KABUKI
QUANTUM FIGHTER
NES-3K-USA
470
8277
12
112500
316
HAL AMERICA INC.

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CARE OF YOUR GAME

1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a break each hour.
2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.
3) Don't touch the terminals or let them get wet.
4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alchohol.

THANK YOU

For purchasing this Hal America Nintendo™ Game Pak, KABUKI - The Quantum Fighter.™ Before you start playing, please read the instruction booklet carefully and follow the correct operating procedures, then save it for future reference.

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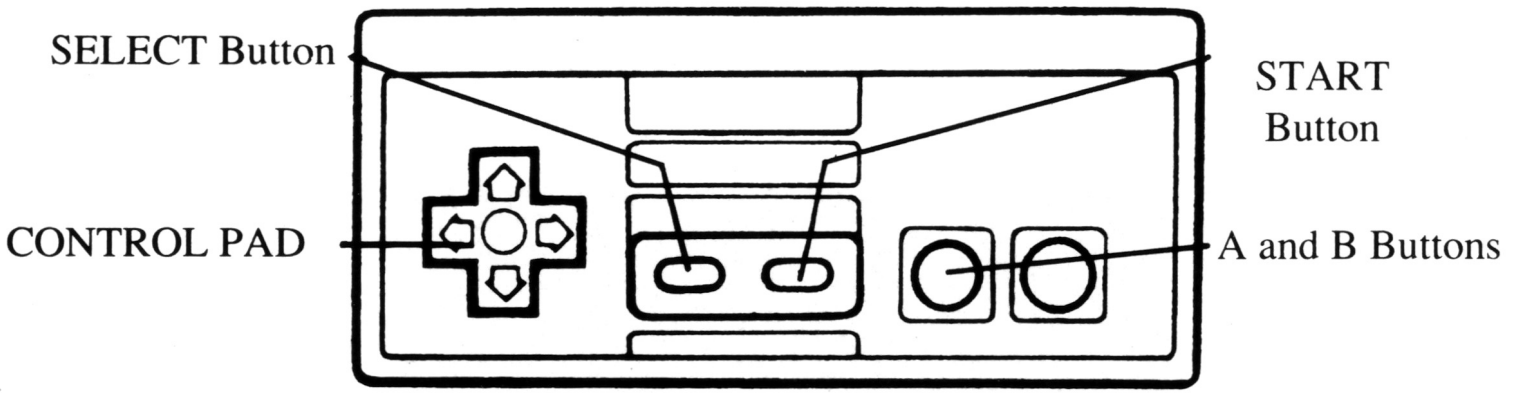
THE STORY

The setting - Earth, the future.
The defense computer protecting the entire planet has been invaded by a constantly-mutating, evolving virus. Only one man, Colonel Scott O'Connor, has the courage to risk his life in an untested miracle weapon. Converted to raw data and transported into the circuits of the computer, Col. Scott's molecular structure is transformed by the untested Image Transfer System. Into the circuits of the giant computer steps an unlikely superhero - the Quantum Fighter! Six huge levels of exciting action!

USE OF THE CONTROLLER



CONTROLLER FUNCTIONS

A Button - Used to jump

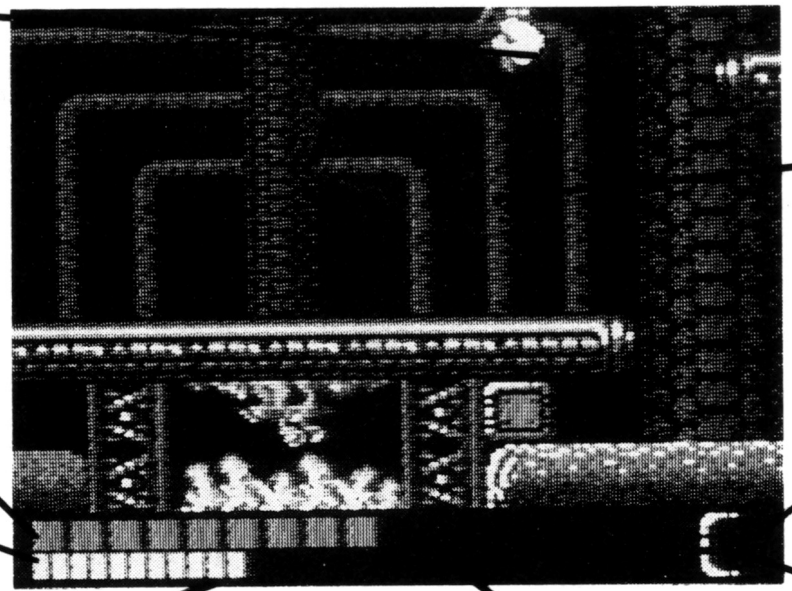
B Button - Used to attack, fire weapons, and punch

START Button - Starts a round. Also used to pause the game.

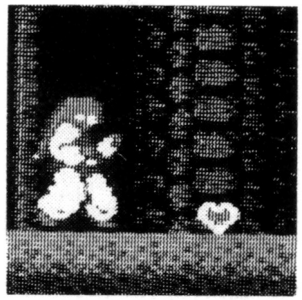
SELECT Button - Used to select weapons

✚ Control Pad - Left and right arms move the Quantum Fighter. The lower arm puts him in a crouch, and lets him drop from hanging perches.

LAYOUT of the SCREEN



ENERGY AND MEMORY CHIP ONE-UPS

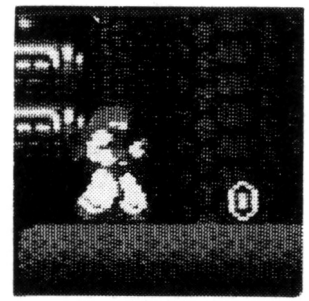


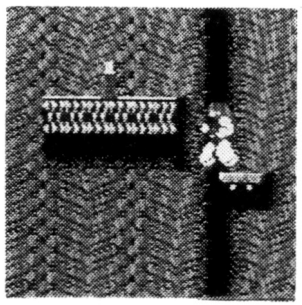
Energy Hearts

These Energy Hearts are left behind when some enmies are defeated. They're in different places each time - don't skip any!

Memory Chips

Memory chips can be fired at enemies from close range.
Medium firepower, but can be constantly replenished.
Keep your supply as high as possible.





One-ups

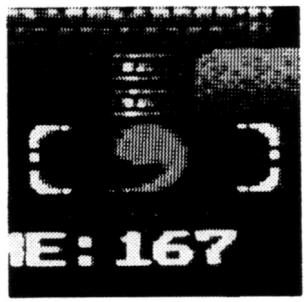
There are extra lives to be gained by defeating some enemies, but you never know where they might be. Look for them!

WEAPONS AVAILABLE

Each stage you finish will give you a new weapon to use. Push the SELECT Button a few times to find out what weapons are available to you at any given time. Here is an explanation of what the Weapons Display symbols mean.

Hair

A pretty unusual weapon, but very effective for close-in fighting. Good for suprisingly long distances. By juggling the A and B Buttons you can jump, then attack an enemy while you're in mid-air.

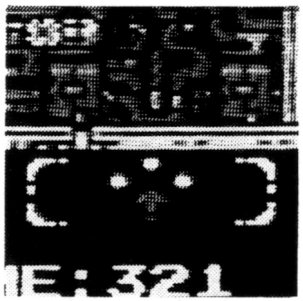


Chips

You start each level with a full set of memory chips to use as weapons. Your stock can be replenished along the way by defeating certain enemies.

Fusion Gun

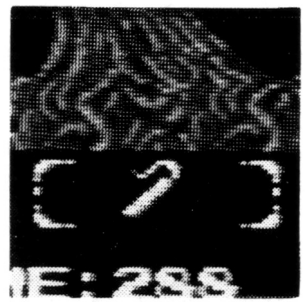
The Fusion Gun throws missles straight ahead. Long range, lots of firepower. Great against enemies you don't want to get too close to!



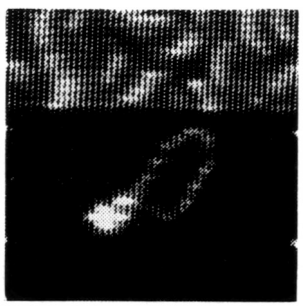
Quantum Bombs

Quantum Bombs spread out in three directions. Short range, but high firepower. Handy against enemies that are above you and hard to reach.

Dynamite



Loads of firepower. Dynamite sticks can be thrown in mid-air, greatly increasing its range. Takes a while to master, but worth it against the Bosses.



Remote Control Bolo

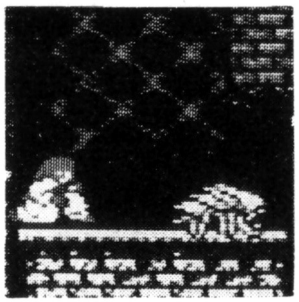
This Bolo travels in the direction thrown, and revolves rapidly, diposing of all enemies in its range. Can be used against enemies that are reasonably close.

ENEMIES

There are lots of enemies in the computer, and they're mutating all the time. Here's a few you should watch out for.

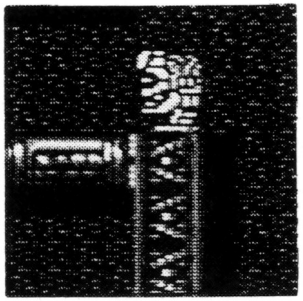
Tanks

These tanks rumble slowly back and forth, but speed up their rounds when you get close. A well-placed punch will usually knock them out, but time your punch well - they retaliate fast.



Robo Roaches

These guys crawl around slowly, and are usually easy to get rid of. They'll give up memory chips they've swallowed when knocked out.

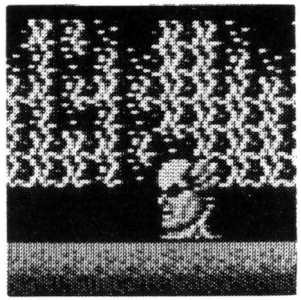


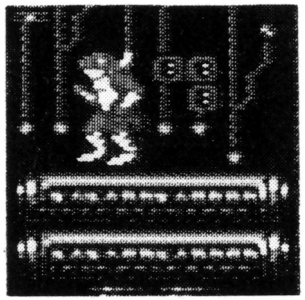
Flamethrowers

These enemies shoot fire for a short distance at regular intervals. Time the bursts and move fast to keep from ending up as burnt toast.

Squawking Heads

These guys really blow their tops! They fire slow-moving but deadly projectiles. You can usually avoid their attacks if you're fast on your feet.



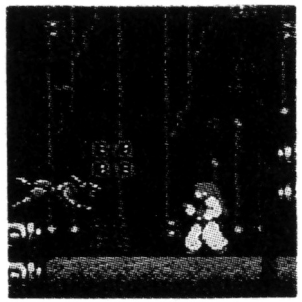


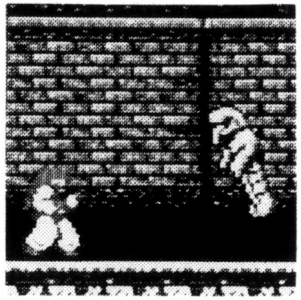
Dart Throwers

Pacing back and forth nervously, Dart Throwers turn suddenly to fire deadly darts at you. Put 'em out of commision when they're not looking.

Pit Hounds

Prowling the depths of the computer looking for prey, Pit Pups appear out of nowhere and attack with a vengeance. Steer clear!



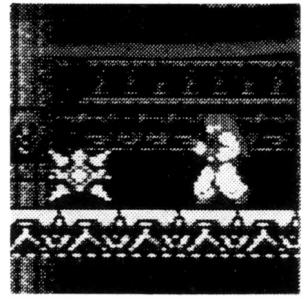


Bouncing Dinos

They're big and dumb, and they bound around brainlessly, but there's often a little Energy stored up that you can get. Just stand your ground and fire fast.

Star Fighters

Hard to hit and tough to destroy, it's sometimes best just to stay out of the way of these attackers. Jumping and crouching will usually help you avoid them.



Boomerangers

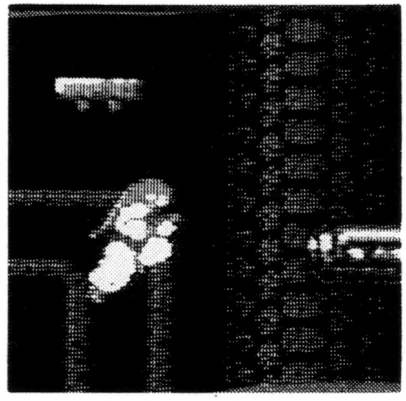
These camouflage guys blend into the background, then pop out to attack with their deadly Boomerangs. Give them lots of room - or they'll take it from you.

These are a few of the enemies you'll discover, but there are lots more waiting for you inside the Main Computer. Learn how your enemies move and what their strengths and weaknesses are, and use the special techniques shown on the next three pages.

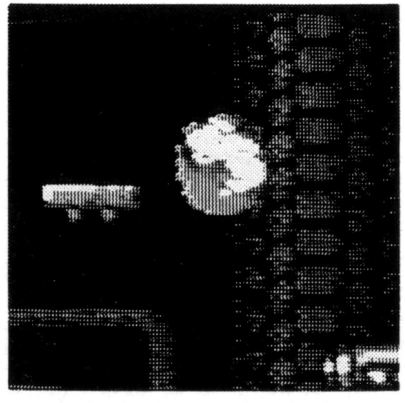
SPECIAL TECHNIQUES

Using the Hanging Platforms

Use the Control Pad and the A Button together to move to the next platform. Use the right and left arms to move left and right, and the upper arm to move to a higher platform.



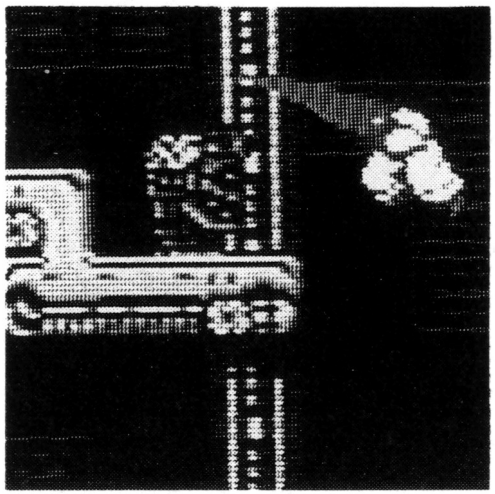
You can use the Hanging Platforms to move quickly. Use the A Button to jump up underneath them, and the Quantum Fighter will grab ontothe hooks automatically.



If you want to drop down from a platform, just push the lower arm of the Control Pad. He can be moved to the left and right in mid-air by using the left and right arms.

SPECIAL TECHNIQUES (Cont.)

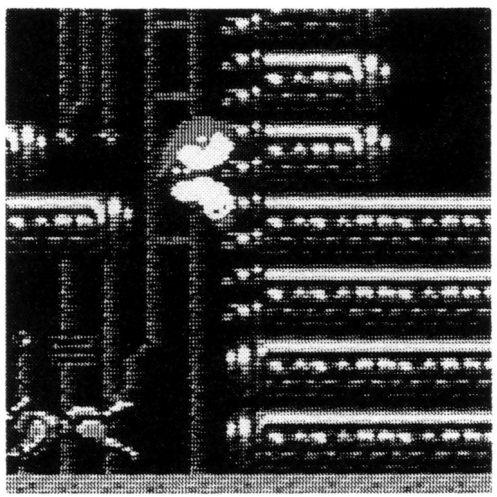
Extending Your Attack Range



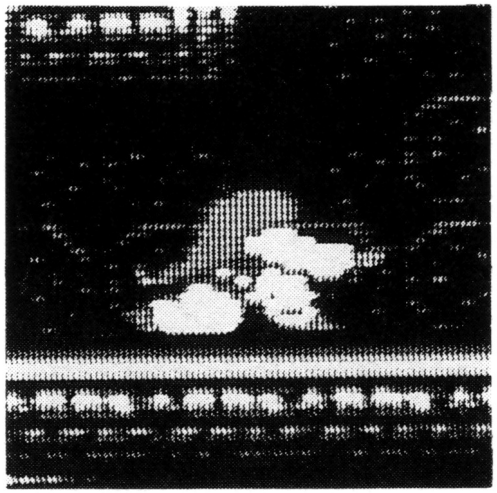
Push the A Button to jump and, while in midair, use the B Button to attack with your hair. Using this technique will allow you to attack enemies, then drop down behind defenses without getting hit.

Climbing Up Obstacles

The only way out of some tight spots is to clinb out.. You can get up these ladders by jumping up on them and climbing. Press the upper arm of the ✚ Control Pad.

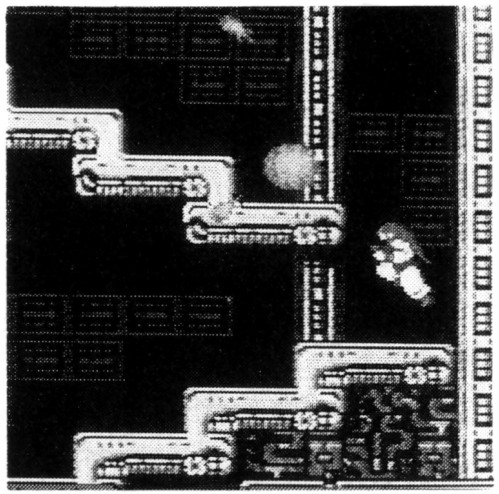


Punching From A Crouch



Pushing the lower arm of the ✚ Control Pad drops the Quantum Fighter into a crouch. Pushing the B Button delivers a punch that's perfect for knocking out some of the low-moving enemies.

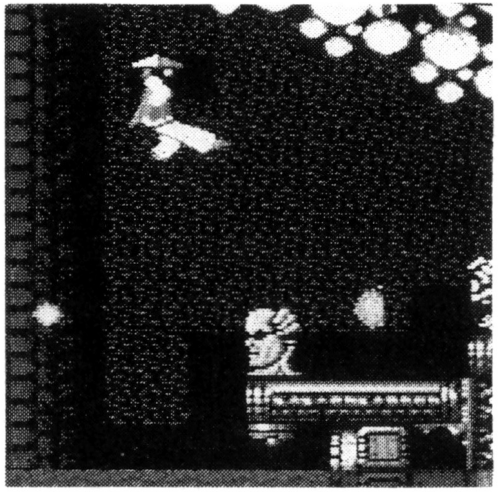
Use Your Weapons Well!



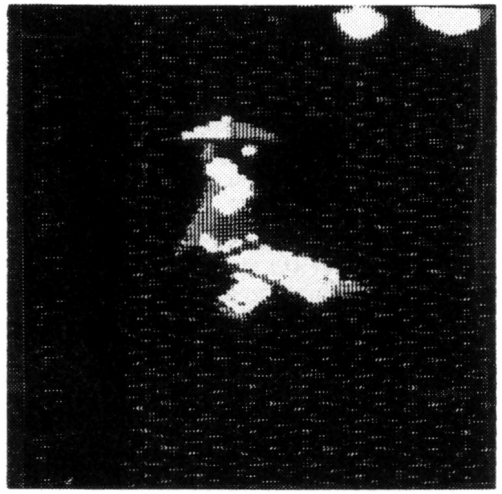
Some weapons can be used to cover a lot of area. Quantum Bombs spread out in three directions to get enemies above and below, and dynamite can be thrown a long way.

Attack From Behind

Try leaping over some of the stronger enemies and attacking from behind. A few enemies turn around to face you when you try this trick, but some are easy to defeat this way.



The Hanging Kick



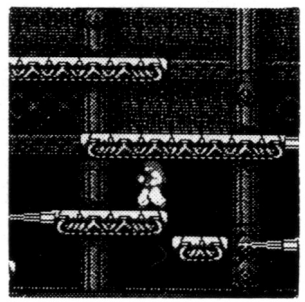
Some enemies are easiest to get with a Hanging Kick. Use the B Button while hanging from a platform, or while dropping from one.

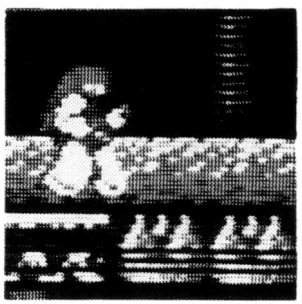
ENVIRONMENTS

There are a lot of different areas inside the computer, each with its own special dangers. Portions of the deadly virus are mutating all the time, and the enemies you'll have to defeat are constantly changing. Take a look at the areas and dangers shown below - it could save your life!

Flowing Rivers
Don't get swept away by swift currents in streams.

Spikes
These spikes pop out when you least expect it.



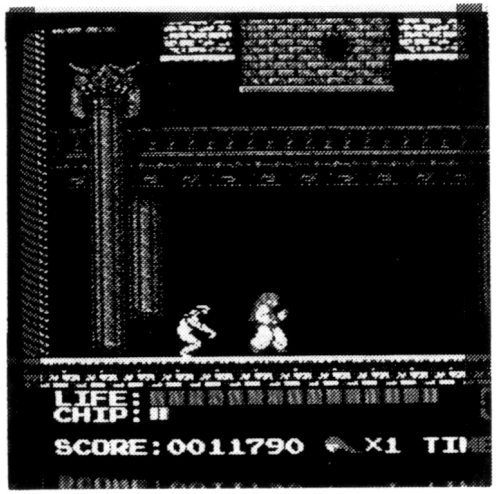


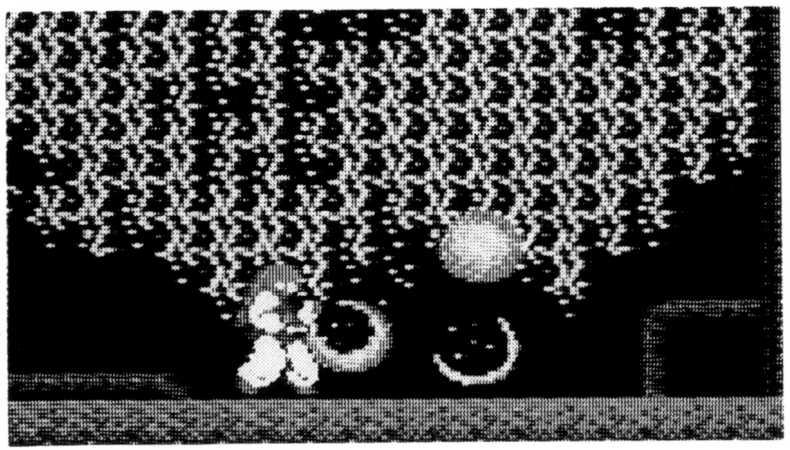
Transformers
These sap energy fast - find another way to cross.

Watch out for spores left behind by the virus - all of them sap your Energy, and some sprout enemies when you get close to them - BEWARE !

FIGHTING THE BOSSES

If you run low on Energy while battling with Bosses, you can get more Energy by trading your Memory Chips. Pause the game by pressing the SELECT Button, then use the upper and lower arms of the ✚ Control Pad to swap Memory Chips for Energy. If you use this special technique well, you should get the results shown below!





ANOTHER BOSS DEFEATED!

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Hal America has made arrangements with most retailers to enable customers to return defective cartridges to place of purchase within ninety (90) days of date of purchase.If f you are unable to obtain satisfaction, your cartridge may be returned to Hal America under most circumstances.

In order to receive this service, you must first call Customer Service at Hal America (503) 644-4117. If the Customer Service Representative is unable to solve your problem by phone, and your cartridge is judged to be defective, you will be issued a Return Authorization Number (R.A.). Record this number on the outside packaging of your Game Pak and send, freight prepaid and insured for loss and damage, along with your sales slip or similar proof of purchase, to: Hal America, 7873 S.W. Cirrus Dr. 25-F, Beaverton, Oregon 97005. If your cartridge is judged to be defective, you will be sent a new cartridge. Cartridges tested and judged to be in good working order will be returned to the customer. Hal America will not be responsible for cartridges not received at the above address, nor will any cartridge be accepted without a prior assigned R.A. Number.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if ta defect in the HAI software product has arisen through abuse, unreasonable abuse, mistreatment or neglect.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used in 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. There is, however, 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:

1) Reorient the receiving antenna
2) Relocate the NES with respect to the receiver
3) Move the NES away from the receiver
4) 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 Commision helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

⚠ 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.

HAL AMERICA INC.

The Funatic Specialists

KABUKI - QUANTUM FIGHTER

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