CARE OF YOUR GAME

1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a break each hour.

2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.

3) Don't touch the terminals or let them get wet.

4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alcohol.

TABLE OF CONTENTS

- USE OF THE CONTROLLER: 5
- LAYOUT OF THE SCREEN: 6
- ENERGY AND MEMORY CHIPS: 7
- WEAPONS: 8
- ENEMIES: 10
- SPECIAL TECHNIQUES: 13
- ENVIRONMENTS: 16
- FIGHTING THE BOSSES: 17

THANK YOU

For purchasing this Hal America Nintendo™ Game Pak, KABUKI - The Quantum Fighter™. Before you start playing, please read the instruction booklet carefully and follow the correct operating procedures, then save it for future reference.
THE STORY

The setting - Earth, the future.

The defense computer protecting the entire planet has been invaded by a constantly-mutating, evolving virus. Only one man, Colonel Scott O'Connor, has the courage to risk his life in an untested miracle weapon. Converted to raw data and transported into the circuits of the computer, Col. Scott's molecular structure is transformed by the untested Image Transfer System. Into the circuits of the giant computer steps an unlikely superhero - the Quantum Fighter! Six huge levels of exciting action!

USE OF THE CONTROLLER

CONTROLLER FUNCTIONS

A Button - Used to jump
B Button - Used to attack, fire weapons, and punch
START Button - Starts a round. Also used to pause the game.
SELECT Button - Used to select weapons
+ Control Pad - Left and right arms move the Quantum Fighter. The lower arm puts him in a crouch, and lets him drop from hanging perches.
**LAYOUT of the SCREEN**

- Hanging Platform
- Amount of Energy remaining
- Number of Memory Chips in Possession
- Current Score
- Number of lives remaining
- KABUKI - the Quantum Fighter
- Weapon currently in use
- Amount of time remaining

**ENERGY AND MEMORY CHIP ONE-UPS**

**Energy Hearts**
These Energy Hearts are left behind when some enemies are defeated. They're in different places each time - don't skip any!

**Memory Chips**
Memory chips can be fired at enemies from close range. Medium firepower, but can be constantly replenished.
Keep your supply as high as possible.

**One-ups**
There are extra lives to be gained by defeating some enemies, but you never know where they might be. Look for them!
WEAPONS AVAILABLE

Each stage you finish will give you a new weapon to use. Push the SELECT Button a few times to find out what weapons are available to you at any given time. Here is an explanation of what the Weapons Display symbols mean.

Hair
A pretty unusual weapon, but very effective for close-in fighting. Good for surprisingly long distances. By juggling the A and B Buttons you can jump, then attack an enemy while you’re in mid-air.

Chips
You start each level with a full set of memory chips to use as weapons. Your stock can be replenished along the way by defeating certain enemies.

Fusion Gun
The Fusion Gun throws missiles straight ahead. Long range, lots of firepower. Great against enemies you don’t want to get too close to!

Quantum Bombs
Quantum Bombs spread out in three directions. Short range, but high firepower. Handy against enemies that are above you and hard to reach.

Dynamite
 Loads of firepower. Dynamite sticks can be thrown in mid-air, greatly increasing its range. Takes a while to master, but worth it against the Bosses.

Remote Control Bolo
This Bolo travels in the direction thrown, and revolves rapidly, disposing of all enemies in its range. Can be used against enemies that are reasonably close.
ENEMIES

There are lots of enemies in the computer, and they’re mutating all the time. Here’s a few you should watch out for.

**Tanks**
These tanks rumble slowly back and forth, but speed up their rounds when you get close. A well-placed punch will usually knock them out, but time your punch well - they retaliate fast.

**Robo Roaches**
These guys crawl around slowly, and are usually easy to get rid of. They’ll give up memory chips they’ve swallowed when knocked out.

**Flamethrowers**
These enemies shoot fire for a short distance at regular intervals. Time the bursts and move fast to keep from ending up as burnt toast.

**Squawking Heads**
These guys really blow their tops! They fire slow-moving but deadly projectiles. You can usually avoid their attacks if you’re fast on your feet.

**Dart Throwers**
Pacing back and forth nervously, Dart Throwers turn suddenly to fire deadly darts at you. Put ‘em out of commision when they’re not looking.

**Pit Hounds**
Prowling the depths of the computer looking for prey, Pit Pups appear out of nowhere and attack with a vengeance. Steer clear!
Bouncing Dinos
They're big and dumb, and they bound around brainlessly, but there's often a little Energy stored up that you can get. Just stand your ground and fire fast.

Star Fighters
Hard to hit and tough to destroy, it's sometimes best just to stay out of the way of these attackers. Jumping and crouching will usually help you avoid them.

Boomerangers
These camouflage guys blend into the background, then pop out to attack with their deadly Boomerangs. Give them lots of room - or they'll take it from you.

These are a few of the enemies you'll discover, but there are lots more waiting for you inside the Main Computer. Learn how your enemies move and what their strengths and weaknesses are, and use the special techniques shown on the next three pages.

SPECIAL TECHNIQUES

Using the Hanging Platforms

Use the Control Pad and the A Button together to move to the next platform. Use the right and left arms to move left and right, and the upper arm to move to a higher platform.

You can use the Hanging Platforms to move quickly. Use the A Button to jump up underneath them, and the Quantum Fighter will grab onto the hooks automatically.

If you want to drop down from a platform, just push the lower arm of the Control Pad. He can be moved to the left and right in mid-air by using the left and right arms.
SPECIAL TECHNIQUES (Cont.)

Extending Your Attack Range

The only way out of some tight spots is to climb out. You can get up these ladders by jumping up on them and climbing. Press the upper arm of the + Control Pad.

Push the A Button to jump and, while in midair, use the B Button to attack with your hair. Using this technique will allow you to attack enemies, then drop down behind defenses without getting hit.

Climbing Up Obstacles

Punching From A Crouch

Pushing the lower arm of the + Control Pad drops the Quantum Fighter into a crouch. Pushing the B Button delivers a punch that's perfect for knocking out some of the low-moving enemies.

Use Your Weapons Well!

Some weapons can be used to cover a lot of area. Quantum Bombs spread out in three directions to get enemies above and below, and dynamite can be thrown a long way.

Attack From Behind

Try leaping over some of the stronger enemies and attacking from behind. A few enemies turn around to face you when you try this trick, but some are easy to defeat this way.

The Hanging Kick

Some enemies are easiest to get with a Hanging Kick. Use the B Button while hanging from a platform, or while dropping from one.
ENVIRONMENTS

There are a lot of different areas inside the computer, each with its own special dangers. Portions of the deadly virus are mutating all the time, and the enemies you'll have to defeat are constantly changing. Take a look at the areas and dangers shown below - it could save your life!

Flowing Rivers
Don't get swept away by swift currents in streams.

Spikes
These spikes pop out when you least expect it.

Transformers
Watch out for spores left behind by the virus - all of them sap your Energy, and some sprout enemies when you get close to them - BEWARE!

FIGHTING THE BOSSES

If you run low on Energy while battling with Bosses, you can get more Energy by trading your Memory Chips. Pause the game by pressing the SELECT Button, then use the upper and lower arms of the + Control Pad to swap Memory Chips for Energy. If you use this special technique well, you should get the results shown below!

ANOTHER BOSS DEFEATED!
HAL AMERICA, INC. LIMITED WARRANTY

HAL America, Inc. (HAL) warrants to the original purchaser of this product that it will be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase.

HAL America will repair or replace any defective parts free of charge at its option. However, this warranty is void if failure is due to damage caused by accident, misuse, abuse, or unauthorized repair.

This warranty does not apply to software products or to any hardware product that is covered by a separate manufacturer's warranty. Any hardware product that is not covered by a separate manufacturer's warranty is warranted only by this warranty, which covers only defects in material and workmanship.

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding or obligate HAL. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are hereby excluded. In no event shall HAL be liable for any special, incidental, or consequential damages resulting from the possession, use, or malfunction of this software product.

Some states do not allow limitations on the duration of implied warranties or limitations of special, incidental, or consequential damages. Some states do not allow the exclusion of implied warranties, so the above limitations may not apply to you.

This warranty gives you specific rights, and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used in 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 residential installations. There is, however, 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:

1. Reorient the receiving antenna.
2. Relocate the NES with respect to the receiver.
3. Move the NES away from the receiver.
4. Use a different wiring system.

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.

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 NES games. 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 NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.