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 buying IKARI WARRIORS. Before playing, please read this booklet carefully to learn exactly how to play.

TABLE OF CONTENTS

The Story ................................................. 4
The Controller .......................................... 5
How to Control Tanks ................................... 6
Helpful Hints on the Battlefield ..................... 8
Power-Up Items and Supplies ......................... 11
Scoring Points .......................................... 12
THE STORY

Paul and Vince are warriors with secret orders to invade an enemy nation. Working together as a team, they must fight for survival against a relentless onslaught of enemies!

THE CONTROLLER

Control Button
Use this control to maneuver warriors, and for direction of firing machine guns and throwing grenades.

B Button
Use for firing machine guns.

A Button
Use for throwing grenades.

Selector button
Use this button to make your selection of 1 player or 2 players.

Start Button
Use this button to start the game. This button also includes Pause function.

Note
Status of bullet and grenade supply is indicated on the right and left upper screen.
HOW TO CONTROL TANKS

Use the tanks to fight whenever possible. They will protect you from being hit.

The tanks can and will be destroyed by grenades, missiles, bazookas, landmines, and bomber soldiers; or when your energy is used up as shown on the screen.

The tanks cannot go into the river or sea.

How to get in and out of tanks

When you see a flashing tank, put the warrior on the tank and press A Button to get in.

To get out of the tank, press A Button and then press B Button.

To self-explode the tank, press B Button and then press A Button.

Gun Turret

Fire the gun turret by pressing B Button. Use Control Button and A Button for direction of firing.

Refueling

Tanks stop moving and explode when energy reaches zero. To keep from exploding, pick up a gas can before reaching zero.
HELPFUL HINTS ON THE BATTLEFIELD

Be careful to avoid running out of bullets, grenades, and tank energy. Pick up supplies early.

In the river or sea, you cannot move as fast. Pay more attention to enemies.

Use rocks and walls to hide yourself; they will protect you from being attacked. But be careful of grenades.

Don’t give up – you can destroy any gate.
Watch the movements of enemy soldiers — they are not always the same. Think carefully and go slowly when moving forward.

**Teamwork:** Enemies will attack oncoming warriors. By advancing one of the warriors, you can bring the enemies out.

**Don’t stay in one place** for too long, or missiles will attack you from unpredictable directions.

---

**POWER-UP ITEMS AND SUPPLIES**

Pick up these items whenever possible to increase fighting power.

- **F** Bullets
- **LS** Longer firing range
- **SB** Speed-up firing
- **B** Power-up of grenades
- **K** All enemies on screen are destroyed
- **G** Grenade supply
- **F** Bullet supply
- **H** Energy supply for tanks, bullets and grenades
SCORING POINTS

Enemy Soldiers: 100-200 points

Fortress: 600 points

Gate: 1000 points

Helicopter: 600 points

Enemy Tank: 800 points

Big Tank: 1000 points
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 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.

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, misadministration 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.