**NOTES FROM NATSUME**

Thank you for purchasing S.C.A.T. for the Nintendo Entertainment System. We are proud and delighted that you chose to add our title to your video game library. Please read this manual to assure your complete enjoyment of our product. We hope you have many hours of entertainment with this action/adventure game!

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**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.
SAFETY PRECAUTIONS

For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game:

1. Avoid subjecting the Game Pak to extreme temperature changes and shocks.
2. Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.
3. The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.
4. Do not dismantle the Game Pak.

THE BACKGROUND

In the 21st century, humanity faces its most dire threat. An alien horde led by the Supreme Commander Vile Malmort, has launched a full scale invasion of the planet Earth. An Astrotube connects the desolate remains of New York City to the orbiting space station of the invaders. Their armies sweep the skies for any sign of resistance...

The last hope for mankind comes from a secret alliance made by the President. Luckily, he was informed of the coming invasion in time to act. He assembled the world's greatest scientists and gave them the impossible task of finding a solution to the dilemma. From their labs came their answer, the Special Cybernetic Attack Team.

These part human, part machine warriors are capable of wielding massive destructive force for their compact size. The members of S.C.A.T. have been designed to capture and adapt alien technology and weapons and use them against the invaders. Together, they may have the power to defend the Earth.
Starting the game

Insert the Game Pak into the Nintendo Entertainment System and turn the machine on. The title page appears with the option for a one or two player game. Press the SELECT button to the desired game, then press START. For a one player game you get the choice of either S.C.A.T. member. For a two player game, the person with controller #1 plays Arnold and controller #2 has Sigourney. After these selections have been made (by pressing START) the game begins.

Controlling the warriors

Pressing UP, DOWN, LEFT or RIGHT on the control pad moves the character in those directions.

Pressing the B button fires your weapon. Some weapons fire continuously if the B button is constantly pressed.

Pressing the A button locks and unlocks the firing position of the twin satellites that are part of the warriors armament. These items maneuver around the fighters unless they are locked by the player.

The START button pauses the game.
SPECIAL ITEMS

To obtain the alien armament, the player must destroy the Item Enemy. After doing so, a letter appears denoting the item's use. These items are:

S- **Speed.** The player's maneuverability increases. The more Speed items collected, the faster the warrior moves.

L- **Laser.** This high powered beam cuts with amazing strength. Hold the **B** button for continuous fire. This weapon can shoot through some walls.

W- **Wide beam.** This weapon can take out multiple enemies in a single burst.

B- **Bomb.** These explosive shells have the concussive force to knock out powerful enemies.

R- **Recover.** This item restores lost energy points to the player that collects it.

GAME STAGES

**New York City Ruins:** Fly over what's left of a battered city. Look out for enemy positions scattered across the remains of the skyscrapers.

**Subterranean Realm:** Hover into the darker reaches of the inner Earth. Vile Malmort's excavation drones are busily blasting away the foundations of the city in order to allow an easy access to the invasionary forces.

**The Astrotube:** This monstrous creation connects the city to the alien's orbiting stronghold. Take the ride of your life as you fly into the enemy's lair.

**The Battleship:** Defending the fortress is a heavily armed dreadnaught starship. Evade its laser cannons and missile attacks as you fire at anything that resembles a weak spot.

**The Orbiting Platform:** Here is where you confront the deadliest invaders and Vile Malmort himself...
90-DAY LIMITED WARRANTY

NATSUME warrants to the original consumer that this NATSUME Game Pak ("Pak") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect occurs during this warranty period, NATSUME will repair or replace the Pak, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the NATSUME Consumer Service Department if the warranty is required. Call (415) 342-9031. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M., Pacific Time, Monday through Friday.
3. If the service technician is unable to solve the problem by phone, we will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective Pak, and return your Pak freight prepaid, if your returns and exchanges are in the state or service of receipt within the 90-day warranty period to:

   NATSUME, INC.
   Consumer Service Department
   3050 S. Bryant Ave.
   Box 5610
   (415) 342-1712

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, or unauthorized repair. This warranty is non-transferable and may not extend beyond the stated 90-day period.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the Pak develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the telephone numbers listed previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You must note this number on the outside packaging of the defective Pak and return the defective Pak freight prepaid to NATSUME, enclosing a check or money order for $10.00 payable to NATSUME, Inc. N.A. 501 Chicago Street, San Mateo, CA 94403. After receiving the Pak, NATSUME will return the Pak at its expense, subject to the following conditions:

1. If the Pak is in good working order, it will be returned via UPS, F.O.B. San Mateo, CA.
2. If the Pak is not in good working order, the return will be at your expense and the Pak will not be returned unless you agree to pay for the return.

WARRANTY LIMITATIONS:
ANY IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONSIDERATIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

This warranty gives you specific legal 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 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 to radio or television reception, which can be determined by turning the equipment off and on, is caused by 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 NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any 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

THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED!

Join two ninjas on their mission to overthrow the wicked Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces.

- Uncover hidden weapons to increase your power.
- Master the ancient arts of Ninjitsu to defeat the enemy.

Charly the highland alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Moberry. Join Charly as he strikes a blow for freedom with mighty sweeps of his massive tail in this action/adventure title for the Game Boy.

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!