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.

Thank you for selecting ATHENA 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.

TABLE OF CONTENTS

The Story ............................................. 4
The Controller ....................................... 5
Screen Displays ..................................... 6
Life Flowers ......................................... 7
Weapons ............................................... 8
Defense Objects .................................... 10
Other Objects ....................................... 11
Enemies ............................................. 13
THE STORY

I am ATHENA. They call me the Goddess of Wisdom, but I have grown weary of my dull life in the castle. The Fantasy World beyond the castle walls beckons to me! Strange and fearsome creatures will attack me at every turn. But I will find weapons along the way: a ball and chain, a bow and arrow, or a mighty sword will be my defense! In the Fantasy World, I can put on wings and take to the sky, or become a mermaid to explore the ocean depths. There, the Goddess of Wisdom can become the Princess of Victory!

THE CONTROLLER

Control Pad:
Press top of pad to climb up ivy and ladders; press left side to move left; press right side to move right; and press bottom of pad to crouch or climb down ivy and ladders.

B Button:
Press to pick up Weapons. At the beginning of the game, ATHENA kicks without any Weapons.

A Button:
Press to dodge enemies or to break brick and rock walls. When ATHENA is underwater or in the sky, use this button together with the Control Pad.

Select Button:
Press once to display objects thus far collected. Press again to return to Play mode.

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

Note:
This game is only for one player. You cannot alternate with another player.
SCREEN DISPLAYS

Score:
Score points by destroying enemies and picking up Money Bags.

Time:
Counts down as you play. When it reaches "00", ATHENA dies.

Strength:
Shows ATHENA's attacking power. It can be increased by picking up Weapons and certain Objects.

Hit Points:
Shows ATHENA's defense power. It can be increased by picking up Weapons and certain Objects.

Life Gauge:
Decreases each time ATHENA is hit. When it reaches "0", ATHENA dies.

Number of ATHENAs:
Shows how many ATHENAs you have.

LIFE FLOWERS

At a certain stage of the game, Life Flowers appear. Whenever you find Life Flowers, smash them by kicking or using Weapons. Life Hearts will then appear. Each Life Heart that you catch adds 1 to your Life Gauge. Sometimes Crystal Hearts appear; catching them will add 2 to your Life Gauge.

Life Flower
Life Heart
Crystal Heart
WEAPONS

Destroying enemies or breaking rock and brick walls causes various Weapons to appear. Pick them up to increase your strength.

**Billy Club:**
Use to destroy enemies, and to break rock and brick walls by hitting them twice.

**Sword (blue/yellow/red):**
Sword changes to three colors as power increases.

**Iron Ball and Chain:**
Use to destroy enemies at a distance, and to break rock and brick walls with one blow.

**Bow and Arrow:**
Use to destroy enemies at a distance.

**Hammer:**
Use to destroy enemies, and to break rock and brick walls with one blow.

**Magic Stick:**
Fires Magic Power.

**Fire Sword:**
Fire from this sword expands to destroy enemies and break rock and brick walls at a wide range.

**Fire Arrow:**
Powerful attack with Flaming Bow and Arrow.

**Arrow:**
More powerful than Bow and Arrow.

**Magic Book:**
The strongest Magic Power.

**Magic Scroll:**
Extra-strong Magic Power.
DEFENSE OBJECTS

Destroying enemies or breaking rock and brick walls causes various Defense Objects to appear. Pick them up for protection against attack.

- **Iron Helmet (green)**: Black and red.
- **Bronze Helmet (blue)**: Black and blue.
- **Dragon Helmet (yellow)**: Black and gold.
  
  **Use to break rock and brick walls by jumping. Helmets increase in power from green to blue to yellow.**

- **Iron Shield (green)**: Black and red.
- **Bronze Shield (blue)**: Black and blue.
- **Lion’s Shield (yellow)**: Black and gold.
  
  **For protection against frontal attack.**

- **Iron Armor (green)**: Black and red.
- **Bronze Armor (blue)**: Black and blue.
- **Braves Armor (yellow)**: Black and gold.
  
  **For three levels of defense power.**

OTHER OBJECTS

Besides Weapons and Defense Objects, there are many hidden treasures to be found. Breaking rock and brick walls will reveal them.

- **Magic Lamp**: Green.
  
  **Allows you to enter the next world from the hidden room.**

- **Money Bag**: Green.
  
  ** Increases your score.**

- **Ciba’s Mirror (blue)**: Green.
  
  **Makes your Defense Objects last longer.**

- **Wisdom Crown (blue)**: Green.
  
  **Makes your Defense Objects stronger by one level.**

- **Fighter’s Ring (blue)**: Green.
  
  **Makes your Weapons stronger by one level.**

- **Poison Vase (red)**: Green.
  
  **Anti-Poison Vase (blue)**
- Hourglass (blue):
  Extends your time.

- Shell Necklace:
  Changes ATHENA into a mermaid.

- Pegasus Wing:
  Gives ATHENA flying ability.

- K-Mark Slate:
  Move through the K-Mark and ATHENA keeps Weapons and Treasures at next level of play. Destroy the K-Mark and ATHENA dies and loses all that she has gained.

ENEMIES

Here are some of ATHENA's enemies in the Fantasy World.

- Joss
- Pablo
- Gabby
- Goober
- Davi
- Rachie
- Kat
- Momo
- Jazo
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 I 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. 034-000-0045-4.

LIMITED WARRANTY

SNK Corp. of America warrants to the original purchaser of this SNK software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This SNK software program is sold "as is," without express or implied warranty of any kind, and SNK is not liable for any losses or damages of any kind resulting from use of this program. SNK agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SNK software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SNK software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SNK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SNK BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SNK SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.