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This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

HOW TO SAVE THE UNIVERSE

When the opening screen appears, displaying a neo-revolutionary portrait of the savage Genghis Khan, press the Start Button.

Next, press the Select Button to choose whether to guide your starfighter with Attack Control A or Attack Control B. If you select Control A, press the Control Pad in all 8 directions (in a circular motion) to command your craft. If you select Control B, only press Left and Right to rotate through the stars.

Finally, press the Start Button. Now you’re moments away from an all-out confrontation with the Gyrusan forces of doom. All told, there are 39 zapping stages you must battle through. Unfortunately, you only have 4 ships to begin with.

Once into an orbit of cosmic combat, your mission is to free the 9 planets in our solar system—for those of you who flunked astronomy, those planets are Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto. Between each planet are 3 Warp Zones loaded with alien attackers and unbridled terror. There are also Challenge Stages (for bonus points, extra ships and Ultra-Lazonic booster pods) that you must blast through.

Ultimate victory will occur only after you free the solar system’s life-generating Sun.
YOUR SOLAR SYSTEM UNDER SIEGE

LIFE SUSTAINING WEAPONS

Your Guidance System

The absolutely indispensable weapon and mainstay of your battle against the alien forces, the Guidance System can only provide the most direct and effective fire against the enemy. Its job is to guide the laser beam to the enemy's location. This system is your ally in the fight against the alien forces.

Dueling with the Aliens

Decide to be addressed to use it wisely.

According to the position of the opponent, it is effective against various types of aliens. For example, if you are facing a group of aliens, you can use a missile attack. If the alien is in close proximity, you can use a beam attack. Each of these options has its own strengths and weaknesses. Choose the one that is most effective for the situation. Always be prepared for any unexpected events. Good luck in your battle against the alien forces!

High Score

Score

Warp Stage

Stage

# of Ultra-Lazor Phase Boosters

Surviving

# of Phasers

Shriftingers

Center Pad

Start Button

Select Button

A Button

B Button

Life/Laser Phases

Fire to the Left

Fire to the Right
Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette 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 cassette.

- 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 computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- 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