MASTER CHER AND THE DRUNKARD ON CONTROL SUMMARY

Contents:

- Left and Right Arrows: Move Master CHER in the indicated directions.
- Up Arrow: Push Up Arrow to jump.
- Button A: Push Button A to fire.
- Button B: Release the top of the bomb to launch shots from enemies.
- Start Button: Starts the game. Also selects the game.
- Select Button: Selects options in the menu.

Special Objects:

- Symbol of Harmony: Collect 1 symbol to complete each world.
- Flower of Freedom: After defeating the boss between worlds, collect this key to enter the next world.
- Bead of Knowledge: Collect 3 beads to break entering restrictions.
- Pearl of Power: Replaces the form for I minutes.
- Ring of Victory: Replaces the form completely.
- Artifact of Unstability: Master CHER becomes invincible for several seconds. Give him an extra life.
Return to a mythical time in the Far East, when the legendary Shemee Ten Shems, God of destruction, cursed your village with everlasting evil spirits. Despaired by repeated failures to drive out Shems's evil demons, your best friends, Master Hu, has turned into a drunkard. Yes, Master Chu must search through hostile palaces and temples to find and destroy the four armed incarnation of Shems. If you would like, just ask your teammates, the Drunkard Hu to help out. Playing together can be a lot of fun!
1. Store at room temperature. Do not subject to environmental extremes.
2. Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3. Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4. Do not try to open or disassemble the cartridge.
5. Do not sit too close to your television.
6. Do not clean the cartridge with chemical agents.

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III. GAME MECHANICS

There are a total of 18 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be lifted and transported to deal with the boss in that world. You must defeat the boss and find the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Supreme Twin Dragon Statue.

Master Cho and his partner (an optional second player), the Oni Kado No, each starts with 10 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you lose a life.

IV. DOUBLE PLAYERS

The game features simultaneous play for two players. If you are playing a double players game and one player loses all three lives, the other player must wait for the other player to finish. Upon the end of a double players game, each player will be given the option to continue. When the players are too far apart from each other, the screen will stop moving until one player moves away from the edge of the screen. This way both players will always remain on the screen.

V. SPECIAL ITEMS

Try to find these items by shooting into dark holes or directly at objects.

Symbols of Harmony - When you have collected a total of 8 symbols, you will then earn your right to challenge the boss. The symbol counter is at the bottom of the screen.

Symbols of Knowledge - Allows double value of items shooting capabilities.

Symbols of Vulnerability - Allows you to continue for several rounds.
VI. SPECIAL ITEMS (Continued)

**Pearl of Power** - Represents your life force by 3 units.

**Living Ginseng** - A rare and valuable species which can help replenish your losing life force. Catch them before they get away.

**The Sacred Box** - Collecting this treasure will gain you an extra life. See which player can get to it first.

**Flaming Key of Freedom** - Unlocks the secret passage to the next world.

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VI. ENEMIES

**Green Serpent** - One bite from this venomous snake will decrease your life force by 3 units.

**Tarantula** - Hanging from the ceiling. These arachnid predators often catch you by surprise.

**Killer Silk Worms** - A whole procession of these insects can drain your power quickly. Blast them before they sink their poisonous fangs on you.
VI. ENEMIES (Continued)

Dragons - Find in weakness and you can disable to become friends.

Jaws of Steel - Anticipation is the only way to avoid this fast-moving enemy.

Death's Halo - Be on your toes, for their flying motion can easily catch you off guard.

V. ENEMIES (Continued)

Vampire Bat

Fire Demon

Bearded Wasp

Diabolical Duck

Ghul

Flower of Destruction

Arrow

Great Ball of Fire

Flying Spikes
WII ROBOTS

Here are the images you will encounter in the adventure:

- STUMP SCRAMPER
- BACH
- MASSIVE ASSASSIN
- XORI
- EVIL
t-
- ENRAGED STONE HEAD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used properly, could cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential 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:

- Reorient the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio or television technician for help.

FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

The user may find the following booklet published by the Federal Communications Commission helpful:


Note: NEFP is the abbreviation for Nintendo Entertainment System.
## MASTER COG AND THE DRUMS AND EVALUATION SHEET

### LIMITATIONS

If any damage is found, all rights reserved. This includes any misuse, alteration, or modification. This warranty is void if the product is subjected to any unreasonable use or abuse. The warranties described herein are in addition to all other warranties or conditions expressed or implied by law, including any implied warranty of merchantability or fitness for a particular purpose. The manufacturer shall not be liable for any incidental or consequential damages arising from the use of the product. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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The warranty shall not apply to any damage caused by negligence, accident, mishandling, unauthorized modification, or alteration. This warranty is void if the product has been subjected to any unreasonable use or abuse. The manufacturer shall not be liable for any incidental or consequential damages arising from the use of the product.
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