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SNK CORPORATION OF AMERICA

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INSTRUCTION  
MANUAL

 **SNK**



THIS GAME IS  
LICENSED BY NINTENDO  
FOR PLAY ON THE

**Nintendo**<sup>®</sup>  
ENTERTAINMENT  
SYSTEM<sup>™</sup>



NINTENDO AND NINTENDO  
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## WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

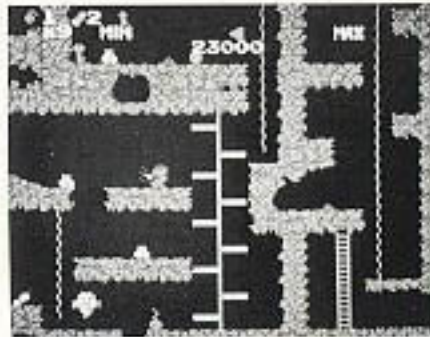
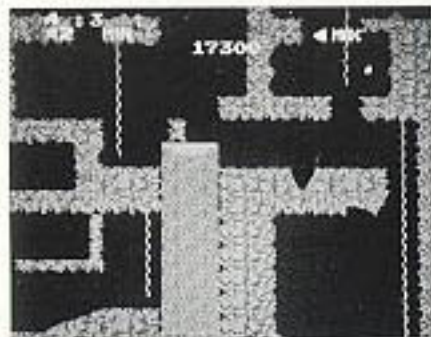
Thank you for selecting *ATHENA* from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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## THE STORY

I am ATHENA. They call me the Goddess of Wisdom, but I have grown weary of my dull life in the castle. The Fantasy World beyond the castle walls beckons to me! Strange and fearsome creatures will attack me at every turn. But I will find weapons along the way; a ball and chain, a bow and arrow, or a mighty sword will be my defense! In the Fantasy World, I can put on wings and take to the sky, or become a mermaid to explore the ocean depths. There, the Goddess of Wisdom can become the Princess of Victory!



## THE CONTROLLER

### Control Pad:

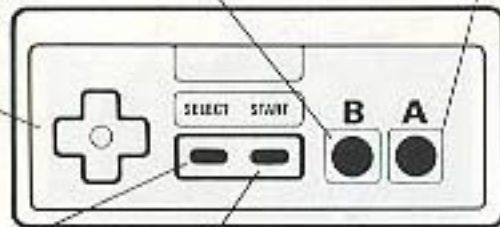
Press top of pad to climb up ivy and ladders; press left side to move left; press right side to move right; and press bottom of pad to crouch or climb down ivy and ladders.

### B Button:

Press to pick up Weapons. At the beginning of the game, ATHENA kicks without any Weapons.

### A Button:

Press to dodge enemies or to break brick and rock walls. When ATHENA is underwater or in the sky, use this button together with the Control Pad.



### Select Button:

Press once to display objects thus far collected. Press again to return to Play mode.

### Start Button:

Press to start the game; or press while playing to interrupt game (pause), then press again to continue playing.

### Note:

This game is only for one player. You cannot alternate with another player.



## SCREEN DISPLAYS

**Score:**  
Score points by destroying enemies and picking up Money Bags.

**Time:**  
Counts down as you play. When it reaches "00", ATHENA dies.

**Strength:**  
Shows ATHENA's attacking power. It can be increased by picking up Weapons and certain Objects.

**Hit Points:**  
Shows ATHENA's defense power. It can be increased by picking up Weapons and certain Objects.

**Life Gauge:**  
Decreases each time ATHENA is hit. When it reaches "0", ATHENA dies.



**Number of ATHENAs:**  
Shows how many ATHENAs you have.

## LIFE FLOWERS

At a certain stage of the game, Life Flowers appear. Whenever you find Life Flowers, smash them by kicking or using Weapons. Life Hearts will then appear. Each Life Heart that you catch adds 1 to your Life Gauge. Sometimes Crystal Hearts appear; catching them will add 2 to your Life Gauge.



Life Flower



Life Heart

Crystal Heart

## WEAPONS

Destroying enemies or breaking rock and brick walls causes various Weapons to appear. Pick them up to increase your strength.



### Billy Club:

Use to destroy enemies, and to break rock and brick walls by hitting them twice.



### Sword

(blue/yellow/red):  
Sword changes to three colors as power increases.



### Iron Ball and Chain:

Use to destroy enemies at a distance, and to break rock and brick walls with one blow.



### Bow and Arrow:

Use to destroy enemies at a distance.



### Hammer:

Use to destroy enemies, and to break rock and brick walls with one blow.



### Magic Stick:

Fires Magic Power.



### Fire Sword:

Fire from this sword expands to destroy enemies and break rock and brick walls at a wide range.



### Arrow:

More powerful than Bow and Arrow.



### Magic Scroll:

Extra-strong Magic Power.



### Fire Arrow:

Powerful attack with Flaming Bow and Arrow.



### Magic Book:

The strongest Magic Power.

## DEFENSE OBJECTS

Destroying enemies or breaking rock and brick walls causes various Defense Objects to appear. Pick them up for protection against attack.



Iron Helmet (green)/  
Bronze Helmet (blue)/  
Dragon Helmet  
(yellow):

Use to break rock and  
brick walls by jump-  
ing. Helmets increase  
in power from green  
to blue to yellow.



Iron Shield (green)/  
Bronze Shield (blue):  
For protection against  
frontal attack.



Iron Armor (green)/  
Bronze Armor (blue)/  
Braves Armor (yellow):

For three levels of  
defense power.



Lion's Shield (yellow):  
For strongest protec-  
tion against frontal  
attack.

## OTHER OBJECTS

Besides Weapons and Defense Objects, there are many hidden treasures to be found. Breaking rock and brick walls will reveal them.



Money Bag:  
Increases your score.



Magic Lamp:  
Allows you to enter  
the next world from  
the hidden room.



Ciba's Mirror (blue):  
Makes your Defense  
Objects last longer.



Wisdom Crown (blue):  
Makes your Defense  
Objects stronger by  
one level.



Fighter's Ring (blue):  
Makes your Weapons  
stronger by one level.



Poison Vase (red)/  
Anti-Poison Vase (blue)



Hourglass (blue):  
Extends your time.



?



Pegasus Wing:  
Gives ATHENA flying  
ability.



?



Shell Necklace:  
Changes ATHENA into  
a mermaid.



K-Mark Slate:  
Move through the K-  
Mark and ATHENA  
keeps Weapons and  
Treasures at next  
level of play. Destroy  
the K-Mark and  
ATHENA dies and  
loses all that she has  
gained.

## ENEMIES

Here are some of ATHENA's enemies in the Fantasy World.



Joss



Pablo



Gabby



Goober



Davi



Rachie



Kat



Momo



Jazzo



## 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 Subject 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:

- 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 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, DC 20402, Stock No. 004-000-00645-4.

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