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Nintendo®

GAME BOY™

DMG-NM-USA

ULTRA® GAMES

NEMESIS™

INSTRUCTION BOOKLET

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GET IN YOUR BAD STARFIGHTER AND WAIL!

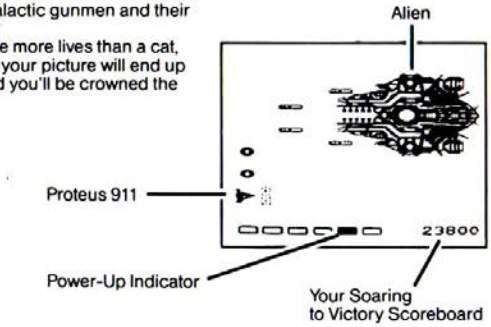
Your worst nightmare's come true. The evil King Nemesis is back, and he has a taste for blood. YOUR blood! As chief of the Interplanetary Police, you thought you put this high dean of destruction away for good. But he's out on bad behavior and wants your hide.

Locked safely in his hideous hideaway, he's dispatched a band of ruthless rapscallions to do his bidding for him. But before you go crying home to mommy, you still have one more chance to teach this terrible tyrant that crime doesn't pay.

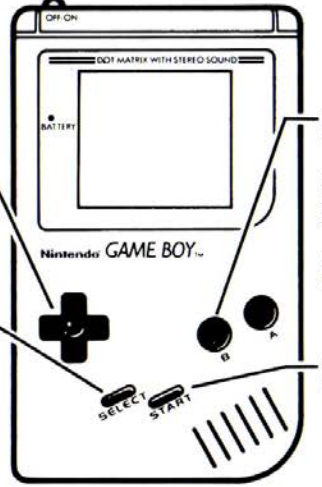
That chance: the Proteus 911, the most technologically sophisticated flying machine of death ever invented. Strap on your seat belt and power-up with speed burners, lasers, missiles, force fields and duel devices of destruction.

Then start blasting these galactic gunmen and their cosmic crime lord.

And if by chance you have more lives than a cat, there's a very good chance your picture will end up on a box of alien cereal, and you'll be crowned the new mayor of Moronica.



PROTEUS 911 CONTROL PANEL
(AKA: GAME BOY)



Control Pad
Press to power the Proteus 911 up, down, forward and reverse.

Select
Not used during mission.

B Button
Press to power-up.

*Remember: When setting up your attack on the configuration screen, you can switch the A and B functions.

A Button
Press to fire weapons.

Start
Press to launch your attack.

PRE-FLIGHT INSTRUCTIONS

To begin, insert the cartridge into the GAME BOY and turn on the power switch. NINTENDO® will appear, followed by ULTRAGAMES.® Press the Start Button to get the title screen. Press the Start Button again to flash to the configuration screen.

THE CONFIGURATION SCREEN:
HOW TO PREPARE FOR WAR

Now it's time to put your guts and experience to the test. The game has five **STAGES** ranging from Carnage Canyon to the Sacrificial Sarcophagus of Saturn. You have the option of starting the game in any of the five stages.

Press the Control Pad Right to select your stage, then press it Down to **LEVEL** to set the difficulty of the game. If it's your first mission against King Nemesis, stick to Level One. However, if you're already a battle-scarred flying ace, why not find out what you're really made of on Level Two?



Now press the Control Pad Down to **REST**, then press Left or Right to choose the number of starfighters per game. Choose 00, and you'd better be good because you only have one shot at Nemesis. Choose 99 and you'll have 100 chances to save your scrawny behind.

Press your Control Pad Down to **AUTOSHOT**. ON mode gives you continuous firepower, so you'll have constant firepower as long as you keep your Shot Button pressed Down. OFF mode gives you a single shot each time you press the Shot Button.

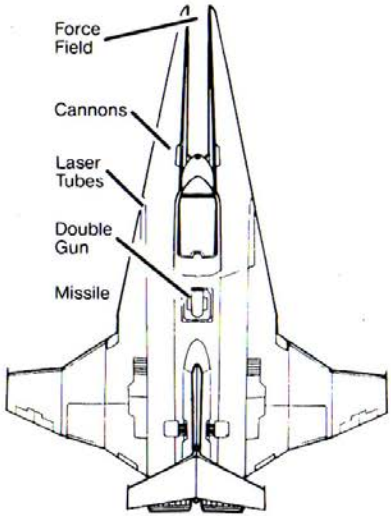
Next, press your Control Pad Down to **SHOT/POWER-UP**. This allows you to assign your **SHOT BUTTON** and **POWER-UP BUTTON** to either the A or B Button.

Your Shot Button is used to fire your weapons. When you have captured a power-up capsule, you can use this button to fire your missiles, double gun and laser.

Your power-up button is used when you want to upgrade your power. Press this button when the power-up sign that you want lights up at the bottom of the screen.

After setting the above mode, press the Start Button to begin the game.

THE PROTEUS 911



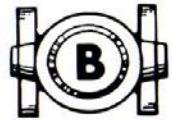
ENEMY ANNIHILATION CAPSULE

When you capture this capsule, all the enemies on the screen will automatically be destroyed.



BONUS STAGE

Bonus Stages are hidden in different parts of this alien game. You'll find them as you fly through space.



BONUS CAPSULES

Bonus capsules are found only in the bonus stage. If you capture all the bonus capsules in succession, without missing one, you'll send your score right out of this galaxy!

1-UP CAPSULE

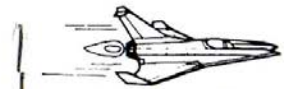
Found in the bonus stage, this bonus capsule lets you increase your number of ships by one.



PILOTING YOUR PROTEUS 911 TO VICTORY

Use the Control Pad to guide your starfighter. As you destroy the enemies you encounter along the way, power-up capsules will appear. When you touch one of these capsules with the Proteus 911, the power-up sign at the bottom of the screen will light up, and you can receive a power-up by pressing your power-up button (with each captured capsule, the sign will change from Speed Burner to Missiles, to Double Gun, to Laser, to Option, to Force Field).

KEY TO POWER-UP CAPSULES



Speed Burner (S)
You can increase your speed up to a maximum of Warp 3.

Missiles (M)
You can equip yourself with up to two All-Terrain Attack Missiles.



Double Gun (D)
This directional beam lets you fire at scum above and below you at the same time.



Laser (L)
Laser lets you blast your way right through things. (That'll show the King!)
*NOTE: You cannot use the Double Gun and Laser at the same time.

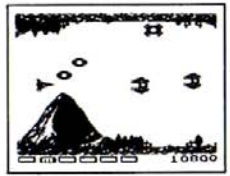


Option (O)
This equips you with an extra Destruction Device that has power equal to the Proteus 911. (Only two Destruction Devices per ship, please!)

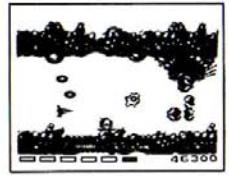


Force Field (F)
This barrier will protect you from enemy firepower, but is destroyed if hit three times.

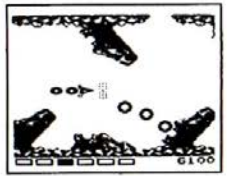
FIVE SLAM-BANG STAGES TO START FROM



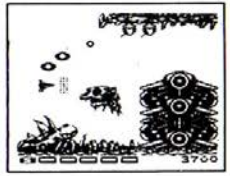
Carnage Canyon



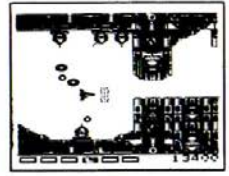
Pyramids of Pyromania



Lair of the Planetary Pirates

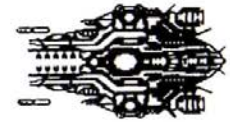


Den of Doom and Gloom

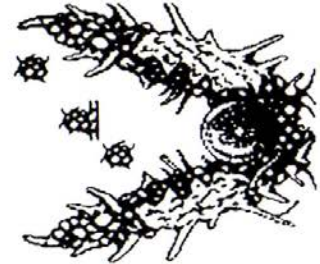


Sacrificial Sarcophagus of Saturn

THE ALIEN CRIME MASTERS



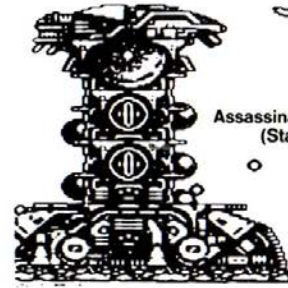
Intergalactic Super Force (Stage 1)



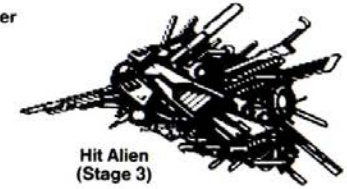
Venus Destructo (Stage 2)



King Nemesis's Ultimate Hideout (Stage 5)

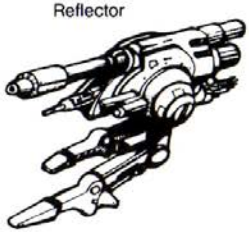


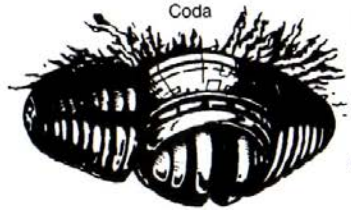
Assassination Tower (Stage 4)



Hit Alien (Stage 3)

A GUIDE TO THE ALIENS

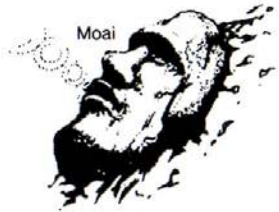

Reflector


Coda


Re-Bone


Asteroid


The Big Alien


Moai


Amoeba

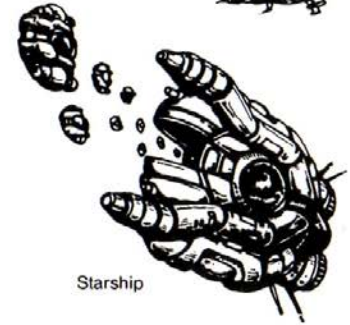

Meteo


Winger


Blitz


Kull


The Alien


Starship


Ducker 2