BANDAI

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Nintendo Entertainment System™

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Please read these instructions before you start playing.

PRECAUTIONS
1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.
HOW TO PLAY THE GAME

INDICATORS

"Life" meter that shows MARK'S remaining physical strength.
"Score" displays point total of current game.
"High" displays highest recorded score from the past game.
"Round" displays game level.
"Key" when you get the key to clear the round, it will appear in this indicator.

Select START at the TITLE SCREEN. When you push START, a story about the game will appear. Push the A button to scroll the story forward. When it ends, Round 1 will start (Push START again to bypass the story).
The game scrolls horizontally. While using the bat to destroy the monsters, move to the right. Along the way, there will be rooms where "Boss" monsters live. Enter these rooms to fight them. When all the "Boss" monsters are defeated, you will get a key that will allow you to clear the round. A round cannot be completed until the key is obtained. When MARK defeats the monsters, various items will appear. He must get them by grabbing them. Attack and destroy the monsters by using MARK'S bat to hit and return their photon lazers and other weapons.

ABOUT THE PASSWORD

A password will appear after finishing each round. Write it down (or store it in your BANDAI MEGA CONTROLLER) and use it to start the game later at the next level.

To input the password, use the select button to chose CONTINUE at the TITLE SCREEN. Then press start and the password screen will appear. Use the control pad to move the cursor to the desired letter or digit, then push A to enter your decision. When the password has been correctly encoded, move the cursor to the "END" and push the A button to start the game.

If the password is not programmed correctly, "TRY AGAIN" will appear. Correct your mistake and try again.
NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Note: This is a one player game only.

MARK MODE
A button .... push to jump, avoid the monsters and their weapons, and to climb high places.
B button .... push to swing MARK'S bat and attack monsters.
SELECT .... push to select start or continue on the title screen.

button
Control Pad .. (right) push to move to the right.
(left) push to move to the left.
(down) push down to lie down.
(up) push up to enter rooms.
(right, down diag) push to crawl forward.
(left, down diag) push to crawl backward.

MARK/MONSTER MODE
A button .... push to jump; push repeatedly to fly.
B button .... push to fire photon lazer (more effective than bat).
START .... press to start game and to pause while game is in progress. Press again to continue.

Control Pad .. functions same as MARK Mode.
ITEMS

HEART ...... Life meter increases.
CAPSULE ...... MARK transforms to a monster for a limited amount of time.
? ................. Mystery item (possibility of point, life, or weapon increase. But, sometimes it can cause damage.

ABOUT EACH ROUND

ROUND 1: ENTRANCE TO THE DARK WORLD
Boss Monsters .... MAN-EATING PLANT: attacks by shooting lethal bubbles.
GIANT SPIDER
PUMPKIN-GHOST

ROUND 2: DARK WORLD DUNGEON
Boss Monsters .... MEDUSA: attacks by throwing snakes.
SHRIMP ATTACK
HAUNTED WELL

ROUND 3: DARK WORLD CAVE
Boss Monsters .... GIANT BULL MAN: shoots cows at Mark.
GUARDIAN OF THE GIANT SPHINX:
shoots ectoplasm.
GIANT SPIDER: shoots "x" web strands.
ROUND 4: DARK WORLD CASTLE RUINS
Boss Monsters .... GIANT SAMURAI: attacks with a
samurai sword.
GIANT CAT: throws miniature cats.
PUCK ROCKER: attacks with bad-
playing guitar.

ROUND 5: DARK WORLD LAKE
Boss Monsters .... LIVING DEAD: zombies from Japan.
MAD JAVELIN MAN: throws javelins.

ROUND 6: DARK WORLD HAUNTED HOUSE
Boss Monsters .... CHAMELEON MAN
note: Round 6 is a maze. MARK must enter each door in the right order.

ROUND 7: DARK WORLD TOWER
Boss Monsters .... GIANT CATERPILLAR
GIANT SPIDER
GRIM REAPER

ROUND 8: DARK WORLD HEAVEN'S CASTLE
Boss Monsters .... GIANT DRAGON
HAND CREATURE
SNAKE MAN

FINAL ROUND: DARK WORLD MASTER
90-Day Limited Warranty

Bendix-King warrants to the original purchaser that the Bendix-King FAA-TIS Approved (including LRU) Marine Radios, PA Accessory, or Remote Accessory shall be free from defects in material and workmanship for a period of 90 days from date of purchase. This warranty is extended to the original purchaser of the Bendix-King equipment only. This warranty is non-transferable and is valid only for the original purchaser. This warranty does not cover defects caused by unreasonable use, misuse, abuse, alteration, modification, plugging in of an incorrect power supply or improper installation. To receive warranty service, you must return the defective unit to the Bendix-King dealer who sold the unit to you or to the Bendix-King factory service center, as listed below:

To receive warranty service:
1. DO/NOT return your defective Marine Radio to the dealer.
2. Notify the Bendix-King Dealer Service Department of the problem requiring warranty service by calling (800) 528-1010 or by writing to the Bendix-King Dealer Service Department in the service department's service office. You will then receive a service return number.
3. If the Bendix-King equipment is under warranty, you will return the defective unit to your Bendix-King dealer, who will ship the unit to its service department. If the unit is not under warranty, you will return the unit to its service department. You will then be charged for the repair. Service department addresses are listed below:

WARRANTY LIMITATIONS:

APPLICABLE IMPLIED WARRANTIES INCLUDE NO WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE; IMPLIED WARRANTIES ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CARE AND MAINTENANCE HORN. IN NO EVENT SHALL Bendix-King BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

This warranty shall not apply if the unit has been damaged by negligence, accident, unreasonable use, modification, tempering, or by other causes unrelated to defective material or workmanship.

This warranty is invalid if the unit has been damaged by negligence, accident, unreasonable use, modification, tempering, or by other causes unrelated to defective material or workmanship.

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 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 Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.