

## INSTRUCTION M A N U A L

<http://www.replacementdocs.com>

## GETTING STARTED

1. Insert the **CODE NAME: VIPER** GAME PAK and turn on your Nintendo Entertainment System. The cartridge will show various scenes from the game until you press the start button. If you have a password from a previous game, you can enter it here. This will allow you to start at the beginning of the next level you had qualified for.

If this is your first game, or you wish to start a new game, press the **START** button.

2. The first stage of the game has your character, "Mr. Smith" meeting with Commander Jones. He will outline your mission in South America and give you a clue to surviving your first encounter with the enemy. To move the conversation along, press the **A** button on the control pad. To converse with any character throughout the game, press the **A** button.

3. When you leave Commander Jones your mission will begin. Your character will be flown to a hidden fortress in the Amazon to begin the long war against the Drug Cartel.

## CONTROLLING "MR. SMITH" - the VIPER

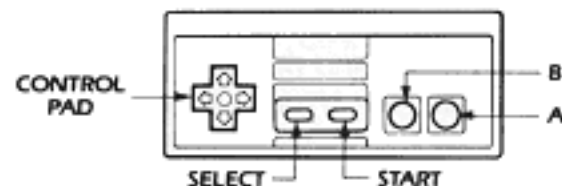
The controls for the **Viper** are quite simple, but true mastery takes great timing and skill. Pushing **RIGHT** and **LEFT** on the controller moves the **Viper** right and left. This works even when he is jumping or falling. Remember this! This feature can save a life.

**UP** and **DOWN** are used to move the **Viper** up or down. You can dodge some of the bullets by moving down quickly. You can also fire from this position.

The **A** button is used for jumping. The longer you hold the button down, the higher your character can jump. To jump to different levels of the various backgrounds, press **UP** or **DOWN** as you press the **A** button. The **Viper** must be looking up before you try to make him jump up to a new level. To jump across open areas, press **Right** or **Left** as you press the **A** button.

The **B** button is used for firing the weapons. The **Viper** has two major weapons, a handgun and a machine gun. He will use the strongest weapon he has until it is out of ammunition. He can fire either weapon while walking, crouching or jumping. You will need to be able to master all of the firing positions to complete this game.

The **START** button pauses the game. Pressing it again will resume the action.



"Mr. Smith"

## THE PLAY OF THE GAME

At the beginning of each mission you will see an overhead view of South America and the positions of the fortresses. You will also see a miniature map detailing the next area that you must travel for that level. As you destroy the fortresses, you will be taken to the next position on the main map.

The game begins with the **Viper** appearing in the new location. He starts the game with only a handgun and 50 rounds of ammo. There is a small picture on the bottom of the screen of the handgun. He can obtain extra ammo for this gun as well as a machine gun by locating the **extra rounds** symbols that are hidden in the fortresses.

There is also a symbol showing a man next to two red globes. These globes are the **Viper's** energy points. If he touches an enemy, he loses a point. If he is shot, he loses two points. When he loses two points, he loses one life.

There are many secret doors set in the walls and containers of the fortresses. You must search as many of these as you can for they hold the key to your character's survival. To access these doors, stand directly in front of it and press **UP** on the control pad. The door will swing and take you into the room behind it. If you continue to hold the **UP**, the **Viper** will not immediately swing back from the other side. Use this to avoid enemies that are too close to the secret door.

## THE PLAY OF THE GAME - continued

Many people and items may be located on the other side of the hidden doors. Among them are:

- Captured civilians - By discovering them, you have freed them.
- Extra Ammo - This will increase your firepower by giving you extra rounds.
- Machine Gun - Like above, but more powerful.
- Extra Time - This will give you more time to complete the level.
- Captured Soldier - He will give you the bomb that will let you leave the level. Without this device, you will be stuck.

The actual game play involves search and destroy tactics. You will encounter several different enemy threats as you explore each fortress. To complete each level successfully, you must examine as much of it as you can, being as thorough as possible.

At the end of each level you will meet with an agent that has a confidential message for you. The more levels that you will conquer, the more complete his message will be.

## ENEMY CHARACTERS



FROGMAN



SNIPER



LARGE BOMB



HIDDEN WARRIOR



NAPALM SOLDIER

## ENEMY CHARACTERS



MULTI-SHOT SNIPER



SOLDIER



STATUE-TRAP



MANIAC



ACID DROPS