

EmuMovies

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Nintendo

GAME BOY COLOR

CGB - VLCE - USA

MISSILE COMMAND

MISSILE BASE
ALPHA STATUS
DESTROYED

INCOMING
MISSILES:



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



EVERYONE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Thank you for purchasing MISSILE COMMAND® the classic arcade game for the Nintendo® Game Boy® COLOR Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.



ATARI



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Instruction Book

RUMBLE PAK



GAME BOY
RUMBLE PAK

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with the Game Boy® COLOR system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy COLOR system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble PAK from the Game Boy COLOR system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Rumble Pak into any Game Boy COLOR system, then turn the Game Boy system on.

NOTE: When the game is *Paused* you may toggle the rumble feature *On* or *Off* by pressing *SELECT*. The new setting will take effect after game-play is resumed.

INTRODUCTION

In the year 2126, alien scout vessels from the Orion Star System land on the dark side of earth's lone satellite in preparation for an all-out assault on the inhabitants of the third planet. From high above Earth's stratosphere alien terror begins to rain down upon the cities of the World. Cairo, New York, Paris, none are spared the onslaught of the invasion.

You alone are in control of the Earth's thermonuclear response, guiding missile after missile at the alien's approaching armada. In all, 16 of Earth's most populated cities must be protected from each wave of alien warhead death. The survival of the human race depends solely on your skill at destroying the alien threat. Good Luck!

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Adaptation by Morning Star Multimedia, Inc.

GETTING STARTED



To get started with MISSILE COMMAND®, please begin with the following:

1. Making sure your Nintendo® Game Boy® COLOR System is turned off, plug the MISSILE COMMAND® Game Pak into the Nintendo® Game Boy® COLOR System.

2. Turn on your Game Boy® COLOR. In a few moments the Legal Screen should appear.



Legal Screen

THE MAIN MENU



Once the MISSILE COMMAND® Title Screen has appeared, you may press *START* to display the Main Menu Screen.



Main Menu Screen

Once the Main Menu Screen appears, you may press the Control Pad Up or Down to move the cross-hair icon next to one of the following options:

One Player - Selects a one player game.

Two-Player - Choose this mode to start a two-player game using one Game Boy® COLOR system. The two players take turns, and compete for the highest score.

THE MAIN MENU



High Scores - This option displays the current High Scores. (High Scores achieved during game play will not be saved once the Game Boy® COLOR System has been turned off.)

Rumble on/off - Press the A Button to toggle between on and off. (Note: Remember you can always change the Rumble setting during Game Play by pressing *SELECT*.)

When the cross-hair icon is positioned next to the desired option, press *START* to select it.

PLAYING A TWO PLAYER GAME



When playing a two-player game, each player's turn will continue until they have successfully completed the current wave of alien aggression.

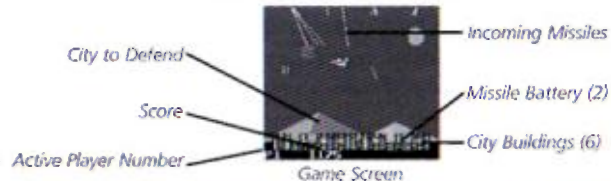
Play will alternate until both players have lost all six of their buildings located in the current city.

Current Player: The score will be updated for the player who is currently playing.

PLAYING MISSILE COMMAND



You start the game with 2 missile batteries each containing 15 missiles. Pressing the A Button will deploy one missile at a time from the right missile battery, while pressing the B Button deploys one missile at a time from the left missile battery.



When aiming your missiles, the exact sky position of the cross-hair icon at the exact moment either missile battery is fired will determine the exact position your missile will explode in the sky.

PLAYING MISSILE COMMAND



Use the Control Pad to move the cross-hair icon to the position in the sky where you want your missile to explode and press either the A Button or B Button to launch a missile. Once the outbound missile is launched, you may now move the cross-hair icon to the next desired position.

To destroy an incoming Alien Warhead, you must detonate your missile such that its explosion collides with the tip of the Alien Warhead's vapor trail. A missile explosion colliding with only an Alien Warhead's vapor trail will have no effect on the incoming Warhead.

GAME CONTROLS

During play you may use the following controls:

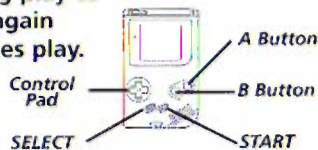
Control Pad - Move the Control Pad to change the position of your missile's cross-hair.

A Button - Pressing the A Button launches one missile from your right missile battery as long as the right battery contains missiles.

B Button - Pressing the B Button launches one missile from your left missile battery as long as the left battery contains missiles.

START - Press **START** at any time during play to pause the game. Pressing **START** once again takes the game out of pause and resumes play.

SELECT - Press **SELECT** when the game is *Paused* to toggle the Rumble Function On or Off.



INCOMING THREATS

Alien Missile Warheads



Defending the Earth's Cities from these is your primary responsibility. They will fall from the sky in waves, attacking each city building with deadly accuracy. Your missiles must explode at the tip of their vapor trail in order to effectively destroy them.

Alien Satellites



These alien enemies often adjust their orbital paths and wander into the smoke filled skies transmitting attack orders to alien scout vessels and occasionally dropping low altitude Warheads. A collision with a missile explosion will destroy one of these.

INCOMING THREATS



Alien Scout Vessels



Like the Alien Satellites, these alien enemies also wander into the smoke filled skies surveying the destruction of the Earth's Cities and occasionally drop low altitude Warheads. A collision with a missile explosion will destroy one of these.

Alien Bombs



Although these alien killers are temporarily repelled by your missile's explosions, a direct hit is needed to knock these out of the sky.

SCORING



With each city that you defend, the points awarded for destroying various aspects of the Alien Armada will increase. During the first city, the scoring is as follows:

<i>Destroying Alien Warhead</i>	25 points
<i>Missile remaining bonus</i>	5 points for each unused missile
<i>City remaining bonus</i>	100 points for each intact city
<i>Destroying Alien Satellite</i>	200 points
<i>Destroying Alien Scout Vessel</i>	200 points
<i>Destroying Alien Bombs</i>	200 points

During play for the second city, the number two is multiplied to these score values. During play for the third city, the number three is multiplied to these score values, and so on as the number of cities increase, up to a maximum of six.

At every 10,000 points you will receive a Bonus City.

HIGH SCORES



When the game is over, the *High Score Screen* will appear. If the current player's score is higher than any score currently on the high score list, the player will be able to enter their name on the high score list by doing the following:

1. Press the Control Pad Up to move forward through the alphabet.
2. Press the Control Pad Down to move backward through the alphabet.
3. Press the Control Pad Right to move the cursor to the next available space or Left to move the cursor to the previous space.
4. Press the A Button at any time, to exit the Name Entry Mode.

Note: Once the Game Boy® COLOR system is turned off, all of the player's high scores will be erased.

TIPS & TACTICS



- * Set your missiles to explode ahead of the inbound alien warheads by positioning your cross-hair slightly below the trail of the oncoming warhead when your missile is fired.
- * Place your missile explosions strategically so that multiple alien warheads can be destroyed at points in the sky where the warhead trails intersect.
- * Remember, you can only destroy an oncoming alien warhead by placing your missile's explosion at the tip of the alien warhead's trail.
- * Try to defend your missile batteries when possible, otherwise if hit, you will lose any missiles currently remaining within them. Good Luck!



WARRANTY INFORMATION

Majesco Sales, Inc. warrants to the original purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number.

Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, BRIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

Majesco Sales, Inc.
254 Fernwood Avenue
Edison, N.J. 08817

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

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, BRIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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