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CONGRATULATIONS!
You now own the authentic Konami home version of Stinger, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

TABLE OF CONTENTS
INTRODUCTION/ HOW TO PLAY ............... 4
Controlling Your Stinger ............... 5
The Attackons' Defenses ............... 6
Scoring Points .......................... 7
Bonus Points & Power Ups ............. 8
Special Strategies ....................... 9
Taking Care Of Your Game ............. 10
SAVE THE WORLD FROM HUNGRY ALIENS

Egads! Professor Cinnamon, Earth'svonbonayent genius, has been kidnapped by evil alien bandits from the planet Attackon located a billion light years beyond the Milky Way in the violent Ergo Galaxy.

The Attackons snatched the professor after observing his discovery of a bio-nuclear sweeterener formula. A formula that, in the hands of such evii-doers, could ultimately be used to change the Earth into a giant ball of cotton candy — the Attackon's favorite carnival snack.

Luckily, before the professor's capture, he developed and deployed squadrons of Stingers, a highly advanced jet fighter capable of battling the most ferocious, fearsome life-forms. The Stinger is loaded with an arsenal of bombs, cannons and lasers to smash enemy defenses, plus incredible speed and handling to out maneuver counter-Attackons.

As a member of this elite Stinger squadron, your mission is to blast through the Attackon forces, which stretch from outer space to the South Pacific, and rescue Professor Cinnamon before his formula can be zapped from his brain.

So strap into your Stinger and hang tight. The fate of the world rests on your shoulders, and the situation looks pretty sticky.

HOW TO PLAY

Your goal is to power past the Attackon defenses until you locate and rescue the Professor Cinnamon. If you succeed the world is saved. If not, Earth becomes a caravan favorite for alien invaders.

To survive, you must guide your Stinger fighter through seven stages, avoiding a barrage of nasty weapons fired at you by the dreaded Attackons. Stinger can be played by either one or two players. If there are two players, play is simultaneous.

A single player can use either Control (1) or Control (2). When two players compete, both Controls are used.

Controlling Your Stinger

Control Pad
Use this pad to pilot your jet fighter. You can fly in eight different directions.

Start Button
Press this to start the game or pause the game.

Select Button
Press to select 1 or 2 players option. Not used during combat.

A Button
This is your A firing mechanism. When in the horizontal scroll it fires cannons. When in the vertical scroll it drops bombs.

B Button
This is your B firing mechanism. When in the vertical scroll it fires cannons and lasers. When in the horizontal scroll it fires cannons, lasers, and drops bombs.
The Attackons’ Seven Lines Of Defense

Scoring Points
The player starts the game with 3 Stingos. When you score 100,000 points, another Stinger will be added. After 100,000 points, one will be added every 200,000 points up to 1,000,000 points. All enemies in the air are worth 100 points each. Fortresses on the ground are valued at 100 and 500 points.

The Boss Enemies
A Boss Enemy is the commander-in-chief of each defense stage. After successfully passing through a particular stage, you will have to knock-off the Boss Enemy before advancing.

- Fang
  Value: 10,000 points

- Sigmund Squidmund
  Value: 10,000 points

- Will the Watermelon Head
  Value: 10,000 points

- Luther
  Value: 10,000 points

- Master Blaster
  Value: 10,000 points

- Solar B. Thieves
  Value: 10,000 points

- Attackon Emperor
  Value: 20,000 points

Outer Space, Where The Hostage is Hidden
You’ve made it almost. The Attackons’ interstellar defenses have been challenged by your skill and daring, but now you’ve reached the final stage. It’s all or nothing to free the hostage and save the world. One wrong move and your efforts will have been in vain, and Earth will become just another farm for cotton candy harvested by the white-toothed Attackons.

Island in The Pacific Ocean
The Attackons’ first line of defense is a sunken Pacific Island that transforms from a hidden mouth into a fighting ground. This is your first stop. Take care of the hungry Attackons here. But be aware—there are tougher enemies after you break out over the ocean.

Undersea Kingdom In The Indian Ocean
Here the Attackons have converted the ocean's unknown depths into an underwater fortress to defend the Earth. To survive this section, you must fight off the numerous enemies attacking from the depths of the ocean floor.

Small Country In Vast African Desert
The land of the great Attackons. The desert is a hostile environment. Be prepared for attacks from various directions, including from the air.

Glacier Land Near Arctic Circle
The cold increases as you approach the North Pole. Be ready for the icy conditions and the Attackons' attacks will become more intense.

Country In South America
All roads lead to the South American continent. The terrain here is a mix of mountains, forests, and plains. Be prepared for the various environments you will encounter.

Empire On The Edge Of Space
The final stage. You’ve reached the empire. You’ll have to use all your fighting skills to defeat the Attackons and rescue the hostage.

The Attakonts’ Hostage
The hostage is hidden in the belly of the Attackon’s ship. You must defeat the last stage to reach the hostage and save the world.

Bye-bye, earthlings. You’re going to be a delicious snack for the Attackons.

Good luck, and may the Force be with you.
**Bonus Points And Power Ups**

- **Yellow Bell**: Value 500 - 10,000 pts. Gives your Stinger speed up power.
- **Blue Bell**: Gives your Stinger speed up power.
- **The Big Question**: Get 10 points and find out the results for yourself.
- **Skull Duggery**: Totally valuable. Too bad!
- **Half Moon**: The player can fire in three directions. Only works during one person play.
- **Red Bell**: Adds laser fire to your shield.
- **White Bell**: Gives your Stinger dust cannon.
- **Star Of Hope**: Allows you to fire in 5 directions, not one time. Only works during one person play.
- **Big Bucks**: Bonus point value 100 or 500 pts.
- **R**: Allows you to fire forward and to the right.
- **Red & White Bells**: Topples your power. Only works during one person play.
- **Blue & White Bells**: Gives your Stinger a force field barrier.
- **L**: Allows you to fire forward and to the right.
- **Cross**: Gives you an extra Stinger. These are hidden except for in Portraits.
- **Professor's Portrait**: Gives you the chance to swap into a bonus stage.

**Power Symbols**

- When these symbols appear on the ground, sweep them up and pick them up for bonus points and power ups. Keep them in the air to allow color changes and more points.

**Special Strategies**

**Ambulances**

When your Stinger has been damaged, combine with an ambulance for repairs. But remember, only one ambulance per life.

**Ghosts**

When a player is destroyed, a ghost appears and floats to the top of the screen. Capture this ghost and you can have the same power as the destroyed player. Meaning you can power up by grabbing the other player's ghost. If you capture your own ghost, it will not disappear the next time you're destroyed.

**Ripple Laser**

When two players are playing, you can team up for extra fire power. This is called the ripple laser, and it can wipe out two or three attackers at a time.
Treat Your Konami Game Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- 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 Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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:

- 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/TV 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. 004-000-00845-4.

SCORES