THANK YOU
for choosing the WIDGET™ Game Pak from ATLUS®. Please read this booklet thoroughly to ensure proper handling of the game. Keep it handy for your future reference.

CONTENTS

| STORY | 4 |
| HOW TO PLAY | 5 |
| BEGINNING | 6 |
| GAME PLAY SCREEN | 8 |
| TRANSFORMATION | 9 |
| ITEMS | 10 |
| CONTINUE | 12 |
| GAME HINTS | 13 |
| WARRANTY | 15 |
STORY!

On the Purple Planet, far from Earth, lives Widget. He is training to become a 1st Class World Watcher. The Watchers are dedicated to protecting the safety and peace of all living creatures on Earth. One day, Widget accidentally launches himself in a ship headed for Earth. Once he lands...

Mega Brain from the planet Tiffirius is hypnotizing and forcing innocent people to do...
BEGINNING

Insert the Game Pak and turn on your Nintendo Entertainment System. After you make the appropriate selections in the Title Screen and the Stage Select Screen, your wild adventures with Widget will begin!

TITLE SCREEN

On the Title Screen, you can choose either Start or Password. Push the Select Button to move the cursor to the option you want, then press the Start Button. For more information about the Password option, see page 12.

STAGE SELECT SCREEN

You and Widget will be fighting enemies in five stages. First you must play in Stage 1. Once you’ve completed that, you can enter Stages 2, 3, and 4 in any order. Only after passing those stages can you begin Stage 5.

GAME PLAY SCREEN

The picture below shows the Game Play Screen. Useful information about Widget’s condition and the game status will be shown at the bottom of this screen. Keep an eye on the various meters so Widget does not get into trouble or run out of time.

LIFE METER

The red meter is Widget’s Life. It decreases when he is injured. The purple meter shows Widget’s Magic Points.

SCORE

Four more increases as the Widget defeats enemies and collects items.

CLOCK

You must complete a stage before the clock reaches 400, or you lose one life.

FIRE POWER

The meter here is Widget’s Fire Power.

LIVES

The number shown here is how many lives Widget has left.
During game play, push the Select Button to enter the Transformation Screen. Once there, use the Control Pad to move the indicator to the option of your choice, then push the A Button. To return Widget to his normal shape you must push the B Button.

**CANNON WIDGET**
In this form, Widget can only jump straight up. However, he has great fire power as a cannon.

**MOUSE WIDGET**
Tiny Mouse Widget is happy to have a job to do. He is in some passages. Push B while he is running and he moves fast.

**ROCK MAN WIDGET**
This giant Widget can swallow certain bricks that are in his way. Remember that he only moves slowly.

**BIRD MAN WIDGET**
With wings, Widget can fly over dangerous areas. He can also put balls of fire when you push B.

**DOLPHIN WIDGET**
In his normal form Widget cannot enter water, but as Dolphin he can swim and spit balls when you push B.

**MEGA BRAIN**
You can use the Mega Brain without losing Magic Points. Select the Mega Brain on the Transformation Screen. Three options will be offered: Map, Advice, Escape. Use the Control Pad to place the indicator next to what you want and push A. Each of these options help you and Widget.

When you do not know what to do now, ask Mega Brain for advice.

If you get lost, Mega Brain will show you a map of the stage.
ITEMS

You can find useful items in the stages as you explore. They will also appear when you defeat an enemy. Try to collect each item you find. As the going gets tougher, Widget will need all the help he can get!

HEARTS
The small heart returns two points to the Life Meter; the large heart adds four points.

CIRCLES
Widget recovers two Magic Points with the small circle and four with the large one.

WEAPON POWER
The gun gives Widget more powerful shots. The star increases the firing speed of his weapon.

STARS
If Widget finds the red star, the capacity of his Life Meter is increased by two points. When Widget gets the purple star, the capacity of his Magic Points meter increases.

OTHER ITEMS
If you collect it, the little Widget face will give Widget one more Life. Other items, like the Dollar Sign, add different kinds of points to your game depending on their size.

SHOT LEVELS
Find Green Stars to move Widget up to higher shot levels. His shots will then be much faster.

ATTACK STRENGTH
Widget's shots get more powerful when you collect the Gun and you can defeat stronger enemies.
CONTINUE

At the end of a game you can Continue or get a Password. Continue returns you to the game where you last were. Password gives you a six-digit number you can use later when you return to the game.

CONTINUE

PASSWORD

GAME HINTS

FAKE WALLS

Even though all of the walls look alike, Widget can walk through some of them. Check as you go for secret openings.

TRANSFORM

You will meet many obstacles that Widget cannot pass in his normal form. Transform into the proper Widget and continue.

ESCAPE

When Widget cannot go on or transform, use the Mega Brain to Escape to a stage where you can get the item or Widget you need.
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 causes 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 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 document 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. 004-000-00345-4.

WARRANTY

Atlus Software, Inc. warrants to the original purchaser of this Atlus product that this Game Pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Atlus product is sold "as is" without expressed or implied warranty of any kind, and Atlus is not liable for any losses or damages of any kind resulting from the use of this product. Atlus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Atlus 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 Atlus software product has arisen through abuse, unreasonable use, misrepresentation 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 ATLUS. 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 ATLUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ATLUS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of 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.

ATLUS SOFTWARE, INC.
17145 VON KARMAN AVE., SUITE 110, IRVINE, CA 92714
TEL : (714) 263-0582