WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with our Nintendo Entertainment System (“NES”) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games: other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.

Do not touch the terminal connector or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

TAITO® and POWER BLADE™
are trademarks of Taito America Corp. © 1991

THANK YOU
for purchasing POWER BLADE™ from Taito.

Before you begin your mission, please read this instruction booklet carefully and keep it handy for your future reference.

CONTENTS

STORY ........................................... 4
OBJECTIVES .......................... 5
USE OF CONTROLLER ........... 6
JUMPING AND SHOOTING ........ 7
SCREEN DISPLAYS .................. 8
ITEMS ......................................... 10
SPECIALTY ITEMS ................. 12
CONTINUE AND PASSWORD ....... 13
COMPLIANCE WITH FCC REGULATIONS 14
WARRANTY ................................. 15
**Story**

In the year 2191, New Earth is a near paradise, thanks to the Master Computer, which easily and quietly handles both mundane and complex chores. But today, while the Master Computer’s Chief Security Officer, NOVA, is home watching a ball game — ‘PASS! Pass, you —’ POP! The TV goes blank, the lights dim, and the ventilator starts blasting hot air. Then the Red Priority comm-link in his watch starts flashing. “What the —” NOVA thumbs the go-ahead switch. It’s his boss, ordering him to volunteer for a dangerous, one-man mission and to report right away. “Now can I guess what this’ll be about,” he mutters as he heads out.

NOVA learns that the Master Computer has been taken off-line by alien terrorists. His boss lays out the mission: Only NOVA, master of the legendary Power Blade, has a chance to get the “brains” of the Computer and restore Systems Control. The Master Computer has six Data Bases located in different Sectors. NOVA will have to enter each Sector and contact the local Agent to get an I.D. card. This card will let him into the Security Room outside the Data Base. He’ll have to fight the guard inside, then withdraw the Tape Unit. After collecting all six Tape Units, NOVA must enter the Master Computer Control Center and battle the most dangerous guards. Then he must bring up the Computer.

**Objectives**

To begin, select any one of the six Sectors, in whatever order you wish. In that Sector, you will be one man against an army of mechanized foes. Each has its own way of fighting, and all are equally deadly. So keep your eyes open for Power-Ups — you’ll need them. Somehow you must win past all these tin soldiers and find the Agent assigned to that Sector. Only he can give you the specially coded I.D. card that will get you into the Data Base. Then you will have to find the Data Base, and enter the Security Room. A very powerful guard will be awaiting you, and unless he’s defeated, you’ll never get the Tape Unit. To enter the main Control Center, you must have all six Tape Units.

You can choose Sectors in any order, but you have to get through all six.

To maintain strength, collect Power-Ups, and destroy enemies to protect your back.

Search high and low for your contact. You have to get that I.D. card.

To win the Tape Unit, the guard in the Security Room must be put on ice.
Use of Controller

A BUTTON: To jump, push A. Hold it for longer jumps.

B BUTTON: Punch B to use your weapon.

CONTROL PAD:

- SELECT BUTTON: Press this to toss grenades or use the energy tank.
- START BUTTON: Begins the game and pauses. Switches between control screens.

Jumping and Shooting

JUMPING
Jump to get on and off ladders. Hold A down to prolong a jump, and use Control Pad for direction while in air.

If you need to leap a long distance, hold A down and use the Control Pad at the same time.

SHOOTING
You can throw your boomerang in every direction, except on the ladder. There you can only throw to the sides. In the girders, you can only punch.

To get on a ladder, push A to jump. When your hand is near it, press the Control Pad straight up.

When hopping off a ladder, remember you can't go far. Hit A, and use the Control Pad for direction.
Screen Displays

PLAYING SCREEN: This is always at the top of the display, except when you switch to Status Screen. Playing Screen shows your energy level, how many grenades and lives you have left, how much time left, and the strength of the guard in the Security Room.

GRENADES AND ENERGY TANK
You’ll choose either grenade or an energy tank on the Status Screen. The one you’ve picked will appear in the upper left corner of the Playing Screen. During play that item will pop up somewhere. You get four grenades, and will find one energy tank, per level.

POWER METER
When this meter is full, you have maximum boomerang throwing strength.

TIME LIMIT
Playing at Normal Rate gives you 999 seconds to complete a Sector. Expert Rate has only 300.

POWER SUIT
When in the Power Suit, you can take three hits without being damaged. This meter keeps track.

NUMBER OF LIVES LEFT
LIFE METER
The Life Meter lets you know how many more hits you can take before losing your current life.

SECTOR CONTACT

STATUS SCREEN: When you press Start to bring up the Status Screen, the game is paused. While your enemies are cooling their heels, you can switch between having grenades or the energy tank available during play. You can also make a quick check of Sector and Tape Unit status.

CHANGING OPTIONS
Use the Control Pad to select either grenades or the energy tank, then hit Start to return to play. After you’ve found the item you chose in the Status Screen, press the Select button to use it.

ALERT SECTOR
The Alert Sector gives you a quick rundown of Sector Status. It will show you for which Sectors you have I.D. cards. And you can also see which Sectors you have downloaded.

TAPE UNITS
This meter keeps count of how many Tape Units you still have to collect.

8
A number of special weapons will pop out of an enemy after he's been shot. These items are very helpful, so try to collect them as soon as you see them — after a short time or once they're off the screen, they're gone. If you are hit while holding a Multi 2 or 3, or a Boomer 2 or 3, its power level will be lowered by one increment.

**Grenade**

This is a very handy little weapon, though you only have four of them. When you hit the Select button, every enemy on the screen is damaged or destroyed.

**Multi 2**

When you see two boomerangs fall out of an enemy, snap 'em. From then on you'll be able to have two boomerangs in the air at once — double the firepower.

**Boomer 2**

This single, gray-blue boomerang is more powerful than the one you started out with. Now if you get a Multi 2 or 3, this boomerang is doubled or tripled.

**Star**

Catch this star, and it will increase your throwing power. You'll be able to throw boomerangs almost twice as far as you could before.

**Hamburger**

Delicious and nutritious! Not surprisingly, Nova needs some chow to help him maintain strength. This hamburger will partially recharge the energy meter.

**Multi 3**

Three boomerangs are better than two. When you pick these up, your throwing abilities are increased to keeping three boomerangs in the air at the same time.

**Boomer 3**

Big fied is the most powerful boomerang you can have, except for the Power Blade. You can double or triple this one too, with Multi 2 and Multi 3.
Specialty Items

No other weapons like these exist in the world because war has been abolished. NOVA is the one man on New Earth who can wear the Metal Suit and control the Power Blade, and who knows the secret ingredients of the Energy Brew (the skills and knowledge have been in his family for over 100 years). But he only dare use the Suit twice per Sector and the Brew once.

NOVA can only wield the Power Blade when wearing his Metal Suit for protection. He can withstand three deadly hits without loss of strength. The Power Blade slices through walls, but some enemies must still be hit more than once.

ENERGY TANK

In each Sector there is one Energy Tank; it's full of a special amino-protein enzyme fluid. Find it, and your power levels will be restored to full, no matter how low it was. Unfortunately, your energy will start dropping again when you're not.

Continue and Password

To stop playing, but start at the same place later, save the Password that appears after your last life. To continue right away, select Continue, press Start, and you're back at the beginning. If you lose your 1st or 2nd life after meeting the Agent, you start again at the Agent.

NORMAL OR EXPERT RATE

You can choose to play on one of two skill levels. Use the Control Pad to select either Normal Rate or Expert Rate, depending on how your reflexes are feeling!

NORMAL RATE

When you play at the Normal Rate, you have 999 seconds to complete each Sector. At this level, when an enemy shines you, you won't be thrown back (over edges, down ladders) by the blow.

EXPERT RATE

When playing at the Expert Rate, you only have 300 seconds to battle your way through each Sector. And beware long drops — when an enemy hits you, you'll be thrown back by the force.

GAME OVER

† CONTINUE END

PASS WORDS - 6DG57B8K

POWER BLADE

START CONTINUE

PUSH START BUTTON

INPUT PASS WORDS

6DG07B00

PUSH START BUTTON

12

13
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:

- Recent 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 the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or 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.

TAITO AMERICA CORP., LIMITED WARRANTY

Taite America Corp. warrants the original purchaser of this Taito product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This product is sold "as is," without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, mistreatment 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 TAITO. 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 TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO 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.

5KD7B105

5KD7B105

Sawoodbouk Drive | Wheeling | IL 60090-6812
Tel. (708) 520-4282

0E929FK4