



TAGIN' DRAGON CONTROL SUMMARY

Controls

Control Pad Arrows: Move the Dragon in the indicated direction.

Button A: Makes the Dragon bite.

Select Button: Moves the cursor to select options on the screen.

Start Button: Starts the game. Also freezes the game.

Special Objects

Magic Lantern: Snatch the Magic Lantern, and your dragon will be able to buildoze most of the Hedges on the level to reveal bonus items such as the Sacred Light.

Dragon Egg: You get an extra dragon.

Bushy Hedges: The dividing blocks which make up the maze.

Metal Blocks: Permanent dividing blocks.
Time Zones: If you stay too long, you will die.

Ice Zones: You will glide at an accelerated speed.

How To Play

The objective of the game is to out maneuver the opponent's dragon(s). Move behind the enemy and snap at his tail. The first time you land a snap, you will chew his tail off. Dragons with missing tails are weaker and you can attack them from the front or the rear. A weak dragon may regain his tail by snapping another dragon's tail. However, if a weak dragon is bitten again, he cles.

I. INTRODUCTION



Play tag with maze after maze full of dragons. Catch them if you can! Only a dragon's tail is vulnerable, so sneak up from behind and munch till they turn to bones.

If you are fast enough to snatch the Magic Lantern, you can discover the secrets buried within the walls of each maze.



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PRECAUTIONS

- Store at room temperature. Do not subject to environmental extremes.
- Always ensure that power is off before inserting or removing the cartridge from the Nintendo®system.
- Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
- Do not try to open or disassemble the cartridge.
- Do not sit too close to your television.
- Do not clean the cartridge with chemical agents.

Control Pad Arrows: Move the Dragon in

the indicated direction.

Button A: Makes the Dragon Bite.

Select Button: Moves cursor to select

options on the screen.

(One Player: Player vs. 3 Dragons)

(Double Players: Both Players vs. 3 Dragons)

(Vs. Mode: Player vs. Player)

Note: For the 2 Players mode, both players must exit the current level to

get to the next level.

Start Button: Starts the game. Also freezes the game.

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III. HOW TO PLAY

The objective of the game is to out maneuver the opponent's Dragon(s). Move behind the enemy and snap at his tail. The first time you land a snap, you will chew his tail off. Dragons with missing tails are weaker and you can attack them from the front or the rear. A weak dragon may regain his tail by snapping another Dragon's tail. However, if a weak dragon is bitten again, he turns into a skeleton and vanishes. The player must use appropriate tactics by observing each dragon's tail. For example, if dragons of equal tails (strength) approach each other head on, the snapping dragon will defeat the dragon with the closed jaws. But if one has a shorter tail, he cannot defeat the other even if he snaps.

There is a time limit on each level. The time indicator is in the lower left hand corner.

The number of dragons left and the player's score are displayed on the bottom of the screen.

IV. SPECIAL ITEMS



Magic Lantern: Allows you to clear out the Bushy Hedges to reveal additional bonus items buried under them.



DRAGON EGG

Dragon Egg: Gives you an extra Dragon.

V. HEDGES AND SPECIAL ZONES









BUSHY HEDGES

PERMANENT BLOCKS

TIME ZONE

ICE ZONE

Bushy Hedges: Can be cleared if the player has the Magic Lantern.

Permanent Blocks: Cannot be removed.

Time Zone: Your dragon will die if you stay in the zone for too long.

Ice Zone: Allows you to glide at an accelerated speed

VI. BONUS ITEMS

For each of the following objects that your dragon gulps down you get 300 additional points.



SACRED LIGHT



FIRE CAPSULE



CORN OF ETERNAL YOUTH



FRUITS OF LONGEVITY



LUCKY CHERRIES

VII. PLAYING HINTS

- Never approach a dragon head on if your dragon has a shorter tail than the other dragon.
- When approaching head on with another dragon of equal tail length, always keep your jaws snapping.
- Wait behind hedges for dragons approaching from the left or the right. At the very moment they pass you, move out and snap at the tip of their tails.
- 4) The best advise is to protect your tail at all times, because it's very hard to grow it back. With a full tailed dragon, you can approach all other dragons head on. Turn around at the right moment and you will find yoursell right on the tail of the dragon that just passed you.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, 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 Bules, which are designed to provide reasonable protection against such interference in a residential 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:

- Regrient 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 NES*and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radiostelesis on technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpfult HOW TO IDENTIFY AND RESCLIVE 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.

Note: NES*is the abbreviation for Nintendo Entertainment System*.

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TO RECEIVE THIS WARRANTY SERVICE

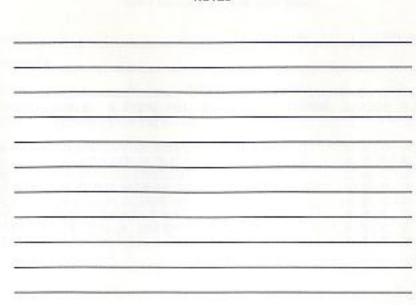
- Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item
- 2 Include a note stating the nature of the problem or defect.
- Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to BUNCH GAMES, INC. CUSTOMER SERVICE DEPARTMENT 1442 IRVINE BLVD., SUITE 134, TUSTIN, CA 92690

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has been damaged by negligence, accident, modification, lampering, unreasonable use, or by other causes unrelated to defective materials or workmanship

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NOTES

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TAGIN' DRAGON EVALUATION SHEET

NAME:AG		AGE:	SI			EX:								
ADDRESS:														
DATE:	_/_		Р	HONE # (OF	PTIONAL): (_)_								
GRADING SCALE: A: EXCELLENT B: GOOD C: AVERÂGE (Circle the appropriate grade that you will give to this game.)					D:	D: POOR			F: BAD					
1) GAME'S	OVERAL	LENTERT	AINMEN	VT VALUE		Α	В	С	D	F				
2) COMPAR	ED WITH	GAMES	THAT Y	OU PLAY RE	GULARLY	A	В	C	D	F				
3) COMPAR						A	В	C	D	F				
				CKS, WEAP	ONS	A	В	C	D	F				
5) GRAPHICS (COLOR, DESIGN, ANIMATION)					A	В	C	D	F					
				MUSIC, ANI	IMATION)	A	В	C	D	F				
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8) FLAWS C					PR 5/5/5/5/19 1.1.5/11	A	В	C	D	F				

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