JALECO™

Ask your favorite video game store
for **Bases Loaded**® for **Game Boy**, and **In Your Face**,™
and **Maru's Mission**™ from Jaleco™ for the Nintendo® Game Boy.®

JALECO USA Inc.
310 Era Drive
Northbrook. Illinois 60062
(708) 480-1811

Jaleco,™ Battle Unit Zeoth,™ Bases Loaded® for Game Boy, In Your Face™ and Maru's Mission™ are trademarks of Jaleco USA Inc. Nintendo® and Game Boy® are registered trademarks of Nintendo of America Inc.
©1991 Jaleco USA Inc. Printed in Japan.

Printed in Japan

Nintendo®

GAME BOY®

JALECO™

DMG-BZ-USA

BATTLE UNIT ZEOTH™



INSTRUCTION MANUAL

JALECO™ USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, 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 JALECO. 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 JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

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

Nintendo®, Nintendo Entertainment System® and Game Boy™ are trademarks of Nintendo of America Inc.
Jaleco™ is a trademark of Jaleco USA Inc. Battle Unit Zeoth ™ & ©1990 Jaleco USA Inc. All rights reserved.

JALECO USA INC.
310 Era Drive
Northbrook, Illinois 60062
(708) 480-1811

Licensed by Nintendo®

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

TABLE OF CONTENTS

INTRODUCTION 4
OBJECT OF THE GAME 5
GETTING STARTED 6
CONTROLLER FUNCTIONS 7
ON-SCREEN DISPLAYS 8
SPECIAL ITEMS 8
GAME OVER & SCORING SCREENS 11
GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE* 12
TAKING CARE OF YOUR JALECO GAME 13

WHY SHOULD YOU JOIN THE JALECO *MAJOR PLAYER'S CLUB?*

Here's what you get if you join:

• WIN FREE GAMES
You'll be eligible to win free Jaleco games from our once-a-month drawings!

• FIND OUT ABOUT NEW GAMES
Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***

• TEST GAMES BEFORE THEY'RE RELEASED
Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released*! You could be selected as a **Jaleco *Major Player*!**

Here's what you get if you don't join:

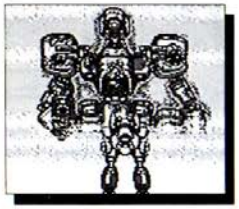
• YOU GET NUTTIN' IF YOU DON'T JOIN!

And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco *Major Player's* Membership/Warranty card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

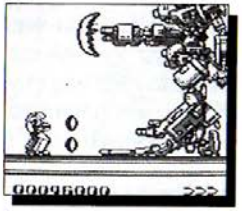


INTRODUCTION

It has been 42 years since the great unification of earth when the human race faced its first invasion by aliens from outerspace. These metallic creatures, called the Grein, were driven away after a fierce and costly war. There has been no further sign of them for the past ten years — until now. Now the people of earth face the greatest challenge ever!

Unbeknownst to the peaceful townsfolk of the city of New Age, a coastal town on the Burocra Sea, the Grein had spent the entire decade building an underground base. And now they're ready to renew their attack.

OBJECT OF THE GAME

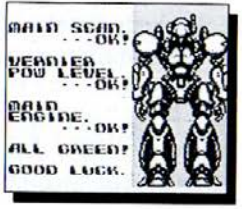


Your mission is to pilot the latest in anti-alien technology, the laser-firing *Battle Unit Zeoth*, against the attacking waves of Grein. *Battle Unit Zeoth* is a one-player game with five stages, each with exciting battle scenes — from the city streets, to the underground base, to the Grein's fantastic mechanical command headquarters. At the end of each stage, you'll encounter a large "boss" that you must defeat to move on to the next stage. When you defeat the boss at the end of Stage 5, you win the game.

As the pilot of the *Battle Unit Zeoth*, you have only one chance (life) to destroy the Grein headquarters. However, whenever your battle unit is destroyed, unlimited "continues" allow you to re-start at the beginning of the level on which the battle unit was destroyed.

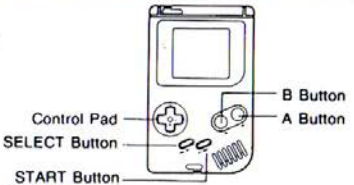
You'll have to master the use of jet-powered thrusters that propel your battle unit through the air. You'll find Vulcan cannons, beam guns, and lasers to help you in your quest. In addition, you can find "powerups" for your weapons and your hyper shield that increase their power. Good luck! You and *Battle Unit Zeoth* are the last hope!

GETTING STARTED



1. Place the *Battle Unit Zeoth* Game Pak into your Game Boy (label side out) and turn on the unit.
2. The title screen appears.
3. When you're ready to begin playing, press **START**.

CONTROLLER FUNCTIONS



A button - Makes Zeoth move up. When you let go of the button, Zeoth falls toward the ground. Press the button repeatedly to make Zeoth hover. Also selects CONTINUE or END from the GAME OVER screen.

B button - Fires your weapon. Press the button continuously for rapid fire action. If you press the button twice in succession, you'll activate the hyper bomb that destroys all enemies on the screen. You also can use the **B** button to skip the animated sequence that appears after the title screen.

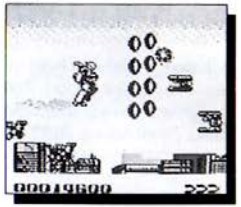
START - Pauses the game. Press START again to start the game after you've paused it. Also, use START to start the game from the title screen.

SELECT - Unused.

CONTROL PAD - Press left or right to move Zeoth left or right. Zeoth can move diagonally as well by pressing the **A** button and a diagonal direction on the Control Pad simultaneously. Press up or down to change the direction of Zeoth's shots from left or right to up or down. Up and down on the Control Pad also are used to toggle the selection arrow to CONTINUE or END on the GAME OVER screen.

A/B/START/SELECT If you press all four of these buttons simultaneously, the game will re-start at the very beginning.

ON-SCREEN DISPLAYS

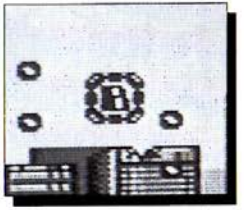


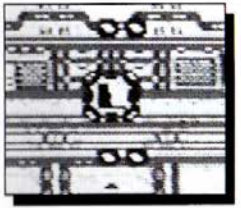
SCORE: Your score is displayed in the lower left-hand corner of the screen. You receive points every time you destroy one of the Grein's flying weapons. You'll also get lots of points as you damage the "boss" at the end of each stage. In addition, you get bonus points whenever you clear (finish) a stage.

HYPER SHIELD: The remaining power of your hyper shield is displayed in the lower right-hand corner of the screen. You start with eight hyper shield power units, as indicated by the arrow-shaped objects in the hyper shield indicator. Each time Zeoth is struck by an enemy, the hyper shield indicator decrements. If your shield runs all the way down, Zeoth will blow up and the game will end.

SPECIAL ITEMS

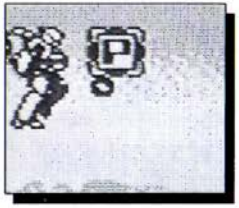
You start the game using a Vulcan cannon. However, by discovering special items you can upgrade the Vulcan cannon to more powerful weaponry. Occasionally, a special container travels across the screen. Shoot the container, and a special weapon or shield identified by a letter (B, L, P, or U) will appear on the screen. Maneuver Zeoth into contact with the letter to acquire the weapon or shield it represents. Here's a description of the special items you can pick up.





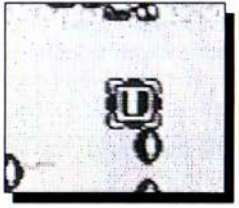
BEAM WEAPON. More potent than the vulcan cannon. You'll be able to destroy some enemies with the beam that can't be destroyed with the vulcan cannon.

LASER WEAPON. The most potent of the weapons you have.



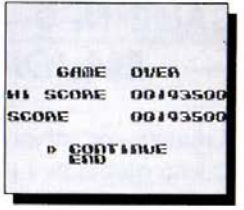
POWERUP. This will upgrade the power of your weapons and make them more effective. You can upgrade weapon power a maximum of three levels. If you acquire more than three powerups, the additional powerup will upgrade your hyper shield.

UPGRADE SHIELD. This item re-energizes your hyper shield. The hyper shield power indicator in the lower right-hand corner of the screen will be incremented when you acquire this item.

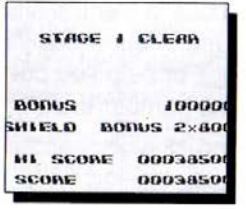


In addition, you have hyper bombs available to you. Hyper bombs eliminate all Grein enemies currently on the screen. Press the **B** button twice in succession to activate a hyper bomb. Keep in mind that whenever you activate a hyper bomb, your hyper shield is decremented by two units, so use the hyper bomb sparingly to conserve your vital shield.

GAME OVER & SCORING SCREENS



GAME OVER: After the Zeoth blows up, you'll see a screen that gives the highest score achieved in the game since you turned your Game Boy™ on, the score for your last effort, and an option to either "END" or "CONTINUE." Use down or up on the Control Pad to move the selection arrow next to your choice. If you want to continue the level you just left, press the **A** button while the arrow points to CONTINUE. If you want to start over, press the **A** button while the arrow points to "END."



STAGE CLEARED: After you clear a stage, a screen appears that shows your bonus points and current score, as well as the "HI SCORE" achieved since you turned the Game Boy™ on. You get two bonuses - one for clearing the stage, and one for any hyper shield power units left when you completed the stage.

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR JALECO GAME

Please observe the following precautions with your new Jaleco game.

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This equipment is precision-built. **Do not** use or store it under conditons of extreme temperature or subject it to rough handling or shock. **Do not** disassemble the unit.
- **Do not** touch the terminals or let them come into contact with water, as this can cause malfunction.
- **Do not** wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- Store the Game Pak in its protective case when not in use.