels. Review the features of each area, so you can rescue Princess Toadstool. Since there are some hidden blocks and characters shown on the map, punch many blocks and empty spaces. You may find unexpected things in unexpected places.

A DESCRIPTION OF THE MYSTERIOUS BLOCKS

- -1 COIN
- -POWER UP CHARACTER
- -1-UP MUSHROOM
- -STAR (INVINCIBLE)
- -10 COIN BLOCK

WORLD ONE



RETAINER

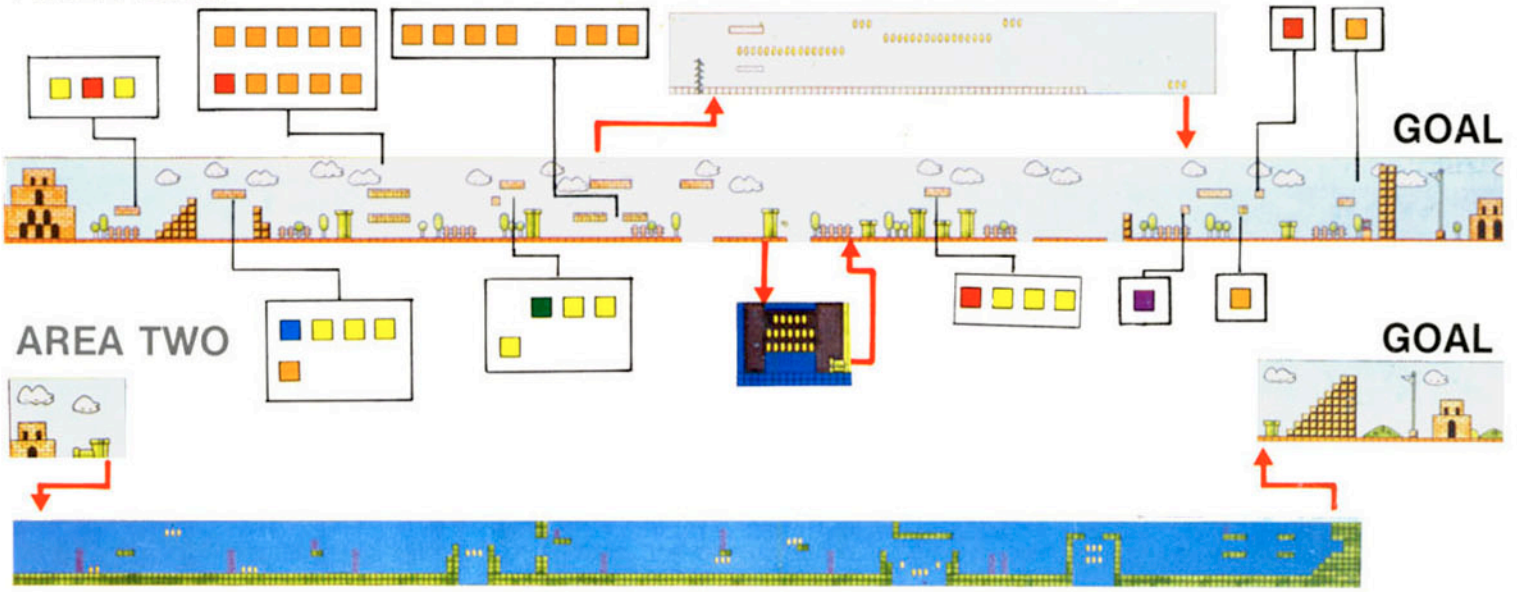
At the goals of Worlds One through Seven, Retainer, Princess Toadstool's maid is awaiting Mario's rescue. Help her! Princess Toadstool is imprisoned at the end of World Eight.

DESCRIPTION

The first enemy you meet is Little Goomba. He can only walk, so jump and step on him. After you get by him and jump over the four pipes, get the hidden block which gives you a 1-UP Mushroom. You can warp if you go onto the Pipe in front of the exit from Level Two. In Level Three, watch your step so you don't fall off. In Level Four, watch for Fire-Bar, then try to make it through with good timing.

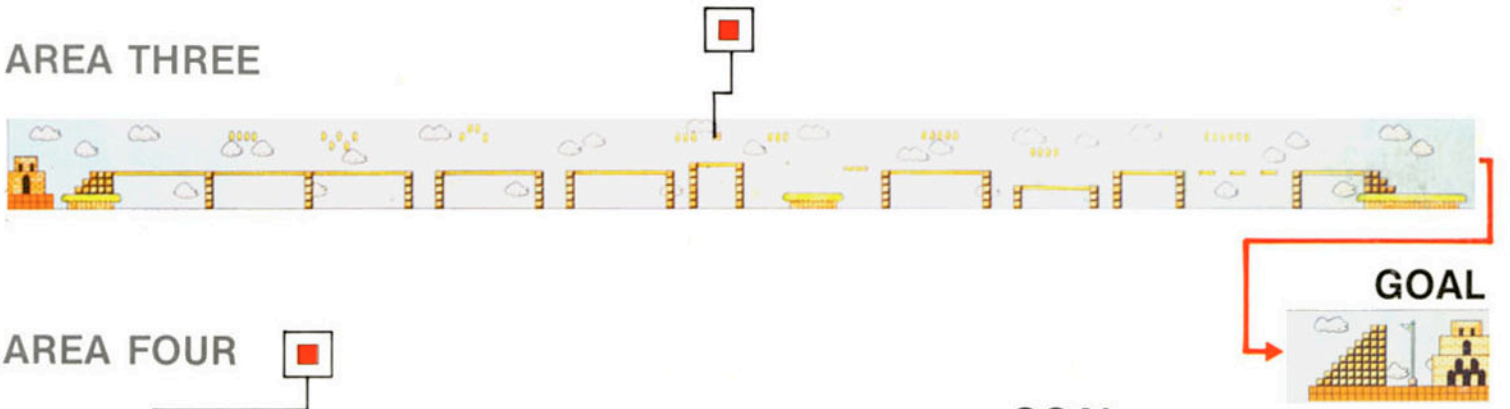
WORLD TWO

AREA ONE

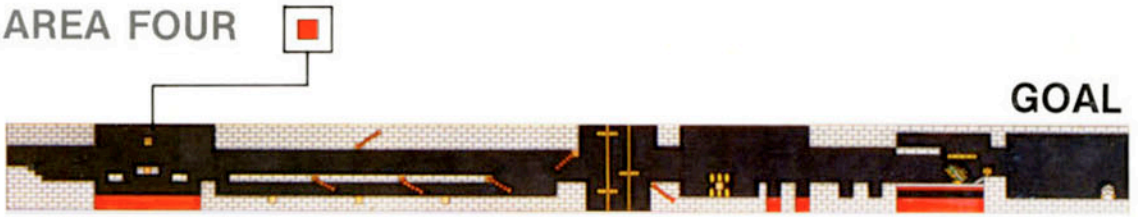


AREA TWO

AREA THREE



AREA FOUR



DESCRIPTION

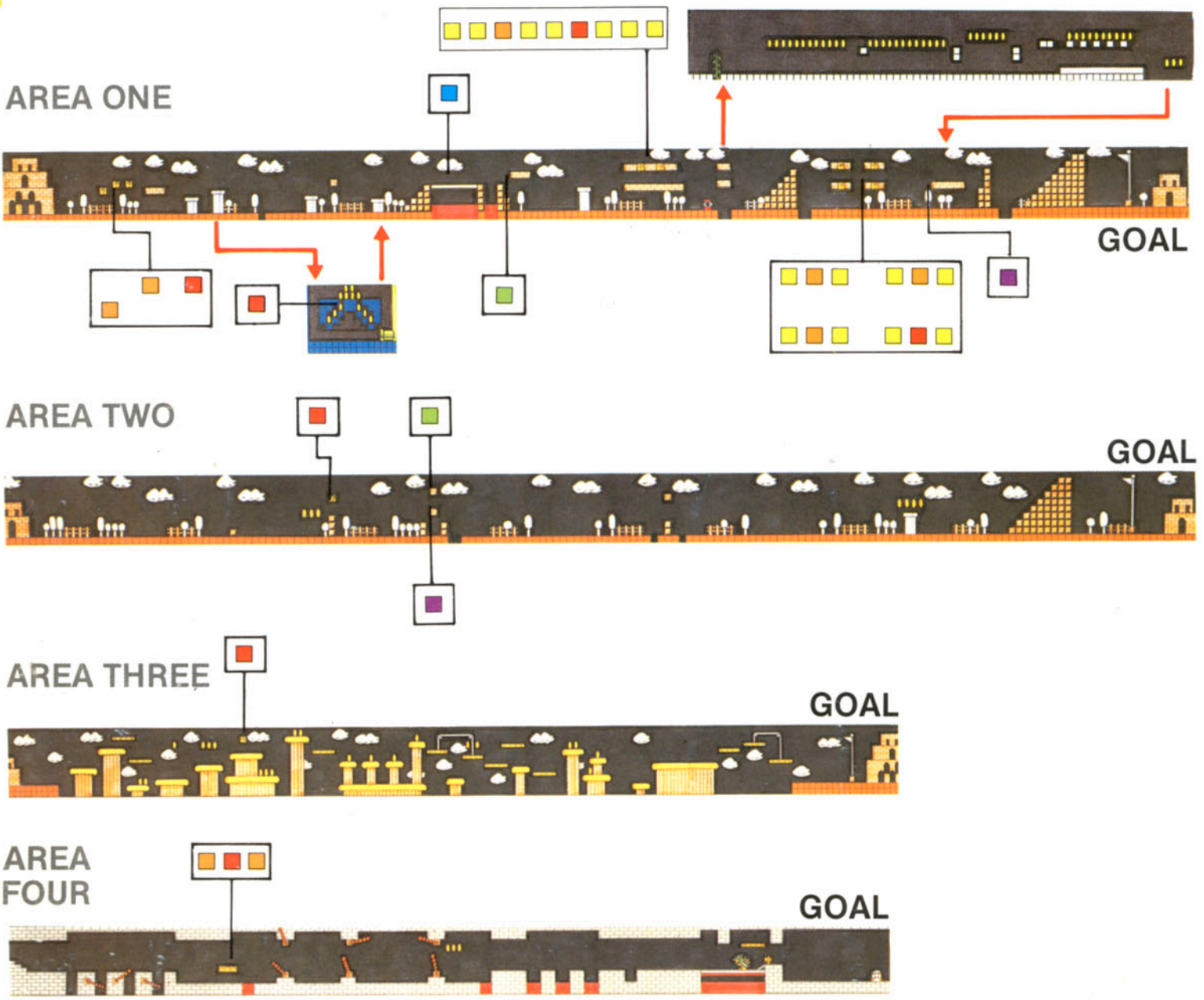
The Ivy comes out of the block which is above the coin block near the middle of Level One. Jump onto it then go up to the Bonus Stage in the sky. Level Two is the first Underwater World in the game. Mario must swim well to clear this level. Level Three is the first screen with a Suspension Bridge. Make it through using the High Speed Jump to avoid Cheep Cheep. Be careful of the elevator in Level Four. Use good timing when jumping onto it.

ONE POINT OF ADVICE

In order to jump to the Goal Post, get Mario on the left edge of the top step, then accelerate using button B, and jump with the A button. You can score 5000 points.



WORLD THREE

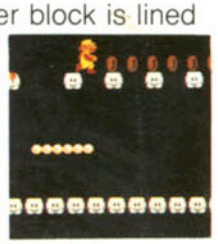


DESCRIPTION

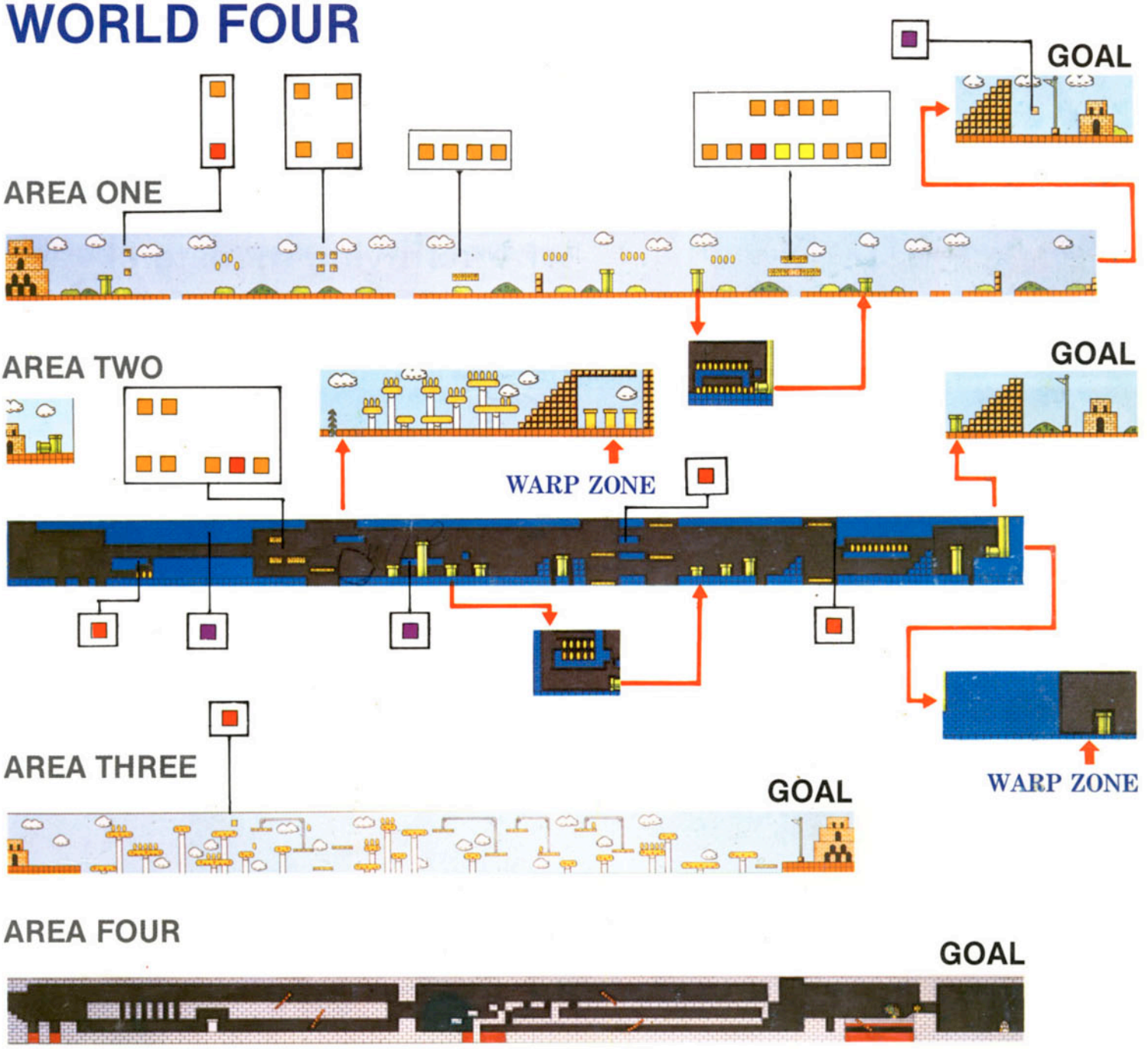
There is a method which increases the number of Marios by more than 100 in front of the goal in Level One. Master this technique and increase the number of Marios. If you can do that, clearing World Eight will be a reality. In Level Two, Little Goomba and Koopa Troopa walk in groups, so kick them away and continue running. In Level Three, jump skillfully from one island to another. In Level Four, be careful of the Fire-Bar which appears at the top and bottom of the screen.

ONE POINT OF ADVICE

There is a place at the last part of the Bonus Stage in the clouds where every other block is lined up. If you run at high speed with the B button, you can get all the coins without falling down.



WORLD FOUR



DESCRIPTION

In Level One, be careful of Lakitu. He sits up in the cloud and throws Spiny Eggs at Mario. Avoid Lakitu's attack by going down the pipe to get some coins. The hidden block is beyond the first down elevator. If you find the block, then strike the block above it. This is the one with ivy coming out of it that will take you up to the sky. You can warp to World Six, Seven or Eight. In Level Three, be careful of the balancing lifts. In Level Four, if you take the wrong route, you will repeat the same scene over and over again. So be careful!

ONE POINT OF ADVICE

There are some hidden blocks in places which look empty at first. If you stand on them, you may get the 1-UP Mushroom, or get other things to come out. These hidden blocks are in World Four-Two, so make good use of them.



GHOSTS 'N GOBLINS





Knight Arthur struggles with terrifying monsters!

In a distant time, a Princess was captured by Satan under Lucifer's command. Knight Arthur marches to the remote land of the Devil to rescue his beloved Princess. Many monsters attack him on his journey. Can Arthur rescue the Princess?

HOW TO PLAY

Ghosts 'N Goblins is a side-scrolling, action game in which the hero, Knight Arthur, ventures to the land of the Devil. Arthur's desperate quest to save his Princess takes him through treacherous territory and into battle against vile monsters. Lucifer awaits Arthur at the end of the seventh and last stage.





SPEAR
Arthur uses this weapon at the beginning of the game.



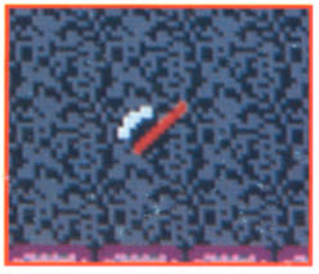
TORCH 1
Torch 1 flies in an arc. Everything that Torch 1 touches will burn.



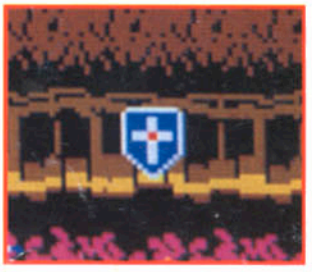
TORCH 2
Torch 2 will flare up and become a wall of flame.



SWORD
Arthur can continuously throw Swords at his enemies.



AXE
Like the torch, the Axe flies in an arc when it is thrown.



CROSS
Arthur must use this weapon to destroy Lucifer.

CHARACTERS

The many unique characters that appear in Ghosts 'N Goblins challenge you by attacking Knight Arthur in a variety of ways.



ARTHUR
Arthur, the hero of Ghosts 'N Goblins, fights heroically to rescue the Princess.

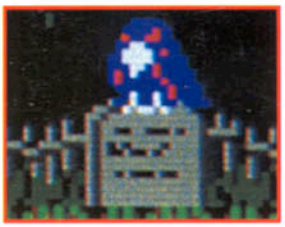
PRINCESS
The charming Princess is held captive by Lucifier's men.





LUCIFER
Lucifer, the leader of the Monsters, shoots flames from his mouth. The Cross is the only weapon that can destroy Lucifer.

CHARACTERS



RAVENS
There are two kinds of Ravens: The Blue Crow and the Red Crow. They attack Arthur whenever he gets too close.



ZOMBIE
The Zombie is a dead man who has risen from the grave. He won't attack, but he will hurt Arthur if he touches him.



RED DEVIL
The Red Devil dodges Arthur's attack by darting through the air. Later he turns white and becomes especially violent.



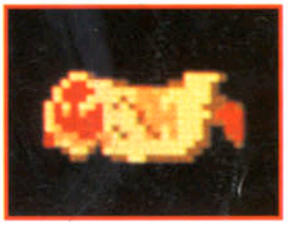
GREEN MONSTER
The Green Monster is a flesh-eating plant that fires bullets from his mouth.



FLYING KNIGHTS
These are the ghosts of dead soldiers who attack in groups of three. They attack through the air in wave-like patterns.



UNICORN
Legend has it if Arthur is grabbed by the Unicorn's huge, muscular arm, he will be thrown to the end of the stage.



FOREST GHOST
He suddenly appears in the air and throws a spear made of a green onion at you.



PETITE DEVILS
A number of screeching Petite Devils attack you. If you don't know where they are, they'll surely get you!



BLUE DEMON
The Blue Demon attacks Arthur by smashing into his body. The Blue Demon moves quickly but is not too difficult to destroy.



BAT
The Bats live in a cave. They are a very annoying enemy because they're so squirmy.



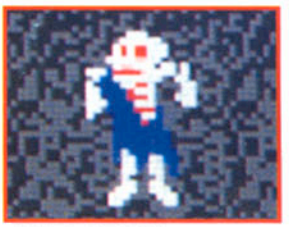
DRAGON
It can be destroyed only if Arthur strikes its head eight times with the Sword. The Dragon might be your toughest enemy.



TOWER MONSTER
If you get close to the white rock, the face of the Tower Monster appears as the rock turns red.



BIG MEN
They are the giant keepers of the mansion. They are very slow-moving creatures, but can be dangerous.



SKELETON
At first, all you see is a skull on the road, but, as you approach, it reveals itself as a full skeleton.



SATAN
Here is the evil creature who captured the Princess. Since two Satans attack Arthur together, it is very difficult to destroy them.

SECRET POINTS

Some Secret Points are harmful to Arthur, but some are helpful. These points appear when you squat down at certain places during the game.



ARMOR
When Arthur is not wearing anything, armor appears when he jumps at the right place.



FROG KING
If you get the Frog King, Arthur will turn into a Frog. Leaping lizards!



MAGICIAN
He uses magic to turn Arthur into a Frog. The Magician appears when Arthur hits the tombstone.



YASHICHI
There are three Yashichi: one gives bonus points, one provides extra seconds and one takes seconds away.



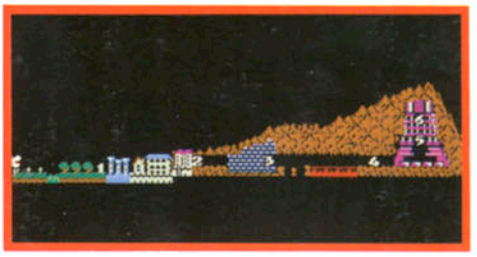
EXTEND
He is hidden somewhere in Stage Two, Four or Five. He gives Arthur an added advantage (1-Up).



KEY
A key falls from the sky and opens the door if Arthur beats the gatekeeper at the end of each stage.

PLAYING TIPS

Ghosts 'N Goblins is a very torcherous adventure. You usually move sideways in this game but may have to go upward or downward, depending on which stage you're in. This is one of the more difficult games you'll play. Not only is the degree of difficulty high, but you may be distracted by the colorful graphics. With Ghosts 'N Goblins you'll be fighting for yours and the Princess' life!



STAGE ONE—THE GRAVEYARD IN THE WOODS



Stage One begins in a Graveyard where many Zombies await you. The Zombies rise from the ground, one after another. If you don't move quickly, they'll surround and attack you. Run through the Graveyard and you can see the gate at the end of the woods that leads to the next stage.



The Zombies come out at Arthur's feet. Be careful not to get boxed in by them.



The Unicorn waits for you at the door at the end of Stage One.

STAGE TWO—GHOST TOWN



The next stage is the Ghost Town where the Petite Devils and the Big Men live. You'll see mansions that lead to the Blue Demon's Ice Castle. This stage is very difficult because you must use sideways and up and down scrolling. Two Unicorns await you at the end of this stage.

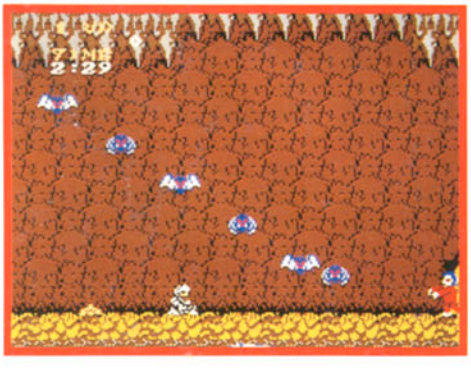


You should use the up & down scrolling at the Big Men's mansion. Go around to the top to enter.

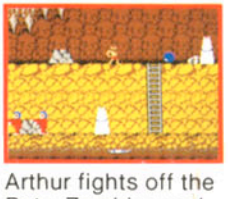


Two Unicorns are waiting for you at the end of Stage Two. Attack them one at a time.

STAGE THREE—UNDERGROUND PASSAGE TO THE MAGIC CASTLE



Bats swoop around and the Zombies crawl in the Underground Passage. In addition, Tower Monsters appear which makes Stage Three even more difficult to get through. In the last half of this stage, you'll encounter an even tougher enemy, the Red Devil, and a terrifying Dragon.



Arthur fights off the Bats, Zombies and Tower Monsters.

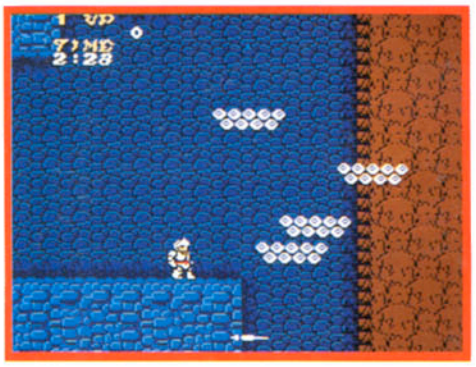


THE POWERFUL TAG ATTACK OF THE DRAGON AND THE RED DEVIL!
Pay attention to the Dragon's tail, it's a killer!

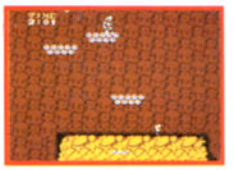
SECRET POINTS

This is how to destroy the dreadful Red Devil. When you see the Red Devil on the right side of the screen, throw a Spear at him and then move quickly to the left side of the screen. If the Red Devil doesn't chase you, he's dead. This strategy helps bring victory.

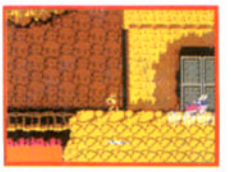
STAGE FOUR—THE ENTRANCE TO THE MAGIC CASTLE



At this point Arthur is only half way through the game. He must get on the cloud-like Sliders which are made up of eyeballs. Run from the Petite Devil and cross the bridge over the spurting Magma. The Dragon is waiting for you in front of the door.

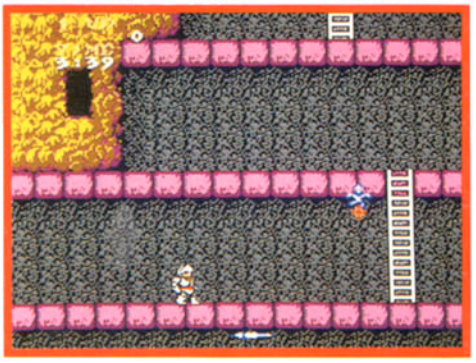


What you see is the Extend which gives Arthur an advantage. Take it!

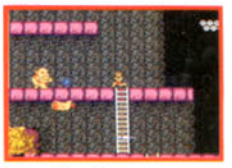


Oh no, not again! The Dragon appears!

STAGE FIVE—THE MAGIC CASTLE



Finally, you've reached the entrance to the Magic Castle. Since you're now in enemy headquarters, the attacks become more and more intense. Shortly after entering the Castle, the Blue Demons attack you! Continue climbing up. Satan, who kidnapped the Princess, is in front of the door.

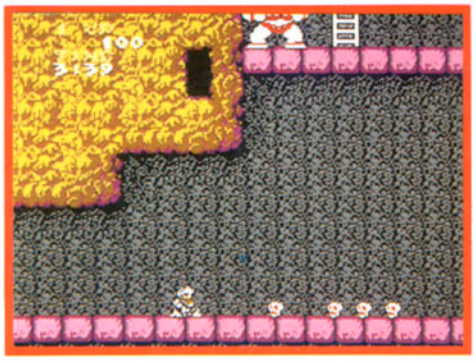


The Big Men are on guard, watching out for Arthur. They have deadly aim with the stones they throw.



Satan, who stole the Princess at the opening of the game, is here. When he spreads his wings, beware!

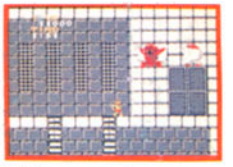
STAGE SIX—THE HEAD OF THE UNDERWORLD



In one more step you'll be in the chamber of the Demon King, Lucifer! Actually, you do have a little further to go, but the surviving cast of characters are here.

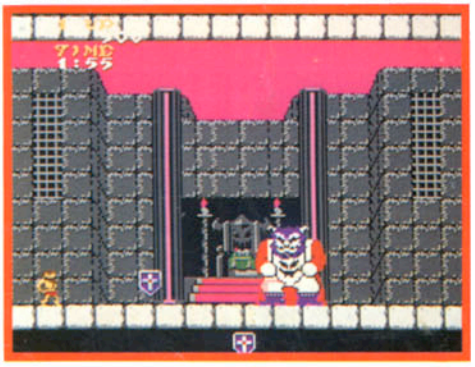


Right after the stage begins, the Skeleton appears. Don't get too close to him!



Satan guards Lucifer's Chamber. Without the Cross, you'll have to return to Stage Five.

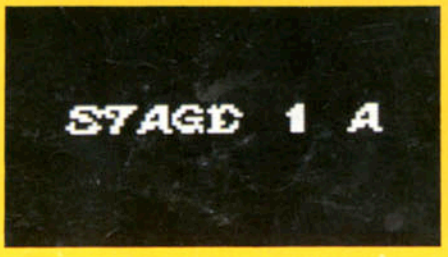
STAGE SEVEN—LUCIFER'S CHAMBER



After all this way, you're finally inside the Demon King's Chamber. To your right is the lovely Princess.

Prepare for battle! The Demon King's weakness is its huge head. While jumping, shoot him ten times with the Cross. If you succeed, the ending will be impressive!

SECRET POINTS



Title Screen Stage Select: Hold Control Pad right and push "B" button twice. Then press up and release. Next push "B" 3 times. Push left, release and then "B" 3 times. Push down, release and hit "B" 3 times. Then push START. Select level with A and B buttons and push START when you are ready.

TOP GUN





Experience the ultimate battle action in the skyways!

Your mission is to operate this exotic Fighter and to crush the secret plans of the Enemy. Can you maintain your elite status as the chosen "Top Gun"?

HOW TO PLAY

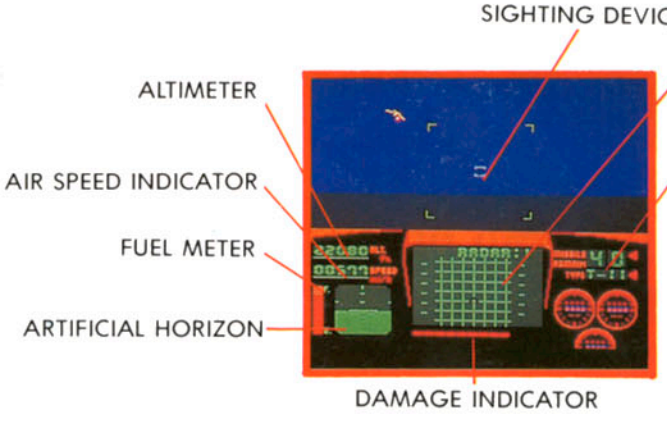
Your mission is to fly the F-14 Tomcat and to destroy the nuclear missiles in enemy territory.

An enemy plane attacks your F-14 shortly after take off from the aircraft carrier, Enterprise. You must dodge the attack, and mount a counter-attack to destroy the enemy plane.

When your mission is over, you must fly back to the Enterprise and land. To land safely on the deck you must stabilize the F-14 by paying close attention to the aircraft controls. If you fail, you will crash into the sea!

Combat Level One is an introduction to dogfighting. Combat Level Two is a battle against enemy Naval forces. Combat Level Three sends you into battle against enemy ground forces. Combat Level Four is the ultimate battle in the air. The following features make this mission very realistic.

INSIDE THE COCKPIT

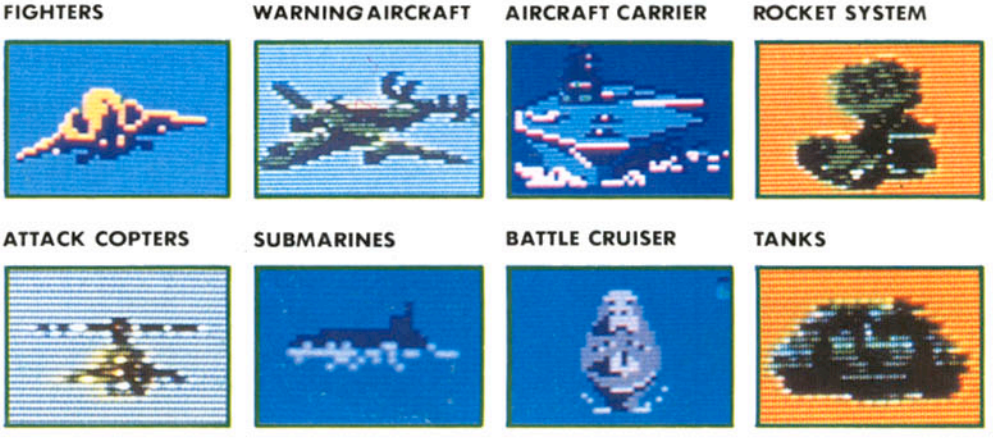


This is the cockpit of the F-14. You must pay attention to several different gauges and the Radar as you attack the enemy. You can "lock-in" the enemy target by pressing B button. You then shoot your Missiles and blast the enemy by pressing the B button a second time.

CHARACTERS



THIS IS THE F-14 TOMCAT THAT YOU OPERATE



PLAYING TIPS

COMBAT LEVEL 1

Combat Level One is the simulation battle mode. Use it to get used to the F-14 operation. Blast the enemy's fighters using your Cannons and Missiles.

You can choose your Missile before Combat Level One begins but it is best to start with the T-11's first. The F-14 takes off from the Enterprise on "automatic pilot" making the first flight easy. When you go into battle, you must be extremely alert, so enjoy this opportunity to relax.

Watch the Radar and get your Cannons ready when you see the enemy. Those who pass over you and go across the screen are perfect targets. Shoot them with several Cannon shots in succession.

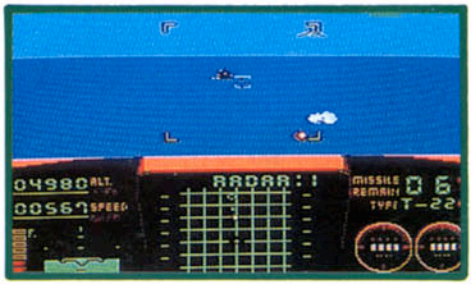


COMBAT LEVEL 2

The last enemy target in this Combat Level is the aircraft carrier. Before you attack it, you must battle with the destoyer, the submarine and fighters.

If you watch the Radar closely, you'll notice the different types of enemy ships while they are still far away. Lock-on before they approach you and shoot. You can sink them before they get you.

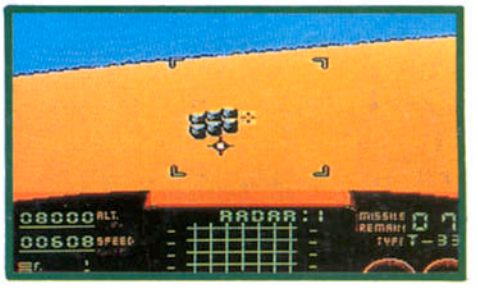
You have to refuel at the midpoint of Combat Levels One, Two, and Three. When you see the "Out Of Fuel" indication, press the START button to call a Tanker to refuel you. Using the Radar, guide your aircraft into the docking position and get your fuel tank filled.



COMBAT LEVEL 3

Combat Level Three is the battle against the enemies on the ground. They are waiting with Tanks, Missile Launchers, and Multiple Rocket System Vehicles.

The last enemy target in this Combat Level is a nuclear Missile Silo. You must shoot 16 Missiles into it to destroy it. Pay special attention to the Enemy Missile Vehicles on the ground, because they keep shooting Missiles. If you don't attack and destroy them early, you will be surrounded by Missiles with no escape. The Multiple Rocket System Vehicle shoots at your F-14 using automatic Cannons, so lock-on quickly and shoot Missiles at them first.



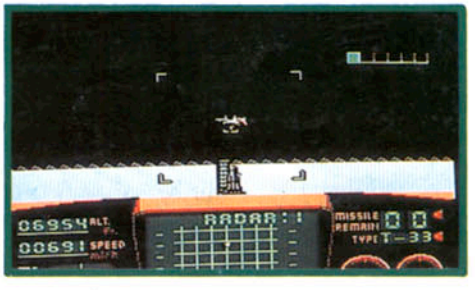
COMBAT LEVEL 4

In this final Combat Level, the enemies attack with all their power. They shoot Missiles from the ground, the sea, and the sky to get the F-14 Tomcat.

This Combat Level is especially difficult because these enemy fighters use acrobatic flying skills to elude your attack. Also, it's difficult to dodge the attack of the persistent Attack Copter. Lock-on quickly and shoot Missiles accurately.

The final enemy target is the military Space Shuttle. You have to shoot 20 Missiles into it to destroy it, so be sure to save enough. After you destroy the Space Shuttle, you have to fly back to the aircraft carrier Enterprise, to finish the game. Fly well and fulfill your mission.

When your mission is complete, you are the Top Gun!



REFUELING CRAFT

This game has the challenges of airborne refueling and landing on the aircraft carrier flight deck.

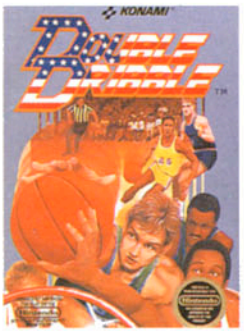
Your first refueling operation is in Combat Level Two and each time you refuel, your Missile supply will also be replenished.





When you return to the aircraft carrier control your air speed to make a successful landing. You'll get 10,000 bonus points if you land safely.

DOUBLE DRIBBLE





This is a realistic simulation of a U.S. Pro Basketball Game.

Your opponents are four Pro teams: the New York Eagles, the Boston Frogs, the Chicago Ox and the Los Angeles Breakers. In this game, you can choose the playing time and difficulty level. It's great action fun!

HOW TO PLAY

You can enjoy two different kinds of games: One-player mode (1-P mode) and vs mode. When you play 1-P mode, you select one team out of the four teams as your player's team. You also select the playing time for one period and the level of difficulty. If you win in the Level One game, you are given a Bronze Medal. If you win at Level Two, you receive a Silver Trophy.





1-P MODE

In this game you play against the computer, with Levels One through Three available. If you win the game, a trophy will be given for each level.



VS MODE

In this mode two people play against each other. Each player selects his favorite team. No trophies are awarded in this game.

U.S. TEAMS

NEW YORK EAGLES

This team is characterized by quick moves and accurate shooting.

Like their mascot, the eagle, they play by cutting quickly through the opposing team's defense to create shooting opportunities.



BOSTON FROGS

This team is characterized by its jumping ability and intelligent offensive plays.

The players, as the team's name indicates, have tremendous jumping abilities and they never miss a rebound. Also, many of the players graduated from colleges and universities in the area, and therefore have good court sense.



CHICAGO OX

This is a team with guts; they play aggressively and overpower their opponents.

In keeping with their nickname "Ox", their aggressive play stands out. Their burning, fighting spirit is their distinguishing characteristic and their fans love them for it.



LOS ANGELES BREAKERS

This team overwhelms the opponent like a giant wave.

This team is impressive because of their team play. Compared with other teams, their teamwork is as refreshing as a blue sky in California. And like a wave, once they gain momentum, they overpower any team in their way.



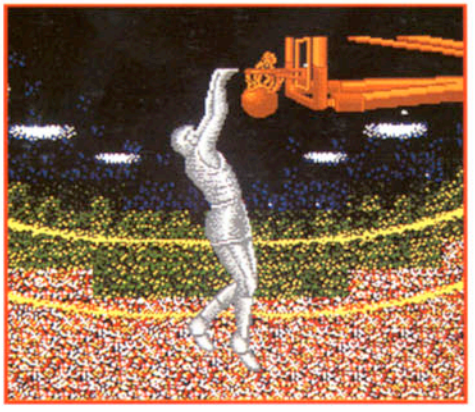
PLAYING TIPS

First, control the ball accurately. You can pass the ball to your teammates using the A button. When a teammate is in the front court, press button A quickly to pass the ball. Use quick passes to move into position under the opponent's basket, and then press button B to shoot. If you shoot from near the basket, the shot will be a dunk shot and the screen will become ultra-dynamic.

There are three kinds of dunk shot patterns: two-hand dunk, one-hand dunk and back dunk. Every screen in this game is designed with colorful animation which makes the game more life-like and exciting.

Defense is difficult. So the key to winning is good shot selection, accurate shooting, and stealing the ball.

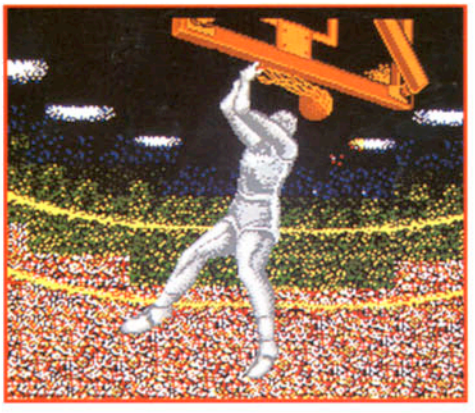




DUNK SHOT

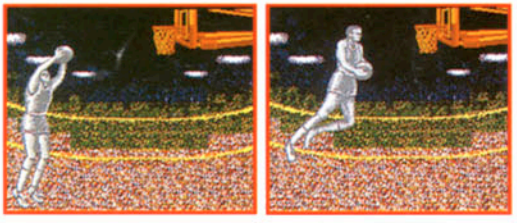
With the most traditional dunk shot, the two-handed dunk, the movement of all players is extremely dynamic. To perform a two-handed dunk shot, shoot close to the basket.

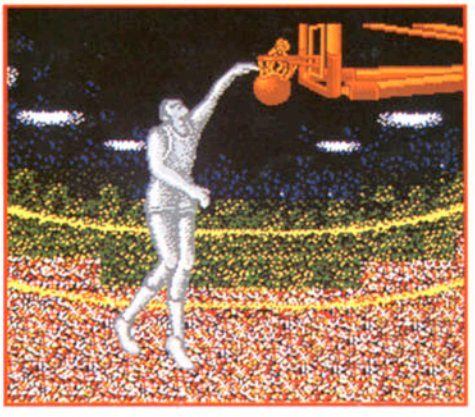




BACK DUNK SHOT

The back dunk shot is awesome. In real games it's rarely seen, but in this game you can use it frequently. Of course, only good timing and positioning under the basket make this shot possible.





ONE-HAND DUNK SHOT

When you're ready to try the one-hand dunk shot, the shooter extends both arms like in a regular jump shot, but then jumps higher than normal. The one-hand dunk shot is exciting!

U.S. PRO WINNER'S TROPHY

If you win a game against a Pro team, you receive a winner's trophy.

If you win the game in the 1-P mode, you will also be given a trophy. Each level offers a different trophy: Level One—Bronze, Level Two—Silver, Level Three—Gold.





LEVEL ONE WINNER'S TROPHY

If you beat your opponent in Level One, you win a Bronze Trophy.





LEVEL TWO WINNER'S TROPHY

If you beat your opponent in Level Two, you win a Silver Trophy.





LEVEL THREE WINNER'S TROPHY

If you win the game in Level Three, you receive an impressive Gold Trophy.

ZELDA II- THE ADVENTURE OF LINK



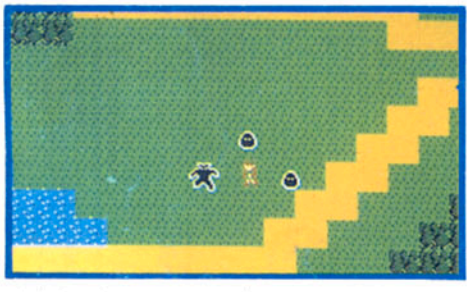


What has happened to Link, now that he has grown up?

The excitement of "The Legend of Zelda" continues! A new adventure awaits Link, who is now 16 years old. He sets off again on a new journey to prevent the destruction of Hyrule. Will he solve the secrets and mysteries of the vast land of Hyrule?

HOW TO PLAY

Link searches through the vastness of Hyrule. When he gets ambushed by an enemy, the screen changes into a battle scene in which you see a side view of the battle rather than an overhead view. Use your sharp reflexes to fight the enemy!



Link begins his quest for new adventure. If he touches an enemy, the battle will begin.

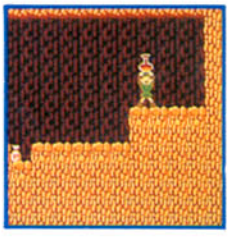


This is the battle scene. In this scene, Link fights with a Sword and Shield as he crouches and jumps. He can also use magic spells to increase his capabilities.



This is the Bowl of Hearts which increases Link's Hit-Points.

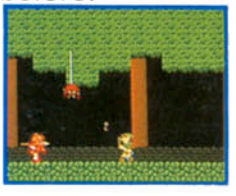
This Magic Bowl increases Link's Magic Points.





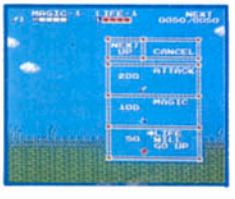
In this new battle scene, the enemy characters are even more deadly. The bulldog-faced Molblin will appear and attack you persistently, while dodging back and forth on his hind feet. You should be familiar with this character from "The Legend of Zelda," but it's much harder to beat him here than it was before.

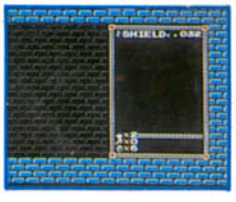
Link has three different abilities: Attack, Magic and Life. As you beat enemies and become more experienced, the level of each ability rises up through eight degrees. When you are experienced in fighting weaker enemies and have jumped in degrees of ability, you become able to battle stronger enemies that you couldn't beat before.



The number that appears on the screen when you beat an enemy is the point value of your experience gained.

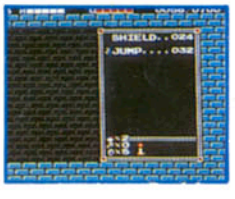
When you accumulate a certain number of experience points, you can graduate to the next degree in one of your three abilities.



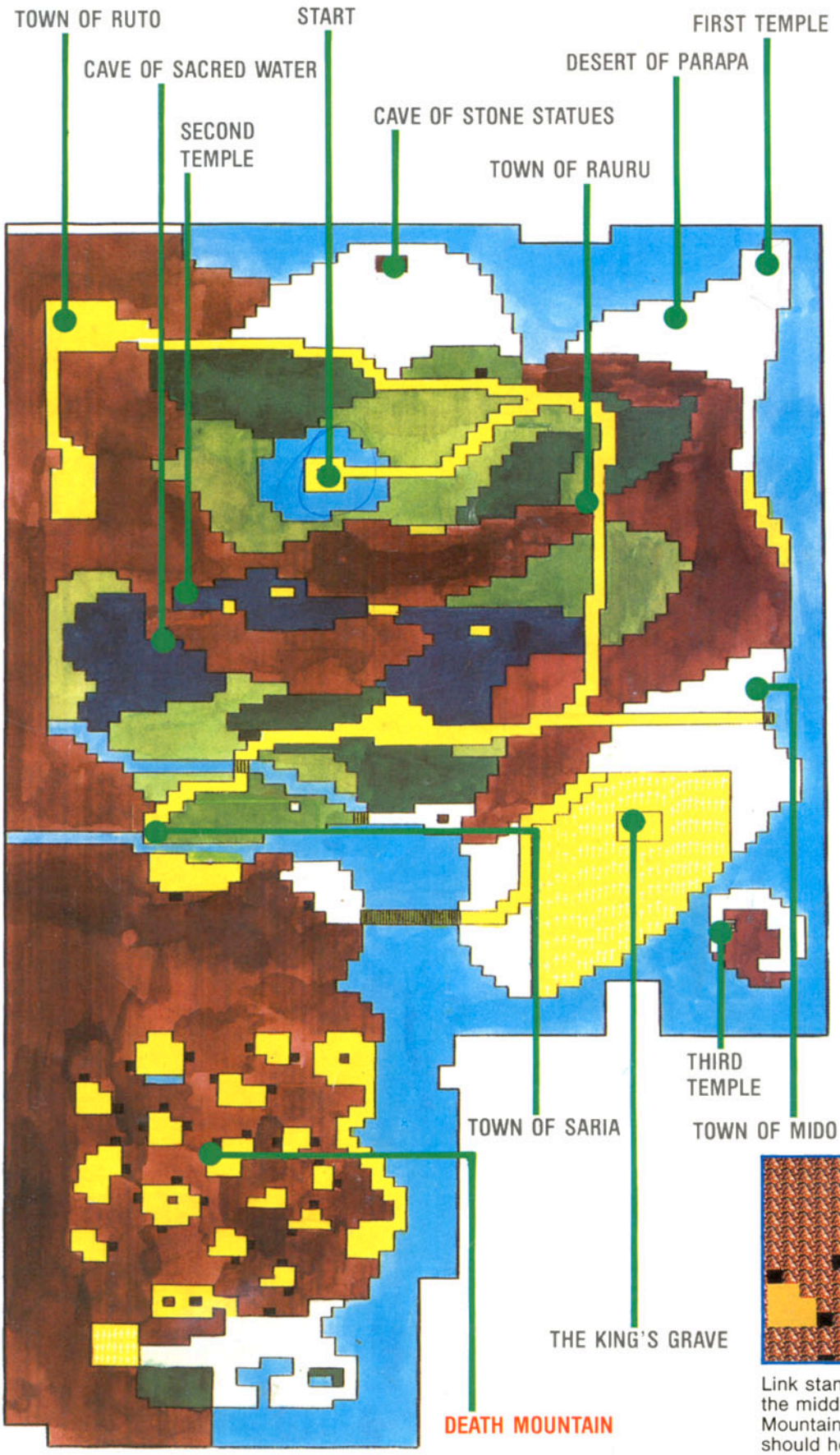


In the beginning, you need this many experience points in order to use the Magic of your Shield.

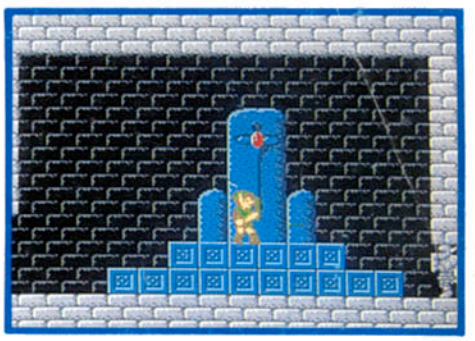
However, when you are experienced, you need fewer points to use the Shield.



WESTERN AREA OF HYRULE



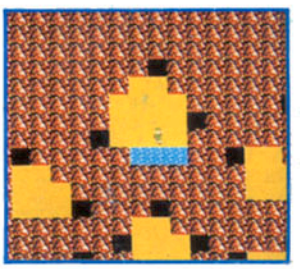
This is the map to the western half of Hyrule, where the game begins to unfold.



Link's mission is to set gems into the foreheads of each of the Stone Statues located inside of six temples. Some of these temples have mazes inside. Be cautious as you pursue your mission.

DEATH MOUNTAIN

Death Mountain is comprised of a very complicated maze of tunnels. If you proceed correctly through the maze, you can get some very precious Items.



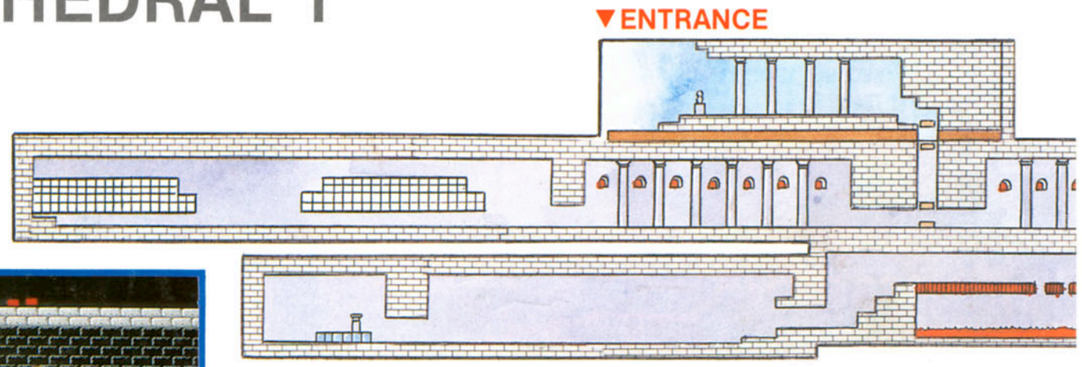
Link stands undecided in the middle of Death Mountain. Which entrance should he take?

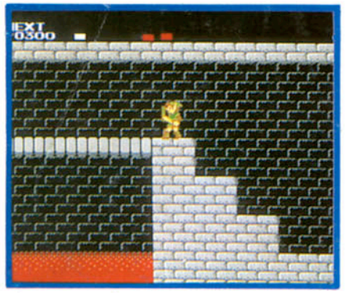


In the tunnels of Death Mountain, a terrible battle awaits Link.

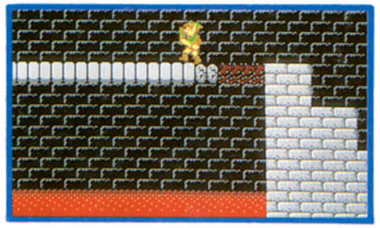
PLAYING TIPS 1

CATHEDRAL 1

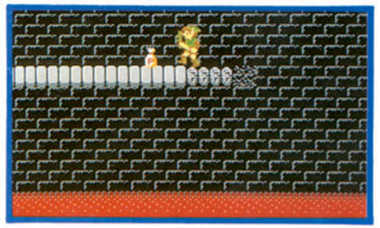




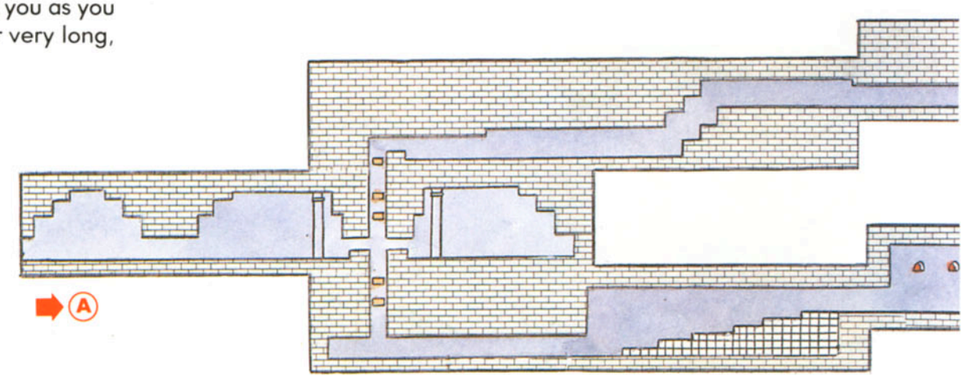
Inside the Temples are various tricky things that make trouble for Link. Here, there is a Red Bridge which collapses beneath you as you step on it. Don't stop for very long, just keep on going.



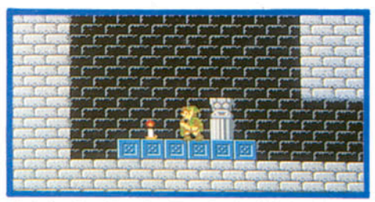
As you step forward, the bridge falls gradually.



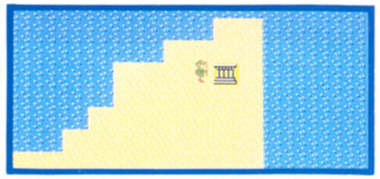
There is an item on the bridge, but it is difficult to obtain.



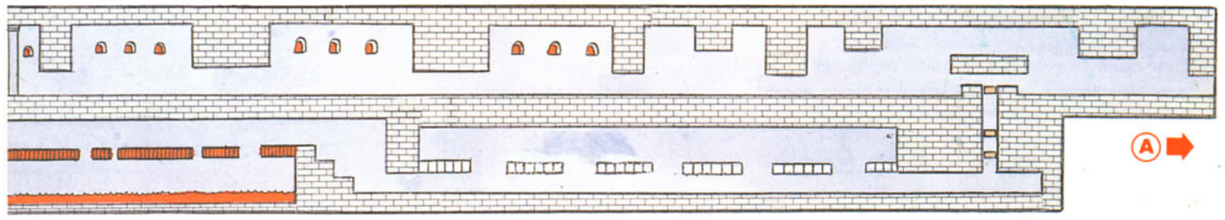
In this Temple, there is a Candle which throws light into the dark tunnel. This Candle will allow you to locate enemies and help you to fight successfully on the long journey through the tunnel.



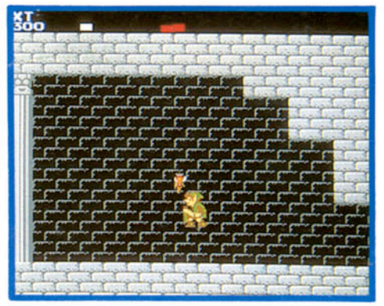
This is the Candle. Touch it with Link's Sword and it's yours!



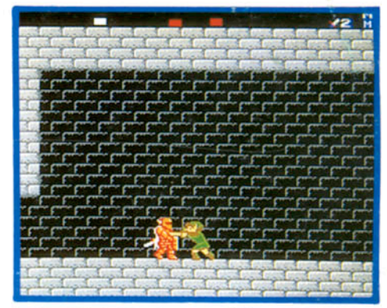
The First Temple is located in the northern desert. In the town of Rauru, learn the Spell of the Shield from an Old Man. In each of the Six Temples of Hyrule, you will find an item which you need for your adventure. You must obtain these items as well as set the gems into the Stone Statues.



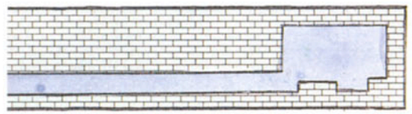
There is a Fairy in the Temple. If Link touches the Fairy, it will restore Link's energy. Watch for the Fairy and be ready to touch it, because it only appears once.

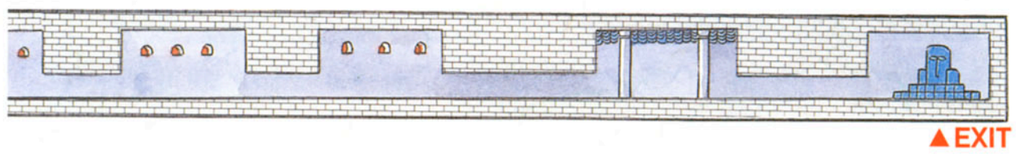


This is the Fairy that restores Link's energy. If you touch it when you still have plenty of your own energy, you'll be sorry because you'll lose a good opportunity for replenishing it later on.

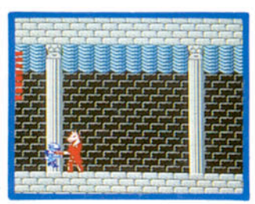


In the First Temple you will meet your strongest enemy, Ironnack. Approach him using the Spell of the Shield and stab him with the sword from a crouching position.

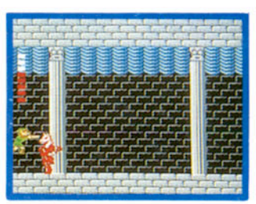




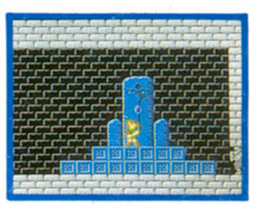
The Temple Guardian is a strong enemy who guards the Stone Statues of the Temple. The horse-faced Mazura is in the First Temple. Fight it with increased power by using the Spell of the Shield.



Mazura has appeared. He waves his rod as he approaches you.



The key is to use your Sword as you jump at the left edge of the screen.

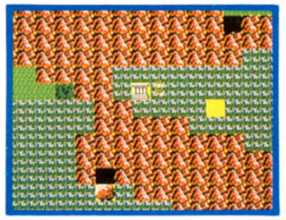


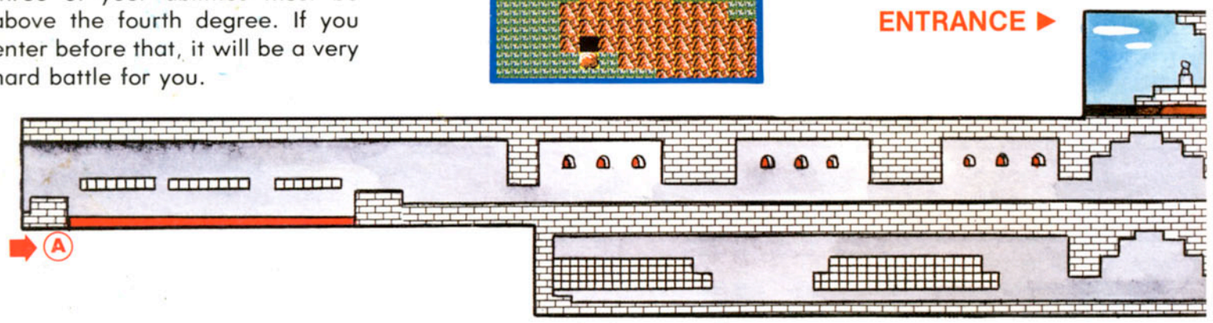
Destroy Mazura and set a gem into the Stone Statue in the room on the right.

PLAYING TIPS 2

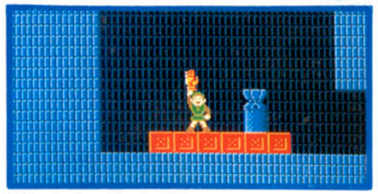
CATHEDRAL 2

In order to enter this Temple, all three of your abilities must be above the fourth degree. If you enter before that, it will be a very hard battle for you.

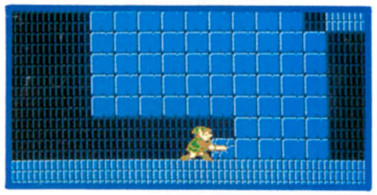




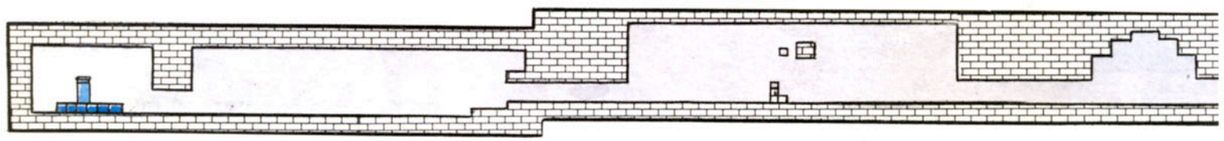
When you obtain the Magic Glove, the power to destroy Stone Blocks will be added to your Sword. Without it, you won't be able to reach the places where the Stone Statues are. So, come here to get the Magic Glove.

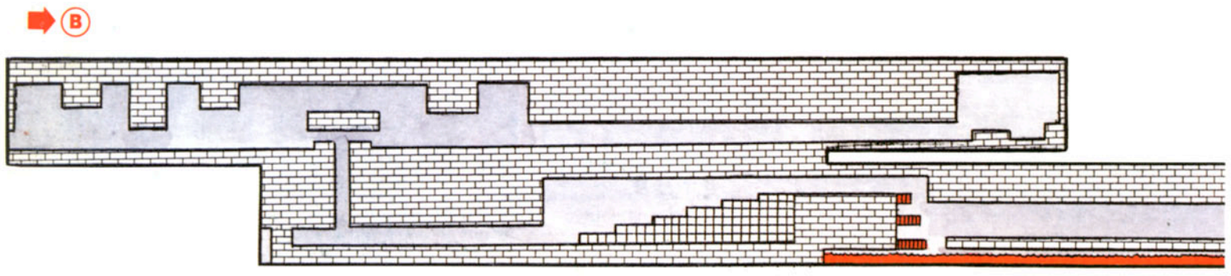


This is the Magic Glove.

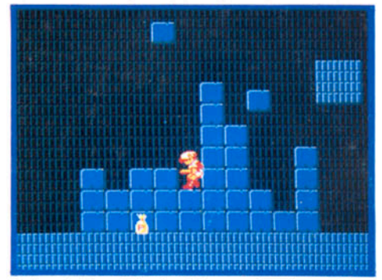


Link uses the power of the Magic Glove to smash the blocks.

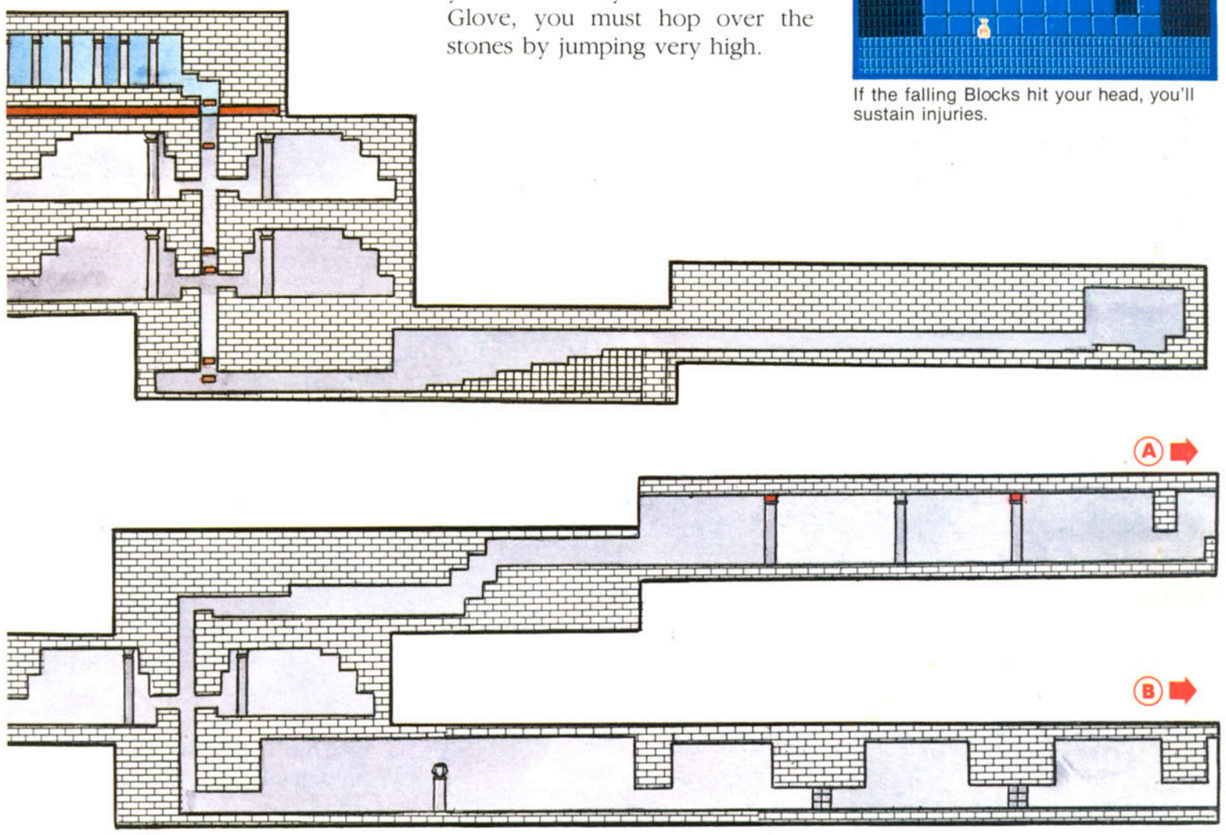




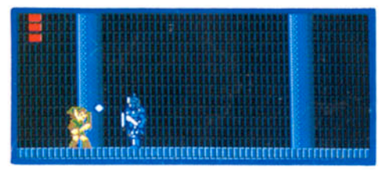
In this Temple, the continuous shower of Stone Blocks will hinder Link. If you have the Magic Glove which can be obtained in the depths of the Temple, you can proceed by destroying stones with your Sword. If you don't have the Glove, you must hop over the stones by jumping very high.



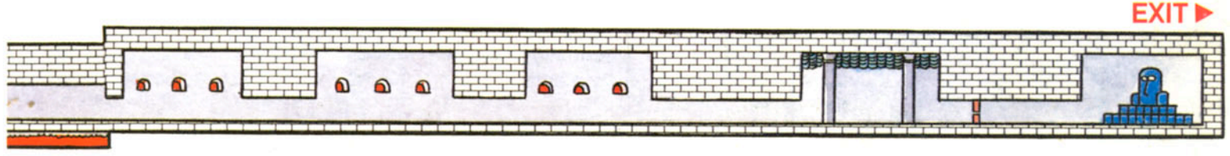
If the falling Blocks hit your head, you'll sustain injuries.



The name of the Temple Guardian is "Jermafenser." It wears blue armor and you cannot stab through the armor with your Sword. First knock the Guardian's helmet off with your Sword as you jump.



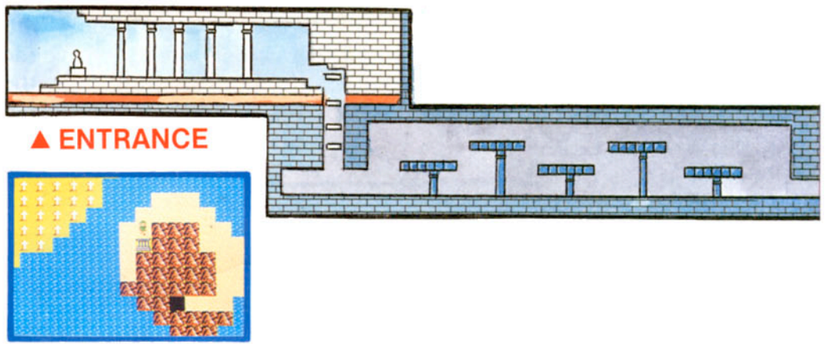


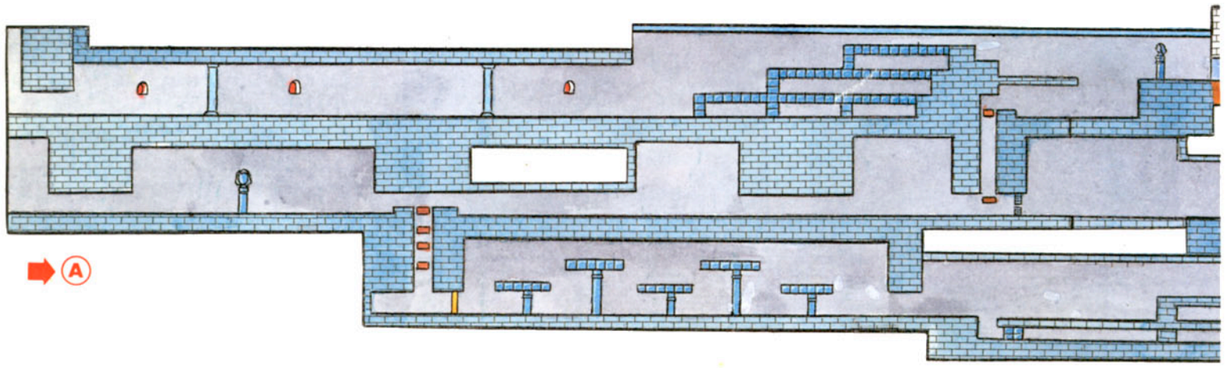


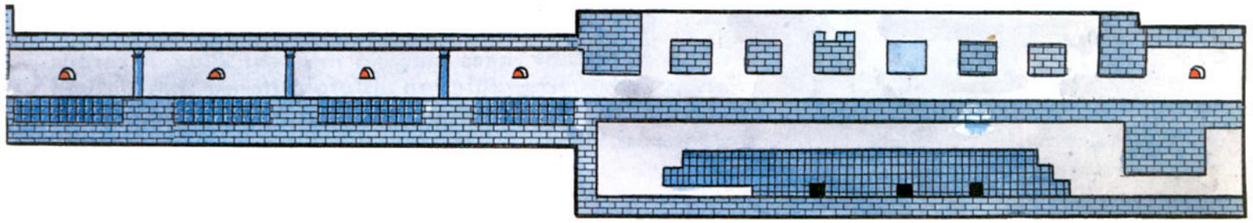
PLAYING TIPS 3

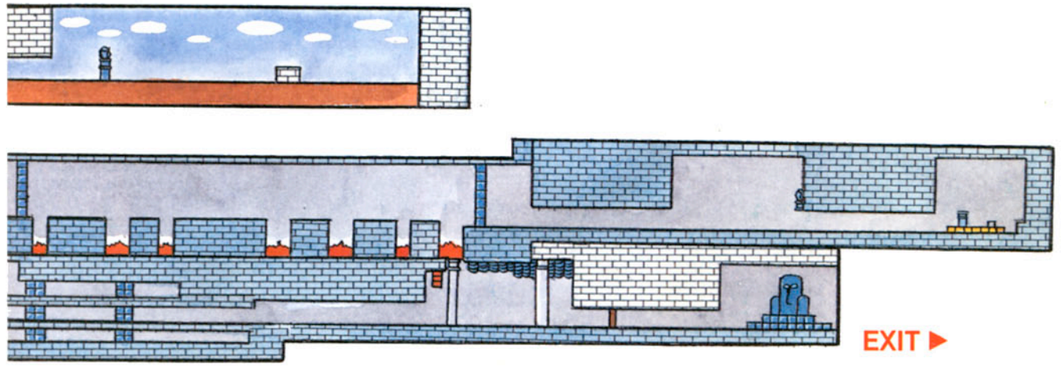
CATHEDRAL 3

The Third Temple is on a small island in the sea. The route that leads you to the island can be found in a place called "The King's Grave". Learn the exact location of the route in the town of Mido. If your ability is in the sixth degree and you have been taught the Under-thrust technique of the Sword from a Swordsman, go ahead and enter this Temple.

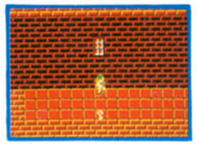




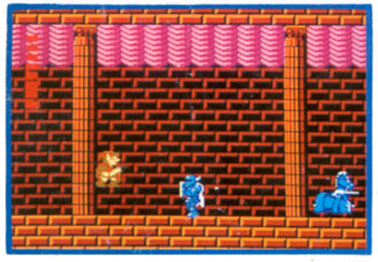




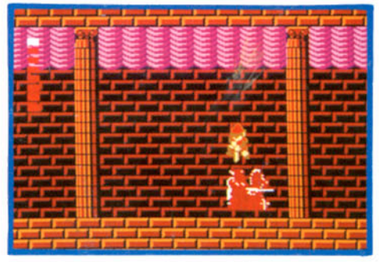
If you walk around the town of Mido carefully, you will find a swordsman who will teach you the Under-thrust technique of the Sword. This technique enables you to proceed deep into the Temple.



Destroy the blocks underfoot with the Under-thrust technique of the Sword.



The enemy in the Third Temple is Rebonack. He is a powerful knight astride a steel horse. You must first drag him off the horse by attacking his head with the Under-thrust as you jump, otherwise you won't be able to fight at his level.



Approach the enemy as you use your Shield for protection against your enemy's Sword. Rebonack fights by raising and lowering his Sword. Learn his pattern and stab at his unguarded side. Repeat this attack over and over again.

In the Third Temple there is a Raft which will take Link far out to sea. You must use this Raft to reach the Fourth Temple as well as the other Temples.



You have discovered the Raft in the depths of the Temple.



You can cross the sea on the Raft.

SECRET POINTS

This game is filled with mysteries. Solving these mysteries one by one is the real joy of playing this game. However, we'll give a few hints to those who are having a hard time and are stuck. First, in the western side of Hyrule, you can obtain two Bowls of Hearts and two Magic Bowls. Be sure to get them. The game will be a lot easier.

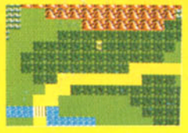


If you use your Magic for jumping, you can land on the window of the second floor of a church in the town of Mido. If you go in there, you can learn a special technique which can Power-Up Link tremendously.



In the town of Saria, ask the giant Slime all about it many times.

In these woods you will find the residents of the town of Saria.





When you meet these people, the bridge that leads to Death Mountain will appear.

METROID





Your next mission—destroy the Mother Brain!

A terrible incident takes place in the year 2005. A cosmic warrior, Samus, must find ten different items. Then he will have to destroy the Mother Brain, located in the center of the Fortress Planet Zebes.

STORY

In the year 2000, the galaxy establishes a parliament known as the Galaxy Federation.

Meanwhile, a reconnaissance ship from outer space is attacked by space pirates. A capsule containing an unknown life form, discovered on Planet SR388, is stolen. This creature is in a state of suspended animation, but it will become active again and multiply if it is exposed to beta rays for 24 hours. Also, because of this creature, Planet SR388 was completely destroyed.

This creature is called Metroid.

Metroid can be manipulated by the pirates and, if used as a weapon, it can destroy all civilization in the entire Galaxy. After a desperate search by Federation police, the pirate's headquarters on the fortress planet Zebes is discovered. An all-out attack is launched, but the headquarters can't be captured. As a final effort, the police decide to send a cosmic warrior into inner Zebes to invade the fortress headquarters and destroy the Mother Brain.

Can Samus successfully destroy the Mother Brain?

HOW TO PLAY-1



ENERGY TANK AND MISSILE

When you get one energy tank, your current energy level will be increased by 100 units of energy. You can collect as many as six tanks, indicating an energy level of 699. Also, if you take one missile, you will gain five energy units. These can go up to a maximum of 255.



CONTINUE

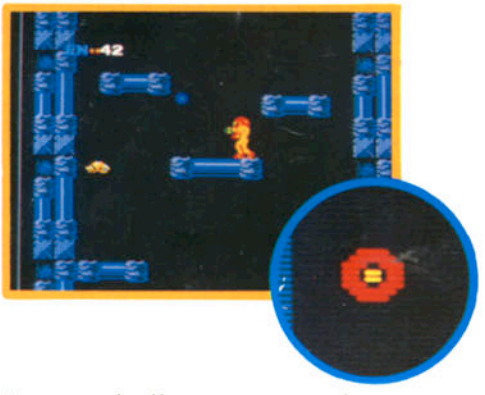
When Samus' energy is all used up and the game is over, a password will be shown. Write this down. Then when you re-start after turning off the computer, input the password and you can begin.

HOW TO PLAY-2

Carefully watch the energy remaining in the upper left-hand portion of your screen. You can receive extra energy when you destroy an enemy. When you start to run out, find a location from which you can attack many enemies. This way you can get a lot of energy from the same position.

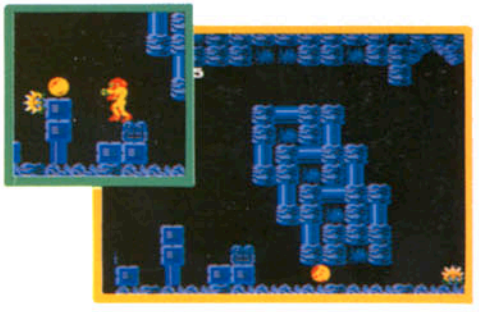
The energy level starts at 30, so try to collect energy balls right away.

If Samus' energy is used up and the game ends, a Password will appear. Write it down, because even after you turn off the switch, with the Password you can start the next game at the same stage.



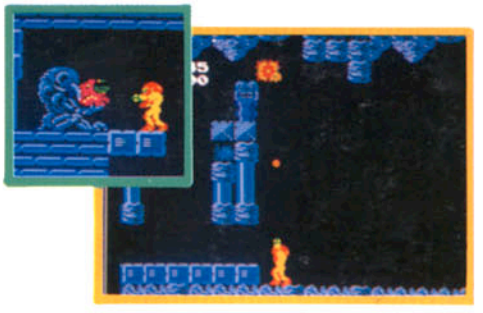
Energy balls appear when you destroy the enemy. Collect these and recover Samus' energy. Also, when you capture a missile rocket, you will get missiles to use.

THESE ARE THE TEN ITEMS



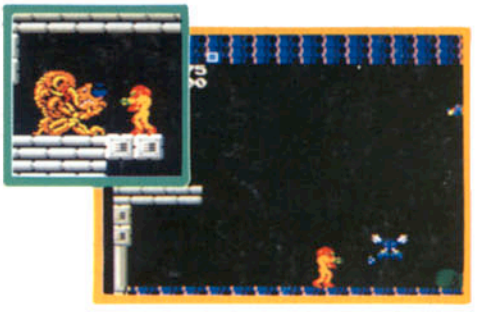
ROUND BALL

As soon as you start, go to the left. Jump up and cross the high walls, then you can get hold of the Maru Mari. This is useful for going through walls or narrow passageways.



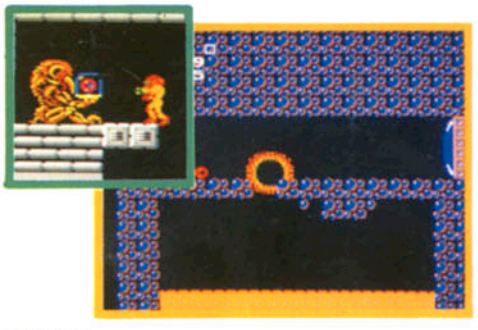
LONG BEAM

The range of the gun's beam gets longer. You can destroy an enemy far away, as well as destroy enemies which come from the ceiling. Also, it is great in destroying walls and ceilings.



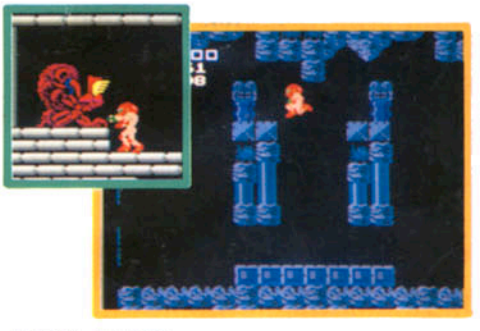
ICE BEAM

This allows you to freeze the enemy temporarily. You can escape from strong enemies by freezing them. You can climb up to high places by stepping on frozen enemies like stairs.



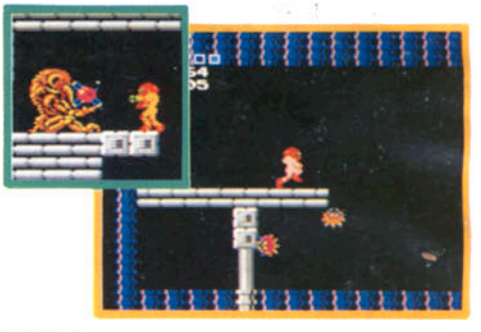
BOMB

This item you can only use when Samus has become round from using the round ball. It is handy for attacking enemies that crawl on the ground, or to help you destroy narrow passages.



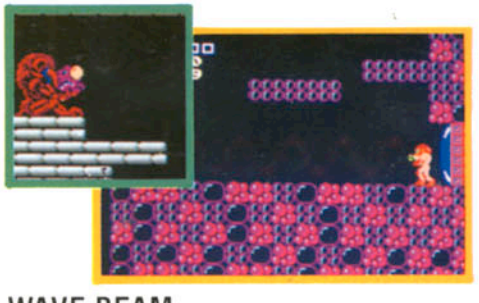
HIGH JUMP

When you get these boots, Samus' jumping power will increase one-and-a-half times. Even items which couldn't be reached before because of their location can be obtained easily with these.



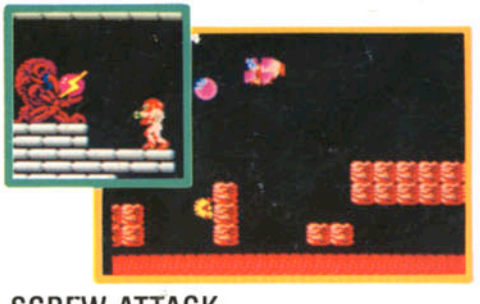
VARIA

This is a wonderful item which cuts in half any damage done to Samus by his enemies. It will be very useful when you fall into the Sea of Lava or battle with Mini Bosses, so be sure to get it.



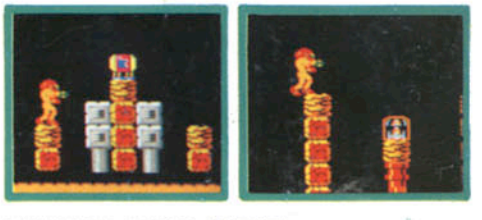
WAVE BEAM

This is a powerful weapon. This beam travels like a wave, and destroys in all directions. Also, it has the power to penetrate and destroy obstacles.



SCREW ATTACK

If Samus jumps while running, he starts spinning. If you use this strategy, you can destroy your enemies.



ENERGY TANK (LEFT)

These tanks hold energy. Each tank can hold 100 units of energy.

MISSILE (RIGHT)

When you take one, the number increases by five. You can have up to 255 Missiles.

CHARACTERS



ZOOMER
The first enemy Samus meets. He approaches by crawling along the floors and walls.



SKREE
It attacks from the ceiling screwing down like a drill. If it pierces the ground, it blows itself up.



RIO
He attacks Samus from the ceiling. His defensive power is high, and he is hard to kill with a normal beam.



RIPPER
These creatures fly slowly and don't attack. It is wiser to avoid them.



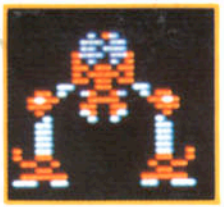
WAVER
It has green wings, and flies erratically through the air. It's difficult to aim a beam at the Waver.



GEEGA
It has horns with deadly poison, and charges at you with them. It often appears from vents.



ZEB
These fly out of air holes. These are the weakest opponents on planet Zebes.



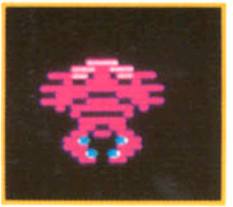
SIDE-HOPPER
It attacks Samus with a double-jump movement pattern.



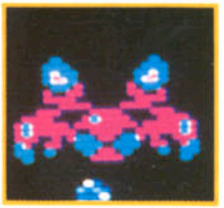
ZEELA
This enemy moves like Zoomers and lives underground. His defensive power is stronger than Zoomers'.



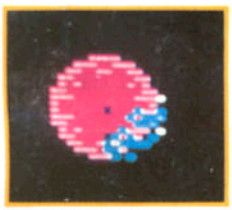
NOVA
Nova is covered with fireproof wool, and lives in a lava field. It crawls on walls and floors.



SQUEEPT
It jumps out of lava suddenly. It moves monotonously up and down, and never attacks.



GERUTA
Its body is covered with skin which radiates intense heat. It attacks Samus from overhead.



MULTIVIOLA
It's a single-cell creature which flies around erratically, rebounding off walls.



HOLTZ
It attacks Samus from the ceiling. Its defensive power is very strong, so try to beat it with a missile.



DESSGEEGA
It attacks bounding like a strong spring. This is the second strongest enemy in Norfair.



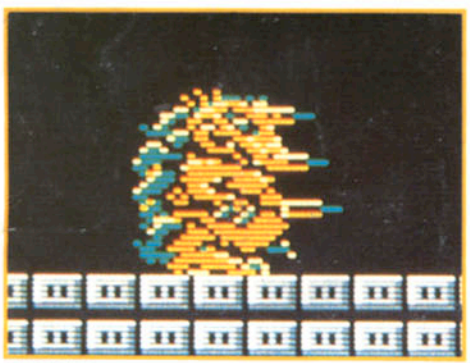
RINKA
These are fire rings which appear unexpectedly. A maximum of three appear where Samus is located.



METROID
This is a mysterious life form which was discovered on the planet SR388. It sticks to Samus' body and sucks out his energy.



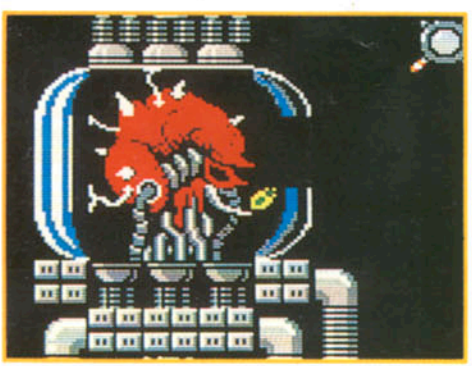
ZEEBETITE
This is Mother Brain's energy source. It can be destroyed with continuous missile attacks.



KRAID
This is the Boss who protects Brinstar. He shoots missiles from his stomach, and uses a spinning horn on his back to attack. Missile attacks are the best way to kill him.



RIDLEY
It attacks Samus by spewing fireballs. A missile attack is very effective, but if you have the wave beam, it would be a good idea to use the beam continuously while jumping through the lava.



MOTHER BRAIN
This is the backbone of the fortress planet Zebes, and it is the one determined to multiply Metroid. It is Samus' ultimate target. In order to destroy it, over 30 continuous missile shots are required.

PLAYING TIPS

GET MISSILES FIRST!

Samus needs many items to destroy the Mother Brain, his ultimate target. (Samus is very weak at the very beginning of the game.) Therefore, get the missiles first.

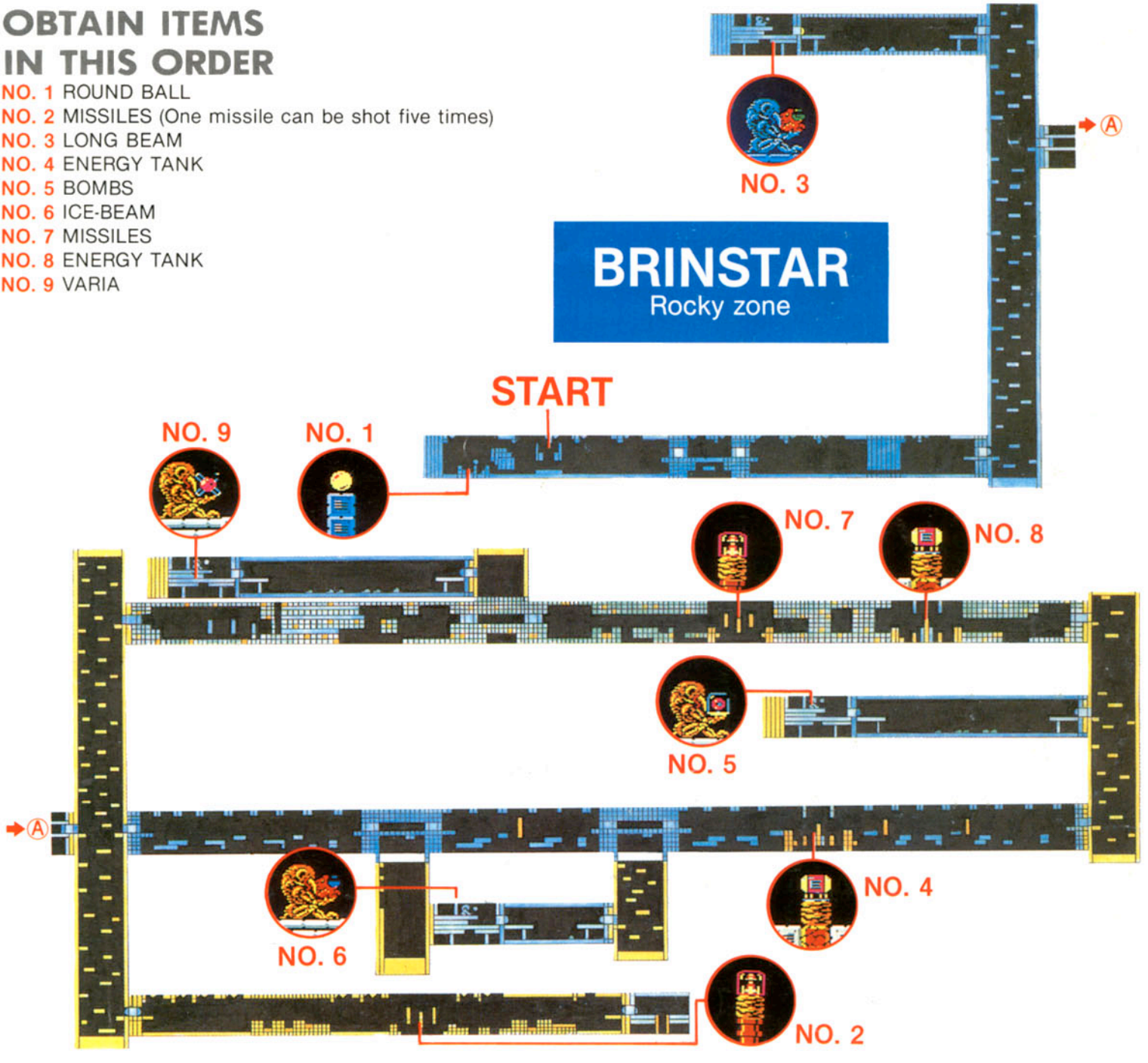
Once you get a missile, you can destroy the red door, and you can get necessary items.

After you obtain these nine items, go to Brinstar and destroy Kraid.

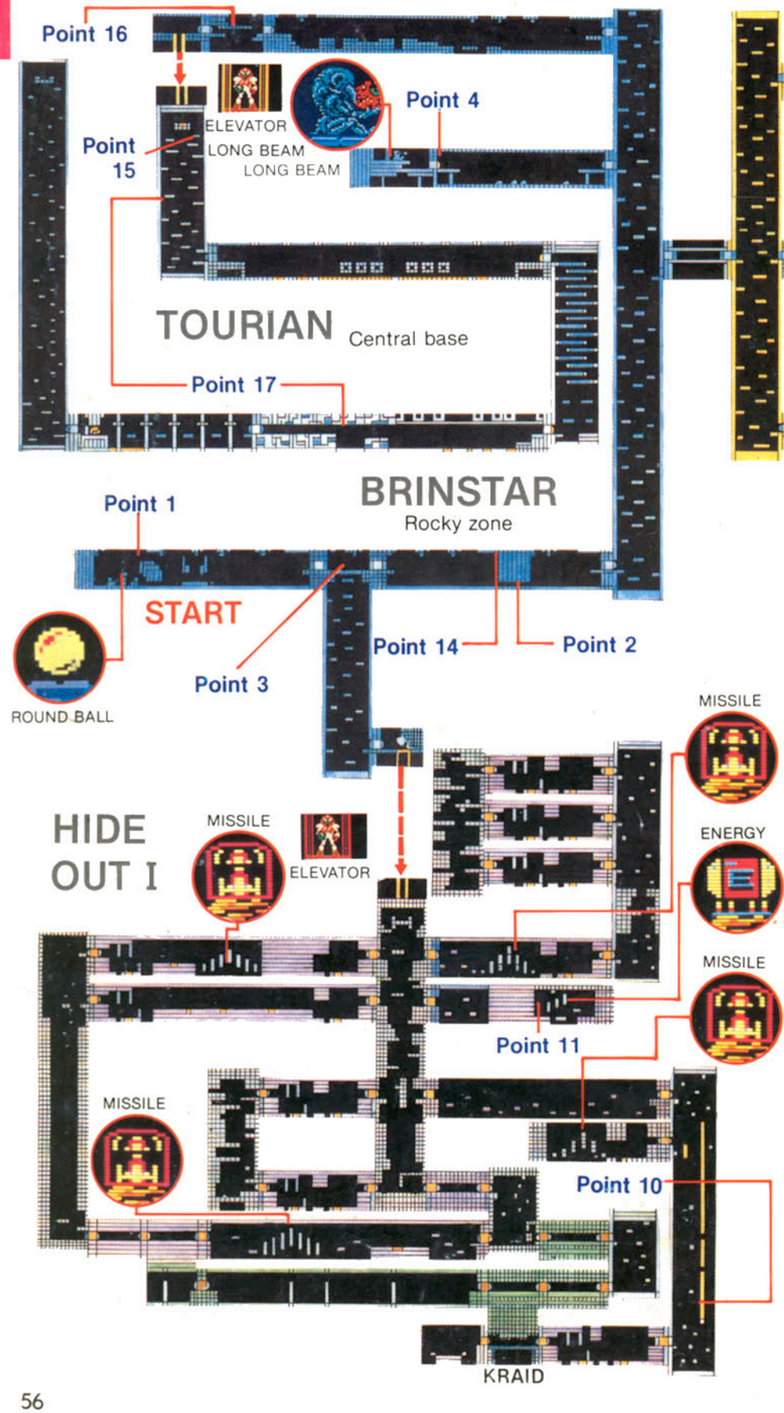
Also, you need to get the following items in Norfair: high jump, wave beam and screw attack. Then, go and destroy Ridley. If you don't have enough items or haven't gotten any energy tanks yet, then be careful, because this could cause Samus to disintegrate into pieces.

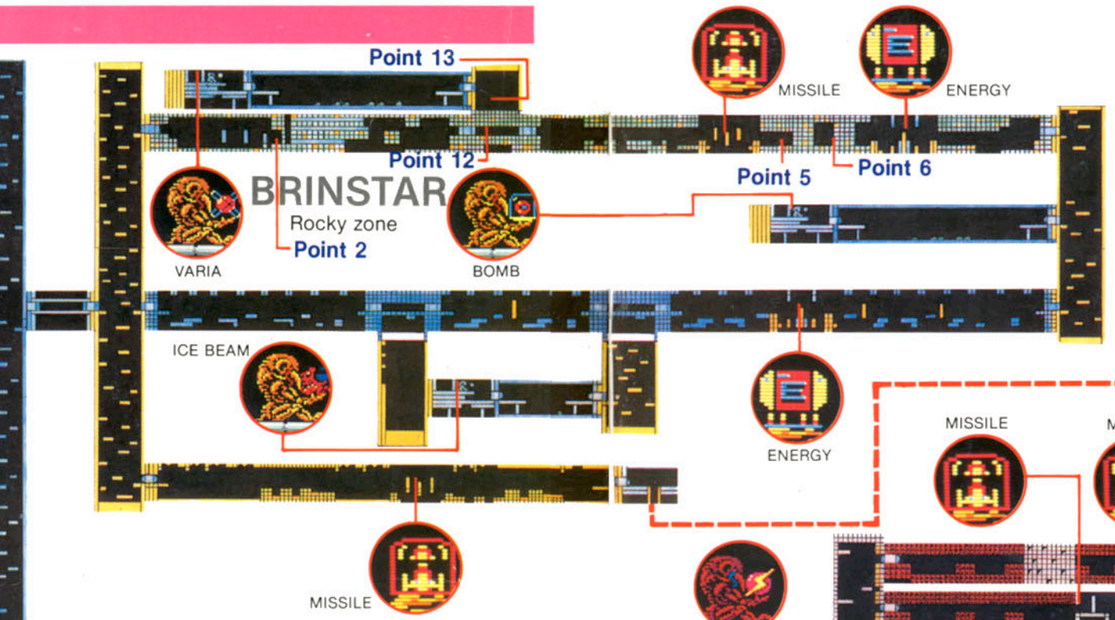
OBTAIN ITEMS IN THIS ORDER

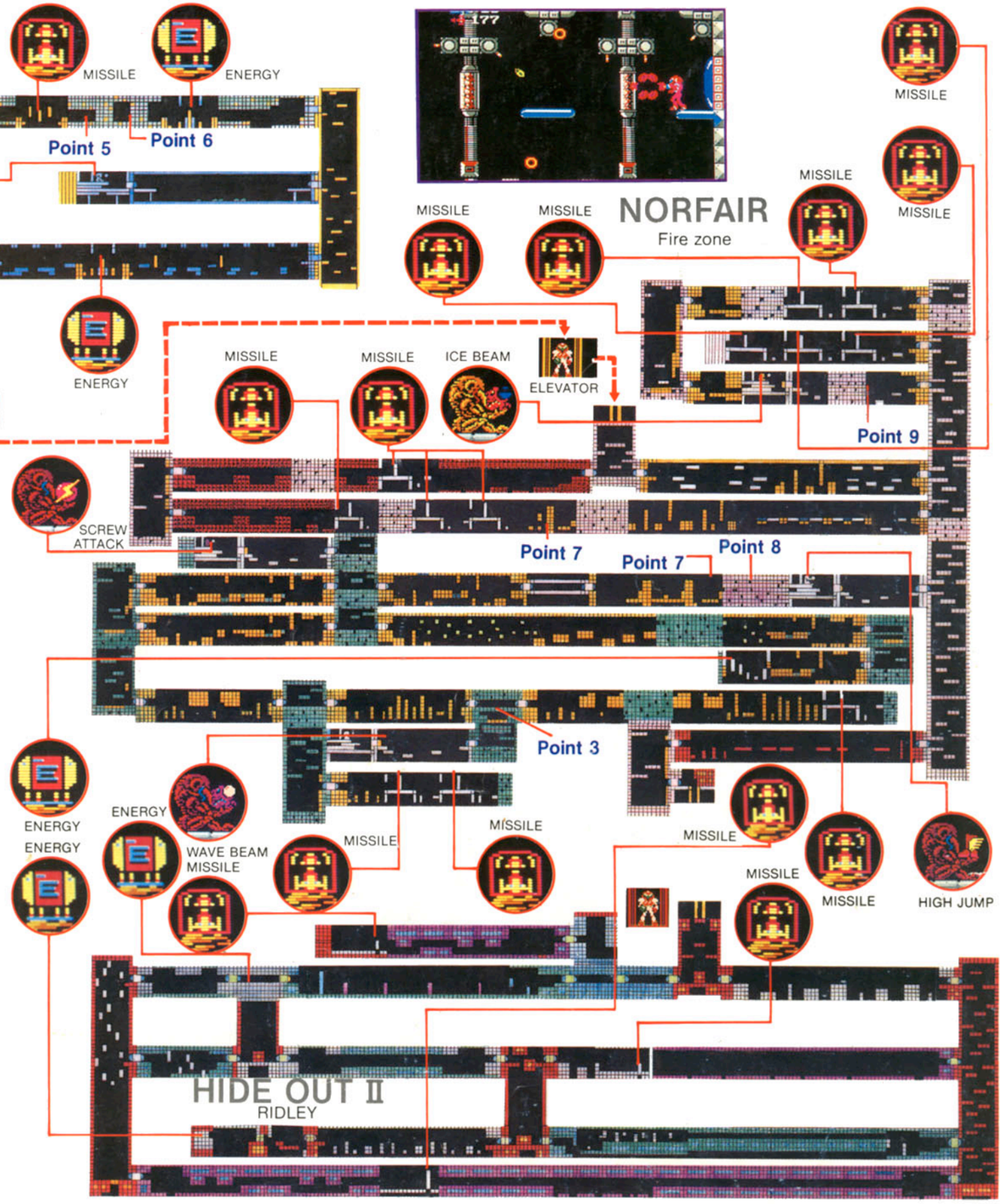
NO. 1 ROUND BALL
NO. 2 MISSILES (One missile can be shot five times)
NO. 3 LONG BEAM
NO. 4 ENERGY TANK
NO. 5 BOMBS
NO. 6 ICE-BEAM
NO. 7 MISSILES
NO. 8 ENERGY TANK
NO. 9 VARIA



MAP







HERE IS THE FORTRESS OF ZEBES

In order to destroy the Mother Brain which exists in the depth of Planet Zebes, you need to obtain many items and destroy Kraid, the Boss of Brinstar and Ridley.

To help you do this, an "S" is written on the map at the important points. Also each point is explained with pictures on the next page. Study these carefully and capture The Mother Brain as soon as possible.

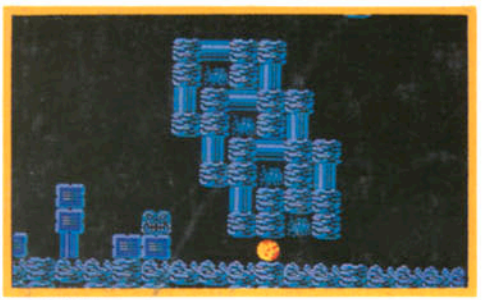
Before you attempt to destroy Ridley, make sure to have missiles and extra energy (tanks).

After you've beat Kraid and Ridley, go on to destroy the Mother Brain. Be careful not to be attacked by the Metroids and have your energy taken away.

Shoot missiles at the Mother Brain. When your energy gets low, go back and destroy Metroids. Doing this will supply you with more energy and missiles.

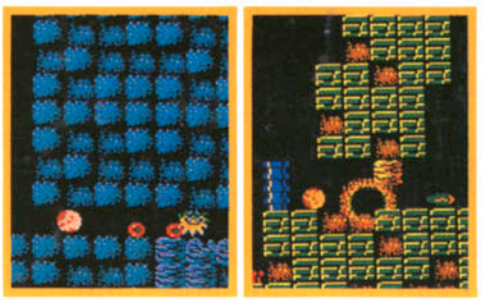
PLAYING TIPS

Points number 1 to 16 are on the complete map of the Planet Zebes provided on the previous page. Examine them in detail in the pictures. While looking at these 16 points, capture each and every one and destroy the Mother Brain.



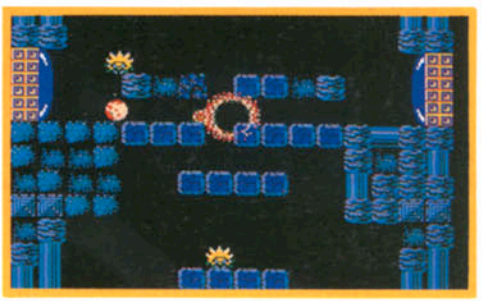
POINT 1

If you get a round ball, then you can go through the narrow passageway easily. Samus becomes round when you press the down button.



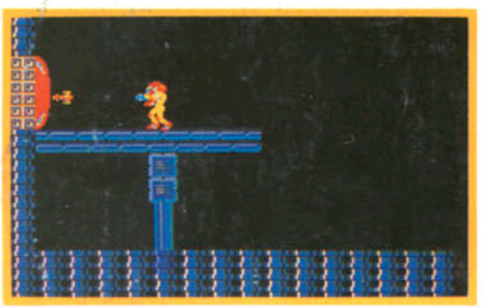
POINT 2

After Samus becomes round, you can set bombs with the B button. You can set a maximum of three bombs, and with them you can blow up enemies.



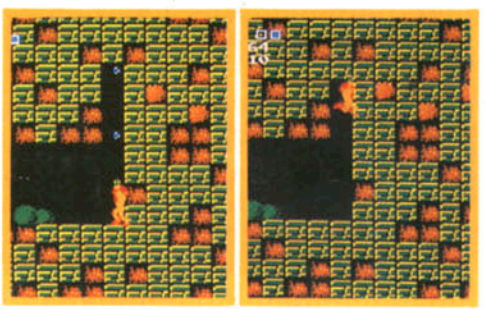
POINT 3

This is a variation of Point Two. You can set bombs on the floor to make holes when you want to go underground or to go into secret rooms.



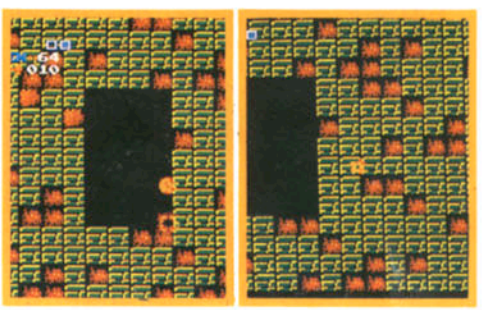
POINT 4

Some items are hidden deep behind the red door. You have to shoot five missiles into it in order to open the red door.



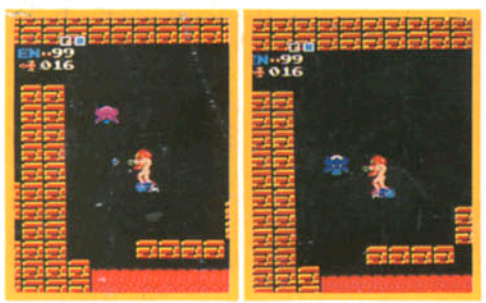
POINT 5

There are some places where you can break down part of a dead-end wall or a ceiling to enable you to proceed further. First of all, try shooting in many different places.



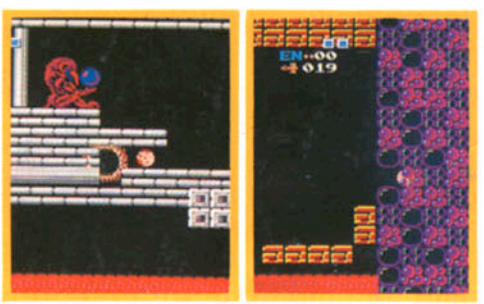
POINT 6

This is a technique for going through dead-end walls. First, destroy the wall with a Beam. Then after Samus becomes round with a round ball, set bombs.



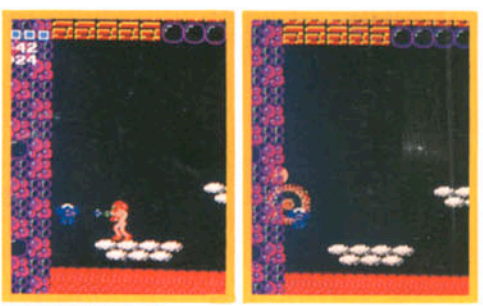
POINT 7

When you want to move to walls or high places that you can't reach with a normal jump, freeze an enemy with your Ice-Beam, step on it, and use it as stairs to climb up.



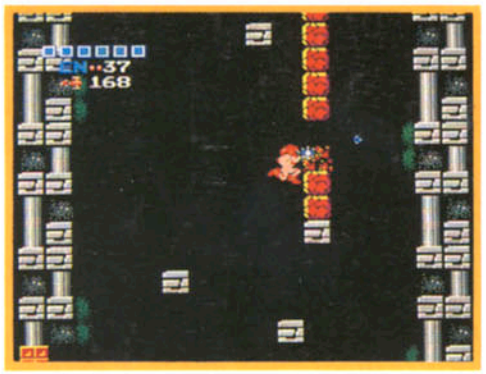
POINT 8

This is also a combination technique using a round ball with a bomb. You don't have to turn back when you come up against a wall that you think is a dead end.



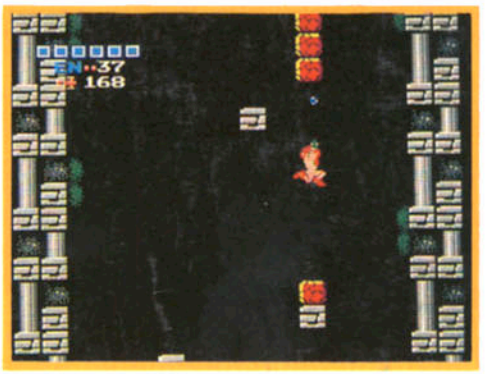
POINT 9

This technique combines stairs with a round ball and a bomb. If the technique of a round ball plus a bomb doesn't work, freeze the enemy and use him like a stairway.

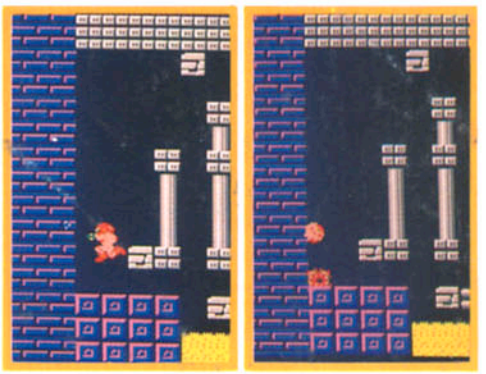


POINT 10

This is a special jump and shoot technique. On your way back from destroying Kraid, you will need this technique to get home. Shoot beams while jumping.

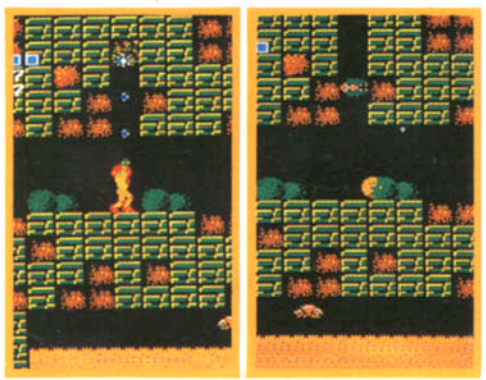


After you knock down blocks with upward shots, destroy the blocks above using the combined jumping and shooting method. If your timing is bad, they will repel you. Be careful.



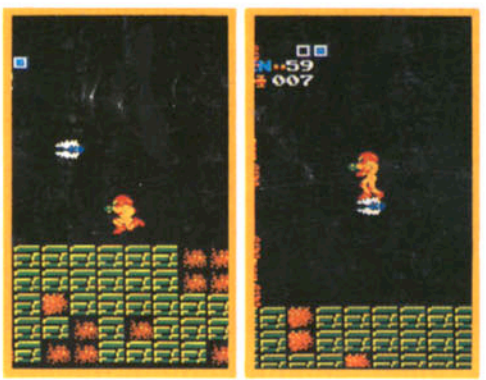
POINT 11

By shooting beams in rapid succession, you can make a hole in a wall. Find the hole and use the round ball plus bomb technique to go through it!



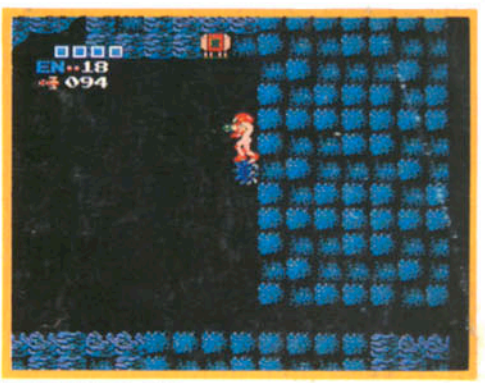
POINT 12

Pay attention to the ceilings where you can make holes. When you make a hole, go up by using new ways and good timing to jump up onto blocks as they reform.



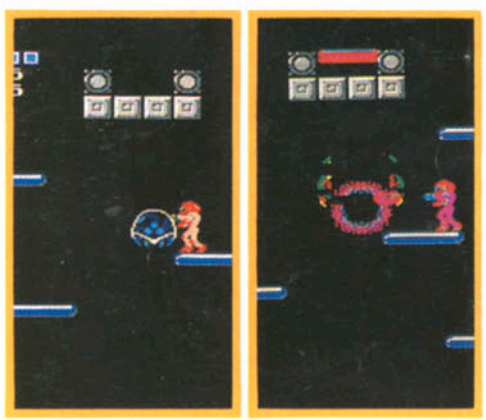
POINT 13

After you have made holes in the ceiling and chased Waver into the corner at Point 12, go upstairs and freeze Waver so you can use him as a stair.



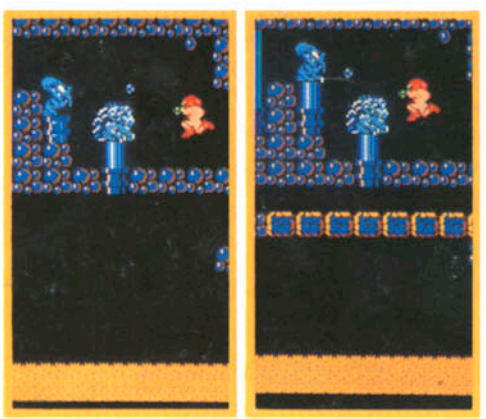
POINT 14

There are six visible energy tanks, and two other hidden ones. Point 14 is one of them. Obtain it by freezing an enemy and jumping on him.



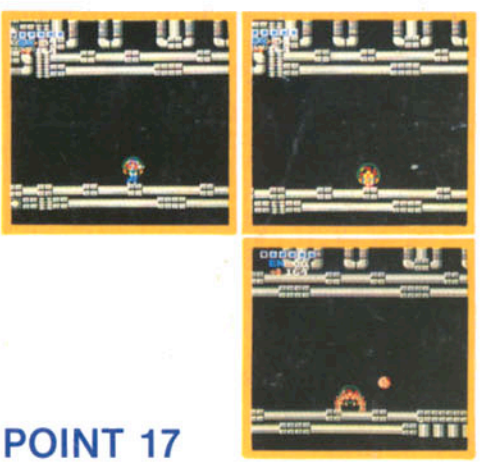
POINT 15

Metroid is a very persistent enemy. In order to destroy it, freeze it with the ice beam, then shoot it with five missiles.



POINT 16

In order to get to Tourian where Mother Brain lives, you have to destroy two bosses. Then, by shooting a beam at the two statues, you can create a bridge.



POINT 17

Metroids will draw out your energy. If you happen to get caught by a Metroid, use the round ball and bomb technique, or go through the nearest door to free yourself.

RAD RACER





This 3-Dimensional Screen makes you feel like a real rad racer.

It's amazing that you can enjoy a racing game as powerful as this in your very own home. The game comes with Red / Blue 3-D Glasses. When you flip on the Turbo, you can fully experience the world of speed at over 200 km / h.

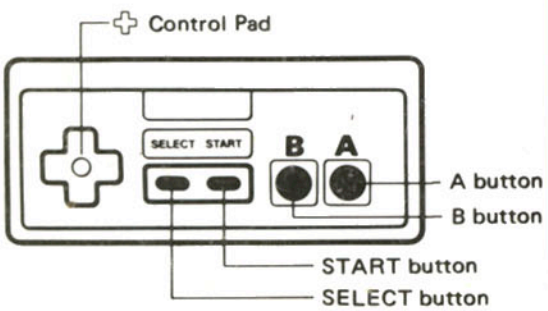
HOW TO PLAY

Before starting a race, you have to choose your Machine. There are two Machines: a Ferrari and an F-1. Since they have the same performance level, you can choose your favorite.



Let's master braking!

The car is very simple to operate: accelerate by pressing button A of the controller, brake by pressing button B, and steer by pressing the left and right side of the controller button. When you press up, you can start the Turbo Charger and experience the exhilarating sensation of powerful acceleration.



Choose from among three pieces of background music.

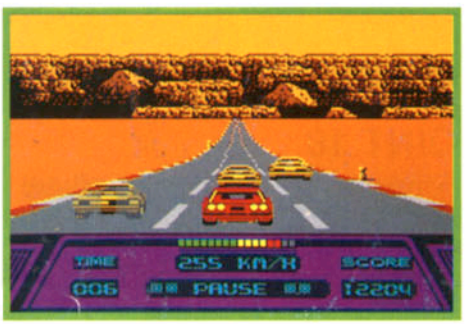
During the race, you can change the background music by pressing down on control pad. Since you have three choices, pick the piece which will help you to drive in time to the music.

Experience 3-D action with Rad Racer Glasses!

Put on the 3-D Glasses which come with the game and enjoy a three dimensional race. You can put this game into 3-D Mode by pressing the Select button during the race.

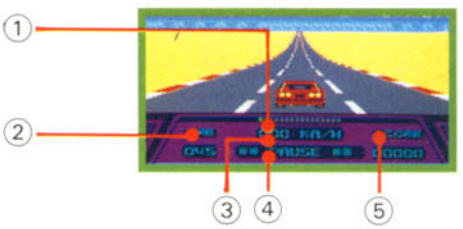
The intense acceleration of the Turbo Charger!

When your speed reaches 100km/h, press the upper part of the Controller's control button. The sound of the engine changes and you can feel the explosive surge of acceleration.



It's finally time to start!!

Now that you understand how to drive your car, start the race. Pass the Checkpoints set along the course within a certain period of time. Aim for the checkered flag and go, go, go!



Read the various indicators which tell you the status of your car during the race.

① TACHOMETER
This is the meter that tells you the Revolutions Per Minute (R.P.M.) of your engine. Since your car is an automatic, you don't need to change gears.

② REMAINING TIME
Your Remaining Time will be shown here. As you pass by each Checkpoint, you can add up your Remaining Time.

③ SPEEDOMETER
Check your Speedometer whenever you use your Turbo or go around a curve.

④ COURSE CLEAR CONDITION
This shows you how far you have to go to reach the goal.

⑤ SCORES
Your score will be shown here.

STAGES AND CHARACTERS

COURSE ONE

In this stage, you see the sky change beautifully from day to evening over a flat plain. The Volkswagen Beetle enters the course.



COURSE TWO

This course has wonderful nightviews of San Francisco. The Corvette will show up in this course.



COURSE THREE

In this course, you can look out over the Grand Canyon. It is easier to drive than you think.
In this course, the Citroen enters the game.



COURSE FOUR

In this course you can see temples like those in Greece. This course is chock full of variety.
In this course the Mercedes Benz enters the game.



COURSE FIVE

This course has beautiful night views of Los Angeles. Because of a series of curves, you won't even get a short rest. Here the Lamborgini enters the game.



COURSE SIX

This is a snowy course. Be careful as you drive into the Rocky Mountains.
The Lotus comes out of nowhere and cuts in front of your car.



COURSE SEVEN

In this course, thick clouds hang low in the sky overhead and it's raining. Watch out! It's slippery.
The Porsche enters the game.



COURSE EIGHT

At last, the final stage. This is a special course which runs along the coastline. The most powerful car, the Testarossa, is waiting for you.



PLAYING TIPS

Use the Turbo wisely.

Although the Turbo Charger's acceleration is thrilling, it is fatal on corners. You can use the Turbo on the straight stretches of the road but not on a hill.

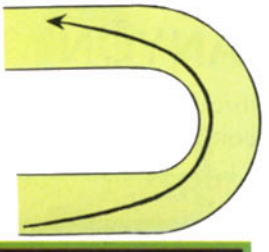
Use the Slipstream, and pass cars in a flash.

If you follow right behind a fast car driving at the same speed, you won't be interrupted by other cars as often. At the high-speed corner when your competitor swings to the outside lane, pass him!



Clear corner in a Flash!

As shown in the figure below, before you enter a curve, go to the outside lane, then rush into the inside of the curve. This way you can clear corners without losing speed. However, when there are other cars, it is dangerous to rush.





"Touch and Turn" Strategy.

Try to hit other cars from behind. Then use the collision rebound to make split-second turns. This would really be dangerous if these were real cars!



CONTINUE PLAY

After you Retire, press the Start Button and the game will start at Stage 1. If you press the Start Button while holding down button A, you can continue on where you last made a mistake.

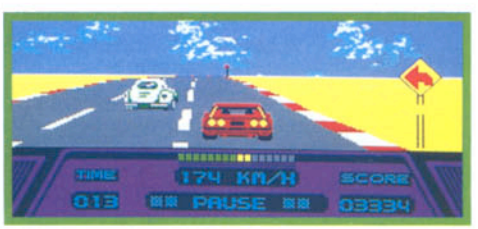
DRIVING TECHNIQUES FOR EACH COURSE

In order to make it through the course from start to finish, you first need to thoroughly memorize the course. When driving at high speeds, it is difficult to see the Corner Signs in time to brake for the curve. Take a careful look at the first six of eight courses.

COURSE 1: SUNSET COASTLINE

You can easily find yourself sliding off the course at the 90 degree curve which comes immediately after you start. If possible, enter this curve at 200km/h, without using your Turbo. Before and after Checkpoint One, you will encounter many sharp curves. The trick here is not to go too fast. You can drive almost full throttle from midway between Checkpoints Two and Three.





COURSE 2: 'FRISCO HIGHWAY

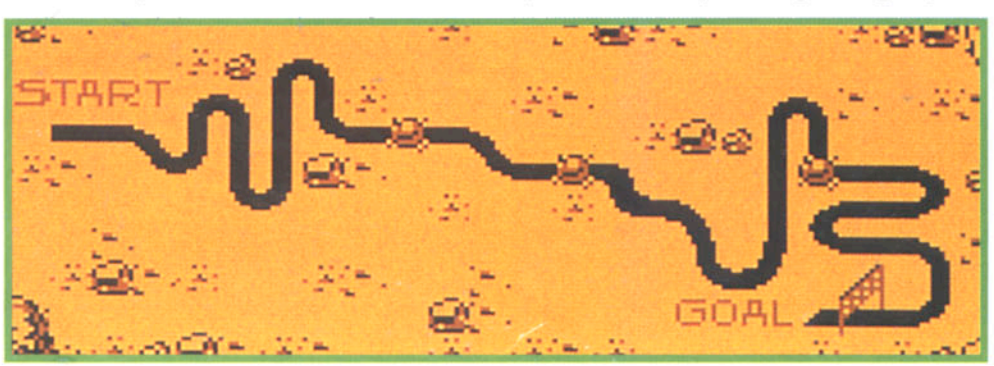
After you begin Course Two, three "Interference Cars" will be driving next to yours. Don't try to pass them. Instead, enter their Slipstream by using your brake. Eventually one of them will move. You have to be skillful to master this. After going through the last curve, you should go full speed until you get to the goal!

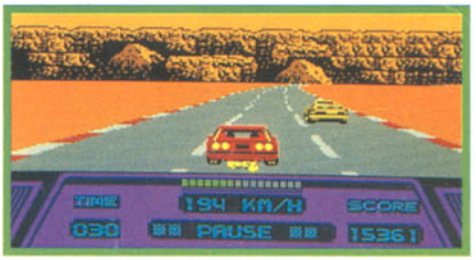




COURSE 3: GRAND CANYON

Course Three is not that difficult to clear, compared to Course Two. Go through the curve to the first Checkpoint and keep driving at high speed to the second and third Checkpoints. Be careful going into the last curve. Unless you are running out of time, it's better to take this curve slowly. Watch out for the Interference Cars which appear and try to run you off the road.

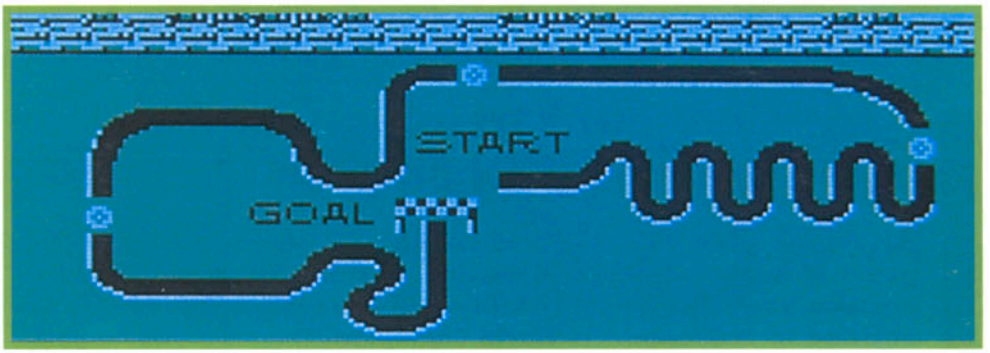




COURSE 4: THE RUINS OF ATHENS

If you look at the map, you will see that getting to the first Checkpoint is really tough because of the Interference Cars which often appear here.

If you manage to clear the first Checkpoint, you can then go full speed ahead through the rest of the course.





COURSE 5: L.A. NIGHTWAY

Course Five looks like it's nothing but curves, both large and small. In addition, the Interference Cars will show up. Be patient and follow right behind the opponent's car. When you get a chance, pass it quickly.





COURSE 6: THE SNOW WHITE LINE

The challenge here is hard-packed snow. It is almost impossible to turn at the corners.

If you go too fast between Checkpoints One and Two you will slide right off the course, so check your speed. Also, you won't make the 90-degree turn after Checkpoint Three if you are going too fast.

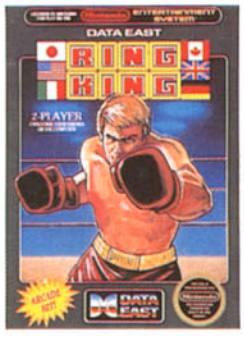




COURSES 7 & 8

If you have mastered the basic techniques, you will be able to finish the remaining two courses. You also need to memorize the special race tactics and moves of the other cars. The final courses are the most difficult and challenging of them all, but practice and skill will make you a true Rad Racer!

RING KING



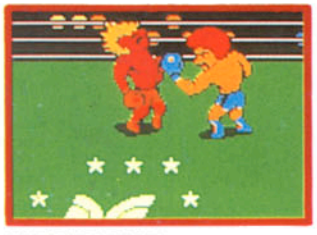


Only hard training will make you a fine Champion

Attain the glory of the World Crown with steady training. This game is based on the real boxing world. With many hours of practice your own boxing ability will increase, and you will be entitled to challenge the World Champion. The ring awaits you!

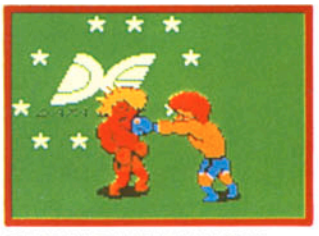
HOW TO PLAY

The operation of the Boxers becomes easier with practice. The complicated tactics of the ring are designed to provide you with challenge and fun. Push button B for defense. If you keep winning in the Training Mode, your Boxer will become very experienced and your Power will never increase. So, stay calm and fearless when you play the game.



UPPERCUT

If you push button A while you are approaching an opponent lined up on either side of you, your Boxer will throw this kind of punch.



STRAIGHT PUNCH

If you push button A without moving your Boxer, he will throw this kind of punch.



HOOK

If you push button A while approaching an opponent lined up above or below you, your Boxer will throw this kind of punch.

DEFENSE

Use button B to defend yourself. When you push button B, the computer will automatically calculate both your own and your opponent's position and take defensive action such as swaying, guarding, ducking, etc. However, you must also calculate the timing of your opponent's punches, or you will not be able to evade him in time. It is important to be alert to your opponent's every move.



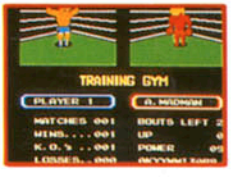
If you can dodge your opponent's powerful punches, you will wear him out.



You will also be able to throw a powerful Body Blow from the ducking position. Push button A with careful timing!

PASSWORD SYSTEM

In the Training Mode, a Password will be indicated on the screen after each match. Be sure to make note of this Password, which changes as your power increases. Use your Password to start an old game with all the Power Points you've accumulated. With lots of training, you can enter the "powered-up" Boxer into The World Title Match.



After the match, your Boxer's Password will be shown at the lower right of the screen. Again, make a note of this Password.



Push the Reset button and when the title picture shows up on the screen, select a Ranking Mode.



Now, input the Boxer's name and Password from your notes. Your Boxer's score will be indicated on the screen.



Next, choose a Ranking to challenge. Challenge a Ranking that best matches your ability.

HAVE YOU SEEN THESE SPECIAL PUNCHES?

There are certain punches that will knock your opponent down. These Special Punches require good footwork and a high number of Power Points, combined with a well-timed Counter Punch. However, these are not the kind of punches you can aim and throw, so don't chase your opponent around too much!

SPINNING HOOK



The Spinning Hook is a type of Hook. If an opponent gets hit with this punch, he will spin like a top!

When his spinning speed slows down, he will fall down to the mat.

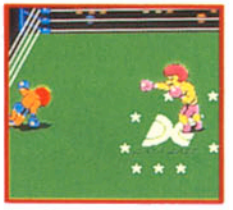


FLYIN' STRAIGHT PUNCH

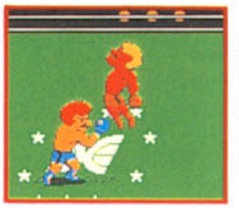


If you hit an opponent with a Counter Punch, his body will be thrown against the ropes.

If you strike an opponent with a fast Straight Punch, he will be thrown into the ropes and slump to the canvas.



FLYING UPPERCUT



This is a special version of an Uppercut Punch. If this fast Uppercut hits a Boxer, his body will be thrown high into the air.

The Boxer falls to the canvas headfirst. It is certain that he is down. Can you knock him down again?

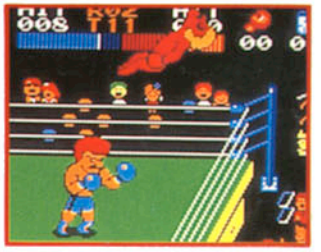


SUPER FLYING UPPERCUT

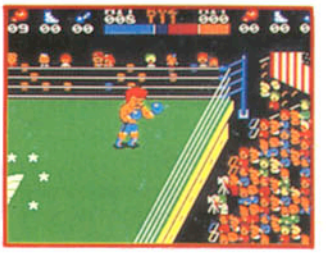
Among these Special Punches, the most difficult one is the deadly Super "Uppercut" punch. It is a type of Uppercut, and since you have to punch him when he is near the ropes, you can seldom see this type of punch. If you hit an opponent with this punch, he will disappear from the ring entirely and the Boxer who threw the punch will automatically win.



At the ropes, an Uppercut hits the opponent's chin! His body starts to rise.



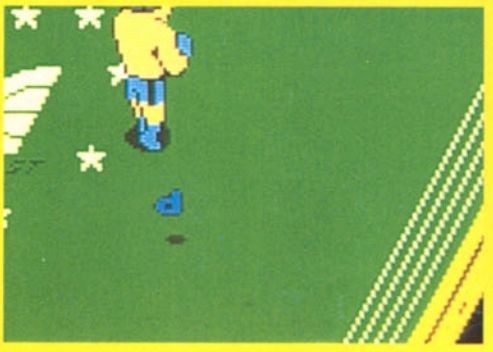
The opponent's body flies high into the air—higher than the scoreboard on the screen.



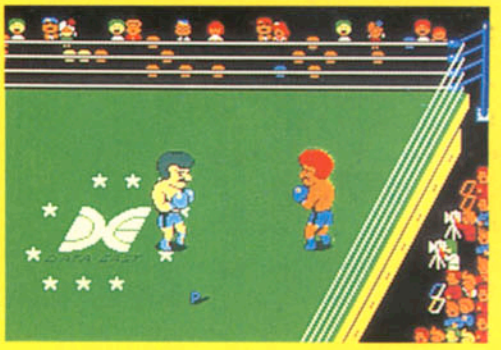
The opponent crashes to the ground with an earth-shaking jolt. You alone remain in the ring.

SECRET POINTS

During the game, an item shaped like a "P" is thrown into the ring by the spectators. If you can catch it, your game will benefit. It also helps you to increase your Power Points. Since the probability of catching the item is very low, be sure to grab it as soon as it appears.



If you grab the mark "P", your Power Points will go up by one. Whether you actually win the match itself or not, if you take this mark, your points will go up after the match.



Use the control pad and move the boxer carefully since it's difficult to obtain this mark. This technique takes special skill and patience.

GRADIUS





This shooting game packs with cosmic sensations!

Your mission is to command your Warp Rattler to destroy the enemy biocomputer concealed at the heart of the Bacterion Empire. Are you ready for indestructible barriers, bullet-spitting Moai statues, and many more challenges?

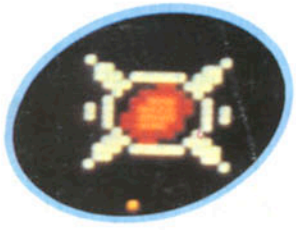
HOW TO PLAY

Your Warp Rattler shoots laser beams from button A. Pay attention! If you destroy certain enemies, capsules appear, adding many more capabilities to your powers. As you capture capsules, the gauge indicator changes. When the power you want is indicated by flashing lights, push button B to activate the Power-Up function.



CAPSULES

If you strike down an enemy, capsules appear. Acquiring capsules enables you to Power-Up your machine.





MISSILES

Your missiles fly along the ground and destroy enemy characters within range.



LASERS

Your fast-firing ability increases and your power becomes tremendous.



DOUBLE BEAM CANNON

Unlike missiles, double beam cannons fire beams upward, toward the ceiling.



OPTIONS

You can use them to attack in combination with your main Warp Rattler.



BARRIERS

With a Barrier, it is possible to cut off an enemy attack as many as five times.

CHARACTERS

Now for an introduction to some powerful enemy characters from Bacterion. The secret to victory is to identify the pattern of each enemy character.



RUGURR

This battle machine makes a up-and-down movement.

FANS

These are hunter/seekers which fly around in squadrons.





ZAB

This airborne, torpedo strikes direct body-attacks.

DAI-01

Your approach begins its plasma, anti-aircraft attack.





JUMPER

As an automatic moving robot, it jumps right and left.

RASHE

Rashes attack in scramble formation.





DAKKER

This anti-aircraft, attack robot attacks with a deadly beam.

AMOEBA

Its shell is very strong, so several attacks are necessary.



PLAYING TIPS

Before you and Warp Rattler go dashing into all seven stages, consider the attack strategy for the first six stages. Basically, all stages scroll from left to right horizontally, while your enemies, with the exception of a few, move from right to left as they approach you. However, that doesn't mean that all you have to do is be careful of your right side. In certain stages, the enemy attack may come from above or below, and even from behind. Now, here's what you need to know to help you survive the various stages of game play.

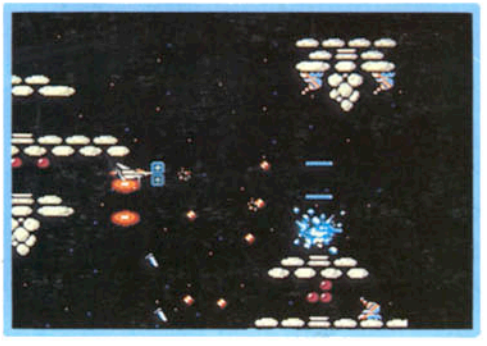
STAGE ONE

Both a ceiling and a ground will appear. You will proceed in a cavern-like place. Missiles and double bullets are both strong defensive weapons here.



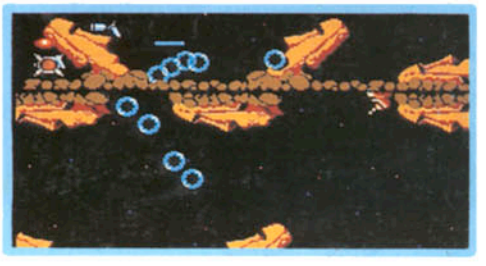
STAGE TWO

This stage is called Stonehenge. There are many asteroid obstacles. Here too, the missiles and double bullets are strong defensive weapons.



STAGE THREE

Here you will encounter a group of Moai who try to prevent you from going on. The effective way to attack Moai is to shoot in their mouths.



STAGE FOUR

Stage Four is upside down. There is additional danger of attack from behind. Using double bullets and missiles will be useful in this stage.



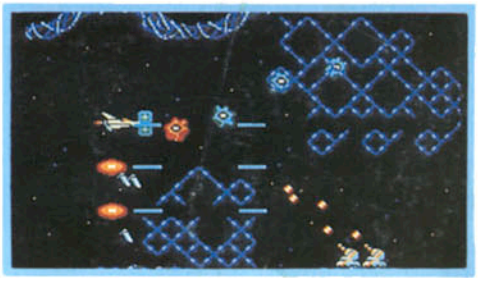
STAGE FIVE

Your enemy is a giant living tentacled antennae creature. Destroy the tentacles of the enemy by shooting where the tentacles attach to the body.

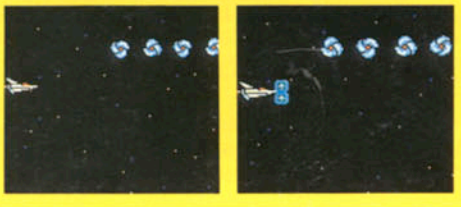


STAGE SIX

This scene takes place inside a gigantic amoeba. You really need a laser here to destroy the amoebas which come creeping up on you.



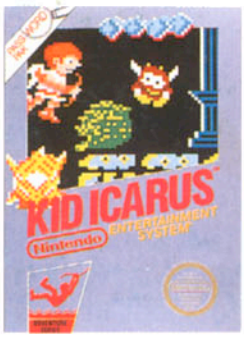
SECRET POINTS



There is a secret "Full Option" command which enables you to start the game equipped with missiles, two options, and some force field barriers. There is also a "Continue" command which allows you to start another game from the last stage of the previous game.

To activate the "Full Option" command: Press the START to pause, then press the controller up, up, down, down, left, right, left, right, and then to B position, A position, and then release the pause. If you make a mistake when activating the Full Option command, release the pause, and do it over again. Good Luck!

KID ICARUS



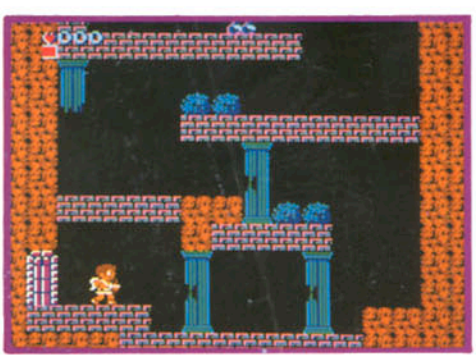


Guide Pit from Angel Land and save Goddess Palutena!

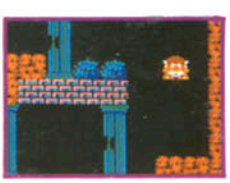
The goal of this game is to defeat the evil Medusa who awaits you in the last Shrine. First you have to clear three stages: the Underworld, the Overworld, and the Skyworld. Ultimately, you must fight the Ruler of Darkness in the Palace in the Sky.

HOW TO PLAY

The hero is a boy called Kid Icarus. He runs quickly around the Underworld labyrinth with his trusty bow and arrow, in his hand. While you are defeating the enemy's monsters, collect items which will make your weapons more powerful for battle with the dark forces of Medusa. The deeper you go into enemy territory, the more traps you encounter and the more severe the enemy attacks.

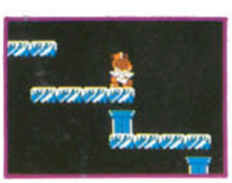


BASIC TECHNIQUES



CROUCHING JUMP

After completing a jump, push the bottom of the controller down and you will be able to crouch.

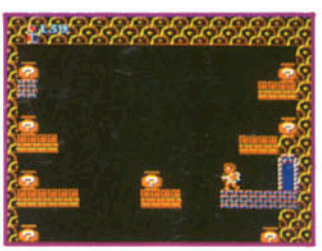


EMERGENCY BRAKE

By pushing the controller in the opposite direction of your slide, you can stop instantly in your tracks.

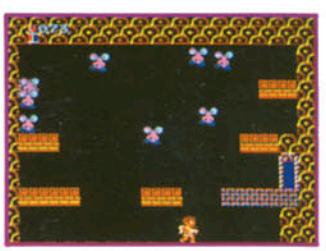
EIGHT TYPES OF ROOMS

There are eight types of rooms located at various places in the game. Buy items here to replenish your energy.



TREASURE ROOM

Shoot any of eight Pitchers with an arrow and treasure appears! You'll have to stop when the God of Poverty appears.



ENEMY'S ROOM

This is where Specknose lives. When he is defeated, he will turn into a Big Heart, so this is a good place to earn a Heart.



THE SHOP (TYPE 1)

In this Shop they keep various items, including a Big Hammer and the Water of Life. You can trade Hearts for items.



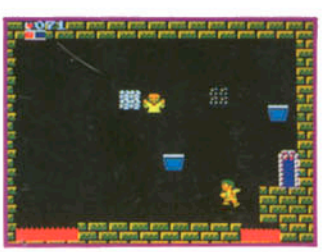
THE SHOP (TYPE 2)

Compared to the first Shop, prices here are a little high, but they keep some important items which you can only buy in this shop.



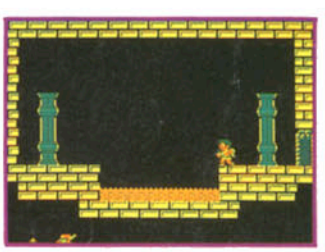
GOD'S ROOM

If Kid Icarus can enter here with more than a certain score, the God will appear and give him an Arrow. This will increase his power.



TRAINING ROOM

Monolyth (Iron Board) flies around in this room. After your training session, the God will let you choose one of three "Power Up" items.



HOT SPRING ROOM

This room has a Hot Spring where you can heal Kid Icarus' battle wounds. The energy gauge will return to full power.



HOSPITAL

This is the place inside the fortress where Kid Icarus can be changed back to himself after previously being turned into an eggplant.

ITEMS

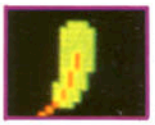
HEART

After you defeat an enemy, you will see Currency Units. Use them to buy items. A Small Heart is worth one unit, a Half Heart is worth five units and a Big Heart is worth ten units.





CREDIT CARD
Get a perfect score in the Treasure Room and receive this to buy expensive items on credit.



ANGEL FEATHERS
When you have Angel Feathers, even if you fall down, you can fly back up.



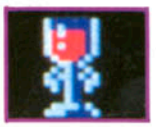
HOLLY BOW
This item will increase the power of an Arrow, making it go further and faster.



CHECK SHEET
Use this with a Torch and Pencil to check your position within the fortress.



MIRROR SHIELD
It will help defend you from the enemy's attack.



WATER OF LIFE
The Water of Life allows you to recover your energy. This is the source of Life.



HARP
If you get a Harp, you can turn enemies into Big Hammers and proceed without injury.



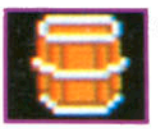
PROTECTIVE CRYSTAL
Two Crystal Balls rotate around Kid Icarus' body and protect him.



TORCH
If you have the Torch, your present position will be indicated on the Check Sheet.



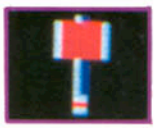
LIGHT ARROW
This goes through the enemy like a laser beam and is very useful to Pit.



WATER BARREL
With this item, you can carry up to eight Water of Life bottles.



FIRE
As the Fire Ball flies around Pit's Arrow, the chances of his arrow hitting a target increase.



BIG HAMMER
This powerful weapon has five times the impact of a regular Arrow.



PENCIL
On the Check Sheet you will be able to mark the rooms where you have passed.



PEGASUS' WINGS
This is a useful item. If you put Pegasus' Wings on, you can fly through the sky.

CHARACTERS

The enemy characters possess a variety of moves and attack methods. You need to grasp the features of each character and use them against your enemies. (There are approximately 40 different types of enemy characters. This section explains characters from Stages 1 and 2).



MONOEYE
He is a jellyfish monster who floats through the air in an "S" pattern.



NETTLER
He appears to be slow but he is fast enough to avoid Kid Icarus' arrows.



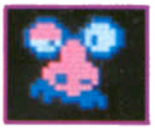
MINOS
He jumps suddenly up from the ground right at Kid Icarus' feet.



GIRIN
He suddenly appears at your feet and attacks by firing bullets out of his mouth.



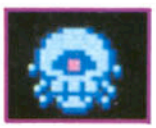
KOBIL
They appear everywhere and are the weakest enemies.



SPECKNOSE
He hides in the enemy's room and waits for Kid Icarus. Watch out!



McGOO
He is a monster that appears at your feet and blows flames.



GANEWMEDE
He lives in the fortress. He flies around in a circle and attacks his enemy.



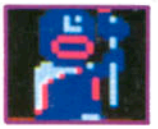
MICK
He comes at Kid Icarus with his huge mouth open and tries to bite him.



SNOWMAN
His whole body is made of ice and he throws chunks of it at Kid Icarus.



REAPER & REAPETTES
Beware! These enemies are particularly good at slam attacks.



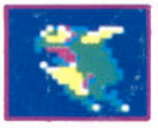
EGGPLANT WIZARD
If you touch the eggplant, you will be cursed and turn into an eggplant!



OCTOS
This is an octopus monster who jumps directly at Kid Icarus.



ROKMAN
Using his heavy body made of rocks, he attacks by slamming into you.



KERON
This is a winged frog monster that jumps and moves like Kaimerooth.



TAMAMBO
He is a living ball of brass. He bites his enemies with his razorlike mouth.

PLAYING TIPS

Angel Land is organized in four stages: the Underworld, the Overworld, the Skyworld, and the Palace in the Sky. Each of the first three stages are divided into four areas. If you defeat the Boss of the fortress in the last area, you will be able to clear the stage.

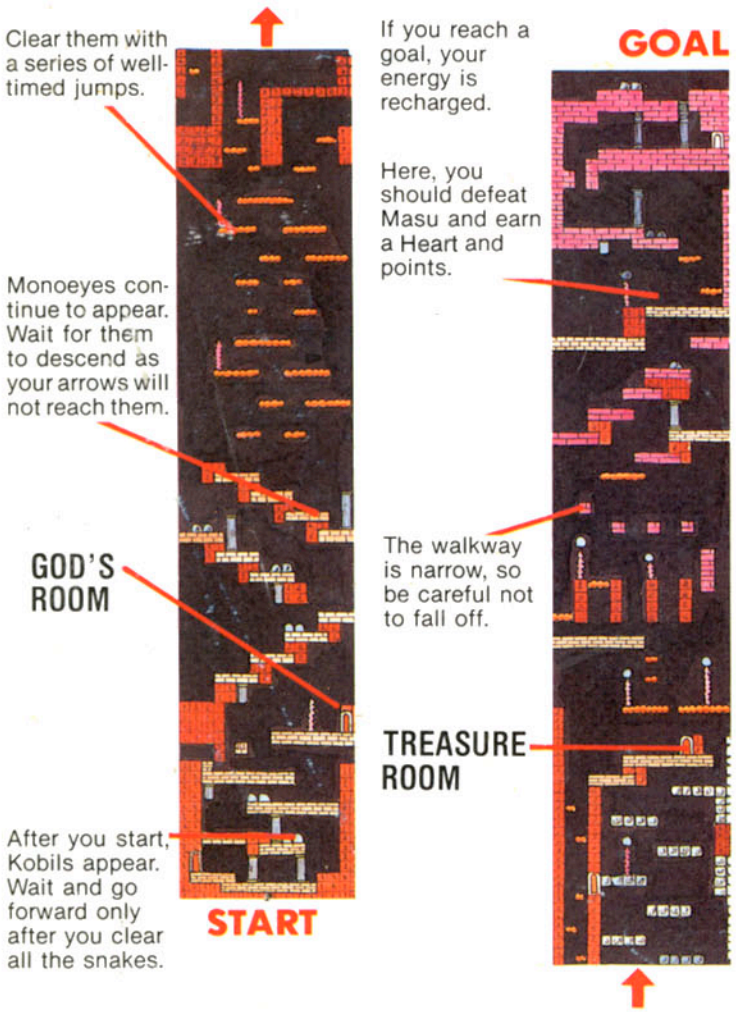
If you defeat all three of the fortress Bosses in Stages One to Three, you will be able to get the three most important items—the Mirror Shield, the Light Arrow and Pegasus' Wings. With these items, go to the Palace in the Sky (Stage Four). If you can defeat the big Boss Medusa, you will be able to win the game.

If you defeat an enemy character, he will change into a Heart. It's important to enter the eight types of rooms in order to collect items and recharge Kid Icarus' power.

In each area there are patterns of vertical and horizontal scrolls. Various obstacle are set up. Using your map, head for the Palace in the Sky.

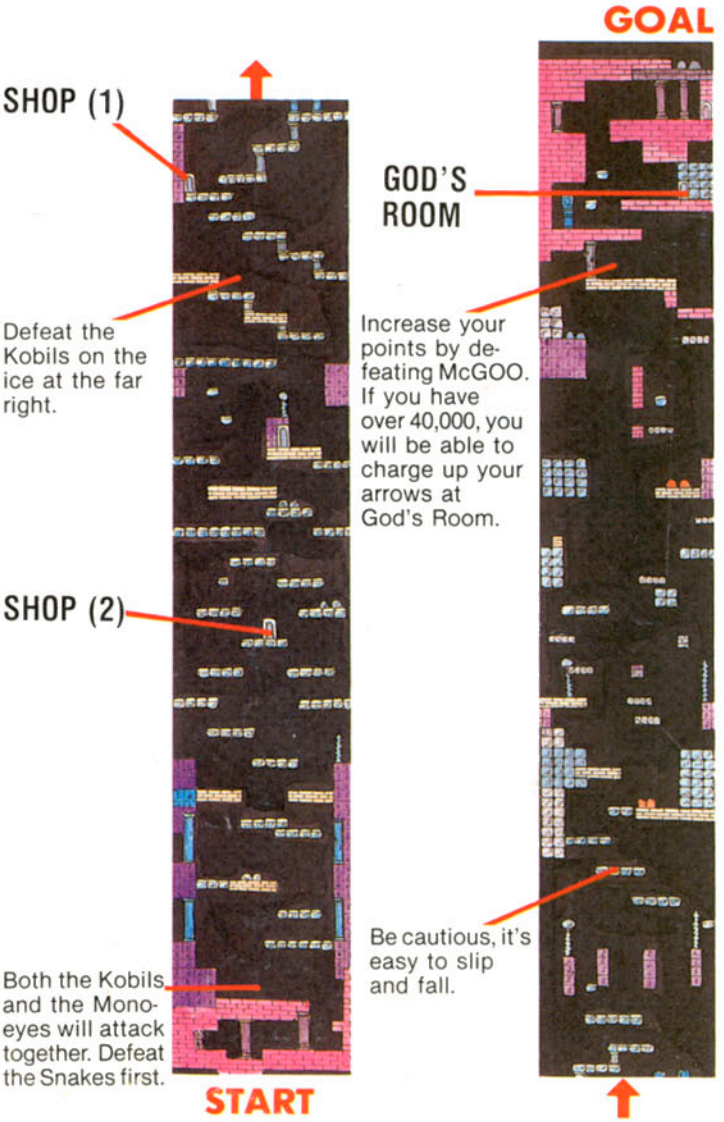
●AREA 1 (STAGE ONE: THE UNDERWORLD)

It should be relatively easy to clear Area One. While steadily defeating your enemies, cautiously climb the steps one by one. Be particularly careful where the steps narrow. If you slip and fall out of the screen, it will be "All Over." Earn extra points and keep your score high, or you may not receive the items in God's Room. Ideally, you should get 20,000 points before clearing this area.



●AREA 2 (STAGE ONE: THE UNDERWORLD)

The steps of Area Two are icy and very slippery underfoot, so push the controller back and be careful not to fall down. Special techniques, such as pushing up on the controller button to activate the emergency brake, will be useful.



●AREA 3 (STAGE ONE: THE UNDERWORLD)

The longest vertical-scroll screen is in Area Three. You must pay attention as there are many dangerous obstacles in and around it. There is a place on the approach to Area Three where Commyloose will crawl from beneath. Before he catches up, quickly climb away. Fall into the Lava Zone and your energy will decrease, or touch the poisonous branch and you will get hurt. The target is 80,000 points.



Shoot the Monoeyes falling above the middle of the large floor.

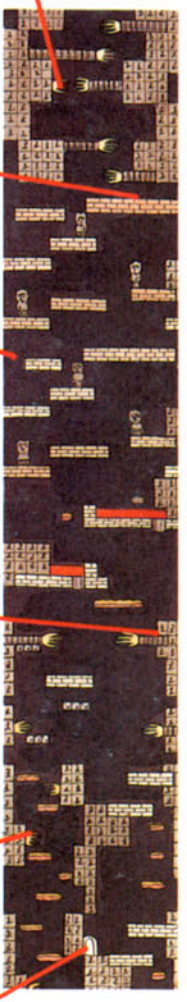
If you fall into the Lava Zone, your energy decreases, so be careful.

ENEMY'S ROOM

Nettler advances with the Kobil. Shoot him quickly.

START

Ambush the Kobil in front of the middle of three pillars. It's a sure victim!



To your left and right you will see poisonous branches. Cautiously jump over them.

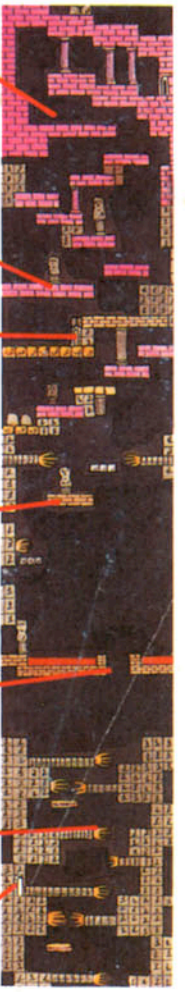
Move right and destroy the Kobils. Otherwise, it will be difficult to go on.

Right here is a good place to ambush and destroy Commyloose, who will come up from below.

Stand at the edge of the right foothold and shoot the Kobil. It is very narrow, so be careful not to fall.

Watch out for the poisonous branch. If you touch it, your energy decreases.

TREASURE ROOM



The Reaper ambushes from here, so be careful.

GOAL

You can relax once you get here. Keep defeating enemy characters and watch for high points.

TRAINING ROOM

A series of high jumps is necessary in this dangerous zone.

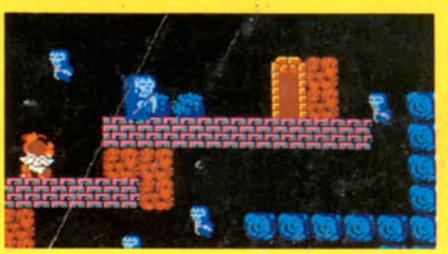
In order to clear the Lava Zone, you must move with care.

While moving slightly to the right and left, continue jumping.

SHOP (2)

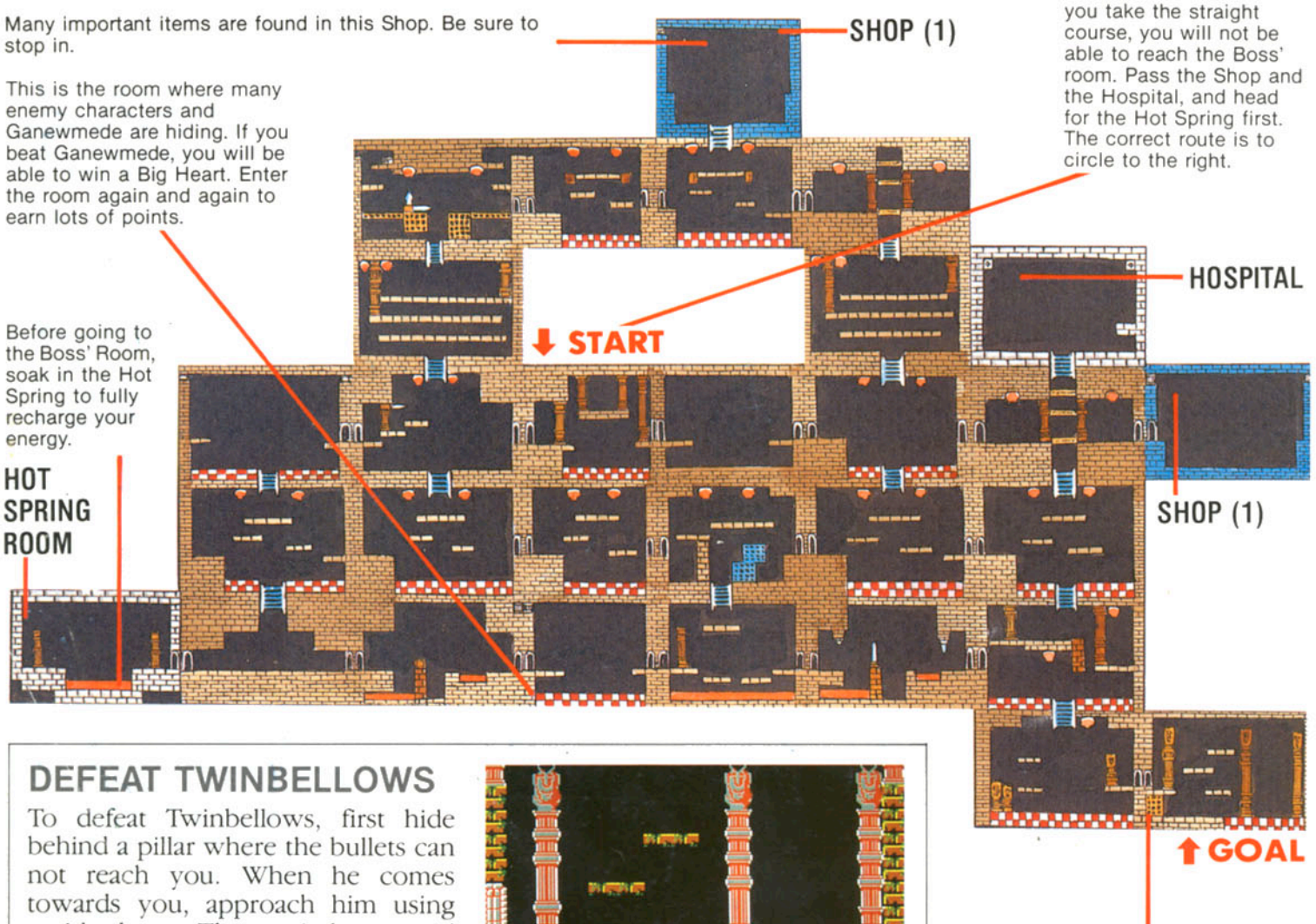
SECRET POINTS

Let the Reaper, who lies in ambush to get you, call his Reapettes. Then, escape to a safe place. Shoot them with rapid fire as soon as they approach. Repeat this and you will be able to save lots of Hearts. If you choose the wrong place to wait, however, you will only end up injured; so watch out.



●AREA 4 (STAGE ONE: UNDERWORLD)

The Underworld fortress is at the end of Stage One. Your goal is to get to the room of Twin Veros, the Boss character. On your way to this room, you will find many traps. Here, your enemy, the Eggplant Wizard, will appear for the first time. Locate the Shop, Hospital and Hot Spring on the map. Check the route to the Boss characters room and head for it.



DEFEAT TWINBELLOWS

To defeat Twinbellows, first hide behind a pillar where the bullets can not reach you. When he comes towards you, approach him using rapid shots. Then, circle around behind him and shoot again. By repeating this, you will be victorious!

SECRET POINTS

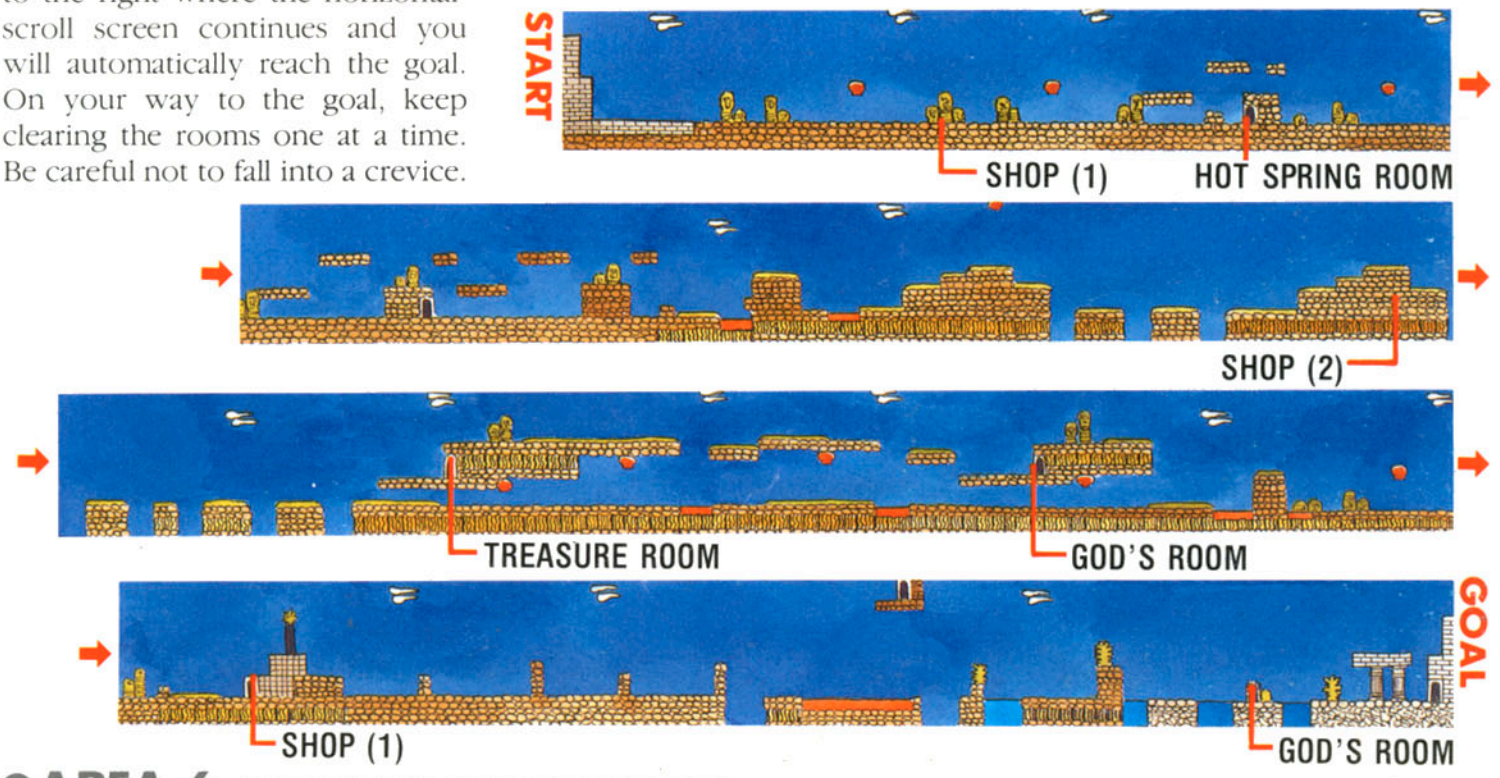
PURCHASING TECHNIQUE

In Shop (1), there is a way to buy items for low cost, but there's no guarantee. Have the second controller ready. Next, push button A and B on the second controller. They will lower the price, saying, "I guess I can't win." But if the shop owner is in a bad mood, he will say, "Who do you think I am?" and may raise the price, instead.



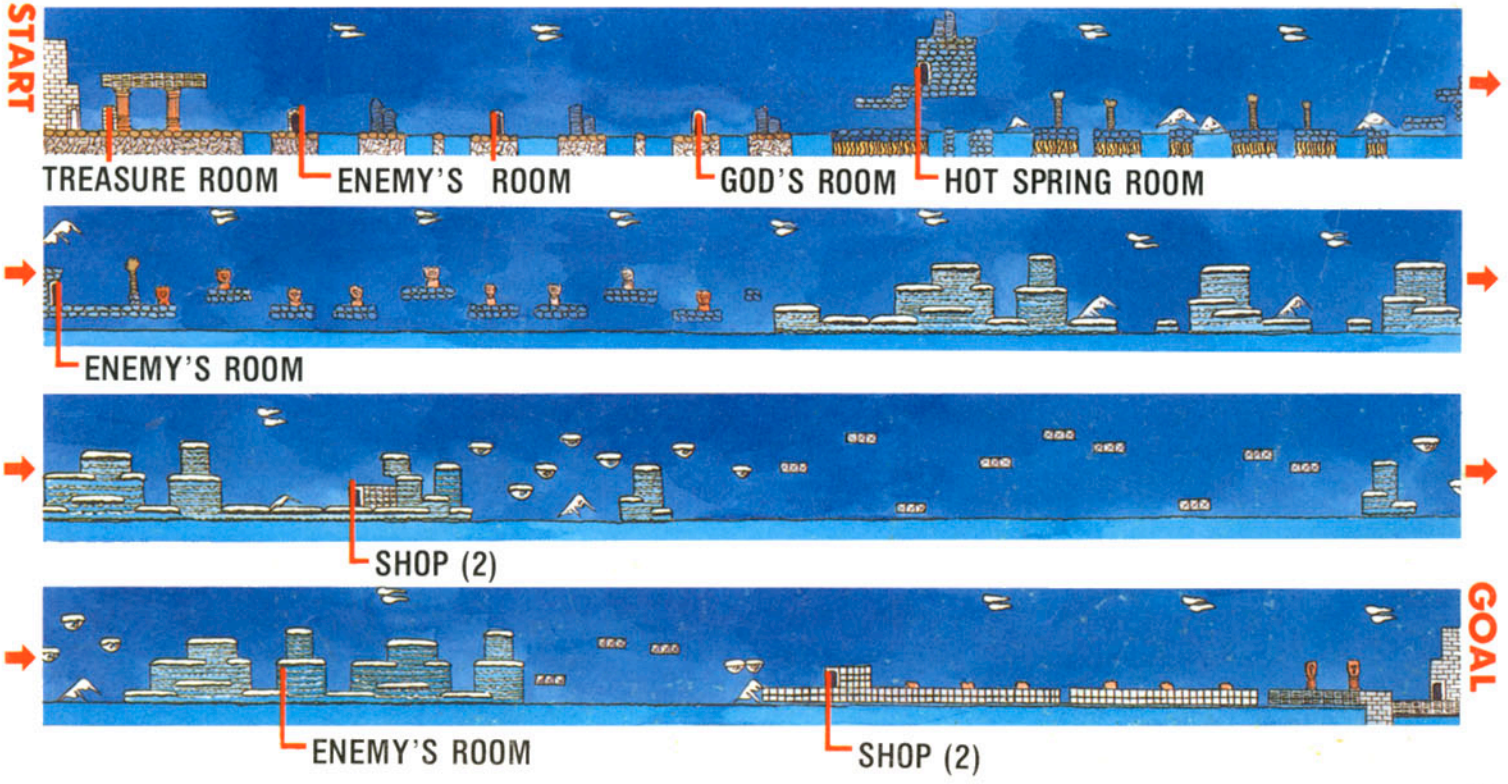
●AREA 5 (STAGE TWO: THE OVERWORLD)

From the Underworld, keep going to the right where the horizontal-scroll screen continues and you will automatically reach the goal. On your way to the goal, keep clearing the rooms one at a time. Be careful not to fall into a crevice.



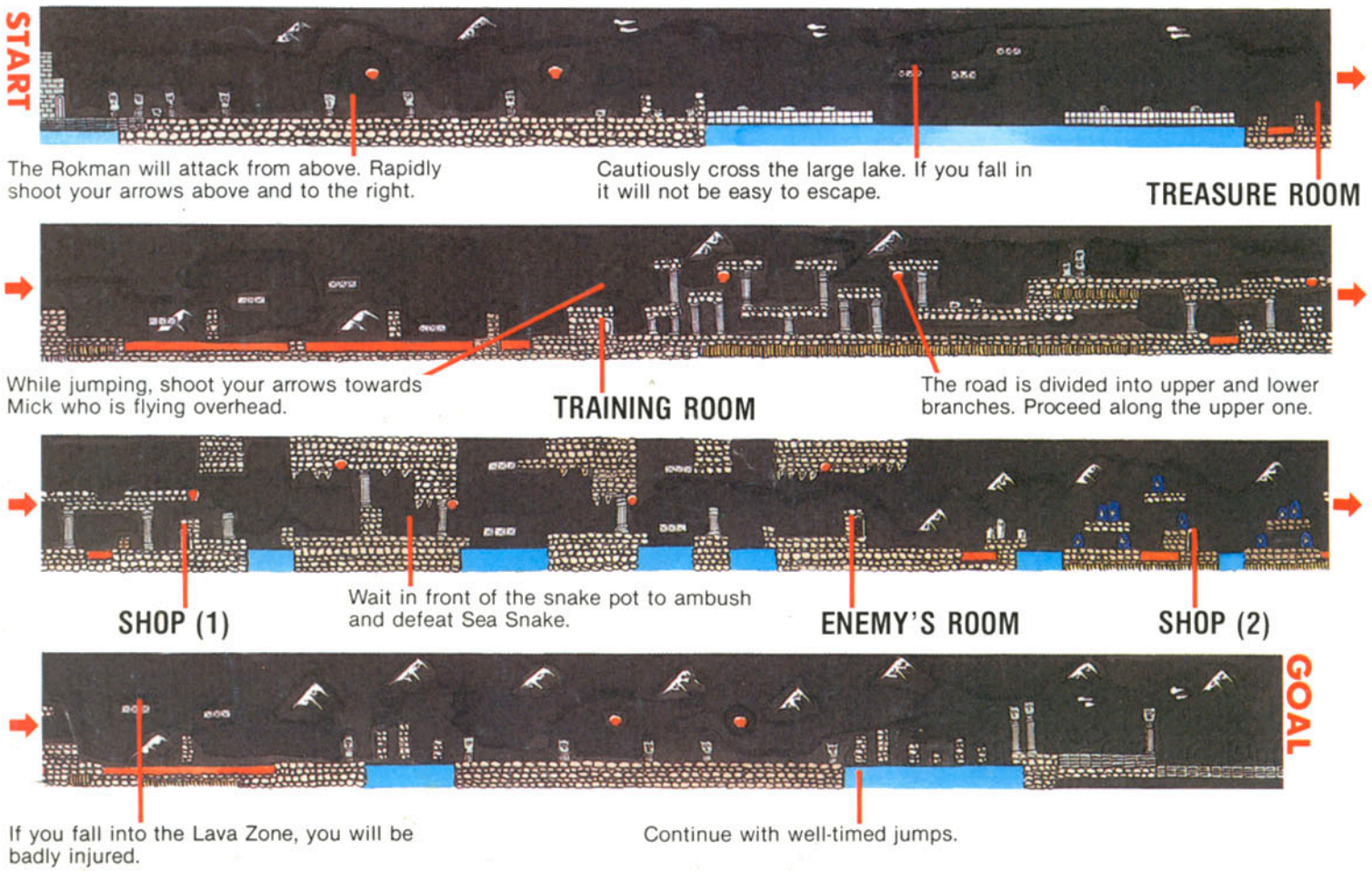
●AREA 6 (STAGE TWO: THE OVERWORLD)

The whole floor is made out of ice in this area. Micks will attack, so you need to clear them as fast as you can in order to avoid getting bashed.



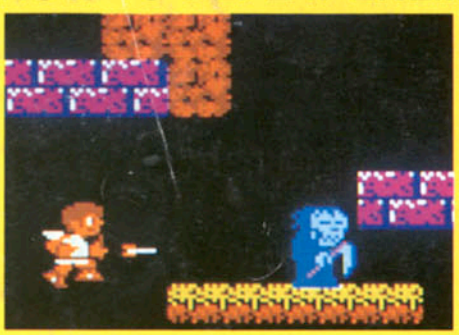
●AREA 7 (STAGE TWO: THE OVERWORLD)

The stars are twinkling over Area Seven. Since the large lake and Lava Zone extend a long distance, be careful not to waste your energy. The enemy attacks become even more severe. You should particularly watch out for Rokman and Mick's attacks overhead.



SECRET POINTS

HOW TO DEFEAT ENEMY CHARACTERS



The Reaper is pacing. Aim and shoot him with arrows when his back is turned. Beware! When he turns towards you, he will suddenly rush forward, smashing into you.



The Eggplant Wizard throws lots of eggplants. To destroy him, look for the brief break between the time one group of eggplants hits the ground and the next ones are thrown.

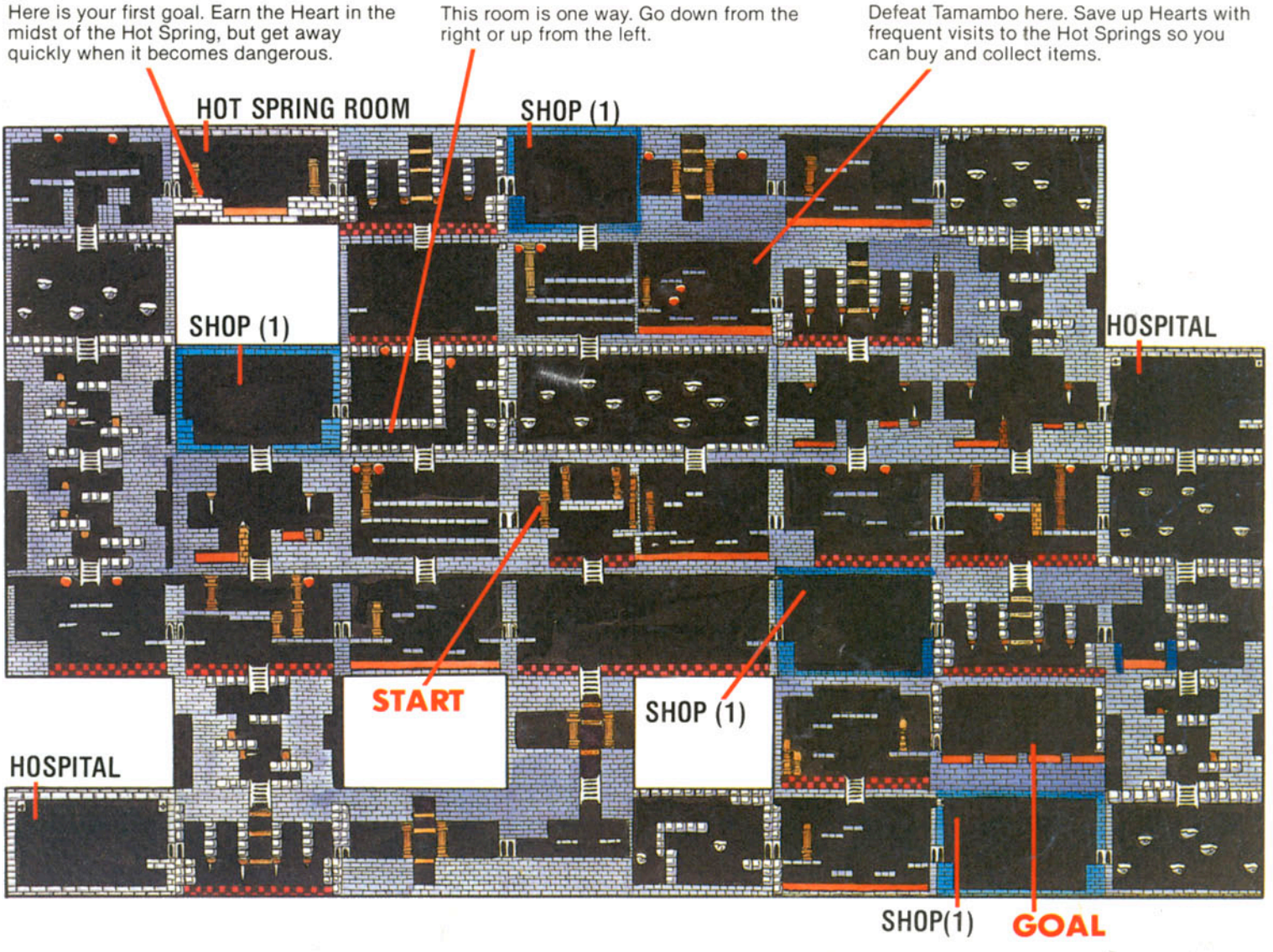


When the Snowman and Nettler fall from the top steps, circle down the steps and shoot from beneath. When the power of your arrows is weak, however, the enemies come smashing into you.

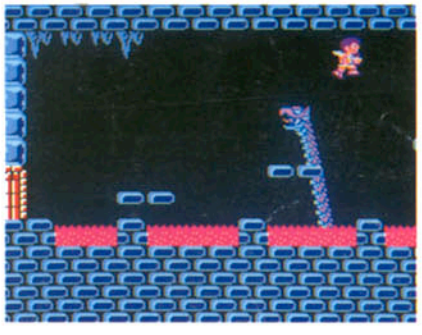
●AREA 8 (STAGE TWO: THE OVERWORLD)

The fortress of the Overworld is structured like a complicated maze and has many traps and a powerful enemy. Go forward, but be aware of your remaining energy.

The starting point is the room located in the middle of the fortress. After going down, circle to the left and head for the Hot Spring Room up on the left. After charging your enemy at the Hot Spring, turn to the Boss' room (goal) on lower right.



HOW TO DEFEAT HEWDRAW



Hewdraw's weakest point is his head. If he starts approaching, jump over his head and avoid his attack while firing at him. The trick is to ambush and attack him from one spot. After reading the instructions on Hewdraw's moves and calculating your timing, you will surely defeat him.

FROM SKYWORLD

If you've made it this far, you're doing very well! Now, if you can clear the vertical-scroll Skyworld (Areas 9-12), you will be able to reach the Palace and home of Medusa. If you have scored more than 25,000 points by the time you finish Area Eight, you'll be okay.

PRO WRESTLING



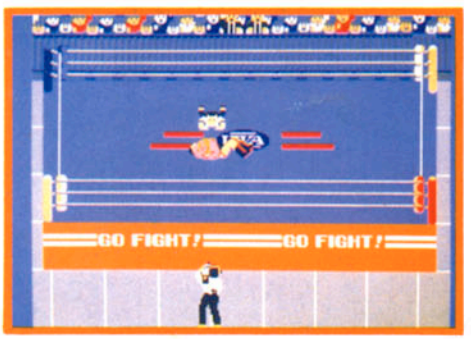


Slam into action and grapple the Great Puma!

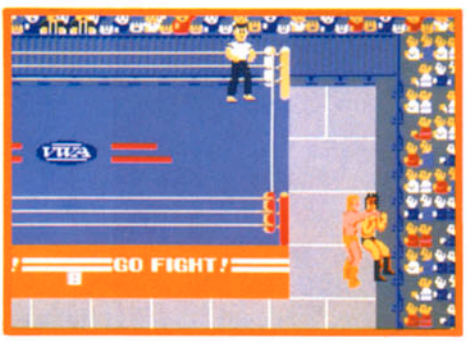
This is a magnificently realistic simulation of a real Pro Wrestling game. From the acrobatic Star Man, to the more orthodox King Slender, there are many wrestlers, each using their own variety of techniques. Which one do you want to use to take the Champion Belt?

HOW TO PLAY

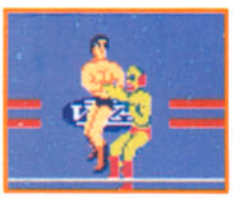
Once you pick out your wrestler, you can start. By using the control pad and buttons A and B in combination, you can use a variety of wrestling techniques to beat your opponent. The key to winning is to skillfully combine a variety of techniques during the match. At first, use the standard techniques like the Body Slam and the Punch. Then when the opponent weakens, use bolder techniques such as the Brainbuster and Piledriver.



In order to beat the opponent in the ring, you have to get a Three-Count Fall. If you press button A when you are near a downed opponent, you can get him into the "Fall" position.



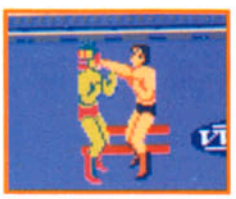
You can even fight outside the ring. However, you will lose the match on a foul if you don't get back into the ring before the 20-second time limit is up. Be careful!



HAMMER THROW
This throws your opponent careening into the ropes.



BODY SLAM
In this technique you throw your opponent over your shoulder.



PUNCH
The effect of this technique is not very strong, but it does hurt.



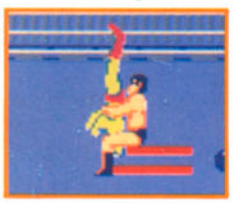
ROLLING BUTT
Use this Somersault Kick technique to wear down your opponent.



LARIAT
This one is a powerful Elbow Blow against any opponent.



BACK DROP
This is the move to throw your opponent. Even though he resist you, throw him.



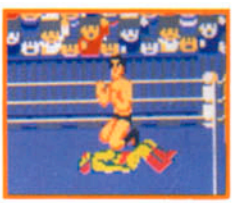
PILE DRIVER
You can't use this technique unless your opponent is already weakened.



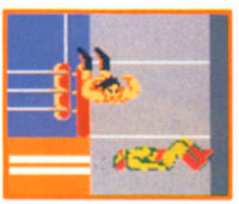
BRAIN BUSTER
You use this technique to throw the weakened opponent through the air.



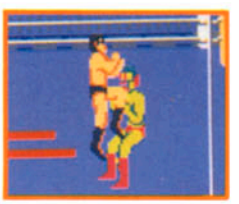
FLYING BODY ATTACK
Drop your whole body down from a corner post.



FLYING KNEE DROP
From a corner post land with your knees on your opponent.



PLUNGER
Launch yourself from the mat to land on an opponent outside the ring.



JUMPING KNEE BUTT
You can jump and make Knee Butts while running.

CHARACTERS

FIGHTER HAYBUSA



This is a wrestler from Japan. Besides making full use of orthodox techniques, he is also an expert at the Back Brain Kick. Although it is extremely difficult, when it does work, its force is tremendous.

STARMAN



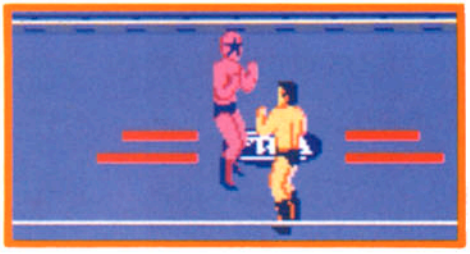
This wrestler looks like he comes from Mexico. He's good at the acrobatic techniques derived from traditional Mexican wrestling. The audience gets a real thrill when they see him use the Somersault Kick.

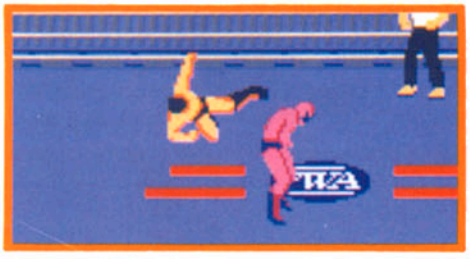
KIN CORN KAN



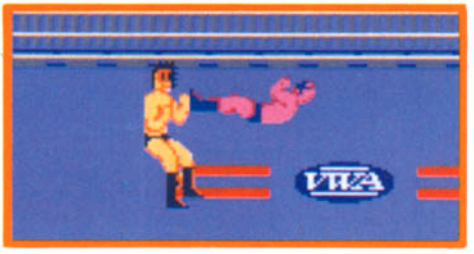
This wrestler is from Korea. He's good at Karate style techniques. Although his moves are comical to see, he puts his weight behind them and really inflicts a lot of damage.

BACK BRAIN KICK

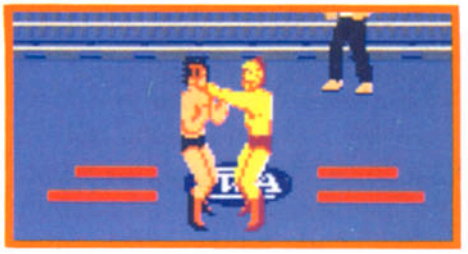




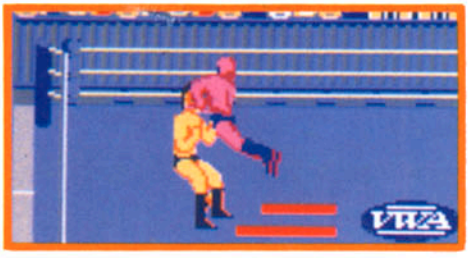
SOMERSAULT KICK



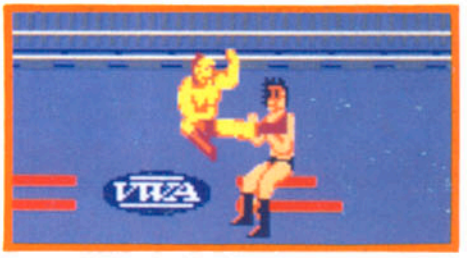
MONGOLIAN CHOP



FLYING CROSS CHOP



KARATE KICK



THE AMAZON



This wrestler wears a mask and his nationality is unknown. He uses illegal techniques like biting and attacking with Deadly Weapons whenever the referees aren't watching.

GIANT PANTHER



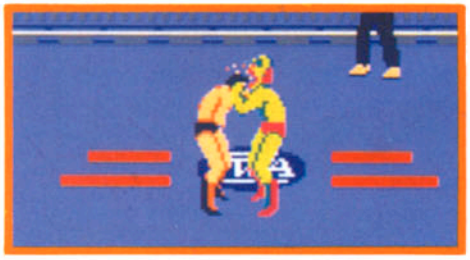
This is a powerful wrestler from the USA. In the Iron Claw technique, he grasps his opponent's face with his big hands. In Head Butt, he butts you with his hard forehead.

KING SLENDER

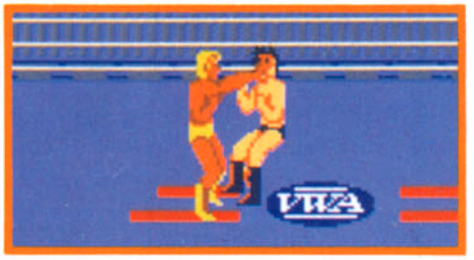


This wrestler is from the USA. He's able to use a variety of techniques including the deadly Backbreaker technique. He lifts opponents up and breaks their backs over his knee.

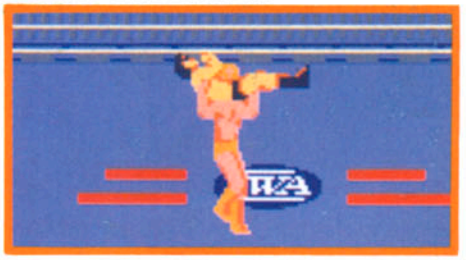
PIRANHA BITE



IRON CLAW



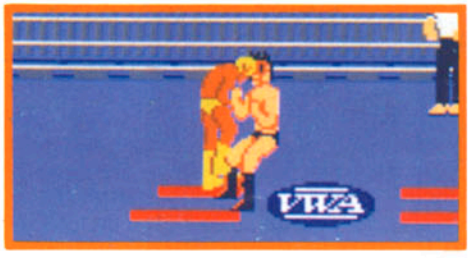
BACK BREAKER

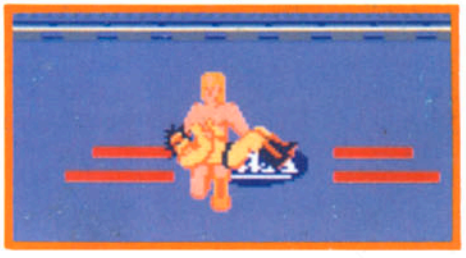


OUTLAW CHOKE



HEAD BUTT





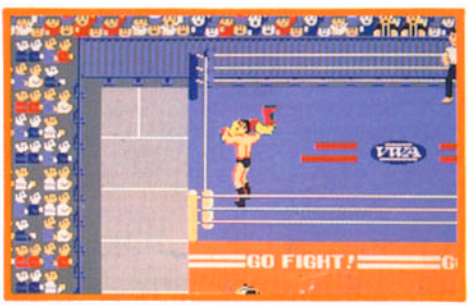
PLAYING TIPS

HINTS ON HOW TO BEAT OPPONENTS

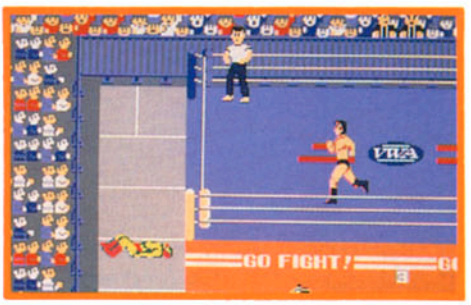
We're going to teach you the techniques necessary for certain victory over your opponents. First, use the more subtle techniques like the Body Slam, Punches or Sole Butts to gradually wear down your opponent's strength. Then, use the Lariat, or Backdrop to further weaken your opponent and finally, break him with Brain-busters or Piledrivers. Each of the wrestlers have individual weaknesses. You have to learn these weaknesses and plan your punches accordingly.

LET HIM OUT OF THE RING!

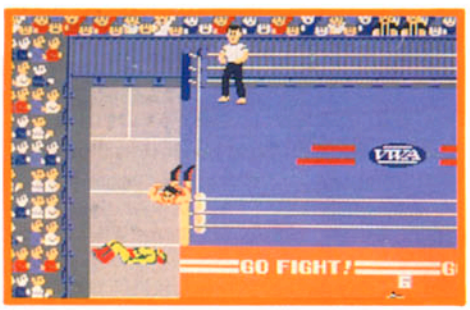
If you don't come back into the ring within 20 seconds, you will lose. However, you can wrestle outside the ring as long as you stay within the 20-second time limit. If you beat him well and go back into the ring alone, then victory is yours!



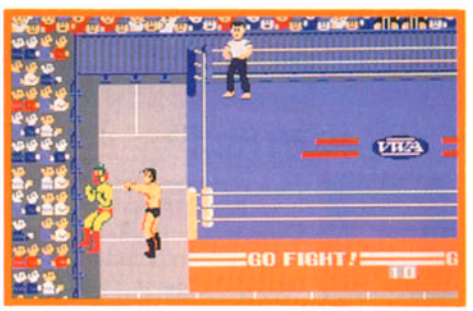
Throw your opponent out of the ring using the Body Slam and Brainbuster throws. Now your opponent is outside the ring.



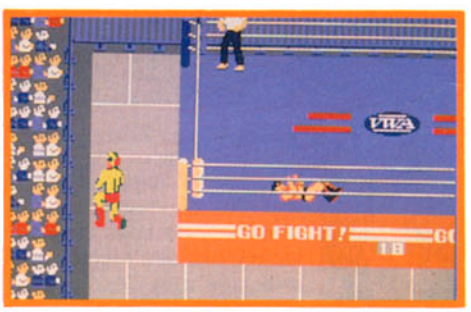
Go back to the center of the ring. Hold down the A button and press the control pad twice quickly in the direction you want to run.



From the ring, use a Plunger to attack your downed enemy who is below the ring.



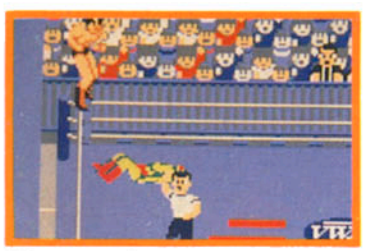
Use button B to pull up your downed opponent and throw him into the ring.



Leave your downed opponent and go back into the ring alone. This way you will have certain victory!

JUMP FROM THE CORNER POST

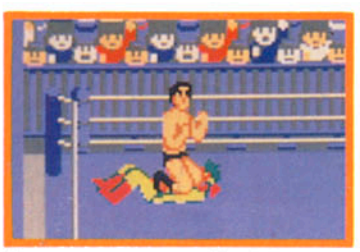
You can also jump down from the top of a corner post onto your downed opponent. This technique does quite a lot of damage to your opponent. However, there are two points that you need to keep in mind. First of all, if you stand on the post for more than five seconds, you will lose the match on a foul. Also, it's quite possible for your downed opponent to dodge your attack.



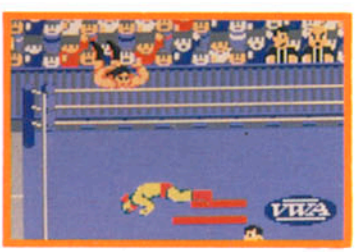
When you down your opponent near the corner, go up onto a corner post.



If you press button A while you are up on the corner post, you can attack your downed opponent.



If you press button B while you are on top the corner post, you can execute a Flying Knee Drop. This one really hurts!



However, if your opponent successfully dodges your attack, the one to get hurt will be you!

NEVER USE THE BRAINBUSTER AT THE BEGINNING

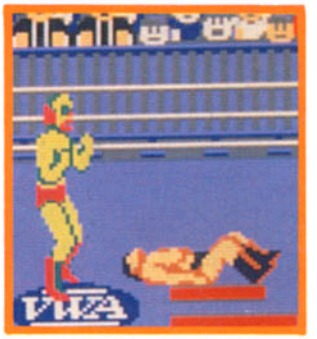
You shouldn't try to use the Brainbuster against your opponent during the beginning of the match. Use the Brainbuster after you've injured him and he is weak. An early attack is too dangerous.



Uh-oh! You've used the Brainbuster right at the very beginning of the match. Although you try to lift your opponent up, you just can't.



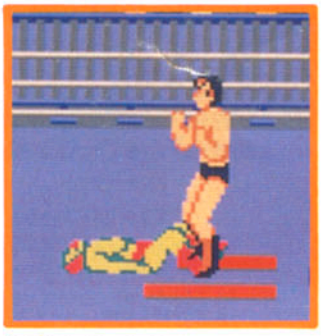
When it begins to look like you are failing in your effort, you suddenly find that you are being lifted up by your opponent instead!



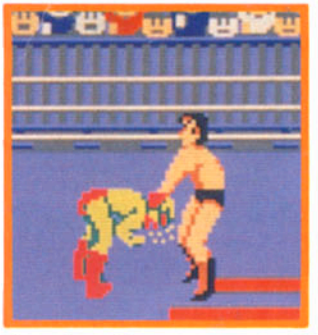
So, you end up being downed, in spite of all your efforts. Brainbuster really works!

PUSH "B" FOR NEXT MOVES

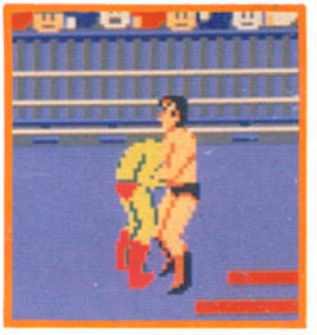
The way to victory is to apply your techniques and wear down your opponent. You don't want to waste time waiting for him to get back up every time you've downed him. When you are near the downed opponent, press button B and force him to get up.



You've downed your opponent! Don't wait! Just press button B and you can force him to get up.



Grapple with your opponent when he staggers up from the mat and then apply your next technique.



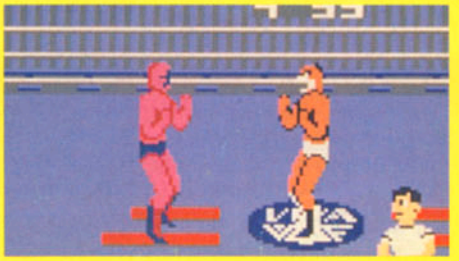
You've decided to use the Brainbuster next. This non-stop attack will surely lead you to victory!

CHALLENGE THE DOUBLE TITLE MATCH

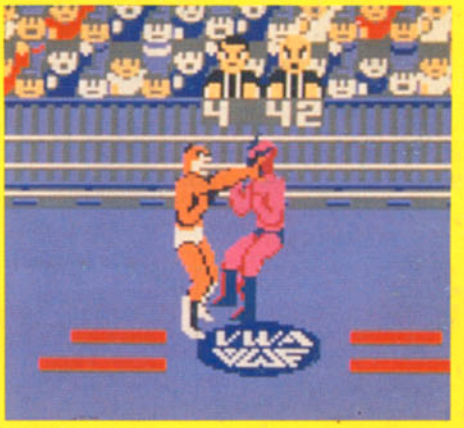
After Game Start, you will enter the match to become the "VWA" champion. When you have climbed up the ranking and have your Champion's Belt at your waist, then the next thing to do is defend your title. If you succeed in defending your title through ten matches, then you can fight the "V" title match with the Great Puma. The Great Puma can make use of any wrestling technique.



You've gone up in the ranking and, at last, you have the "VWA" Champion's Belt.



The mystery champion of the "VFW", the Great Puma, is about to make his appearance. He is very strong!



The Great Puma can make full use of all the wrestler's original techniques. He is a powerful opponent. Instead of just rashly grappling with him, you should try to injure him by fighting outside the ring or using deadly Flying techniques.

CASTLEVANIA





An extraordinary game full of mystery and horror!

The Count has once again awakened and is ready to stalk the Earth. Your mission: Stop him at any cost! The Count wakes up in his coffin and awaits you. Hurry!

HOW TO PLAY

You are the hero of this game! The Whip is your constant companion. Power-Up to Level Two and knock down the Monsters. Inside the castle you'll find Candles. Strike them with your Whip and important Items will appear. You can use these Items to effectively battle the Monsters. The location of the Candles are introduced on a map within this In-depth Review. While reviewing the map, don't miss any of the Candles.



ITEMS

A VARIETY OF ITEMS WILL COME FROM THE CANDLES!

RED MONEY BAGS
Take these and your score increases by 100 points. These characters appear frequently.



WHITE MONEY BAGS
If you take these, you'll receive 700 points. Of all the Money Bags, these have the greatest value.



PURPLE MONEY BAGS
You'll get 400 points if you take these treasure bags. They appear frequently.



MORNING STAR
If you take this Morning Star, your Whip will become longer and stronger. With this, you'll Power-Up.



BIG HEARTS
With each Big Heart you take, you receive five "heart units." These are necessary when using your Special Weapons.



SMALL HEARTS
These only give you one "heart unit" for each one taken, so it's important to get a lot of them.



AXE
This weapon has a lot of destructive power. When you throw it, you smash most enemies to pieces.



FIRE BOMB
When you throw it, a flame blazes up and any enemy standing there is engulfed in flames and destroyed.



DAGGER
When you throw it, it flies horizontally. Its greatest advantage is how far it goes.



CROSS
The instant you take the Cross, the screen flashes white and every enemy on that screen is wiped out!



WATCH
Every time you use the Watch you'll need five of the "heart units." This enables you to stop enemy movement.



BOOMERANG
It flies horizontally when thrown. After a certain distance it turns around and comes back to you.



DOUBLE SHOT
Double your Power-Up Weapons! You can make two of them appear on the screen with this.



TRIPLE SHOT
This triples any Power-Up Weapons that appear on the screen. You can throw three weapons at the same time.



INVISIBILITY POTION
After you take this, your body will glow. During that period, you cannot be injured by the enemy.



CHARACTERS: These are the characters appearing in each stage.

ZOMBIES
These are lost souls that walk trance-like straight ahead. Because they move so slowly, you can destroy them with a single crack of your Whip.



BATS (RED)
The Bats fly at you moving up and down in a wave-like pattern. Because they don't fly fast, you can adjust to their wave-like motion and knock them down with your Whip.



BLACK LEOPARD
When you come within a certain distance of this enemy, he charges at you. He's very fast, so make sure you strike your Whip before he strikes you.



FISH MAN
In the water scene, Fish Man suddenly jumps out of the water and sneaks toward you. When he gets close enough, he'll spit fireballs at you from his mouth.



SMALL MEDUSA
This enemy flies at you in a large, wave-like pattern. Try to match the timing of its wave with the crack of your Whip.



BATS (BLUE)
The Bats cling to the ceiling and, when you draw near, come swooping down on you. Before they reach you, prepare yourself.



BLACK KNIGHT
The Black Knight wanders around back and forth. Because of his thick armor plating, you cannot destroy him with one strike.



SKELETON
It stands perfectly still but, at certain intervals, spits fire at you. It takes several blows from your Whip to destroy him. You must avoid the fire bullets while attacking him.



GHOST
You can destroy him with two strikes of your Whip, but if you fail, he'll cling to you. If you don't destroy him right away, he can be very dangerous.



HUNCHBACK
Most of the time he stands perfectly still. But, if you get too close, he leaps at you and then clings to you. Strike him with your Whip just before or just after he jumps.



WHITE SKELTON
He throws bones at you while dancing. Whip him when he gets close to you. It's very dangerous to run.



EAGLE
Just when you think he's attacking in a straight line, he changes direction. He attacks quickly. At the instant he appears in front of you, strike him with your Whip.



SKELE-DRAGON
He is perching on the castle wall with a long bobbing neck that breathes fire. Crouch down and mount a counter-attack from as far away as your Whip can strike.



RED SKELETON
This is a Skeleton which sneaks up on you. When you strike him with your Whip he dies, but after a certain period of time, he revives.



AXE MAN
He repels your attack with his shield and throws an Axe which returns to him like a boomerang. He is a very powerful enemy.



BOSS CHARACTER

In the third stage of each group of three, the Boss Character appears. Their energy is high, so you must attack again and again until their energy gauge is zero. When you destroy them, a shiny ball falls from above and you'll clear to the next block of stages.



PHANTOM BAT
Spreading his wings and moving irregularly, he flies close to you and then retreats. An Axe or Boomerang is more effective than hand-to-hand combat.



QUEEN MEDUSA
A legendary monster with hair made of snakes, she will slowly approach you to try and foil your counterattack. Use the Watch to stop her, and then attack fiercely.



MUMMY MEN
They are twin Bosses. They attack you by throwing bandages from their bodies. Use a Dagger, Boomerang or Fire Bomb to stop them.



FRANKENSTEIN & IGOR
Frankenstein attacks gradually, while Igor jumps and attacks. Don't let Igor divert you with his jumping. An intensive attack with the Dagger or Fire Bomb is effective.



GRIM REAPER
A very strong enemy who throws a Sickle as he flies around. Position yourself as far away as possible and attack him with a Boomerang or Dagger.



THE COUNT
The last and biggest boss. He's in the high place of the last stage. He's an extremely dangerous enemy who breathes fire as he "warps" around the room.

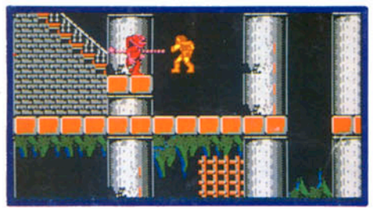
SECRET POINTS

Besides the items that came out of the Candle, there are hidden treasures scattered throughout the Stages. These treasures appear when you break walls, break the area at your feet, or make specific movements in certain places. Some of the treasures are useful in other ways. Timing is everything when trying to get the items.

PLAYING TIPS 1

BLOCK ONE

The enemies that appear in Block One are simple to destroy. Consider this a practice stage in preparation for more difficult ones. Practice the use of items, the timing of your Whip, and jumping. The Phantom Bat can be destroyed with flying weapons.

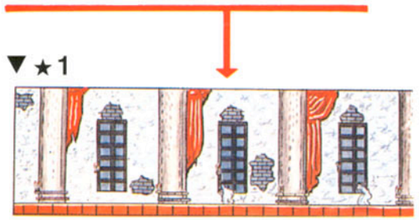




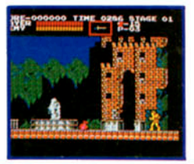
HINTS 1-2



You can destroy Zombies by striking them with your Whip. However, when they come in groups, be prepared by cracking your Whip, without stopping. It's important to practice the timing of this technique.



HINTS 1-1

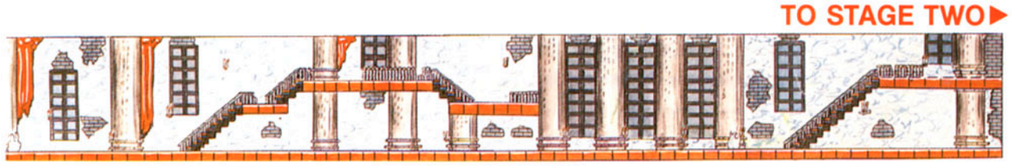


The enemy doesn't appear before you enter the castle. Complete the Power Up of the Whip by striking five Torches. If you jump outside the castle entrance the hidden Money Bag, worth 1000 points, appears.



STAGE ONE

The only enemies you encounter are Zombies and the Black Leopard. You can proceed safely by striking them with your Whip. Because the Black Leopard's attack is faster than you'd expect, try to time your strike accordingly.



HINTS 1-3



The Fire Bomb is effective against the Black Leopard. You'll find it inside the Candle at the top of the stairway. If you don't have the Fire Bomb, remember to crack your Whip just before the Black Leopard jumps.

HINTS 1-4



If you strike the block at the end of the stairway with your Whip, a Bonus Treasure Bag appears. It's good strategy to use these opportunities to earn extra points.

HINTS 1-5

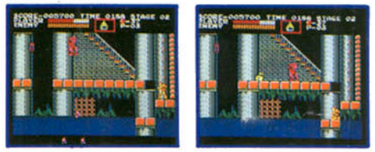


You clear the stage when you go over the stairway. The Cross is hidden at the top of the last stairway. This has the power to clear all enemies from the screen at once!

STAGE TWO

Although Stage Two is short, you can't clear it without using the underground path. Enemies you'll encounter include Fish Man and Bats. At the water screen you'll lose one player if you don't secure your position. This timing of your jumps is very important.

HINTS 2-4

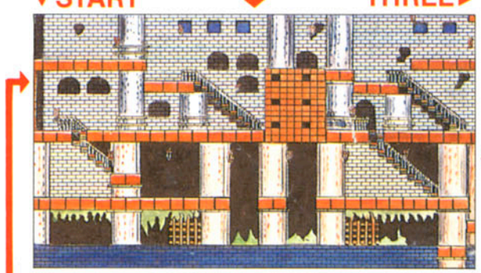


Crouch down after destroying the block on your right and wait for the bonus Money Bag to appear. Take the bonus, but be careful of Fish Man.

HINTS 2-2



Because the Bats fly at different heights, pay close attention to how high you crack your Whip.





HINTS 2-1

Bats flutter toward you in a wave-like motion. If necessary, strike from the crawling position. If you break the block at the bottom of the left stairway, a Pork Chop appears. This is a precious Item.

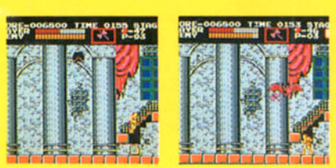
HINTS 2-3



As soon as Fish Man comes out of the water, quickly hit him with your Whip before he attacks you. Timing is very important!

SECRET POINTS

In order to destroy Phantom Bat, use the Axe from this stage and the Shot Multiplier Item, hidden at the stairway on the right edge of the screen. If you attack him using these two items, you should be able to beat him.

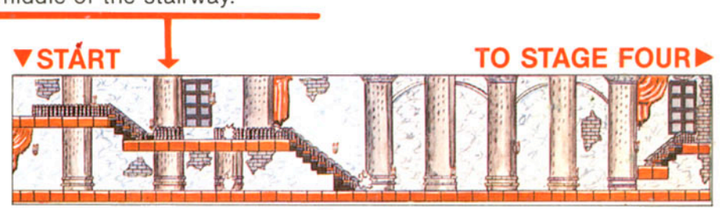


STAGE THREE

This is the final stage where the boss, Phantom Bat, awaits. As you descend the stairway, an important item, the Axe, is hidden in the Candle on your right.

HINTS 3-1

The Invisibility Potion is hidden in the middle of the stairway.



HINTS 3-2

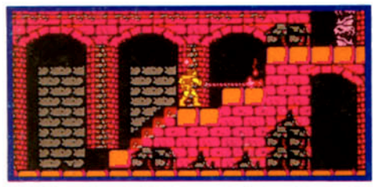
The Axe appears when you destroy the Candle in the middle of the last stairway.

The block at the stairway on the right edge of the screen is also important. The Shot Multiplier Item is hidden there.

PLAYING TIPS 2

BLOCK TWO

Beginning with Block Two, the number of enemies increases and your challenge increases. Important techniques, such as anticipating enemies' movements and hopping over obstacles and holes in the floor, are now required.





STAGE FOUR

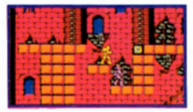
The enemies appearing in Stage Four are Black Knight and Bats. This is a short stage and should be relatively easy to clear. The trick is to pay attention to the Bats' movements and to strike Black Knight repeatedly with your Whip.

HINTS 4-3



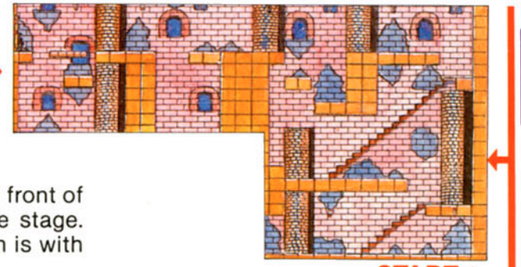
The Black Knight stands in front of the door at the end of the stage. The best way to defeat him is with Flying Weapons.

HINTS 4-2



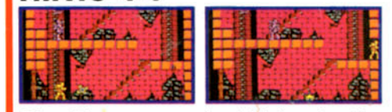
You'll see the Black Knight standing underneath. If you break the block that's there, a Shot Multiplier Item will appear.

▲TO STAGE FIVE



START▲

HINTS 4-1

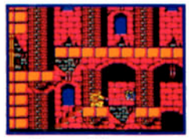


The Boomerang is hidden in the first Candle in this stage. Also, if you go up the stairway, go inside, and then break the block on your right. You'll find a hidden bonus, a Treasure Crown, under the stairway.

STAGE FIVE

The Small Medusas appear throughout this stage. You'll have some trouble destroying them. At first, you'd better think about dodging them rather than destroying them. So, learn the timing of their wave motion. Be careful of the holes scattered about the place.

HINTS 5-4



Use the technique of cracking your Whip from the crouching position against Medusa. Be careful not to fall in any holes.

HINTS 5-5



The Pork Chop is hidden at the left side of the screen. If your energy is low, be sure to take it. It'll replenish your energy.

◀TO STAGE SIX



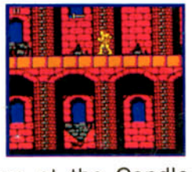
START▲

HINTS 5-3



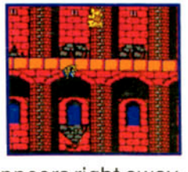
There are two blocks on the left side that are taller than the rest. If you stand on them a moment you'll see a Treasure Box coming up from the blocks on the right.

HINTS 5-2



A Dagger appears at the Candle located near the center. Take it only if you don't have any other weapon.

HINTS 5-1



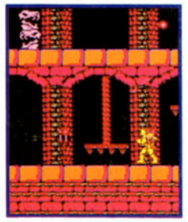
A Small Medusa appears right away. All you have to do is dodge her. Learn the timing of the wave motion.

HINTS 6-3



The Shot Multiplier is hidden in the block in the lower left corner. It is very helpful in fighting attacks from the fire-breathing Skeletons.

HINTS 6-2



To deal with the Hanging Ceiling, move to the left as you ascend. Time your leftward movement with your ascent.

HINTS 6-1

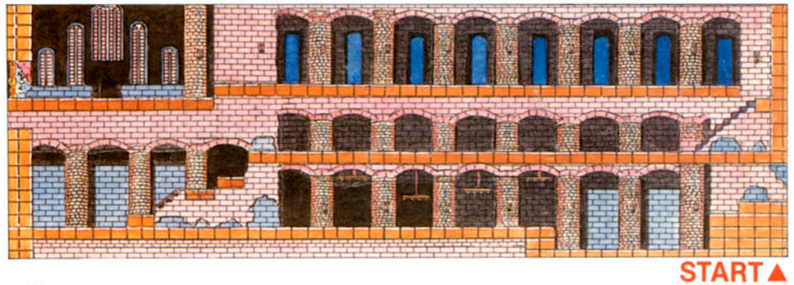


There is a precious item, the Pork Chop, in the block at the beginning of the stage. This item will help you recover from your injuries.

TO STAGE SEVEN▶

STAGE SIX

In this stage, you encounter the trick of the Hanging Ceiling as well as attacks from fire-breathing Skeletons. If you're not confident with your fighting techniques, it's more effective to obtain the Watch before challenging this stage. You can challenge the Skeleton attacks and Hanging Ceiling after you stop him.



START▲

SECRET POINTS

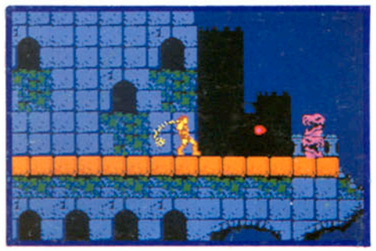
An effective way to defeat Queen Medusa is to shoot her continuously, or if you only have a Whip, strike her repeatedly from the crouching position. It's easiest, though, to burn her using a Fire Bomb. Whatever technique you use, it is to your advantage to stop her first with the Watch.



PLAYING TIPS 3

BLOCK THREE

The enemies appearing in Block Three have more complex movements and are therefore harder to destroy. You'll especially have trouble timing the crack of your Whip against the Hunchback. Try using the strategy of changing weapons. Despite the slowness of the bosses' Mummy Men, they're strong enemies and difficult to destroy.



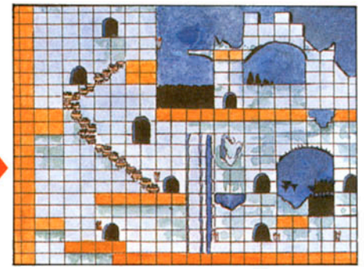


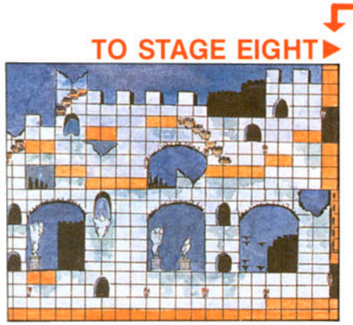
HINTS 7-3

The White Skeleton appears in the lower left corner. He jumps back and forth as he throws bones at you. But don't panic! Strike him with your Whip as he approaches you.

HINTS 7-2

The Pork Chop appears around these blocks. Use it when it'll benefit you most.





TO STAGE EIGHT▶

▲START

HINTS 7-4



Even at the upper levels, the Fire Bomb is still an effective weapon. If you drop it on the White Skeleton below you, he'll burn with one strike. The Fire Bomb isn't effective against the Eagle, so use your Whip.

HINTS 7-1

First, take the Fire Bomb which appears on the first scene of the stage.

STAGE SEVEN

There are four enemies here: the Ghost, the Hunchback, the White Skeleton and the Eagle. The Fire Bomb is your most effective weapon. Try to remain calm so you won't be tricked by your enemies' movements.

STAGE EIGHT

Your main enemies are the Skeleton and the Eagle. When the Eagle flies at you, attack him with your Whip. Against the Skeleton, remember to crack your Whip repeatedly during the intervals between his fire-breathing.

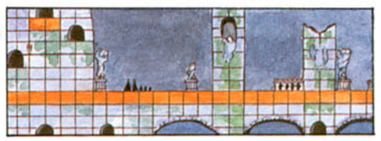
HINTS 8-1

First a Small Medusa appears. It's best to avoid her. At the bottom of the stairway, a Boomerang is hidding in the Candle.

HINTS 8-2



If you crouch to the right of the stairway, a bonus Treasure Bag appears at the left side.

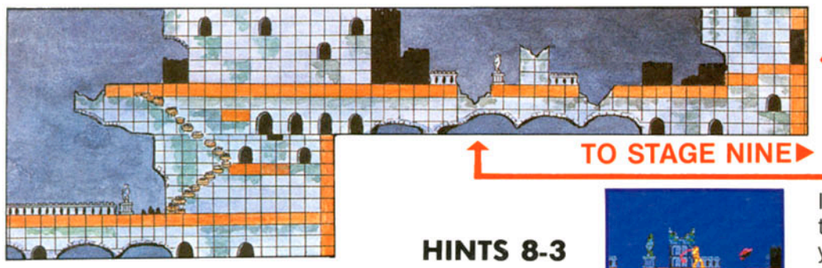


▲START

HINTS 8-4



A Watch is hidden inside the Candle at the upper left. If you take this, it will give you quite an advantage to destroy the Skeleton at your right.



TO STAGE NINE▶

HINTS 8-3

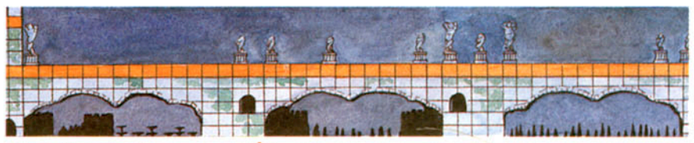
In areas like this, be prepared for the Eagle's attack. With the Watch, you'll have the advantage you need to destroy the Skeleton. Stop the time and strike him.

SECRET POINTS

The Watch is useless against the twin bosses' Mummy Men. Therefore, switch weapons, and use the Dagger. You'll find it hidden inside the only Candle in the room. As you fight with the Dagger, be sure to dodge any bandages they throw at you.

STAGE NINE

The key to conquering Stage Nine is the method you use to destroy Skeleton. Try using the Watch that you got in Stage Eight. But remember, this weapon is useless against the bosses' Mummy Men, so use the Dagger hidden in the bosses' room.



▲START

HINTS 9-1



The Eagle, moves in a certain pattern. With the timing techniques learned in previous stages, strike the Eagle with your Whip.



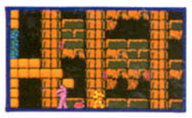
TO STAGE TEN▶

HINTS 9-2



The White Skeletons hop over the ruined patch. Destroy the first one as he approaches you, and then destroy the second one with your Whip as you jump off the cliff. Timing is everything!

HINTS 9-4



The Pork Chop is hidden in the blocks in the room with the bosses' Mummy Men. With the Pork Chop, replenish your energy which has been drained.

HINTS 9-3

The most effective way to destroy the Skeleton is to stop time with the Watch and then strike him repeatedly.

EXCITEBIKE





Let fly with a super jump. You too are Supercrosser!

The exciting game of motocross is played right in your own home on your television set. The techniques used for super jumps, wheelies and blocks are almost the same as those used in an actual supercross course!

HOW TO PLAY

Excitebike is a game which re-creates an actual stadium motocross meet. There is a preliminary game and a regular game.

In order to participate in a regular game, you must first win a national challenge race. There are one to five courses in a national challenge race and you can start from any one of them.

There are also five courses for a regular game. If you win at the first course, your rank will go up from two to five, in order of sequence. Choose from Course Two to Five of the preliminary courses and, if you win, your rank will go up with each regular game.

Skillfully guide your bike over the course by pushing up and down on the control pad. Occasionally, a jump ramp will appear. When this happens, press the left side of the control pad to raise the front wheel for a good jump. Will you become a supercross champion?

SPEED/BRAKE

If you use button A, the bike will speed, or decrease in speed. Use this button to avoid obstacles or pass competitors.



PRACTICE MODE

In the practice mode, a target time will be indicated. If you complete the course time, your time will become the new target time for the course.

There are two motocrossers you are competing against. But your skill and best time will make you a true winner.





BUTTON B—TURBO!

During the race, you can engage the turbo by pushing button B.

DON'T OVERHEAT THE ENGINE!

Pay attention to the engine's temperature. If the engine's temperature gauge stays in the green range, it's fine, but if it goes into the red zone, the bike will overheat and stop.



COOL DOWN AT ARROW SIGN!

At several places an arrow sign will appear. Move your bike past the sign and the engine's temperature will drop. If you turn on the turbo while the engine is cooling off, you stand a winning chance.



HOW TO PLAY

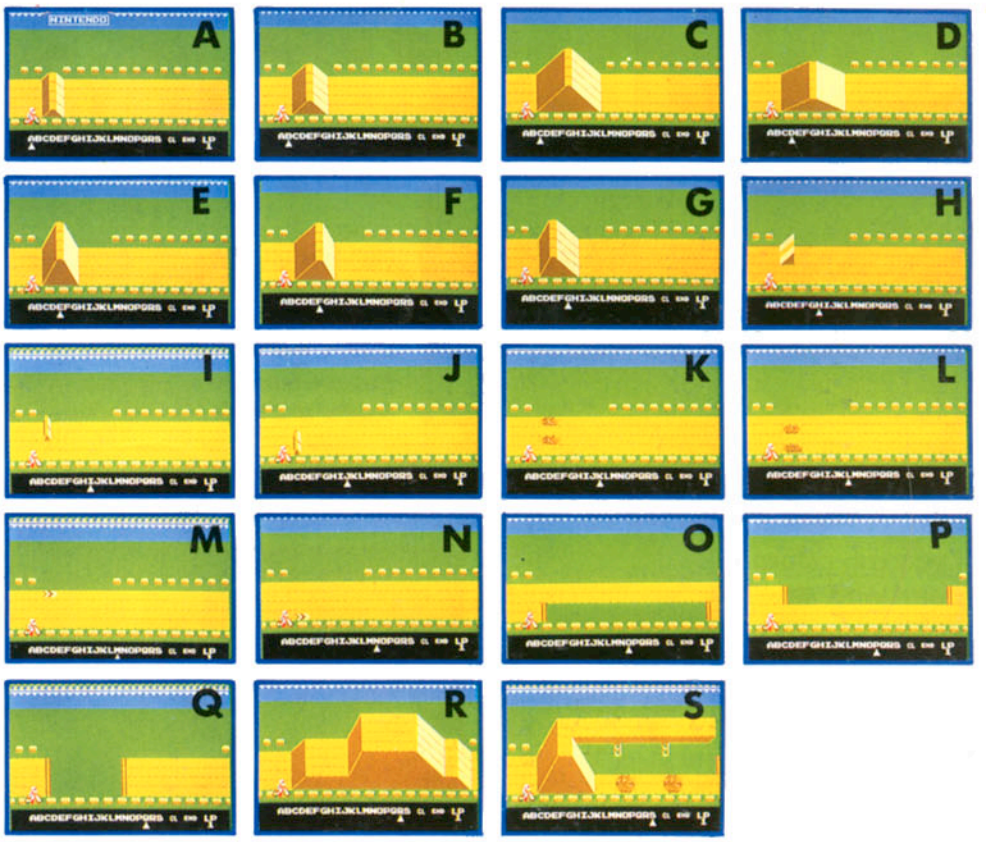
DESIGN MODE

Design Mode is a feature of this game that allows you to design your own favorite layout.

Select the Design Mode from the title screen and push the START button. Then choose the Design Mode again to set up the course layout. Move the motocrosser forward with button A to the desired location, then select an obstacle from "A" to "S" and place it on the track using the B button.

To erase a hurdle, select "CL" and push button B.

You can also establish the number of laps for the course—from one to nine laps—using the up and down positions on the control pad.



PLAYING TIPS

HIGH JUMPING

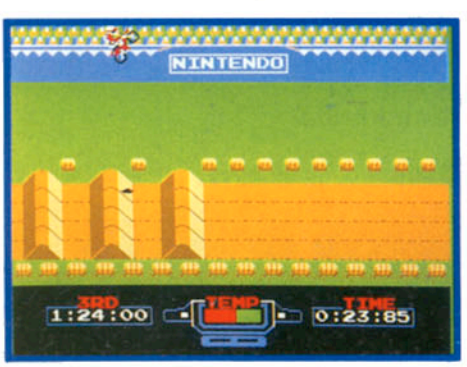
When you must jump over high obstacles or use the jump ramp, push the left side of the control pad to raise up the front wheel and jump. If you keep your front wheel up while you are in the air, it helps you to go even higher and makes it easier to keep clear of any obstacles ahead of you.

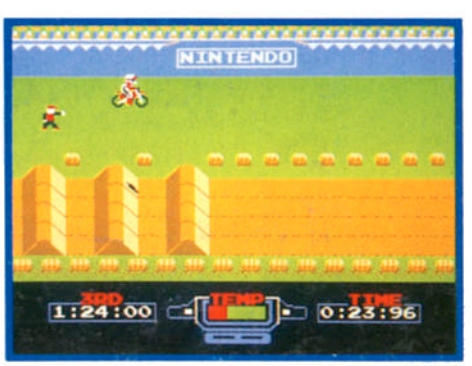
LONG JUMPING

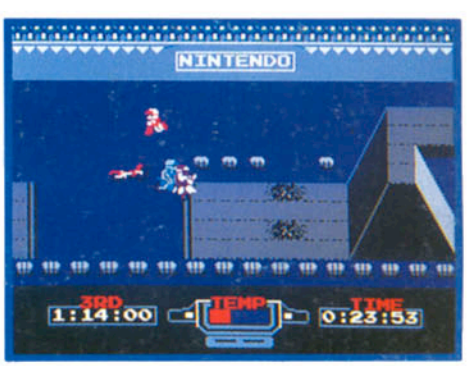
This is the most effective jump during the race. When you come to a jump ramp or an obstacle, raise your front wheel up and go full speed ahead. If you can match the angle of the jumping bike to the angle of the landing spot, you can land without losing any speed.

GET BACK UP

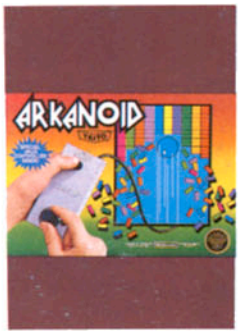
If, during the race, you bump into a rival motocrosser or make a bad landing from a jump, your bike will overturn. When this happens, you can get back up faster by hitting button A repeatedly. Use this technique to get your best time and win the prize.







ARKANOID



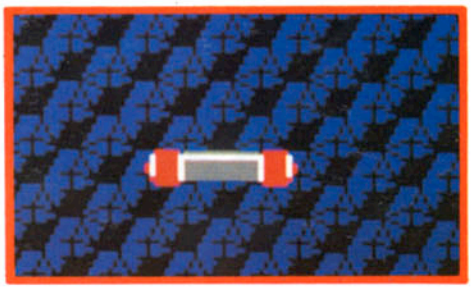


A masterpiece of a block-busting action game!

This action game uses a bar to return a ball. At first glance, it looks easy but it's actually a very exciting game. As the game progresses, enemy characters appear, and your mission becomes more difficult. It's a game of great excitement!

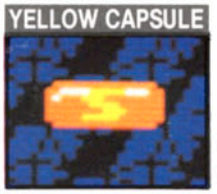
HOW TO PLAY

If you can return the balls, striking them with the bar called Bowse and clear away all the walls, you've achieved Round-Clear. However, if your ball goes to the rear, your bar will break. The number of bars is limited, so if all the bars are destroyed, the game is over.



CAPSULES

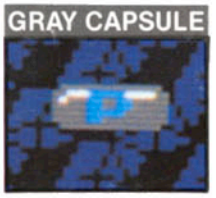
If you destroy a wall, a capsule might appear. If you capture this capsule with your Bowse bar, the bar will become more powerful.



■ **SPEED-DOWN**
If you get this one, the ball will slow down.



■ **CATCH**
The ball will stick to Bowse. You can shoot the ball by pressing the button.



■ **PLAYER-EXTEND**
If you get the Player-Extend capsule, you automatically gain another Bowse bar.



■ **EXPAND**
If you get the Expand capsule, Bowse's length will be extended.



■ **DISRUPTION**
The ball will form into three pieces. You need only hit one of the three pieces.



■ **LASER**
If you press the button, Bowse will fire a Laser which can be used to destroy the wall.



■ **BREAK**
An exit opens on the lower right part of the screen. If you put Bowse through, you can go on.

KINDS OF WALLS

NORMAL WALL

This is a wall which you can destroy by hitting it once with a ball.

- **WHITE — 50 points**
- **ORANGE — 60 points**
- **LIGHT BLUE — 70 points**
- **YELLOW-GREEN — 80 points**
- **RED — 90 points**
- **BLUE — 100 points**
- **PINK — 110 points**
- **YELLOW — 120 points**

THE HARD WALL

The Silver Wall cannot be destroyed unless it is hit a certain number of times. Here is number of strikes required:

Rounds 1— 8: 2 strikes
Rounds 9—16: 3 strikes
Rounds 17—24: 4 strikes
Rounds 25—32: 5 strikes

THE WALL OF IMMORTALITY

If you can destroy all other walls except the Golden Wall, you can still achieve Round Clear.

CHARACTERS

These enemies can be destroyed by striking them with a ball. But in doing so, it changes the direction of the ball.

SLENDER



FORGOT



MECHANIMAL



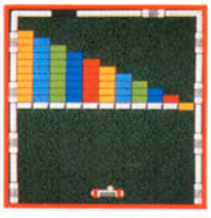
PLAYING TIPS

There are a total of 33 rounds. Here is an explanation of the invasion techniques for Rounds 1 through 17. After Round 17, you're on your own! The further you get, the more difficult the rounds are.



ROUND 1

First, master the basic techniques. Practice the method for taking Capsules.



ROUND 2

Break down the wall on the far right. From there, you can destroy the wall more efficiently if you put the ball inside.



ROUND 3

The Walls of Immortality are lined up alternately. The ball jumps around wildly so get used to the speed.



ROUND 4

The enemy will come out of a crack between the walls. Keep a close eye on him and be wary of his movements.



ROUND 5

It looks like an Invader Game Character. There are many Hard Walls, so it's difficult to destroy them.



ROUND 6

If you put the Walls of Immortality to good use you can clear Round 6 more easily.



ROUND 7

The enemy appears in mass, but stay calm and return the balls steadily.



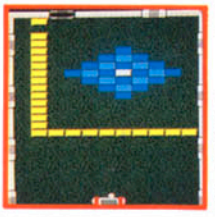
ROUND 8

You must destroy the Normal Wall that's surrounded by a Wall of Immortality.



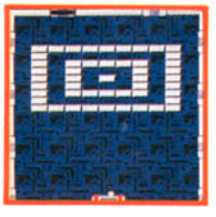
ROUND 9

The walls on both sides of you are guarded by Walls of Immortality. Jump right in!



ROUND 10

Put the ball though the crack in the "L" shaped Wall of Immortality and take the Disruption.



ROUND 11

Although they're all Hard Walls, no Capsules appear. Concentrate and return the balls steadily.



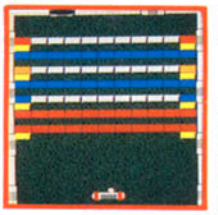
ROUND 12

Destroy the Normal Walls that are within the Walls of Immortality. Skillfully put the ball through the crack.



ROUND 13

At last, an easier round! You can relax for a moment through this round.



ROUND 14

Both ends of the Wall of Immortality block your way. You'll have to consider the rebound angle.



ROUND 15

There are many walls here, but since they're all Normal Walls, it's not too difficult to clear this round.



ROUND 16

There are a lot of Normal Walls here, too, so it's not a difficult round. But, the walls have different heights, so pay careful attention to the rebound angle.



ROUND 17

The surface is shaped like an umbrella. The Wall of Immortality blocks your way, so attack from the left and the right side.

SECRET POINTS

This stage of the game is very difficult, but with the help of two shortcuts for clearing all the screens, it's not impossible. The two shortcuts are: the Continue Mode and the Round Select Mode. Try to memorize both commands.

●CONTINUE MODE

To continue, wait for the screen to return to the Title Screen. When the Title Screen is on, hit the Select button five times while holding down the A and B buttons on Controller One. Then press the START button. You begin where you left off when the last game ended.

●ROUND SELECT MODE

You can skip to the next round if you press the A button and the START button on Controller One simultaneously. Timing is critical and might require some practice. The Round Select function only works in Rounds 1 through 17. After that, you're on your own.

RUSH'N ATTACK



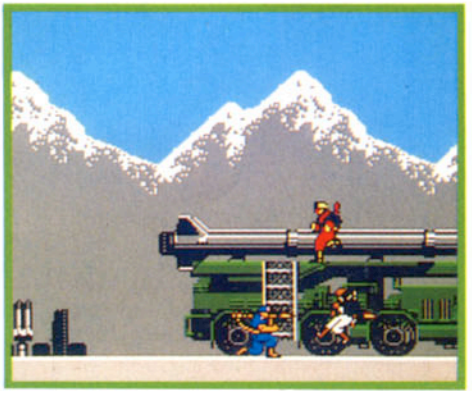


This is the ultimate action game of survival and pursuit!

As a warrior, your mission is to destroy the enemy's ultimate, secret weapon. Your only defense is a simple army knife. The odds are against you! Head towards the enemy's base. Your route will carry you through six side-scrolling stages. The items you can obtain are limited. Good Luck!

HOW TO PLAY

The operation is simple. Pressing button B lets you attack with your knife. Button A lets you attack more efficiently with stolen weapons. When you press the lower part of the control pad, you can lie down. With the upper part of the control pad, you can jump.



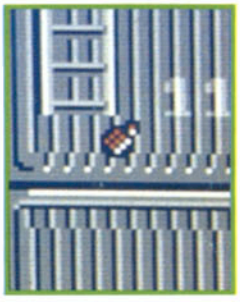


Be careful when you see the yellow soldier. He has a very important Power-Up item hidden. If you destroy him with your knife, the Power-Up item will be left behind. Take it! When you have this item and push button A, you will be able to use a different item.



BAZOOKA

You can obtain this in the beginning of the stage. Its bullet penetrates the enemy's body.



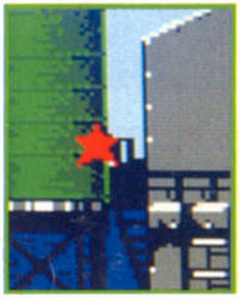
GRENADE

This item enables you to destroy all enemies within a large radius. You can accumulate up to nine Hand Grenades.



PISTOL

This item can shoot repetitively. It's the best weapon for destroying the enemy.



LUCKY STAR

This item appears in Stage Three. If you get it, you will become invincible for awhile. Use this item to your best advantage.

CHARACTERS

Various enemy soldiers will appear: From Foot Soldiers, who simply attack on foot, to Paratroopers, who attack from the air. There are many different attacking patterns. As the stages progress, your enemies become more powerful.



FOOT SOLDIERS

They're the most basic enemy soldiers. They attack on foot from both sides at random.

KARATE SOLDIERS

When they come close, they jump kick at your head.





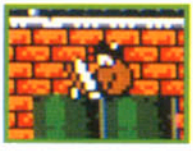
PISTOL SOLDIERS

When they come within a certain distance, they fire their pistols.

MACHINE GUN SOLDIERS

This powerful enemy shoots machine gun bullets at random.





ARTILLERYMEN

They hide in a drum can, and shoot a cannon at you as you approach.

PARATROOPERS

They descend by parachute, and as they reach the ground, they become Machine Gun Soldiers.



PLAYING TIPS-1

Here is a detailed introduction to each of the six stages. As the stages change, the enemy ambushing position changes too. At the final part of each stage, the scrolling stops, and the enemy approaches as a group. If you destroy all of them, you clear the stage.

STAGE ONE



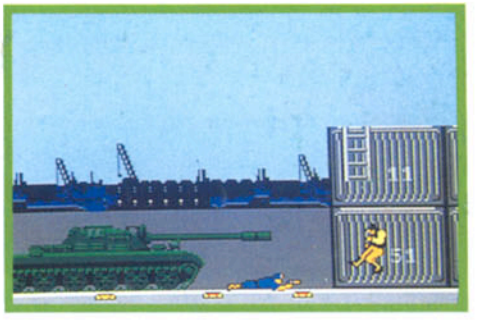
In the first stage, only Foot Soldiers and Karate Soldiers appear on the screen, so attacking them is relatively easy. In the final part of the stage, a large group of Karate Soldiers attack.

STAGE TWO



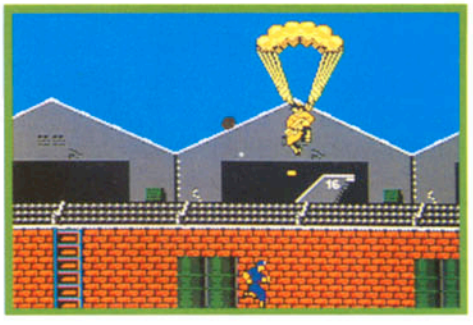
Next, the scene shows an enemy's military airbase. Additional attack will come from the soldiers on top of the watchtower. It's dangerous to stop, so keep moving!

STAGE THREE



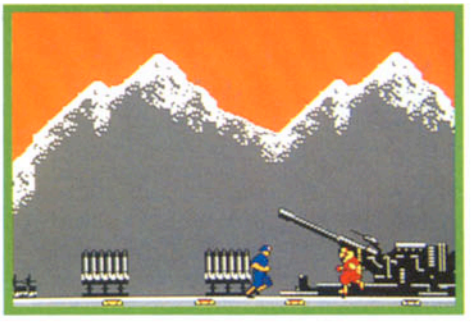
In this stage the battle takes place at your enemy's naval base.
Watch out for the Savage dogs at the end of Stage Three.

STAGE FOUR



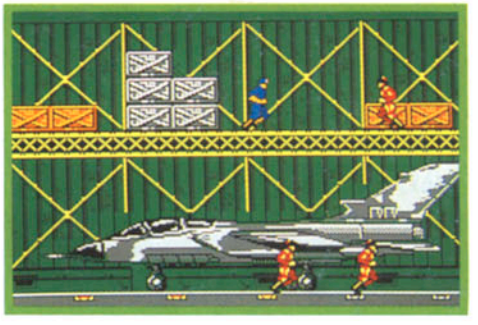
In the background is an enemy Fighter Aircraft hangar. It is most important to use a Hand Grenade to destroy the Artillery Men hiding behind the drum can, who are shooting Trench Mortars at you.

STAGE FIVE



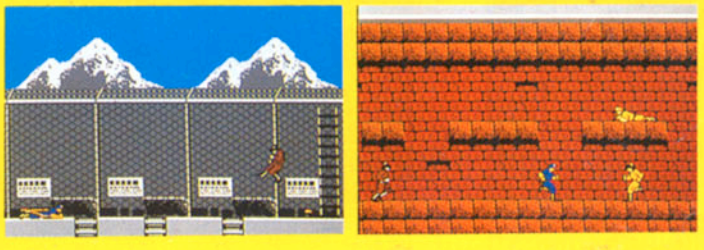
In this stage an infinite number of Land Mines have been set and armed. If you destroy them using a Bazooka, you can proceed safely. At the end of this stage, Paratroopers float down from the sky.

FINAL STAGE



Your enemy's last weapon awaits you! The Death Laser is set on the ceiling and is aimed directly at you. You must use all your skill and intuition or you'll never clear this stage.

SECRET POINTS



If you explode a certain land mine, a descending stairway will appear. When you follow it down, you'll come to a hidden passageway. You can then find a second stairway leading back up when you want to return above ground. However, it doesn't always mean a shortcut. Sometimes a short distance on the ground becomes longer underground. Although the enemy appears underground, you will have one important advantage there: you won't have the danger of being attacked from overhead.

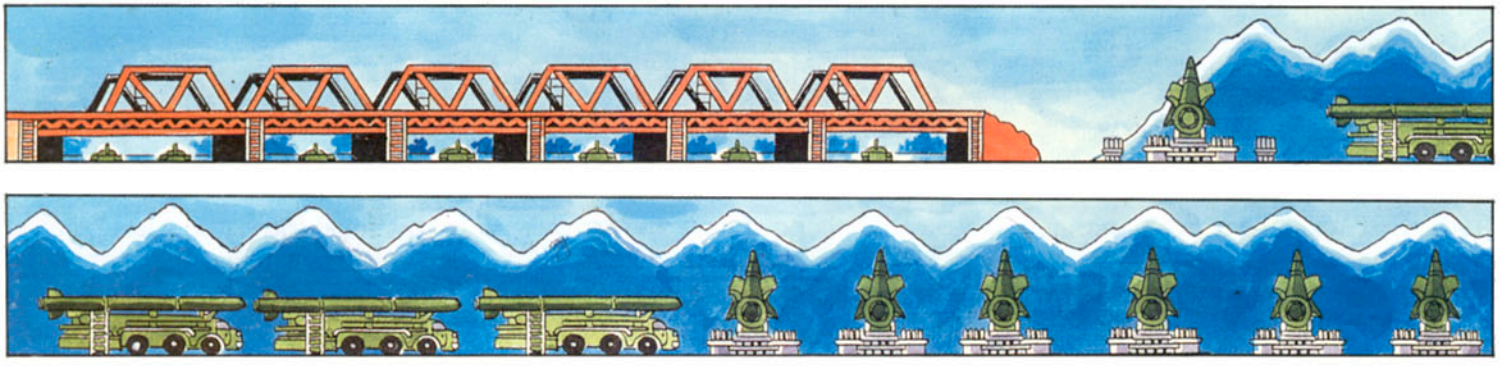
PLAYING TIPS

Here's how to completely capture Stages One through Three.

As you review the map, be sure to check for the stairway markers which help you choose your route. These points will vary with the backgrounds.

STAGE-1

START



FINISH

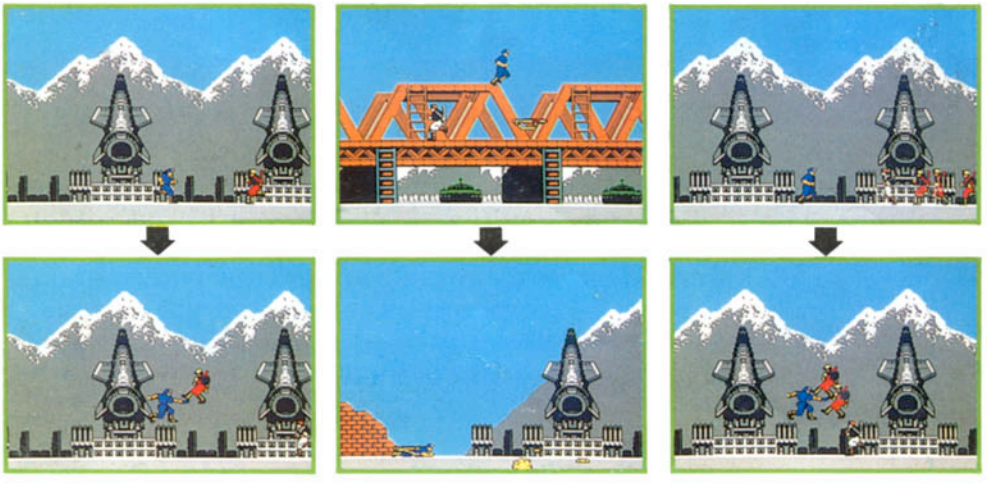
This stage begins with a background scene of an iron bridge, then changes to missiles and later to missile launching pads. Most of the enemies here are Foot Soldiers, so if you're careful of land mines and Karate Soldiers, you should be able to safely clear this stage.

TACTICS

You can destroy a Karate Soldier easily if you quickly jump and stab him with your knife when he jumps and attacks you. Timing is very important.

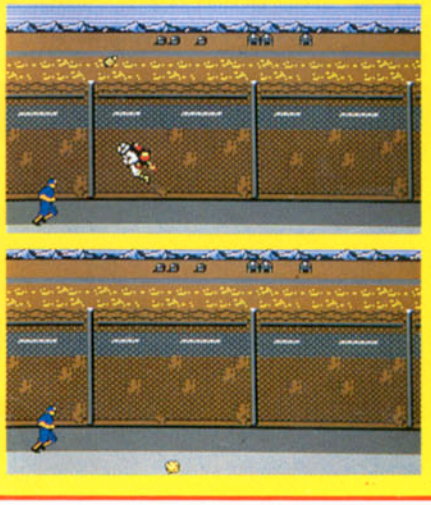
A Bazooka is the item you can get in this stage. If you use button A to fire it into the ground, you can destroy Land Mines. Using this item to set off Land Mines is an effective fighting technique.

At the end of the stage, Karate Soldiers attack in groups. The effective technique in this situation is to repeatedly press button B while jumping! If you extend your knife in the air, you should be able to easily disperse the Karate Soldiers.



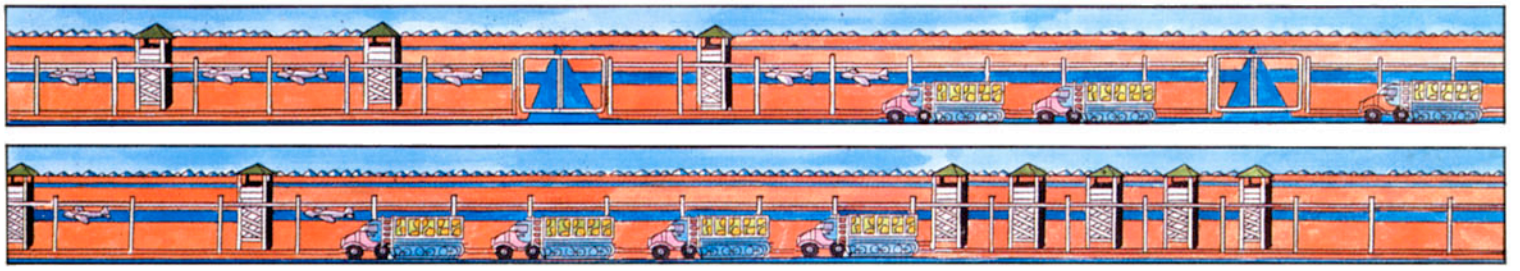
SECRET POINTS

Sometimes there is an unexpected blind spot in the all-out enemy attack which comes at the end of every stage. For instance, during the Rocket Men's attack at the end of Stage Two, you can move to the far left edge of the screen, remain still and after a certain period, the Rocket Men will go away. This is the blind spot, or safety zone. However, not every stage has such a safety zone, so don't let your guard down.



STAGE-2

START



FINISH

This stage is one and a half times longer than the first stage, and the enemy's attack becomes more intense. It's a very difficult stage to clear. To counter a Pistol Soldier's attack, time your jumps to dodge his bullets. Also, in order to protect yourself from the Sharpshooter on the tower, it's necessary to dodge left and right out of the bullets' trajectories. If you stand still, you are an easy target. Be careful!

TACTICS

Now we have Sharpshooters at the top of the tower. They aim at your position, so as soon as they shoot, quickly move out of that spot. Since these soldiers are in a high place, it's almost impossible to attack them.



The Yellow Soldier who appears in the second half of this stage leaves behind a Hand Grenade after you destroy him. This Grenade has the kind of power which can destroy all the enemies around you in one blow.

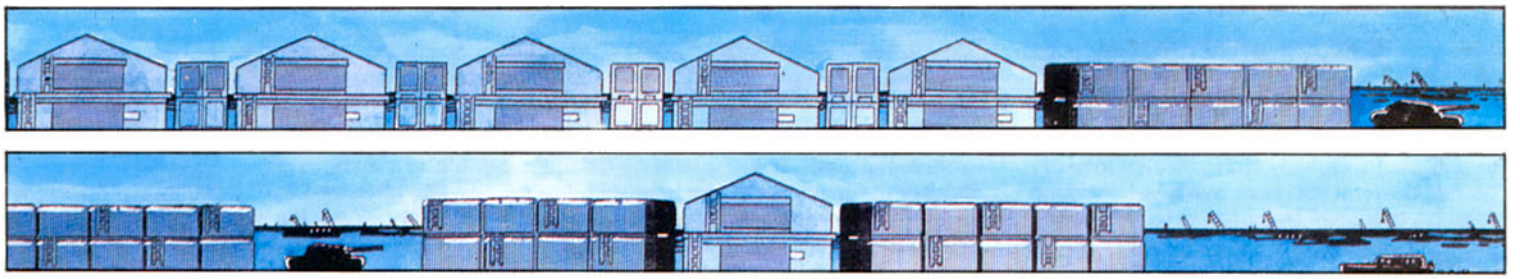


Rocket Soldiers attack in mass at the end of this stage. They attack moving back and forth in the air while descending. The best strategy is to wait until they come to within reach and then jump and attack!



STAGE-3

START



FINISH

The idea of Stage Three is to keep moving around the enemy's naval base. In this stage, you can obtain a pistol and a Lucky Star, which makes you invincible for awhile.

TACTICS

The pistol, which you can obtain after destroying the Yellow Soldier, is very powerful. Because you can shoot non-stop, you can destroy an entire group of enemies. This pistol has a time limit but no bullet limit.



You can also run along the top of the container. Use the stairs connected to the container and proceed along the route which appears safest. Keep in mind that there is no absolutely safe position from the enemy.



At the end of the Stage, Military Dogs (Dobermans) appear. If you press the control pad down, you can lie down on your stomach and continue lashing out at them with your Knife.



DONKEY KONG





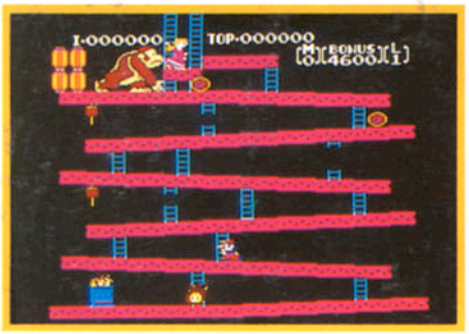
Save kidnapped Pauline from this Giant gorilla!!

Mario's sweetheart has been kidnapped by the giant gorilla, Donkey Kong. Mario sets out to rescue her, but Donkey Kong tries to stop Mario by throwing barrels, jacks, and other things at him. Can Mario save her and return safely?

HOW TO PLAY

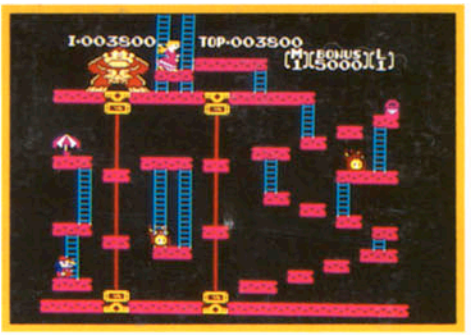
There are three levels in this game. Climb up the steel girders as you dodge the Barrels which Donkey Kong throws at you.

When you reach the top of the steel girders, you've finished that level. However, you have to clear all three levels before you can rescue the kidnapped Pauline.



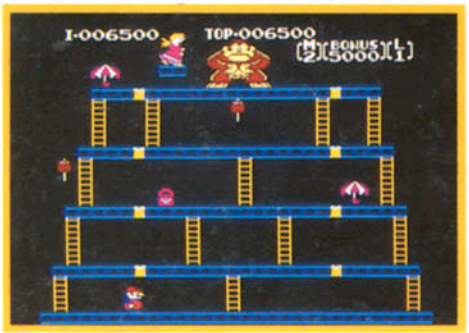
■ LEVEL 1

In this stage, Donkey Kong throws lots of barrels down at you from overhead. Proceed through this level by jumping to avoid the barrels or breaking them up with your hammer.



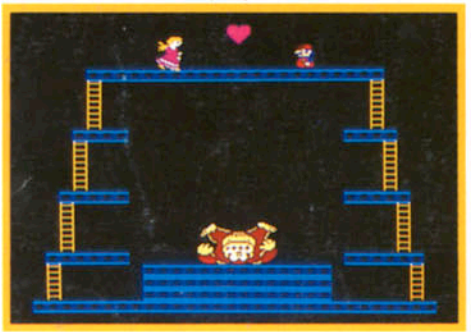
■ LEVEL 2

In this stage, you will use a ladder and an elevator to cross over to the floating girders. Jacks and fireballs will try to stop Mario from proceeding, so be careful.



■ LEVEL 3

In this level, undo the eight bolts which connect the steel girders. If you successfully remove all eight of them, you can save Pauline.

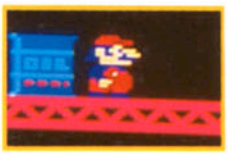


■ ENDING

If you finish all three levels, Donkey Kong will fall down from the top of the steel girder, and Mario will be safely reunited with his sweetheart.

CHARACTERS

Mario's enemies include: Donkey Kong, fireballs, barrels and jacks. If you can get the umbrella and the purse, you get extra points.



Send the hero of the game climbing up the steel girders to rescue Pauline.

The giant gorilla who kidnapped Mario's sweetheart awaits Mario at the top of the steel girders.

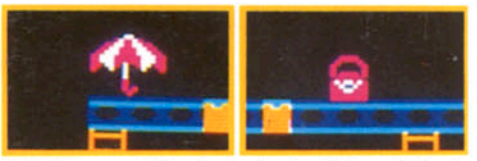




Mario's sweetheart was kidnapped by Donkey Kong. It's Mario's mission to rescue her.

Mario can destroy with a hammer. But, after time passes, the hammer will disappear.





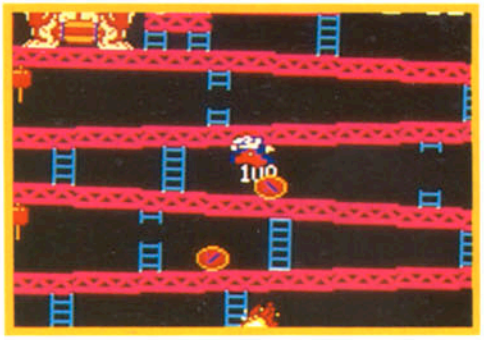
This is one of Pauline's lost articles. If Mario picks it up, you will get 800 points!



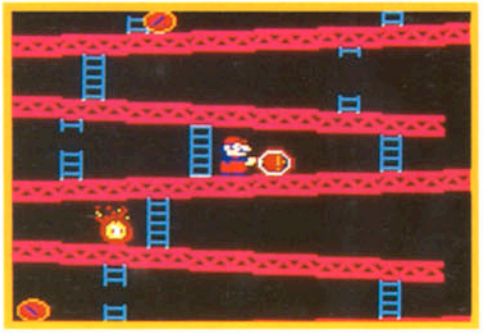
These enemies try to stop Mario from going on. Either jump and dodge them or use your hammer to destroy them.

PLAYING TIPS

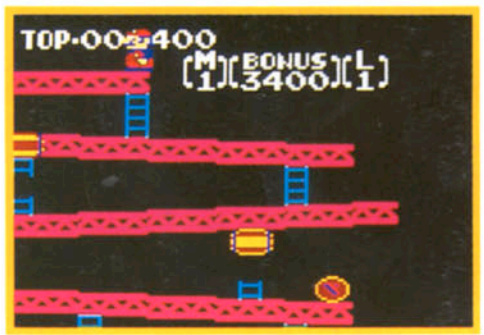
LEVEL 1



As Mario proceeds, many barrels thrown by Donkey Kong will come rolling by. Jump over them and go on. For each barrel you successfully jump over, you will get 100 points.

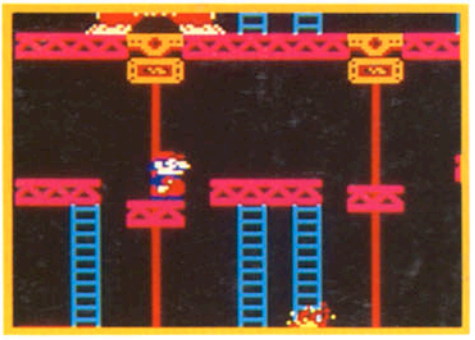


In this stage, a hammer has been set in one of two places. Find the right place, get the hammer, and you will be able to break up barrels. However, you can't climb the ladder while you hold the hammer.

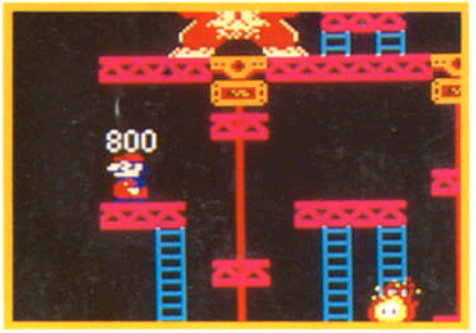


Pay attention to the bonus points shown on the upper right of the screen. As time passes, these bonus points will decrease. The sooner you finish the level, the more bonus points you can keep.

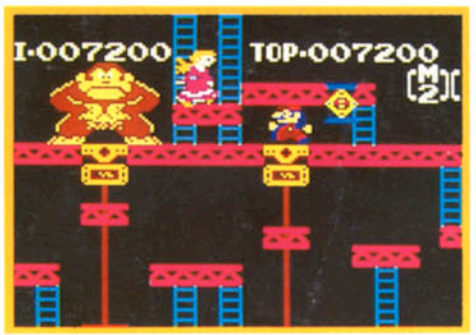
LEVEL 2



In this stage, you must make careful use of the elevator to cross from one steel girder to another. Mario can jump as high and as far as the width of two girders. Be careful not to fall down.

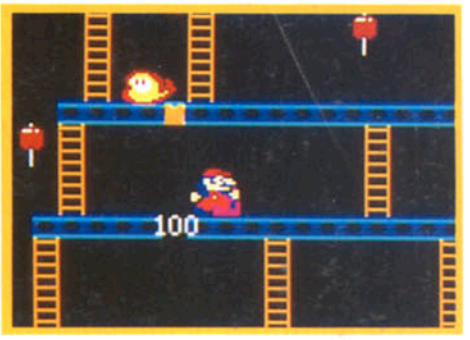


If you can get the umbrella from the upper left of the screen or the purse from the upper right, you will get 800 points for each. When you go to get the purse, be careful of the fireballs and the jacks.

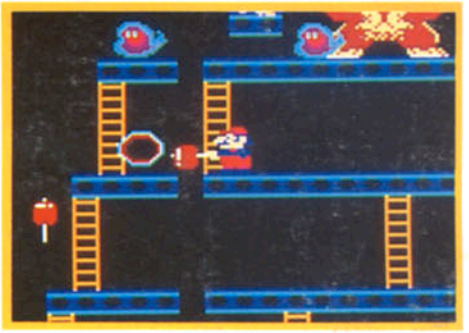


The jacks come down on a set course. This makes it easy for you to avoid them. Wait in front of the position where the jack will bounce. When it has passed over you, it's safe to go on ahead.

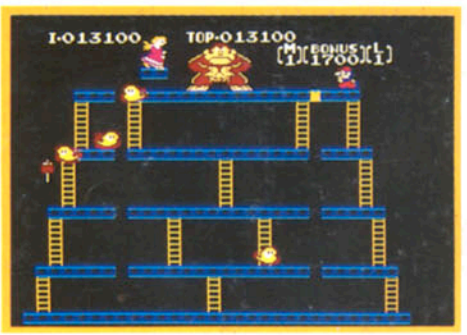
LEVEL 3



In this stage, the steel girders are connected by eight bolts. While avoiding the attack of the fireballs, try to undo all of the bolts.

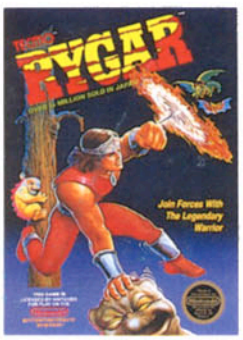


In this stage, a hammer has been set in one of two places. Use the hammer to destroy the fireballs. However, while you are holding the hammer you cannot jump.



The number of attacking fireballs increases, so undo the bolts quickly. The shortest possible way to do this is to go from the lower left upward and then from the upper right downward.

RYGAR



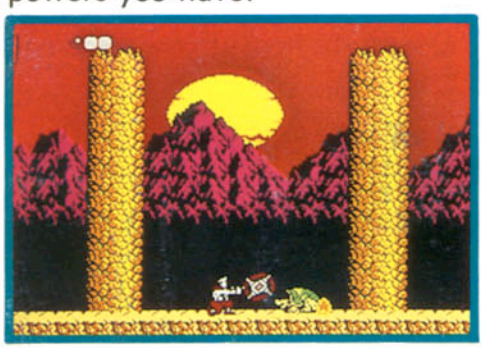


Warriors: Only YOU can bring peace back to Argool!

One day, a flying castle suddenly appeared in the sacred land of Argool. A tribe of human-beast creatures flew down from the castle, and built an evil empire. Now, you must make a stand against this evil empire, and bring peace back to Argool!

HOW TO PLAY

Become familiar with the different powers you have.



You, who have been chosen to be a warrior, have many powers. The first thing you must do is to learn how to put these powers to good use. You have four basic moves: running, jumping, climbing, and destroying enemies with a Diskarmer.



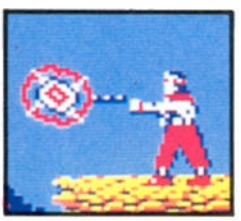
Running



Jumping



Climbing



Diskarmer

SUBSCREEN

THE POWER OF THE WARRIOR

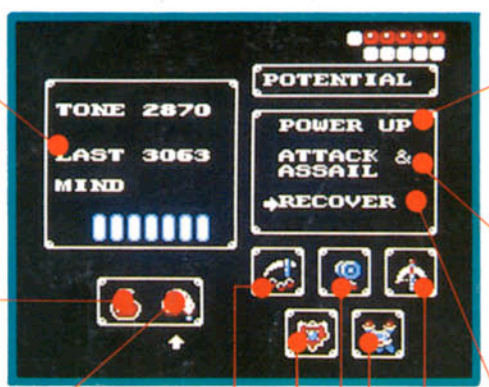
As the warrior destroys his enemies, the warrior's attacking power gets stronger, and his stamina increases.

MEDICINE

If you are injured, take this medicine, and you'll get your strength back right away. You select either left or right on the controller button, and push button B to use this medicine.

THE FLUTE OF PEGASUS

This mysterious flute is ancient and strange. The flute's sound is said to have worked miracles!



POWER UP

If you use this power, the chain of Diskarmer will stretch, and your attacking power will increase.

ATTACK AND ASSAIL

Some damage is done to all the enemies appearing on the screen at one time.

RECOVERY OF STRENGTH

If you use this hidden power, you can recover the warrior's physical strength.

ALLIED CHARACTERS

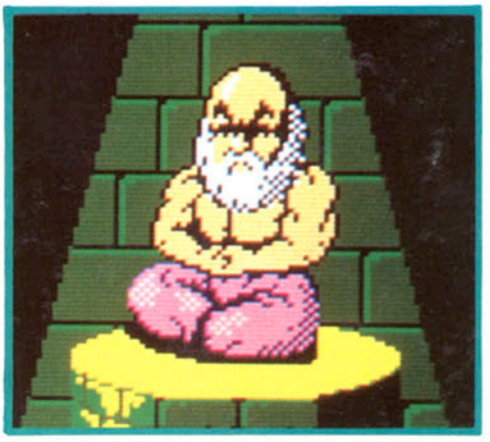
THE WARRIOR HERO, RYGAR

He is a brave soldier from the land of Algosu, come to destroy Ligar, the king of beasts.



HERMITS

These monks are the warrior's important allies. Some of them give you a grappling hook, and some revive your physical strength.



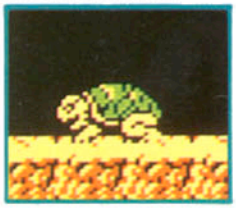
INDORA

Somewhere in this land, there are five battle gods. If you destroy the Boss of each scene, you'll be able to rescue the five gods of Indora, and receive five items.

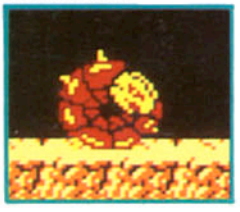


ENEMY CHARACTERS

PRAGOKELIS



ROLPHER



PHOLLORAKOS



OLBIS



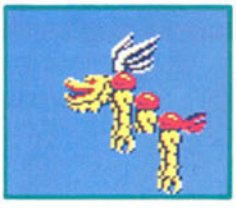
MOLGOLIN



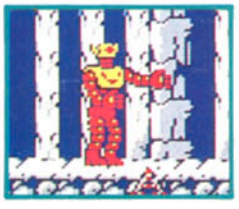
KINATARNOS



EPOLCON



BARGAN



KINOBLE



HYOKING



GERMAN



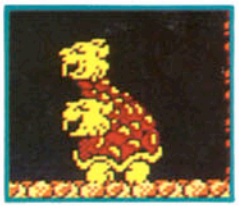
AMMOLUM



SUNYOUGI



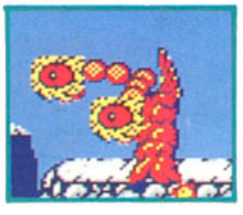
ERUGA



SAGILA



BELZAR



LIGAR, KING OF BEASTS

He stole the Door of Peace made by the five gods of Indora. Until you destroy Ligar, peace will never reign again.



DRAGO



KUZEELAR



DEMORO BRUZER



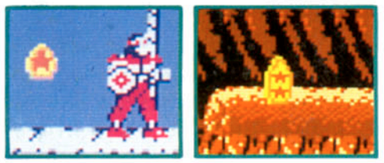
DEATHPIGOR



IMPORTANT ITEMS

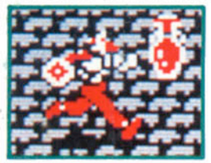
●Destroy the enemy and keep the spiritual power!

When a warrior destroys the enemy monster, a physical strength target comes out. If you get this target, the tone and last of the subscreen will increase, and you can use its hidden abilities.



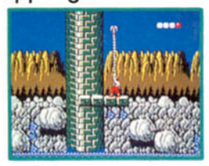
●Take this medicine and re-energize your body!

When you destroy the enemy's monster, a physical strength target might become available. When you take this, you recover one day's worth of physical strength from the power meter on the main screen.



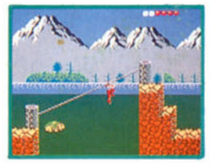
●Use your grappling hook to climb the cliff!

Receive a grappling hook from a Hermit, climb cliffs and trees that you couldn't climb before. While pushing down or up on the controller, press button B and let fly your grappling hook.



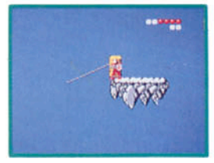
●Cross the rope on a wind pulley!

When you get a pulley, go across a rope which is stretched across and attached to the base of a tree. When you hear the "click" sound and the warrior hangs from the rope, you can go across.



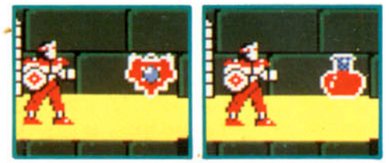
●This item is used to stretch a rope across to a tree.

By pushing the B button, you can shoot an arrow with a rope attached across to a tree which doesn't already have any ropes attached to its base.



●The Coat of Arms and Recovery Medicine

Receive the Coat of Arms from one of the five Indora gods, and you will be able to get the medicine. The medicine for Physical Strength Recovery is on the subscreen.



PLAYING TIPS

Keep up your physical strength by mastering attack techniques.

●The hero stands tall with a dramatic sunset behind him.

This is the starting point of the game, the land of Sueru. As soon as you start, Pragokelis and Rolpher will attack viciously. It's especially necessary to crouch down when beating Pragokelis. Be careful. After you beat the enemies, proceed on to the Sueru Mountain.



In the Sueru Mountains, expect even more attacks from Phollorakos. He jumps down from above, so attack him as soon as he hits the ground.

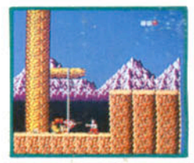


●There's a hermit in a cave in the mountains.

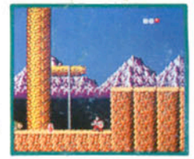
He'll teach you what you are supposed to be doing from now on. When you have enough experience in this mountain stage, go into the cave marked "O." You will come into an area known as Garloz.

●Here is an ultra technique to increase your power!

Suddenly, you are surrounded by the enemy front and back. You have been captured! Here's how to overcome this. At this point, bend down against the wall and push the B button continuously. You can destroy all the enemies attacking you. If you continue this method for a while, your power will increase quickly, and a physical strength target which the enemy gives out will be yours. You can use them for your Power-Up strategy.

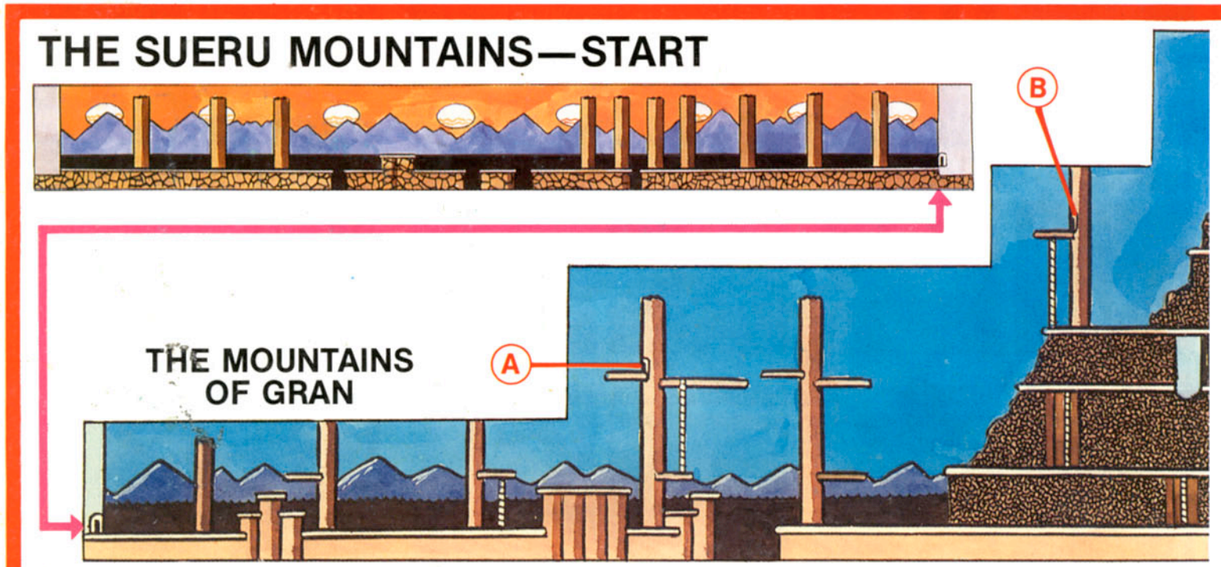


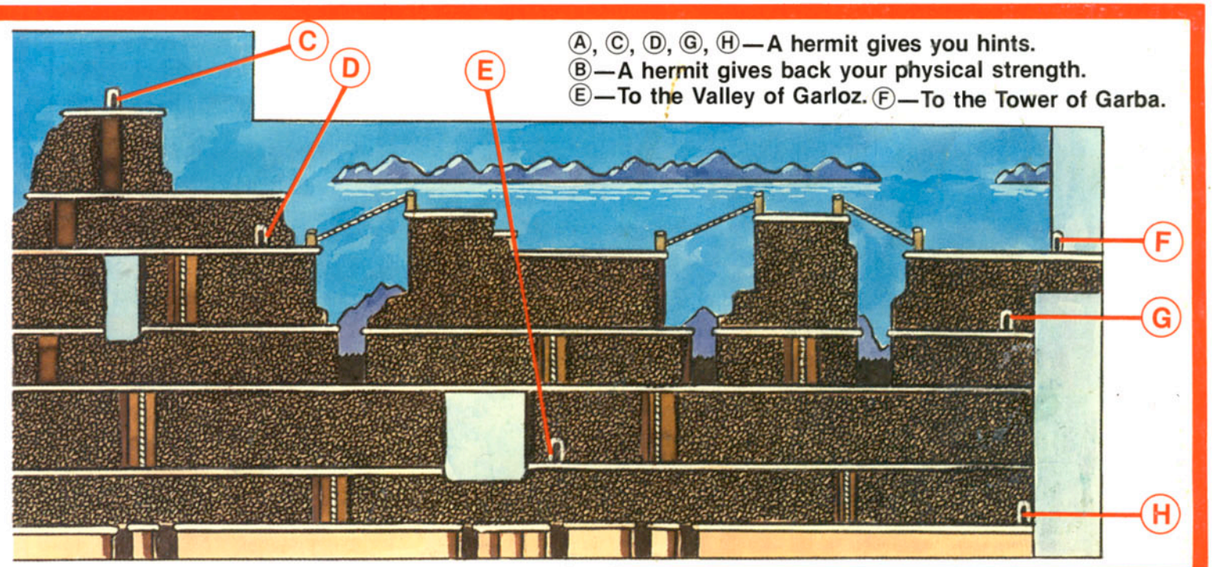
You can destroy all the enemies who come one after another to attack you.



Here comes the Life-Up Capsule. Take it!

THE SUERU MOUNTAINS—START





AREA MAP OF GARLOZ

From this Valley you will be able to go to the Sueru Mountains, the Valley of Lapis, Primeval Mountain and the Palace of Dorago. In other words, this is the relay point to go to each stage. First get the Grappling hook from the hermit in the cave and go on to each of the subsequent stages.

Ⓐ, Ⓔ, Ⓖ, Ⓙ-The hermit gives you hints.
Ⓑ-The hermit gives you a grappling hook.



Ⓓ Hermit gives you physical strength.

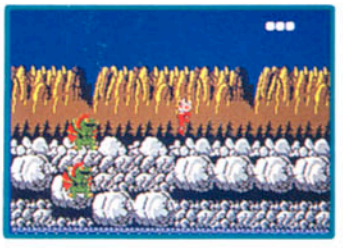


Ⓘ TO GRAN MOUNTAINS

STRETCH ROPE WITH POWER UP OPTION

Ⓒ TO ROLSA VALLEY

Through Rolsa Valley, you will find an entrance to the Forest of Eruga. Master the use of your grappling hook for climbing up and down, or attack will be difficult.

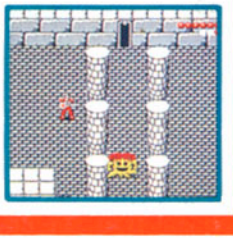


Ⓕ TO LAPIS

You start from here to go to the floating island Lapis. Go forward with caution and beware of flying enemies and robot warriors.

Ⓗ PALACE OF DORAGO

Here you will be entering the enemy's palace. This is a flat scrolling stage, so your attack here will be the same as that of the Valley of Garloz stage.



Ⓚ TO MT. PRIMEVAL

Here is the pathway from Primeval Mountain to the den of Sagila. In order to cross over on a rope, a pulley will be necessary. There will be new enemies appearing, so be careful.



PLAYING TIPS

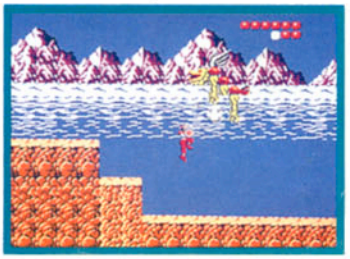
Rescue the five Indora and get the five items. From the Valley of Garloz there are pathways to enter different stages. Conserve your physical strength and attack your enemies.

When you reach the Valley of Garloz, get the grappling hook from the hermit of cave B. As long as you have the hook, you can move either up or down, and you can go to places you couldn't go before. When you get hold of a hook, go through cave C, and proceed to the Valley of Rolsa.



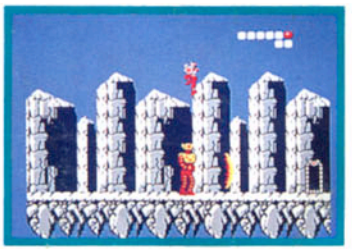
When you pass through the Valley of Rolsa, and go deep into the Forest of Eruga, you will find Eruga, the keeper of the forest. Use the Attack and Assail wisely and hit him as soon as possible. Destroying Eruga ensures successful rescue of the first Indora. You will also be able to get the wind pulley.

When you beat Eruga, you'll arrive at the Valley of Garloz. After passing through cave K, you will then be in the Primeval Mountain stage.
Be careful of Epolcon and proceed to the den of Sagila. If you beat Sagila you can get hold of an important item, the crossbow.

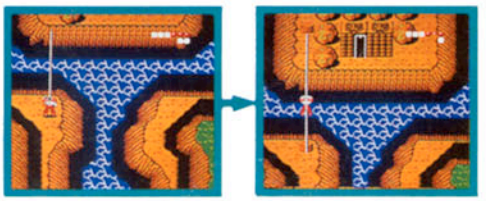


Next, pass through cave F, and go on to the floating island of Lapis. Here your toughest enemy is Bargan who throws out a wide beam. You should jump over this enemy to escape from his beam.

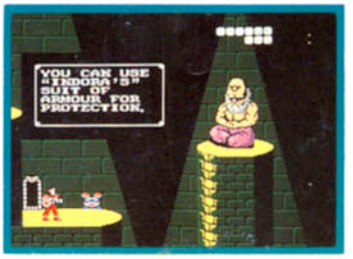
If you beat Belzar, you will win Indora's Suit of Armor.



If you capture Lapis, go to Drago's Palace. Stretch the rope over to the stake and fasten it to cross over to the Island. (Push button B in front of the stake.)



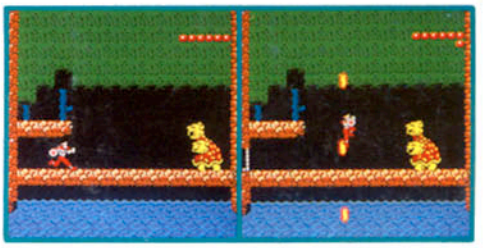
The enemies can attack you from all directions inside the palace. It is not easy to beat Drago. If you succeed, you will win Indora's Suit of Armor and increase your defensive force.



AN ULTRA TECHNIQUE TO CAPTURE A STAGE BOSS

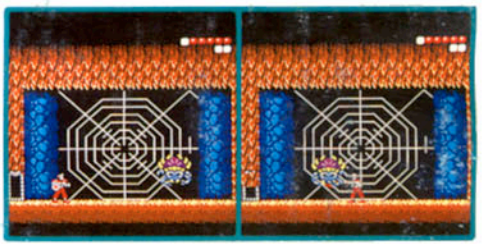
●ERUGA

In order to beat Eruga, you must jump to avoid the enemy's attack. Aim at your target and shoot in rapid succession. It is also effective to use an Attack and Assail.



●SAGILA

Sagila attacks from both sides and then escapes in the opposite direction of each attack. So make repeated attacks toward both sides with careful timing.

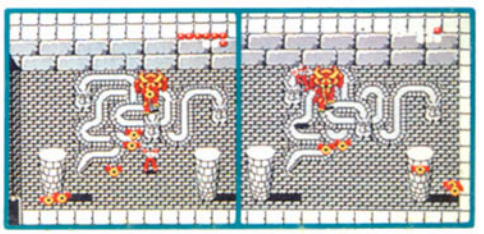


●BELGAR

Like Eruga, he attacks with fire and has the habit of blowing fire into the sky when he jumps. This is when you should shoot.

●DRAGO

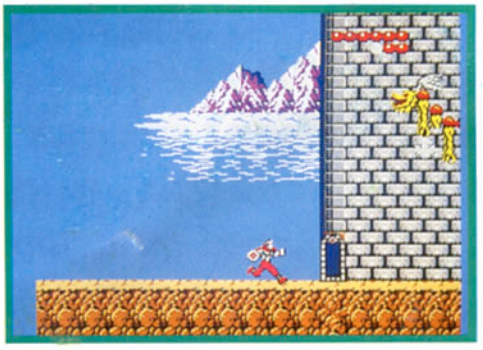
Look for the chance, and destroy him with an Attack and Assail and shooting. Also, it is an important invasion technique to use medicine of physical strength recovery during the battle.



PLAYING TIPS

The next stage is Garba's Tower. To reach this stage, you first return to the Sueru Mountains. Use your crossbow to climb to the summit and proceed to the right.

Here, you have to beat the five Boss Monsters, including Deathpigor, who is on the top floor. He is a dragon with two heads and attacks with fire. So be very careful.



●BEAT DEATHPIGOR!

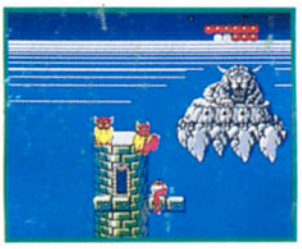
The best way is to fight with an Attack and Assail and shoot, while jumping to avoid his fire. Beat him, and receive a Pegasus Flute.



GO TO LIGAR'S CASTLE!

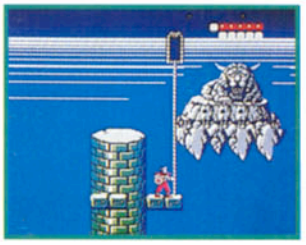
PLAY THE PEGASUS FLUTE!

When you climb the pillar in Rolsa Valley, you will find Ligar's Castle. If you stand on the top of the tower and play the Pegasus Flute, the entrance to the castle will appear.



NEXT, RUSH INTO LIGAR'S CASTLE!

Use your grappling hook to invade the evil castle where Ligar lives. Now, this is your last stage!



PLAYING TIPS OF LAST STAGE

You are at the flying castle of Ligar, the beast king of the evil empire which took over the sacred land of Argool. Here, dreadful shadow monsters are waiting for warriors. It is a warrior's mission to beat this patrol of shadows and Ligar!

After you enter the castle, take a right turn and go along the outside wall.

Once inside the castle, the shadow beasts will make their first appearance. Among them are two kinds of beasts; one which looks like a warrior and one which looks like a spider. It is not difficult to beat these beasts, but it is best to go forward with a jump instead.



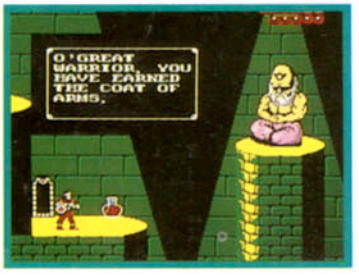


Use your crossbow and go forward into the inside of the maze-like castle. Soon you will find the room where Ligar is hiding. Hurry warriors! Destroy Ligar and bring peace to Argool once again!

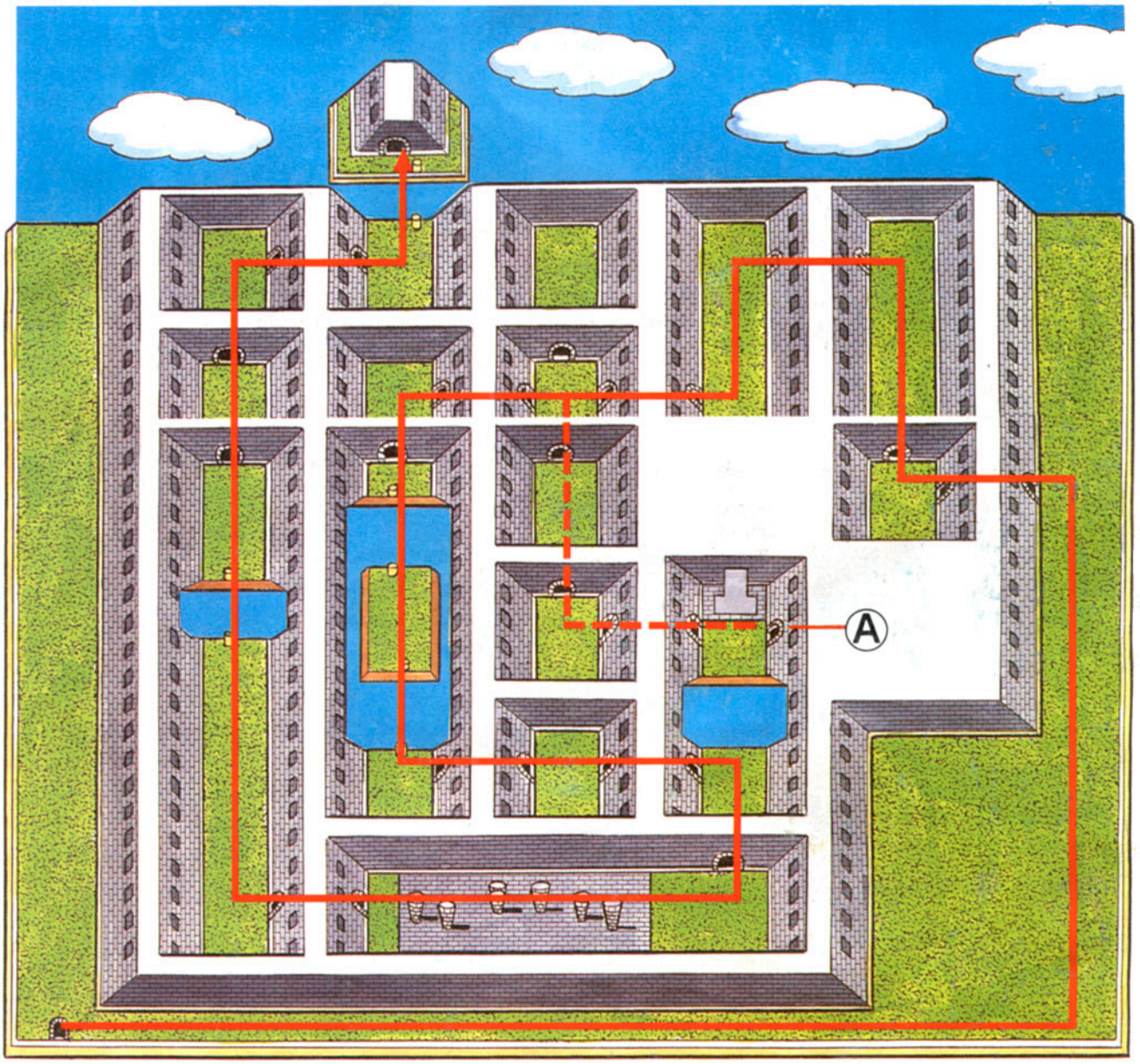
The Indora helps you to regain your energy.

The fifth Indora was locked inside the castle. (The figure of Door A in the upper right.)

Indora replenishes a warrior's energy, and gives medicine for Physical Strength Recovery. Save your energy, so you can fight Ligar.

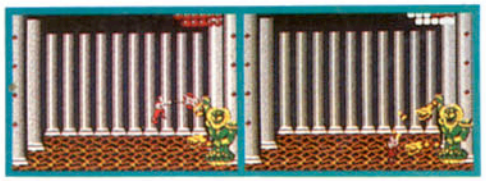


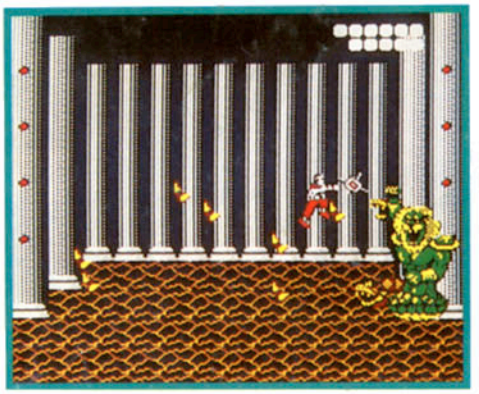
THIS IS THE COMPLETE MAP OF LIGAR'S CASTLE



THE FINAL CONFRONTATION!

You must now confront your last enemy, Ligar. Naturally, he is the toughest enemy of all. Use your, Attack and Assail, medicine for Physical Strength Recovery, and your Diskarmer efficiently and fight!

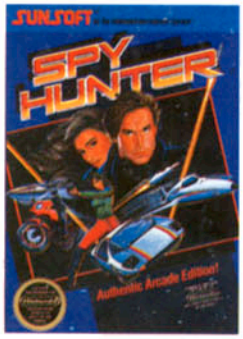




LIGAR'S DEFEAT AND THE RETURN OF PEACE...

What awaits the warrior who has successfully defeated Ligar? You are going to find out yourself!!

SPY HUNTER





Can you blast your way to win the highest score?

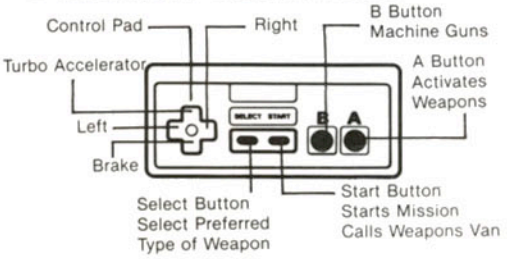
Destroy the enemy's Spy Car with a Machine Gun! Drive into the Weapon Van and equip yourself with Missiles and Smoke Screens. Now it's just a straight shot to the Boathouse.

HOW TO PLAY

At the start of the game, your only weapon is the Machine Gun. So, skillfully dodge all obstacles until the Weapon Van appears. Drive in and power up your car with weapons!

When you enter the Boathouse your car will turn into a boat. The Weapon Van does not appear on the water so you'll have to fight with whatever weapons you have at the time. Use Missiles to destroy the enemy boats in front of you.

●CONTROL FUNCTIONS







Quickly select the type of weapon (if you have any) from your arsenal, then depress the A button to use the weapon.
HINT: Heat-seeking missiles only destroy the enemy helicopters.
Press the A button on the "Player 2 Control" to pause action.

CHARACTERS

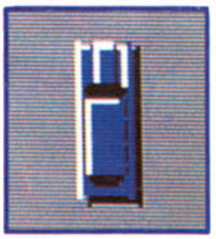
●TIRE SLASHERS

All four tires of the enemy's car are equipped with Tire Slashers. If they touch your car, it will be destroyed.



●LIMOUSINE

This enemy attacks with a Shotgun. You can counter-attack with your Machine Gun.



●HELICOPTERS

The enemy drops Bombs from overhead. Even if the Bomb doesn't strike your car, your car can still explode by hitting the hole.



●BULLETPROOF BULLIES

There is a Bulletproof Bumper on the back of the enemy's car. This means that you cannot destroy him with a Machine Gun attack.



●SPEED BOATS

When you're on the water, this enemy drops Oil Drum Cans in front of you. If your boat touches a Drum, it'll blow up. So, watch out for those Drums!



●CRUISE BOATS

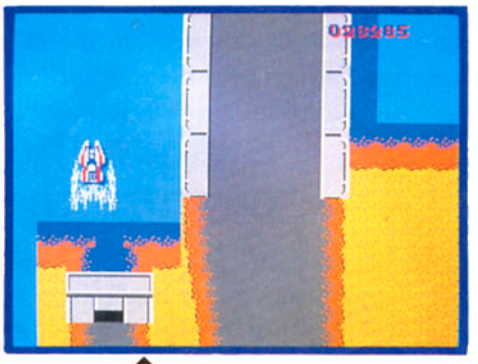
These are equipped with Torpedo Tubes in the front and back.
Be especially careful because the Torpedoes are aimed at your boat!

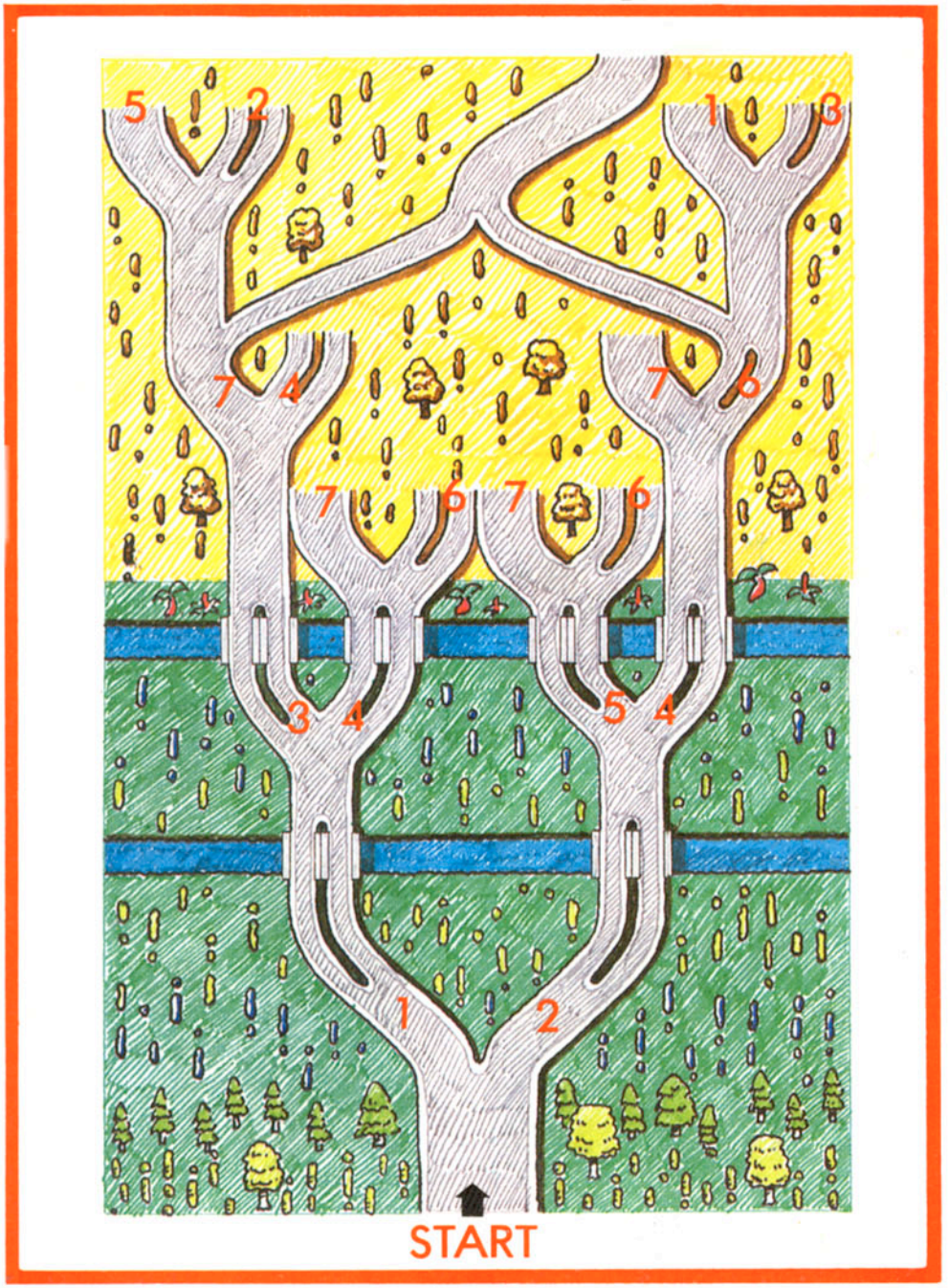


PLAYING TIPS

MAP TO THE BOATHOUSE

Depending on the road chosen from the Map, you can continue down the same road, destroying enemies along the way. If you choose the right road, you can go to the Boathouse and get on a boat. You can't find the Boathouse? The Map to the Boathouse will be shown to you in Secret.



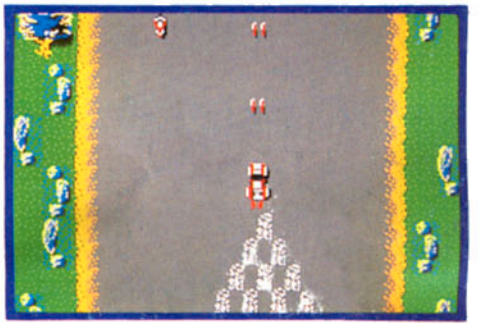


GET A WEAPON VAN!

At the beginning of the game, your car only has a Machine Gun for a weapon. But when the Red Weapon Van appears, you can equip your car with Oil, Smoke Screens and Missiles.

●SMOKE SCREENS

When you equip your car with this weapon, you can release a screen of smoke onto the enemy approaching from behind.



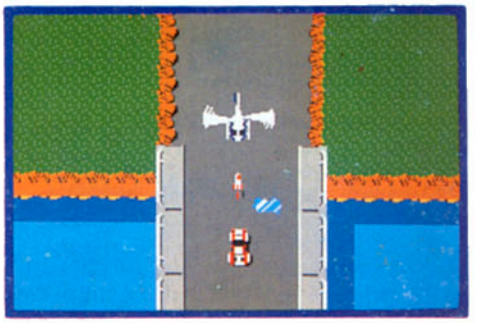
●OIL

With this weapon you can spray Oil out from behind your car. It makes the enemy's car slip and run off the road.

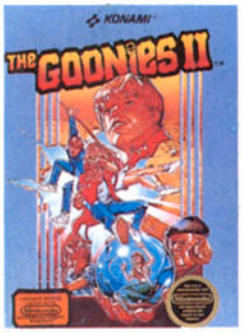


●MISSILES

When you are equipped with Missiles, you can shoot down enemy helicopters attacking you from above.



THE GOONIES II





Rescue the Goonies and capture the Fratelli family.

The Fratellis have imprisoned Annie the Mermaid and have once again sent out a challenge to the Goonies. Responding to the challenge, the Goonies head out for the Fratellis' hideout but are caught by the Gang, one after another.

HOW TO PLAY

Help the six comrades and rescue Annie!!

Thanks to the Goonies' hard work, the Fratelli Gang was captured. However, they still hold Annie the Mermaid hostage, and have sent out another challenge to the Goonies.

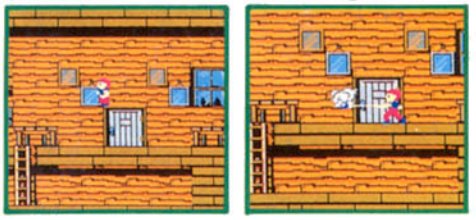
The Goonies have gone off one by one into the enemies' hideout, but not a single one has come back safely.

Can Mikey, the last of the Goonies, rescue his comrades?

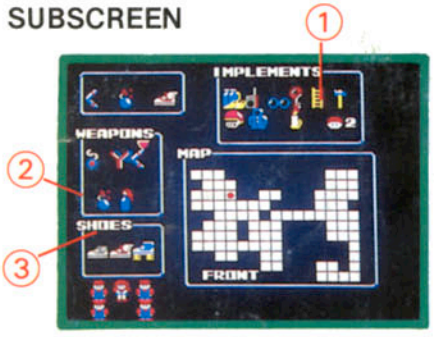


ACTION STAGE

In this stage, you explore the Fratelli Gang's hideout. With button A, you can jump. The B button lets you use your weapons to attack. Proceed carefully and try not to let the enemy get you.



SUBSCREEN

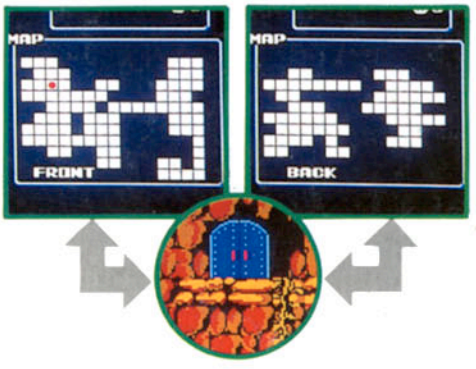


The following will be indicated on the Subscreen:
① The items you currently possess.
② Here you can choose your desired weapons using the up/down function of the control pad.
③ Here you can choose your Shoes with the left/right function of the control pad.

THE FRONT AND BACK MAP

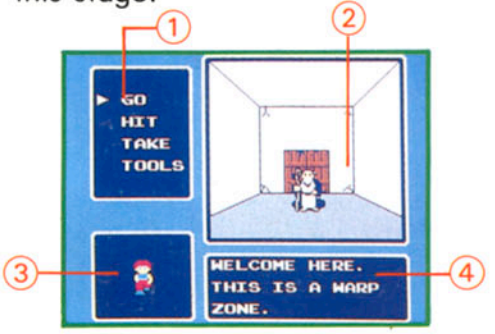
The Fratelli Gang's hideout has double construction, so there is a Front Map and a Back Map.

Go through the door to the Adventure Stage and you will be able to go in the front and back.



ADVENTURE STAGE

If you push the control pad up when you are in front of the door in the Action Stage, you will enter the Adventure Stage. Here you can get a whole variety of Items. Additionally, there are Old Ladies who give you information. Strength replenishing Konamiman and other Allied Characters will appear in this stage.



① Choose the command you want.
② Shows the situation.
③ Indicates the direction of your moves.
④ Displays any messages.

ITEMS

●POWER-UP ITEMS

There are some items that are necessary for your rescue attempt that are hidden in the Fratellis' hideout. If you don't get all of these items, your rescue will be very difficult. We would like you to review each of these items and make sure you understand their usage.

SLINGSHOT



BOOMERANG



BOMB BOX



FIRE BOX



HAMMER



GLASSES



CANDLE



KEY HOLDER



RECEIVER



TRANSCEIVER



LADDER



HELMET



BULLETPROOF JACKET



JUMP SHOES



DIVING SUIT



HEART



BOMB



MOLOTOV COCKTAIL



KEY



RAINPROOF JACKET



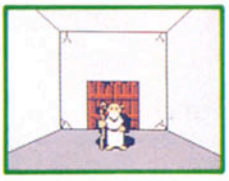
HYPER SHOES



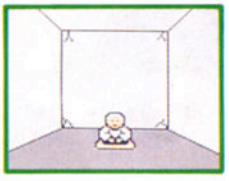
CHARACTERS

●FRIENDLY CHARACTERS

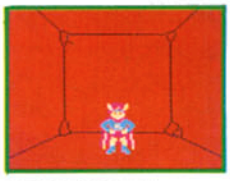
The following characters will appear in the Adventure Stage and lend a hand to Mikey's rescue mission.



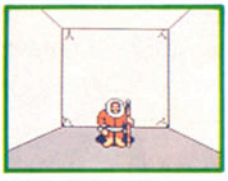
THE OLD MAN
He lets Mikey "Warp."



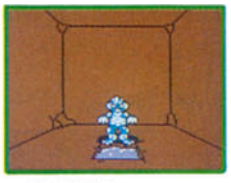
THE OLD LADY
She gives hints and items.



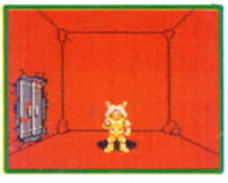
KONAMIMAN
He replenishes Mikey's strength.



THE ESKIMO
Oops, what is he doing here without being invited?



FISHMAN
You can meet him under water. He is a friendly monster.



AMBASSADOR KONAMI
He will give you a very important hint.

●ENEMY CHARACTERS:

Each of the enemy characters that appear in the Action Stage has his own special moves. Learn each one's movement patterns. Then destroy the enemy quickly! Some enemies also give you Hearts or Keys.



MAMA FRATELLI
She is the Boss of the Fratelli Gang. She will use a Ladder and then chase Mikey, throwing Bombs as she runs.



JAKE
He chases Mikey, too. When you stop, watch out! He aims and shoots his Pistol at you!



FRANCIS
He has a big Bow and will shoot three Arrows at you. Don't bother fighting with him, it's useless.



PIP-SQUEAK
He is the weakest of the Fratelli Gang. Sometimes he'll come jumping towards Mikey.

HAPPY



CROW



IRON MASK



GHOSTY



KIBALA



WHITE BOBBY



SNAKEY



NET



SCOOPY



CONAGON

PEGGY

SNOW

SKELLAR

SKELLAR WING

SKELLAR SHIELD

ROGGLAR

ARMOR LOUD

ARMOR GETTER

CAPILLA

ROBUS

OHKLE

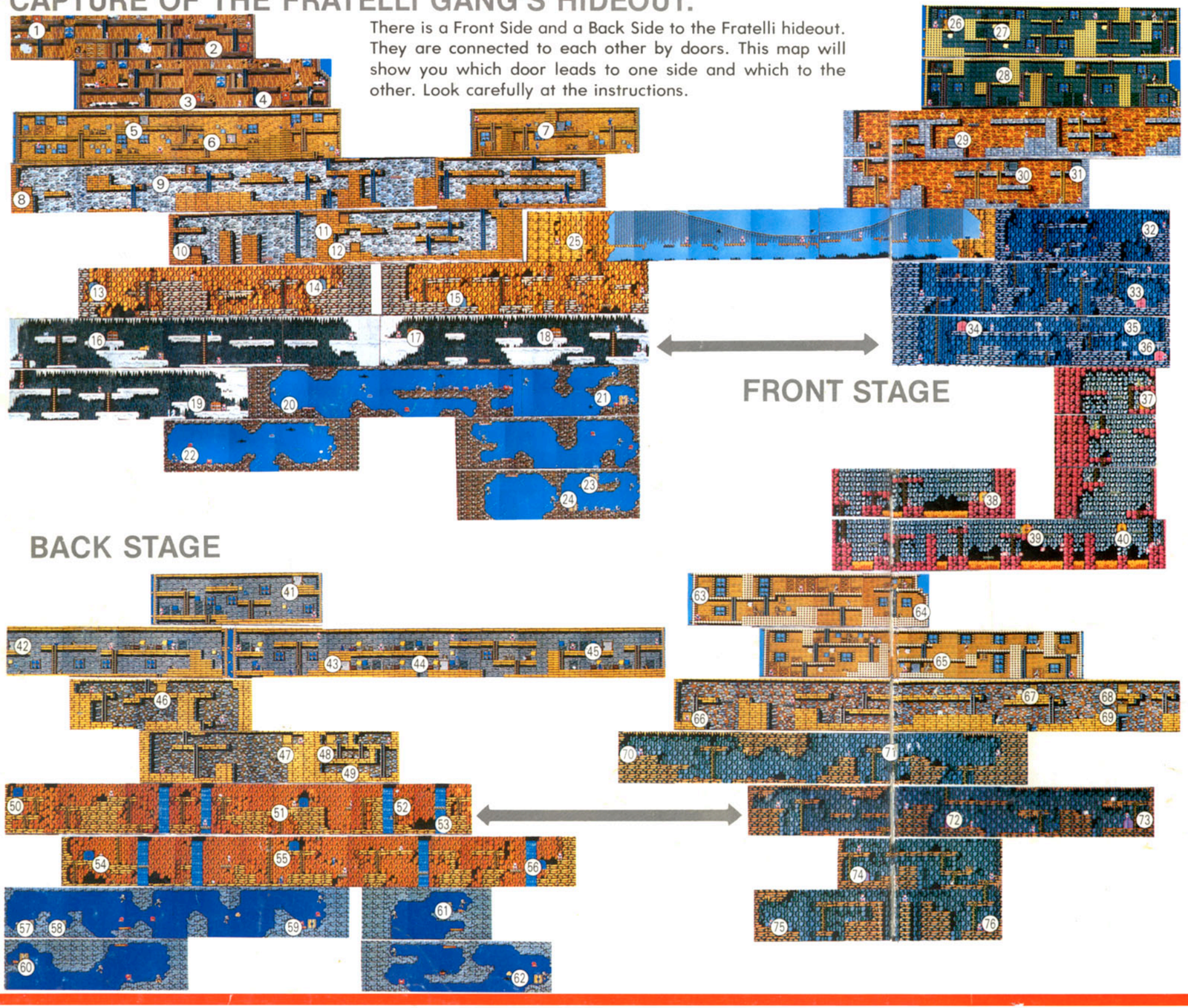
GAMBY

CHOKEENIE

JELLAR

THIS IS THE MAP YOU NEED FOR THE SUCCESSFUL CAPTURE OF THE FRATELLI GANG'S HIDEOUT.

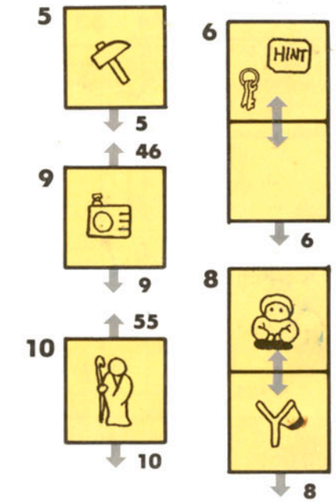
There is a Front Side and a Back Side to the Fratelli hideout. They are connected to each other by doors. This map will show you which door leads to one side and which to the other. Look carefully at the instructions.



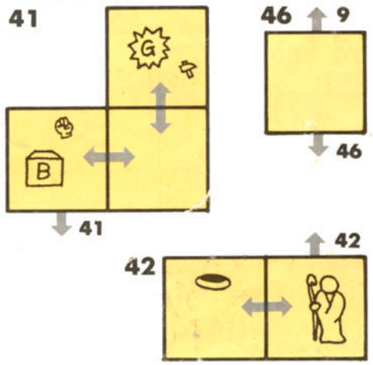
PLAYING TIPS 1

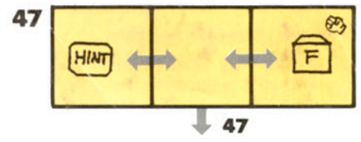
Go get the Slingshot, Hammer, Receiver and Key Holder.

Room 5: The Hammer makes a Door and a Safe appears.
Room 6: A Keyholder contains both a Safe and a Key that gives you hints.
Rooms 8-9: Take the Slingshot from R-8 and Receiver from R-9, and hit Door 46.

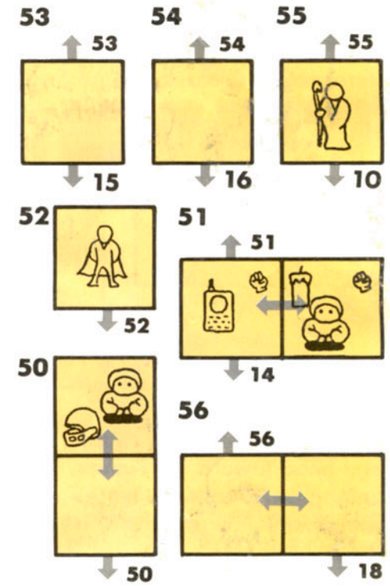


Enter the Back Side through Door 46, go up the Stairs and hit Door 41. Take the Bomb Box. Use the Hammer to open the backroom and rescue the Goonie. Through Door 47, you will get the Firebox. Once you've obtained those items, hit Door 46 again to return to the Front Side.





Go through Door 10 and you will come out in Room 55 of the Back Side. First go toward Door 51. After you take the Receiver here, go to the room next door and tap the Old Lady five times on the head. You will get a Candle.



Go from Door 51 through Door 14 and take the two items at Door 13. Konamiman will replenish your life.

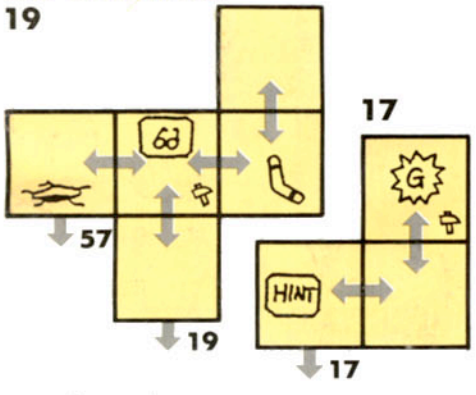


PLAYING TIPS 2

Konamiman is in the Waterfall. He will replenish your Life!



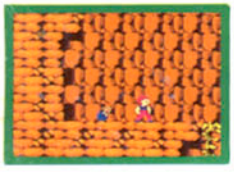
Next, go back to Door 56, travel on through Door 18 and then go on to the Water Stage. Through Door 17 you will find a Goonie. Hit Door 54 and you will come out Door 16 of another Water Stage. Here, get the Glasses, Boomerang, and other items.

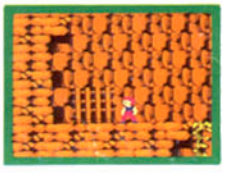


Go through Door 53 to Door 15 and head toward the Annex. The passageway leads to the Suspension Bridge. Climb up the Ivy on the right edge.

THE SUSPENSION BRIDGE!

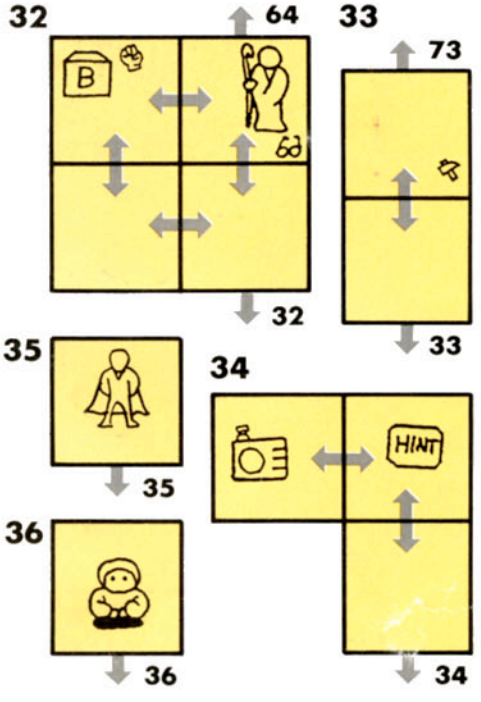
Near the bridge there is a Secret Door. If you select the Bomb from the Subscreen and set it off in front of a rock, you can make the Secret Door appear. Inside there is a pair of Jump Shoes! Use these to attack the Ironmask that appears at the bridge.



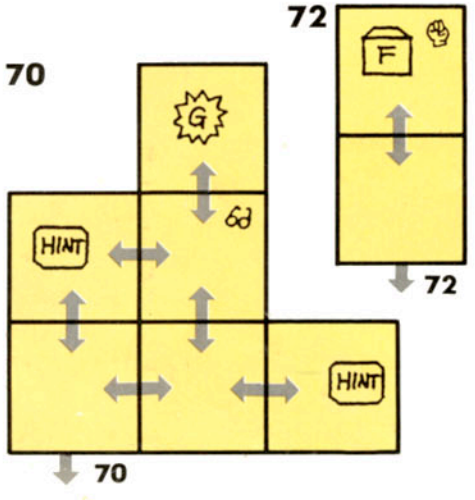


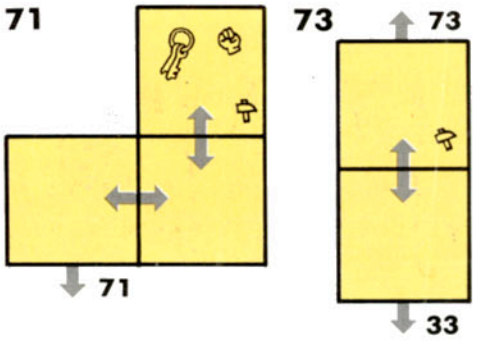
From the bridge, go to the Geyer Cave.

You cannot enter Door 32 without the Jump Shoes. First, take the Receiver in Room 34, then go through Door 33 into Room 73 of the Back Stage. Konamiman is behind Secret Door 35.

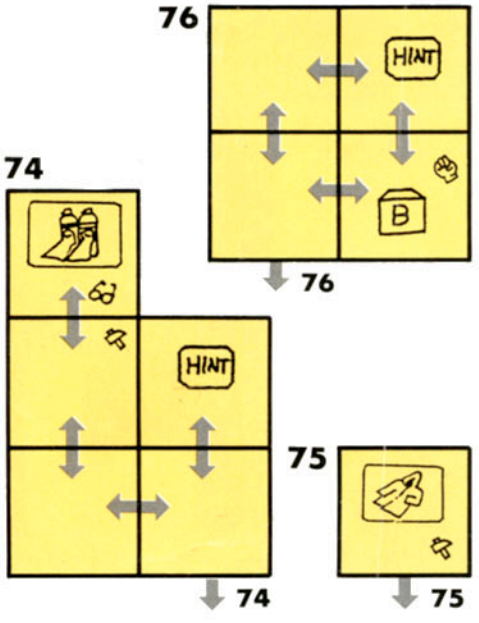


In the area of 73 get the Firebox in Room 72 and the Keyholder in 71. Help the Goonie behind Door 70. The Geyser can inflict damage, so go below the Geyser and get a Helmet or Waterproof Coat.





Get the Helmet at Door 75 and the Geyser and Waterfall won't harm you. At Door 74, you will find a Diving Suit. Take the Bomb Box you find at Door 76.



Your rescue operation is half over! Hurry back to the Main Building.

Mikey has now helped three Goonies! From here, go back to the Main Building and rescue the remaining Goonies. But first, check to see that you have all of the necessary items.



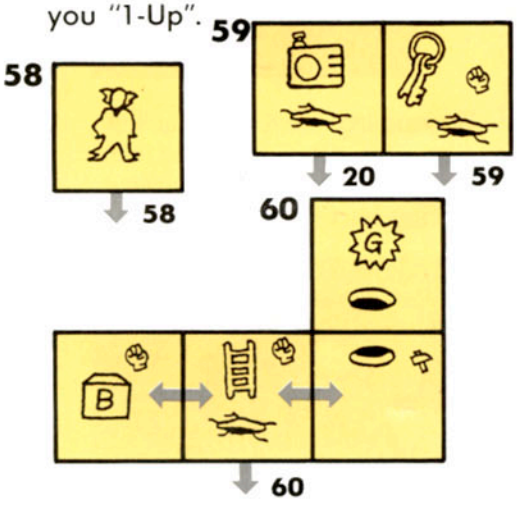


Go on to Door 13 of the Ice Screen (Front Stage).

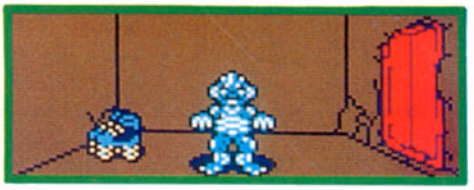
Proceed to the Underground Pool. To swim, press button A continuously.



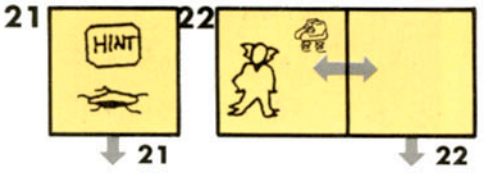
Enter Door 19, use commands, "Use" and "Diving Suit", and you will enter the Underwater Screen. Drop a Bomb and make the door blow out! At 58 a Fishman gives you "1-Up".



Take the Ladder and Bomb Box at 60. Once you've rescued your comrade Goonie, continue on to the next stage which starts at 59 and go to Door 20.

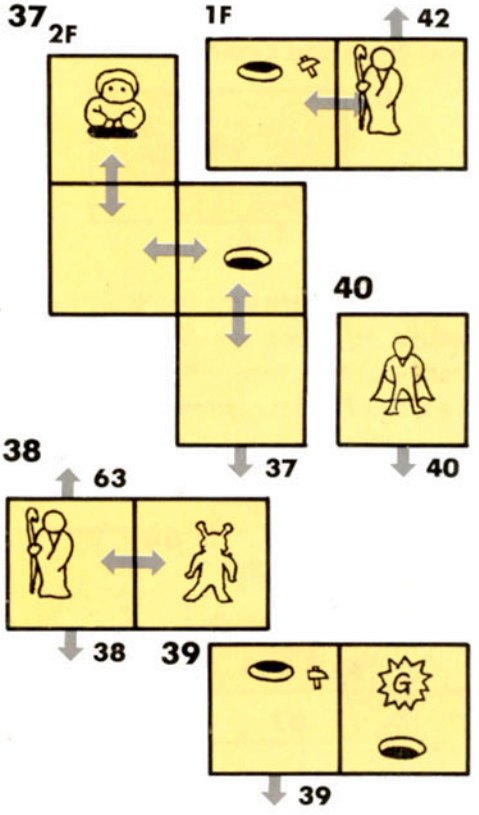


At the Underwater Screen, go to Door 22 first. Here, Fishman will give you "Jump Shoes." These Jump Shoes will triple jumping powers when used.

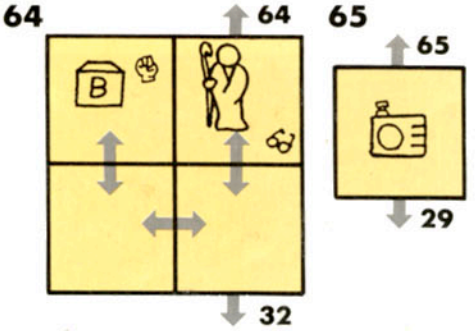


After the Underground Pool, turn around and go back to Door 42. From here, enter a new area.

With the Ladder, go back the way you came. From Door 42, go to Door 37. Rescue the Goonie behind Door 39 and continue on from Door 38 to 63. Konamiman is at Door 40 and the Ambassador of Konami is at Door 38.



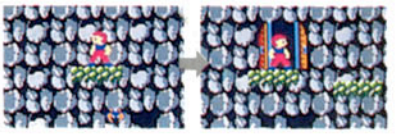
Leave Door 63 and take the Bomb Box at 64. Get the Receiver at 65 and hit Door 29. This Receiver will tell you the location of the next Goonie. Remember the Receiver!



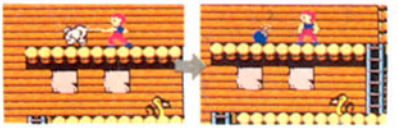
Just one more Goonie to rescue! YOU CAN DO IT!

ADVANCED TIPS

You will find Konamiman in a Secret Room. To get there, just get on the Moving Floor, push down the upper part of the control pad, and you can enter.



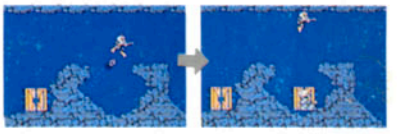
Just before the enemy appears, while it's still smoking, attack and destroy your enemy. This is a handy technique for earning the Life, Bomb and Molotov Cocktail.



The Boomerang can attack straight down. If you attack straight down from the step above, you can beat your enemy.



To open doors in the Underwater Stage which you cannot see, go to a likely location for a Door and drop a Bomb.



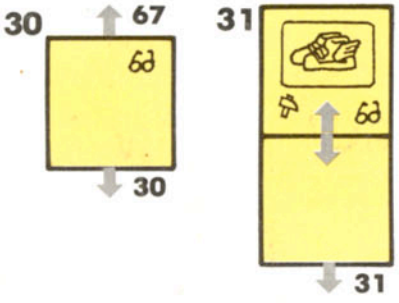
The Bomb and the Molotov Cocktail can destroy enemies that other weapons can't touch. Learn to use them!!



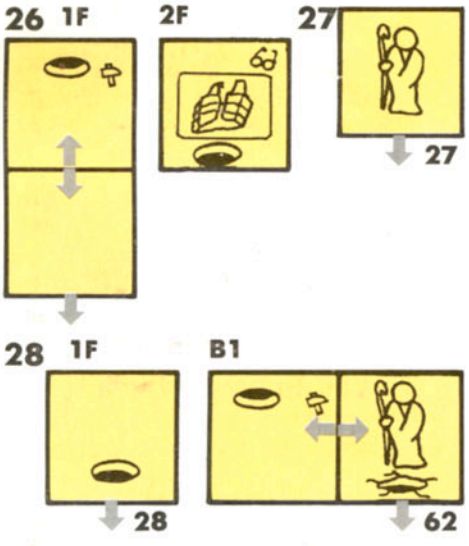
PLAYING TIPS 3

How do you defeat enemies that keep getting stronger and more obstinate all the time?

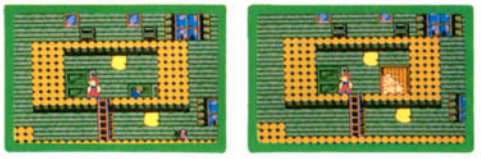
Some new enemies, Ghosty and Rogglar, will appear in this area. Learn the correct use of a variety of items so that you can beat them as easily as possible. The Hypershoes are inside Door 31, but if you already have them, there's no need to get them. Climb the Ladder in the upper right side and continue to the next area.



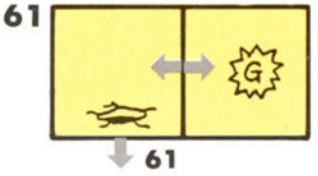
At Door 26 is the Bulletproof Vest. When you tap the ceiling with your Hammer, climb up the Ladder and use the Glasses. A Safe will appear. Next go through Door 28 and on to 62 of the Underwater Screen.



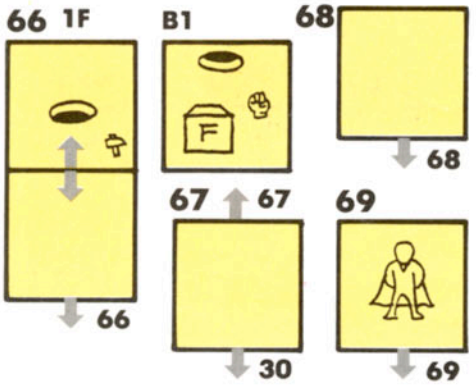
Door 27 is a Secret Door. If you set a Bomb inside the Log Frame, the Secret Door will appear.



The next place is the last Underground Pool. Follow the route along the low ceiling to the sixth Goonie. There is no special obstacle here. Just be careful not to fall when you cross the ceiling.



From 62 (where you were earlier), return to Door 28. This time go from Door 30 through to 67. Here, take the Firebox from Door 66 and go once again through 67 to the Front Stage.



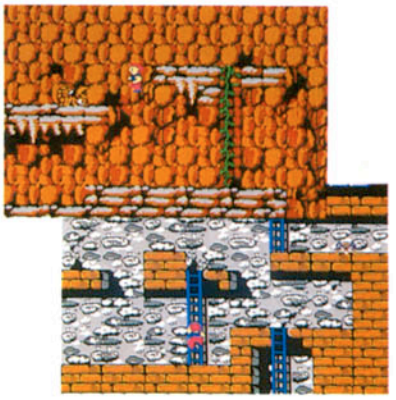
Well, you've rescued the last Goonie! The only one left now is Annie!



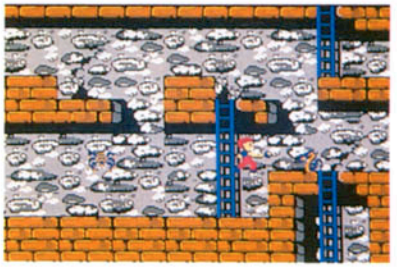
THANK YOU MIKEY!!

ADVANCED TIPS

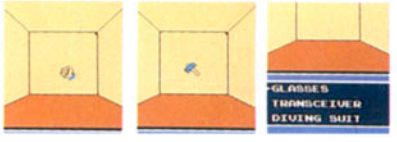
The Jump Shoes are effective for stages with big differences in levels. For stages with Ladders, the Hypershoes are best.



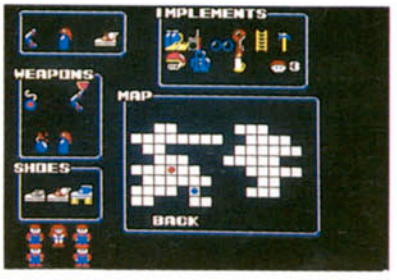
By jumping down from the low step and attacking, you can finish off your enemy without getting hurt.



In the Adventure Screen, you can discover hidden rooms and items with a Hammer, Fist and Glasses. Check very carefully!



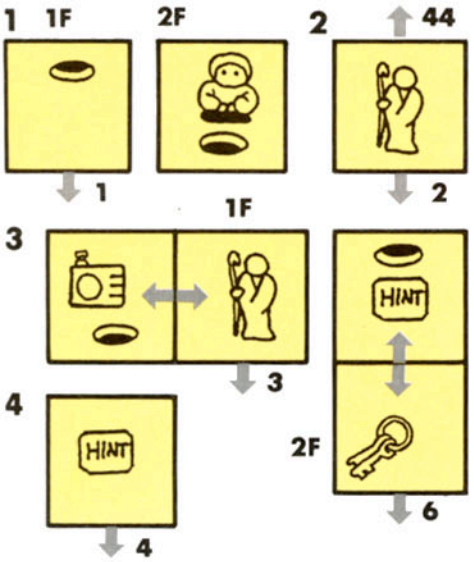
You can confirm the exact location of your comrades by using the Transceiver.



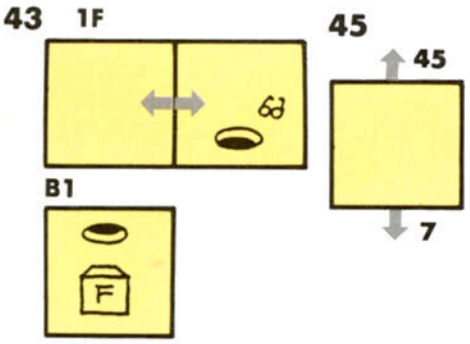
PLAYING TIPS 4

This is the area right above the Game Start Point.

The going get tough but try to remember the way up to this point while you retrace your steps back to the first scene. Use the Ladder at Door 6 and keep going! Head straight to Door 2.



After you leave Door 44, use the Glasses at Door 43 to make the Firebox come out. Avoid enemy attack and proceed on to Door 45 and toward the final stage.

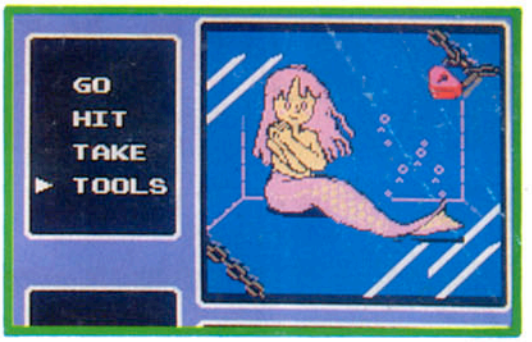


You're almost there! Just a little way to go to where Annie is being held.

From here on we want you to use your own power to rescue Annie. Since you've made it this far, surely you can rescue Annie without any trouble now!

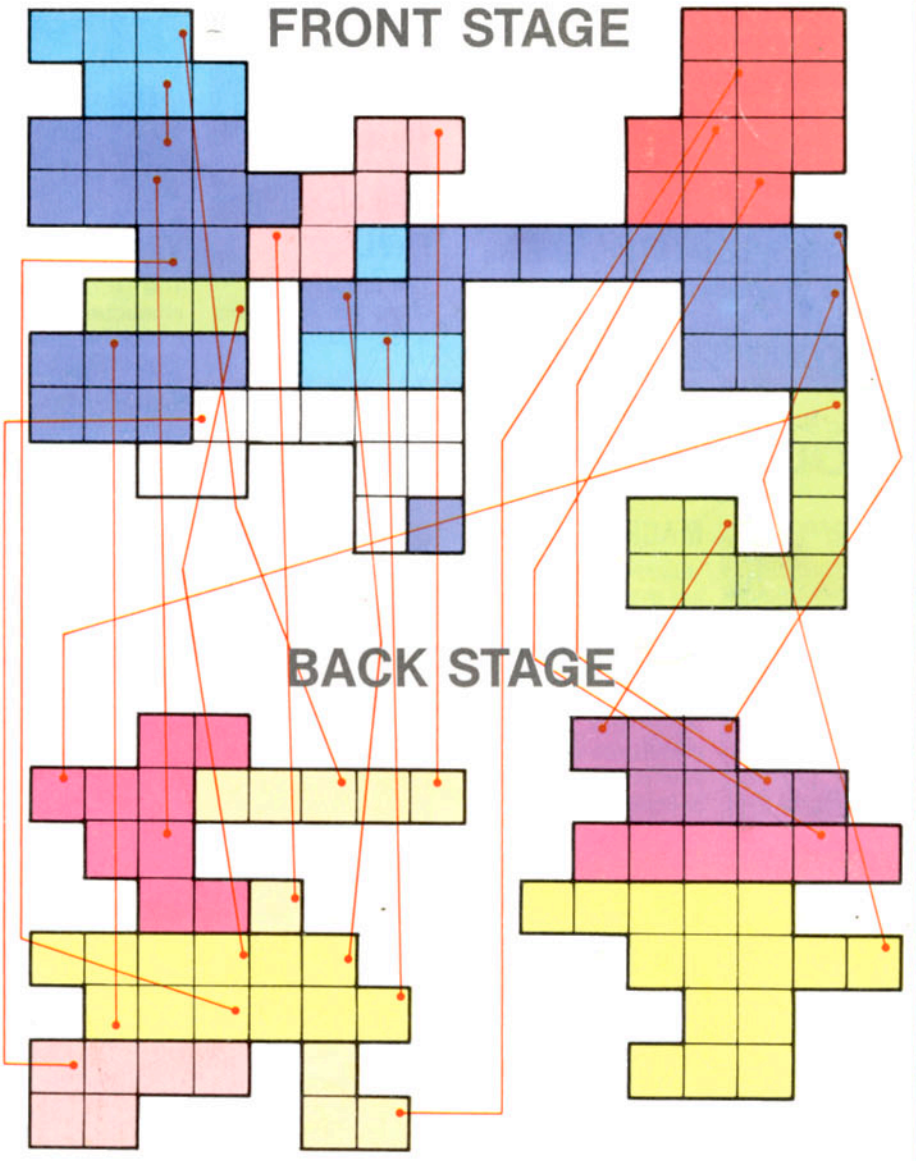
WILL MIKEY BE SUCCESSFUL IN HIS RESCUE OF ANNIE?

WILL ANNIE STILL BE OKAY?



ROUTE CHART MAP.

The Fratelli hideout is like a maze. Below is a map which indicates the major routes to rescue the Goonies and Annie. Compare your route to the Subscreen Map on pages 110-111. Can you meet the challenge?



IKARI WARRIORS





This battle game can be played by 2 people simultaneously.

This is the ultimate edition of a battle action game! You and your friends fight together as a warrior team in the jungle against evil enemies.

HOW TO PLAY

Your mission is to destroy the base of a secret agency which plans to take over the world. Paul, the leader of the troop, and four warriors are flying to the secret base when their plane crashes. Only Paul and Vince survive. Together they head for the enemy base, their machine guns and grenades in hand.



PAUL

The first player's character. He wears a red headband.



VINCE

The second player's character. He wears a blue headband.



ITEMS

1. YOUR PLAYERS' WEAPON



MACHINE GUN

Your main weapons are machine guns. There is a limited amount of ammunition so don't shoot unless you have to. Also, when using the machine guns, your shooting range is limited.



THE GRENADE

This is the most powerful weapon you have at the start. There are a limited number of Grenades, so use them wisely. However, more can be obtained along the way.



THE TANK

The tank is parked somewhere on the field. Paul and Vince can use the tank to overrun the enemy soldiers. However, the fuel supply is limited.

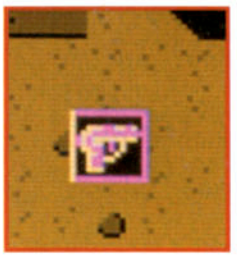


THE HELICOPTER

When flying in the helicopter, Paul and Vince cannot be attacked by the enemy soldiers, or slowed down by areas of water. However, their flying distance is limited.

2. POWER BOOSTING ITEMS

If you defeat an enemy, a power boosting item may appear. Picking them up helps Paul and Vince become more powerful, which makes it easier to complete the game.



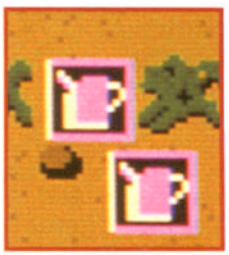
GUN MARK 200 POINTS

This item refills your machine guns with ammunition. You can obtain up to 100 bullets per refill.



GRENADE MARK 200 POINTS

This item resupplies you with grenades. One grenade mark is worth 50 grenades.



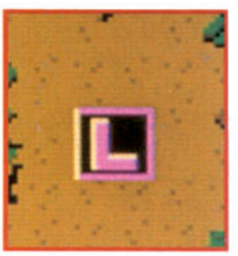
GERRYCAN MARK 200 POINTS

The gerrycan can refills both machine guns and grenades. It also fuels for the tank or helicopter.



"S" MARK 200 POINTS

If you get this, both Paul's and Vince's rate of firing will increase.



"L" MARK 200 POINTS

This increases Paul's and Vince's shooting range.



"F" MARK 200 POINTS

With this, Paul's and Vince's bullets will penetrate rocks and destroy the enemies beyond the rocks.



"B" MARK 200 POINTS

If you get this, your grenades' blast will become powerful enough to destroy the enemies in an even wider range.

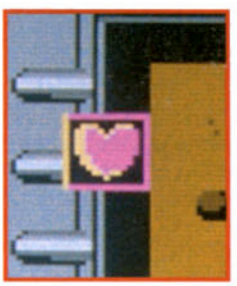


"K" MARK 200 POINTS

If you get this, all the enemies on the screen will be wiped out except for enemy soldiers under water.

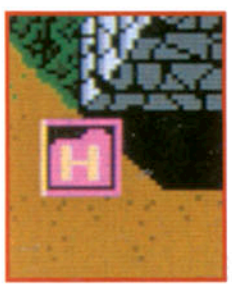
3. HIDDEN ITEMS

Hidden items will appear when you shoot at certain places other than at the enemy. Most of these items are very powerful, so be sure to get them.



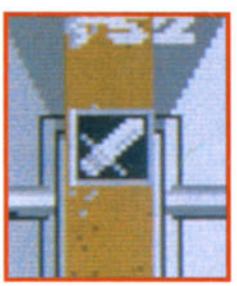
HEART 200 POINTS

If you get this heart, you can even die once and still keep your current Power Up condition.



HIGH OCTANE GASOLINE 200 POINTS

If you get this, the tank's fuel lasts longer and, therefore, travels farther.



ARMY KNIFE 200 POINTS

With this, even if you touch an enemy soldier, you won't die. But it won't protect you if you are hit by enemy bullets!



SHOTGUN BLAST MARK

If you get this, you will be able to shoot three shots simultaneously. The three shots will spread out like a fan to strike the enemy.



"SS" MARK 200 POINTS

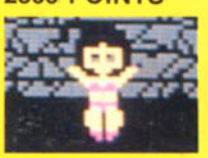
If you get this, Paul's and Vince's walking speed increases. It also helps them avoid enemy fire.

SECRET POINTS

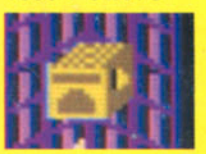
HIDDEN CHARACTERS

Hidden characters, appear on the screen when you shoot at certain places. If you're striving for a high score, be sure to get one.

LITTLE ATHENA 2500 POINTS



RADIO 1000 POINTS



WATCH 2000 POINTS



GOLD 5000 POINTS



PAPERWEIGHT 5000 POINTS



GOLDEN HEART 200 POINTS



ENEMY CHARACTERS

The most attractive aspect of this game is the variety of Enemy Characters. The following is an introduction to each of these characters. Enjoy them, but remember, they are the enemy!



BLUE SOLDIER
100 POINTS

This is the most common character. in the game. There are a lot of them! When you shoot them, they are blown away with their arms outstretched.



RED SOLDIER
100 POINTS

This is the second most common of enemy characters. Don't lose the chance to shoot them, because they are Power Up items.



GREEN SOLDIER
100 POINTS

If you destroy them, they change into "K" marks. If you then get the "K" marks, the enemy on the screen will be totally wiped out!



BAZOOKA SOLDIER
200 POINTS

They wait for you along the way and try to shoot you with bazooka bullets.



GUIDED BAZOOKA SOLDIER
200 POINTS

The Guided Bazooka Soldier's "seeker" bullets can chase you persistently. Destroy them immediately.



FLAME SOLDIER
200 POINTS

They shoot flames at you. You can attack them horizontally, because the flames can only be shot straight ahead.



DIVING SOLDIER
200 POINTS

The Diving Soldiers hide in the water. When they float to the surface of the water, shoot them!



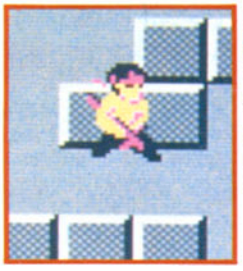
ELITE SOLDIER
400 POINTS

These soldiers attack you with a very quick motion. Because of this, they are much tougher.



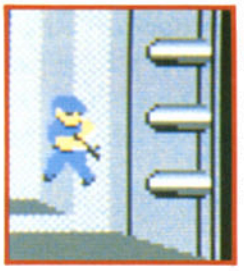
EXPLOSIVE SOLDIER
200 POINTS

They make up a special "Kamikaze" attack corps. The Kamikaze attack corps cannot be avoided.



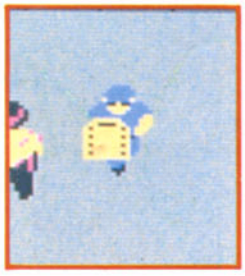
CLONE MAN
200 POINTS

They look just like Paul and Vince but are made by the enemy to trick you. Be careful!



SNIPER
300 POINTS

They wait for you behind rocks. Their bullets have a long range so, when you see them, destroy them at once.



TASK FORCE
1000 POINTS

They have a high point value. They are such a powerful enemy that it takes two hand grenades to destroy them.



ROBOT SOLDIER
100 POINTS

Robot Soldiers appear in the last part of Stage Four and attack with lasers. Their point value is low.



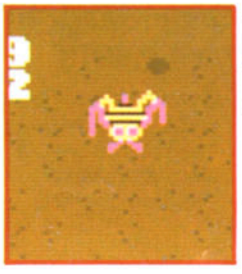
DRUMBARREL SOLDIER
1000 POINTS

Drumbarrel Soldiers appear suddenly from a drum firing. Blow them up with a hand grenade.



MACHO-MAN
1000 POINTS

This character suddenly attacks you with a club. Destroy him with hand grenades.



SPIDER
200 POINTS

This one shows up only in Stage Two. He's difficult to hit so continue throwing hand grenades until you've destroyed him.



BEES
200 POINTS

The Bees appear just after the Spider. They are a powerful enemy that swing their bodies in the air.



LAND MINE
NO POINTS
These are set under the ground and in the water. If you step on one, it explodes. You cannot destroy them, so don't step on them.



SENSOR
NO POINTS
If you step on one, a missile will be shot. Because you cannot destroy them, your only defense is to run!



ROCK FACE (SMALL)
NO POINTS
This character shoots arrows from its mouth and is a real nuisance because you cannot destroy it even with hand grenades. Your only defense is to run away as quickly as possible.



HEAVY TANK
1000 POINTS
This is an enormous character that shoots powerful bullets. You can destroy it by using two hand grenades, but it's difficult to hit because it moves very quickly.



TOCHIKA (LARGE)
600 POINTS
It shoots with a pistol from inside. You can destroy it by using a hand grenade. It leaves a power boosting item behind.



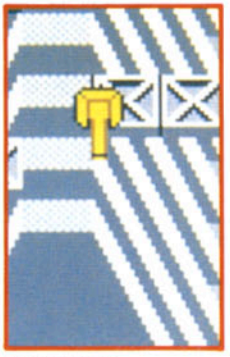
ROCK FACE (LARGE)
200 POINTS
It shoots arrows in three directions. Before it does, however, its eyes and mouth flash, so pay attention. You can destroy it with a hand grenade.



TANK ONE
600 POINTS
It attacks by shooting cannonballs. Its movement form a pattern, so watch carefully. You can destroy it with a grenade.



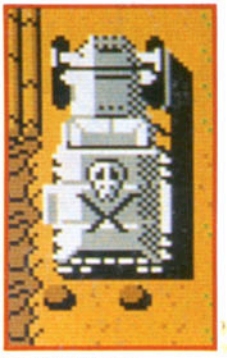
TANK TWO
400 POINTS
It is a different color than Tank One and its point value is higher. Its gun turret rotates 360 degrees, so it's a dangerous enemy.



TURRET
400 POINTS
It's located on a high stand or in a passage and shoots rocket bullets which can easily destroy even a tank.



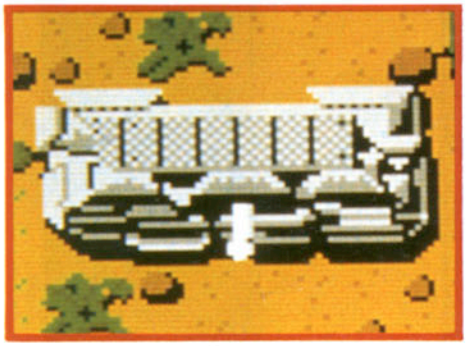
HELICOPTER
600 POINTS
It shoots three bullets straight ahead. Since it flies low in the sky, you can destroy it with a hand grenade. You're safe if you are in a tank.



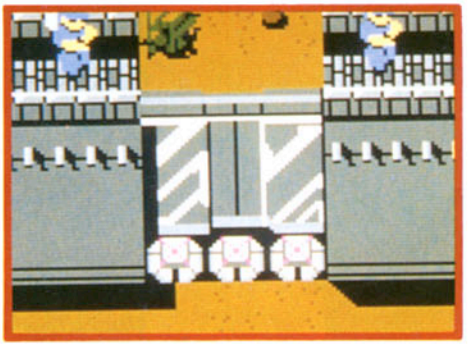
MILITARY VEHICLE
1000 POINTS
It only blocks the passage, and doesn't attack. If you destroy it with a hand grenade, it will turn into an item.



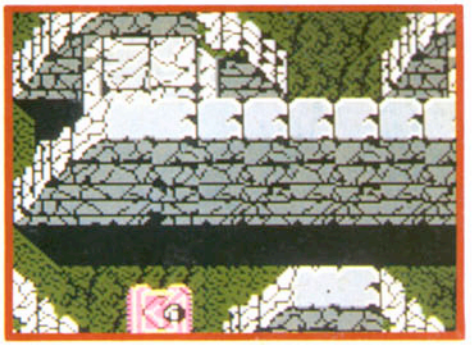
A DRUM
1000 POINTS
It appears in Stages Three and Four. There are drum soldiers inside. If you destroy it, a gerrycan will appear.



TOCHIKA (SMALL)—600 POINTS
It's similar to Tochika (large). If you destroy it, it will turn into a power boosting item.



GATE—1000 POINTS
It's protected by a Sniper and a Tank so you cannot pass through safely. You can destroy the door.



ROCK WALL—1000 POINTS
This rock wall stretches sideways and blocks your path. It can be destroyed with a grenade. Destroy it and cut a path through.

PLAYING TIPS

STAGE ONE

Here, we're going to introduce the maps of Stages One and Two and some strategy for playing the game. Since each stage lasts for a long time, the game is challenging. When two players are fighting together, the key to winning is cooperation.

Stage One starts in a jungle at a river with a bridge and then leads to a rocky place. Look at the map carefully, checking on the positions of enemies and items, and then proceed. When you destroy the last gate and go through it, you will have cleared the first stage.

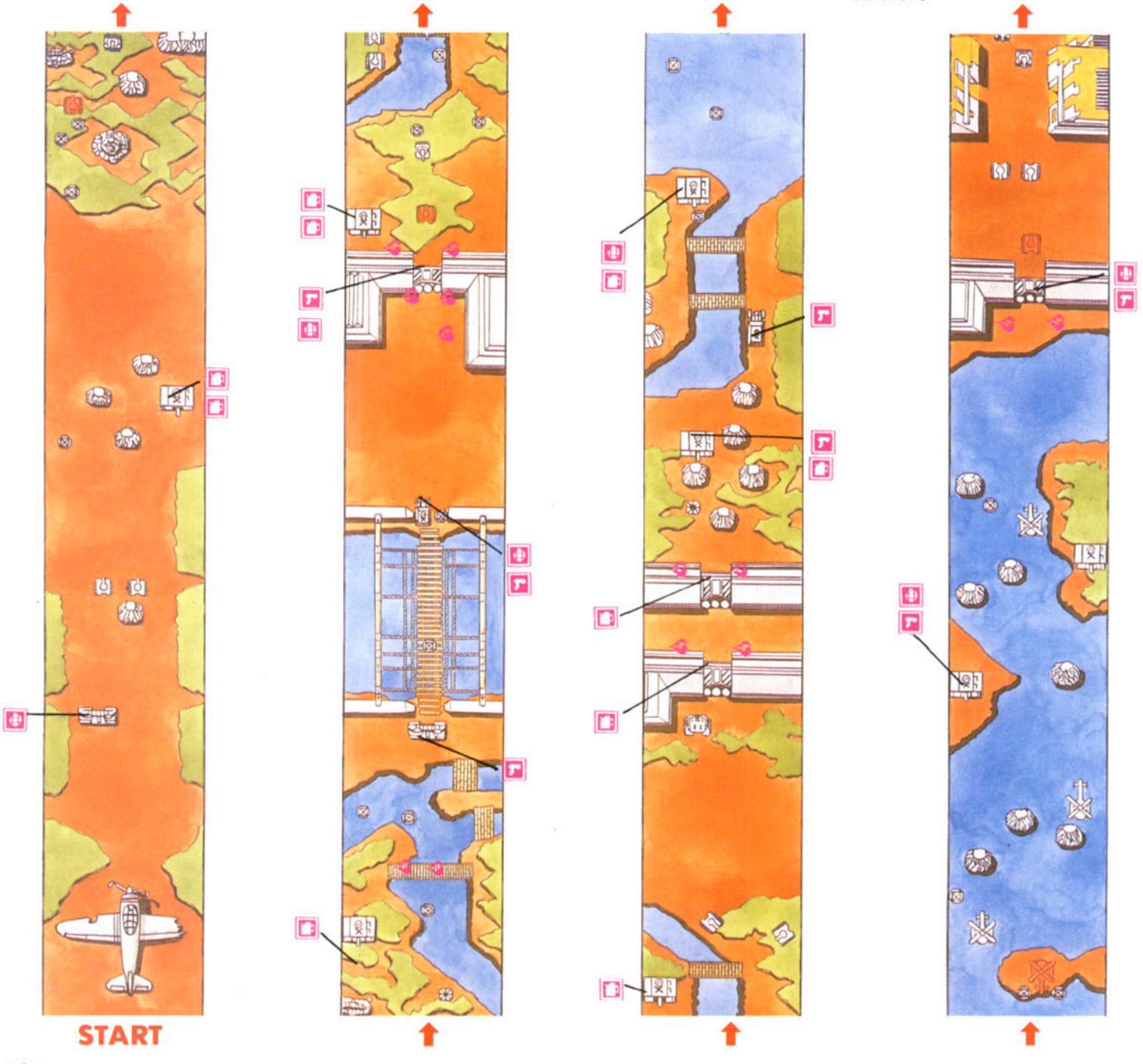
HOW TO READ THE SYMBOLS ON THE MAP

- Hand Grenade
- Bullets
- Gerrycan
- Army Knife

ITEMS

- Sniper
- Bazooka Soldiers

Enemy Characters



SECRET POINTS

This game consists of "continue" and "stage select."

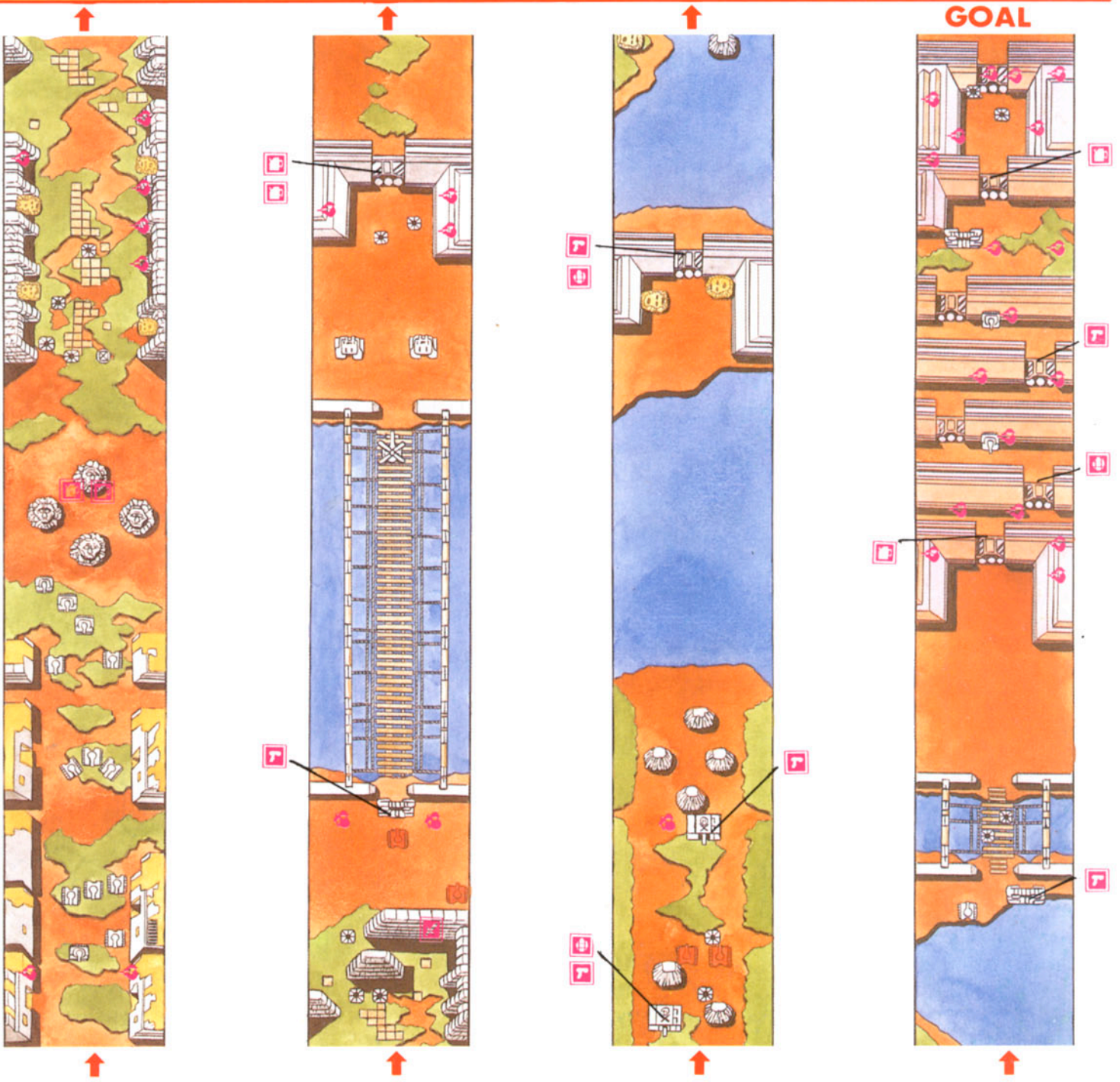
CONTINUE

Continue can be used for either the one-person mode or two-person mode. After all the enemy are destroyed and before the sign "Game Over" appears, press A,B,B, and A of the controller. This enables you to continue the game.

STAGE SELECT

When the title screen is on, input the following commands with the controller: Up- down- A- A- B- Left- Right- A- B- Up —A- Down- Right- Right- Left- B- Up —Left- A- Right- B- Left- Right - A- Left- Up- A- Down- A- Right - Left- B

Stage One then appears next to the airplane landing screen. Press A button or B button and you'll be able to select the stage.



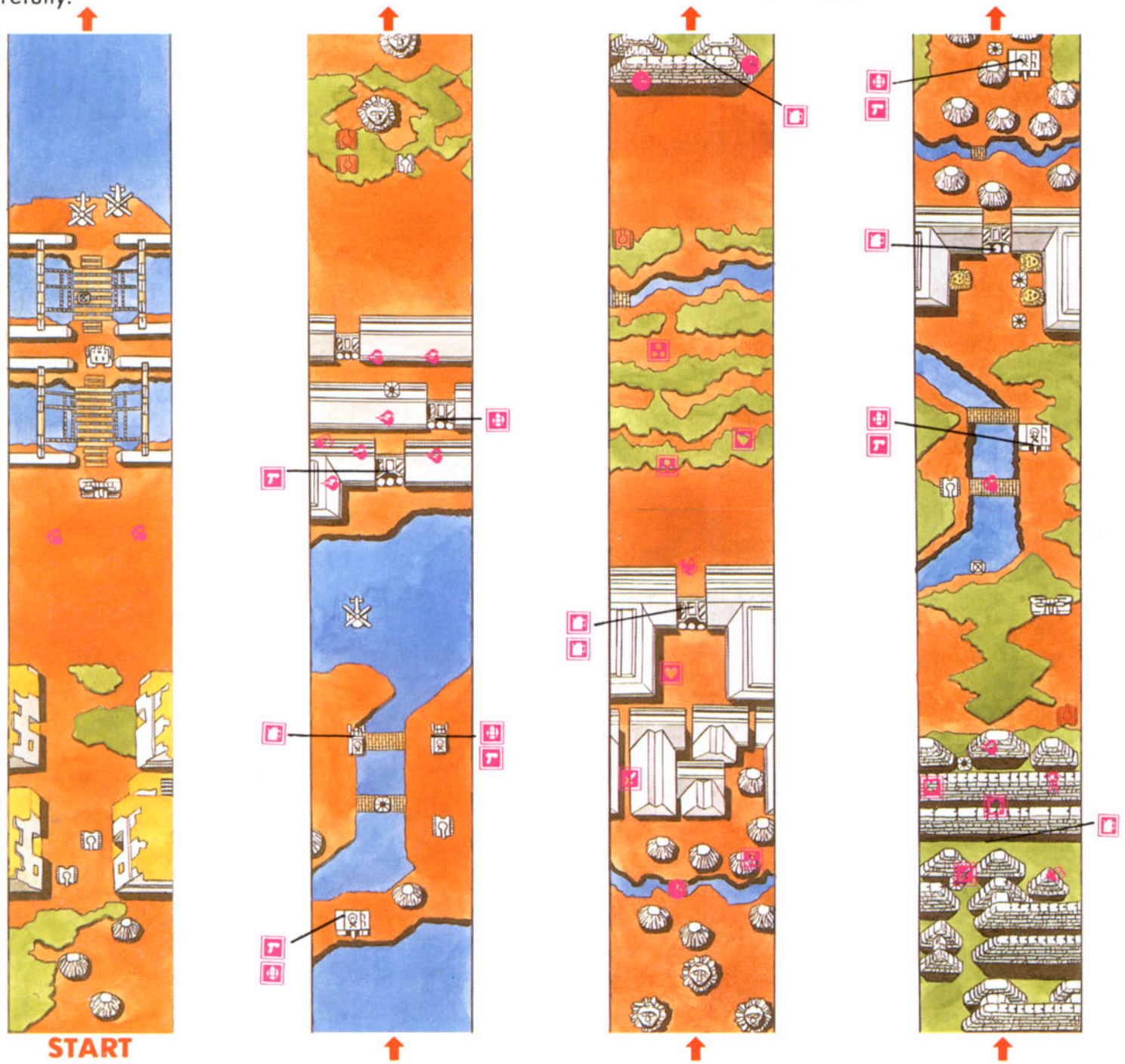
PLAYING TIPS

STAGE TWO

Stage Two is more difficult. You travel through a city and over a long bridge. Then you have to go through an area with high walls. The number of enemies has increased, but so has the the number of items and hidden characters. Proceed after reviewing the map carefully.

HOW TO READ THE SYMBOLS ON THE MAP

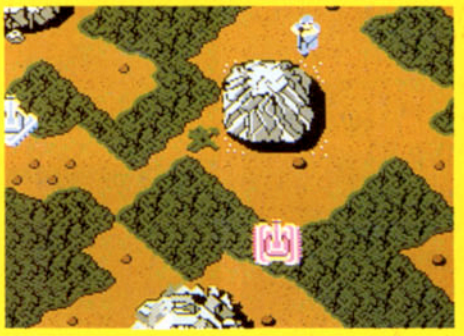
- Hand Grenade
- Bullets
- Gerrycan
- Heart
- S.S.
- Army Knife
- Buckshot
- High-octane Gas
- A Nugget of Gold
- Radio
- Watch
- Little Athena
- Sniper
- Blaze Soldiers
- Macho Man
- Spiders
- Bees

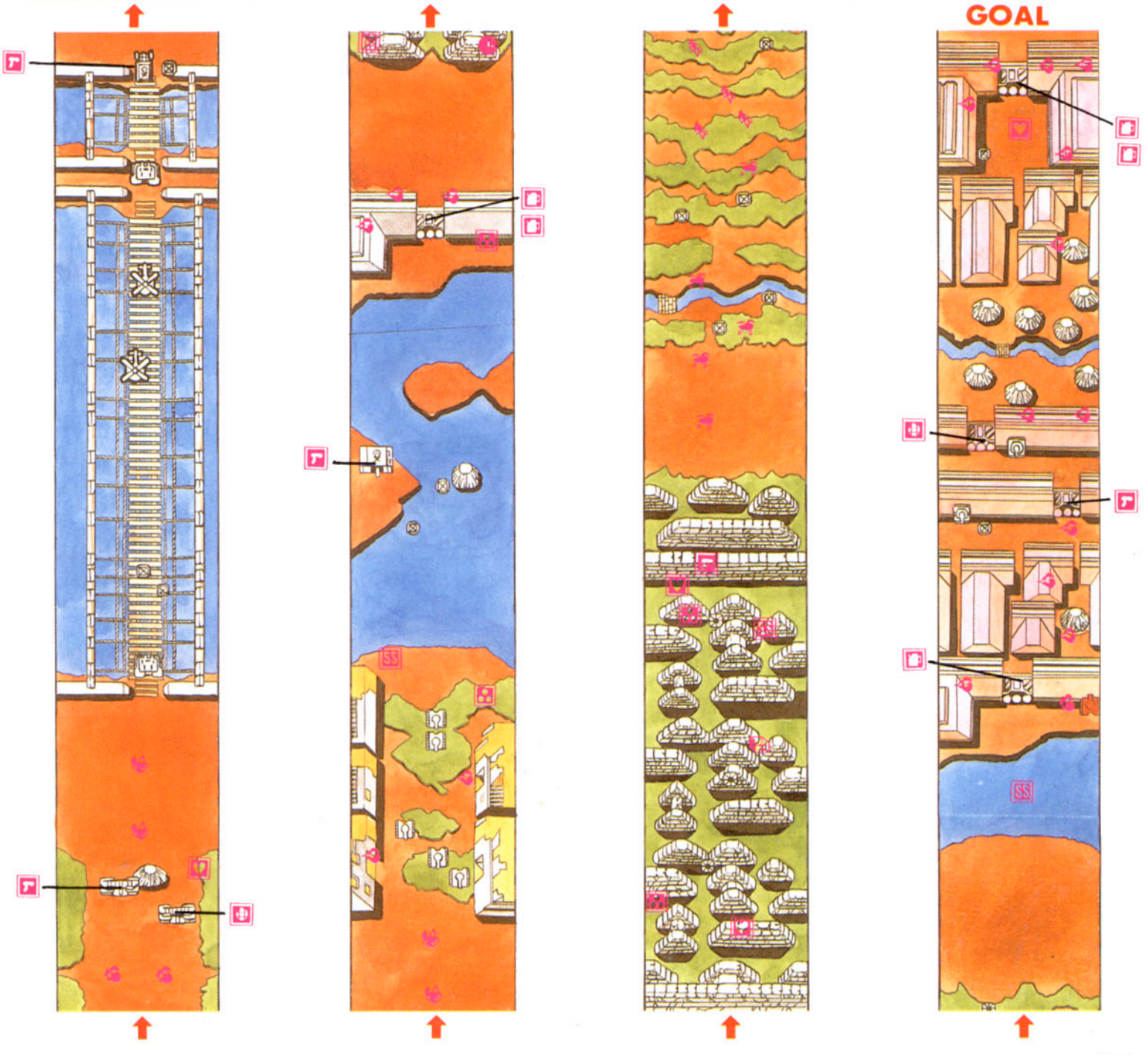


SECRET POINTS

Here is the technique that creates two tanks from one. First overlap Paul and Vince on a tank, then press the A buttons on both controllers One and Two at the same time. Mysteriously, one tank becomes two!







KUNG FU



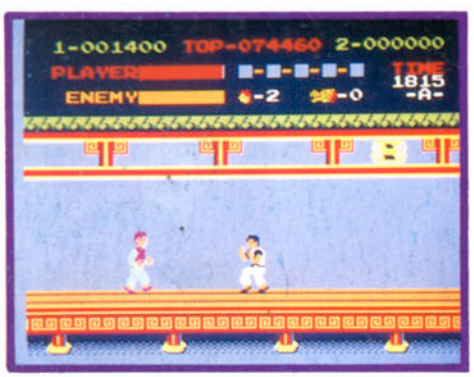


A Powerful KUNG FU Action Game!

With its speed, colorful tricks and wonderful characters, this Kung Fu game is a leader among the many action games. There are lots of great features in this spirited game.

HOW TO PLAY

Thomas' girlfriend, Sylvia, has been kidnapped! To rescue her, Thomas, a Kung-Fu expert, has gone to "X Mansion" where Sylvia is being held captive. Many enemies lie in wait for him.



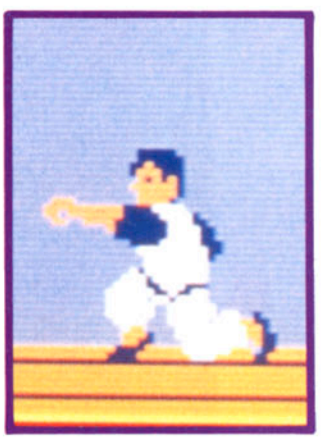


HOW TO OPERATE

Thomas' trained body and Kung Fu techniques are his only weapons. To enjoy this game, you must first master the operation of Thomas. See the pictures below and practice well!



PUNCH
Press button A.



KNEELING PUNCH
Push the controll pad down, and press button A.



JUMP PUNCH
Push the control pad up, and press button A.



KICK
Press button B.

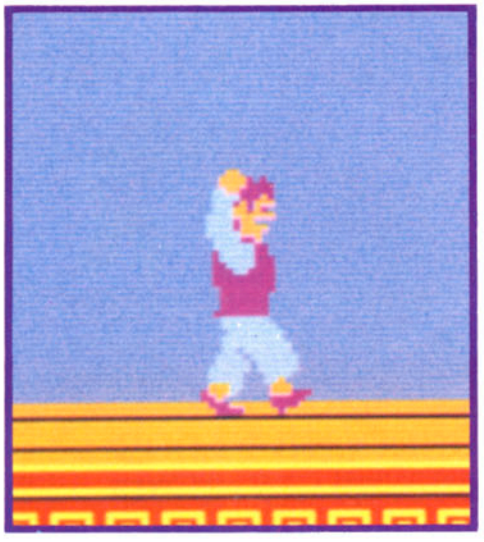


LOW KICK
Push the control pad down, and press button B.



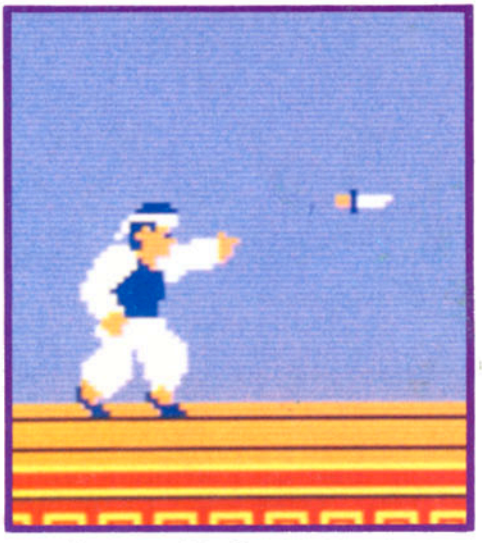
JUMP KICK
Push the control pad up, and press button B.

CHARACTERS



THE GRIPPER

Many of them are coming for Thomas. If they grab him, push the control pad right and left until you shake them off!



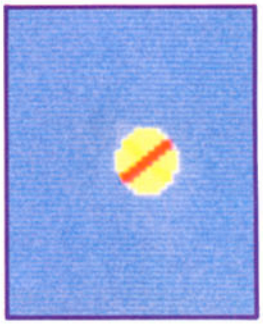
KNIFE THROWER

He attacks by throwing knives. When they are thrown high, kneel down. When they come at you low, you have to jump up.



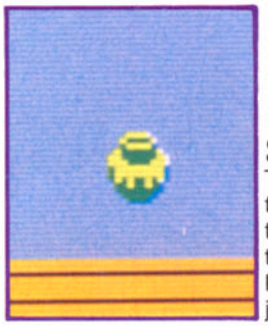
TOM TOM

Tom Tom is coming to capture Thomas. He's small, so beat him with a kneeling punch or low kick. He sometimes attacks by spinning.



DRAGON BALLS

They fall down from the ceiling. As soon as they hit the floor, they turn into Dragons. So try hard to avoid them.



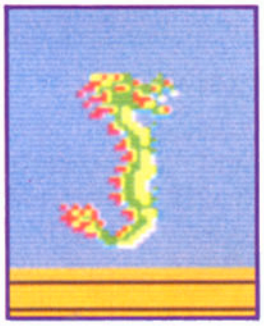
SNAKE BASKET

They come down from the ceiling. When they hit the floor, they turn into snakes. It might be better just to avoid them.



CONFETTI BALL

It begins falling from the ceiling, hesitates in the air for a while, and then explodes. Avoid them by jumping or kneeling.



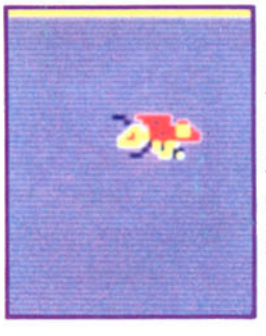
DRAGONS

They are born from dragon balls and attack by breathing fire. As soon as they breathe fire they disappear, so if you manage to avoid them, you'll be fine.



SNAKES

They come out of snake baskets. They crawl along the floor, and try to bite Thomas. The best way to avoid them is to jump quickly.



POISONOUS MOTHS

The moths jump out of holes in the wall and close in on Thomas. Defeat them by using jump punches or kicks. Simply avoiding the moths is another technique.

SECRET POINTS

When a dragon ball falls down to the floor, a dragon emerges. If you can get to the dragon, and beat him before he breathes fire, you'll earn a 2000 point bonus.

Also, when Tom Tom attacks by spinning through the air, push the control pad up to make Thomas jump quickly. This allows him to attack Tom Tom in the air and defeat him. The timing of this technique is difficult, so practice it many times.



PLAYING TIPS

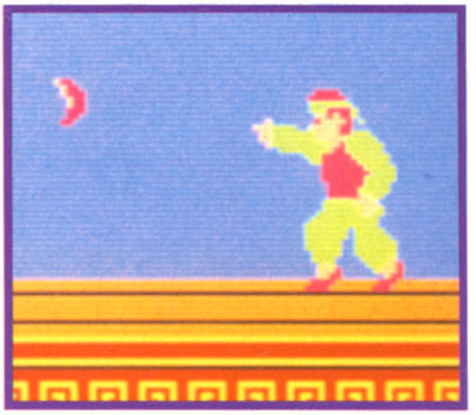
The X Mansion has five stories. You must destroy all the enemies and clear each floor within a limited amount of time. In addition, at the end of each floor, a powerful boss is waiting. One of the objectives of this game is to destroy these boss characters. Thomas' girlfriend, Sylvia, is being held on the fifth floor. Defeat the five bosses and rescue Sylvia.



●FIRST FLOOR

STICK FIGHTER

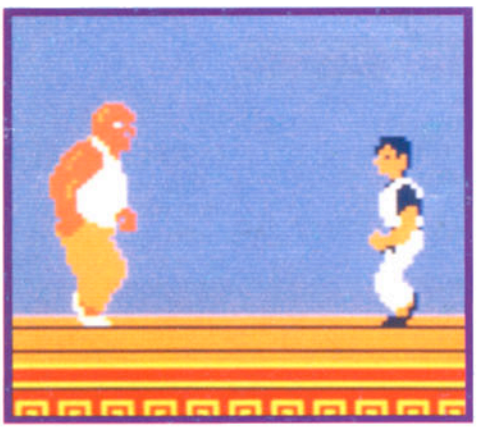
The Boss on the first floor attacks by swinging his club. Approach him swiftly, avoiding the club, and hit him with a rapid succession of low punches. If you do this, it should be easy to defeat him.



●SECOND FLOOR

BOOMERANG FIGHTER

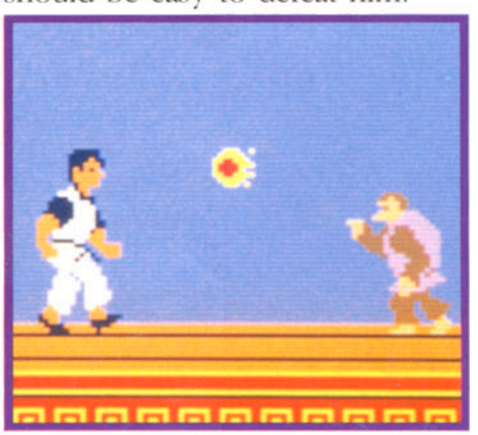
If a boomerang comes flying at you, quickly get out of the way. You also need to avoid it when it spins around and comes back at you. Watch for a break, then close in and attack him.



●THIRD FLOOR

STRONGMAN

The Boss on the third floor moves slowly, but he is very strong. In order to defeat him, you must approach quickly, and hit him with a kneeling punch.



●FOURTH FLOOR

MAGICIAN

The Magician can recover very quickly, even if you attack his head. Instead of going for his head, throw a kneeling punch at his body.



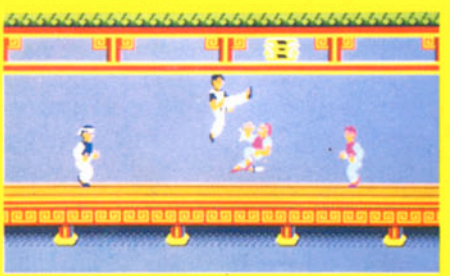
●FIFTH FLOOR

Mr. X

Mr. X is the final and most powerful boss. Most of Thomas' techniques will be blocked, so you should use every technique, and try to take Mr. X by surprise!

SECRET POINTS

You can use this technique on any floor. After you start, go on defeating enemies until you reach the twelfth one. If you beat him with a jump kick, you'll receive 5000 bonus points. The enemies that you throw over won't count, so only attack with punches or jump kicks. Also, if the twelfth enemy is either a Knife Thrower or Tom Tom, your 5000 points won't be counted, so let them pass and wait for a gripper.



Game Guide

No matter which video game is your favorite, chances are you'll find it described right here. Action, sports, fantasy, all Nintendo's software as well as other hot games that you can play on your Nintendo Entertainment System are covered in this Game Guide section with important pointers about everything from setting and characters to weapons. So sit back, relax, and read on!

ADVENTURE SERIES
The Legend of Zelda
Zelda II-The Adventure of Link
Rygar
Metroid
Kid Icarus
Deadly Towers
The Goonies II

SPORTS SERIES
Double Dribble
Baseball
Rad Racer
Golf
Mike Tyson's Punch-Out!!
Pro Wrestling
Soccer
Slalom
Tennis
10-Yard Fight
Volleyball
Winter Games
M.U.S.C.L.E.
Family Fun Fitness
Stadium Events
Tag Team Wrestling
Karate Champ
Ring King
Side Pocket
Lunar Pool
Track & Field

ACTION SERIES
Super Mario Bros.
Kung Fu
Pinball
Balloon Fight
Ice Climber
Urban Champion
Clu Clu Land
Star Voyager
3-D WorldRunner
Tiger-Heli
Super Pitfall
Chubby Cherub
Ninja Kid
Spelunker
Raid on Bungling Bay
Commando
Ghosts 'N Goblins
1942
Trojan
Section Z
Mega Man
Kid Niki
Breakthru
Karnov
Zanac
Sqoon
Gradius
Rush 'N Attack
Castlevania
Stinger
Top Gun
Jaws
The Karate Kid
Ikari Warriors
Athena
Alpha Mission
Spy Hunter
SkyKid
The Legend of Kage
Arkanoid
Renegade
Mighty Bomb Jack
Solomon's Key

LIGHT GUN SERIES
Hogan's Alley
Duck Hunt
Gumshoe
Wild Gunman
Gotcha!

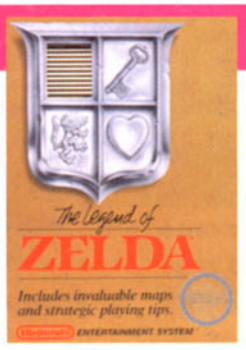
PROGRAMMABLE SERIES
Excitebike
Mach Rider
Wrecking Crew
Lode Runner

ARCADE CLASSICS
Donkey Kong
Mario Bros.
Donkey Kong Jr.
Popeye
Donkey Kong 3
Burgertime
Elevator Action

ROBOT SERIES
Gyromite
Stack-Up

EDUCATION SERIES
Donkey Kong Jr. Math

THE LEGEND OF ZELDA™



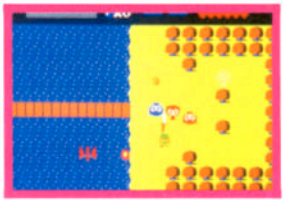


ADVENTURE SERIES

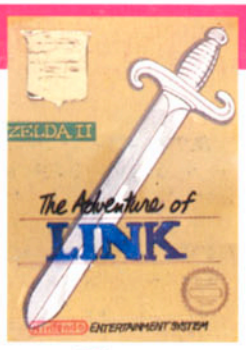
AN ENDLESS ADVENTURE

Long ago in the faraway land of Hyrule, a dark army led by the evil Ganon stole the legendary "Triforce of Power." Now the only one who can save the kingdom and its fair Princess, Zelda, is Link. But he is only a young lad! And the task is great!

GAME PLAY: To defeat Ganon, you must find the eight pieces of the "Triforce of Wisdom" which are scattered throughout the land. As Link, your search takes you through the vast reaches of the Overworld and deep into the mazes of the Underworld. There are 300 screens in this challenging interactive video game! And they are riddled with unbelievable monsters—Oktoroks, Tektites, Dodongo, Manhandla, Darknut and many more. Buy weapons and advice on how to defeat them. Hop a raft to get you where you want to go. Make your own map to guide you. Light up a dark room with a candle. Wield a magic sword. Your quest is tricky and dangerous. And Ganon is a master of the art of deception. When you find him, you may not even see him!



ZELDA II - THE ADVENTURE OF LINK™



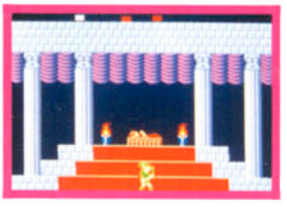


ADVENTURE SERIES

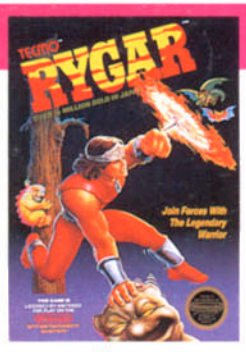
A NEW QUEST FOR LINK

Young Link, the brave lad who bested the evil Ganon and saved the Princess in The Legend of Zelda has come of age. Now taller and stronger, this proud young man must face a new challenge—and an old enemy. Link's arch enemy has returned and cast a sleeping spell on Princess Zelda!

GAME PLAY: As Link, you set out in search of six palaces to find six gems. Return the gems to their rightful places—the foreheads of the stone statues. This helps you to break Ganon's evil spell. It's not an easy task—even for a seasoned fighter like Link. The game has both a vertical and horizontal perspective. The Overworld is much wider and the Underworld full of more mazes, secret places and mystery. Magic power, Life Strength and Money help you. You must travel through desert, forest, swampland and dark tunnels. You will encounter a great number of enemies—all different. Look for useful hidden items in dark caves. Ask for help from friendly townspeople. Ultimately you must face Ganon's Wrath.



RYGAR™



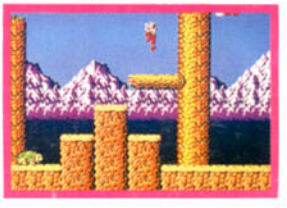


ADVENTURE SERIES

JOIN FORCES WITH THE WAR GODS

Far away in Argool, the holy place founded centuries ago by the legendary Gods of Indora, an evil deed has been perpetrated. The cruel King Ligar and his soldier beasts have stolen Argool's "Door to Peace" and have established an evil reign of terror. The kingdom's only hope for salvation is Rygar, a hero who has risen from the dead to restore peace to the land of Argool.

GAME PLAY: Join forces with Rygar as he scours the five regions of Argool in search of the five imprisoned war gods. Each has wisdom, power, and sacred treasure—a wind pully, a crossbow, a coat of arms, a suit of armor, and the Flute of Pegasus—that will help you and Rygar defeat Ligar's dangerous army of beasts. But hurry! The sun is setting and Rygar is depending on your help to restore peace to Argool. Good luck!





METROID™



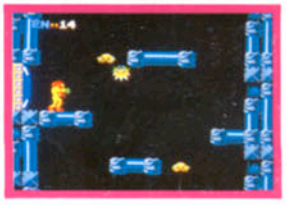


ADVENTURE SERIES

GALATIC PIRACY AND HEROICS

The Galactic Federation Police are running scared. A strange life form, held in suspended animation and suspected of causing the destruction of an entire planet, has been stolen by space pirates. The pirates have hidden this "Metroid" deep within the fortress Planet Zebes where they plan to make it multiply, and use it to destroy galactic civilization.

GAME PLAY: You are the greatest space hunter with a body surgically strengthened by robotics. Only you can penetrate the three zones of a fortress riddled with complicated mazes, booby traps, and enemies. Make a map to guide you. Build your own bridge. Blast through gates. Hit a Mini-Boss, and catch an energy ball to boost your energy tank. Start with a short beam but look for rooms with any of 10 power items. Collect them, and you can launch wave beams, screw attacks, bombs and other attacks. More than 20 enemies get meaner as you go—and the Mother Brain is the worst of all! Go for the energy source with missiles!



KID ICARUS™



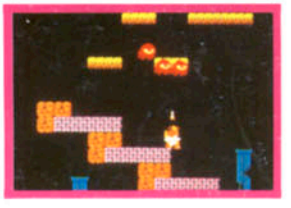


ADVENTURE SERIES

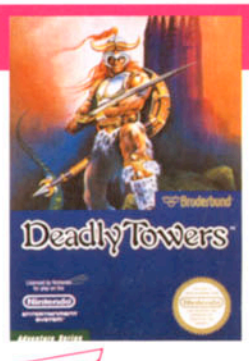
A CLASSIC ADVENTURE

Vengeful Medusa and Underworld monsters have launched a surprise attack on the beautiful Palutena, the goddess of light. With the three sacred treasures stolen and Palutena imprisoned in the sky palace, the peace and beauty of Angel Land has come to an end. Is there hope?

GAME PLAY: As Pit, a courageous young angel you arm yourself with bow and arrow, and set out to battle your way through four challenging levels—Underworld, Overworld, Skyworld and Palace fortress to reclaim the three sacred treasures and save Palutena! You can fly high and low. Attack enemy hordes with sacred weapons. Defend yourself with the sacred shield. Collect up to 999 hearts to buy angel's wings, a mallet—over 24 items help you get out of tight spots. Four kinds of arrows, the sacred bow, and protective crystals are essential to success. Friendly gods may help you. You'll need it for the ultimate confrontation—Medusa!



DEADLY TOWERS™





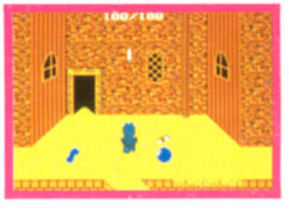
ADVENTURE SERIES

MIGHTY QUEST

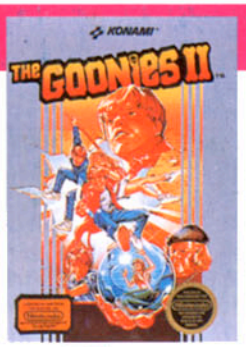
Darkness has fallen over the ancient kingdom of Willner. By ringing the magic bells, the evil Rubas, King of the Devils, has amassed an army of the most diabolical sub-human creatures known to Earth. It will take more than a good heart and mighty sword to slay the evil king and restore peace to the lands. But the gauntlet has been thrown. Only YOU can assume the quest. You are mankind's only hope against the evil forces of darkness.

GAME PLAY: Take up the swords of the mighty Prince Meyer and prepare to vanquish all foes. Your quest will lead you to seven bell towers, where mighty Death Bears do battle to guard each bell from the Holy Flame. Only by capturing all seven bells can you do battle with the evil King of Darkness. Study the screen, and map out your attack. The kingdom is riddled with secret rooms, underground dungeons and parallel worlds.





THE GOONIES II™





ADVENTURE SERIES

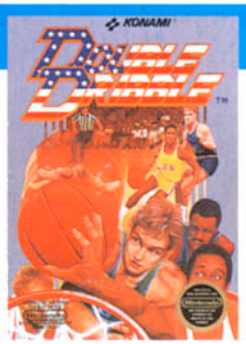
SLIME CITY KIDNAP

The Fratelli fraternity is at it again! Ma Fratelli, her two nitwit sons and crazy Cousin Pipsqueak have kidnapped your Goonie buddies and Annie the Mermaid. You're the only Goonie left who can sneak into their hideout, destroy the master computer, and keep your pals from becoming dog meat. But sneaking in won't be easy. The place is riddled with secret caverns and man-eating Fish. If a gang member doesn't get you, Ma Fratellis will try.

GAME PLAY: Ma's holding your six Goonie buddies and best friend Annie the Mermaid in a creepy underground hideout. To rescue them, you have to fight your way through a dozen mazes with enemies galore ready to get you. But you have your defenses—a slingshot, yo-yo, boomerang, underwater gun, bomb, and molotov cocktail. Seventeen magic implements and many secret messages help you. A password lets you keep your implements for the next game—if you remember the word! Get to know the neighborhood. Only the strong survive in the Adventure Scene. This game is sure to test your wits and imagination!



DOUBLE DRIBBLE™





SPORTS SERIES

SLAM DUNK TO VICTORY

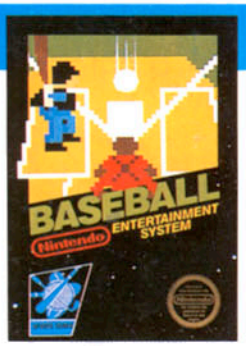
It's full-court, board-banging action with five-man teams, and a stadium full of roaring fans. The 24-second shot clock, free throws, three pointers, and foul shots are all part of this basketball game with all the challenge and excitment of the real court.

GAME PLAY: Pick from three levels of play depending on your "b-ball" skills, when playing the computer. Or play a friend, and pick from four top professional teams. Dribble the ball, and snap a quick pass to your man in the lane for a crowd-thrilling slam dunk and two quick points. It's not always like this. Your opponent catches on to your game fast, and blocks the path down the lane. If you're feeling hot, you can even let a ringer fly from three-point territory. So get out your high tops and show your stuff!





BASEBALL





SPORTS SERIES

IT'S A GRAND SLAM!

You're up at bat. The pitch is low and fast. You swing and miss but you signal your man on second to try to steal third. The throw is late, and he's safe. Whether it's base running, batting, pitching, or fielding, you're there feeling the pressure to give it your all and come through for the team—and your fans! Hit and run, squeeze bunts, sacrifice bunts, do whatever it takes for the old ball game.

GAME PLAY: When at bat, you position yourself in the batter's box and swing at the pitches that look good. Your base runners go on your command whether it's stealing, advancing, or tagging up. In the field, you pick your pitch—fast ball, curve ball, slow ball, or screwball. When the ball is hit, your fielders throw to the base you pick or tag the runner as he goes by. Better yet, lead the runner off base, and then tag him out in a pickle. Just add peanuts, popcorn, and Cracker Jacks for the time of your life.





RAD RACER™





SPORTS SERIES

POWER RALLY RACING

You're head-to-head with a Lamborghini and the speedometer of your red-hot speed-bred racer tops 225 kilometers an hour. You feel an adrenalin rush from the sudden increase in speed as your turbo charger flips your rig into rapid acceleration. Watch out! The weather's changing fast, and so are the road conditions. It's getting slick and you've got to power down or you won't make the hairpin turn!

GAME PLAY: Choose your power machine—a Ferrari type 328 Twin Turbo or the Indy 500 style Formula One. There are eight courses ahead packed with plenty of road hazards and hot competitors with lots of tricks. Your goal is to make it across the checkered flag within time. First you're up against a VW bug. Work your way through power-packed competition—Corvette, Citroen, Mercedes, Lamborghini, Lotus, and more. Use the other drivers to your advantage. Learn to slipstream for a block. Flip and land on all four tires. Check your timing, watch your speed, and roll!



GOLF





SPORTS SERIES

SINK THAT WINNING PUTT

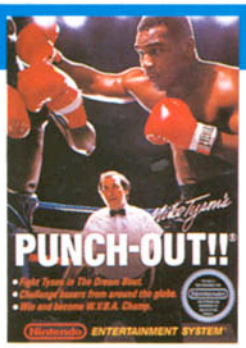
You need to make this 25-foot putt to win the tournament and take home the prize or you're a has-been. The green looks fast and it should break to the left. You line up your shot, hold your breath, and putt gently towards the hole. It sinks, and the victory is yours.

GAME PLAY: This game lets you pick your club, control your swing—even select the angle of impact. You push the button three times to hit with the irons and woods. Your timing gives you control of the distance and direction of your shot. Don't let that slice get the better of you. You also have to account for wind speed and direction. So plan your shot carefully. When you're on the green, you get a close-up view that shows the slope and steepness of the putting surface. This 18-hole championship course is a beauty to play, but keep that ball out of the lakes and the bunkers or you'll never make par.





MIKE TYSON'S PUNCH-OUT!!®





SPORTS SERIES

A MIKE TYSON POWER PUNCH

Tyson enters the packed arena to a deafening roar of the crowd. This is not a fight. This is boxing history. The youngest World Heavyweight Champion ever, Tyson is shrewd, self-disciplined, and awesomely strong. With raw power he throws controlled, quicksilver punches—a low right, an uppercut to the middle, a left hook out of nowhere—sending his opponent flying across the ring to fall insensible into the ropes. The crowd jumps up with a roar!

GAME PLAY: You're little Mac, ranked #3 on the minor circuit. Coached by your trainer, Doc Louis, you fight your way up through three circuits (minor, major, and world) of the World Video Boxing Association. You have to beat 11 international opponents each tougher than the last. They all have unique moves and weaknesses. Learn them! You can train between circuits. If you're fast, smart, and tough enough, you'll get a crack at the ultimate dream bout with the World Heavyweight Champ—Mike Tyson. Good luck!



PRO WRESTLING





SPORTS SERIES

CROWD PLEASING MADNESS

The huge Amazon quickly body slams you to the mat, and you feel the pain, but the crowd is roaring and you drag yourself up for another go. He misses a step. You move in with your famous pile driver punch, and follow up with a flying body attack from the top rope for the pin and match. The crowd goes wild!

GAME PLAY: You are one of six rotten dudes, and you're in the ring against either the computer or a friend. You punch, you kick, you pick him up and slam him to the mat with one of your many throws. You can even throw him out of the ring and take a flying leap to join him on the floor. But watch out! Each wrestler has his own special bone-breaking moves. So learn the ropes and see if you can make it to the title fight with The Great Puma. You'll love the action in the ring and on the floor with some of the meanest, baddest, most rotten guys around.





SOCCER





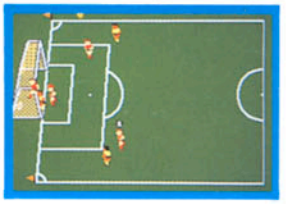
SPORTS SERIES

WORLD CUP EXCITEMENT

Your passes have to be crisp and your goal shots have to hit the opening with unerring accuracy if you're going to have a chance at winning this fast-action game. Soccer is the world's most popular team sport. And this top-level video game is loaded with all the excitement of World Cup play— kickoffs, throw-ins, goal kicks, offsides, and corner kicks. The action never quits.

GAME PLAY: You bring the ball downfield with evasive dribbling maneuvers and a few quick passes to your teammates. You try to set up for a shot on goal while keeping the ball away from the defense. Pick your slot, aim your shot, and let one fly. The defense moves to steal the ball and block your shots! Tie games get settled in penalty kick sessions so practice your skills. You can play against the computer at five different skill levels or with a friend.





SLALOM®





SPORTS SERIES

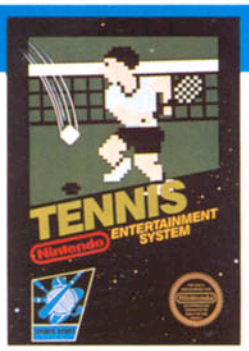
SHOOOSH BOOM

You're edging your skis hard trying to get control as you race down the run and top the mogul in a flash of snow. But you're not out of the woods yet—in fact, you're into the trees and slowing down too much! Will you win the race against the clock or slide in as a has-been? The ticking of the clock and banging of your heart is all that matters.

GAME PLAY: From the moment you fly out of the starting gate, you have to pull out all the stops in this fast-action game. Ahead lie 24 exhilarating slopes and 21 high-score records to challenge. It's you against the clock on Mount Nasty, Snowy Hill, or Steep Peak. There are plenty of hazards ahead to slow you down—ski gates, other racers, moguls, snowmen, sledders, flags, drone skiers—and more! If you complete a run within time, you get to ski on ahead to the next and more difficult challenge. To ski the fastest, stay on the snow. Make your turns short and sweet. And get as many bonus points as you can with your shoosh booming skills.



TENNIS





SPORTS SERIES

A SMASHING HIT!

It's match point and your advantage. You drive a rocket serve to the far corner and rush the net. Your opponent makes a great hit with a lob to the baseline. You scramble back and get off a cross-court passing shot for the point and match. This game has all the strokes of the pros— forehand, backhand, smash or lob.

GAME PLAY: You gauge the speed of your serve with your timing on the controls, then try to cover the court as the volley begins. Position on the court and timing on your stroke make all the difference. Keep an eye on your opponent and pick your best shot. Lob over the man at the net with your B button shot, then rush the net yourself and get ready for your overhead smash! Your computer opponent has five skill levels to choose from, and you can play it alone or with a friend as a doubles partner.





10-YARD FIGHT™



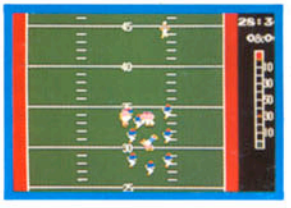


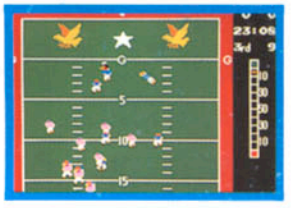
SPORTS SERIES

A FOOTBALL CLASSIC

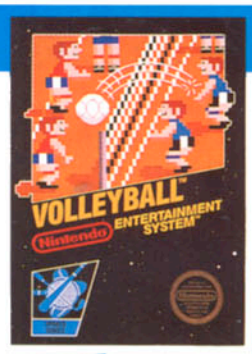
You're the quarterback. You have your left end going long and your fullback rolling right. With the defense spread out, you run up the middle, shake off a tackle, and break loose for a sizzling 23-yard gain. Run, pass, kick, punt— you call the plays in this hard-hitting football game. Whether it's third and long or first and goal on the two yard line, you'll like the action!

GAME PLAY: You set up your pass receiver on the line of scrimmage, then hike the ball. You can pass downfield, pass left or right to your backfield, or run with the ball. On the fourth down you can go for a field goal if you're in range, or punt it away. The defense moves in for the tackle or tries to block the pass. You can pick your skill level and play the computer or a friend. Either way you go, you'll feel like you've got the real Football in hand.





VOLLEYBALL





SPORTS SERIES

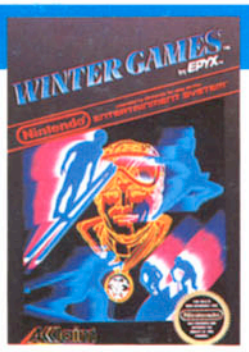
BUMP, SET, & SPIKE

The serve comes low and fast. You run to the corner and dive for the ball. It's a great save! Your back man sets it up for the kill. Your crafty front three fake the spike, just barely dinking it over for the point. Classic moves, speed, strategy, this is volleyball at its finest.

GAME PLAY: The game takes plenty of practice and "VB" skills to master. Your server can serve it high or low to the right or left. You move your men into position to receive the ball with a set or a quick return. The set can be high or low to any front man you choose. Direct the kill shot fast and straight to the opening in your opponents' defense. When a low ball or a spike comes at you, send your front line up for a block. The computer has seven different international teams for play at various skill levels. Whether you are playing your friend or the crack team from the USSR, you'll find the challenge is nonstop.



WINTER GAMES™



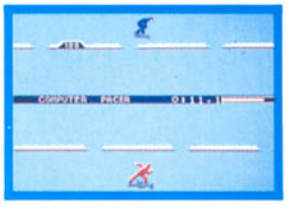


SPORTS SERIES

GO FOR THE GOLD

The spectacle and pageantry of the 1988 Winter Olympic Games in Calgary, Alberta, Canada, has captured the hearts and minds of people the world over. Against a graphically-vivid backdrop of snow-capped peaks, sparkling snow, and glittering sun, the world's finest young athletes will soon compete for the coveted gold, silver and bronze medals. The spectacular opening ceremony is about to begin. A hush falls over the crowd, as the runner lights the Olympic Torch and white doves are released to the heavens.

GAME PLAY: As one of the world's greatest winter sports contenders, you are familiar with the emotional intensity of world-class competition. But you are cool and calm as you practice, train, and develop a winning strategy for each event: the grueling speed skating race on ice: daredevil hot dog aerials; graceful figure skating; and the bobsled, where every hair-raising turn could mean the difference between wiping out and winning. Are you ready to go for the gold? If so, let the games begin. Remember, no guts, no glory.



M.U.S.C.L.E.™





SPORTS SERIES

TAG TEAM MATCH WRESTLING

With The World's Tag Team Wrestling Championship up for grabs, wrestlers have gathered to battle it out for this prestigious title. But only those with the most muscle stand a chance! Among the contenders are M.U.S.C.L.E. Man, Robin Mask, Ashra Man, Geronimo, and Wars Man. But only one can win. These wrestlers have perfected special techniques that dazzle, confuse, and conquer their opponents.

GAME PLAY: You select the wrestlers that will make up your tag team from the list of contenders, and jump into the ring. You fight against the computer or against a friend in a rough-and-tumble match using many different techniques from your bag of tricks. Clothesline your opponent by throwing him against the ropes and nailing him when he bounces back. Or hit him with a Flying Body Attack as you bounce yourself off the ropes. Look for the Booster Ball when it's thrown in the ring and your team can jump, kick, and punch its way to the win. When all else fails, and you're really in a pinch, you can even switch wrestlers with a tag in the corner.



FAMILY FUN FITNESS™



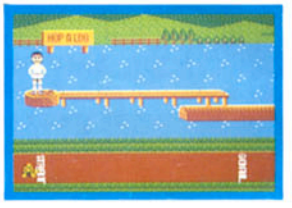


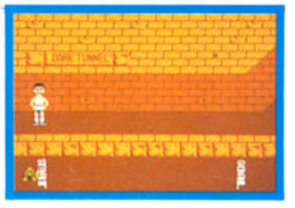
SPORTS SERIES

WORLD OF ATHLETICS

Test your family's athletic ability with this combination aerobic fitness center and NES skill game. It's better than weathering the outdoor elements, and a whole lot more fun! Pick your favorite sport from the Athletic World Map. Run sprints along the Animal Trail. Test agility on the Hop a Log. Family Fun Fitness is the first in a new line of pro-active games that give you a whole new way to enjoy your home NES.

GAME PLAY: Connect the control mat to your NES and get ready to sweat! Each dot on the mat represents a different movement that propells a runner through a series of five athletic training fields. Choose the Beginner or Advanced Course depending upon your athletic ability and level of game skill. There's a time limit for each course that varies with the age and sex of player, so watch the turtle at the bottom of the screen. When he reaches the finish line, so are you. Stretch those thigh muscles! Burn those Calories! Have a great time!







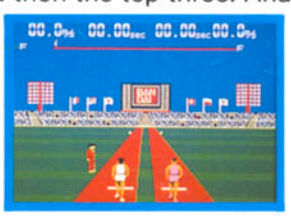


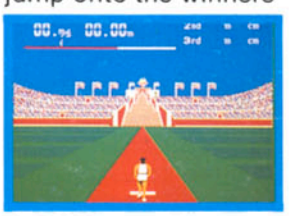
STADIUM EVENTS™

JUMP INTO ACTION

You'll literally jump into the action with legs, arms and laughs when you play Family Fun Fitness (TM) Stadium Events. In fact, it will make your home seem more like a stadium. Everyone gets in on the fun. Watch and cheer from the sidelines or jump into the action and compete in the events.

GAME PLAY: Jump onto the control mat to start the games. Four different events challenge your athletic talents to the max: 110 Meter Dash, Long Jump, 100 Meter Hurdles and Triple Jump. In the Tournament Mode you compete against one tough runner in four events for a total score in the Olympic Mode. Get your name up in lights with the top six winners and then the top three. And jump onto the winners' platform and bask in the glory of victory! This is not for couch potatoes!





SPORTS SERIES





TAG TEAM WRESTLING®

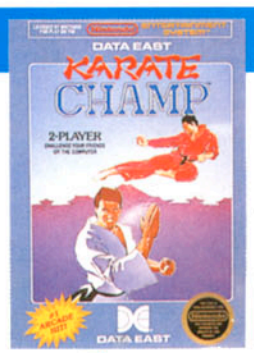
MANIA ON THE MAT

You've watched it on television and jeered from the sidelines. Now you can experience the thrill of throwing a flying headbutt right on your own home NES. Grab your partner, hop in the ring, and do battle with some of the biggest, brawniest opponents on the circuit. It's tag team wrestling at its wildest as you and your mate Drop Kick, Body Slam and Ring Post your way into the Super World Championship of Tag Team Wrestling!

GAME PLAY: It'll take 35 title match victories to bring home the trophy. To get there, you'll match muscle with two terrifyingly terrific tag teams. Study moves carefully as each player has a special move for certain opponents. Pin your opponent for a three count, or make him cry "Give Up," and the match is yours. But don't forget to watch your energy meter. When it runs low, its time to tag your partner. The fans will be on their feet when you take to the mat in this mighty might, Tag Team free-for-all.



SPORTS SERIES





KARATE CHAMP™

THE CHALLENGE OF CHEE FON DU

The World Karate Championships are about to begin. Of all the "pretenders to the throne" now occupied by the Karate Kid, only newcomer Chee Fon Du poses a true threat—in more than one way! The cocky Chee Fon Du has not only promised to take the crown, but also ominously vowed to send The Karate Kid into permanent retirement.

GAME PLAY: As the Karate Kid, you know that more than your Karate championship is at stake. Year after year, you have defended your title with strength, skill, honor and, above all, fair play. But this time it's different, for Chee Fon Du has vowed to take your title—over your dead body, if necessary! You must use every trick in the book to win. Through nine different scenes and three challenging screens, you must lunge, kick, spin, punch and block your way to victory. Will you retain your title? Or will Chee Fon Du make you flat as a pancake? It's in your quick and lethal hands.



SPORTS SERIES





RING KING™

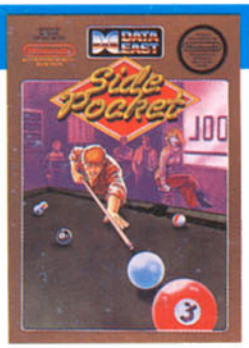
ONLY THE STRONG SURVIVE

Boxing fans await the match of the century, a World Championship title bout in which challengers with varying abilities and styles contend for the coveted title, Ring King. But competition is stiff and only strength, skill, and stamina will separate the men from the wimps.

GAME PLAY: As a former Olympic champion and world-class contender, you are confident of winning. However, as you fight your way to the top through six modes, with up to eight players just as determined to win the title, you see that this will be no piece of cake. Each grueling match takes its toll as the real contenders are separated from the losers. But none can match your style and lightening speed. Float like a butterfly, sting like a bee! Dodge, guard, and dance circles around your hapless opponents. Each blistering uppercut and mind-numbing jab to the solar plexis advances you closer to the ultimate title. Will you be Ring King? Or just another pug with cauliflower ears? It's up to you.



SPORTS SERIES





SIDE POCKET™

RACK 'EM UP!

Chalk up your favorite cue stick and challenge your friends to the ultimate game of skill...pool! It takes a pretty cool dude to sink the tough shots on this pool table because you need the right English and the right power on the stroke to make 'em drop. So sharpen your skills and see if you can hustle your way to the Data East Pool Tournament Finals.

GAME PLAY: There are four game modes to choose from at this pool hall. The first is the one-man "Pocket Game" to sharpen your skills. The second is a training mode to show you the fine art of putting English on this cue ball and how to play the cushions for best effect. The third and fourth games are two-player games where you can let it all hang out and show your stuff. "Pocket Game" is for total points over five matches and "Nine Ball" is the popular game played in rotation where the first player to sink the Nine Ball wins. So put on your best pool hall duds and rack 'em up!



SPORTS SERIES





LUNAR POOL™

BECOME AN ELECTRONIC HUSTLER

This is it! The biggest billiards game in the universe: Sixty different tables to run, eight levels of power, 255 levels of table friction. Choose your opponent—yourself, another player or the computer. As you approach the table, all eyes are upon you. The room hushes as you take your electronic cue stick, methodically set up the shot, choose the power you need...and shoot! The balls ricochet rapidly off the cushions. You sink three with the first shot. What a Hustler!

GAME PLAY: With sixty tables to choose from, you can name your game. Or accept each new challenge as it is presented. Sink a ball and your score equals your game rate, times the number of the ball, times ten points. Your rate increases by one point with each ball you sink. It can add up fast. But take careful aim. Fail to sink a ball after three consecutive shots and you lose a cue ball. Loose all three cue balls and the game is over. Think you can run a table? How about all 60 of them?



SPORTS SERIES

TRACK & FIELD™



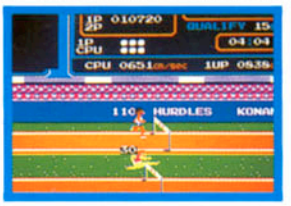


SPORTS SERIES

CHALLENGE OLYMPIC COMPETITORS

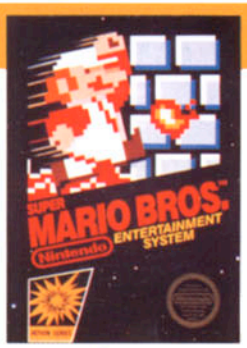
Raw strength, lightening speed, split-second timing—eight grueling track and field events demand the best you have to give. How fast can you run without jumping the gun? Do you have a new angle on the Javelin throw? How sharp is your skeet shooting? Can you handle the hurdles, clear the triple and high jumps, and go for the gold?

GAME PLAY: Pick your opponent—friend or computer. Either way, you'll sweat it out head-to-head against Olympic champions in eight events including long jump, archery, high jump, 100-meter dash, 100-meter hurdles, javelin throw, skeet shooting, and triple jump. Start at the novice level and work up to the fast paced challenge of the expert levels. Soon enough, you'll know the score when Jocular Pig, UFO or the Mole come into the competition. Winning depends on your timing, speed, aim, reflexes, and mental muscle. Try to psyche out your opponents! It may work to help make you an Olympic star in the ultimate athletic contest.





SUPER MARIO BROS.®



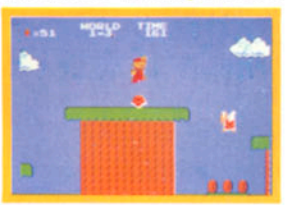


ACTION SERIES

ADVENTURE IN THE MUSHROOM KINGDOM

The kingdom of the peaceful Mushroom people has been invaded by the Koopa, a tribe of evil turtles. The Mushroom people were turned into stones, bricks and plants, and the Princess Toadstool, daughter of the Mushroom King, was taken by the Koopa Turtle King. Mario hears of their plight and sets out on a quest to free the people and save the Princess.

GAME PLAY: You are Mario. Ahead, you face vast worlds riddled with many different enemies and secrets. Magic mushrooms make you big enough to break overhead bricks with your head. Fireflowers let you shoot fireballs to hit the turtle clan and others that stand in your way. Special mushrooms appear out of thin air for extra lives. Get more lives by collecting coins hidden in bricks and underground caverns and other secret places. Journey through lovely garden worlds, underground caverns, pod worlds, and underwater worlds. Careful! Each has deadly characters. Discover a Warp Zone shortcut, and maybe even a Minus World! Your quest is full of surprises!



KUNG FU





ACTION SERIES

MASTER THE MARTIAL ARTS

The fair Sylvia has been captured by the mysterious gang "X" which holds her a helpless captive at the top of their castle fortress. She feverishly awaits her rescue by Thomas, great master of Kung Fu. The task is not easy—even for the great master. This gang fights with style! Skillful punches, sharp kicks and well-timed jump kicks are required to overcome the artful and wily fighters unleashed by the evil gang.

GAME PLAY: As Thomas, you must fight an uphill battle to the fifth floor to save Sylvia. Each floor has different dangers. Myriad martial arts experts lie in wait to attack you and halt your mission. Learn to hit the Gripper, the Knife Thrower, or the Tom Tom Brothers with a punch or a jump kick and you'll earn extra points. It's tricky! The Stick Fighter, Giant, Boomerang Thrower, and Black Magician are some of the tough opponents at the end of the floors, but nothing like the gang leader, Mr. X that you will meet on the fifth floor. So tighten you black belt, and fight!



PINBALL





ACTION SERIES

BE A PINBALL WIZARD

They said it couldn't be done! But here it is—a pinball game that you can play on your Nintendo Entertainment System®! All the action is there—from bumpers to double flippers. This pinball game even has a bonus round for extra fun and points. You won't believe the ball isn't made of steel as it bounces off the cushions and racks up those points.

GAME PLAY: Your control pad operates the two flippers which are used to keep the ball in play as it tries to roll down and out of play at the bottom of the screen. The basic game has two screens with special shoots and bumpers galore! Hit all five of the cards for the royal flush, for instance, and you get a 5000-point bonus and a block post to help keep the ball in play. The bonus round has Mario running back and forth to keep the ball in play and save the falling maiden. You won't believe all the action in this video version of the great game of pinball. It's a ball!



BALLOON FIGHT®





ACTION SERIES

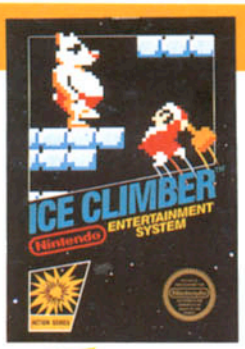
BATTLING BALLOONS

The balloons are coming! They're floating around carrying the enemy armed with more ammo than just hot air! The only thing to do is man your own balloon and counter attack. The balloon fight is on—raging over land and sea!

GAME PLAY: Hop aboard your balloon and try to burst an enemy balloon's bubble. It's not easy, especially since there are so many balloons out to get you. Hit the enemy from above and send it into the drink below. Strike again as the enemy balloon floats down. If you don't, it will return to the fray—with a stronger attack! If you send an enemy balloon into the sea, fly down low. Watch for a bubble which will float to the surface. Shoot it for extra points! But beware of the fish. They are hungry. And you are on the menu! As you master game play, you'll meet tougher challenges—thunder and lightning storms as well as flying propellers that fling you across the sky. Two can play this game. While one of you bursts the enemy's balloon, the other goes for the enemy's parachute.



ICE CLIMBER™





ACTION SERIES

A MOUNTAIN OF ADVENTURE

High in the Arctic wilderness is the biggest refrigerator in the world--a mountain stashed with bushels of vegetables. You want to climb the mountain. But the Arctic creatures think you want their salad! And they'll do everything to keep you off their mountain.

GAME PLAY: It's only you and an ice hammer as you make your way to the top of the mountain—through eight levels of treacherous Arctic ice. Break the ice blocks of the floor above, make a gap, then jump through to the next level. Or mount a moving cloud. But you must be quick and smart. Bothersome Toppies will fill in the holes in the ice floors faster than you can make them. Menacing Nitpickers will hover above you, trying to knock you off the mountain. And huge Polar Bears will cause avalanches that could be fatal. Will you make it to the top?





URBAN CHAMPION™





ACTION SERIES

NEIGHBORHOOD DUKE OUT

It's a jungle out there. Gangs of bullies have taken over the once peaceful neighborhood, and it simply isn't safe to walk the streets. Unless, of course, you're tough enough to take on the baddest guys on the block. You'll have to be quick on your feet and fast with your fists to become the Urban Champion. Think you can handle the action? Then prove it, by fighting for your right to walk the street.

GAME PLAY: You start off with 200 stamina points. Guard them! Don't get pushed around or you lose them. Hit 'em high, or hit 'em low. Block punches. Fake a street bully out. But beware. Just when you think you've beaten the computer bully, you might fall into an open manhole, get hit by a falling flower pot or get hauled off by the police who cruise by in a patrol car! Knock the bully off the street three times, and the neighborhood will throw a confetti celebration in your honor. Ready? Then put up your dukes!





CLU CLU LAND™



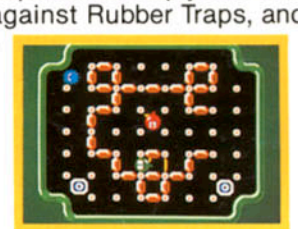


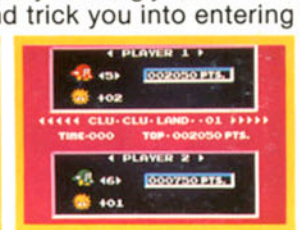
ACTION SERIES

AN UNDERWATER MYSTERY

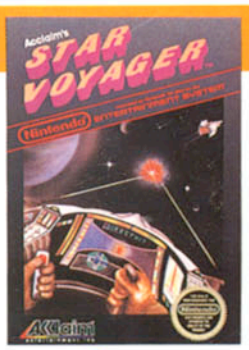
Twenty-thousand leagues under the sea in Clu Clu Land, an evil Sea Urchin has stolen the kingdom's precious gold bars and hidden them in a mysterious aquatic maze. It's up to you to find the gold. But it won't be easy. Because of some strange force, you'll find it hard to manuever. The only way you can turn is by hooking a hand around a turn post or by bouncing off a wall—perhaps right into the clutches of the lethal Sea Urchin!

GAME PLAY: As you swim through Clu Clu Land in search of the gold bars, the Sea Urchin will do everything in his power to stop you. He'll try to sting you with his poisonous needles, bounce you against Rubber Traps, and trick you into entering his house, the Black Hole, where he'll swallow you alive! Beware. Fight back with your stun gun. Soon, the gold will be yours!





STAR VOYAGER™





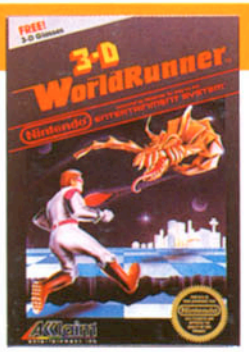
ACTION SERIES

SEIGE OF THE MOLOK WARDRIVERS

In an attempt to flee a galaxy whose sun is dying, a group of settlers board CosmoStation Noah, hoping to find a new home in a galaxy whose sun is young and strong. However, in Spiral Galaxy IX, hope turns to despair as Noah is surrounded by the most ruthless of astral terrorists, the Molak Wardrivers. The settlers have only one hope—RH 119, a supra-tech space vehicle. Equipped with Laser Cannons, Barrier Shields, a Life Support System and Adam—a fully-integrated bio-computer, RH 119 is the ultimate in space warfare.

GAME PLAY: After a series of stringent tests—for reflexes, endurance, intelligence and physical and physiological strength— you are chosen to leave the CosmoStation to battle the enemy. To win, you must triumph over eight alien galaxies, nine Molok squadrons, Space Streams, Asteroid Belts, and deadly Black Holes. If you can't rid Spiral Galaxy IX of the Molok flotilla, Noah will be trapped forever. So adjust your warpmeter, fasten your safety belt, and prepare for warp speed. And may the Force be with you.







3-D WORLDRUNNER™

BATTLE ALIENS IN 3-D

Light years from earth, there's a world in trouble and pain. Graz, the alien Serpentbeast, and his gang of galactic thugs are terrorizing the eight worlds of Solar System #517. The citizens are losing ground fast—and hope. They need a hero to save their solar system from disaster!

GAME PLAY: You are the mighty WorldRunner, the only one who can restore law and order to Solar System #517. Your challenge: free each of eight planets from the terrifying Serpentbeasts. But before you can even get close to a dragon you must deal decisively with menacing Meanies, White Willies, bottomless pits, and towering infernos. Use your fighting skills and fast reflexes to run, jump, and blast your way from planet to planet and the ultimate battle with the Serpentbeasts.





ACTION SERIES





TIGER-HELI®

THE ULTIMATE WEAPON

From their mega-fortress hidden deep inside the country of Cantun, power hungry terrorists plan the ultimate next move. Total World Domination. They seem to hold all the cards—more major aircraft carriers, more all-terrain attack modules, and a radar system that tracks and shoots down anything overhead. Is there a way to stop this terrorist threat? The plan is an early morning sneak attack. The weapon is TIGER-HELI!

GAME PLAY: Pilot Tiger-Heli through an onslaught of enemy firepower. The task may seem insurmountable, but Tiger-Heli is the ultimate stealth jetcopter. Dodge even the fastest of enemy missles or drop an impact bomb that can detonate an entire block. Your firepower supply is endless. Help also comes from an underground guerilla group that sends out colored crosses that become weapons when shot at. The more enemy artillery you liquidate, the higher the score. Go after bonus blocks and hidden objects for extra points!



ACTION SERIES





SUPER PITFALL™

ENDLESS CAVES OF ADVENTURE

The priceless Raj diamond is lost in a vast subterannean dwelling high in the Andes. Pitfall Harry embarks on an impossible mission to recover the diamond from the dark, damp depths below and soon discovers that he must also rescue his beloved niece, Rhonda, and feline friend, Quickclaw the Lion, who are trapped somewhere in the cave's endless passages. Can it be done?

GAME PLAY: You are the great adventurer Pitfall Harry but these caves are so extensive—over 270 screens—that you struggle to learn your way around. You keep your pistol ready because the maze is infested with poisonous frogs, bats, snakes, scorpions, tarantulas, cavemen, lava pits, and other evil creatures. Secret passageways and hidden treasures are to be found. But where? You find your niece, Rhonda, but are horrified to learn that she has been turned to stone. What can be done? And how will you ever get out of this one alive?





ACTION SERIES

CHUBBY CHERUB™



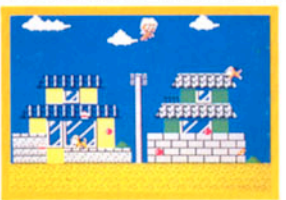


ACTION SERIES

A GAME OF CHOMP AND CHASE

Chubby Cherub is an angelic do-gooder who loves to help people. But performing good deeds isn't easy—even for an angel! During Chubby's adventures, dogs bite him, birds peck at him, and crows throw eggs at him. It's enough to make any angel throw up his wings and quit! But with you at the controls, Chubby Cherub can prevail.

GAME PLAY: As Chubby Cherub's partner, you not only must help him perform his good deeds, but you must also keep him well-nourished. Chubby's powers are fueled by eating his favorite foods: apples, grapes, shish kabob, juicy hamburgers, yummy cake—and a Special Candy that gives him the power to fire the Gau-Gau cannon, emitting heart symbols that can scare away the fiercest of dogs. Help Chubby Cherub chomp and chase all day. He's depending on you!





NINJA KID™



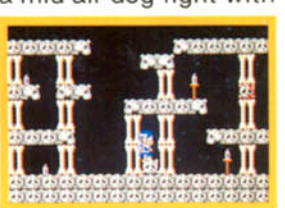


ACTION SERIES

DEATH ON DEMON ISLAND

As part of a diabolical plan to conquer the world, demon monsters, led by the ferocious Giant Demon, have stolen away the gentle souls of peaceful Shangra-La and imprisoned them on deadly Demon Island. There, the only hope of escape is the destruction of Demon Castle by the Ninja Kid, junior defender of human rights.

GAME PLAY: As the Ninja Kid, your objective is almost insurmountable, for strong magic has placed an inpenetrable, invisible shield around Demon Castle. To break through the shield, you must enlist the help of the Old Witch's chanting spell and find a special scroll. To accomplish this, you must negotiate four increasingly dangerous fighting fields through guerilla warfare, poison, a mid-air dog fight with vicious demon spirits, cunning death traps and a blazing inferno. The final test of your skill and determination will be to fight the Giant Demon in Demon Hell without the benefit of your special weapons. Will you find the Giant Demon's single weak point before he steals your spirit, too? As the Ninja Kid, you have the whole world in your hands.



SPELUNKER™



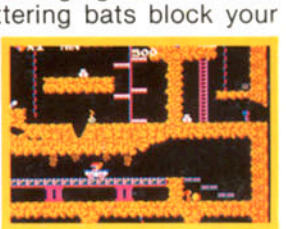


ACTION SERIES

RAIDERS OF THE LOST PYRAMID

A fabulous fortune, believed to be that of legendary King Tut's richer brother, Tut-Tut, lies within a pyramid, buried in the deepest part of the deepest cave in the world. The treasure is guarded by the ghosts of dead spelunkers who descended, never to return. It is said that the mere sight of the glittering treasure drove them first to blindness, then madness, and ultimately death.

GAME PLAY: You are not the first spelunker to attempt to recover the treasure of Tut-Tut, but you intend to be the last—despite the unspeakable dangers that await you through the six levels of intricate and increasingly challenging subterranean caverns. Deadly steam vents, boiling lava pits, and chattering bats block your progress. Taunting spirits of dead spelunkers beg you to join them permanently. Through seemingly endless uncharted passageways, you swing on ropes and ladders, tumble over waterfalls and plunge to the very depths of the earth on an abandoned mine railroad. Do you have the skill to overcome such adversity? If not, you're in deep, deep trouble.



RAID ON BUNGELING BAY™



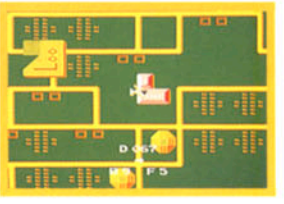


ACTION SERIES

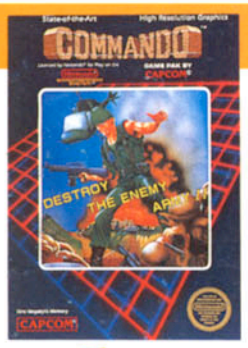
REALISTIC HELICRAFT CONTROLS

An interplanetary reconnaissance team has discovered that the tiny, but dangerous Bungeling Empire is creating an awesome War Machine. Their plan: to conquer Earth! Civilization as we know it seems doomed. However, one faint hope remains: a surgical helicopter strike by a single highly-skilled and courageous raider—you, if you have the right stuff.

GAME PLAY: As the game pak scrolls a huge playing field of 100 screens, your helicopter circles the world in search of the six secret factories of Bungeling Bay. You can use the control pad to fly in 16 different directions as your helicopter moves in its critical search for the factories. Each is heavily armed, so you must plan your method of attack carefully. Riddle the gun turrets and tanks with machine gun fire. Pay attention to intelligence reports. Bomb the battleships and factories. And don't forget to protect your host carrier from marrauding fighter planes. It's you against all odds. Can you save Earth?



COMMANDO™





ACTION SERIES

ALIENS OF THE EVIL EMPIRE

The leaders of the free world have been imprisoned by an evil, warmongering army from an alien empire! Having squandered their own natural resources for the purposes of death and destruction, they now want to dominate the Earth and capture its abundance—to restore life to their barren planet.

GAME PLAY: To save the world, you and Super Joe, the ultimate Commando, must challenge the enemy in fierce guerilla warfare deep within a hostile, unexplored jungle. Armed only with a rifle and limited hand grenades, you must rescue the hostages, defeat the insane alien commander, and destroy his evil army. After a harrowing helicopter landing, you and Super Joe must advance as quickly as possible through four increasingly difficult levels. Hidden bonuses give you some advantages but poisonous snakes lie in wait and the ruthless enemy attacks you with guns, knives and grenade launchers. Can you and Super Joe carry out this mission impossible? Time alone will tell.



GHOSTS 'N GOBLINS™





ACTION SERIES

A DEVIL OF A FIGHT

The beautiful princess has been kidnapped by the Devil and imprisoned in Hades. Her one true love, a gallant knight in shining armor, sets out to rescue her armed with one of five different weapons and great skill. But he must overcome demons, dragons, giants, and zombies to get through the seven guarded gates. And ultimately, he must fight with the Devil himself!

GAME PLAY: You are the knight that must save the princess, and your weapons are a javelin, torch, sword, axe and a cross. Gain a suit of armor and you can live through the first fatal blow of an attacker. Look for hidden characters that give you another player or extend your life, but beware of flames that shoot up from the sea of fire. As you destroy the evil enemy demons, a key appears from the sky. This key opens the next gate. There are many friends and foes in the land of Ghosts 'N Goblins. It's a devil of a challenge.









ACTION SERIES

1942™

DOGFIGHTS OVER THE PACIFIC

It's 1942. As WWII reaches a climax in Europe, the battle in the Pacific rages relentlessly on. A devastating sneak attack on Pearl Harbor has enabled the enemy to gain a foothold that seems nearly insurmountable. After long and bloody battles—Bataan, Iwo Jima, Corregidor—the balance of power in the Pacific begins to shift. The enemy is on the run. The only obstacle to peace is the remaining enemy aircraft based in Tokyo.

GAME PLAY: You and top gun, Super Ace, must reach Tokyo and destroy the remaining aircraft before the retreating enemy can mobilize a counter-offensive. To accomplish your mission, you must battle the enemy over land, sea and in the air, through 32 realistic, death-defying scenes. You must taking off and land on moving aircraft carriers. Do hair-raising "loop the loops" in thrilling air-to-air combat. Intercept attacking Red Formations and blast 'em out of the sky! Do you and Super Ace have the right stuff? Or will this be a day that will live in infamy?







ACTION SERIES

TROJAN™

SWORD WIELDING WARRIOR

An ancient army of old led by an evil king holds throngs of suffering hostages in its brutal grasp. Only a master of the martial arts, a being of superb strength and unmatched cunning can invade the enemy domain to release the captives. This mighty Trojan warrior carries the destiny of an entire people on his broad shoulders.

GGAME PLAY: You are the skilled Trojan warrior armed with protective shield and glittering sword. You must fight through seven different screens to defeat the king and his powerful army. The enemy soldiers are many and varied. Some are hidden. Some are almost impossible to destroy. Use your wits as well as your sword arm against the Hatchet Brothers, Iron Arms, and the Killer Piranhas. Increase your power with hidden secrets that let you jump higher, walk faster, even recover all your lost strength. Drop into underground dungeons, and hunt for bonus characters, but beware of deadly hidden rooms. Victory will be yours only if you learn the secrets of this exciting game.







ACTION SERIES

SECTION Z™

THE MAD BRAIN OF BALANGOOL

It is the year 2001. High-frequency radio and television communications between Planet Earth and the space-exploring Saturn Space Station blast warning of approaching invaders, then abruptly cease. Suddenly, over the air waves come chilling warnings to prepare for the brutal invading forces of the Balangool Empire, controlled by L-Brain, a powerful computer gone mad. Only the swift destruction of this berserk hardware will save the universe from total domination.

GAME PLAY: To save the planet, you must shed your mortal identity and unite in spirit with freedom-fighter Captain Commando, the last astronaut in space. Concealed in your special solar-energized, jet-propelled, supersonic spacesuit—fully-armed with quick-firing multi-directional weaponry—you must battle the Space Soldiers of Balangool. Your task is to infiltrate their base through four dangerous levels, penetrate Section Z, and destroy the crazed L-Brain before his madness destroys the world. Will you and Captain Commando defeat the cruel Balangool Empire? Or should he have chosen a more skillful partner?







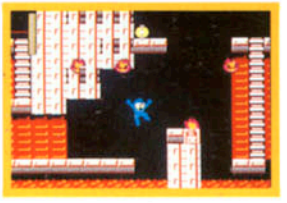
MEGA MAN™

ACTION SERIES

TROUBLE IN MONSTEROPOLIS

The evil Dr. Wily's Humanoid robots are taking over Monsteropolis. They're lying in wait around every corner—hidden in the gun turrets, imbedded in concrete uprights, and lurking under icefields in subterranean passages. They are not human, but they have the power to destroy the human race. And that is their every intention!

GAME PLAY: As Mega Man, you must face six powerful foes on a mission through Monsteropolis—a multi-layered land of seven empires. Armed only with a laser gun, you must use your wits! Check your power on the Mega Meter. Get a power boost with Energy Capsules. A Yashichi gives you 100,000 points! Time your jumps and leaps just right, and you can scale walls in the Iceman Stage. Out-duel a foe to acquire totally new firepower. You will need this for the ultimate hattle when you face Dr. Wily in Stage Seven. But before that, you must conquer the scissor-headed Cutman, the chilling Iceman, the flame-throwing Fireman and more!







KID NIKI™

ACTION SERIES

ONE TOUGH KID

Princess Margo is in deep, deep trouble. She has been captured by the ruthless Stone Wizard and locked in the heart of his castle. The tale is told that no one has ever broken through the evil creatures that make up the Wizard's castle guard. Can you?

GAME PLAY: You are armed with your trusty Spinning Sword. This mighty weapon has been passed down from generation to generation from the mighty School of Chirin. Spin your sword to defeat all your enemies but the Big Bosses. You may have to jump and spin. Learn to quick-jump and stab. Move fast! There are many rounds to get through and you have a time limit of six minutes each! Your enemies abound—the Stone Buddha with a spinning spiked ball, a monstrous Green Grub, a Mad Monk, Masked Devil and more. you will travel through mountains, climb cliffs, wander an abandoned shrine and discover a watery cave. Gold and silver bells, coins, and a scroll are bonus items. Watch for them! They'll help you cut the Wizard down stone cold.







BREAKTHRU™

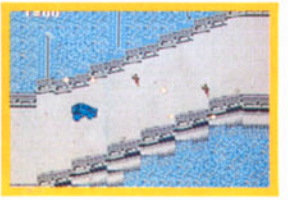
ACTION SERIES

ASSAULT AND RESCUE MISSION

Hostile renegades have stolen your country's secret fighter plane, the PK430. Your mission is to "BreakThru" the five enemy strongholds to recapture the PK430 and fly it back home safely. You and your highly sophisticated assault vehicle will fight in the desert, on bridges, in the mountains, and in the city to reach the airfield on this exciting combat mission.

GAME PLAY: Your assault vehicle is loaded with powerful missiles but the enemy comes at you with some pretty big guns. With infantrymen, tanks, radar cars, and helicopters, these guys are ready for serious combat. You jump over land mines, ammunition boxes and other dangerous obstacles but sometimes get some help from power barrels that come down from the sky and add to your firepower. Fuel barrels at the airfield light up the sky when exploded with your missiles. So get out your fatigues and see if you can BreakThru to victory!





KARNOV™



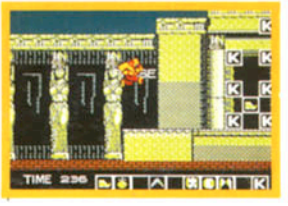


ACTION SERIES

DRAGONS AND TREASURE

The Treasure of Babylon has been kept secretly for centuries in the tranquil city of Creamina. But the peace of the city has come to a gruesome end with the vicious attack of a greedy dragon. Ryu is gigantic. And his greed is almost as big. He has been searching for the treasure for thousands of years. Now he has taken it, leaving the city in the clutches of his evil henchmen.

GAME PLAY: You are Jinborov Karnovski, a one-time circus strongman. Rumor tells of your incredible skill at shooting fireballs. Now you have a chance to prove it. You must find your way through a countryside infested with monsters in search of the dragon called Ryu. Nine challenging stages—from buildings to mountains to the skies—unfold many secrets and enemies. There's the knife-throwing Lion Keeper, Snake Woman, Rock Man, and Gidora, a two-headed monster. But that's not all! You have Options which you can collect and inventory. Do it! You need all the help you can get to beat the gigantic dragon.



ZANAC™



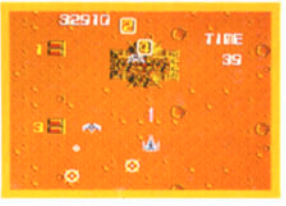


ACTION SERIES

ONE AGAINST THE SYSTEM

From a mere speck, it grew to become one of the most powerful forces in the universe. It is "The System." Created by an organic intelligence body long ago perished, a malfunction has turned this once benevolent non-life form into a wholesale slaughter machine. Mankind's only hope is AFX-6502 ZANAC in a one-on-one fight to the death confrontation. Now, it's just you against the system, and to the victor goes the remains of the human race.

GAME PLAY: You are fighter model ZANAC, built by 256 Riot Fleet as man's last hope against total annihilation. On board are eight special weapons to help you blast your way through twelve screens of enemy creatures and destroy the systems home base. But strike with a single blow. The more weapons you waste, the stronger the system becomes. Want a higher level of game play? Zanac's artificial intelligence program can intensify the action based upon your level of skill. The better you are, the more powerful "The System."



SQOON™





ACTION SERIES

A NEPTUNIAN INVASION

Mayday! Mayday! The Neptunians, an underwater race of nasty alien beings, have invaded Earth in search of their favorite food—manham! Their ploy: melt the polar ice caps with hot water from their underwater bio-factories, sink the continents, and imprison humans in underwater domes for good eating later. Ironically, Earth's last hope is the dastardly pirate, Narikeen. Convinced that he should finally do something for the good of the human race, Narikeen sets out in his submarine, Sqoon, to rescue the imprisoned Earthlings.

GAME PLAY: Sqoon can only carry nine people at a time, so you must work quickly to save each country of the world. Scan the ocean depths for the hot water factories that are melting the ice caps and the bio-factories that continuously create more scary Neptunian warriors. Hit the Neptunians with your horizon missile. Destroy undersea domes to free the humans and transfer them quickly for another rescue. How many people can you save? Can you stop Earth from sinking into the hands of the Neptunians?







GRADIUS™

HIGH-TECH SPACE WARFARE

The planet Gradius, a peaceful Earth-like world, is under all-out attack by the amoeboid Bacterions from a distant star cluster. Your hyper-space fighter is armed with the greatest arsenal in the galaxy and your objective is the Superfortress, Xaerous—the nerve center of the all-knowing, all-seeing Bacterion Bio-Computer.

GAME PLAY: You maneuver your space fighter, the Warp Rattler, through each of seven different and challenging stages on your mission to destroy the Superfortress Xaerous. Power boosters along the way give you extra capabilities, such as the Doppel-ganger option which spins off a ghost-like twin of your Warp Rattler to double your firepower, or the Force Field Barrier that makes you invulnerable to enemy attack. It's a duel to the death while the whole galaxy watches, waits, and hopes.





ACTION SERIES





RUSH 'N ATTACK™

SOLDIERS OF MISFORTUNE

Secret orders instruct you to penetrate enemy lines within a dark, hostile forest where dozens of American POWs are held captive on a heavily armed base. Your mission is to free the POWs and destroy the base. Armed with a knife and your lionhearted courage, you are their only hope!

GAME PLAY: Pick off the armed enemy guerillas one by one and steal their bazookas and hand grenades. Then, and this is tricky, use their own weapons against them! Come out blasting and go for their vicious attack dogs, fleets of choppers and entire batallion of guards. You must search and destroy through six stages of action, each more dangerous and difficult than the last—the harbor, the airport, the missile base all are fraught with hazard. If you don't like going it alone, two can play this warrior's game.





ACTION SERIES





CASTLEVANIA™

THE VAMPIRE STRIKES BACK

Over a hundred years ago when vampires boldly roamed the Earth, your ancestor drove a stake through the heart of an Evil Count. But he didn't die! Enraged, the bloodthirsty Count placed a curse upon your ancestor and his descendants. As the evil Count's next victim, you have a choice. Accept your fate. Or fight! The duel, of course, is to the death.

GAME PLAY: Steel yourself for battle and seek out the Count in his own dark, dank lair—Castlevania! Malevolent creatures and myriad deadly traps block your passage through a six-story deathtrap riddled with secret doors, and horrible surprises—the den of the villanous Count. Take courage! Crack a magic whip, and master a variety of effective weapons concealed in the cavern floor and walls. You can destroy the Count, and rid your house of the curse. But first, you must overcome rabid bats, zombies, ghosts, and other slimy nasties that no one has yet lived to describe!



ACTION SERIES

STINGER™





ACTION SERIES

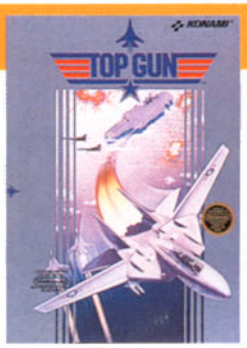
SPACE BANDITS THREATEN

From the noxious planet Attackon a billion light years beyond the Milky Way, hungry aliens invade Earth. Their mission: capture the genius creator of a bio-nuclear sweetener, the amazing Professor Cinnamon. Their plan: to turn the earth into their favorite snack, a galactic ball of cotton candy! The crafty professor, however, unleashes a crack jet fighter squadron before his capture. These Stingers are the only defense!

GAME PLAY: You are one of the elite—a Stinger pilot destined to rescue the professor and save Earth. But first, you have to break through seven Attackon lines of defense including a South Pacific island, an undersea kingdom, the African desert, the Arctic Circle and a closely guarded stronghold in outerspace. You have to master an arsenal of wacky weapons to knock off Fang, Sigmund Squidmund, Master Blaster and the Attackon Emperor who has a talent for disguise. Loops, steep vertical climbs, and nerve-shattering dives are just a few of the moves you'll need to survive.



TOP GUN™





ACTION SERIES

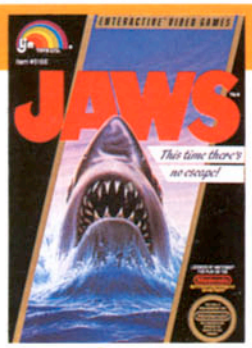
BE AN ACE FIGHTER PILOT

The F-14 jet engines roar as you launch off the carrier deck into the wild blue yonder on a mission to save us all from World War III. Suddenly, high above hostile waters, bogeys flash onto your radar. They're everywhere! Your heart pounds as you accelerate to Mach 2 and start blasting with your guns and heat-seeking missiles. Tracers zip by and shells shatter your senses. You'll needs lots of guts and lightning reflexes for this one!

GAME PLAY: Four combat levels test your fighter pilot skills against enemies in the air, on the sea, and on the ground. The ultimate test in combat level four puts you up against the enemy's killer satellite space base, which is their means of conquering the heavens and dominating the world. You even need to sharpen your flying skills at mid-air refueling and landing on that Navy flat top which comes at you fast when you're flying an F-14. So strap yourself in for the ride of your life as the Top Gun fighter pilot!



JAWS™





ACTION SERIES

THERE'S NO ESCAPE!

The Great White Shark is on the prowl and knows where you are! This shark appears to be possessed...as if it's hunting you down. Your south seas adventure has turned into a nightmare. So get out your mini-sub, sea-plane, sailboat and scuba gear and strike back before it's too late!

GAME PLAY: You start the adventure in your sailboat cruising in the islands, when suddenly you see the fins of the Great White breaking the surface of the water. Before you know it, you're underwater with Jaws and fighting for your life! You struggle with Jaws and other sea creatures with bombs and torpedoes while looking for conch shells which can be used to buy a transmitter or increase your power level when you sail into one of two harbors with your sailboat. Occasionally, you get an opportunity to bomb jellyfish from your sea-plane for extra conches. When Jaws is getting near his end, the final heart-pounding scene appears where you struggle to drive your sailboat into Jaws as he lunges out of the water.



THE KARATE KID



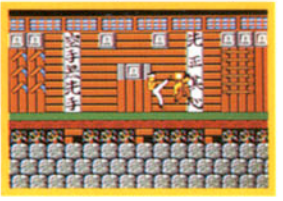


ACTION SERIES

MASTER OF THE MARTIAL ARTS!

This is the game that puts your total martial arts training to the test. Discipline and inner control could be what keeps you alive as you battle your way through the streets of L.A. or the back roads of Okinawa and beyond. You must defeat the martial arts expert, Chozen, at the end of three stages, so practice your moves with intensity.

GAME PLAY: You are Daniel-San, student of the martial arts. Your options are to fight one-on-one against Chozen or play an exciting game propressing through four different stages and three bonus stages. The first stage is a Karate Tournament against four different opponents. But the other stages take you through scenes in Okinawa, typhoons, and a summer festival at the ruins of a castle by the sea. Enemy fighters must be fought along the way, some requiring special fighting skills that you must earn. The bonus screens test your abilities to catch flies with your chopsticks, or your skill at breaking ice blocks. You'll need to focus all your energies for this one!



IKARI WARRIORS™





ACTION SERIES

MASTERS OF DESTRUCTION

The land of Ikari has been attacked by hostile forces. Paul and Vince are guerilla warriers with secret orders to invade the enemy nation and destroy their awesome military fortress. Working together as a team, they must fight for survival against a relentless onslaught of enemy soldiers.

GAME PLAY: As Paul and Vince, you and your partner must use all the cunning and stealth that your training as guerillas has taught you. Using rocks and walls to conceal your presence, you must carefully watch the movements of the enemy soldiers, and attack with a vengence, using tanks, missiles, bazookas, and land mines—all the time managing to refuel and replenish your supply of bullets and grenades. Your goal is to blow up the fortress and annihilate the enemy, thus restoring peace to Ikari. You are only two against an entire nation. But, with the element of surprise on your side and the advantages of superior strength and intelligence, good will triumph over evil.



ATHENA™





ACTION SERIES

ADVENTURE GODDESS

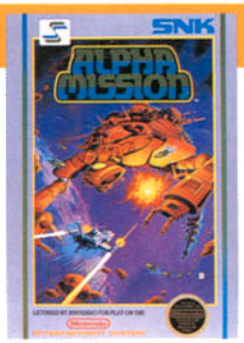
Athena, the beautiful Goddess of Wisdom, has grown weary of her life in the castle. She yearns for the excitement of Fantasy World, where she can fly through the air or explore the ocean depths. More than adventure, however, awaits Athena. Strange and fearsome creatures lurk at every turn, threatening her very life.

GAME PLAY: Help Athena fulfill her wildest dreams as you guide her safely through Fantasy Land. Find some of her defensive weapons—a ball and a chain, a bow and arrow, or a mighty fire sword. Catch hearts and crystals that increase her life span. Break through rock and brick walls to find hidden treasures—like the Shell Necklace that changes her into a mermaid. Take care! Run out of time or allow Athena to be hit too many times and she will surely die. Her life is in your hands!





ALPHA MISSION™





ACTION SERIES

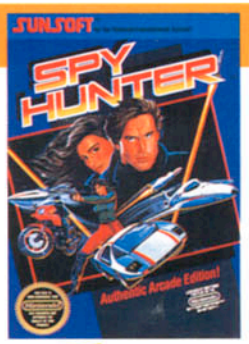
THE WARMONGERS OF TETRANOVA

In the far away galaxy of Tetranova, a fierce war between seven stars has given new meaning to the worlds "cutting your nose off to spite your face". For the long years of battle have rendered the planets, for all practical purposes, dead. Calling a temporary truce, an alliance is formed. The goal of the Seven Stars Alliance is to search out and claim a new home rich in resources. Their plan is to rebuild their strength and take control of a planet. Unfortunately, the planet that meets their criteria is Earth!

GAME PLAY: The fate of the Earth is in your hands. Using an arsenal of super-tech weapons, you must pilot the fighter ship SYD against the deadly fleet of the Seven Stars Alliance. With wide-range lasers, homing devices, paralyser beams, nuclear warheads and thunder and power on your side, you must fight, often at warp speed, until every last Koros, Ammon, Yakuuto, Novo, Folfu, and countless other invaders are totally destroyed. Will SYD be vicious enough? Or will the Seven Star Alliance ruin the neighborhood? Blast off and find out!



SPY HUNTER™





ACTION SERIES

MASTER OF THE GAME

The fate of the free world is in your hands and only you have the power to save it. You're being tailed by four of the most diabolical secret agents known to Man, and they have only one mission, to destroy the Spy Hunter! Do you activate the high-density smoke screen, or drop an oil lick that will send them skidding into the ozone? Think quick! This is a high-speed, seek and destroy, action classic.

GAME PLAY: Strap yourself into your turbo racer, and get ready to rid the world of menacing forces. You have some heavy artillery to back you up, but, so do they. Bullet-proof armored cars, bomb-dropping helicopters, and torpedo-loaded cruise boats lurk at every turn, ready to take you out. Lead the chase to the boathouse, and racer becomes speedboat. What's overhead? Annihilate an enemy helicopter with a heat-seeking Tomcat. Be prepared to play to win. And shoot to kill.



SKYKID™



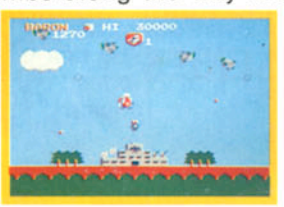


ACTION SERIES

THE RED BARON FLIES AGAIN

The world is at war and heavy action is in the air. You are the Red Baron and your good buddy and sometime flying partner is Max, another ace pilot. But you have to be more than a flying ace. You have to be a crack shot, able to pick off enemy forces on the ground, over the sea, and in the air—or you'll go down in flames!

GAME PLAY: You take off in your trusty single engine bi-plane and head out over enemy territory. The sky fills with enemy aircraft, and the dogfight begins. You climb, you dive, you do loops to get behind your enemy, then you start blasting with your guns. The bad guys go down in flames as you draw a bead on ground-based enemy targets. Pick up bombs along the way and drop them on the big targets for the top score. It takes lightning reflexes, nerves of steel, and lots of guts to win this battle.





THE LEGEND OF KAGE™





ACTION SERIES

A DARING RESCUE

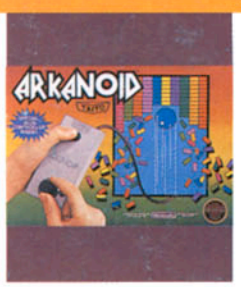
Centuries ago, in the era of the Edo Shoguns, Japan was attacked by a band of mystical villians. In the ruthless assault, the beautiful Princess Kiri was kidnapped. No one has been able to rescue her since—not even the bravest Samurai warriors. You, Kage, a daring young Ninja warrior, are Princess Kiri's last hope.

GAME PLAY: Armed only with two swords, special star knives and courage, you must deliver Princess Kiri from the hands of the evil warlord, Yoshi. Your every move will be challenged by a host of terrible characters including the fire-breathing monks of the dark forest; the bomb-throwing evil Ninjas of the secret passageway; and the fearless guards who relentlessly patrol the castle where Princess Kiri is being held hostage. Will you be able to rescue her? Will you become a legend in your own time? Only game play will tell!





ARKANOID™



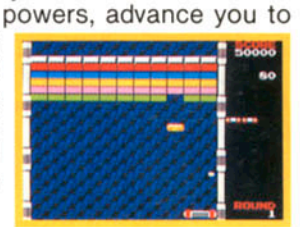


ACTION SERIES

IT'S A REAL BLOCK-BUSTER!

Their earth-like planet was devastated by a brutal attack of aliens. The survivors roam the galaxy on their photon spaceship Arkanoid in search of a new home. The Arkanoid is attacked and the survivors barely escape in the Vaus spacecraft. Instead of finding safety, they are now trapped in a deadly space labyrinth.

GAME PLAY: Your mission is to destroy the space walls with the energy ball by strategic movement of your Vaus spacecraft which you control with the special high-speed controller included with the game. There are 33 rounds in this game, and you can choose to start in any one of the first 16. Some walls contain power capsules that will increase your powers, advance you to the next round, or give you an extra Vaus. But watch out for the debris from the destroyed planet that floats around in space to drive you crazy. In the final round, a huge enemy fortress will loom before you. This is the ultimate challenge!





RENEGADE™





ACTION SERIES

THUNDERING THUGS

The city is under seige. A gang of hoodlums has taken over and is destroying everything in its wake. Like a pack of rats, they're skittering through the subways, lurking along the dockside and plotting more destruction in the dark places of the inner city. Only you can protect the helpless townspeople from their brutal attack.

GAME PLAY: The fight rages through four exciting stages. You can choose to battle this gang of ruthless thugs on a subway platform. You can take the fight to a sleezy wharf. Face a gang of tough Kung Fu girls in a dark alley. Or battle it out in another alley that seems more like a maze. You'll need to get your moves down—the running punch, running kick, shoulder throw and more. A hamburger replenishes your strength. A heart will float by and maybe bring help—perhaps another Renegade? Catch a Power Up for a guaranteed knock-out punch. And speed to victory with a Power S when you're riding your big chopper. You can do it if you give it your all!







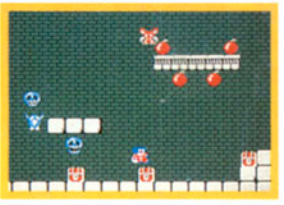
MIGHTY BOMB JACK™

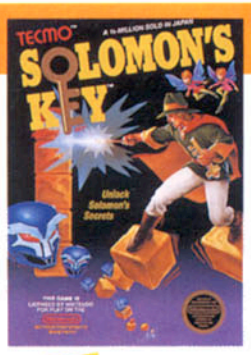
ACTION SERIES

A FIGHT FOR WORLD PEACE

One day a wicked plot to bring the world into ruin was instigated by King Demon Beelzebut. He kidnapped the merciful King Pamera, his beloved queen, and the fair princess, and imprisoned them in a cursed pyramid. The mighty brothers fought bravely to save the royal family, but every one of them was defeated—all except Jack. Now you and Jack challenge the King Demon to a final fight in order to restore peace to the world.

GAME PLAY: To put an end to Beelzebut's wicked rule, you must find your way through a labyrinth of 16 Royal Palace Rooms that lead to the pyramid. On your quest, you must detonate bombs and battle with a variety of fierce palace villains. Treasure Chests containing Mighty Coins and Mighty Drinks give you more power and time. But don't be greedy. Collect too many Mighty Coins and you'll be sent to the Torture Room. Are you Mighty enough to save the Royal family?







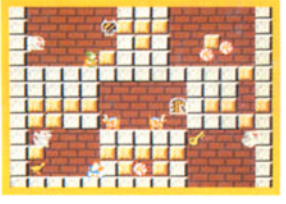
SOLOMON'S KEY™

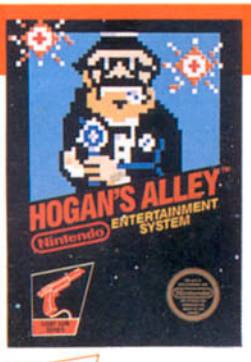
ACTION SERIES

DEMONS OF THE ZODIAC

In the Dark Time, when demons ruled the Earth, a great magician named Solomon devised a powerful magic formula which captured and locked all demons within a Sign of the Zodiac. A secret book, Solomon's Key, held the magic formula. Thousands of years of peace and tranquillity followed, until a Taoist Monk discovered the book and maliciously freed the demons, plunging the earth back into darkness. Fairy King Yutra of Lurac has called upon the wizard, Dana, to restore order to the world and free the abducted fairies and his daughter, Princess Lihita.

GAME PLAY: As Dana, you must find Solomon's Key and destroy all the Goblins, Saramandors, Dragons, Gargoils, Ghosts, Neuls, Panel Monsters and disembodied Demonsheads—before they destroy you. Your weapons include deadly fireballs hidden in innocent objects and the powerful medicines of Edlem and Mapros plus many more surprises. Your journey may well end in death. But death is preferable to life under the rule of evil demons.







HOGAN'S ALLEY®

LIGHT GUN SERIES

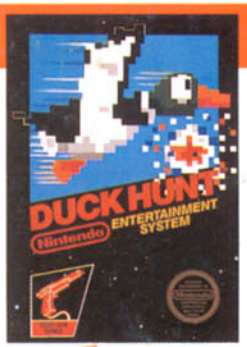
JOIN THE FBI

This is your big chance to team up with the Federal Bureau of Investigation—the FBI! Show how you can be a crack shot in a tight spot. You have to be pretty handy with your Zapper (R) light gun to pick off the gangsters in the FBI line up. Careful! There are innocent bystanders close by. And more gangsters coming fast.

GAME PLAY: You can take a shot at winning three games in one. In Game A three panels appear. When they turn towards you, shoot fast for the gangster. Timing, speed and aim are what count. In Game B, the going gets tougher. This is Hoagan's Alley where the meanest gangsters hang out. They pop in and out of windows and doorways and dodge into shadows to duck your shots. The scene changes five times. And you have to be fast to keep up. Game C tests your trick shots to the max. You have to shoot cans—keeping them in the air and guiding them at the same time! Practice gives you the best shot at a high score. So grab your Zapper and get cracking!



DUCK HUNT®





LIGHT GUN SERIES

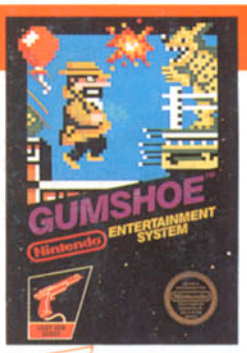
AIM, FIRE, AND SCORE!

Your trusty hunting dog wades into the marshes to flush out your prey. Your fingers tighten around the trigger of your Zapper (TM) light gun. Suddenly there's a duck in the air! You've got only three shots to bag this duck, and if you miss, even your dog laughs at you! But become a sharp-shooter, and you'll progress on to the next round where two ducks fly up at the same time. And then it's on to the ultimate challenge—Clay Pigeon Shooting.

GAME PLAY: When the hound finds a duck, it barks and jumps into the thicket. Ducks will then fly up from the marsh and fly around in the air. You aim your gun at the duck on the screen and fire. If your aim is good, the duck drops and your hound picks it up. If you bag enough of the ducks you move on to the next round. Clay Shooting is like trapshooting. The clay pigeon flies off in the distance and becomes small very quickly. Aim and fire quickly for the top score. This game is loaded with fun!



GUMSHOE®





LIGHT GUN SERIES

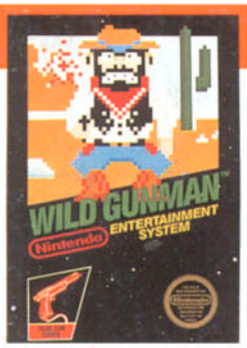
THE FIVE DIAMONDS OF LIZ

R.L. Stevenson, ex-FBI agent turned private eye, has received a ransom note. His only daughter, Jennifer, has been abducted by a notorious underworld gang in retaliation for having sent their leader, King Dom, up the river. To secure his daughter's freedom, R.L. must recover the priceless Black Panther Diamonds—stolen from a famous Hollywood film star by a rival gang—and deliver them to King Dom's hideout within 24 hours. Or it's curtains for Jennifer.

GAME PLAY: As a sharpshooter and the world's foremost expert in the use of the Zapper Light Gun Attachment, you must help R.L. Stevenson find the five Black Panther Diamonds, often referred to as the "Five Diamonds of Liz." Your race with time will take you through four dangerous levels—city, sky, sea, and jungle—during which many obstacles will cross your path: falling rocks, explosions, time bombs, killer sharks, poison bugs, alligators, and oddly enough, a plump and juicy roast chicken. Will you beat the clock? Or will time run out for Jennifer? Are you the sharpshooter you claim to be? Or just another flatfoot in a wrinkled trenchcoat?



WILD GUNMAN®





LIGHT GUN SERIES

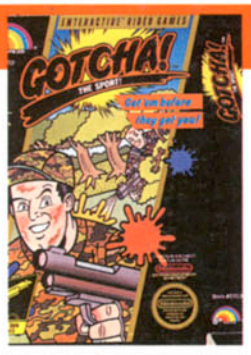
GUNFIGHT IN THE WILD WEST

The town's not big enough for the two of you so there's going to be a shootout. Your palms sweat and your heart pounds as you wait for the outlaw's first move. He yells "fire." You draw your Light Gun in a blur of speed and let him have it. The reward is yours. But watch out—the more you win the tougher it gets, because this gunman has some very nasty friends. And they're all looking for you.

GAME PLAY: You pick your gunfight—one outlaw, two outlaws, or the whole wild gang. Let them make the first move, then come out shooting! It's fast and furious in this quick-on-the-trigger Light Gun game. Different territory means greater challenge. Whether it's out in the desert or at the Saloon on Main Street, you've got to have a cool head, sizzling reflexes and a sharp-shooter's eye to put these bad guys out of commission. But the reward is worth it!









GOTCHA!™

ZAP 'EM WITH PAINT SPLOTS!

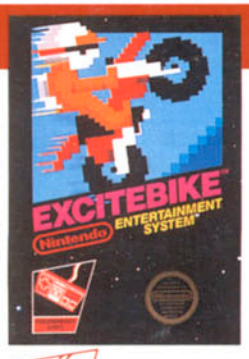
Show your stuff against these mean-looking dudes. Get out your Zapper light gun and nail 'em with one of your paint pellets before they zap you. Whether you're in the lush green forest, the steamy urban ghetto, or the snow-covered winter forest, there's only one thing on your mind...survival!

GAME PLAY: To win a victory, you have to capture the red flag from the opponents and safely return to your base. You use the controller to move the screen ahead and expose more territory while shooting the bad guys and avoiding being shot by them. The opponents hide in the trees or in dark alleys so you have to keep a sharp eye out to save your hide. When you're low on ammo you need to shoot an ammo box to get more paint pellets for the battle. You'll have loads of fun with this one!





LIGHT GUN SERIES





EXCITEBIKE®

REVENGE AT THE MOTORCROSS

Top cyclists from all over the world have gathered to test their skill and daring in the Excitebike World Championship—the first ever Motorcross Designer Race. Each rider must not only overcome the incredible dangers of Motocross racing, he must design his winning or losing course. The anticipation in the air is apparent as the riders, with engines revving, ride up to starting line.

GAME PLAY: Your heart races at the sound of the starting gun and adrenaline surges through your body as you accelerate, pulling ahead of the pack. You have been working on your course design for years, and have come up with what you think is a winner—a course of death defying daredevil jumps of every description. Your objective is revenge against your old adversary, Arch Rivale, who humiliated you at the last Excitebike race. You can still hear his taunting laughter as he rode over your foot, flattening it like a road bunny. Will you finally have your revenge? Or will Arch Rivale have the last laugh? Again.



PROGRAMMABLE SERIES





MACH RIDER™

ATTACK OF THE SPACE SCAVENGERS

The year is 1212. Earth is losing its struggle against ruthless, sub-human space scavengers seeking mastery over every living creature. The only hope for the war-torn planet is to locate survivors scattered over the four corners of the globe, and organize them into an avenging army. With time running out, only the speed and skill of Mach Rider can reach them before all is lost.

GAME PLAY: As Mach Rider, you are aware of the need for speed. So, in a desperate attempt to save the planet, you design your own course of action—one so difficult and fraught with danger that it would sorely test the strength and endurance of even the best of riders. You grip the handles of your cycle and, your face distorting with impelling force, accelerate to top speed. Every hair-pin curve of your self-created daredevil course poses increasingly dangerous challenges and an endless array of ruthless villians determined to end your mission. But you are more determined. For Earth must not succumb to the vile space scavengers.



PROGRAMMABLE SERIES

WRECKING CREW®



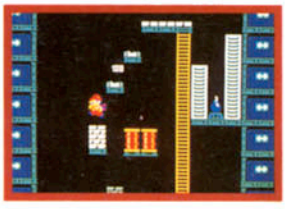


PROGRAMMABLE SERIES

A BUILDING BLAST

Mario and Luigi are in the wrecking business and they're having a ball. This amazing programmable game even lets them design their own building before they knock it to smithereens. To add to the excitement, there are monsters (Gotchawrench and Eggplant Man) running bout, fireballs, and Foreman Spike all trying to stop the wrecking crew.

GAME PLAY: First you, as Mario, decide whether want to demolish a computer building or to design your own building. You can also choose to enlist Luigi to help with the action. The buildings are so tall you have to go from one screen to to the next and deal with different kinds of walls, doors, ladders, floors, pillars, and drums. Build your own building, and you get to choose how many monsters you want to have running around! Once the building is ready, you use dynamite and your hammer to knock it down and get points for smashing everything into next year. There are many special techniques that can be used to your advantage and for super high points. It's a blast!



LODE RUNNER®



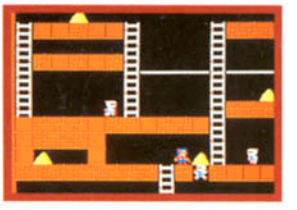


PROGRAMMABLE SERIES

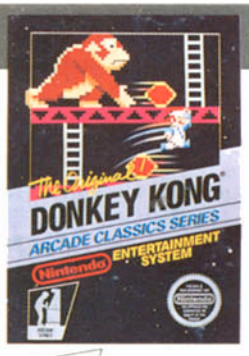
GOLDEN ARCHES OF THE SUN

Power-hungry leaders of the repressive Bungeling Empire, a nation of car-driving, burger eaters, have stolen a king's ransom in gold from the people by means of excessive fast-food taxes, particularly from the drive-in windows. Someone must recover the gold or the food chain will be broken and the people will suffer a long and painful death by starvation and burger withdrawal.

GAME PLAY: As a Galactic Commando, you must infiltrate enemy lines and gain entry to 50 different treasury rooms to recover the stolen gold from each level. As you stealthily make your way through the dark and seemingly endless maze of rooms, you must evade the hairy, brutal and murderous Bungeling Guards, who are dying to have you for dessert. To escape their clutches, you must jump, climb, and drill your way through stone floors and barriers, with the help of your trusty laser pistol. To outsmart the deadly, and ever-hungry Bungeling Guards, you'll need more than burgers for brains. But remember, they don't call them bungeling for nothing.



DONKEY KONG®



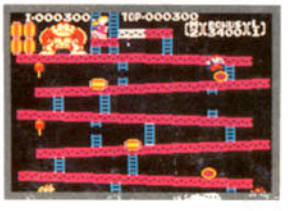


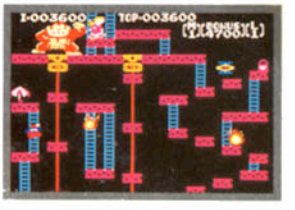
ARCADE SERIES

THE ORIGINAL CLASSIC

That beastly Donkey Kong gorilla has Pauline in his clutches. Can Mario save his girl and dump that Donkey Kong on his head? Construction site girders with ladders and elevators are on the scene in this original version of Donkey Kong.

GAME PLAY: Mario has to work his way up the ladders and sloping girders in the first level of play. Donkey Kong rolls barrels down at you to keep you away. You can jump over the barrels or use the magic hammer to bash the barrels and pick up a few extra points. Level two has elevators to deal with (don't fall off), and Level Three has girders that must be unbolted to send Donkey Kong for a tumble. Run and jump for your life and go for that top score with this arcade classic.





MARIO BROS.®



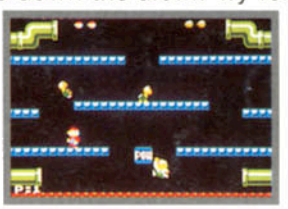


ARCADE SERIES

THE ORIGINAL

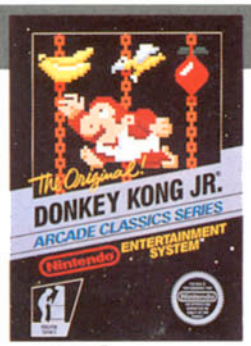
You and your brother Luigi are taking care of some plumbing problems underground when trouble starts. Out of the pipes come Turtles, Fighter Flies and Crabs. They look dangerous and they're heading your way! You have to run fast, jump high, and kick to stay ahead of these rascals. They're out to get you—but good!

GAME PLAY: The aim of the game is to use your lightning speed and fast footwork to wipe out these sewer pasts before time runs out! Punch a bad guy, and he's down but not out. He'll play dead and then come back strongor than ever. Punch the Pow and the characters on all floors keel over. Beware of Freezies. They freeze the floors to make you slip and go down the drain! Try for a perfect score and all the coins on the bonus round. You can pick a one player game. Or team up with a friend for a double attack.





DONKEY KONG JR.®





ARCADE SERIES

SAVE THE BIG APE!

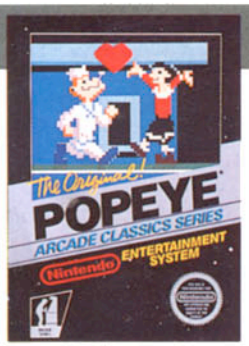
Mario has gone stark raving bonkers and locked your lovable father, Donkey Kong, in a cage. You must steal the keys to the cage from that tyrant Mario, and set your papa free. But it's not so easy. Mario plays tough. This off-the-wall monkey business will have you going bananas.

GAME PLAY: The jungle is full of vines and chains to climb on but watch out for the ape-eating Snapjaws, Nitpickers, and Sparks as you work your way to the key that will unlock the way to freedom for your father. Moving islands and springboards increase the challenge. Be careful! Watch your footing! Try to pick some fruit along the way to get extra points. Or use it to bonk the pesky critters below for even more points. Clear the fourth and most difficult round of this jungle adventure and Donkey Kong is free at last.





POPEYE





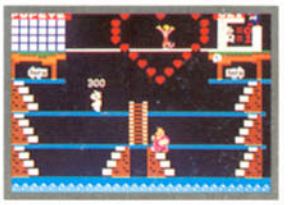
ARCADE SERIES

THE ORIGINAL MACHO MAN

Olive Oyl is your one true love, but it takes more than spinach power to win her affections—and her hand in marriage. The suiters fly at you with everything they have. You're going to have to climb ladders and take other precarious avenues to reach the object of your desire.

GAME PLAY: As Popeye you're going to have to battle jealous foes through three increasingly hazardous levels to win Olive Oyl's heart. You have to catch the hearts, musical notes, and letters she throws. Could they be love letters— only if you can defeat the dastardly suitors Brutus, Bernard (who flies into rages easily), and Seahag. You have to keep all the tokens of Olive's affection afloat, and you get to move to higher ground. Pluck Bernard's feathers or dump Brutus on your way. The higher you go, the tougher it gets. It takes more than a can of spinach to fight to the finish and win the "goyl of your dreams."





DONKEY KONG 3®





ARCADE SERIES

BUGMAN IN THE GREENHOUSE

Stanley the bugman has his hands full in the greenhouse with flowers to protect and snakes, bees, and Donkey Kong making all kinds of trouble. The spray can is his only weapon. How long can he fend off the coconuts and pesky critters?

GAME PLAY: You are Stanley the bugman. Spray Donkey Kong to get him to the top of the vines and earn the special power spray can. Buzzbees, queen buzzbees, bee spies, and crafty snakes will attack you and go for the flowers. All of the above can do you in, so look out! Buzzbee throws deadly darts, Donkey Kong throws crown-konking coconuts, and everybody's out to get you! Don't let Donkey Kong drop out of the vines. Don't let the time run out. And do practice. You'll be a winner and go the next round. Are you ready?





BURGERTIME™



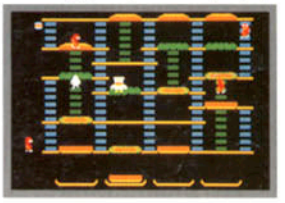


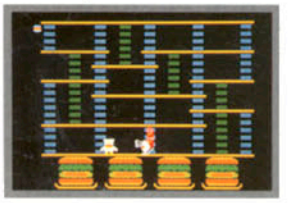
ARCADE SERIES

ARCADE CLASSIC INGREDIENTS

Chef Pepper is moving fast setting up fresh hamburger buns to receive crisp lettuce, juicy tomatoes, and the golden cheese perfectly sliced and ready to top off his magnificent hamburger creations. But wait! Will lunch be lost? There are enemies out there with no taste at all. They're called the Food Foes and they're pulling out all the stops to send Chef Pepper and his culinery delights down the drain!

GAME PLAY: You are the magnificent Chef Pepper, maker of the world's greatest hamburgers. The better you are at making burgers, the faster you can advance through the six levels of play—each more difficult than the last! It's not so easy with Mr. Hot Dog, Mr. Pickle, and Mr. Egg. Sprinkle pepper to stop them cold and let you pass by. Sprinkle pepper on several at once for a higher score. Hit them with burger patties or any other handy ingredients and they'll be out of your way with fatal indigestion!





ELEVATOR ACTION™



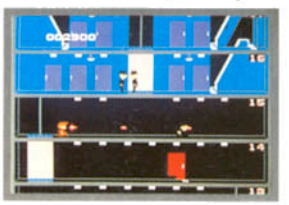


ARCADE SERIES

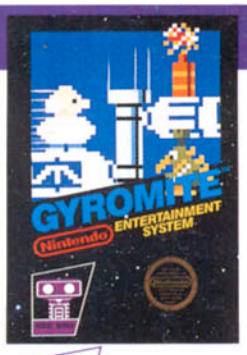
TOP SECRET EXCITEMENT

You inch your way down the long dark hall. Just two more doors and your mission is almost complete. Your gun hangs firm in a sweaty grip. It's government issued and has served you well through life-threatening undercover cases. Now, you're both being put to the ultimate test in one of the most heart-pounding, spy-versus-spy action adventures every to jump from the video screen.

GAME PLAY: You're not just any spy, and this is no ordinary assignment. As super-smart Agent 17, you must penetrate a heavily armed enemy defense headquarters and capture secret government documents. Your break-in won't be easy, and neither will the getaway. Behind every door, enemy agents lie in ambush, ready to take you out. One wrong move and you could end up at the bottom of an elevator shaft! Forget about all those fancy spy gadgets you've seen in the movies. Only your karate prowess, well-planned strategies, and trusty piece will get you through this top-secret mission!



GYROMITE®



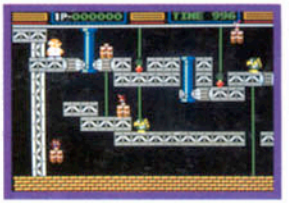


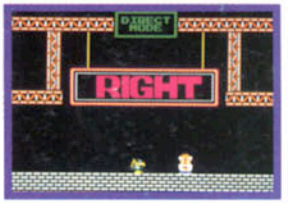
ROBOT SERIES

GYROPOWER

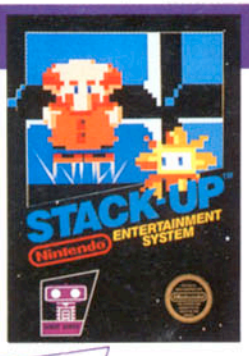
The clock is ticking. You have just five minutes to help Professor Hector deactivate the dynamite and keep the laboratory from being blown into the stratosphere—with the professor going along for the ride. You'll get some pretty high-tech help, but the challenge is all yours. It's a race against time, where two hands and two eyes aren't always enough.

GAME PLAY: Team up with R.O.B. the spaceage wireless video robot. He's got some spectacular moves, but you've got all the control. Keep his gyros spinning to clear the professor's path. Go for the double spin, and make double time. But watch out for the killer Smicks. They've got a nasty bite. Toss them a turnip and they won't attack, but be careful 'cause they're not always hungry. Collect all six bundles of dynamite—if you can find them. Hurry, or the consequences will be explosive!





STACK-UP®





ROBOT SERIES

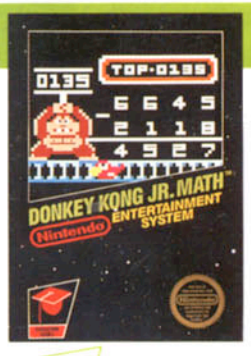
HIGH TECH JUGGLING

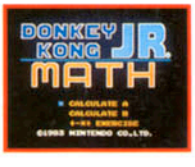
You and R.O.B., your robotic playing pal, have been challenged to the juggling act of the century. Together, you must move a stack of colored discs from a starting configuration in R.O.B.'s arms to match the colored pattern on the screen—in as few moves as possible and as quickly as you can. Professor Hector will help you as he jumps from key to key on the screen, controlling R.O.B.'s every move.

GAME PLAY: Choose to accept the challenge in one of four different ways. In the memory mode, for example, you can write R.O.B.'s moves into memory, then play back the program to see if your strategy worked. Or choose the bingo mode, where on-screen spoilsports—Flipper and Spike—will interrupt your best laid plans as they crawl around the screen changing the pattern and bothering Professor Hector. It's a game of strategy, timing and precision. How will you STACK-UP? (Game pak includes the five colored discs and disc holders. R.O.B. is sold separately.)



DONKEY KONG JR. MATH™



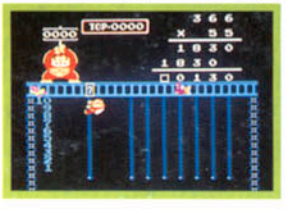


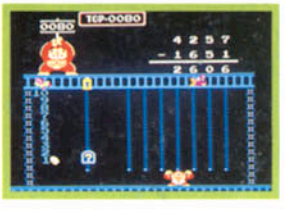
EDUCATIONAL SERIES

PLAY BY THE NUMBERS

Get Donkey Kong Jr. swinging through the numbers and you'll be out of the math jungle in no time. Whether you're practicing by yourself or playing with a friend, this game will really add up to fun and education for a number of reasons. But it takes more than math skills to climb up chains and jump safely onto little islands in your search for the right answers.

GAME PLAY: When you play with a friend, the mischievous Donkey Kong shows you a number, and you have to find a way to make that number by adding, subtracting, multiplying or dividing. If it's a big number, you might have to do some tricky chain climbing to get there. When you practice by yourself, you pick a problem that is started by the computer, then you have to find the right numbers to finish the problem. Donkey Kong gives you a score in the end, so keep your wits about you, and have some fun.





Coming Attractions

If you're wondering what's coming in the way of hot new video games, look here! You'll see Nintendo's four newest rising stars: R.C. Pro-Am, Ice Hockey, Dragon Warrior and Return of Donkey Kong. But that's not all! There are seven other hot new titles coming soon for play on your Nintendo Entertainment System®! Watch for them all. These video games will hit your local stores soon. So get ready to play with more power than ever!

Coming soon

R.C. Pro-Am™*

The ultimate racing challenge! Hot dog RC (Radio Control) racing on 32 different tracks. Step up to high performance machines when you collect the letters N-i-n-t-e-n-d-o! Can you handle turbo speed, high traction tires, hazards?

From Nintendo

Coming soon

Ice Hockey™

Shoot down the ice to pull a hat trick and send the crowds wild as you lead your team to victory! This fast-action, puck-passing ice hockey game is the hottest new addition to Nintendo's popular Sports Series video games.

From Nintendo

Coming soon

Dragon Warrior™***

An evil Dragon King has returned from ancient times. And you must defeat him with your powerful sword, your armor and your wits! This fantasy role-playing game is just as challenging as The Legend of Zelda!

From Nintendo

Coming soon

Return of Donkey Kong™

This is your chance to get hold of that barrel-throwing, mischief-making rascal Donkey Kong and take control! Nintendo's best known character is back. And he's up to more tricks and trouble than you can imagine!

From Nintendo

Coming soon

Wizards & Warriers**

Caverns of fire, demons and soldiers of the undead try to stop you in your quest to save the fair prisoner held by the Supreme Wizard. Untold riches await you—as well as the evil one who controls the wind—Malkil!

From Acclaim Entertainment, Inc.

Coming soon

Starforce™

Join forces with Starforce to defeat the evil and mystery-shrouded planet Gordess. You are the hero Final Star. Armed with your Star Beam Gun you must face many enemies—Gadoha, Splitta, Ettori—each with different attack patterns!

From Tecmo™

Coming soon

Dragon Power™

Teamed with Goku and Nora, your mission is to find the dragon's seven crystal balls. With the help of the wind-wave and magic pole you surmount many dangers on a mission that takes you from deep inside mountains to a distant city.

From Bandai America, Inc.

Coming soon

Victory Road™

Suddenly, from the darkness a voice cries, "Hear me warriors! Zang Zip, the WarDog has enslaved the people of Earth. Only you can save us from his evil!" Paul and Vince are Ikari Warriors—professionals who must answer this battle call.

From SNK of America

Coming soon

T&C Surf Designs®™

Whether you're jammin' the ramps, jumping the cracks, riding the rails or laying back tall, you can get "radical" in this red-hot skate action game. Then hit the beach and the big rollers. You could be the ultimate skate and surf champ!

From LJN Toys, LTD.

Coming soon

Major League Baseball®™

Here's your chance to play ball and manage the team, too. Pitch, catch, hit, bunt, pitch out, steal bases—are your moves good enough for the major leagues? Now make big decisions—pinch hitter, relief pitcher—it's your call.

From LJN Toys, LTD.

Coming soon

Contra™

You are a member of the Special Forces, an elite commando squad. Your mission: save the Earth from the evil alien war monger, the Red Falcon. Your arsenal of weapons is huge. And so is your theater of war—the Amazon jungle!

From Konami Inc.

Nintendo®

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***1986 Enix

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1-800-422-2602

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