Dear Video Game Enthusiast:

Thank you for purchasing Code Name: Viper—ideal for players with an appetite for nerve-racking action.

It's no surprise that Capcom has become a top producer of video games for the Nintendo Entertainment System. We have irresistible games for everyone!

Disney's Duck Tales is wowing kids and adults alike. And Willow is for the true action-adventure fan! Imaginative storylines. Great playability. And graphics that make characters more real... dangers more deadly... and victories more sweet!

Thank you for selecting Capcom, and I hope you enjoy your latest addition to your video game library.

Very truly yours,

Joseph Morici
Vice President
Capcom U.S.A., Inc.

Licensed by Nintendo® For Play On The

Nintendo
ENTERTAINMENT SYSTEM

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.
Now...the Major Motion Picture Willow is available for your Nintendo Entertainment System!

**W I L L O W**

Travel back to a time of sorcery and magic when the evil Queen Bavmorda ruled the land under a reign of terror. You must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army.

---

**TABLE OF CONTENTS**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dear Video Game Enthusiast</td>
<td>2</td>
</tr>
<tr>
<td>Table of Contents</td>
<td>4</td>
</tr>
<tr>
<td>Safety Precautions</td>
<td>6</td>
</tr>
<tr>
<td>Getting Started</td>
<td>7</td>
</tr>
<tr>
<td>Controlling Mr. Smith</td>
<td>8</td>
</tr>
<tr>
<td>Play of Game</td>
<td>9</td>
</tr>
<tr>
<td>Enemy Characters</td>
<td>11</td>
</tr>
<tr>
<td>Compliance With FCC Regulations</td>
<td>13</td>
</tr>
<tr>
<td>90-Day Warranty</td>
<td>14</td>
</tr>
</tbody>
</table>

Licensed for play on the Nintendo Entertainment System. Willow™ is under license from LucasFilm, Ltd.
Look for these hot action-packed Games from Capcom...

**MegaMan 2**
He’s back! And this time the evil Dr. Wily has created even more sinister robots to mount his attack.

**Strider**
Your task is to infiltrate the Red Army and return enemy secrets to your superiors.

---

**SAFETY PRECAUTIONS**

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the 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. Store at room temperature.

2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.

3. Never attempt to disassemble your GAME PAK.

4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

5. For best results, play the game a distance away from your television set.

6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.
GETTING STARTED

1. Insert the **CODE NAME: VIPER** GAME PAK and turn on your Nintendo Entertainment System. The cartridge will show various scenes from the game until you press the start button. If you have a password from a previous game, you can enter it here. This will allow you to start at the beginning of the next level you had qualified for.

If this is your first game, or you wish to start a new game, press the **START** button.

2. The first stage of the game has your character, "Mr. Smith" meeting with Commander Jones. He will outline your mission in South America and give you a clue to surviving your first encounter with the enemy. To move the conversation along, press the **A** button on the control pad. To converse with any character throughout the game, press the **A** button.

3. When you leave Commander Jones your mission will begin. Your character will be flown to a hidden fortress in the Amazon to begin the long war against the Drug Cartel.

CONTROLLING "MR. SMITH" - the VIPER

The controls for the **Viper** are quite simple, but true mastery takes great timing and skill. Pushing **RIGHT** and **LEFT** on the controller moves the **Viper** right and left. This works even when he is jumping or falling. Remember this! This feature can save a life.

**UP** and **DOWN** are used to move the **Viper** up or down. You can dodge some of the bullets by moving down quickly. You can also fire from this position.

The **A** button is used for jumping. The longer you hold the button down, the higher your character can jump. To jump to different levels of the various backgrounds, press **UP** or **DOWN** as you press the **A** button. The **Viper** must be looking up before you try to make him jump up to a new level. To jump across open areas, press **RIGHT** or **LEFT** as you press the **A** button.

The **B** button is used for firing the weapons. The **Viper** has two primary weapons, a handgun and a machine gun. He will use the strongest weapon he has until it is out of ammunition. He can fire either weapon while walking, crouching or jumping. You will need to be able to master all of the firing positions to complete this game.

The **START** button pauses the game. Pressing it again will resume the action.

![Control Pad Diagram]

**Mr. Smith**
THE PLAY OF THE GAME

At the beginning of each mission you will see an overhead view of South America and the positions of the fortresses. You will also see a miniature map detailing the next area that you must travel for that level. As you destroy the fortresses, you will be taken to the next position on the main map.

The game begins with the Viper appearing in the new location. He starts the game with only a handgun and 50 rounds of ammo. There is a small picture on the bottom of the screen of the handgun. He can obtain extra ammo for this gun as well as a machine gun by locating the extra rounds symbols that are hidden in the fortresses.

There is also a symbol showing a man next to two red globes. These globes are the Viper's energy points. If he touches an enemy, he loses a point. If he is shot, he loses two points. When he loses two points, he loses one life.

There are many secret doors set in the walls and containers of the fortresses. You must search as many of these as you can for they hold the key to your character's survival. To access these doors, stand directly in front of it and press UP on the control pad. The door will swing and take you into the room behind it. If you continue to hold the UP, the Viper will not immediately swing back from the other side. Use this to avoid enemies that are too close to the secret door.

THE PLAY OF THE GAME - continued

Many people and items may be located on the other side of the hidden doors. Among them are:

- Captured civilians - By discovering them, you have freed them.
- Extra Ammo - This will increase your firepower by giving you extra rounds.
- Machine Gun - Like above, but more powerful.
- Extra Time - This will give you more time to complete the level.
- Captured Soldier - He will give you the bomb that will let you leave the level. Without this device, you will be stuck.

The actual game play involves search and destroy tactics. You will encounter several different enemy threats as you explore each fortress. To complete each level successfully, you must examine as much of it as you can, being as thorough as possible.

At the end of each level you will meet with an agent that has a confidential message for you. The more levels that you will conquer, the more complete his message will be.
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 manufacturers' 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 NES 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


90-DAY LIMITED WARRANTY

The Nintendo Game Pak (“PAK”) is warranted to the original consumer that the Nintendo Game Pak (“PAK”) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect is covered by this warranty, the consumer may return the PAK for repair or replacement at no charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem with your warranty service by calling (408) 777-0400.

If you return your defective Game Pak, you must include:

- A copy of your sales slip
- A description of the problem
- The PAK in its original packaging

The Nintendo Consumer Service Department will repair or replace the PAK at its option and return it to you at no charge. If you choose to repair or replace the PAK, do not return it to the retailer.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then return this number on the outside packaging of the defective PAK and return the defective PAK using the return shipping address provided to you. The Nintendo Consumer Service Department will repair your PAK for $10.00 payable to CAPCOM U.S.A. Inc. or, if your PAK is not covered by our warranty, your NSF shipping charges will be added.

WARRANTY LIMITATIONS:

ANY 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 SUBJECT TO THE CONDITIONS SET FORTH HEREIN. NO EVENT SHALL NINTENDO 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 United States only. Nintendo does not allow exceptions on how long an implied warranty lasts or exclusions of consequential or incidental damages. Any such limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.
"PREMIER WORLD—WIDE ARCADE GAME DESIGNER"

CAPCOM USA
3303 Scott Blvd.
Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. pst at (408) 727-1665

Printed in Japan