For on-line tips to DEFENDERS OF DYNATRON CITY, call 1-800-740-JED! (1-900-740-5334) in the United States only. Each call costs 75 cents per minute. If you are under the age of eighteen, make sure you get your parents' permission before you call.
Precautions

1. This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never take it apart, hit it or drop it.

2. Do not get the terminals wet or dirty. Avoid touching them with your bare hands.

3. Do not clean the Game Pak with solvents of any kind, such as paint thinner, benzene, or alcohol.

4. We recommend against using a front or rear projection type television with your NES as image retention on the screen may occur. See inside back cover for full details.

5. See the warranty information in the back of this manual for more information.

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DEFENDERS OF DynamoCity

DynamoCity, the city of the future where aberrant nature is made into the norm. In this world, Professor Dynamo came to town and started the world’s first power plant. A soft drink company provides for the rest of the city. The people of DynamoCity are happy to have the defender of nature.

But Professor Dynamo wasn’t happy. His current success wasn’t enough for the brilliant inventor. He developed a new formula, a formula with the ability to create new energy from the existing energy in the city. This happened with the help of Professor Dynamo, who made the city’s energy more efficient. He was pleased after he added some of the formula to the city’s water supply. The city began to grow, and the people were happy.

Resolving that his discovery could give a journey the experiences of a robot, he couldn’t resist experimenting. For Dynamo, this was already a dream. Dynamo’s next goal was to create a robot that could do the work of the present. He hoped that this robot would make the city the most efficient and beautiful city in the world.
...Dr. Manhattan, that's what the Atomic Shrink will do! Necessarily improve you. Whereas, I fully understand what exactly happens to the characters. Professors who are digitally created and trained, became a superpowered superhero using his own power. Manhattan's power caused a percentage of Doctor Manhattan's body to change. And soon, the entire city was in the palm of his hand.

Look at them, they're tiny pieces from the planet of my mind! Dr. Manhattan speaks.

Doomsday Clock Champion of the Year.

Doomsday Clock as the Mayflower. Great and Justice.

Team up with me and I'll be the

Doomsday Clock as a champion of the year. Jeepers creepers because Dr. Manhattan's the one. The defenders of the future city.
RASH
SLICE

All right, Doctor! Wake up, you dodo!
I don't think he's going to live...

Your patient is losing blood and needs immediate attention.
The head is now colder than the carefully nurtured atom of stardust.

The doctor fights the impending doom...

Adam led the creatures back to their underground headquarters.

The doctor fights the impending doom...
Experiencing the need for money, the gang decides to turn to crime. Mary性疾病, Mary, and Brett head to the city to try their luck.

In desperation, Mary and Pokey are caught by the city's police force. They are brought before the mayor, who tells them they are free to go as long as they return to their normal lives.

And suddenly, the three are transformed into heroes, standing with Superwoman's power.

Jet Headstrong, Hyperdog Man, Ms. Peppermint, Electro-Voltaire of Evil, Radium Dog, Catman Crusader for Law and Order

Is the Defenders team strong enough to stop M.O.D.O.K., Map, Plunging Gears, and for all that, they plan on occupying city after city until they are the masters of the world.
Getting Started

Now that you’ve learned the origins of the Defenders of Dynatron City, here’s how to start playing the game: with your Nintendo Entertainment System turned off, insert the DEFENDERS OF DYNA TRON CITY Game Pak and then turn on your Control Deck. Press START to begin.

The original Defender’s team consists of Toolbox, Buzzsaw Girl, and Monkey Kid. You must choose a fourth superhero to add to the team. Press SELECT to switch between your choices of Jet Headstrong, Ms. Megawatts, and Radiom Dog. When the superhero you want is on the screen, press START to choose the hero and begin the game.

1. Cars: Jet Headstrong and Radiom Dog can pick up cars on the street and throw them at attackers. Read the section “Team Members and Their Powers” to find out how.
2. Buildings: As soon as you’ve cleared a street, its shops and buildings will reopen. They contain many useful items — and more nasty surprises, compliments of Dr. Mayhem.
3. Hero Symbol: Indicates which hero you are presently controlling.
4. Health Meter: Each superhero has his or her own health meter. The food items found in Dynatron City can help restore your health. If your health level drops to zero, the team member you were controlling will be captured and put in a trap in the sewers. You will then automatically be sent to the Select Screen to choose a different superhero.
5. Time Counter: You have a fixed amount of time to accomplish each level. If your time runs out, the team member you were directing will be captured and put in a trap in the sewers. You will then automatically be sent to the Select Screen to choose a different superhero.
6. Dr. Mayhem’s Minions: Each time you clear a street or a level, he’ll dispatch more — and nastier — replacements.
7. Power Meter: To activate each hero’s special ability such as running super-fast, jumping or flying, you must first find and pick up an appropriate power item. Using a superhero’s special ability takes power. You can recover power by not using the special motion for a while. Also, some of the items you find will renew your team member’s power level.
8. Compass: Helps you find your way around Dynatron City by telling you which way is North.

Number of Players: DEFENDERS OF DYNA TRON CITY is a one player game.

Game Over: If all four team members have been trapped, the game is over.
Controls

Please read about all of the player controls and character powers to understand how to direct your DEFENDERS OF DYMATRON CITY team on their mission to save the city from the evil Dr. Mayhem.

- Move your superhero.
- Control the direction of attacks.
- Move cursor on the Select Screen.
- Bring up the Select Screen (press again to return to the game).
- Pause the game. Press again to continue.
- Move cursor on the control pad to choose superhero switching. Map, or Superchargers.
- Use the left and right on the control pad to choose an extra attack.
- Use the A button to change to your character.

Select Screen

Press START or SELECT to call up the Select Screen, where you can switch to a different superhero, examine the Map, activate a Supercharger, or check your cash balance. Use up and down on the control pad to choose superhero switching, Map, or Superchargers.

1. Use the Superchargers during your battle with Dr. Mayhem. Press A to use a Supercharger.
2. Show your available cash. In the Streets, the items you find are worth money. Mega Max 24 you'd have to use your cash to buy many of the Gates you find.
Team Members and Their Powers

Before a team member can use a special ability (activated by the A button), she or he must pick up an appropriate power item.

**Toolbox:** The B button activates Toolbox’s hammerhead smash and the A button his spring jump.

**Buzzsaw Girl:** Press the B button to throw Buzzsaw Girl’s blade. Pressing the A button will cause her to do a somersault (a powerful attack).

**Monkey Kid:** The B button throws bananas. The A button makes Monkey Kid jump.

**Jet Headstrong:** The B button fires his head. Press and hold the A button and press up to make Jet fly. To pick up a car, fire Jet’s head at it. As soon as the car is on its way back to Jet’s body, release the B button. Jet will carry the car around until you throw it by pressing the B button again.

**Ms. Megawatt:** The B button throws lightning bolts. Hold down the A button for the super-fast run.

**Radium Dog:** The B button delivers his fearsome Atomic Bite; rapidly pressing the A button causes him to dog-paddle...through the air. Radium Dog can also pick up and throw cars; press the B button while standing near a car to pick it up...use the control pad to choose a direction and press the B button again to make him toss it.

Useful Items

In the Streets of Dynatron City (Chapter One), every item you pick up except cars is worth cash. Your balance will be automatically increased. In Mega Mall (Chapter Two), though, your cash balance will be automatically decreased each time you pick up an item, so keep an eye on your budget!

All items have special properties:

**Food Items:** Found in the buildings on the Streets, food items will partially restore your hero’s health. In Mega Mall, they will completely restore it.

**Power Items:** When the game begins, each superhero will have to find and pick up an appropriate power item before she or he can use a special ability. Later if you're in a hurry, you can quickly recharge your hero’s power level by finding and picking up power items like sneakers, scissors, cape cleaner, etc. Each power item is effective for only certain members of the team; for example, only Toolbox or Buzzsaw Girl need lubrication, so they are the only ones who can pick up and use the oil can.

**Dynamon Dollars:** While each item in Chapter One will give you at least a small amount of cash, Dynamon Dollars are worth even more money. You can use your cash to buy items in Mega Mall. Your balance will be automatically updated.

**Info Items:** Info items give you clues; they may tell you where to find the traps in the sewer or how to battle a certain enemy. Also, they'll give you a bonus: more time, cash, health or power.

**Map:** The Map shows which streets have not yet been cleared and will help your team
navigate around Dynatron City and the Sewers.

Superchargers: You collect Superchargers at the end of each Chapter. When used, they can greatly increase the power of your hero's attacks. Each time a superhero uses a Supercharger, however, she or he acquires more resistance to it so, as you battle Dr. Mayhem in the final Chapter, switch to a new team member whenever one of the supercharges has been used up.

Comic Books: Dynatron City has commemorated the adventures of its Defenders in comic books which have very special properties...

Food and power items are effective only on the hero who actually picks them up; however, the whole team shares the cash balance, Map, and Superchargers.

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**Dr. Mayhem's Minions**

As your team battles to save Dynatron City, Dr. Mayhem is busy churning out more and more synthetic creatures to keep you hopping.

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**The Streets of Dynatron City**

Your first job is to clear each street of marauding robots. Once all the streets have been cleared, find Dr. Mayhem's belfry — it's bringing in more robot reinforcements. When it descends, disable it by knocking loose and collecting its blinking Supercharger.

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**Proto-Cola Factory**

This is Dr. Mayhem's inner sanctum. He's made robot duplicates of the Defenders; you'll have to destroy them while avoiding the Atomic Bubbles on your way to collecting the fourth and final Supercharger.

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**Mega Mall**

When the robot threat has been removed from the streets, Mega Mall will open and you'll be able to shop for more useful items. The place is full of Robosaurs, though, not to mention Atom Ed — and his Supercharger.

---

**Dr. Mayhem**

Here's where those Superchargers will come in handy: use them to increase the power of your attacks on Dr. Mayhem himself. Be warned: the second time a team member uses a Supercharger, its effectiveness drops, so you'd better switch to a new superhero each time you destroy one of Dr. Mayhem's super shields!

---

**The Sewers**

Any of your heroes who have been captured will be held in traps in the sewers; when you have cleared a sewer line containing a trapped team member, touch the door of the trap to free your hero. Destroy Dr. Mayhem's mutated monsters and make your way to their factory, where you'll find another Supercharger.
Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer away from the receiver.
- Plug the computer into a different outlet so that computer and receiver are on different circuits.
- If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 084-000-00345-4.

90-Day Limited Warranty

JVC Musical Industries, Inc. ("JVC") and LucasArts Games warrant to the original purchaser of this JVC and LucasArts Games software product that the material in which this game program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This JVC and LucasArts Games software product is sold "as is," without express or implied warranty of any kind, and JVC and LucasArts Games are not liable for any losses or damages of any kind resulting from use of this product. JVC and LucasArts Games agree for a period of ninety (90) days to either repair or replace, at its option, free of charge, any JVC and LucasArts Games software product, postage paid, with proof of date of purchase, at its Customer Service Centers. Replacement of the software, free of charge to the original purchaser (except for the cost of returning the software) is the full extent of our liability. To receive this warranty service:

1. DO NOT return defective Game Pak to the retailer.
2. Mail the JVC LucasArts Games Customer Service Department the problem occurring warranty service by writing or calling:

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**Game Credits**

Created and Designed by Gary Winnick
Programmed by John Vifian, Toshiyasu Morita and Matt Hubbard
Technical Support by Edward Kilham
Art and Animation by Gary Winnick, Harrison Fong, Armand Cabrera and Jon Knolls
Music by George Sanger
Sound Effects and Arrangements by Dave Warhol
Produced by Katami Streicher
Executive Producers: A. J. Redmer and Howard Phillips
Package Design and Art Direction by Rick Strand
Manual Design and Layout by Mark Shepard
Documentation by Judith Lucero and Gary Winnick
Cover and Manual Art by Steve Purcell
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Lucasfilm Games General Manager: Doug Gleen
Lucasfilm Games Director of Development: Kelly Flock
Lucasfilm Games Associate Director of Development: Lucy Bradshaw
Lucasfilm Games Director of Sales: Cynthia Wuthmann
Product Marketing by Mary Bihr
Lead Tester: Mark Cartwright

**Special Thanks to George Lucas**

**Advisory**

**Read before using your NES**

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

**WARNING:**

**Do Not Use with Front or Rear Projection TV**

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither JVC/Lucasfilm Games nor Nintendo of America, Inc. will be liable for any damages. This situation is not caused by a defect in the NES or this game; other fixes or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.