



Taito[®]

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INSTRUCTION MANUAL

PRINTED IN JAPAN

Taito[®]

SUPER NINTENDO[®]
ENTERTAINMENT SYSTEM

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SCREEN



THE HOSTAGES



One part of the game is to rescue hostages who were captured by the terrorists. In Missions 4 and 6, the hostages are located behind the locked doors of various rooms or buildings. To break the locks (and send the hostages running for freedom) blast away at the doors with the FIRE symbol nearby.

GAME OVER

Every time your character takes a hit, the Life Gauge is reduced. If this gauge reaches zero, you lose one credit. Each player has three credits. If you lose all three credits, the game is over.

Mission Notes:

Missions 4 and 6:

If you do not rescue any of the hostages in these missions, the game will be over.

Mission 8:

If you shoot the pilot by mistake, the game is over.

Mission 4, 6 and 8:

Each of these missions have final stage bosses.

Complete Mission 8 and the Victory demo plays automatically!



ITEMS



Items on the screen can be obtained by the player by shooting them with the gun. During a two player game, items collected by Player 1 fly off the left side of the screen and items collected by Player 2 fly off the right side of the screen.

Listed below are the items up for grabs in Operation Thunderbolt:

- Body Armor:** Reduces damage received by half. This item only works on the stage that it was obtained. It will not work on following stages.
- Magazine:** Adds one magazine of shells to your arsenal. The number of shells in the magazine depends on the gun you are using.
- Rocket Bomb:** Adds one (1) Rocket Bomb to your arsenal.
- Ammunition Pouch:** This item contains 3 Magazines and 2 Rocket Bombs.
- Power Drink:** Recover a portion of lost energy on your Life Gauge.
- First Aid Kit:** Life gauge is restored to maximum level.



SCREEN CONT.



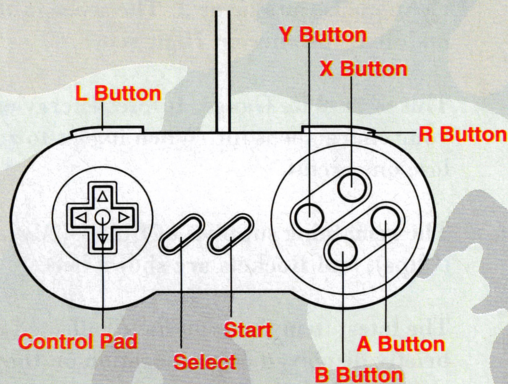
- 1. SCORE:** The scores are indicated at the top of the screen. The left one is for Player 1 and the right one is for Player 2. The score in the middle is the current High Score.
- 2. LIFE:** This is the Life Gauge. It loses energy each time your character is hit. When it goes to zero, you lose one credit.
- 3. ARMS:** The remaining supplies of Bullets, Magazines (Clips), and Rockets are shown here.
- 4. ITEM:** The latest item that you have collected is briefly displayed at this location on the screen.
- 5. FACE 1:** The character's face of Player 1 is shown in this box on the left. You can tell the condition of your character during the game because the expression changes as you receive damage or obtain first-aid.
- 6. FACE 2:** Player 2's status panel is shown on the right.



CONTROL



This game can be played with the Controller, Mouse, or the Super Scope.



Controller Functions:

- A Button** Fires the Gun
- B Button** Fires the Gun
- X Button** Fires the Rocket Bombs
- Y Button** Fires the Rocket Bombs
- Start Button** Pauses the game
- Select Button** (No function in this game)
- L - R Buttons** Controls the speed of the cursor
- Control Pad** Moves the cursor Up, Down, Left and Right



CONTROL CONT.



Mouse Functions:

- Left Button** Fires the Gun
- Right Button** Fires the Rocket Bombs

Note: To pause the game while using the Mouse, direct the cursor to your character's face and click the Left Button.

Super Scope Functions:

- Cursor** Fires the Gun
- Fire Button** Fires the Rocket Bombs
- Pause** Pause the game

Note: Before you start the game with the Super Scope, you need to tune the point of the cross-hairs at the Adjust Mode on the Option Screen.

