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JALECO™

NES-6T-USA

# Totally RAD™

INSTRUCTION  
MANUAL



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SYSTEM



THANKS FOR BUYING TOTALLY RAD FROM JALECO, DUDES. IT'S JUST ONE OF MANY MOST EXCELLENT AND BODACIOUS GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

### WHOA! YOU FOUND THE TABLE OF CONTENTS, DUDE.

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**THE TOTALLY RAD STORY OF A MOST UNPRECEDENTED REGULAR DUDE, A VERY RIGHTEOUS BABE, AND A GNARLY OLD MAGICIAN WHO USED TO LIVE IN A MOST BODACIOUS SPREAD INSIDE THE SAN ANDREAS FAULT!**



So Jake is just this regular dude, right? And Allison is this very righteous babe, right? And Zebediah is this gnarly old magician who used to live beneath the surface of the earth, right? So, that's the story — unless you want me to elaborate totally. For sure, I knew you would.

OK, so Jake is just this regular dude who has this thing for the very righteous babe, Allison. And the two of them meet this gnarly old magician named Zebediah, who actually happens to be this creature-person exiled from the underground world, only there's no way you're supposed to know that yet, OK?

Anyway, Zebediah's magic is not your usual totally bogus prestidigitation that only a total bonehead would believe was real. No way. I mean, when's the last time the magician that your Mom hired for your little sister's birthday party turned himself into an eagle, or conjured up a totally major wind storm, or stopped time? Not too recently, right?

For sure, Zebediah can actually do all that radical stuff, only he can do a whole lot more than all that radical stuff, too. He can also change into a lion-creature, or metamorphosize into this totally gagsome fish thing, or cause bodacious boulders to fly around — just to mention a few. So Jake and Allison were impressed to the nth power, and Zebediah felt this special connection to Jake — kind of a touchy-feely thing without the touching or feeling. It's so hard to talk about these kinds of feelings — for sure, you know?

Well, one thing leads to another and before you know it — major boom, for sure! Zebediah teaches Jake everything he knows and Jake changes from a regular dude with marginal skateboarding skills to this really unprecedented regular dude with marginal skateboarding skills who can change into an eagle, a lion, or a gagsome fish thing, and who can also cause major environmental havoc with his newfound magical

powers. So now Jake is just a whole lot more entertaining at parties and everything is excellent, right?

Wrong. Little did Jake and Allison know that they had become pubescent pawns in the pestilent power politics of Edogy, the mafeasant underground menace who, through mental malpractice and mesmerism, had managed to impose the malevolent meanderings of his morally moribund mind on the majority of the inhabitants of the underground world. Whoa! Somebody slap me! Say, I could use a picture break. How about you, dudes?



Where were we? OK, so it turns out that Edogy has totally grandiose designs on taking over a major chunk of California, above ground as well as below, and in the true spirit of "know thy enemy" he decides to kidnap one of us abovegrounders to find out all he can about how we think, feel, and make weapons.

Edogy decides that he wants to kidnap Allison's dad, a professor and the smartest guy on the West Coast — except that Allison's dad lives near the Hollywood Freeway, takes the Hollywood Freeway to work, works near the Hollywood Freeway, and basically hardly ever leaves the Hollywood Freeway and, as it happens, Edogy has this major public transportation advocacy thing and there's no way he'll get anywhere near the Hollywood Freeway. So he kidnaps Allison instead, figuring that Allison's dad will be lured away from the Hollywood Freeway long enough to save his daughter. Turns out he was right.

So dudes, now Edogy has both Allison and Allison's dad without having had to go anywhere near the Hollywood Freeway. He figures he has made an awesome start on taking over California, and he also figures someone will come after Allison and Allison's dad, so he sends out some of his totally grotesque underground friends who have very excellent names like Rubyllia and Biclopter to various points along the route to his hideout.

So by now you've probably got it figured, right dudes? Jake, with a little help from Zebediah, has to rescue Allison and Allison's dad, only Jake's going to have to use his totally rad magic to totally wipe up the floor with Edogy's totally grotesque friends as he makes his way toward Edogy. I know it's been kind of a long story, but it's so real, you know? Later, dudes.



## OBJECT OF THE GAME

(AWESOME THINGS THAT, IF NOT MADE KNOWN TO FELLOW DUDES LIKE YOURSELF, WOULD CONSTITUTE A MOST EGREGIOUS OVERSIGHT ON OUR PART.)

OK, dudes. This is a picture of my boss. He doesn't have anything to do with this game, you know? So what you have to do is save Allison and Allison's dad from the clutches of Edogy. In the process, you'll need to work through the game's five levels. Each level has either two or three stages within the level. At the end of each level, Jake has to totally take out one of Edogy's huge and grotesque friends in order to proceed to the next level.



You've got 12 totally rad magic powers to help you. They are described later in the manual. You're going to have to use magic wisely and sparingly, because you're only given a limited amount of power to use magic. It's important to figure out the right places in the game to use the various magical powers in order for you to win.

Here's a description of each stage and each of Edogy's gross friends who await you at the end of each level.

### STAGE 1-1 — AMUSEMENT PARK

Jake begins his quest on the roller coaster tracks at an amusement park. There's some totally crazed pizza vendor at the end of the track.



### STAGE 1-2 — UNDER THE BIG TOP

Jake follows Edogy's trail to the circus. If Jake survives the perils of the Big Top, Rubyllia, one of Edogy's measly associates, awaits to prevent Jake from getting to...

### STAGE 2-1 — THE CITY STREETS

Apparently, Edogy only frequents the wrong side of town.

### STAGE 2-2 — THE SEWERS

The way things are going, Jake's sojourn into the sewers is just like another day at the beach.

### THE CITY STREETS REVISITED

This is a one way street to Biclopter, one of Edogy's more visionary friends who has



eyes in the back of his...well, let's just call it hindsight.

### STAGE 3-1 — THE DARK FOREST

Jake gets some first-hand experience with Newton's Law.

### STAGE 3-2 — THE RIVER OF DANGER

Lots of unfriendlies barging in.

### STAGE 3-3 — BEHIND THE WATERFALL

Jake tries to leave the waterfall behind — except there's this really big fish named Nautikill swimming between Jake and Level 4.

### STAGE 4-1 — ENTRANCE TO THE UNDERGROUND WORLD

Things are looking up as Jake hits bottom.

### STAGE 4-2 — CAVES OF THE UNDERGROUND WORLD

The caves lead to Fang of the Underground World. Watch out for the stalactites on this guy.

### STAGE 5-1 — CITY AT THE CORE OF THE EARTH

Jake discovers things are rotten at the core.

### STAGE 5-2 — LAVA PALACE OF EDOGY

Say hello to the big guy for me.

## GETTING STARTED

(SKIP THIS PART AND ORDER A PIZZA OR SOMETHING INSTEAD, DUDES, 'CAUSE THIS STUFF IS SO SIMPLE IT'S LIKE TELLING YOU HOW TO BREATHE — REALLY.)



1. Place the Totally Rad cartridge into your NES and turn on the unit.
2. After some introductory screens, the title screen appears. To skip the introductory screens, press **START** until the title screen appears.
3. Press **START** from the title screen to begin the game.

## ON-SCREEN STATUS DISPLAYS

(WHOA, READ THIS 'CAUSE IT TELLS YOU HOW TO GET A NEW LIFE, FOR SURE.)

Jake's life gauge and magic power gauge are located in the upper left-hand corner of the main game screen. Jake's remaining life force is indicated by the circles under "L." Jake's maximum life force is





six circles. Every time Jake comes into contact with an enemy or enemy weapon fire, he loses some of his life force. When there are no more circles left, Jake loses a life.

The magic power gauge shows 12 blue bars under "M" when Jake's magic power is at its maximum. Each time Jake uses magic, his magic power gauge will be diminished until there are no blue bars remaining, at which point Jake can no longer perform magic.

You get additional status information when you press the START button to bring up the magic selection menu. At the top of the menu, the number on the right indicates how many lives Jake has left. Under the word "ENEMY," you can find out how many enemies you have eliminated. The more enemies you destroy, the more lives you can earn for Jake as follows:

50 points = 1 extra life

100 points = 1 extra life  
(and every 100 points thereafter)

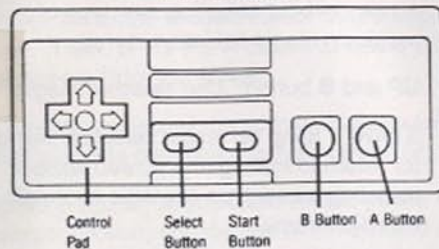
200 points = 1 extra life



## CONTROLLER FUNCTIONS

(EVERYBODY NEEDS TO KNOW WHAT BUTTONS TO PUSH, DUDE, OR THE WORLD AS WE KNOW IT WOULD COME TO A COMPLETE STANDSTILL FOR SURE.)

THE CONTROLLER



**RIGHT** on Control Pad: Move character right  
(or move cursor right on magic selection menu)

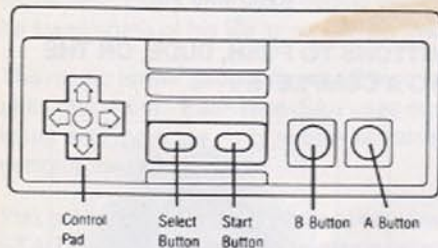
**LEFT** on Control Pad: Move character left  
(or move cursor left on magic selection menu)

(Continued on Next Page)



*Excellent! I thought I lost this picture. I totally forgot that I stuck it in this manual. Very righteous babe, for sure.*

## THE CONTROLLER



**DOWN** on Control Pad: Duck  
(or move cursor down on magic  
selection menu)

**UP** on Control Pad: Move cursor up  
on magic selection menu

**A** button: Jump  
(or select type of magic on magic  
selection menu)

**B** button: Fire (or return to main game  
screen without selecting new type of  
magic on magic selection menu)

**UP** and **B** button: Use selected magic

**START**: Bring up magic selection menu  
(or return to main game screen without  
selecting a new type of magic on magic  
selection menu)

**SELECT**: Pause game or return to  
action from pause

## USING MAGIC

(A MOST PRODIGIOUS EXPLANATION OF THE TOTALLY MULTITUDINOUS  
CHOICES THAT APPEAR WHEN YOU HIT THE START BUTTON.)

Anytime you want to use any of the 12 kinds of magic available to you, first press **START** to bring the magic selection menu onto the screen. Use the Control Pad to move the arrow-shaped cursor until it appears above the type of magic you want to use. Then, press the **A** button to select the magic. The magic selection menu will disappear from the screen.

To put the selected magic into effect, press **UP** on the Control Pad, then press the **B** button (while continuing to hold down **UP**).

Keep in mind that you have limited power for performing magic. Whenever you use a magical power, you decrease the amount of energy that you have to perform magic, as indicated by the number of blue bars on the status indicator in the upper left-hand portion of the screen. When you have no blue bars left on the status indicator, you cannot use any more magic.



Here are the 12 types of magic, the number of magic points (blue bars) each requires, and a description of their effects:



**LIFE UP** (4 pts.)  
Increases life gauge to maximum (6 points).



**LIFE HALF UP** (2 pts.)  
Increases life gauge 3 points.



**STOP TIME** (2 pts.)  
Freezes all enemies for a few seconds.



**DAMAGE SHIELD** (2 pts.)  
Prevents damage to Jake for a few seconds.



**FIRE** (2 pts.)  
Magic eliminates or weakens enemies on screen.



**WATER** (2 pts.)  
Magic eliminates or weakens enemies on screen.



**WIND** (2 pts.)  
Powerful magic spell that eliminates or weakens all enemies on screen.



**STONE** (2 pts.)  
Powerful magic spell that eliminates or weakens all enemies on screen.



**JAKE** (0 pts.)  
Returns Jake to normal from LION, EAGLE, or FISH transformation.



**LION** (2 pts.)  
Turns Jake into a lion. The lion can jump 50% higher, and cannot be hurt while jumping.



**EAGLE** (2 pts.)  
Transforms Jake into an eagle. Enables Jake to fly.



**FISH** (2 pts.)  
Transforms Jake into a fish. Enables Jake to swim.

## ASK THE RIGHTEOUS QUESTIONS, GET SOME RIGHTEOUS ANSWERS, DUDE.

Of course, some of these tips could be totally bogus.  
We don't even know for sure.

### Here goes:

1. When you shoot, you can increase the power of your shot up to three times by holding down the B button. The longer you hold the button down, the more powerful your shot.
2. You can control the height of your jumps. The longer you hold down the A button, the higher your jump.
3. Choose your use of magic carefully. Using the right magic at the right time is vital to winning the game.

## TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is **SWITCHED OFF** when inserting the Game Pak or removing it from the NES Control Deck.

### **WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco USA Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.