NES—M5—USA

AMAGON

INSTRUCTIONS



Sammy

™

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Thank you for selecting the fun-filled "AMAGON" game pak by AMERICAN SAMMY CORPORATION.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

NINTENDO AND Nintendo ***ENTERTAINMENT SYSTEM***
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective STORAGE case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.

• *Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.*

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1. GAME STORY

Amagon, the most decorated Marine, was assigned a mission by his commander to investigate a strange, monster–infested South Pacific island, from which no man has ever returned alive.

With a machine gun as his only weapon, he took off by plane and crash–landed on the island's beachhead.

Amagon, with his unique ability to transform into the huge Megagon, there begins his mission to become first to conquer the island.

See and experience the amazing adventures of our hero, Amagon!!
His rescue ship is waiting at the other side of the island.

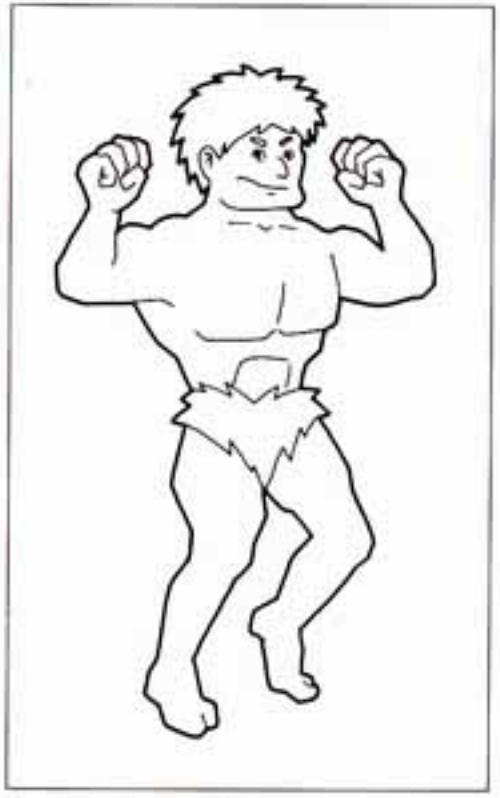
Good Luck!

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2. INTRODUCING AMAGON



AMAGON



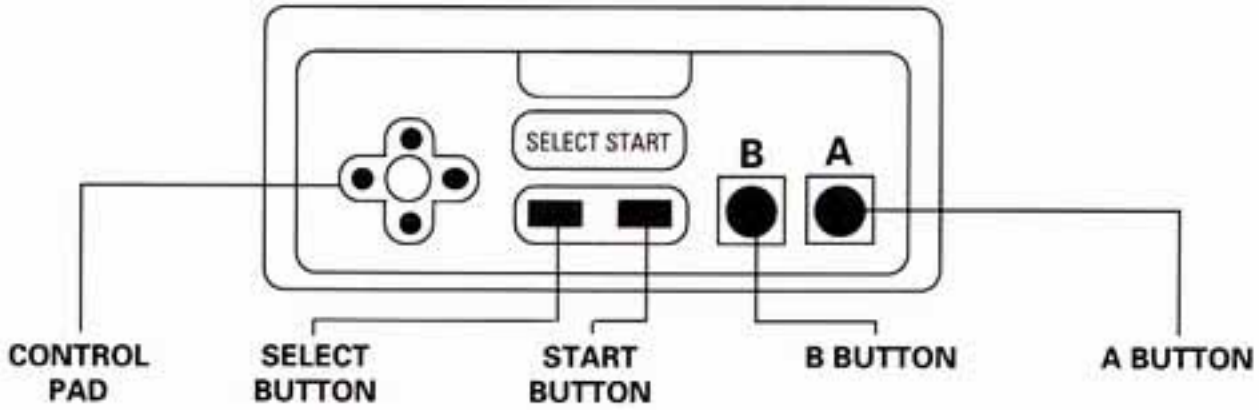
MEGAGON

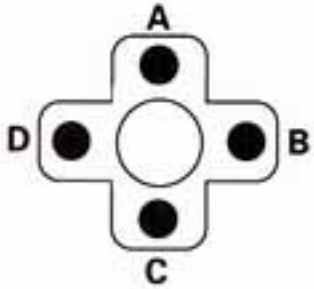


AMAGON'S TRANSFORMATION INTO MEGAGON

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3. CONTROLLER PARTS AND OPERATING INSTRUCTIONS





A. Press the B button and the top portion of the Control pad to generate the laser beam.
B. Amagon/Megagon moves to the right.
C. Amagon/Megagon crouches down.
D. Amagon/Megagon moves to the left.

- Use the Control pad to maneuver Amagon/Megagon.
- Press the A button to make Amagon/Megagon jump.
- Press the B button to allow amagon to use his machine gun.
- Press the B button and the top portion of the Control pad to allow Megagon to generate the laser beam.

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SELECT BUTTON

During a game, if you have already secured a Mega-key, press theSelect button to transform Amagon into Megagon. In Continue mode, select a zone by pressing the Select button.

START BUTTON

Press the Start button to begin the game.

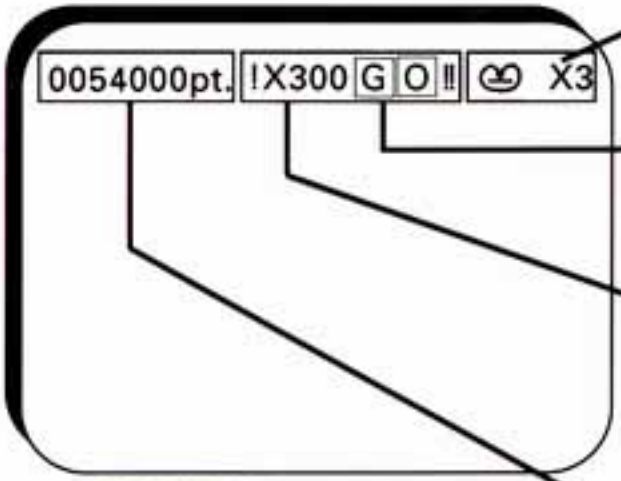
<< PAUSE FUNCTION >>

If you wish to interrupt play during a game, press the Start button. Press the Start button again to continue play.

Note: This game is for one player only. Please use the No. 1 controller

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4. DISPLAY DESCRIPTION



<SCREEN>

- **REMAINING NUMBER OF AMAGONS**
  (See "How to Play," page 8.)
- **TRANSFORMATION "GO" SIGN**
  (See "How to Transform into Megagon," page 11.)
- **BULLET COUNTER**
  (See "How to Play," page 8.) If Amagon Trans forms into Megagon, Mega-points will be displayed here instead (See "Megagon's
- **POINT SCORE**
  (See "Items," page 13 and "Monsters" page 14.)

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5. HOW TO PLAY

The object of the game is to help Amagon destroy his enemies and safely find his way to the ship.

The scene will be cleared if Amagon defeats a certain number of monsters or destroys the giant demon waiting at the end of the scene.

At the beginning of the game, Amagon has 300 bullets for his machine gun. The remaining bullets are displayed at the top center of the screen. If he runs out of bullets, he has to fend off monsters using his gun as a club.

Fortunately, if he defeats some of his enemies, he can get extra bullet magazines. Thus, you have to look for and get bullets while shooting down enemies.

Also, you have to look for the Mega-key, which enables him to transform into Megagon. When you encounter a giant monster or fight through many enemies, you'd better transform to Megagon because Megagon can survive if he is hit by a weapon or part of an enemy.

The game begins with four Amagon characters. Amagon will be eliminated if he is hit by a weapon or part of an enemy. And even Megagon will be eliminated if he falls into a river or valley. The number of Amagons left is displayed in the upper right part of the screen. If all four are eliminated, the game ends, but if you secure a one-up item, you can add one more Amagon.

There is no time limit, so you should proceed with the game considering bullet comsumption and the right timing of Amagon's transformation.

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6. ZONES AND CONTINUE MODE

The island to be conquered has six zones, each of which is divided into two scenes, for a total of 12 scenes per game.

ZONE 1—1
ZONE 1—2

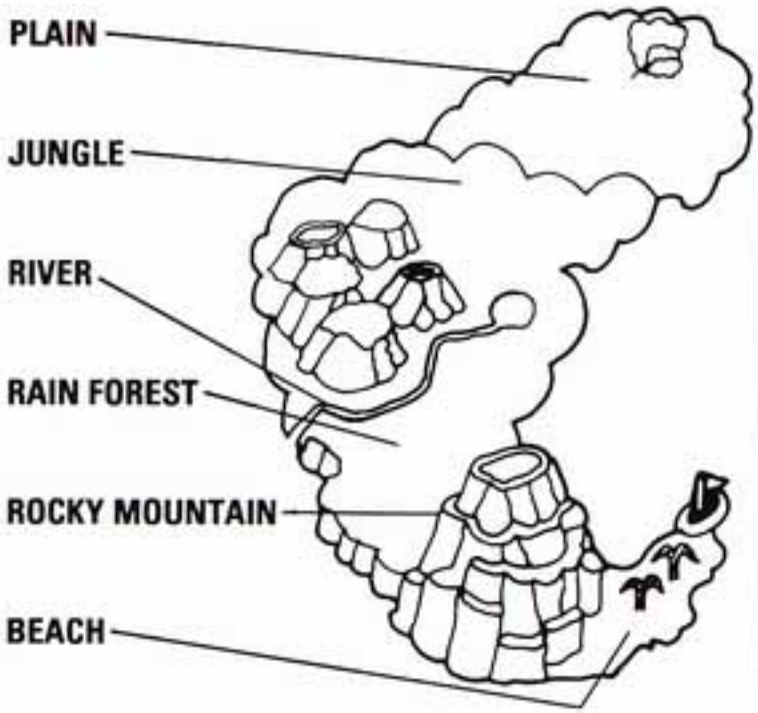
ZONE 2—1
ZONE 2—2

ZONE 3—1
ZONE 3—2

ZONE 4—1
ZONE 4—2

ZONE 5—1
ZONE 5—2

ZONE 6—1
ZONE 6—2



- Continue mode cannot be used until Zone 4.
- If all four Amagons are eliminated at Zone 4 or afterwards, you can choose any zone except Zone 1, which has already cleared. Select a zone by pressing the Select button.
- In Continue mode, all scores and bullets are carried over to the next scene, but you cannot carry over Amagon's stock.

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7. WEAPONS USED BY AMAGON AND MEGAGON

AMAGON



MACHINE GUN

1 point for damage to a monster.



GUNSTOCK

1 point for damage to a monster.

MEGAGON



MEGAPUNCH

8 points for damage to a monster.



LASER BEAM

16 points for damage to a monster.

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8. HOW TO TRANSFORM INTO MEGAGON

There are two conditions necessary to allow transformation into Megagon:

- First, you should look for and get the Mega-key.

- Second, you must have at least 5,000 points.

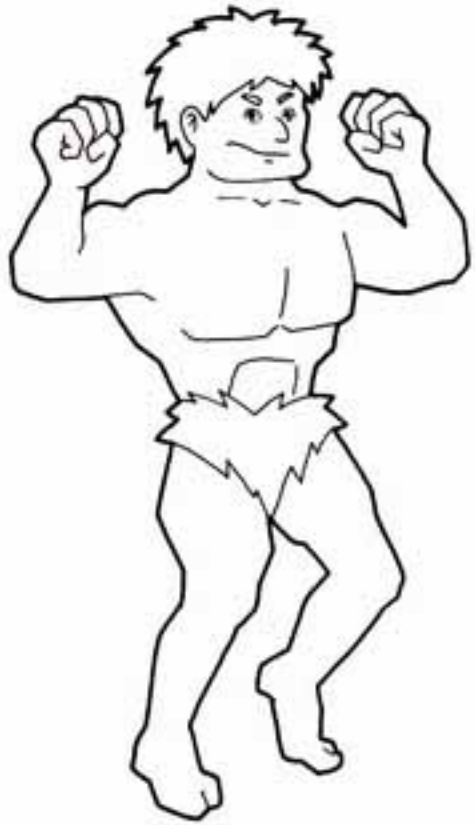


If you obtain both, the [GO] sign will be displayed at the right of the bullet counter at the top center of the screen. Then you can transform him into Megagon by pressing the select button any time you want. But if Amagon is eliminated before the transformation can take place, you will lose the Mega-key.

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7. MEGAGON'S FEATURES

Megagon has a strength value measured in Mega-points. The score points that you have at the transformation will be converted into Mega-points, calculated at 5000 points to one Mega-point. At this time the converted score points will be deducted from your score. The maximum Mega-points obtainable is 14 (70,000 points).



When Amagon transforms into Megagon, the Mega-points will replace the bullet counter at the top center of the screen.

If Megagon is hit by a weapon or part of a monster, he is not eliminated but loses his Mega-points one at a time. Also, when he generates a laser beam, he consumes one Mega-point.

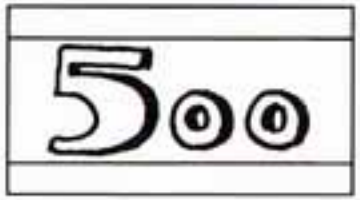
If Megagon has no Mega-points, he cannot generate a laser beam. And, if at that time, he is injured by monsters, he will shrink to his normal size.

Finally, when Megagon clears a scene, the remaining Mega-points will be converted and added to your score.

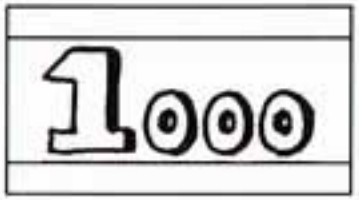
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10. ITEMS

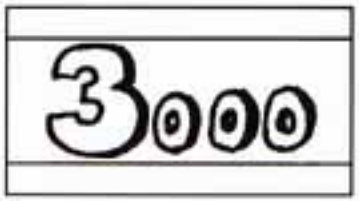
The items below are hidden in some monsters. If you beat one of these monsters, one of the items will appear and you can run up to secure it. But remember, if Megagon punches one of these monsters away, no item will appear.



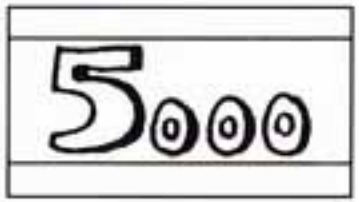
500 POINTS
ADDED TO SCORE



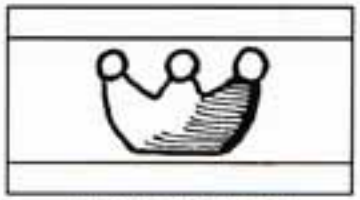
1000 POINTS
ADDED TO SCORE



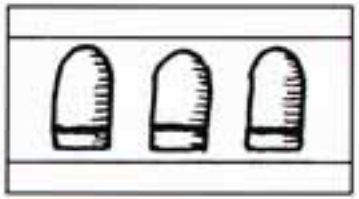
3000 POINTS
ADDED TO SCORE



5000 POINTS
ADDED TO SCORE

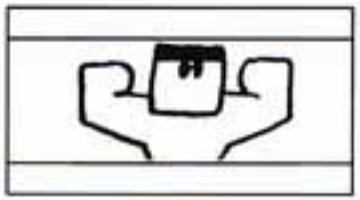


10,000 POINTS
ADDED TO SCORE



BULLET MAGAZINE

20 BULLETS IN ONE
MAGAZINE.



MEGA-KEY

YOU HAVE TO SECURE
THIS TO TRANSFORM
INTO MEGAGON.



1—UP ITEM

ONE MORE AMAGON
WILL BE ADDED TO
YOUR STOCK.

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11. MONSTERS

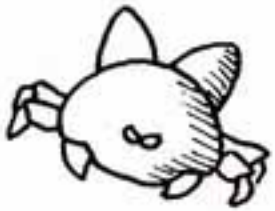
ZONE 1—1 1—2

PV ➤ The point value added to your score when ever you beat a monster.

RV ➤ The resistance value that monsters have against Amagon's attack.



MUSHROOM
PV-100 • RV-3



TARANTULA
PV-500 • RV-1



BIRD
PV-100 • RV-1



WASP
PV-300 • RV-1



SNAKE
PV-100 • RV-1



LION MAN
PV-1000 • RV-32



LION HEAD PV-0 • RV-100

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ZONE 2—1 2—2



MOSQUITO
PV-100 • RV-1



PORCUPINE
PV-300 • RV-1



MOLE
PV-100 • RV-1



FROG
PV-100 • RV-1



BEE
PV-500 • RV-1



VAMPIRE BAT
PV-100 • RV-1



ELEPHANT MAN
PV-1000 • RV-16



DEVIL TREE
PV-0 • RV-64

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ZONE 3—1 3—2



CRAY FISH
PV-100 • RV-1



SEA HORSE
PV-300 • RV-1



SNAIL
PV-300 • RV-1



PIRANHA
PV-500 • RV-1



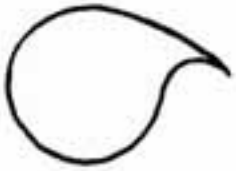
ALLIGATOR MAN
PV-1000 • RV-16



HIPPO DEMON
PV-0 • RV-82

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ZONE 4 — 1
4 — 2



SPIRIT
PV-500 • RV-1



FIRE BALL
PV-300 • RV-1



RAT
PV-300 • RV-1



SKELETON
PV-0 • RV-104



RED DEVIL
PV-100 • RV-1



OWL
PV-1000 • RV-1



BLUE DEVIL
PV-300 • RV-1

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ZONE 5 — 1 / 5 — 2



ARMADILLO
PV-300 • RV-1



BLUE IGUANA
PV-100 • RV-1



BROWN IGUANA
PV-500 • RV-1



DRAGON BIRD
PV-1000 • RV-8



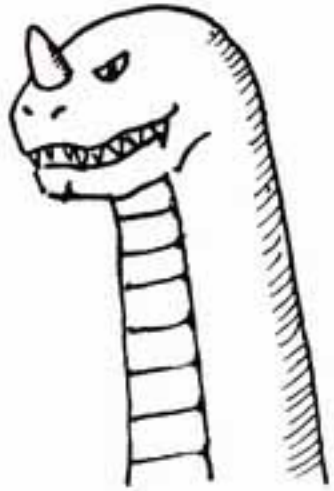
PTERODACTYL
PV-300 • RV-1



BLUE DINOSAUR
PV-1000 • RV-16



RED DINOSAUR
PV-1000 • RV-16



MEGASAURUS
PV-0 • RV-17

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ZONE 6—1 6—2



OCTOPUS
PV-300 • RV-1



LOBSTER
PV-500 • RV-1



MINI CAR (PURPLE)
PV-500 • RV-4



ALIEN
PV-0 • RV-104



MINI CAR (GRAY)
PV-100 • RV-8



COSMIC MAN
PV-3000 • RV-16



UFO
PV-300 • RV-1

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MEMO

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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 Control Deck 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, D.C. 20402, Stock No. 004-000-00345-4.

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90–DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90–DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. **DO NOT** return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D–104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the Untied States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion, of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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