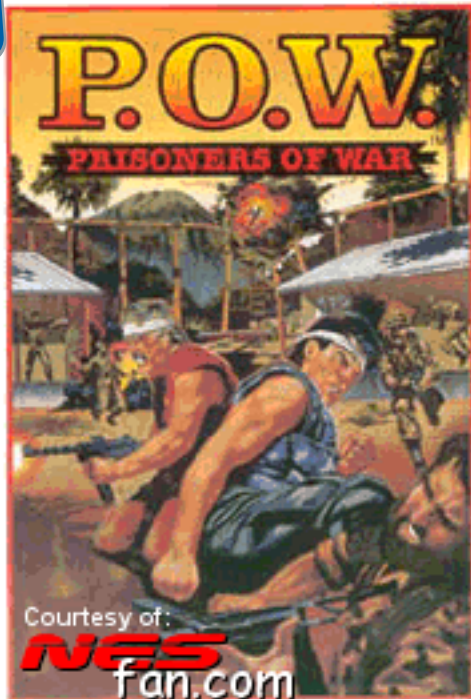


<http://www.replacementdocs.com>

INSTRUCTION MANUAL



Scanned by Dennis Gruchala



YOUR MISSION

Your code name is Bart. You are a captain of the Army Special Forces Unit "M." Your mission is to infiltrate GOON (Government of Offensive Network), a subversive organization whose aim is to break up the international economy and establish a worldwide smuggling ring. You will accomplish this by purposely being captured and imprisoned in their "escape-proof" armed camp. You'll have to fight your way out with your bare fists – but if you can break into the ammunition depot, you'll find grenades, knives, and M-16's to tip the odds in your favor. Your goal is to find and eliminate the leaders of GOON before they can carry out their diabolical scheme!



Code Name: Bart

Captain, Army Special Forces Unit "M."
Highly skilled in hand-to-hand combat
and familiar with all types of weapons.
Height: 6'
Weight: 160 lbs.

ABOUT THE GAME

Lives

You begin each game with three lives. The game ends when you lose them all. (See GAME SCREEN DISPLAY for life indicator.)

With every 30,000 points you score, you will receive an additional life.

Continue Mode

In the continue mode, the game restarts at the beginning of the same stage where the hero was destroyed in the previous game.

Acquiring Power-Up Items

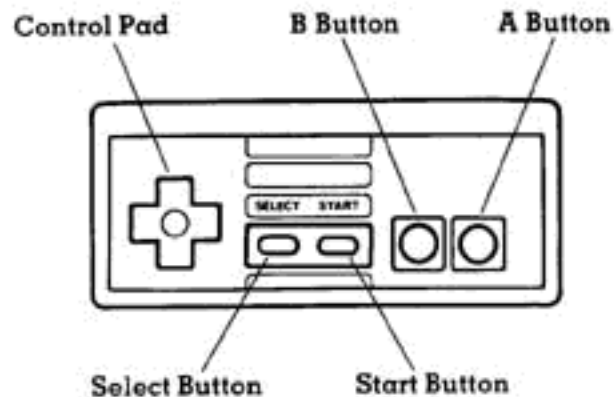
You may enter huts and vehicles to acquire these power-up items:

- Brass Knuckles
- Bullet-proof Vest
- Life Force

Be careful – once you enter, you cannot leave again until all the enemies are defeated.



THE CONTROLLER



Start Button

Press to start the game when the title screen appears, or press while playing to interrupt the game (pause), then press again to continue playing.

Select Button

Press to choose "GAME STARTS" or "CONTINUE."

Control Pad

Press to maneuver hero.

A Button

Press to kick, or to fire gun.

B Button

Press to hit with fist or gun butt, or to throw knife or grenade (when holding these items).

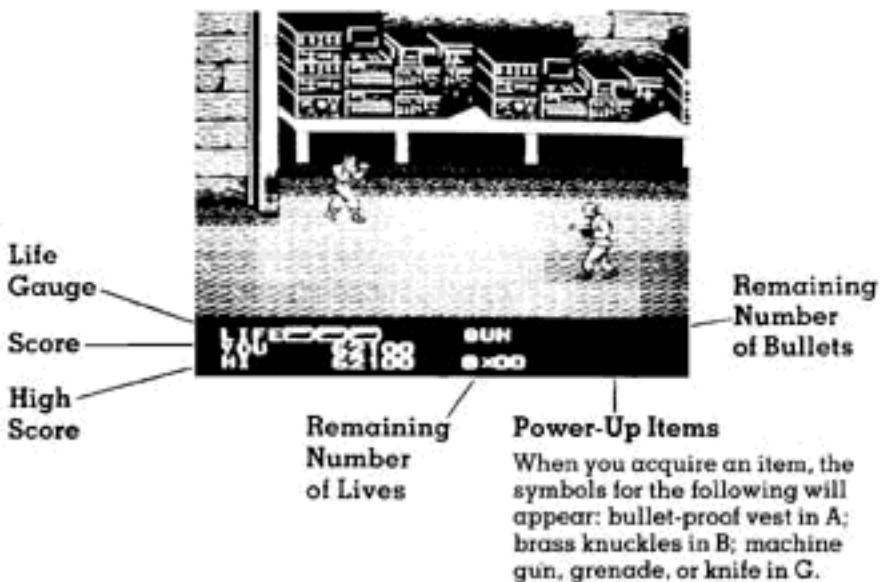
A + B Button

Press simultaneously to jump-kick.

Control Pad + B Button

Press Control Pad in opposite direction of hero's movement and press B Button simultaneously to make a back-punch.

GAME SCREEN DISPLAY



LEVELS OF GAME PLAY

First Level: Escape from Prison Camp

By picking up power-up items, you should be able to reach the Boss Enemy without too much difficulty.

Enemies in this area are:

- Foot Soldiers
- Green Berets
- Commandos
- Assault Chopper (the Boss of the first level)

You cannot proceed to the next level until you have destroyed the Boss Enemy.

Second Level – Attacking the Industrial Area

In addition to the soldiers found in the first level, watch out for Bike Soldiers and Frogmen. You must use your skill to avoid traps that are set in the industrial area.

Third Level – Guerrilla Attack in the Jungle

Cliffs and waterfalls in the jungle make it tricky to maneuver. Watch out for surprise attacks from the enemy.

Fourth Level – Destruction of Communications Headquarters

This is the most difficult level. All the enemies attack with increased speed and firepower. The strongest Boss Enemy is here.

POWER-UP ITEMS



Brass Knuckles

Doubles up your punching power. This is the fatal-blow item. You will find this item in various rooms in each area. You will lose it when you lose a life.



Bullet-proof Vest

This can be found in various rooms in each area. You will lose it when you lose a life.



Combat Knife

Can be thrown at enemies. Obtain it by knocking down an enemy who has it. You will lose it when you throw it, or when you lose a life.



Machine Gun

The strongest item! Use it to strafe enemies. You only have ten bullets, so use them wisely. You will lose it when you drop it, use up your bullet supply, or lose a life.



Grenade

Use it to attack helicopters and armored cars. Get it by knocking out GOON soldiers. You will lose it when you throw it, or when you lose a life.



Life

Extends your life. You will find it in various rooms in each area.

ENEMIES



GOON Foot Soldiers

The most common soldiers. Take their grenades away from them.

Commandoes

Take their guns or knives away from them.



Green Berets

Watch out! They are expert soldiers.



Assault Chopper

The Boss of the first level. Its mission is to patrol the camp. Only grenades or machine guns can destroy it.



Frogmen

Soldiers skilled in underwater combat.



Bike Soldiers

They belong to the mechanized unit.



Don James

Captain of the GOON mechanized unit and Boss Enemy of the second level.
Height: 6'4"
Weight: 176 lbs.



Angel

Commanding Officer of the GOON Special Forces Unit and Boss Enemy of the third level.
Height: 6'7"
Weight: 336 lbs.



The Leader

The mystery Boss of the final area.
Height: 7'8"
Weight: 231 lbs.



Snivel

The General of GOON Headquarters and Boss Enemy of the fourth level.
Height: 6'4"
Weight: 187 lbs.