Thank you for selecting the fun-filled “STAR FORCE” game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinner, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours of more of continuous game playing. This will extend the performance of your game pak.

* Please note that 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.

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE NINTENDO ENTERTAINMENT SYSTEM. NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

1. GAME STORY

In the year 2010 of Dimension Almanac, there was a mysterious planet named GORDESS which was moving in the darkness of the cosmos for the purpose of mass murder and plunder. Everyone gave up fighting against GORDESS because of its awesome power. One day a brave soldier riding a space patroller challenged GORDESS to fight. People called this space patroller “FINAL STAR”, wishing to be saved. You must bring an end to the murders which have been committed for the past 2,000 years.
2. HOW TO OPERATE THE CONTROLLER

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
- THIS GAME IS ONLY A(1) PLAYER ONLY!

Control pad—Use to control

- SELECT BUTTON
  Not used.

- START BUTTON
  Pressing this button starts the game. (Pause function) Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

Operations for Final Star

- CONTROL PAD
  Controls Final Star in eight directions

- (A) BUTTON, (B) BUTTON
  Pressing one of those two buttons fires a Star Beam Gun.

3. MISSION

Your mission is to attack GORDESS by controlling FINAL STAR. GORDESS is divided into 24 areas. FINAL STAR will encounter enemies in each area. FINAL STAR is armed with a Star Beam Gun, which he uses to destroy the enemies. This is a powerful weapon enabling FINAL STAR to attack GORDESS.
4. ENEMIES

There are a number of enemies. The following gives a brief description of each along with their attack patterns and point values.

- **GALLAR** 100 pts
  - Heavy barrier which attacks using a straight line from each 4 corners of the square to the enemy. Move out of path of this attack.

- **TIFFA** 200 pts
  - Slow, massive barrier. Moves on a straight line from the enemy to the center of the square. Avoid the center line as the display.

- **STROF** 100 pts
  - Slow attack on a straight line from the center of the square to the enemy. Avoid the center line as the display.

- **ZOFF** 100 pts
  - Heavy barrier which attacks using a straight line from each 4 corners of the square. Move out of the path of this attack.

- **QUIRI** 100 pts
  - Slow attack on a straight line from the center of the square to the enemy. Move out of the path of this attack.

- **RIVA** 200 pts
  - Fast attack on a straight line from the center of the square to the enemy. Move out of the path of this attack.

- **SPLITTA** 100 pts
  - Heavy barrier which attacks using a straight line from the center of the square to the enemy. Move out of the path of this attack.

- **GADDA** 200 pts
  - Slow attack on a straight line from the center of the square to the enemy. Move out of the path of this attack.
6. SEVEN MYSTERIES

1. HIDDEN

2,000 pts

Hidden in the underground invisible to the naked eye. Shooting a bullet causes HIDDEN to appear and shooting four bullets causes its destruction.

2. BONUS TARGET

There are bonus targets in certain areas. You can obtain the bonus of 10,000 points by destroying all the bonus targets B in each area.

3. MAGIKKA

? mark on the surface. Shooting four bullets causes it to be overturned and then two pictures will appear. If one of the two pictures is "KERAS", additional FINAL STARs will be stored. KERA is liable to appear at any place each time.

4. ALPHA TARGET

Computer-control command ship appears at the end of each area to hinder FINAL STAR. You cannot clear an area without destroying it. Shooting eight bullets causes ALPHA TARGET to be destroyed. It moves to the right or left.
5. LARIOS
Super-magnetic combined floating fortress. First, a blinking red core appears and allows eight fortresses to be combined into a huge fortress. Shooting eight bullets destroys LARIOS after the fortress formation. In this case, you can get no more than 1,000 points. But before the fortress formation, the destruction of LARIOS by shooting eight bullets allows you to get the bonus of 50,000 points.

6. ZMUDA STEGUI
ZMUDAs are standing in a double line. This place is called ZMUDA STEGUI. Shooting ZMUDAs at random and destroying all of them will give you a high score. On the other hand, you can get the bonus of 50,000 points by shooting 10 ZMUDAs which stand on one side successively. But failure to shoot one or shooting the other line by mistake requires a restart.

7. SOLVING THE MYSTERY OF THE EARTHLY PICTURE TO UNMASK GORDESS
A mysterious picture is hidden deep in an area. It is said to provide clues for unmasking GORDESS. Your final mission is to locate this picture to debunk GORDESS. You can find the place where CLEOPATRA is hidden by solving the mystery of this picture. A bonus of one million points will be yours if you succeed in making CLEOPATRA appear and destroy it.
5. ULTRA-TECHNIQUES

- Saving PURSER to be combined into one Fighter!

After the combined floating fortress named LALIOS is destroyed.

- Side attack to destroy an enemy beside FINAL STAR!

FINAL STAR cannot be destroyed through the side attack.
INFORMATION FROM TECMO

DISCOVER THE MYSTERIES
OF THE UNEXPLORED REGIONS
OF A DISTANT GALAXY
WITH THE ADVENTURES
OF SUPER STAR FORCE
COMING SOON!

VOTED BEST
SPACE
ADVENTURE
GAME IN JAPAN
FROM THE
CREATORS
OF Rygar

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. (“Tecmo”) warrants to the original consumer that this Tecmo Game Pak (“PAK”) (as defined below) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect is discovered during the 90-day warranty period, Tecmo will repair or replace the PAK at no charge. To obtain service under this warranty, you must:

1. DO NOT return your defective Game Pak to the retailer.
2. Submit the Tecmo Consumer Division of the problem reporting warranty service card by calling 1-800-491-4910 for a prepaid return authorization number in advance by calling 1-800-491-4910 or faxing at 925-468-9288.

If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply return the PAK with this number visible inside the PAK to Tecmo, Inc. Consumer Division, Victoria Business Park, 18610 S. Arden Mass Lane Cosumnes, CA 95645.

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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 manufacturers' 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:

- 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 Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.


SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for STAR FORCE and save! When you've collected a total of 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer — it will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1 (800) 457-8050.

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Note: You must write down your name and address on the enclosed seal with block letters or by type-writing and mail together with STICK-ON SEAL in order to receive a surprise gift properly.

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