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Nintendo

GAME BOY™

DMG-HA-USA

HEIANKY4 ALIEN™



INSTRUCTION BOOKLET

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LICENSED BY

Nintendo

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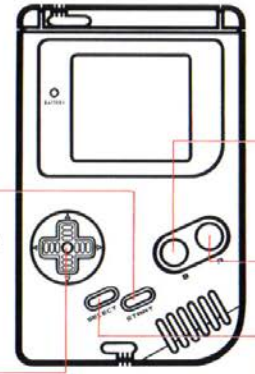
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

We sincerely thank you for purchasing Heiankyo Alien by Meldac for use with the Nintendo Game Boy. Before playing the game, please read the directions carefully and follow the correct operating procedures. After reading the directions, keep them for future reference.

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1. CONTROL PANEL AND BASIC OPERATIONS



B BUTTON
To fill a hole

START BUTTON
Pause (for pausing)
press again to resume action

A BUTTON
To dig a hole

SELECTOR BUTTON
to select the game

CONTROL PAD
(up * down) for up or down movement
(left * right) for right or left movement

2. BEFORE STARTING THE GAME

Before Turning the power switch on.
Insert the game cartridge correctly. Turn the power switch on.
"NINTENDO" will be displayed first, followed by the Heiankyo Alien license and then the title screen.

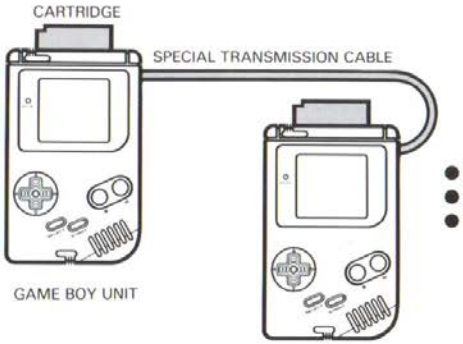
Title Screen
While the title is displayed, use the control pad or select button to choose between the old and new game. Set your choice by pressing the START button.

- Without the special transmission cable attached to Game Boy, game selection and setting are not possible.



3. EXPLANATION OF THE VS (VERSION) MODE

Two players can play against each other at the same time when the transmission cable is used to connect 2 Game Boy units. To do so, the following equipment is necessary.



- 2 Game Boy units
- 2 "Heiankyo Alien" cartridges
- 1 transmission cable

Please correctly attach the special transmission cable properly to both Game Boy units and turn on the power switches at the same time. Make Sure that the title screen is showing and that "VS" is flashing on and off between "NEW" and "OLD". Select the version you want to play, and set it with the START button.



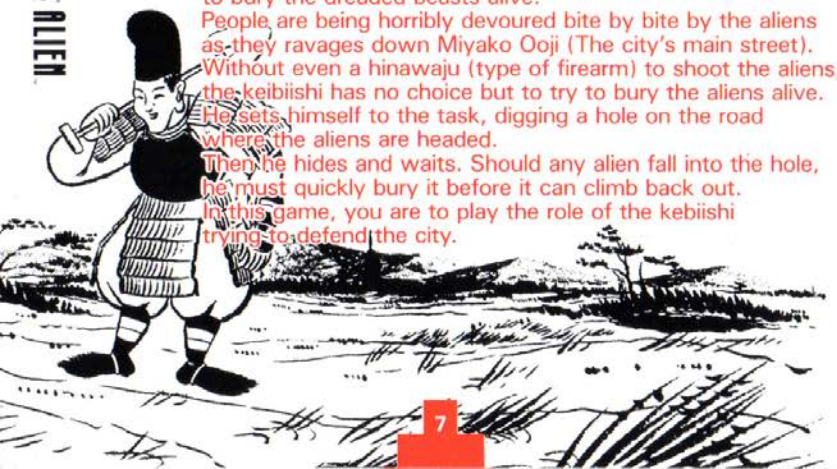
Caution

If "VS" does not appear on the title screen, switch both GameBoys OFF and then switch them both ON again at the same time.

* If the transmission cables are not properly connected or the cables are pulled out, then turn the power switch OFF during play then the game will work normally.

HEIANKYO ALIEN

The time is 1,000 years ago, way back in the Heian Age.
The peaceful city of Kyo is suddenly invaded by aliens.
A Kebiishi (knight of the past) is entrusted to defend the city.
He decides to confront the terrible aliens in a bold plan
to bury the dreaded beasts alive.
People are being horribly devoured bite by bite by the aliens
as they ravages down Miyako Ooji (The city's main street).
Without even a hinawaju (type of firearm) to shoot the aliens,
the kebiishi has no choice but to try to bury the aliens alive.
He sets himself to the task, digging a hole on the road
where the aliens are headed.
Then he hides and waits. Should any alien fall into the hole,
he must quickly bury it before it can climb back out.
In this game, you are to play the role of the kebiishi
trying to defend the city.



4. HOW TO PLAY THE OLD GAME WITH 1 PLAYER

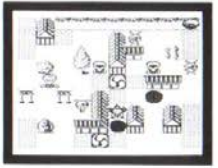
Game Rules

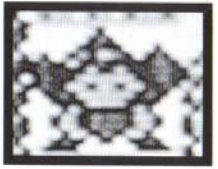


The game starts with a maze shown on the screen. The kebiishi and some aliens appear. The aliens start moving through the maze wherever they please. While trying to keep from getting eaten, the kebiishi digs holes (using the A button) where the aliens will likely travel. Depending on how long the button is held down, the hole will automatically get larger bit by bit. If an alien comes to a finished hole, it will fall in and be trapped for a while (but the alien won't fall into an uncompleted hole). While the alien is trapped in the hole, use button B to fill the hole. If all the aliens are buried, the round ends.. The game is cleared, and the player can then proceed to the next round.

5. HOW TO PLAY THE NEW GAME WITH 1 PLAYER

NEW mode is a modified version of OLD mode. The sound and graphics of Heiankyo Alien are all new.





Knight (Kebiishi)

Game Rules

The basic way to play is almost the same as in the game in OLD mode. Game rules and points to beware are as was explained in the old game. But there is one point that differs.

- For the keibiishi to turn in place, the button is held down while the control pad is used to turn the keibiishi to face a direction.

Round System

When total of 12 rounds has been successfully completed, the game has ended.

New Game — Original Features

In the new game, 2 types of aliens are presented. The regular alien is the same as that appearing in the old game. But the super alien has special powers, moving to avoid holes and chasing the keibiishi.



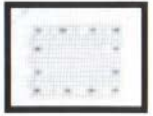
Regular Alien



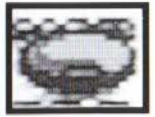
Super Alien



Lanterns (Karakuri Tourou) placed on the roads turn on and off at certain times. Only when the lamp is off can one pass over.



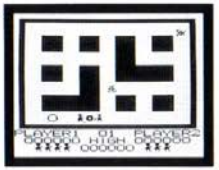
Iron Plate (Kurogane No Ita) If you enter the interior, beware of the kurogane no ita, buried at all strategic points. Digging a hole over it is not possible.



Bowl Boat (Owan No Fune) In this round, a river appears. A boat sails on its left and right at certain times. The boat can be boarded or deboarded only at the riverbanks.

6. HOW TO PLAY THE OLD GAME WITH 2 BUDDY PLAYERS (BUDDY PLAY TYPE)

This version of Heiankyo Alien is for 2 people to play the old game (using OLD mode) for the same side at the same time. These 2 players cooperate to defeat the aliens on one game field. The same game is shown on both screens.



Game Technique

As the original technique for the old game, the 2 players take advantage of being able to dig a hole quicker together than 1 player (the same goes for filling in the holes).

7. HOW TO PLAY THE NEW GAME BETWEEN 2 OPPONENT PLAYERS (OPPONENT PLAY TYPE)

This new game (using NEW mode) is the special bonus feature of Heiankyo Alien, which 2 players struggle to beat each other.

Game Rules

Differing from the old game, the 2 players are given different playing fields. When the game starts, only the same number of aliens appears on each of the 2 players' screen. The object of the game is to be the first player to completely wipe out the aliens on his screen. An alien buried by one player will pop up into his opponent's screen. That transported alien also turns into a super alien, making the game more difficult. If that transported super alien is buried again, however, it will not be sent to the other person's screen.

Victory and Defeat

Final victory or defeat is decided when one of the following conditions has been fulfilled.

- Whoever gets 4 points ahead.
- Whoever gets wiped out (Players who get wiped out by the aliens lose unconditionally).





CAUTIONS DURING USE

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

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90-DAY LIMITED WARRANTY:
Meldac of America Inc. ("Meldac") warrants to the original consumer purchaser that this Meldac 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 this 90-day warranty period, Meldac will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak the retailer.
2. Notify Meldac of the problem requiring warranty service by calling: 1-213-286-7043.
   Our Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your PAK to meldac before calling the Service Department.
3. If the Meldac 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 (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK 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:

MELDAC of America, Inc.
1801 Century Park East, Suite 2210
Los Angeles, California 90067

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

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If the PAK develops a problem requiring service after the 90-day warranty period, you may contact Meldac at the phone number noted at left. If Meldac is unable to solve the problem by phone, you will be advised of the approximate cost for Meldac to repair or replace the PAK and will be given a Return Authorization number.
You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller) and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Meldac, and enclose a money order payable to Meldac of America Inc. for the cost quoted you.
If after personal inspection Meldac determines the PAK cannot be repaired, it will be returned and your payment refunded.

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