

TAITO™

OPERATION FWOLF™

H O W
T O
P L A Y



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- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THANK YOU

for buying Operation Wolf[®] from Taito[®].
This arcade hit is now yours to enjoy at home.
For the most fun, read this instruction manual
thoroughly before you begin your mission.

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RESCUE / ATTACK TEAM: OPERATION WOLF.
LOCATION: SOUTH AMERICAN JUNGLE.
SITUATION: TERRORISTS HAVE TAKEN AMERICAN
EMBASSY OFFICIALS AS PRISONERS.

MISSION: LOCATE AND
PENETRATE TERRORIST
JUNGLE STRONGHOLD; GET
IN FAST, HIT HARD AND
EVACUATE PRISONERS TO
SAFETY.

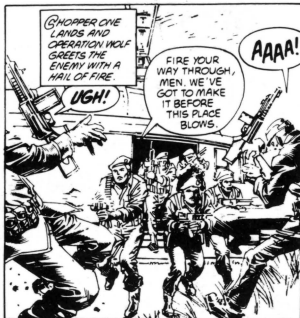


THE MEN OF OPERATION WOLF, THE MOST
FEARLESS AND SKILLED PERSONNEL THE U.S.
ARMED FORCES HAVE TO OFFER, APPROACH
THE AREA BELIEVED TO BE THE CENTER OF THE
TERRORIST CAMP.

ALL RIGHT, MEN.
TEAM J SHOULD
HAVE THE EXPLOSIVES
IN PLACE AND
READY TO BLOW
THEIR COMMUNI-
CATIONS
TOWER
SKY-HIGH.

THEY HAVEN'T
SPOTTED 'EM YET.

GET
READY TO GO!



CHOPPER ONE
LANDS AND
OPERATION WOLF
GREET'S THE
ENEMY WITH A
HAIL OF FIRE

UGH!

FIRE YOUR
WAY THROUGH,
MEN. WE'VE
GOT TO MAKE
IT BEFORE
THIS PLACE
BLOWS.

AAAA!



ONE TERRORIST INSTALLMENT AFTER ANOTHER IS
BLOWN TO BITS BY TIMED EXPLOSIVES PLANTED BY
THE PRE-ATTACK TEAM.

THESE FIREWORKS
SHOULD KEEP THE
CREEPS BUSY WHILE
WE ROUND UP THE
PRISONERS.

KABOOM!



AS THE FRONT GATE OF THE CAMP
IS BLASTED THROUGH, THE MEN OF
OPERATION WOLF WORK TO STEER
THE PRISONERS TO THE WAITING
ESCAPE CHOPPER.

GO! GO! GO!
GET ON BOARD
THE CHOPPER AS
FAST AS YOU CAN



EVERYBODY UP AND IN!
HURRY, HURRY! DON'T
TRIP, DON'T PUSH. JUST
MOVE FAST.



AS THE PRISONERS BOARD
THE CHOPPER, THE TERRORISTS
COME FROM ALL DIRECTIONS,
THEIR MERRY GUNS SPITTING
OUT A NON-STOP WAVE OF
BULLETS.

WE'LL KEEP 'EM
BACK LONG
ENOUGH TO GET
EVERYBODY
ON BOARD!

HOW TO OPERATE

Controller

“A” Button

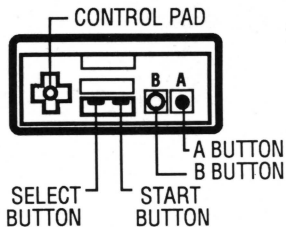
Fires machine gun.

“B” Button

Launches grenade.

Arrow Keys

Moves gunsight.



Start Button

- Press the **START** button to begin the game.

Gunsight Control Selection

- Press the **SELECT** button to choose gunsight speed.
- Press the **START** button to continue.

HOW TO OPERATE (continued)

Light Gun

Plug **CONTROLLER ONE** into **Port 1** and the **LIGHT GUN** into **Port 2** before turning on the NES deck.

Trigger

Fires machine gun.

Trigger + "B" Button

Launches grenade.



Light Gun

Start Button

- Pull the **TRIGGER** to start the game.

Pause Function (Controller & Light Gun)

- Press the **START** button to pause the game.

- Press the **START** button to resume play.

HOW TO PLAY

Operation Wolf has four levels. Each level consists of six missions which are displayed on the Operations Screen. You must accomplish the mission objective and reduce all enemy forces to zero strength to advance to the next mission. The level is completed when you escape from the airport with the prisoners. Each level becomes faster and harder to complete as you progress.

When you are hit by the enemy, your level of injury increases. If the injury indicator at the bottom of the screen becomes completely red, your injury level has reached the critical point and the game ends. You can reduce your injury level by getting power drinks.

Increase your weapons supply by collecting extra grenades and bullet magazines. You'll need everything you can get!

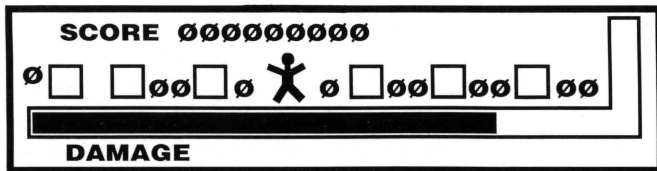


HOW TO PLAY (continued)

MISSION STATUS

The player's current status is displayed below the game screen.

- Timer for FREE bullets.
- Number of magazines remaining.
- Number of bullets remaining in current cartridge.
- Number of grenades.
- Number of prisoners rescued.
- Number of enemies.
- Number of helicopters.
- Number of gunboats (in jungle mission).
- Number of armored cars.
- Current level of injury.

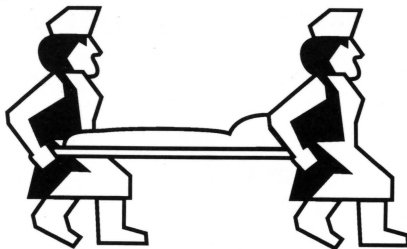


HOW TO PLAY (continued)

Civilians and Prisoners



Child



Nurses



Prisoner

DON'T FIRE AT THE CIVILIANS OR PRISONERS.

Your injury level increases if they are hit.

In the **PRISON CAMP** and **AIRPORT** missions, a prisoner is rescued when he crosses the screen from the right side to the left side. The number of prisoners rescued at the prison camp will appear at the airport.

SCORING

Enemy Point Values

Watch out for the general! He's holding a woman prisoner. The player should aim at the general and not harm the prisoner or else the level of injury increases.

Before you can escape from the airport, you must bring down the terrorist's HIND helicopter gunship!



**Motorcycle
Soldier**
150 pts.



General
5000 pts.

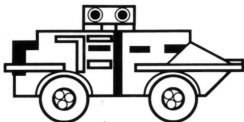


HIND Helicopter
7000 pts

SCORING (continued)

Enemy Point Values

10,000 points are awarded for every mission completed.



Armored Car
1000 pts.



Helicopter
2000 pts.



Gun Boat
1000 pts.

SCORING (continued)

Enemy Point Values

10,000 points are awarded for successfully rescuing the prisoners.



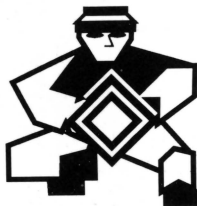
**Field
Soldier**

50-100 pts.



**Armored
Soldier**

200 pts.



**Guerilla
Soldier**

200 pts.



**Knife
Soldier**

300 pts.

BONUS ITEMS

Hit these targets to provide extra weapons and medical supplies.

Vulture

Extra bullet magazines



Pig

Extra bullet magazines



Magazine

Contains 20 bullets



Dynamite

Blows up enemies on screen



BONUS ITEMS (continued)

Hit these targets to provide extra weapons and medical supplies.

Power Drink

Reduces level
of injury



FREE

Free rapid fire for
10 seconds



Chicken

Extra grenades



Grenade

Extra fire power



A player can have a maximum of nine bullet magazines
and nine rocket grenades during the game.

MISSION SCREENS

The President's Screen

After completing the airport mission, the president gives a speech. The type of speech he gives depends on how many prisoners are rescued.

| # of Prisoners | Tone of Speech | Bonus Points |
|----------------|----------------|--------------|
| 0 | Angry | 60,000 |
| 1 | Unhappy | 70,000 |
| 2 | Happy | 80,000 |
| 3 | Happy | 90,000 |
| 4 | Very Happy | 100,000 |
| 5 | Very Happy | 110,000 |

The game will end if you complete the prison camp mission without rescuing any prisoners.

MISSION SCREENS (continued)

Mission Statistics Screen

This screen appears when the current game is over. It indicates how far the player progressed and the level of accuracy.

Continue Option

The player can continue the current game once per mission.

There is **no** continue option in the prison camp or airport missions.

- Press the “**A**” button to continue.
- Press the **TRIGGER** for the light gun.
- Press the “**B**” button to end the game.

HINTS AND TIPS

- Don't fire constantly - preserve your ammunition.
- Pick up extra weapon supplies for maximum fire power.
- Don't hit civilians.
- Fire at the knife soldier before he gets the prisoner.
- Armored cars, gunboats and helicopters inflict the most damage. Aim at them first.
- Press the **"A"** button to speed up the screens that appear before and after each mission.

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 the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or 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." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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