ZAPPER®
A WHOLE DIFFERENT CALIBER OF EXCITEMENT!

Nintendo
ENTERTAINMENT SYSTEM®

Printed in Japan
TABLE OF CONTENTS

CHAPTER I – THE ZAPPER INSTRUCTION MANUAL ........................................ 1

1. CONNECTING THE ZAPPER TO THE NES .................................. 2

2. OPERATION OF THE ZAPPER ..................................................... 4

3. IF THE ZAPPER DOES NOT OPERATE ...................................... 5

4. CARE OF THE ZAPPER .............................................................. 5

CHAPTER II – WARRANTY AND SERVICE INFORMATION ...................... 7

1. 90-DAY LIMITED WARRANTY .................................................... 8

2. REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY .................. 9

3. NES CONSUMER PARTS LIST & ORDER FORM ............................ 11

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

CHAPTER I

ZAPPER® INSTRUCTION MANUAL

The ZAPPER is a new type of light gun that challenges your reflexes and quick judgment. It combines a light-sensitive gun with video-game fun. To play with the ZAPPER, you need:

1) The NINTENDO ENTERTAINMENT SYSTEM® (NES)

2) A Light Gun Series Game Pak.

NEED HELP?

NINTENDO CONSUMER ASSISTANCE TELEPHONE HOTLINE

1-800-255-3700

(MON to FRI, 4:00 A.M. to 10:00 P.M., PACIFIC TIME)

NINTENDO OF AMERICA INC.

©1988, 1989 NINTENDO
1. CONNECTING THE ZAPPER TO THE NES

*IMPORTANT!
Insert the ZAPPER's connector into Controller Socket 2. (It will not work if connected into Controller Socket 1.)

NOTE:
Your NES Control Deck should be connected in accordance with the directions given in the NES Instruction Manual.
2. OPERATION OF THE ZAPPER

- Range: Approximately 6 feet
  The range of the ZAPPER depends on the size of the TV screen, the TV adjustment, and surrounding light.

- Target: TV Screen
  The ZAPPER works by receiving the light from the screen. The contrast and brightness controls of the TV must be adjusted properly or the shots may not register. (The characters should be as bright as possible while the background areas should be as dark as possible.)

- How to Aim
  Point the ZAPPER toward the target and aim so that the target, the front sight, and the rear sight are all aligned.

3. IF THE ZAPPER DOES NOT OPERATE

Check that you have plugged the Zapper connector into Controller Socket 2.

If the TV is not adjusted properly, the ZAPPER may seem unresponsive. If this occurs, use the TV controls to adjust the brightness and contrast. Make the game menu as bright as possible while keeping the background as dark as possible.

The ZAPPER may not work properly if the sun or some other strong light is shining on the screen or on the ZAPPER itself. In such cases, you may need to close the curtains, turn off the strong light source, or face your TV in a different direction.

- Precautions:
  1) Do not pull or tug on the ZAPPER cord, or swing the ZAPPER around.
  2) Do not drop or strike the ZAPPER. Use it with care.
  3) Do not point the ZAPPER toward the sun.

4. CARE OF THE ZAPPER

To clean the ZAPPER and its lens, use a soft, dry cloth. Do not wipe the ZAPPER with volatile cleaners such as paint thinner, benzene, or alcohol.
1. 90-DAY LIMITED WARRANTY  ZAPPER

● 90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Zapper Light Gun ("Zapper") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective ZAPPER or component part, at its option, free of charge.

To receive this warranty service:

1) DO NOT return your defective merchandise to the retailer.

2) Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700, Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Friday. Please do not send your defective components to Nintendo before calling the Nintendo Consumer Service Department.

3) If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Zapper, and return your Zapper FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period, to:

Nintendo of America Inc.
NES Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

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

● WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

2. REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

If the Zapper develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the Zapper and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective Zapper and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.

If after personal inspection, the Nintendo Service Representative determines the Zapper cannot be repaired, it will be returned and your payment refunded.
<table>
<thead>
<tr>
<th>Nintendo Part No.</th>
<th>Part Name</th>
<th>Price</th>
<th>Quantity</th>
<th>Amount of Purchase</th>
</tr>
</thead>
<tbody>
<tr>
<td>202</td>
<td>AC Adapter</td>
<td>$12.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>203</td>
<td>RF Switch</td>
<td>11.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>204</td>
<td>Controller</td>
<td>15.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>206</td>
<td>300/75Ω Converter</td>
<td>3.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>207</td>
<td>75/300Ω Converter</td>
<td>3.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>208</td>
<td>Audio/Video Cable</td>
<td>4.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2454</td>
<td>Control Deck Instruction Manual</td>
<td>1.75</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2463</td>
<td>R.O.B. Instruction Manual</td>
<td>1.75</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2460</td>
<td>Zapper Instruction Manual</td>
<td>1.75</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6740</td>
<td>Advantage Instruction Manual</td>
<td>1.75</td>
<td></td>
<td></td>
</tr>
<tr>
<td>388</td>
<td>+R.O.B. Filter Lens</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>151</td>
<td>+R.O.B. Battery Cover</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>216</td>
<td>* Gyros (2, sold as set)</td>
<td>6.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>217</td>
<td>* Gyro Holder</td>
<td>3.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>218</td>
<td>* Gyro Tray</td>
<td>5.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>219</td>
<td>* Gyro Spinner</td>
<td>10.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>220</td>
<td>* Gyro Hands (2, sold as set)</td>
<td>2.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>213</td>
<td>* Colored Blocks (5, sold as set)</td>
<td>3.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>214</td>
<td>* Block Trays (5, sold as set)</td>
<td>3.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>215</td>
<td>* Block Hands (2, sold as set)</td>
<td>2.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>370</td>
<td>* Stack-Up Accessories Tray</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>316</td>
<td>Game Pak Sleeve</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5581</td>
<td>Joystick Knob (NES Advantage)</td>
<td>3.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5582</td>
<td>Turbo Rate Adjustment Knob</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6748</td>
<td>3D Glasses (cardboard)</td>
<td>2.00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>XXX</td>
<td>Game Pak Manual (please specify)</td>
<td>1.25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>XXX</td>
<td>Game Maps (please specify)</td>
<td>1.00</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(+ Robotic Operating Buddy Replacement Part)
(* Robot Game Pak Replacement Part)

SUB TOTAL

WASHINGTON STATE RESIDENTS ONLY ADD 8.1% SALES TAX

POSTAGE & HANDLING ($2 for orders of $4 or more, 50¢ for orders of less than $4)

TOTAL AMOUNT DUE

FOR ORDERING INSTRUCTIONS PLEASE SEE NEXT PAGE.
To Order By Phone
(Requires VISA or MASTERCARD ONLY; NO C.O.D. Orders)
Call: 1-800-255-3700 4:00A.M. to 10:00P.M. Pacific Time (MON. to FRI.)

Please have your VISA or MASTERCARD card number and expiration date ready.

To Order By Mail

1. Please complete the following:

Name ________________________________ Phone ( ) ____________________________

Street Address ____________________________________________________________

City ____________________________ State _______ Zip _________

2. Enclose Money Order or Credit Card Authorization for total amount due.

If paying by VISA or MASTERCARD:

Please charge total amount due of $__________________________ to my:

(VISA or MC?) ___________ Card # __________ Expiration Date __________

Name on Card (Print) __________________________ Signed ______________________

3. Mail to: Nintendo of America Inc.
4820-150th Avenue N.E.
Redmond, WA 98052

Allow 6-8 weeks for delivery. We cannot accept cash, stamps, personal checks, or C.O.D. orders. Prices are applicable within the United States only and are subject to change without notice.