HOW TO PLAY

THE ADVENTURES OF BAYOU BILLY™

KONAMI®
CONGRATULATIONS!
You now own the authentic Konami home version of The Adventures of Bayou Billy, one of Konami's many original designs for the Nintendo Entertainment System. We suggest that you read this instruction manual thoroughly before playing the game.

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KONAMI INC., 815 Mitel Drive, Wood Dale, IL 60191 (312) 350-1268

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HOW FAR WILL YOU GO FOR THE GIRL OF YOUR DREAMS?

A long, black cottonmouth quietly snakes across the porch of your Bayou Billy house and hisses, 'Back off, nigger!' But you pay no mind to your visitor. You're too in love in memory of your best girl, Annabelle (the sweetest kind of drunk), who you romantically chased with crawdads and shared a bowl of fish stew. You're also satisfied from smacking Gordon's (the ganger king of Bourbon Street) Red Beans 'n Rice Warehouse, the fabled headquarters of a global smuggling network.

Suddenly, a speeding limo peels out of your moss infested lawn. Bullets strafe your gutters, scaring birds from their roosts and driving you to the ground. When the smoke clears, you see a rock beside your head with a note attached. It reads:

"Dear Missy Bayou Billy, cause of your meddling in my life, I've taken measures to end your hankering for bravery. Your cherished Annabelle is held up here on my plantation, and if you stop messing with my business she ain't never gonna grace your neck of the swamp again! Threateningly yours, Gordon."

You crumple the note and Holler like a riled gator. Fire dances in your eyes, and sweat beads on your hands and forehead. You reach for your foot long blade, knowing what you must do.

HOW TO PLAY

Rescuing your beloved Annabelle is anything but easy, and you'll have to be willing to make the ultimate sacrifice for the ultimate Cajun Queen.

Nine perilous stages await your backwater courage, as you tangle with man-eating crocodiles, pistol toting henchmen and armed limousines. You've even got to be on the lookout for bomb dropping Cessnas (and you thought planes were cool). Along the way, from the slimy swamp to the Gangster King's rat packed plantation, be sure to pick up weapons and supplies left behind by ruthless gang members.

To begin, choose the game you wish to play — either Game A or Game B — on the title screen. Do so by moving the cursor using the Select Button, and then press the Start Button.

If you select Game A, you'll use the Gun System during Stage 7. If you select Game B, you'll use the Controller during Stage 7. (For details on how to use the Gun System, see the gun handling manual from your Nintendo. To use the Controller as a firearm, see page 6 of this instruction book.) You can also choose the Training Mode. During this mode you'll practice street fighting, gun shooting or car driving.

The final option offered on the opening screen is the Game Sound Effects Mode. In this mode you can listen to all of the music and sound effects from the game. To operate, simply move the cursor up or down using the Select Button to pick your favorite tune. Start the music by pressing the B Button. Stop it by pressing the A Button.

The game ends when the life meter of your third and final man dwindles to zero, or when you rescue Annabelle from the clutches of that mafia menace.

By the way — if you're wondering if all this fighting and driving and shooting is worthwhile, just ask any red blooded fella who's ever seen Annabelle. He'll tell you that the risks are well worth the reward!

THE HERO AND THE HEROINE

Bayou Billy Raised by a family of gators, you've grown into a legend. You're a regular swamp superhero, and all the southern belles love your brute strength and Cajun charm. Of course, your heart is reserved for only one belle.

Annabelle Bon Vivant An ex-Miss Louisiana, Annabelle is a cross between Scarlett O'Hara and Ellie May Clampett. She's the most beautiful babe in the bayou, a three time cover girl for the glamour magazine - Swamp Digest.
**THE CONTROLLER AND ITS FUNCTIONS**

- **Control Pad**
- **B Button**
- **Select Button**
- **Start Button**
- **A Button**

**STREET & SWAMP FIGHTIN’**
Press the Control Pad LEFT or RIGHT to move forward or backward.
Press the Control Pad UP or DOWN to move up or down on the screen.
Press the Select Button to switch to the gun mode.
Press the A Button to kick.
Press the B Button to punch, snap the whip, fire the gun, slash with the knife, etc.
Press the A Button together with the B Button to jump-kick.

**GUN SHOOTIN’**
Remember, if you’re in Game A, use the Gun System, and if you’re in Game B, use the Controller as a firearm. If using the Controller, press the Control Pad to line up the gun sight with the enemy, and press the A Button to fire.

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**SCENES FROM NEW ORLEANS**

- **High Score**
- **Score**
- **Billy’s Life Line**
- **Boss’s Life Line**
  - You begin the game with three lives.
  - This is Gordon’s life line. When you finally reach him in Stage 9, you must end his Life Line before he ends yours to rescue Annabelle.
- **Number of lives remaining**
- **Number of bullets remaining**
- **Time**
  - If you fail to clear a Car Drivin’ scene before the time limit expires—you expire.
  - The max speed is 180 miles per hour.
FROM THE SWAMP TO YOUR SWEETHEART

STAGE I
Bayou’s Backyard

STAGE II
Deep in the heart of the Dixie Swamp
(Gun Shootin’ Stage)

STAGE III
Gator Alley

STAGE IV
I-10, the road to New Orleans
(Car Drivin' Stage)

STAGE V
Superdome Drive
(Car Drivin’ Stage)

STAGE VI
The French Quarter
(Ooo-La-La!)

STAGE VII
Gordon’s Gateway—AKA: Murderers’ Row
(Gun Shootin’ Stage)

STAGE VIII
Hitman’s Yard

STAGE IX
The Perilous Plantation Park
WEAPONS

After whoppin’ certain henchmen, they’ll drop a weapon. Be sure and pick up these armaments to defend yourself.

NOTE: You can only carry one weapon at a time, with the exception of the gun—which you can carry as long as you have bullets.

- The Magnum: To use, press the Select Button. Press the B Button to fire.
- The Ugly Stick
- The Foot Long Blade
- The Whipper Snapper

SURVIVAL GEAR

If a gangster drops this gear, be sure to grab it. If not, you may find your Life Line cut short.

- RAW MEAT: Replenishes your Life Line.
- BULLET PROOF VEST: Partially eliminates damage inflicted by the bad guys.
- FIRST AID BOX: Replenishes your Life Line.
- BULLETS: Collect these babies for extra ammunition.
- HOURGLASS: Prevents your bullet supply from diminishing.
- STAR: Wipes out all of the enemies on the screen in one crushing blow.
- GASOLINE CANS: Add bonus time during the Drivin’ Scenes.
HOW TO CONTINUE
When the game ends, a clock will appear and tick down from 9-0. Press the Start Button before this time expires, and you'll continue at the beginning of the stage in which you perished.

The maximum number of times you can extend your adventure is 5.

BONUS LIVES
After reaching 20,000 points, you receive one extra life. For every 30,000 points thereafter you'll receive another extra life.

ATTACK VEHICLES

- The Whirlybird
- The Smuggling Plane
- The Swamp Stomper

Billy's Blazer
GORDON'S GROUPIES

- Hurricane Hank
- Jacques Killstow
- Tolouse L'attack
- A. L. Hurt
- Luis Tor-Ture
- Mr. TNT
- Kalishnikov
- Blackie Blue
- Migrane Mike

Thugs McGraw
Treat Your Konami Game Pak Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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 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.

SCORES

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