CONGRATULATIONS!
You now own the authentic Konami home version of Stinger, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

TABLE OF CONTENTS
INTRODUCTION/ HOW TO PLAY ............ 4
Controlling Your Stinger .......... 5
The Attackons' Defenses .......... 6
Scoring Points .................. 7
Bonus Points & Power Ups .......... 8
Special Strategies ................. 9
Taking Care Of Your Game ........... 10

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This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

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SAVE THE WORLD FROM HUNGRY ALIENS

Egad! Professor Cinnamon, Earth's homeboy genius, has been kidnapped by evil alien bandits from the planet Attackon located a billion light years beyond the Milky Way in the violent Ergo Galaxy.

The Attackons snatched the professor after observing his discovery of a bio-nuclear sweetener formula. A formula that, in the hands of such evil-doers, could ultimately be used to change the Earth into a giant ball of cotton candy—the Attackon's favorite carnival snack.

Luckily, before the professor's capture, he developed and deployed squads of Stingers, a highly advanced jet fighter capable of battling the most ferocious, fearsome life forms. The Stinger is loaded with an array of bombs, cannons and lasers to smash enemy defenses, plus incredible speed and handling to outmaneuver counter-Attackons.

As a member of this elite Stinger squadron, your mission is to blast through the Attackon forces, which stretch from outer space to the South Pacific, and rescue Professor Cinnamon before his formula can be zapped from his brain.

So strap into your Stinger and hang tight. The fate of the world rests on your shoulders, and the situation looks pretty sticky.

HOW TO PLAY

Your goal is to power past the Attackon defenses until you locate and rescue the Professor Cinnamon. If you succeed the world is saved. If not, Earth becomes a cannibal favorite for alien invaders.

To survive, you must guide your Stinger fighter through seven stages, avoiding a barrage of wicked weapons fired at you by the deadly Attackons. Stinger can be played by either one or two players. If there are two players, play is simultaneous.

A single player can use either Control Pad (1) or Control Pad (2). When two players compete, both Controls are used.

Controlling Your Stinger

Control Pad
Use this pad to pilot your jet fighter. With it you can fly in eight different directions.

Start Button
This starts and pauses the action.

A Button
This is your A firing mechanism. When in the vertical scroll it fires cannons and lasers. When in the horizontal scroll it fires cannons, lasers and drop bombs.

B Button
This is your B firing mechanism. When in the vertical scroll it fires cannons and lasers. When in the horizontal scroll it fires cannons, lasers and drop bombs.

Select Button
Used to select 1 or 2 player option. Not used during combat.
The Attackons' Seven Lines Of Defense

Island In
The Pacific Ocean
The Attackons' first line of defense is a small Pacific Island that is a breeding ground. This is your first stop, but be prepared-you will find hungry Attackon forces. But before you approach another line, you first need to destroy this island.

Undersea Kingdom In
The Indian Ocean
In your second line of defense, the Attackons have converted one entire island into a breeding ground. There are two sizes of islands, and you must destroy all three before moving on to the next line. It is one of the last lines of defense before entering the Indian Ocean. You must destroy all of the islands to continue on your journey.

Small Country In
Vast African Desert
The third line of defense is a small country in the vast Empty Desert. The Attackons have converted the country into a breeding ground. You must destroy the country, but be careful-your goal is to destroy all of the islands before entering the desert. Once you have destroyed the country, you can move on to the next line of defense.

Glacier Land Near
Arctic Circle
The fourth line of defense is a land near the Arctic Circle. The Attackons have converted the area into a breeding ground. You must destroy the land before entering the Arctic Circle. Be careful, as the area is filled with dangerous terrain.

Country In
South America
The fifth line of defense is a country in South America. The Attackons have converted the country into a breeding ground. You must destroy the country before entering the South American continent. Be careful, as the area is filled with dangerous terrain.

Empire On The
Edge Of Space
The sixth line of defense is an empire on the edge of space. The Attackons have converted the empire into a breeding ground. You must destroy the empire before entering space. Once you have destroyed the empire, you can move on to the next line of defense.

Outer Space, Where
The Hostage Is Hidden
You have made it to the last line of defense. The Attackons have converted the spaceship into a breeding ground. You must destroy the ship before freeing the captive. Be careful, as the ship is filled with dangerous terrain.

Scoring Points
The player starts the game with 3 Stingers. When you score 100,000 points, another Stinger will be added. After 100,000 points, one will be added every 200,000 points up to 1,000,000 points. All enemies in the air and on the ground are worth 100 points each. Fortresses on the ground are valued at 500 and 1,000 points.

The Boss
Enemies
A Boss Enemy is the commander-in-chief of each defense stage. After successfully shooting through a particular stage, you must destroy the Boss Enemy before advancing.

Fang
Value: 10,000 points

Sigmund Squidmund
Value: 10,000 points

Luther
Value: 10,000 points

Master Blaster
Value: 10,000 points

Attakoon Emperor
In Ouiguise
Value: 20,000 points

The Watermelon Head
Value: 10,000 points

Willy The
Value: 10,000 points

Solar B. Theeyes
Value: 10,000 points

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### Bonus Points And Power-Ups

<table>
<thead>
<tr>
<th>Power-Up</th>
<th>Description</th>
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<tbody>
<tr>
<td><strong>Yellow Bell</strong></td>
<td>Value: 500 - 10,000 pts. Gives you an extra Stinger and increases your speed.</td>
</tr>
<tr>
<td><strong>Blue Bell</strong></td>
<td>Gives you an extra Stinger.</td>
</tr>
<tr>
<td><strong>The Big Question</strong></td>
<td>Set for it and find out the results for yourself!</td>
</tr>
<tr>
<td><strong>Skull Duggery</strong></td>
<td>Totallyоварy toxic stuff.</td>
</tr>
<tr>
<td><strong>Half Moon</strong></td>
<td>The player can fire in three directions. Only works during one-person play.</td>
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<th>Power-Up</th>
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<tbody>
<tr>
<td><strong>Red Bell</strong></td>
<td>Adds laser fire to your attack.</td>
</tr>
<tr>
<td><strong>White Bell</strong></td>
<td>Gives you an extra Stinger.</td>
</tr>
<tr>
<td><strong>Star Of Hope</strong></td>
<td>Allows you to fire in 5 directions at once. Only works during one-person play</td>
</tr>
<tr>
<td><strong>Big Bucks</strong></td>
<td>Bonus point value: 100 or 1,000 pts.</td>
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<tr>
<td><strong>R</strong></td>
<td>Allows you to fire both forward and to the right.</td>
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<tr>
<th>Power-Up</th>
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<tbody>
<tr>
<td><strong>Red &amp; White Bells</strong></td>
<td>Taps your power. Only works during one-person play.</td>
</tr>
<tr>
<td><strong>Blue &amp; White Bells</strong></td>
<td>Gives you an extra Stinger.</td>
</tr>
<tr>
<td><strong>L</strong></td>
<td>Allows you to fire forward and to the right.</td>
</tr>
<tr>
<td><strong>Cross</strong></td>
<td>Gives you an extra Stinger.</td>
</tr>
<tr>
<td><strong>Professor's Portrait</strong></td>
<td>Gives you the chance to switch into a bonus stage.</td>
</tr>
</tbody>
</table>

### Special Strategies

#### Ambulances
When your Stinger has been damaged, combine with an ambulance for repairs. But remember, only one ambulance per life.

#### Ghosts
When a player is destroyed, a ghost appears and floats to the top of the screen. Capture this ghost, and you can have the same power as the destroyed player, meaning you can power up by grabbing the other player’s ghost. If you capture your own ghost, it will not appear the next time you’re destroyed.

#### Ripple Laser
When two players are playing, you can team up for extra fire power. This is called the ripple laser, and it can wipe out two or three attackers at a time.
Treat Your Konami Game Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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 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.

In any event, if interference continues, the user should consult the dealer or an experienced radio 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. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00445-4.

SCORES

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