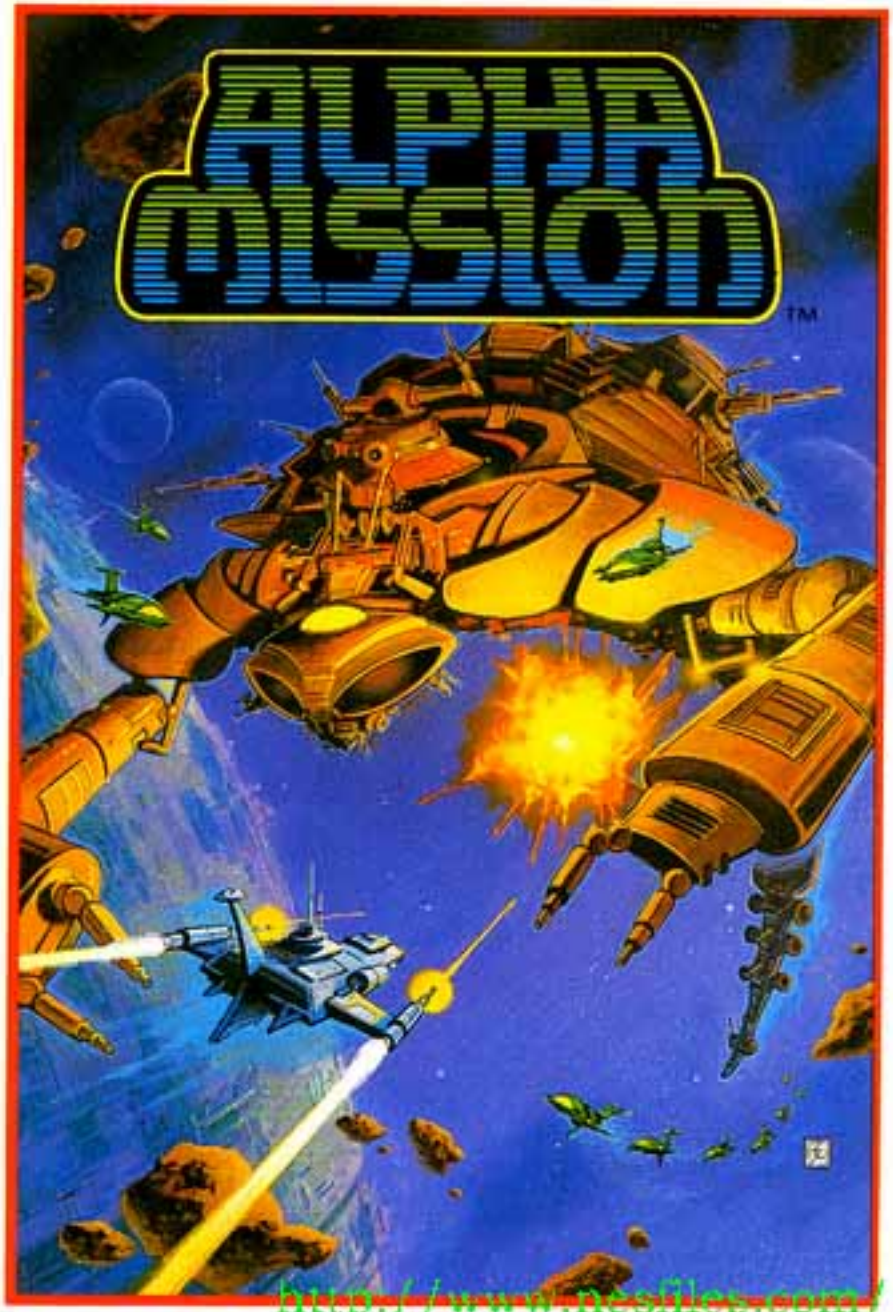
NES–AM–USA

INSTRUCTION MANUAL



SNK

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THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®



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WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

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Thank you for selecting ALPHA MISSION from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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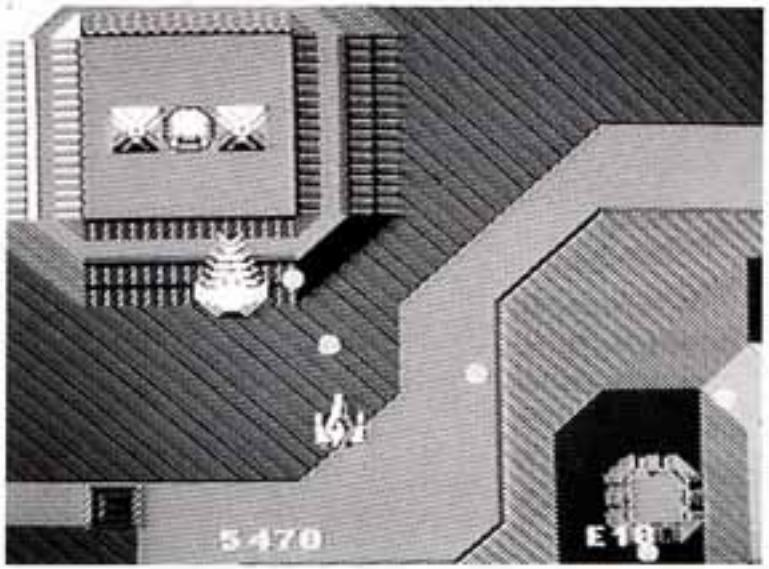
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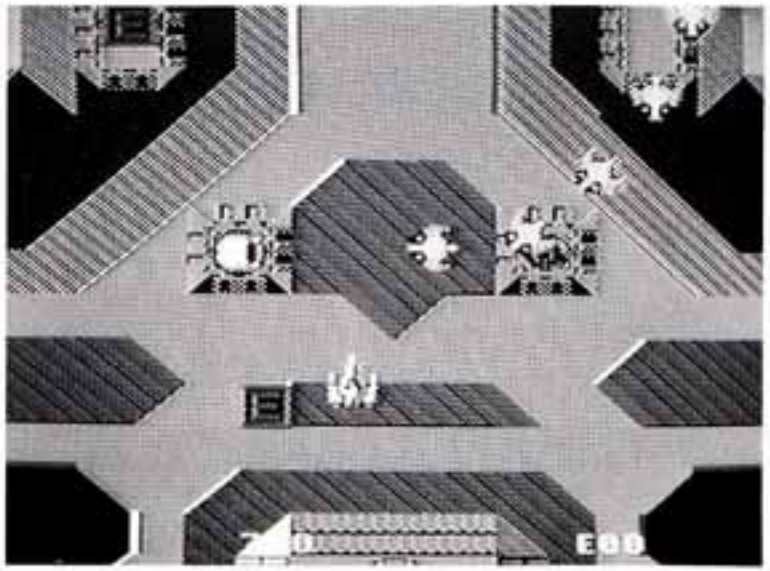
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THE STORY

In the galaxy of Tetranova, a fierce war between seven stars has laid waste to their planets. Having destroyed each other's homes, the seven stars have formed an alliance to seek a new home, where they can rebuild and regain their strength to go to war once again. The planet they have chosen is Earth!

You must pilot the fighter ship SYD against the deadly fleet of the Seven Stars Alliance. The fate of Earth rests in your hands!





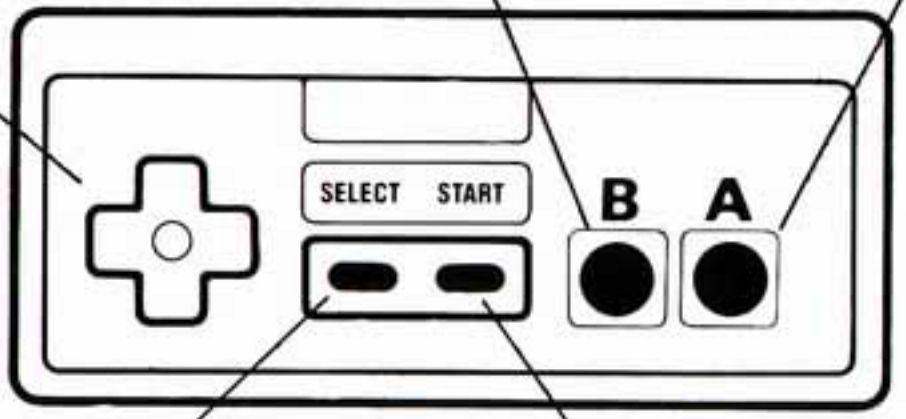
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THE CONTROLLER

Control Pad:
Press up, down, left, and right to control flight of the fighter ship SYD.

B Button:
Press to fire lasers.

A Button:
Press to fire missiles.

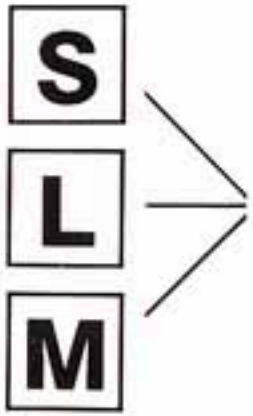


Select Button:
Press for selection of weapons.

Start Button:
Press to start the game; or press while playing to interrupt game (pause), then press again to continue playing.

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SYD's Basic Power Maneuvers



By picking up these marks, SYD obtains more power in its speed, laser, and missile. The power of each is increased by two steps.



Power becomes maximized when this mark appears. When you pick up this mark, your power level will remain the same for your next SYD if your current SYD is destroyed.

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SYD's Arsenal of Weapons

During game play, when the Energy Mark is displayed at 8 or above, the player has acquired a stock of weapons. Press the Select button to enter the Weapon Selection Screen.

- Use the Control Pad to place SYD over the weapon you wish to select, then press the Select button to arm SYD.
- If you do not wish to be armed, move SYD to a black area of the screen, then press the Select button.
- Different weapons consume different amounts of energy. When the Energy Mark reads 0, SYD will be disarmed.





Octo:
Fires in 8 directions with the strongest of lasers; has a time limit.



Sheeld:
Creates a force field, which diminishes each time you are hit.

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Canon:
Fires a powerful, wide-range laser; has a time limit.



Homing:
Fires guided missiles against ground targets; each missile fired decreases energy by 2.



Paralyser:
Stops smaller enemies by firing a sword-beam, so they can be destroyed by smashing; has a time limit.



Nuclear:
Fires missiles with nuclear warheads; each missile fired decreases energy by 4.



Fire:
Shoots fire to destroy enemies; has a time limit.



Thunder:
Shoots lightning to destroy all enemies on the screen; each shot decreases energy by 8.

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Other Items

Many pyramid-shaped objects will appear, containing [S], [L], [M], and other marks. Pick up these symbols to obtain the following items:



Warp (skip forward by 3 stages)



Warp (skip backward by 3 stages)



Pyramid opens for a limited time



Power down



Energy increases by 2 grades



Energy decreases by 4 grades



Out of energy and power down

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Introduction of Enemies



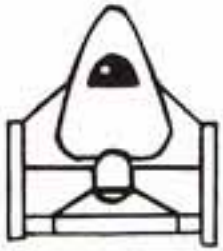
Koros 114 (120 points):
Scout plane flying on a set course.



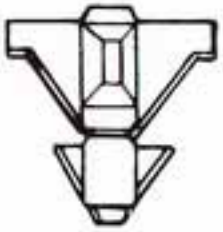
845 (300 points):
Divides into 3 missiles when hit.



Ammon 006 (200 points):
Attacks by circling. Beware!



Novo 133 (300 points):
Comes from behind and dives down at SYD.



Yakuuto 551 (120 points):
Ambushes by missile.



Folfu 545 (100 points):
Winged fighter; not very strong.

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Varis (200 points):
Attacks in formation.



Pyramid (50 points):
Hides Energy/Power items.



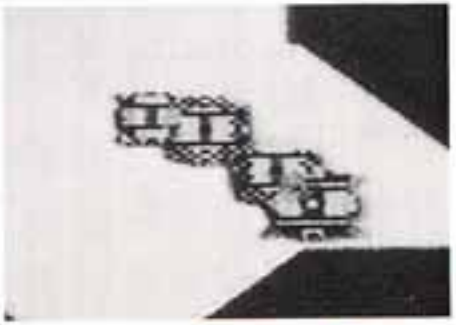
Tagami 633 (200 points):
A spinning fighter.
Hit it!



Montgande
(600 points):
Fires 3 shots at once; hard to destroy.



Metta 028 (50 points):
Zig-zag fighter. Be careful!



Obanon
(600 points):
Hit it on the head!

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Survival Strategy



Hekaterian
(2,000 points):
Its center part is the weakest point. Make good use of your lasers.



Shariputra
(6,000 points):
This can only be damaged when it opens its arm, and only lasers can destroy it.



Hanomaszui
(4,000 points):
Its firing point is the weakest part. This can only be destroyed by missiles.



Bonbonera
(6,000 points):
Shoot for the head! Its movement is very quick, and only lasers can destroy it.

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Hints to Improve Your Skills

Learn your Weapons
You have to know which weapons are effective or when to proceed without weapons, depending on where you are. Plan how to use your weapons. At first, use your weapons to learn.

Be aware of all enemies.
Find out their weak point. Challenge them by attacking without weapons. As your skills increase, you can conserve your weapons for later stages.

Study and review.
Don't play without thinking! Review how you have played. This is not the conventional shoot-'em-up game; use your brain and your memory to strategize!

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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 Subject 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 an 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, DC 20402, Stock No. 004-000-00345-4.

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