Have fun with your FREE exclusive Monster from your friends at Konami.
WELCOME TO THE WORLD OF KONAMI!

Congratulations! You are now the proud owner of Monster in My Pocket™ for the Nintendo Entertainment System. Based on the monstrous and terrifying action of collectible miniature creatures. We suggest that you read the following instructions thoroughly before starting this classic adventure.

TABLE OF CONTENTS

INTRODUCTION ........................................ 4
HOW TO PLAY ......................................... 5
CONTROLLING YOUR MONSTER MOVES ............ 7
THE SCREEN/WARLOCK'S STAGES ................... 10
THE GOOD GHOULS .................................. 11
THE BAD GHOULS .................................... 12
POINT MEISERS ..................................... 13
USEFUL OBJECTS .................................... 20
TAKING CARE OF YOUR GAME ..................... 23
YOU'VE GOT A POCKETFUL OF TROUBLES, PAL.

It was midnight, a monster's favorite time of day. The base of Monster Mountain volcano was packed with hordes of creatures, phantoms and ghouls of every description. Yes, it was time again for the convention of the century's greatest monsters, held once every 100 years. (They don't meet any more frequently because the good monsters and bad monsters aren't exactly on speaking terms.) The attendees were taking a break, waiting for the "How to Improve Your Scare Tactics" workshop to begin. Little did they realize that their convention was about to turn into a real blowout.

Without warning, the ground began to shake. The earth began to split. Then the volcano's molten cloud exploded into a cloud of fire, ash and rocks that blocked out the moonlight, casting the convention into total darkness. We're taking major eruption. This one rose Mount St. Helens, a five cent firecracker. When the smoke cleared, the monsters found themselves right in the middle of downtown Los Angeles. Not only that, but they had been transformed into tiny terrors of pocketable proportions. Why? Who knows, that's how things happen in the mysterious realm of monsterdom.

A group of good monsters, led by The Vampire and The Monster, scrambled for safety amidst the human-sized human horrors swirling about them. They found sanctuary in the pocket of a leather jacket. Which was promptly stuffed into a gym bag by its owner, Jack, the teenage "Captain of Cool." Jack grabbed his bag, jumped on his motorcycle and took home, only to discover the stubby screwdrivers, in his coat. He agreed to let the monsters stay, but walls long before they became friends. But no one knew what became of the bad monsters.

Until one night when The Vampire and The Monster were watching Monster Movie Mania Weekend on their Kenmore 27-inch Superstar color television with remote control. Suddenly, right after a commercial for Monster Chips, the TV screen was reappearing, and there appeared the wacked-out Warlock, chief troublemaker and head bad monster honcho. I'm going to release my monsters who will make mincemeat out of you and your goofy two-shoes friends," he cackled.

Wet, you better do something about it, or the good ghouls will live forever under the bad ghouls' rule. You can do it. After all, are you a monster or a mouse? (Actually, you're a mouse-sized monster.)

HOW TO PLAY - OR - WINNING THIS GAME WILL BE NO SMALL FEAT.

Your mission is clear: take on the role of The Vampire or The Monster. Fight your way past the world's newest little monsters and destroy Wacko. To make things interesting, each bad monster has its own special way of inflicting pain. (If you don't think you can handle it, alone, get a friend to join you and play in the 2 Player Mode.)

Your adventure begins in Jack's room and takes you through a total of six giant levels crammed with big-time obstacles. At the end of each level awaits a boss monster ready to tear your tiny body into ever-finer bits. Along the way you'll find "oversized" objects like keys and bolts which you can pick up and use to overcome enemies.
You'll start out with three monster lives. Keep an eye on your life gauge; you'll lose a life when it drains empty. However, picking up a Heart-in-Ajar will give you a power boost, so grab as many as you can. You'll get points for every monster you mash. You can also earn extra lives by running up your score: one additional life for the first 500 points, then another for every 2000 points. You'll be rewarded with bonus points when you complete a stage. Also remember that there's a special Monster Survival Mechanism built into the 2 Player Mode. When one monster is out of lives, he can take one from his partner by pressing the A BUTTON (as long as his partner has a life to spare).

NOTE: When your monster runs out of lives, the Continue Mode will give you the option of restarting at the beginning of the stage you were last in. But you can only do that three times.

ON YOUR MARK, GET SET, GHoul!

Insert the game into your NES™ and turn it on. Wait for the Title screen to appear. Press the SELECT BUTTON to get to the Player Select screen. Use the CONTROL PAD to pick 1 or 2 Player Mode, then press the START BUTTON to lock in your choice. Now you decide which monster you want to be. Make your selection with the SELECT BUTTON and press the START BUTTON twice to begin the game.

MONSTERS MOVE IN MYSTERIOUS WAYS

- **START BUTTON**: Press to begin and pause game.
- **SELECT BUTTON**: Press to select your monster.
- **CONTROL PAD**: Press Left or Right to walk. Press Down to crouch.
- **A BUTTON**: Press to jump. Press again at the highest point of the jump to go even higher. Press while holding CONTROL PAD Down to descend.
- **B BUTTON**: Press to attack or throw an object. Press with A BUTTON to jump and attack or throw an object. Press while holding CONTROL PAD Down to crouch and attack or throw an object. Press while holding CONTROL PAD Down to pick up an object.
WHAT'S WHAT - THE GAME SCREEN

THE WARLOCK STAGES A SIX STAGE ATTACK

Stage 1
Monsters In My House
Make your way from Jack's room, downstairs, and through the living room. [Hopefully Jack's mom hasn't called the exterminator.]

Stage 2
Big Trouble In The Kitchen
What's cookin' is your goose if you don't make it up the stairs, across the counter tops, over the stove and into the freezer.

Stage 3
Crisis From Underground
Dodge the golf bats, drop down the manhole and slug your way through the sewer.
Stage 4
Towering Catastrophe
Danger is under heavy duty construction here as you climb the steel girders, and ride the elevator and crane.

Stage 5
Oriental Illusion
To reach the oriental place you must first survive a bamboo garden and barbed wire fence. Either of which could turn you into chop suey.

Stage 6
Last Battle At Monster Mountain
If you actually make it here you'll encounter all the boss monsters previously defeated. Beat them all again and you'll have to fight Warlock in the final battle.

THE GOOD GHOULS

The Monster
Packs a powerful punch for such a little guy.

The Vampire
This loopy terror brass enemies with an energy wave from his fingertips. But he'll never get close enough to put the bite on them.
THE BAD GHOULS

Spring Heeled Jack
Bounces around while throwing sharp knives at you.

Bigfoot
You'll instantly go into a deep freeze if his breath of cold touches you.

Gremlin
Don't let him blast by the balls he throws.

Medusa
She'll give you a light, slight. A paralyzing beam of light, in fact.

Kraken
Keep at arm's length from this creature's tentacles.

Warlock
Uses his magic to fire magic, lightning etc. Shocking, isn't it?

WARLOCK'S FREAKY FRIENDS

The Beast
5 pts.
An expert knife thrower who moves quickly.

Skeleton
5 pts.
Heads will roll when you meet this guy.

Hunchback
5 pts.
Bounces around with great unpredictability.

Winged Panther
5 pts.
Flies in the face of danger.

Witch
5 pts.
Vanishes and reappears while firing a nasty beam of light.
**Charon**
5 pts.
Also known as old man river.

**Ghoul**
10 pts.
He loves to give you the axe.

**Roc**
10 pts.
You'll have egg on your face with this guy.

**Goblin**
10 pts.
Throws weapons good enough to eat rock candy.

**Cerberus**
10 pts.
Speed is of his essence, so get out of his way fast.

**Zombie**
10 pts.
Makes a simple straightforward attack.

**Ogre**
10 pts.
Doesn't look around, just comes right at you.

**Ghost**
10 pts.
An airborne pest.

**Red Cap**
10 pts.
No one's safe when he slides.

**Chimera**
10 pts.
Uses the run-and-shoot, with the shoot being fire.
Hanniver
15 pts.
Usually has his head buried, but pops up with a mouthful of fire.

Baba Yaga
15 pts.
Hops around with her feet in a kettle.

Hobgoblin
15 pts.
Another master of the straight-on attack.

Kali
15 pts.
When she reaches the end of her rope, you'll get the hook.

Catoblepas
15 pts.
Look up in the sky. It's a bird. It's a plane. It's a Catoblepas. Pickle salad in Catoblepas just to make him happy.

Harpy
15 pts.
Attractive street with sharp talons.

Manticore
15 pts.
Bone up on your defense against this guy.

Karnak
15 pts.
A dogged pursuer of all good monsters.

Cooallicue
15 pts.
Attacks when you're not looking.
Triton
20 pts.
A true fowl water fiend.

Tengu
20 pts.
Jumps in front of you
and tries to punch you.

Cyclops
20 pts.
Breaks through and
attacks.

Hydra
25 pts.
You won't be laughing
when you get a whiff
of his gas.

Behemoth
25 pts.
An enemy with loss of
body.

Minotaur
20 pts.
He charges you with
his powerful body.

Great Beast
25 pts.
Fights with the greatest
of ease.

Cockatrice
20 pts.
Has fire in his eyes and
uses it when he springs.

Tyrannosaurus Rex
25 pts.
The classic fire breathing
saur.
OBJECTS EVERY GOOD LITTLE MONSTER WANTS

Key
Unlock the enemy-erasing potential of this item by picking it up and throwing it.

Heart-In-A-Jar
Leftovers from Dr. Frankensteins laboratory. Move over them and pump new life into yourself.

Bolt
Also good for nailing those bad monsters. Just pick it up and heave the hardware.

SCORES
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:

- Rearrange 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.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or disassemble 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 NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.