

NES-LJ-USA ★

INSTRUCTION MANUAL

SOLAR JETMAN[®]

HUNT FOR THE GOLDEN WARPSHIP



<http://www.replacementdocs.com>

LICENSED BY NINTENDO® FOR PLAY ON THE



NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.

"Nintendo recommends against using a rear
projection television with your NES as image
retention on the screen may occur."

Thank you for purchasing Tradewest's SOLAR JETMAN® for your Nintendo
Entertainment System. For maximum enjoyment, please read this instruction
manual thoroughly before playing.



This official seal is your assurance that Nintendo®
has reviewed this product and that it has
met our standards for excellence in workmanship,
reliability and entertainment value. Always
look for this seal when buying games and accesso-
ries to ensure complete compatibility with your
Nintendo Entertainment System.®

PRECAUTIONS

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.
4. Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

CONTENTS

The Solar Jetman Story	4
Controlling the Action	5
How to Play	6
Weaponry & Equipment	10
Scoreboard	11
Aliens	12
Password	13

THE SOLAR JETMAN STORY

The Golden Warpship was once the most powerful spacecraft in Solar Jetman's galactic fleet. But that was before alien space pirates shipnapped the vessel on its last mission. The Warpship now lies disassembled and hidden throughout the galaxy, with Solar Jetman the only remaining hope for its recovery.

This will be no easy task for our interplanetary hero. Solar Jetman must search through twelve menacing alien worlds in his quest to rebuild the Golden Warpship. Each one filled with savage alien armies, black holes, extreme gravitational forces, warp zones and deadly booby traps. Once Solar Jetman has reconstructed the Warpship, he can forge ahead to meet the final challenge awaiting him.



CONTROLLING THE ACTION

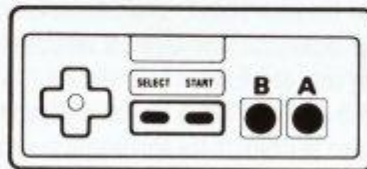
Control Pad:

Left = Rotate counterclockwise

Right = Rotate clockwise

Up = Shields off

Down = Shields on



Button A: Press to fire.

Button B: Press to thrust.

Select Button: Used in conjunction with buttons A or B to provide a more powerful option. In the pause mode, press to select map if mapping device has been acquired.

Select+Button A: Unleash optional weaponry.

Select+Button B: Utilize power thrust when equipped with boosters.

Start Button: Press when you are ready to play or pause game during play.

HOW TO PLAY

After landing on the alien planet, Solar Jetman emerges from the Mothership in his Jetpod ready for exploration. The Jetpod is sensitive to each planet's gravitational forces, so maneuvering may be tricky.

Each Jetpod is equipped with a limited amount of fuel. If it looks like you're running low, you may need to return to the Mothership to refuel. Most planets have fuel drums scattered about their surface which can be retrieved by shooting. The Mothership itself must be completely refueled before you can enter the black warp hole and collect a piece of the Golden Warpship.



The Jetpod can fire its infinite supply of bullets in the direction in which it is pointing. More powerful weaponry can be purchased when enough points are earned.

Optional weaponry and equipment are automatically re-energized each time the Jetpod returns to the Mothership. However, you will lose them if the Jetpod is destroyed.

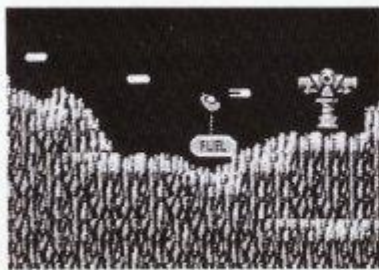
If the Jetpod is destroyed, Solar Jetman will still fight to the finish on his own – even in his more vulnerable state. You'll receive a free Jetpod if you can make it back to the Mothership in one piece.



Alien goods are scattered throughout each planet. Your tractor beam will automatically activate when close enough to the booty. But beware. You must deactivate your shields to employ the tractor beam and your thrusting power is reduced when towing the object.

Once you have ahold of an alien object, you can bring it up to the Mothership for analysis. Some objects are very valuable. Some are very well guarded. With sufficient exploring, you may discover an easier method of transporting booty to the Mothership.

Until you have collected all essential items on a planet, you will not be given the option to blast off when re-entering the Mothership. If all items have been collected, blast off is automatic upon Mothership reentry.



After capturing the missing piece of the Golden Warpship and reloading the Mothership with enough fuel, you will be offered the choice of remaining on the present planet or continuing your journey onto the next world.

May luck be with you on your quest for the Golden Warpship. You never know what surprises may be lurking ahead...



WEAPONRY & EQUIPMENT

After accumulating enough points, you may purchase additional weaponry and equipment from the Interstellar Marketing Co. Trading Post.

You will find some aliens more vulnerable to certain weapons than others.



SCOREBOARD



Fuel Level Indicator

Weapon Level Indicator

Points Accumulated

Lives Remaining

ALIENS

A few of the aliens and obstacles awaiting Solar Jetman:



Limpet Cannon Firing robots fixed to rocks.



Mega-Gravity Planets Too strong to resist.



Saucer Forcers Lethal aliens fight until they die.



Double-Barrelled Piston Pumpers Twice as baddies.
Pre-programmed for destruction.



Crystal Snappers The jar of doom awaits you.

PASSWORD SYSTEM

The password system allows you to pick up a game at the level you left off.

Password Operation

The password is a 12 digit alphabet code given at the start of each level and upon game over.

1. Select password option during game attract sequence, using the select button.
2. Press START button.
3. Enter password using LEFT/RIGHT on keypad cross control to control digit being changed.
Change letter using UP/DOWN on keypad cross control.
UP = Reverse scrolling alphabet
DOWN = Forward scrolling alphabet
4. To start using password, press button A or B. To default to Planet 1, press START button.
Legal passwords are accepted when START button is pressed.

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 Subject 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 on and off, 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 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 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.

LIMITED WARRANTY

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Distributed and exclusively marketed by Tradewest, Inc.

SOLAR JETMAN® HUNT FOR THE GOLDEN WARPSHIP

©1990 Rare Ltd., available on the Nintendo Entertainment System exclusively from Tradewest, Inc., 2400 S. Highway 75, P.O. Box 2082, Corsicana, TX 75110.
Licensed to Tradewest by Rare Coin-It, Inc.

Manufactured in Japan.

All rights reserved.

Nintendo® and Nintendo Entertainment System are trademarks of Nintendo of America Inc.



2400 South Highway 75
P.O. Box 2097
Corsicana, TX 75151

SOLAR JETMAN® HUNT FOR THE GOLDEN WARPSHIP

©1990 Rare Ltd., Licensed to Tradewest, Inc., by Rare Coin-It, Inc.

Printed in Japan