MONSTER PARTY

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CONTENTS
How To Play The Game ........ 2 About Each Round ........ 8
About The Password ........... 5 Warranty ............... 12
Controller Parts And
Operating Instructions ........ 6

Please read these instructions before you start playing.

PRECAUTIONS
1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.
HOW TO PLAY THE GAME

INDICATORS

"Life" . . . . . . . meter that shows MARK'S remaining physical strength.
"Score" . . . . . displays point total of current game.
"High" . . . . . displays highest recorded score from the past game.
"Round" . . . . . displays game level.
"Key" . . . . . when you get the key to clear the round, it will appear in this indicator.

Select START at the TITLE SCREEN. When you push START, a story about the game will appear. Push the A button to scroll the story forward. When it ends, Round 1 will start (Push START again to bypass the story).
The game scrolls horizontally. While using the bat to destroy the monsters, move to the right. Along the way, there will be rooms where “Boss” monsters live. Enter these rooms to fight them. When all the “Boss” monsters are defeated, you will get a key that will allow you to clear the round. A round cannot be completed until the key is obtained. When MARK defeats the monsters, various items will appear. He must get them by grabbing them. Attack and destroy the monsters by using MARK’S bat to hit and return their photon lazers and other weapons.

ABOUT THE PASSWORD

A password will appear after finishing each round. Write it down (or store it in your BANDAI MEGA CONTROLLER) and use it to start the game later at the next level.

To input the password, use the select button to chose CONTINUE at the TITLE SCREEN. Then press start and the password screen will appear. Use the control pad to move the cursor to the desired letter or digit, then push A to enter your decision. When the password has been correctly encoded, move the cursor to the “END” and push the A button to start the game.

If the password is not programmed correctly, “TRY AGAIN” will appear. Correct your mistake and try again.
NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Note: This is a one player game only.

MARK MODE
A button .... push to jump, avoid the monsters and their weapons, and to climb high places.
B button .... push to swing MARK'S bat and attack monsters.
SELECT ........ push to select start or continue on the title screen.
button
Control Pad ... (right) push to move to the right.
(left) push to move to the left.
(down) push down to lie down.
(up) push up to enter rooms.
(right, down diag) push to crawl forward.
(left, down diag) push to crawl backward.

MARK/MONSTER MODE
A button .... push to jump; push repeatedly to fly.
B button .... push to fire photon lazer (more effective than bat).
START .... press to start game and to pause while game is in progress. Press again to continue.
Control Pad.... functions same as MARK Mode.
ITEMS
HEART ........... Life meter increases.
CAPSULE ........... MARK transforms to a monster for a limited amount of time.
? ............... Mystery item (possibility of point, life, or weapon increase. But, sometimes it can cause damage.

ABOUT EACH ROUND

ROUND 1: ENTRANCE TO THE DARK WORLD
Boss Monsters .... MAN-EATING PLANT: attacks by shooting lethal bubbles.
.................. GIANT SPIDER
.................. PUMPKIN-ghost

ROUND 2: DARK WORLD DUNGEON
Boss Monsters .... MEDUSA: attacks by throwing snakes.
.................. SHRIMP ATTACK
.................. HAUNTED WELL

ROUND 3: DARK WORLD CAVE
Boss Monsters .... GIANT BULL MAN: shoots cows at Mark.
.................. GUARDIAN OF THE GIANT SPHINX:
.................. shoots ectoplasm.
.................. GIANT SPIDER: shoots “x” web strands.
ROUND 4: DARK WORLD CASTLE RUINS
Boss Monsters .... GIANT SAMURAI: attacks with a samurai sword.
GIANT CAT: throws miniature cats.
PUNK ROCKER: attacks with bed-playing guitar.

ROUND 5: DARK WORLD LAKE
Boss Monsters .... LIVING DEAD: zombies from Japan.
MAD JAVELIN MAN: throws javelins.

ROUND 6: DARK WORLD HAUNTED HOUSE
Boss Monsters .... CHAMELEON MAN
note: Round 6 is a maze. MARK must enter each door in the right order.

ROUND 7: DARK WORLD TOWER
Boss Monsters .... GIANT CATERPILLAR
GIANT SPIDER
GRIM REAPER

ROUND 8: DARK WORLD HEAVEN'S CASTLE
Boss Monsters .... GIANT DRAGON
HAND CREATURE
SNAKE MAN

FINAL ROUND: DARK WORLD MASTER
90-Day Limited Warranty

Bendix/Aero. Inc. warrants to the original purchaser to the Bendix/Garmin PA-500 Series including Garmin PA-500A or PA-500B, which shall be purchased new and not more than 500 days from the date of purchase, that the equipment covered by this warranty shall be free from defects in material or workmanship, and that, at the option of Bendix/Aero, Inc., Bendix/Aero, Inc. will, at its option, repair or replace, at no charge to the original owner, any such equipment which is found to be defective during the 90-day warranty period, or refund the purchase price if found to be defective during the 90-day warranty period. This warranty shall be void if the equipment is not used properly, or if the equipment is returned in packs with the repair request.

To return this warranty service:

1. CALL NOVA return your defective Garmin PA-500 to the factory for repair.

2. Notify the Bendix/Aero Consumer Service Department of the problem requiring return, by calling 1-800-468-5100. Our Consumer Service Department is operable from 8:00 A.M. to 5:00 P.M. Pacific Standard Time. Monday through Friday.

3. The Bendix/Aero return procedure is similar to the procedure by phone, but you will need to provide us with a Return Authorization Number. Simply record the number on the outside packaging of your defective equipment, and return the equipment to the address below, together with your name, address, and telephone number as proof of purchase. The 90-day warranty applies to the original owner of the equipment.

Bendix/Aero. Inc.
Consumer Service Department
12200 East Main Street
Cerritos, CA 90701

This warranty does not apply if the equipment is damaged by negligence, accident, unauthorized use, modification, tampering, or by other causes not connected with defects in material or workmanship.

READERS AFTER EXPIRATION OF WARRANTY.

If the equipment is not returned to the Bendix/Aero Consumer Service Department, it is no longer under warranty. The return authorizations must be used to return the equipment for repair, replacement or refund, if the equipment is found to be defective during the 90-day warranty period, or refund the purchase price if found to be defective during the 90-day warranty period. This warranty does not apply if the equipment is not used properly, or if the equipment is returned in packs with the repair request.

BENDIX/AERO

12200 East Main Street
Cerritos, CA 90701

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 tested and found to comply with the limits for a Class A 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 for the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.