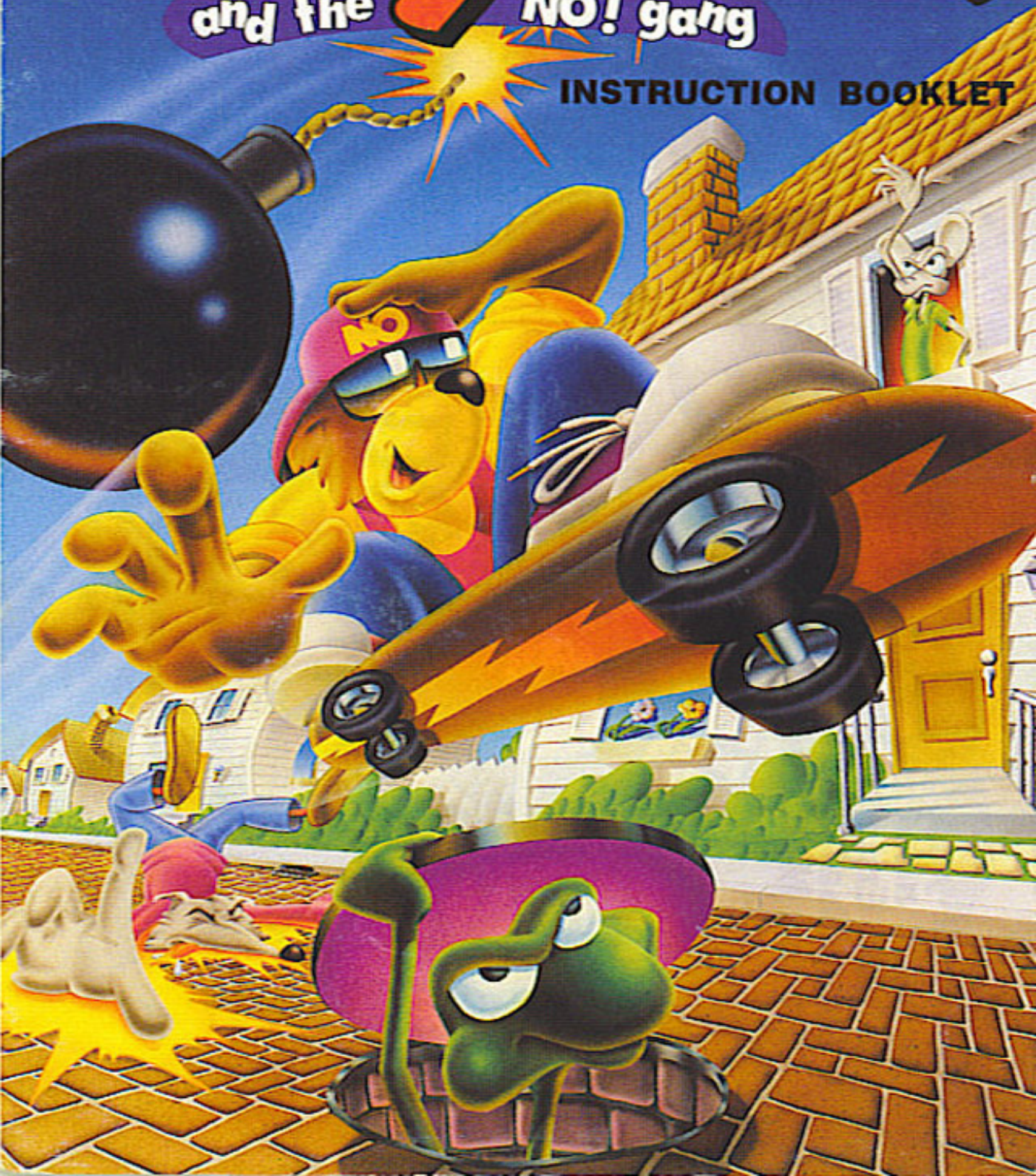


WALLY BEAR

and the **NO!** gang

INSTRUCTION BOOKLET



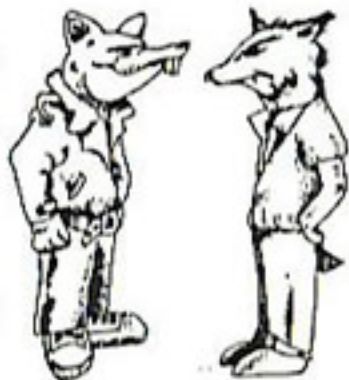
INTRODUCTION



Wally is getting ready to go to a big party at his favorite uncle Gary Grizzly's house. His uncle's house is on the other side of the city. Luckily, he knows a few short cuts to get across town fast. It's a good thing too, because he told his uncle he would get there early.

Wally grabs his baseball cap, hops on his skateboard and heads off into his first exciting video game adventure.

Take control as Wally heads out to the subway station at the end of the block. This is the beginning of an exciting journey. You'll find some friends along the way that will need your help. Just remember to watch out for hazards such as Ricky Rat and his no good gang of bullies.



GETTING STARTED

Make sure the power switch on your control deck is turned off.

Insert **WALLY BEAR™** into your NES console, carefully following the power up instructions in your NES user manual.

If the title screen flashes on and off and the game will not play see pages 13-15.

From the title screen choose 1 or 2 players. Then press **START** to begin a new game.



CONTROLLING THE ACTION

DIRECTION PAD

Pressing **LEFT** or **RIGHT** moves Wally through his neighborhood. Pushing **UP** moves Wally through doorways. Pushing **DOWN** causes Wally to duck and pressing **DOWN** and **A BUTTON** together allows Wally to jump down from ledges.

B BUTTON

If Wally has found a flying disc pressing **B BUTTON** will make him throw it.

A BUTTON

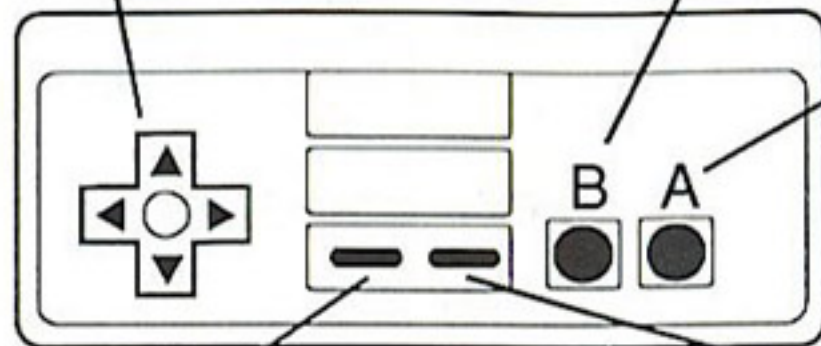
Pressing **A BUTTON** makes Wally jump up.

START

Press to **Pause** a game in progress or to **begin** a new game.

SELECT

Switches music **ON** and **OFF**.



Pressing any button will advance through message screens.

HELPFUL ITEMS

You will find some helpful items on your journey. A skateboard increases your speed and jumping ability. Each Skateboard you collect will help you speed along even faster.



Use your Flying Disc to defend yourself against hostile creatures. Finding additional Discs lets you throw your discs faster.

For every Wally Bear you find you will gain one extra life.

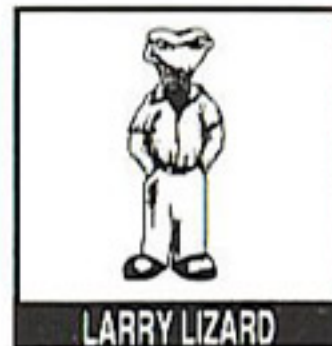


As you collect Items you also gain resistance to being hurt. For each flying disc or skateboard collected Wally will be able to take an extra hit from an enemy. Each hit will remove a previously collected Item.

BAD INFLUENCES

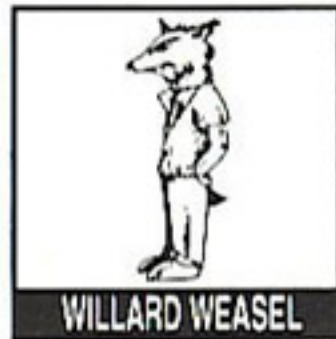
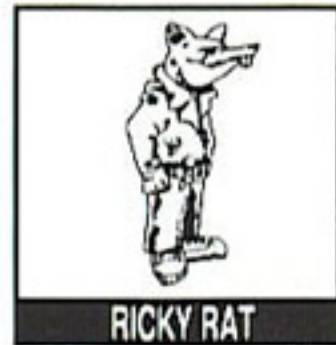
The city is filled with bad influences and shady characters that are out to make your life difficult.

Ricky Rat and his rat pack plague the subways. They don't like anyone trying to move in on their turf.



Cold blooded to the bone, this sewer dweller will stop at nothing to humiliate Wally or his friends.

There's no telling where this fur faced freak is going to strike next, but you can bet he's got some dirty tricks planned for Wally.



HAZARDS

During your adventure you will come upon many hazards. Stay alert and keep cool.



This slithering crawler would love to give you a bite. They are poisonous so BEWARE!



In the slimy under world hazardous waste is dripping everywhere. A drop on the head could make you dead!

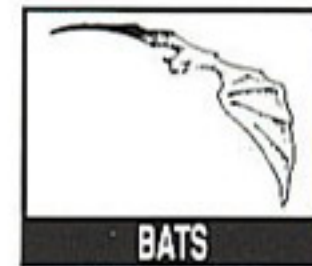


Ricky Rat and his rat pack will throw these at you. To avoid them is a matter of timing.

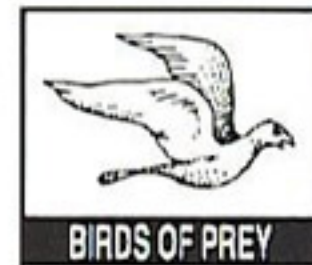
These ferocious guard dogs will take a chomp out of you if you let-em. Watch their movements carefully.



Stay low to keep these flying vermin out of your hair.



Dive-bombing birds don't like anyone. The best way to avoid them is to duck down when you see them coming.



HELPFUL HINTS

1. Helpful items are not always in plain view. Sometimes things are hidden on top of buildings or trees.
2. You may see a item that you can not jump up to get. Find another skateboard, it will give you the extra speed that you need.
3. When you explore the parking structure unless you have at least one extra skateboard you will not be able to jump up to the next level.
4. Although you are timed don't be in too much of a hurry. Think about your next move and take your time.

WALLY BEAR AND THE NO! GANG CLUB



You don't have to go along with the crowd to be cool. Give people a chance to see who you really are by just being yourself. Don't let someone pressure you into doing something that you don't want to do. Say NO! to drugs. Real friends will want what's best for you. And everyone respects someone that tries to do the right thing.

Join the No Gang and help Wally Bear fight negative peer pressure. When you join you get: A Wally Bear Poster, Say NO! stickers, and a Say NO! certificate. You will also receive a bi-monthly newsletter featuring Wally Bear and the NO! gangs adventures and products with special membership discounts.

To join, fill out his card on both sides, and send \$3.50 to:
WALLY BEAR AND THE NO! GANG CLUB
P.O. Box 725, FOGELSVILLE, PA 18051-0725

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PLACE
POSTAGE
STAMP
HERE

Wally Bear and the NO! gang Club
P.O. Box 725
Fogelsville, PA 18051-0725

SPECIAL THANKS

National Clearinghouse for Alcohol and Drug Information.
Stay Smart, Don't Start!



John Wesley, Office for Substance Abuse Prevention
During the last four years, partnerships and collaborations have developed among local and State agencies, private enterprises, civic and social organizations, and many other community groups. Wally Bear and "The No Gang" offers yet another opportunity for OSAP to work with private industry to deliver alcohol, tobacco, and drug prevention messages to youth in a creative, scientifically sound, and entertaining way. For more information on OSAP and the National Clearinghouse call 1(800) 729-6686.

American Medical Association
Physicians dedicated to the health of America



James S. Todd, MD, Executive President
The American Medical Assoc. (AMA) is happy to lend its expertise to this important project which provides information on substance abuse to the nation's youth. It is the role of government, organized medicine, and consumer groups to identify and promote creative educational opportunities on health and social problems. Wally Bear and the "No Gang" is a appropriate vehicle for distributing health education information to youths and their parents. For information on the AMA consumer education programs, call 1(800) 933-4AMT.

PRECAUTIONS

- * Do not store cartridge in very hot or cold places. Never hit or drop.
- * Do not take apart.
- * Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
- * Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

Notice to American Video Entertainment™ Customers

Should you encounter any problems with this cartridge two important questions must be asked:

- A. Was your Nintendo control deck purchased after October of 1990?
- B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent some cartridges from working. In order to enjoy many fine products from independent American manufacturers, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. We have included in this manual simple instructions which will provide any qualified T.V. repair technician with the necessary information to upgrade your unit. When you do this and sign the enclosed \$10.00 upgrade certificate, American Video Entertainment will give you a \$10.00 discount on any AVE game purchased DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. See back pages for products and ordering information.
2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of \$9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE for return instructions.)
3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.



Just Say NO!

Modification Procedure for Nintendo Entertainment Systems® Revision 11 Circuit Boards. This procedure is supplied by American Video Entertainment as a courtesy to owners of REV 11 NES machines.

WARNING!

This procedure must be performed by a skilled technician. It is not recommended for consumers. Performing this procedure may affect your manufacturer's warranty.

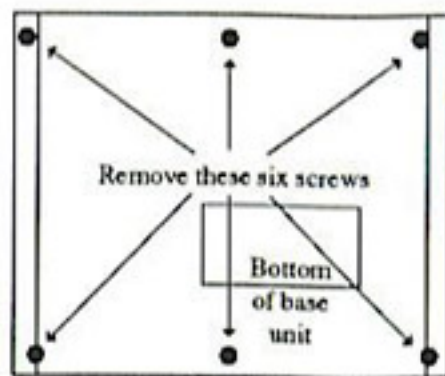


Figure 1

1. Turn the unit upside down and remove six phillips head screws as indicated in Figure 1.

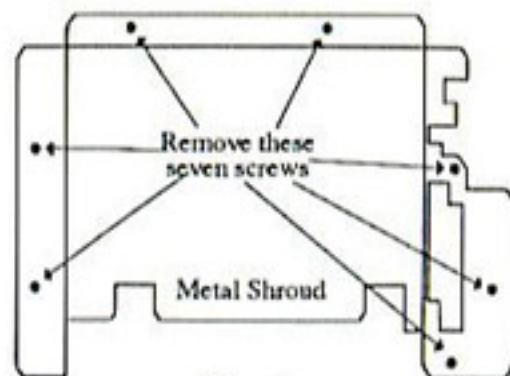


Figure 2

2. Now remove the top cover and remove seven phillips head screws as indicated in Figure 2.

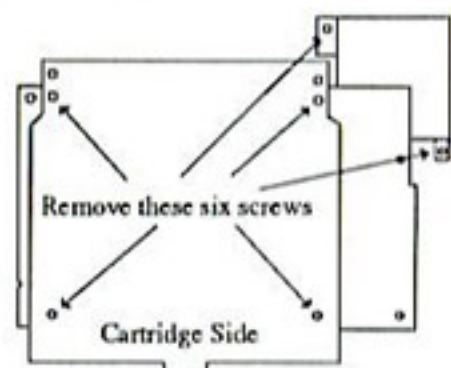


Figure 3

3. Now remove metal shroud and remove six phillips head screws as indicated in Figure 3.

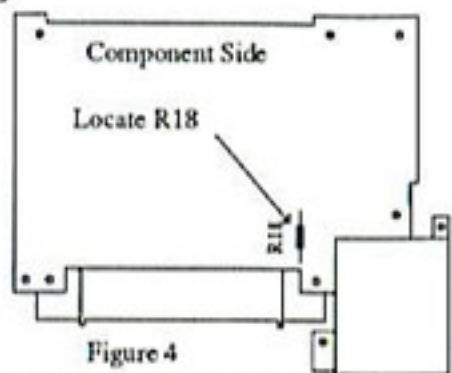


Figure 4

4. Carefully lift circuit board out of bottom and with all wires still attached turn board over. Be sure board is a Rev 11. This will be verified by the presence of R18 as indicated in Figure 4. *If R18 is not present do not proceed! Call 1-800-HOT-4-AVE for assistance.*

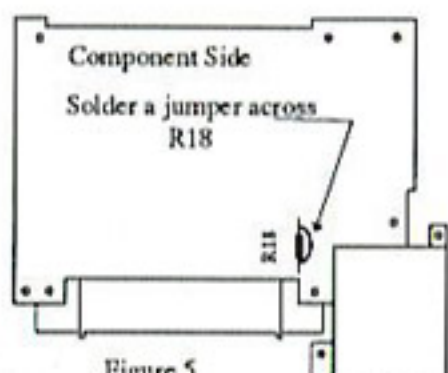


Figure 5

5. Solder a jumper wire across R18 as indicated in Figure 5.

6. Reassemble the unit in reverse order.

Upgrade Certification

I certify that I upgraded or had my Nintendo Entertainment System upgraded to be compatible with American Video Entertainment video games. For this, American Video Entertainment will credit \$10.00 against my purchase **DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT** of any game manufactured by American Video Entertainment.

Signed _____

Name _____

Address _____

City _____

State _____ Zip Code _____ Phone Number _____

Send this or a copy of this certificate to: American Video Entertainment
577 Airport Boulevard Suite 700
Burlingame, California 94010

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:

- Re-orient 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/television 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, D.C. 20402, Stock No. 004-000-00345-4

American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC. agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC. software product. Before any returns are accepted you must call our warranty department (408-453-8282) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

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 limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Free Games!

American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name Last Name

Street Address

City State Zip Code Age

Area Code Phone Number

Thank you for purchasing WALLY BEAR. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

In a store From a friend An advertisement Press review Rental

Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

Thank you for purchasing **WALLY BEAR™** and the **NO! gang**, another exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System™



TABLE OF CONTENTS	
INTRODUCTION	1-2
GETTING STARTED	3
CONTROLLING THE ACTION	4
HELPFUL ITEMS	5
BAD INFLUENCES	6
HAZARDS	7
HELPFUL HINTS	8
THE WALLY BEAR CLUB	9-10
SPECIAL THANKS	11
PRECAUTIONS	12
UPGRADE INFORMATION	13-15
FCC INFORMATION	16
FREE GAME OFFER	17-18
GAME RELEASES	19-21

- ★ Super graphics, great music and four levels of excellent skateboard riding action.
- ★ Instructional messages teach kids about peer pressure, strangers, and drug abuse.
- ★ Supported by the American Medical Association, and National Clearing House for Alcohol and Drug Information.

WALLY BEAR™ and the NO! gang

American Video Entertainment, Inc. is proud to bring you WALLY BEAR and the NO! gang. This cartridge is the first video game with characters designed to give kids positive role models that reinforce the need to say NO! to negative peer pressure.

BE SMART! DON'T START!



For more information on Drug Abuse and prevention or to join the Wally Bear and the NO! gang Club see page 15-17.

PLACE
POSTAGE
STAMP
HERE

American Video Entertainment, Inc.
1348 Ridder Park Dr.
San Jose, CA 95131 USA

CUSTOMER SERVICE DEPT.

American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more than just shoot-em-ups. These non-violent games teach basic thinking skills and are jam packed with fun for the entire family.



Krazy Kreatures

Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta line-em-up to move-em-out. Super excitement for one or two players.

Tiles of Fate

Enchanted tiles that control the flow of fate have fallen into the hands of mortals. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic castles. It won't be easy but it will be fun.



Playing Pyramid is easy, there is just one rule, don't let the pit fill up. As each stone falls it must be turned and twisted and fit together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.



Pyramid



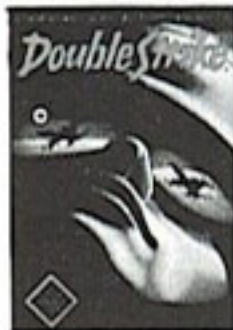
Puzzle

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skill to unscramble intense picture puzzles before your time runs out.

Dudes with Attitude

Explore the secret catacombs of a desert island and find a king's ransom in hidden treasure. This game is simple enough for the young player and packs enough challenge for the experienced gamer. To win you just gotta have the right attitude. Dude...

If action and adventure is more your style we have the games you need. From air battles and espionage to battling the deadly WALLY BEAR our video games give you radical high power excitement at an unbelievable price.



Double Strike

Enter the exotic South Pacific where some of the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike again! Double Strike!

F-15 City War

Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with searing missile fire. You and your city's survival is at stake. If you've got the guts.... prove it!



Deathbots

Technology has decided to take destiny into its own hands. A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from mechanized enslavement. Choose from 9 different weapons and stop the Deathbots before they stop you.



Impossible Mission II

The nations nuclear strike capability has been hijacked by a mad man. Now its up to you to penetrate Elvin Atombender's headquarters and destroy the core computer system. If you fail... Its total destruction.



If you like sports games, then check out some of the hottest sports simulations around. All offer single player against the computer and two player head to head challenge.

Venice Beach Volleyball

They have come from all across America - the best of the best. They are here at the most radical summer hangout in the world, at the most exciting event of the year. The Venice Beach Open. Features kick-butt single or double head to head action.



Ultimate League Soccer

You approach the field. The rumble of thousands of fans is deafening. Now it is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer. Give it all you've got and go for the World Title!



Mermaids of Atlantis, The Legend of the Magic Bubble

Can you solve 24 stages of mind blowing bubble puzzles? This addictive game will not only challenge you intellect and reflexes but also features and exciting vision into the world of Mermaids.

COMING
SOON!

Ordering any or all of these exciting Games is easy. To order by credit card just call us at (800) HOT-4AVE. If you don't have a credit card we also except checks and money orders.

NOTE: In the interest of product improvement, specifications are subject to change without prior notice. This booklet maybe copied freely by customers and video rental stores.



AMERICAN VIDEO
ENTERTAINMENT™

WALLY BEAR AND THE "NO!" GANG™

©1991 American Video Entertainment, Inc.

Wally Bear and the NO gang are trademarks of

Wally Bear and the NO gang Enterprises, Inc.

Program and game graphics licensed from

American Game Cartridges, Inc.

Game design and programming by Jamie Furgeson, John Dunn,

Scott Schryver, and Donald Forbes.

Cover Illustration by Scott Mavor.

Packaging design and booklet by Phil Mikkelson.

Instruction Booklet art by Martin Gee.

Box text by Patricia Frick.

THIS GAME IS ENDORSED BY THE
**AMERICAN MEDICAL ASSOCIATION AND THE NATIONAL
CLEARINGHOUSE FOR ALCOHOL AND DRUG INFORMATION.**

Nintendo and Nintendo Entertainment System are trademarks of
Nintendo of America, Inc.

Address all correspondence to:

American Video Entertainment, Inc.

577 Airport Blvd. Suite 700, Burlingame, CA 94010

Or Call (800) HOT-4AVE that's (800) 468-4283.

PRINTED IN THE USA