Thank you for selecting the fun-filled “MIGHTY BOMB JACK” game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the steps and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models may have rounded screens and may block out a portion of the image.

1 GAME STORY

There was a legendary “KING PAMERA” who maintained peace and order all over the world. Nobody could ever catch sight of “KING PAMERA”. One day the king demon “BELZEBUT”, had a wicked plot to bring the world into ruin by abducting the merciful “KING PAMERA”, his beloved queen, and their beloved princess.

The brothers MIGHTY fought bravely against “BELZEBUT” in order to save “KING PAMERA”. Every brother was defeated by the king demon except Jack, the youngest and lone survivor. Jack gained additional courage and challenged the king demon to a final fight, in order to restore peace all over the world.

Good Luck Jack!
2 NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* THIS GAME IS ONLY A (1) PLAYER GAME!

- Control
  - B button
  - A button
  - Select button
- Not used.

- START BUTTON.
  - Press this button to begin a game or to pause.

- PAUSE.
  - If you wish to stop or interrupt play in the middle of a game, press the start button. The pause tone will sound, and the game will stop. Press the start button again when you wish to continue playing.

HOW TO OPERATE JACK

- Move this + control pad to move Jack.

- JUMP
  - To make Jack jump press A button when Jack is on the floor. For Jack to jump even higher, press A button together with the control pad's upper directional arrow. Conversely, if you press the A button together with the control pad's lower directional arrow you can make Jack jump lower. Further, press A button again while jumping to make Jack stop in the air.

- LANDING
  - To make Jack land quickly, press the control pad's lower directional arrow.

- MOVEMENT IN THE AIR
  - To make Jack move in the air, press the control pad's left or right directional arrow with the continuous pushing of A button. This will result in Jack's flying & floating left or right.

- NOTE: The mastery of the above mentioned operations will allow the player to gain a higher score and increased level of game satisfaction.
MIGHTY POWER

If you get a mighty coin, you can see your stock total indicated at top of screen. After collecting mighty coins inside treasure boxes, press B button and player will be awarded the following power.

<table>
<thead>
<tr>
<th>MIGHTY POWER</th>
<th>JACK'S COLOR</th>
<th>AMPLIFIED OF MIGHTY POWER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>BLUE</td>
<td>To open an orange treasure box.</td>
</tr>
<tr>
<td>2</td>
<td>ORANGE</td>
<td>To open both red and orange treasure boxes by simply touch their sides. (When Jack rides on a treasure box, it will open by jumping only 1)</td>
</tr>
<tr>
<td>3</td>
<td>GREEN</td>
<td>To change the enemy into a gold coin for 5 seconds and combine it with the abilities of MIGHTY POWER-2. Also, other secret powers are awarded.</td>
</tr>
</tbody>
</table>

* NOTE: The kind of power depends upon how many times the B button is pushed!
You can make MIGHTY POWER-1 by 1 mighty coin, MIGHTY POWER-2 by 2 mighty coins, and MIGHTY POWER-3 by 3 mighty coins which equals FULL POWER 1 (Mighty power is distinguished by Jack's color).
3 HOW TO PLAY

"MIGHTY BOMB JACK" is an adventure game, whereby the player controlling Jack travels through the labyrinth of rooms, avoiding the dangerous enemies along the way, while collecting as many bombs and treasures as possible! If the timer reaches zero (0), or Jack touches an enemy he will die causing a loss of play.

There are sixteen (16) regular rounds of play in MIGHTY BOMB JACK, plus one (1) final round. You can find the passageway to the final round beyond the regular rounds of play. Each round is composed of a passage and a Royal Palace room. To advance to the next round, you must collect all bombs from the Royal Palace room, then a doorway passage will appear and remain open for Jack's escape! You must clear each round before the timer reaches zero (0). The remaining time (if any) will be added to your score as bonus points.

Good luck!!

• PASSAGE
This passageway is a scroll type and shifts to Jack's movements. You will find this hidden passage after you have collected all the bombs and treasure boxes, then the door will open for you to advance to the next round.

• BOMBS
There are two kinds of bombs, one worth 100 points, and the second worth 200 points.

• TREASURE BOX
A treasure box will open when Jack jumps stop it after riding on it first. The treasure boxes are either red or orange. The orange treasure box will not always be opened, unless Jack is under MIGHTY POWER! (There are also some hidden treasure boxes on the floor.)
VARIOUS THINGS IN THE TREASURE BOXES

- **TREASURE BAG**
  - 100 pts
  - 200 pts
  - 300 pts
  - To raise the possibility of Extra-coins appearance.

- **GOLD COIN**
  - 500 pts
  - To raise the possibility of Bomb's appearance.

- **BOMB**
  - 100 pts, 200 pts
  - To raise the possibility of Power-ball's appearance.

- **MIGHTY DRINK**
  - 1000 pts
  - To add 10 counts to the timer.

- **SPHINX**
  - 1000 pts
  - To show or open the hidden doorway.

- **MIGHTY COIN**
  - 1000 pts
  - To get mighty power.

- **EXTRA COIN**
  - 3000 pts
  - To increase one JACK in a stack of JACKS.

- **POWER BALL**
  - While collecting the boxes, if you hear a bell ring, immediately open the treasure box and a power ball will appear from that treasure box. If you catch this power ball, the enemy will change into a gold coin for 5 seconds for you to collect.

- **SECRET COIN**
  - 10000 pts
  - In order to get the secret coin, you must acquire MIGHTY POWER-J first, then you will be pleasantly surprised beyond the points collected!

Other surprises await you inside these treasure boxes, please enjoy!
**ROYAL PALACE ROOM**

This is a fixed screen and the doorway will open only after you have collected all the bombs. It’s to your advantage to collect the bombs on fire in order. MIGHTY POWER will not work inside the Royal Palace Room.

- **BOMB**
  - The bombs will catch on fire in order. In order to make the Power Ball appear, you must collect the bomb in order.

- **POWER BALL**
  - If you have collected enough bombs, the power ball will appear in the center of your screen and will begin to re-bound. If you catch this power ball, the enemy will be changed into a golden coin for 5 seconds.

- **BONUS COIN**
  - This coin appears when you get 5000 points. If you get this bonus coin, your points will multiply 3 to 5 times.

- **EXTRA COIN**
  - An extra coin will appear depending on the number of gold coins collected. If you get this coin, it will increase by one if the number of Jack’s lives.

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**THE TORTURE ROOM**

If you are too greedy collecting the mighty coins, you will be sent to the torture room! In order to escape the torture room, you must beat the time clock by reaching zero (0) on the timer atop your screen. Also, you must keep jumping around avoiding the enemies. If you are successful, then Jack will return to his original position prior to sentence to the torture room, thus resuming play and score. There are many places for Jack to endure in this game; the hidden passages, a labyrinth as well as the dreaded torture room. Furthermore, there are various conditions for the appearance and opening of the doorways. How many secrets can you discover?

- **TORTURE ROOM**
4 CHARACTERS

- C. GEE
A survivor of the GEJJ family, it's troublesome.

- HEEL
It represents the pyramid legend vividly, "Wheel Ward!"

- TGEE
Exchanging it for 6 patterns of changing direction.

- RUBE
It is very much resentful towards Jack, and it pursues him incessantly.

- LIZZY
It is an ancestor of the creatures that live in the ancient pyramids.

- BILLY
It was a pet of King Demi "Beblock" in the old days. This time, it takes the field.

- D. GEE
The demon within him always carries the kiss of death.

- HE. GEE
A brave soldier who was dismissed and made a slave. If you help him, you could get a high score.

5 GAME DEVIATION VALUE (G.D.V.)

"GAME DEVIATION VALUE" will be indicated on your screen after the game time is over. This system is for evaluating your level of skill and is calculated during your game playing.

The evaluation is based on the computer's analysis of your reflexes, memory, judgement and application power.

The higher the score of G.D.V., the better!

Let's try to challenge the computer!

6 MULTI ENDING

This is a most dramatic secret in "Mighty Bomb Jack" - a queen's crystal ball and a princess's crystal ball. If you take two crystal balls you could meet the different endings - 4 endings. I wonder if you could meet all four endings? You might need five 5 coins to meet the fourth (4) ending.

Now, let's challenge it!
Playing Mighty Bomb Jack with a drawn-up map will increase your playing pleasure. Suppose you draw one scene on a piece of paper in the shape of a pyramid. The labyrinth to the pyramid will appear. This map will give you some hints on solving this mystery!

The scale of the pyramid is shown below:

21 measures

7 measures

42 measures

* Naturally this booklet cannot give you all the secrets to Mighty Bomb Jack, it's up to you to figure out the missing secrets. We at Tecmo, Inc. are confident that your skills will allow you to succeed! Good luck!
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 manufacturers' 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 NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES 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 Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.