SET UP PROCEDURE FOR H.E.S. 4-IN-1 CARTRIDGE

1. Make sure the power switch on your control deck is OFF.
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck OFF, remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.
1. Use up and down control pad to move arrow and select game of your choice.
2. Press Start.

INTRODUCTION

While wandering around in the field near his pond, Jack the Duck finds an egg. Jack knows that the egg will hatch in a few days and he must take it somewhere safe to hatch. A soft lounge in the warm living room is just the right place.

Jack needs your help to guide him safely through the maze that leads to the living room.

Jack gets the egg safely to the entrance of the maze. Jack has to push the egg carefully through the twisting corridors and drop it safely to one level to the next. Apart from getting lost, he has to make sure the egg does not break the egg by dropping it from too high up. But the worst is . . . . . . . he's not alone!

Jack is constantly being attacked by wolves sprinting out at him trying to take the egg. Mad Bull Dogs, with wicked eyes in mind, attack Jack and try to get him and the egg.

You have to help Jack outsmart them all and make it safely through the maze.

CONTROLS FUNCTIONS

- **A** button (Up)
- **B** button (Down)
- **Left** 
- **Right** 
- **SELECT** button - Choose number of players
- **START** button - Starts game and selects game
- **A** button - Place piece
- **B** button - Combines with down on Control Pad to break through brickwork.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside.

Please use the following precautions:
- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned OFF when inserting or removing the Game Cartridge.

In case of any technical problems, please consult your instruction booklet prior to beginning the game for correct installation into your system.

DuckMaze

INSTRUCTIONS

1. Press **SELECT** to choose one or two players.
2. Use the Control Pad to select the stage you desire from 1-20. Then press **START** to begin the game.
3. Use the Control Pad to move up, down, left and right.
4. Press "A" to break the bricks and "B" to jump.

SCORING

- Collecting a "1" = 300 points
- Killing a Bull Dog = 200 points

HINTS

1. In total there are 20 stages, the higher the stage the more enemies in the area. Making it more difficult for you to pass.
2. In this game you have three lives, when you have lost a life, you must restart from the beginning.
3. Break through the door to enter the next storey. Careful on what you do otherwise you may strand yourself.
4. Notice that there is a white bar under the egg. The bar indicates from how high you can drop the egg safely without breaking it when moving from one storey to the next.
5. Take advantage of those square rocks. You can use the rocks to crush the Bull Dogs or you can pile the rocks up to let the egg fall safely without breaking.
6. You can dig holes to trap the Bull Dogs.
7. If the wolf is taking the egg, go back to your egg as soon as possible to scare the wolf away.
8. When you drop the egg on the ground, a lovely duckling will hatch from the egg and you will pass on to the next more challenging stage. There are 20 levels in all for you to master.

Othello

INSTRUCTIONS

1. The game selection appears. There are four choices:

   - (i) primary  (ii) medium  (iii) senior  (iv) two players.

   Press **SELECT** to choose the level, then **START** to begin. If you choose two players, the game will begin automatically, or else you will have to choose the level select.

2. Use the Control Pad to move. "+" is to move in a clockwise direction and "-" in the opposite direction.
3. Press "A" to place your pieces.
4. Press **START** for the next round.

HINTS

1. You can only make legal moves in this game. The only locations that you can place your pieces will be places where your opponent's pieces will be surrounded by your pieces.
2. There is no time limit on this game even though there are two time displays to show how long you spend to make moves.
3. Your score, meaning how many pieces each players has, will be displayed on the top right hand side of the screen.
4. Two kids on the right hand side of the screen represent you and your opponent. The first player is the kid standing on the left, and the second player or computer is standing on the right. When you win pieces, your kid will laugh merrily. If you lose, he'll cry.
5. Since this is an 8x8 board, which means only 64 pieces can be on the board at a time, your opponent needs only 32 pieces to win the game. Or when one side has more pieces than his competitor towards the end of the game, he wins.
6. Watch the corner, and you will win the game.
OBJECTIVES OF THE GAME/GAME DESCRIPTION

The greatest hit of the decade is finally available on the Nintendo Entertainment System! Now you have the opportunity to guide the world famous Pac-Man around a challenging maze. Your goal is to have Pac-Man gobble all the pellets and eat the four ghosts haunting the maze before they eat you. But there's a catch. Pac-Man has to eat an "energizer" before he can eat any of the ghosts. To get the maximum number of points, the energized Pac-Man must gobble all four ghosts before he loses power and becomes active himself. Remember, once a ghost is eaten, it doesn't die. It comes back right away to haunt Pac-Man. Every time you finish a maze having Pac-Man eat all the pellets, a new maze with even faster ghosts appears, making your score even greater. So eat - or get over it!

The goal is simple: eat the pellets and eat the ghosts before they eat you.

SCORING

Success in guiding Pac-Man is determined by point scores. You may either play against yourself or play against another person. Points are scored by eating pellets and ghosts. Each point is equal to the total of your points. The more ghosts you eat in one game, the higher your score.

1st ghost = 200 points
2nd ghost = 400 points
3rd ghost = 600 points
4th ghost = 800 points

Each time Pac-Man eats an energizer, his score increases by 500 points.

CONTROLLER PARTS AND FUNCTIONS

A button - start button
B button - select button

SIDEWINDER

INTRODUCTION

On the way to a planet full of power, a daring ship with a sidekick like the SIDEWINDER cannot survive a complete energy strike without the skill of an experienced commander. You will have to know how to use special flinger weapons to select and use special energy weapons to select and use special flinger weapons and how to deal with enemies. You will have to move and use different weapons at the same time.

CONTROLS FUNCTIONS

CONTROL PAD

A button: Start button
B button: Select button

FIRING WEAPONS SELECTION

Many players have a preference for a specific type of weapon. When you see the right weapon, you may choose to use the weapon with which you are most comfortable.

MOTHERSHIPS

ENEMIES

Black Rocking Shipped is the most feared of all enemies. In this game, you may find enemies that are not always a smart thing to do.

MOTHERSHIP

Eagle Destroyer
Double-Winged Fighter

ENERGY

1. Energy Cell: Replenishes energy level by 10 points.
2. Energy Reserve: Replenishes energy level by 50 points.
3. Energy Shield: Increases the maximum energy level by 50 points.

MOTHERSHIP

Flying Saucer
Sonic Jet
Flashing Boa
Giant Lurcrion
Chopper Force
Double Lurcrion

MOTHERSHIP

Chopper Carrier

MOTHERSHIP

Eagle Destroyer
Double-Winged Fighter