

Booky Man

Porter


3. **BOOKYMAN** - You're a Beetle with a mission. You must clear the city streets of debris but the real challenge is to out maneuver the two lizards that think you would make a tasty meal.

GETTING STARTED

- After the theme graphic shows on screen, push Start.
- When the theme music stops, the [START] button is not being pressed, then demonstration of the game starts.
- BOOKYMAN the Beetle can kill the Bugger who has littered the streets. But BOOKY must use the Bulldozer Brush to defeat the Lizards.
- This game has 8 levels.

8
Challenging
Levels

THE CONTROL PAD FUNCTIONS:

- [START] : To start game, or to pause.
- [A] Key : Not used.
- [B] Key : Not used.
- [SELECT] : Not used.
-  : To move the Beetle in either directions.


4. **PORTER** - A game of skill. You must move your cargo to the proper destination but one wrong move and it won't get there.

GETTING STARTED

- After the theme graphic shows on screen, push Start.
- The screen shows Stage, Life and Score numbers.
- In each Stage, push all boxes to the Star position, then the next Stage appears.
- When Life becomes [0], or when Score becomes [0], the game is over.

25
Challenging
Levels

THE CONTROL PAD FUNCTIONS:

- [START] : To start game, or to pause.
- [SELECT] : Not used.
-  : To move the character in either directions.
- [B] Key : When a Box is pushed into a corner, press [B] to start again.
- [A] Key : Press [A] to push a Box.

SCORING RULES:

- Starting with Stage I, the Score begins at 3,000 and Life begins at 3.
- Each time you go into another Stage and maintain a Life of 3, the Score increases by 3,000.
- Each reduction of Life will subtract 1,000 from the Score. Two Life reductions subtract 2,000 from the Score.

PRECAUTIONS:


- Each Stage has its time limits. When time is up, the screen disappears and starts over again.
- The Boxes can only be moved by "pushing", not by pulling or dragging.
- When the Box is pushed into a corner, or having a tendency to go into a corner, then the game can not be finished.

Adam and Eve

Balloon Monster

5. **ADAM & EVE** - Take a balloon ride. You must rid your garden of the flying snakes. You both fly by a balloon, make sure you pop the snakes before he pops yours.

THE CONTROL PAD FUNCTIONS:

- [B] Key : Fast speed ascending.
- [A] Key : Slow speed ascending.
-  : Together with [A] and [B] Keys, the character glides in either direction.
- [START] : To start game, or to pause.
- [SELECT] : Not used.

40
Challenging
Levels

COMMENTS:

- When the balloon on top of the character's head hits the sharp edge of structure, it will become smaller.
- When the balloon is hit by the snake's tail, it will also become smaller.
- After three hits, the character is killed and becomes an angel.
- Try to move the character towards an apple which can change into a pump, which in turn can inflate the balloon and give more life.
- Try to puncture the balloon on each snake's head and then kick the snake to death.
- After all snakes are kicked out, you will go to another level.

6. **BALLOON MONSTER** - Shoot Fast. A bouncing balloon is falling fast, you must pop it before it quits bouncing, but once the balloon is popped it divides into smaller ones. Can you pop them all before they stop bouncing?

The main idea of this game is to emphasize the theory of "To exchange Time with Space". This game does not have time limitations, however, the bouncing of the Balloon becomes lower and lower until it rolls on the surface and leaves no space. The game then can not be continued as if time is over.



The other feature of this game is the splitting of the Balloon. When a Balloon is being hit by a bullet, it splits into four small ones. You must hit all the Balloons before they all disappear. Therefore, you must try to hit the Balloon when it is at its highest bouncing height, thereby you will relatively gain more Time to hit the Balloons. Otherwise the Balloons fall lower and lower, which represent the Time left is becoming shorter and shorter.

When you hit and all the Balloons disappear, then you will go into another level.

1. GETTING STARTED:

- After the theme graphic shows on screen, push Start.
- The screen now shows the Stage No. and REST which indicates the number of games left.
- Altogether this game has 50 levels. After finishing the 50 levels, it recycles to level 1. Each time you go into another level, REST increase by 1 until a maximum of 20 is reached.

2. CONTROL PAD FUNCTIONS:

- [A][B] Keys : To shoot bullets [successively.]
- [START] : To start game, or to pause.
- [SELECT] : Not used.
-  : Not used.
-  : To move the character in either direction. When Left/Right Key and [A]/[B] key are pressed at the same time, the character moves to Left or Right with no firing. Movement has priority.

50
Challenging
Levels

Challenging Levels

- When the number becomes [0], the game is over.
- MISSIONS:
- 1. Cross over outside defense area.
 - 2. Go into the Volcanos Area.
 - 3. Blast the Arsenal.
 - 4. Explode the Power Station.
 - 5. Attack the Fortress.
 - 6. Kill the Chief.
- POWER OF THE COSMOS COP: Shows in the lower left corner of the screen by the pink color bar. Power is reduced each time being hit. When power goes to [0], the figure explodes. The remaining number of remaining rounds.
- THE CONTROL PAD FUNCTIONS:
- A. After the theme graphic shows on screen, push Start.
 - B. MAGIC CARPET game has 4 levels. In each level of the game you must get rid of all little goblins and the big monster, then go into the next level.
 - C. When the 4 levels are finished, the name of the game programmer shows on the screen.
- THE CONTROL PAD FUNCTIONS:
- A. [A] Key : To shoot Arrows (successively).
 - B. [B] Key : Not used.
 - C. [START] : To start game, or to pause.
 - D. [SELECT] : Not used.
 - E. : To move the character in either direction. Firing is possible during movement.
- GAME OBJECTIVES:
- a. LIFE : Life of the character starts at 1. Each time of capture, Life increases by 4.
 - b. POWER: Each time of capture will increase the character's Power until 5 is reached.
 - c. SPEED: When captured, the character's agility is increased, one time only.
 - d. BONUS: Each time of capture will increase the character's Bonus by 1 point. When the Bonus point is over 9, this treasure is shown in the lower right corner of the screen.
 - e. The character's Life is indicated in the lower left corner of the screen when it is more than 1. When it equals to 1, no ♣ will be shown. The lower right corner of the screen indicates the Bonus.
 - f. During the 4th level of the game, an enemy appears.
 - g. After its killing, the treasure of a MAGIC LAMP appears. When captured, Life increases to 80, you become invincible.
 - h. Each time you go through a Level, you retain the same Life and Power from the previous one.

Challenging Levels

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- 1. Cross over outside defense area.
 - 2. Go into the Volcanos Area.
 - 3. Blast the Arsenal.
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- THE CONTROL PAD FUNCTIONS:
- A. [A] Key : To shoot Arrows (successively).
 - B. [B] Key : Not used.
 - C. [START] : To start game, or to pause.
 - D. [SELECT] : Not used.
 - E. : To move the character in either direction. Firing is possible during movement.
- GAME OBJECTIVES:
- a. LIFE : Life of the character starts at 1. Each time of capture, Life increases by 4.
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 - h. Each time you go through a Level, you retain the same Life and Power from the previous one.

Magic Carpet 1001

- STEP ONE - 1. Insert cartridge in gameset.
2. Turn gameset on.
2a. If screen flashes on & off constantly, turn gameset off, remove cartridge and change the setting on back of the cartridge.
2b. Repeat step 1 & 2.
2c. Repeat step 1 & 2.
2d. Repeat step 1 & 2.
- STEP TWO - 1. Use directional up/down key to choose the desired game, then press start.
2. Follow directions on game chosen.
3. When you want to play a different game, Power off/on & the original screen will appear.

Cosmos Cop

COSMOS COP - An exciting combat game. You must fight the alien intruders as you go over the vast terrain of the galaxy to confront the real enemy "The Chief".

- MISSIONS:
- 1. Cross over outside defense area.
 - 2. Go into the Volcanos Area.
 - 3. Blast the Arsenal.
 - 4. Explode the Power Station.
 - 5. Attack the Fortress.
 - 6. Kill the Chief.
- POWER OF THE COSMOS COP: Shows in the lower left corner of the screen by the pink color bar. Power is reduced each time being hit. When power goes to [0], the figure explodes. The remaining number of remaining rounds.
- THE CONTROL PAD FUNCTIONS:
- A. [A] Key : To shoot Arrows (successively).
 - B. [B] Key : Not used.
 - C. [START] : To start game, or to pause.
 - D. [SELECT] : Not used.
 - E. : To move the Cosmos Cop in either direction. Firing ammunition is possible during movement.
- GAME OBJECTIVES:
- a. LIFE : Life of the character starts at 1. Each time of capture, Life increases by 4.
 - b. POWER: Each time of capture will increase the character's Power until 5 is reached.
 - c. SPEED: When captured, the character's agility is increased, one time only.
 - d. BONUS: Each time of capture will increase the character's Bonus by 1 point. When the Bonus point is over 9, this treasure is shown in the lower right corner of the screen.
 - e. The character's Life is indicated in the lower left corner of the screen when it is more than 1. When it equals to 1, no ♣ will be shown. The lower right corner of the screen indicates the Bonus.
 - f. During the 4th level of the game, an enemy appears.
 - g. After its killing, the treasure of a MAGIC LAMP appears. When captured, Life increases to 80, you become invincible.
 - h. Each time you go through a Level, you retain the same Life and Power from the previous one.

90 DAYS LIMITED WARRANTY

MYRIAD GAMES INC. warrants to the original purchaser that this game cartridge is free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, MYRIAD GAMES INC. shall at its option, repair or replace the defective cartridge free of charge [except for the cost of returning the cartridge].

All implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein.

In no event shall MYRIAD GAMES INC. be held liable for incidental and/or consequential damages for the breach of any expressed or implied warranties.

The provisions of this warranty are valid in the United States only.

Some States do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages. So the above limitations and exclusions may not apply to you.

The warranty gives you specific legal rights, and you may have other rights which vary from State to State.

TO RECEIVE THIS WARRANTY SERVICE

1. Pack your cartridge together with the original dated proof of purchase.
2. Send your package [freight prepaid] within the 90-day warranty period to address shown below.
3. At our option, we shall either repair or replace another cartridge and send back to you.

THIS WARRANTY SHALL NOT APPLY IF THE CARTRIDGE HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, MODIFICATION, TAMPERING, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.



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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 Subpart 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 off and on, 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 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, D.C. 20402. Stock No. 004-000-00345-4.

PRECAUTIONS

- A. Store at room temperature. Do not subject to environmental extremes.
- B. Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.
- C. Keep contacts clean (do not touch them) and store the cartridge in its box when not in use.
- D. Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.
- E. Do not clean with benzene, paint thinner, alcohol or other such solvents.



GAMES

IN

ONE

Multigame Cartridge

- | | |
|-------------------|------------|
| Cosmos Cop | Bookyman |
| Magic Carpet 1001 | Adam & Eve |
| Balloon Monster | Porter |

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