ATTACK OF THE KILLER TOMATOES
Introduction

Thank you for purchasing Attack of the Killer Tomatoes for the Nintendo Entertainment System. We're sure you'll enjoy the adventures of Chad Finletter - Tomato Stomper Supreme! Join Chad in his daring mission to stop the infamous Dr. Gangrene from launching the dreaded Doomsday Tomato! This mad scientist (and creator of the Killer Tomatoes) won't stop until he paints the world red with tomato sauce!

As Chad, you'll take on an onslaught of slimy bouncing horrors in your attempt to squash the Doctor's plans. But it won't be easy! Dr. Gangrene dispatched the monstrous Gang of Six to slow you down. Tomacho, Zoltan and the rest have some nasty surprises in store for you, so slap on your tromping boots and get ready to kick some major stems!

Safety Precautions

Please follow the precautions listed below for the care of this cartridge.

1. Do not clean this cartridge with alcohol, thinner, benzene or any other solvents.
2. Avoid hard shocks.
3. Do not store in extreme temperature conditions.
4. Avoid touching or soiling the connector terminals.
5. When playing for periods greater than 2 hours, we recommend that you take a break for 10 to 20 minutes to avoid eye strain.
6. Always turn the power off before inserting or removing the game from the system.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System's (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary images or pictures are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching certain kinds of television shows or playing certain video games. Players who have not had any previous seizures may nevertheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitches, other incoherent movements, loss of awareness of your surroundings, mental confusion and consciousness.
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"Whitley White reporting here... Chaos has stricken beautiful San Zucchini as Dr. Gangrene has announced his plans to paste this city with his Doomsday Tomato device! Who can destroy his scheme for total Tomato domination of the world? Who can blast those stinkin' rotten veggie-goons back into the tomato patch?"

"I'm afraid our only hope comes in the small, yet defiant form of Chad Finletter! Perhaps he'll be able to slip past the crimson cruddles that guard the evil scientist's lair and stop that madman once and for all! Chad has the resources, the resilience and the ketchup-stained boots to free us from the menace of the Killer Tomatoes."

"I'll be reporting on Chad's progress throughout his mission. This is Whitley White, signing off for now."
Controls for Chad

Control Pad Functions:

**Start Button:** Pauses the game on any level. Begins the game on Title, Credit and Victory screens.

**Select Button:** Press with the B Button to turn off the background music.

**Left and Right arrows:** Moves Chad in those directions.

**A Button:** Makes Chad jump.

**B Button:**
1. Makes Chad throw rocks in his fight with a mysterious villain.
2. When held down with the Left or Right arrows makes Chad run faster. **NOTE:** This only works in special areas!
3. Press while jumping to increase distance!
4. Press while climbing to increase speed!

The Play of the Game

Chad's objective is to make it through the tomato-infested streets of San Zucchini to the hideout of the nefarious Dr. Gangrene. His journey progresses through the city's sewers and into an abandoned tomato packing factory. Along the way there are a few items he can collect to assist him on his mission:

- **Lunch Box** - Gives Chad an extra life.
- **Lunch Bags** - Gives Chad extra ticks of energy.
- **Fertilizer Sacks** - Awards extra points to your score.

The Status Area in the upper left corner of the screen displays the current Point Total on the top line, with Lives and Energy below. The player starts with 3 lives. When all your energy ticks are gone, you lose a life. You can get up to 6 ticks in a life.
Enemy Characters, a Rogues' Gallery

These mutations can be found throughout the game. If any of them make contact with Chad, he loses an energy tick. The best way to deal with them is to use the business end of the boots and stomp away! But look out for the big 'maters that break up into escaping little seedlings!

Tomato Rats - Dive-bombing winged horrors.

Tomato Rats - Swim the sewers looking for fresh meat.

Tomato Spiders - Quick-footed monsters.

Kamikaze Tomatoes - Throw themselves at Chad!

Crack Troopers - Elite Centuran guards.

The Gang of Six

Most of the Gang of Six are to be avoided, as opposed to being stomped on by Chad. Learn their modes of attack in order to get past them, thereby defeating them!

Tomacho - Bloated yet slow, defeat him to enter into the dark dank world of San Zucchini's sewers.

Ketchuk - This fat, gooey, monstrosity spews deadly spittle in your direction. He is to be avoided, not stomped on, for best results.
Gang of Six

**Beefsteak** - He's waiting to butt you into a vat of acid at the tomato factory. Avoid him at all costs!

**Fang** - Protects the scaffolding supporting the Doomsday Tomato device. Dodge his deadly bite.

**Zoltan** - Leader of the Gang of Six. Bigger, meaner and tougher than the rest, Zoltan stands between you and the success of your mission! Get past him to win!

**Mummato** - We did say Gang of Six, didn’t we? Now where could we have placed Mummato?

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Special Tomato Crunching Notes

Some levels use 3-D mazes to enhance the game play. You may need to press Up or Down on the arrow key to make Chad progress to a new area of a level.

There's a mysterious enemy lurking in the shadows of the city sewers. Who can this hooded fiend be?

While battling on the streets of San Zucchini, it's best to stay under the streetlamps.

In the sewers, try to time your movement so that you avoid the harmful falling drops of water. Each little drop takes away energy ticks!

In the tomato factory, the robot arm only hurts you when it is extended. Study its pattern of movement!
Developed by Imagineering Inc.
Glen Rock, NJ

Program and Design
Rob Harris

Graphics and Design
Frank Lam

Musical Arrangement
Mark Van Hecke

Killer Tomatoes Theme Song
John DeBello

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 and 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 the NES and receiver are on different circuits.

If necessary, the user should contact 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.
90-Day Limited Warranty:

THQ, Inc. ("THQ") warrants to the original consumer purchaser of the Game Pak ("PAK") enclosed with this Game Pak Accessory or Video Accessory that the PAK is free from defects in materials and workmanship for a period of ninety (90) days from date of purchase. For a defect covered by this warranty, THQ, Inc. will repair or replace the PAK at its option, free of charge.

To receive 'the warranty service:
1. DO NOT return your PAK to the retailer.
2. Notify THQ, Inc., Consumer Service Department, P.O. Box 33911, El Paso, Texas 79933. (800) 356-1120.
3. Our Consumer Service Department is available from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
4. Notify THQ, Inc., that you have a warranty problem that needs to be resolved.
5. Send your PAK, including the service order, along with a check or money order for $10.00 payable to THQ, Inc. for postage and handling.

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 ARE EXPRESSLY LIMITED TO THE COST OF REPAIR OR REPLACEMENT OF THE PAK, AS DESCRIBED ABOVE. THE PAK IS NOT RETURNABLE.

This warranty is not transferable. This warranty and the remedies provided in it are exclusive and in lieu of all other warranties and remedies, whether expressed, implied or statutory, including any implied warranties, of merchantability or fitness for a particular purpose. This warranty shall not apply to any PAK that has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact THQ, Inc., Consumer Service Department at the area code number listed in the THQ, Inc. service brochure. If THQ, Inc. is unable to solve the problem by phone, the PAK may be returned to THQ, Inc. for replacement subject to the condition that the PAK is returnable. If the replacement PAK is not available, the defective PAK will be returned using the $10.00 payment refundable.

THQ, Inc.
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