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KEMCO ▲ SEIKA

NES-DG-USA

DÉJÀ VU™

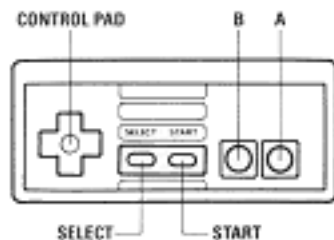
Courtesy of:

INSTRUCTIONS

NESfan.com

You emerge from a
groggy stupor and
find your right palm
covered with dried blood.
Hmmm...no wounds...
must be someone else's
blood. The pain in your left

forearm grabs your atten-
tion and you notice a tiny
puncture. Is this from
some type of injection?
Your heart skips a beat as
you realize that you can't
remember who you are!



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.

Control Pad:

Used to move pointer on screen.

SELECT Button:

Not used.

START Button:

Used to start the game.

A Button:

Used to make a selection with the pointer. Also used to read the next part of a message.

B Button:

Used to deselect commands.

HOW TO PLAY:

Starting the Game:

When the Déjà Vu title screen appears, press START to begin the game.

Choosing the File:

After pressing START to begin the game, you will see a list of three possible FILES. The three files let you save the status of three different games. Use the control pad to move the bullet to the file you would like to use. When you first begin your quest, each of these files will be marked NEW indicating that each is a new game. As you advance through the game, you may save your current position so that you can resume your game at a later time.

The Objective:

You have awakened to realize that you can't remember who you are. Were you injected with something? If you have any hope of surviving, you've got to figure out who you are and what is going on. If that blood on your hand isn't yours, whose is it? Fortunately, if you are killed in your quest, you'll have the option of resuming your game where you left off.



When you press the A button, the second part of the message will be shown.

Looks like there may be something of use in the pocket of the trench coat. Let's take the trench coat and look inside the pocket. Press the A button to indicate that you are finished reading the message. The Command window will once again appear.

Move the pointer to the TAKE command and press the A button. Next, move the pointer up to the View window until it is over the trench coat and press the A button. You will receive a message confirming that the coat has been taken. Press the A button to return to the Command window.



You will now see a COAT listed in the GOODS page of your notebook in the upper left part of the window.

Having taken the trench coat, you will now see a .38 revolver in a holster hanging in front of you. As the message indicates, this will probably be handy! Press the A button to return to the Command window.

The TAKE command will still be selected. To take the gun, move the pointer to the gun and press the A button. You will receive a message confirming that you have taken the gun and it will appear in the GOODS page of your notebook.

Now let's look inside the pocket of the trench coat. Move the pointer to the box next to the OPEN command in the Command window and press the A button. Next, move the pointer to the box next to the COAT in the GOODS page of your notebook and press the A button. You will receive a message confirming the opening of the pocket. Press the A button again to clear the message.

Your notebook will now show a page listing the contents of the coat pocket.

Some of these items will probably be useful, but only if we get out of this restroom stall!

The OPEN command should still be selected. Move the pointer to the door of the stall straight in front of you and press the A button. You will receive a message confirming the opening of the door and you will now be able to see into the other part of the restroom. OK, let's get out of here!



Press the A button to return to the Command window. Move the pointer to the MOVE command and press the A button. The box just below the MOVE command gives you an overhead view of any available exits from your current position. Move the pointer down to the blue box in the area just below the MOVE command and press the A button. You will then move out of the stall and find yourself in the middle of the restroom. Before you is another door. Perhaps you should open it and see what lies beyond. Or maybe you should examine the other items in this room more carefully. The rest is up to you! Good luck!

The other commands work similarly to the ones you have already used. The following section contains a summary of all the commands.

Summary of Commands:

- EXAM.** This command allows you to examine objects in the View window. This is the best way to get information on the objects you see. It will help you determine which objects are important.
- SPEAK** Use this command to talk to the other characters you may encounter.
- HIT** Use this command to strike a forceful blow against someone or something.
- CLOSE** Used to close objects that have been opened.
- OPEN** Used to open doors, pockets, boxes, and other containers. You can also use this to open items that appear in the GOODS page of your notebook.
- TAKE** Use this command to pick up an object. After taking an object, it will appear on the GOODS page of your notebook.

- LEAVE** This command lets you try to drop an object at your current location. You can do this to lighten your load or to discard an item that is no longer of use.
- USE** This command lets you use an object that you are carrying. The objects you are carrying are listed on the GOODS page of your notebook. To use an object, first choose the USE command. Next, move the pointer to the object you want to use on the GOODS page of your notebook and press the A button. If this object is to be used on another object, you can then move the pointer into the View window to choose the object that should be acted upon. In this way you can use a gun against an assailant for example. This command is also useful for consuming food or drink.

- MOVE** This command permits you to move through your environment. To use the MOVE command, first move the pointer to the MOVE command and press the A button. You can then specify where you would like to move by positioning the pointer over one of the available exits. Available exits are shown in the box below the MOVE command. This is a top down view of your present location. You may also specify where to move by moving the pointer to the desired exit in the View window and pressing the A button. Each time you move to a new location, you will be given a description of your surroundings.

The Notebook:

The Notebook window shows you an inventory of the items or notes you are carrying. Only one page of the notebook is visible at a time. You can use the Left and Right arrow boxes in the Command window to turn the pages of your notebook.

The Self Box:

The SELF box lets you use an object on yourself. For example, to drink a glass of seltzer, you would first TAKE it so that it shows up in the GOODS page of your notebook. Next, you would choose the USE command, select the seltzer from the GOODS page, and lastly choose the SELF box to use the seltzer on yourself.

The Save Command:

You can save your current status by selecting the SAVE command. This will allow you to resume your game at another time.

Resuming a Saved Game:

After pressing the START button to begin your game, choose the FILE to which you had previously saved your game. You will then be given three choices:

- | | |
|----------|---|
| CONTINUE | lets you resume your previously saved game. |
| EXIT | lets you cancel your choice. |
| NEW GAME | lets you start the game from the very beginning. However, this will erase your previously saved game! |