Thank you for purchasing Swamp Thing™ for the Nintendo Entertainment System. We are sure you will enjoy the thrilling adventures of the Green Guardian! Join Swamp Thing on his mission to stop the evil Dr. Anton Arcane and his vile Un-Men from taking control of the world!

All the action from the murky backwater regions of the bayou to the bizarre mansion of Dr. Anton Arcane are waiting for your first steps! So stomp through the swamp in this amazing adventure from T-HQ!

Follow these suggestions to keep your Swamp Thing™ Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

**WARNING:** DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your 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 place a video game on hold or pause. If you use your NES™ and NES™ games on a television with NES™ games, NES™ games will not be shown for any damage. This situation is not classified by a defect in the NES™ or NES™ game; other types of interference images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

**A D V I S O R Y**

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These seizures may cause unconsciousness while watching some kinds of television programs or playing certain video games. Players who have never had any previous seizures may suddenly have an unconnected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitches, other involuntary movements, loss of awareness of surroundings, mental confusion and disorientation.
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Dr. Alec Holland was a brilliant bio-chemist working on a formula that could bring life to barren wastelands and provide food for a hungry world. His Bio-Restorative formula was kept secret from the world, but not from his enemies. A mad scientist, Dr. Anton Arcane coveted the power that this formula represented. He stole the precious liquid and destroyed Dr. Holland's lab.

The bomb's blast caught Dr. Holland while he was holding his formula. In a crazed rush to extinguish the flames on his body, he dove into the swamp - coated with fire and the formula. What rose from the murky waters was no longer Alec Holland but the towering form of the Swamp Thing!

Now Swamp Thing must stop Arcane from achieving his goal of world conquest by collecting beakers of the bio-restorative formula before Arcane does. All the while he'll battle Arcane's robotic minions. If he succeeds there, Swampy will then tangle with Arcane's ultimate horrors - the mutated Un-Men! Only by defeating these uglies can Swamp Thing restore the ecological equilibrium.
BEGIN THE GAME

Insert the Game Pak into your Nintendo Entertainment System and turn the machine on. The title screen and opening sequence will tell the story behind the game. Press the Start button to begin playing.

CONTROL PAD

SELECT

START

B Button - Press to throw punches or toss swamp moss projectiles.

Start Button - Pauses/unpauses the game. Use also to skip past movie sequences.

Select Button - Use to make Swamp Thing emerge from a transformation.

Control Pad Functions:

Right or Left - Swamp Thing walks right or left.

Down - Swamp Thing crouches down.

Up - Special Feature! Use to transform Swamp Thing into a tree, or an apple, a tire or a flower (for energy). These organic objects allow Swampy to get to places and weapons that he normally could not reach. The flower is the only object that remains stationary. Transforming costs one energy tick, so you should have at least two energy ticks to make the transformation.

The Controls - Use the following controls to guide Swamp Thing through the various levels:

A Button - Press to jump. Hold down longer for a higher jump. Hold down after jumping to make Swamp Thing walk faster. It causes the tree to shake (after Swamp Thing has turned into one). Press also to cycle through text sequences.
The following items can be found throughout the game to make it easier for Swamp Thing (and you) to finish his mission:

**Swamp Beaker** - Contains the bio-restorative formula. This restores one energy tick.

**1 up** - Gives you an extra life.

**Battery** - Every 20 batteries collected gives Swamp Thing an extra energy tick. Every 50 batteries collected gives Swamp Thing an extra life.

**Swamp Moss** - Gives swamp thing 10 moss projectiles. These projectiles do not work against all of Arcane’s forces!

**Flower** - Restores all of Swamp Thing’s energy! Swampy MUST transform into a flower to achieve this effect.

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**Enemy Characters**

**Wood Killer** - He lives for the pleasure of destroying any plant life. Swamp Thing is his ultimate goal.

**Skin Man** - Brought back from the dead by Arcane, Skin Man is a vicious flying zombie! Under Arcane’s control, he hunts the Green Guardian.

**Dr. Deemo** - Arcane transformed a powerful magician into a cobra headed voodoo master. He’ll use his poisonous fangs and wicked spells to destroy Swamp Thing!
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 and 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 the 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 also refer to the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
