Nintendo

Nintendo of America Inc.
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Nintendo

GAME BOY

DMG-RM-USA

RADAR MISSION™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for selecting the Radar Mission™ Game Pak for your Nintendo® GAME BOY™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.

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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This epuipment 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 connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY.
4) Do not clean with benzene, alcohol or other such solvents.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY.
6) Store the Game Pak in its protective sleeve when not in use.

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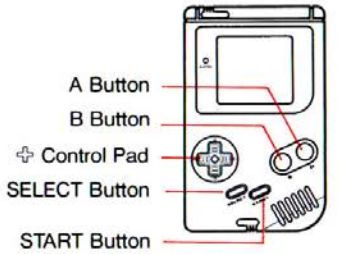
Your GAME BOY now takes you to a new realm–the open seas! With Radar Mission, you'll be able to play two completely different games: GAME A is a strategic battle against the enemy fleet (good thing you have radar!) GAME B is a fast action torpedo game where you're sure to end up all wet if you're not careful.

R·A·D·A·R·M·I·S·S·I·O·N

Radar Mission is twice as fun in the 2 PLAYER mode. Grab a friend, a Game Link cable, another GAME BOY and another Radar Mission Game Pak for head to head intense naval confrontations!

● Controller Parts

CONTROLLER FUNCTIONS

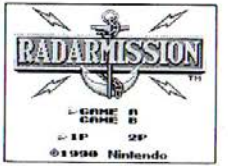


● How to select game A or B

(1) Before Starting Play

Correctly insert the Game Pak into the GAME BOY. After you turn the power ON, "Nintendo" will appear on the screen, followed by the title sequence.

(2) Title Screen



When the title screen is displayed, you can select GAME A or B, or a 1 PLAYER or 2 PLAYER game. Select GAME A or B using the top and bottom of the ✣ Control Pad. Select a 1 PLAYER or 2 PLAYER game using the left and right on the ✣ Control Pad. After you select the desired mode, press the START Button.

In a 1 PLAYER game, you play against the computer (VS COM). In a 2 PLAYER game, you can play against a human opponent. You need 2 GAME BOYs, 2 Radar Mission Game Paks and 1 Game Link cable to play a 2 PLAYER game.

You cannot select a 2 PLAYER game if the Game Link cable is not connected.

HOW TO PLAY GAME A

In GAME A, you must strategically place your ships and try to figure out where the enemy has placed theirs. Whoever sinks the other team's ships first wins! Here's how to play:

(1) The Option Screen



Use the ✣ Control Pad to move the cursor and the A Button to change the options.

- GRID You can change the size of your grid to 8×8, 10×10, or 12×12. The larger the grid size is, the harder it will be for the enemy to find you.
- AIRCRAFT After a certain amount of turns, if the aircraft carrier on a side is not destroyed, an airplane will be launched. This plane will then circle around the aircraft carrier.
- NEAR MISS If your shot is one space to the left, right, top or bottom of a ship, you will hear a special sound and see a large splash.
- LUCKY SHOT Lucky stars are located somewhere on the grid. If you hit one, you will get a special attacking power for your next turn.

  WHITE STAR You can attack 5 squares at once. (In a 12×12 grid, you can attack 9 squares at once.)

  BLACK STAR Your shot will destroy the ship that it hits and destroy all ships touching it. (You cannot do this in an 8×8 grid 2 PLAYER game or in the first stage of an 8×8 1 PLAYER game. This special power does not work on enemy aircraft.)

*At the end of the game, press the B Button to see where the lucky stars were hidden.

- OFFICER IN COMMAND

In a 1 PLAYER game, you can choose the officer in command of the enemy fleet. You can choose between 3 different officers. You can also change the appearance of your own officer in command.

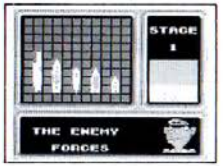


1 PLAYER game, your commander



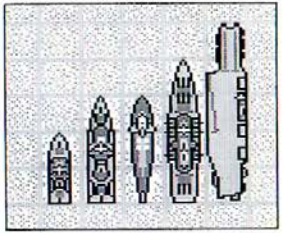
Admiral Davis Colonel Olds Admiral Volcano

When you have finished making changes, move the cursor to START and press the A Button. The enemy general and the enemy fleet will appear. Press the A Button again to go on to the next screen.



(2) Arranging Your Fleet

Player's Ships



Ships

Type	Features	Size
Destroyer	Small, high-speed ship	2 Blocks
Cruiser	Medium sized ship with cruising power	3 Blocks
Submarine	An underwater ship	3 Blocks
Battleship	Powerful main ship with big guns	4 Blocks
Aircraft Carrier	A huge ship carrying airplanes	5 Blocks
Airplanes	Airplanes that launch from the aircraft carriers	1 Block

How To Arrange Your Fleet

The message "ARRANGE YOUR FLEET" will appear on the screen. Press the A Button to continue.

If you want to change the position of a ship, put the cursor on it and press the B Button.

Then bring the cursor to the desired position on the grid and press the A Button.

While the ship is flashing, you can change the ship'sdirection with the ✣ Control Pad. Press the A Button to lock it in.

When all ships are placed correctly, press the START Button.

If there are no more changes, bring the cursor to YES and press the A Button.

You are now ready to start battle!

- In a 2 PLAYER game, the first player to arrange their ships gets to shoot first.
- You can use the B Button to take more than one ship off of the arranging screen at a time. If you do this, use the SELECT Button to choose between the different ships.
- It is wise to leave some space around your aircraft carrier or else your airplanes will have nowhere to fly.



(3) READY! Battle!

In a 1 PLAYER game, you will always get to go first.



● Attack Phase

Move the cursor to your desired attacking point on the grid and press the A Button to shoot. During the attack phase, you can review the status of your ships by pressing the B Button or the SELECT Button. On the right side of the screen you'll see a picture of the enemy's initial fleet. Below that is a display that shows how many of those ships are still afloat.





● Defense Phase

On this screen, you can watch as the enemy attacks you. In a 2 PLAYER game you should always try to fake out your opponent.





After one attack and one defense phase has ended, it is called one turn. The first to destroy the other fleet is the winner.

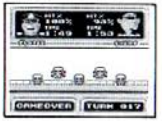
● Playing Against The Computer

In a 1 PLAYER game, you must defeat the computer three times to claim ultimate victory. With each round you win, you get closer to enemy headquarters. At each level the computer controlled enemy will come at you with new fighting power. From the second battle onward, only one of your destroyed ships will be repaired at the end of each round. (When only aircraft remain, your aircraft carrier will be repaired.)

(4) Result Screen

After the game is over, the following will be displayed:

HIT%= Hit to miss ratio (the higher, the better)
TIME= How much time each side took to think
TURN= How many turns the game lasted

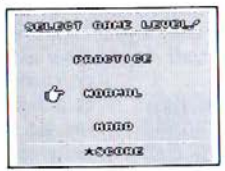


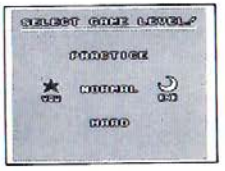
HOW TO PLAY GAME B

GAME B is a torpedo battle between submarines. In this game, you are part of the submarine crew. You must make all of the right moves in order to sink the enemy's sub. Look out! The enemy is after you as well.

(1) Setting The Game Difficulty

PRACTICE (Beginner)
NORMAL (Harder)
HARD (Only for advanced players!)
Move the cursor using the ✣ Control Pad then press the A Button.





In a 2 PLAYER game, "YOU" is displayed by your cursor and "ENE" is displayed by the other player's cursor. Before pressing START, you can change the difficulty of the game with the B Button. The type of fleet and method of scoring changes according to the difficulty.

SCORE (In a 1 PLAYER game)

If you select "SCORE" you will see a display showing rank according to score. When your game ends, this chart will be used to determine your rank. Pressing the B Button will let you exit this screen.

Ranking in a 1 PLAYER game
ADMIRAL
CAPTAIN
COMMANDER
OFFICER
CADET

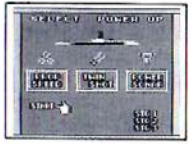
(2) Selecting Power Ups

You can use your money bags to buy power up items for your sub. If you do not use all of your money, you can carry it to the next stage.

- PROP SPEED — Increases the maximum speed of your sub
- TWIN SHOT — Allows you to shoot two torpedoes at once
- POWER SONAR — You will be able to see which direction the ships are moving on the sonar screen.

Move the cursor to the desired item and press the A Button to buy it (pressing the B Button will cancel the sale.) When you are through equipping your ship, move the cursor to "START" and press the A Button.

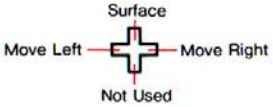
In a 1 PLAYER game, your current stage will be shown in the lower right corner of the screen.

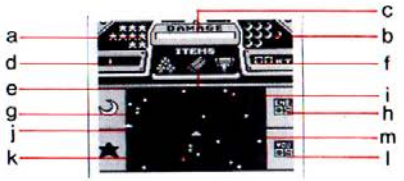


- If you are using power up items and take a lot of damage from the enemy, you may lose some of your items. If this happens, you will see bonus money bags (shown as a star in the radar) that you can shoot in order to buy more power ups at the end of the stage.

(3) When You Are Submerged

Information about the enemy's position is displayed on the sonar. Use this screen to track down the enemy.





A Button Not Used
B Button Not Used

a. Your Fleet
Shows how many ships are left in your fleet.

b. Enemy's Fleet
Shows how many ships are left in the enemy's fleet.

c. DAMAGE Meter
If your sub gets hit, it will be damaged. This meter shows you how much damage you have.

d. Direction Marker

e. ITEMS Monitor
Your equipped power up items are shown here. If you lose one of your power ups, it will be removed from this display.

f. Speed Meter (In Knots)

g. Enemy Fleet Sonar Display — Displays enemy fleet.

h. Number of Enemy Ships — Displays remaining enemy ships.

i. Floating Money Bags

j. Enemy Subs

k. Your Fleet's Sonar Display — Displays your fleet.

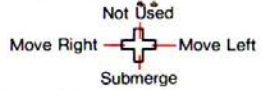
l. Number of Your Ships — Displays your remaining ships.

m. Your Submarine

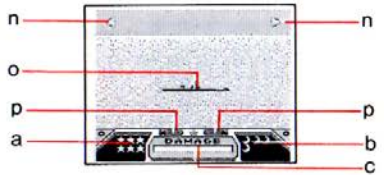
If you continue moving in one direction, the enemy ships will disappear from one side of the sonar screen and reappear on the other. In other words, you cannot escape the battle area!

(4) Screen When Surfaced

Here, you can attack (and be attacked by) enemy ships.



A Button Fires torpedo.
B Button Fires Vulcan cannon.



a. Number of Your Ships
b. Number of Enemy Ships
c. DAMAGE Meter
n. Warning Signal — Shows the direction of the enemy submarine. (A Warning buzzer sounds when you are very close to the enemy sub.)
o. Enemy Submarine
p. Torpedo Mark — Shows you when you have torpedoes loaded.

Torpedoes can be used on both the enemy fleet ships and submarine. However, the Vulcan cannons are only effective against submarines. You have unlimited ammunition for both types of guns.

Conditions For Winning A Game

- The enemy fleet is entirely destroyed.
  or
- The enemy submarine is sunk.

In a 2 PLAYER game, the first person to win 3 battles wins the game, In a 1 PLAYER game, you must win 3 battles in a row to win the game.

If you press the START Button during play, the game will be paused. To continue play, press START again.

(5) Result Screen

In a 1 PLAYER game, the score will be displayed when you clear a stage. TARGETS DESTROYED, BONUS and TIME will be shown. Press the A Button to continue to the next stage. If you win 3 times in a row, a victory screen will appear and your rank will be shown. The victory screen is different depending on your final rank. Try to see all of them!

In a 2 PLAYER game, the number of wins and losses so far will be displayed by a number of crewmen.

Ranking in a 1 PLAYER game
ADMIRAL
CAPTAIN
COMMANDER
OFFICER
CADET



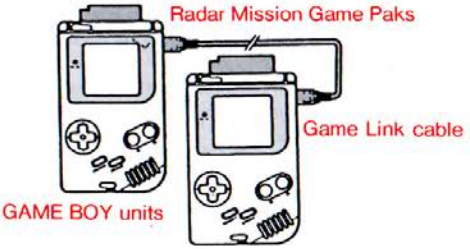


HOW TO PLAY A 2 PLAYER GAME

Radar Mission can be enjoyed by two players by connecting two GAME BOY units with a Game Link cable.

You Will Need:

- 2 GAME BOY units
- 2 Radar Mission Game Paks
- 1 Game Link cable



(1) Connect the Game Link cable as shown in the diagram. After checking that both Game paks are set properly, turn the power switch on both units ON.

(2) Make sure that both units display the title screen. Then have one of the players select GAME A or B and 2 PLAYER and press START.

Note:

The game will not function properly if step (1) is not followed correctly or if the Game Link cable is pulled out during play. If this happens, turn both GAME BOY units off and start the setup procedure again from (1).

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo warrants to the original consumer purchaser that this Nintendo 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, Nintendo 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 to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700.
   Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo 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:

In the United States:	In Canada:
Nintendo of America Inc.	Nintendo of Canada Ltd.
Consumer Service Department	110-13480 Crestwood Place
4820-150th Avenue N.E.	Richmond BC V6V2J9
Redmond, WA 98052	RA # _____
RA # _____	

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.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo 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 Nintendo, and enclose a money order payable to Nintendo, for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, a Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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