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

GETTING STARTED
A. After the theme graphic shows on screen, press Start.
B. When the theme music stops, the [START] button is not being pressed, then demonstration of the game starts.
C. BOOKYMAN the Beetle can kill the Bugger who has littered the streets. But BOOKY must use the Bulk Sweeper Brush to defeat the Lizards.
D. This game has 8 levels.

THE CONTROL PAD FUNCTIONS:
A. [START] : To start game, or to pause.
B. A Key : Not used.
C. B Key : Not used.
D. [SELECT] : Not used.
E. : 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
A. After the theme graphic shows on screen, press Start.
B. The screen shows Stage, Life and Score numbers.
C. In each Stage, push all boxes to the Star position, then the next Stage appears.
D. When Life becomes [0], or when Score becomes [0], the game is over.

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

SCORING RULES:
A. Starting with Stage 1, the Score begins at 5,000 and Life begins at 3.
B. Each time you go into another Stage and maintain a Life of 3, the Score increases by 3,000.
C. Each reduction of Life will subtract 1,000 from the Score. Two Life reductions subtract 2,000 from the Score.

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

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:
C. : Together with [A] and [B] Keys, the character glides in either direction.
D. [START] : To start game, or to pause.
E. [SELECT] : Not used.

COMMENTS:
A. When the balloon on top of the character’s head hit the sharp edge of structure, it will become smaller.
B. When the balloon is hit by the snake's tail, it will also become smaller.
C. After three hits, the character is killed and becomes an angel.
D. 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.
E. Try to procure the balloon on each snake’s head and then kick the snake to death.
F. 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 it 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:
A. After the theme graphic shows on screen, press Start.
B. The screen now shows the Stage No. and REST which indicates the number of games left.
C. Altogether this game has 50 levels. After finishing the 50 levels, it recycle to level 1. Each time you go into another level, REST increase by 1 unit a maximum of 20 is reached.

2. CONTROL PAD FUNCTIONS:
A. [A][B] Keys : To shoot bullets (successively.)
B. [START] : To start game, or to pause.
C. [SELECT] : Not used.
D. : Not used.
E. : 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.
90 DAYS LIMITED WARRANTY

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Myriad Games Inc.
1550 Kingwood Dr. #174
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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:
- Relocate the receiving antenna.
- Relocate the NES with respect to 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-telephone technician for additional suggestions. The user may also contact the Federal Communications Commission toll-free at 1-800-CALL-FCC (1-800-225-5322) or visit the FCC website at www.fcc.gov.

PRECAUTIONS
A. Store at room temperature. Do not subject to environmental extremes.
B. Always make sure your computer is SWITCHED OFF when inserting the cartridge 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.
F. Only $69.99 (That's only $11.50 a game)