## SILENT ASSAULT CONTROL SUMMARY

### Controls

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left and Right Arrows</td>
<td>Move the Commando in the indicated directions.</td>
</tr>
<tr>
<td>Down Arrow:</td>
<td>Moves the Commando into a combat crawl position.</td>
</tr>
<tr>
<td>Up Arrow:</td>
<td>Allows the Commando to aim upwards.</td>
</tr>
<tr>
<td>Button A:</td>
<td>Causes the Commando to jump.</td>
</tr>
<tr>
<td>Button B:</td>
<td>Fires the current weapon on hand.</td>
</tr>
<tr>
<td>Select Button:</td>
<td>Tosses a grenade.</td>
</tr>
<tr>
<td>Start Button:</td>
<td>Starts the game. Also freezes the game.</td>
</tr>
</tbody>
</table>

### Special Objects

<table>
<thead>
<tr>
<th>Object</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle:</td>
<td>Increases your fire power.</td>
</tr>
<tr>
<td>Metal of Bravery:</td>
<td>Makes you invulnerable for a few seconds.</td>
</tr>
<tr>
<td>Iron Heart:</td>
<td>Replenishes half a shield.</td>
</tr>
<tr>
<td>Enemies and Gunfire:</td>
<td>Reduces half a shield when the Commando comes into contact with either.</td>
</tr>
<tr>
<td>Mines and Torches:</td>
<td>Are fatal to the Commando.</td>
</tr>
</tbody>
</table>
SILENT ASSAULT
I. Introduction

A sinister alien power has taken control of the Earth's military forces. Chosen by fate, you are the only person that the interstellar demon creatures cannot possess. Engage enemy infantry as you gather additional armament. Infiltrate a besieged city to secure the heavily guarded munitions factory and nuclear reactor. Engage bizarre creatures from the scorching desert to the dark and forbidding forest. It's a race against time, and your time is almost up.

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II. GAME CONTROL

Left and Right Arrows: Move the Commando in the indicated directions.

Down Arrow: Moves the Commando into a combat crawl position to duck bullets and at the same time allows the Commando to fire weapons from a lower level.

Up Arrow: Holding down the Up Arrow and pushing Button B will cause the Commando to fire upwards.

Button A: Causes the Commando to jump.

Button B: Fires the current weapon on hand.

Select Button: Tosses a grenade to kill all enemies on the screen.

Start Button: Starts the game. Also freezes the game.
III. GAME MECHANICS

You start each new game with 3 Commandos. Each possess 3 shields shown on the upper left hand corner of the screen. Every time the Commando comes into contact with enemies or bullets he looses half a shield. When your shield is fully depleted you lose a Commando. You can replenish shield power by picking up hearts which occasionally appear when you gun down an enemy. Flying objects often carry additional weapons. Shoot them and jump to retrieve a variety of powerful guns before they vanish.

Possession of the Medal of Bravery keeps you indestructible for the few seconds when the Commando is flashing.

There are a total of 6 worlds filled with explosive action and challenging terrain. Survive any way you can...just thank God that you are alive and in one piece.

IV. WEAPONS

Additional weapons will sometimes appear when you bring down enemy Surveillance Crafts.

 Bazooka Launcher: The Commando starts out with this basic weapon.

 Shotguns: Gives you wide angle firing power.

 Machine Gun: Gives you fast repeating bullets.
V. SPECIAL OBJECTS

Special objects will sometimes appear when you shoot down Facility Guards or Mummies.

**Metal of Bravery:** Makes you invulnerable for a few seconds.

**Iron Heart:** Replenishes half a shield.

VI. ENEMIES

**Facility Guard G-2**
**Facility Guard F-7**
**Surveillance Craft SC-W5**
**Surveillance Craft SC-E7**
**Mummies**

**Surveillance Crafts:** Enemy ships guarding the city outskirts and facility perimeters.

**Facility Guards:** There are numerous guards everywhere. Many of them carry Iron Hearts and some possess the Metal of Bravery.

**Mummies:** The scorching desert is infested by these demon possessed creatures.
VI. ENEMIES (Continued)

Mines: Only the Medal of Bravery can protect you from these fatal devices. Time your jump precisely otherwise you will be blown to bits.

Torches: Watch out for burning torches because your shield is useless against them.

Power Gates: The thought of being crushed by one of these deadly mechanisms is enough cause to avoid them.

Shelled Slug
Alien Entity
Tank
Electra Amoeba
Killer Hawk
Gaka Monster
Rolling Boulder
Death Skull
Flying Balloon
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in 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. 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.

2. Plug the NES® into a different outlet so that NES® 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, D.C. 20402, Stock No. 004-000-00045-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

80 DAY LIMITED WARRANTY

Color Dreams, Inc. [MANUFACTURER] warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 80 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will either repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.

2. Include a note stating the nature of the problem or defect.

3. Return your package freight prepaid, at your own risk of shipping damage, within the 80-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGEhas been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

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SILENT ASSAULT EVALUATION SHEET

NAME: ___________________ AGE: _____ SEX: ______

ADDRESS: ___________________

DATE: ______/_____/______ PHONE # [Optional]: (_____)________


1) GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5
3) COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5
5) GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5
7) DIFFICULTY LEVEL (1: TOO EASY ... 5: TOO DIFFICULT) 1 2 3 4 5
8) FLAWS OR PROBLEMS (1: NONE ... 5: TOO MANY) 1 2 3 4 5

NOTES
