Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

Nintendo

GAME BOY™

DMG—SS—USA—1

SOLAR STRIKER™

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 purchasing the Nintendo® GAME BOY™ Game Pak "SolarStriker™".

Before you start play, we suggest that you read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.

CONTENTS

GAME STORY 3
1. CONTROLLING YOUR SHIP 4
2. PLAYING THE GAME 6
3. THE ENEMY CHARACTERS 8

Cautions During Use

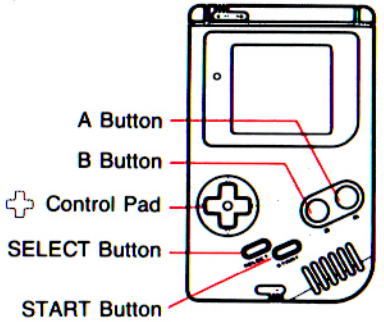
1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the terminals or let them come into 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 its protective case when not in use.

©1990 Nintendo of America Inc.
™ & ® Trademarks of Nintendo of America Inc.

GAME STORY

It is now the year 2159. Earth has been attacked by forces from the planet Reticulon.
Several hundred years ago, Reticulon sent messages conveying their intent to attack. The Earth Federation Government was formed, unifying the whole world. The Earth would be protected by the Federation Army.
Unfortunately, the power of the aggressive Reticulon forces proved too much for the Federation Army. Earth was subjected to a crushing defeat.
There is one last chance. The Federation Army has a secret megabase on the Moon. Here, the Earth's finest scientists and technicians have developed an ultra-performance fighter ship. The name of this fighter is SolarStriker.
The only way to foil the menacing Reticulon's mission is to fly to their home planet and destroy its core. This is where their main computer is housed-- without it they will be helpless.
GOOD LUCK!

1. CONTROLLING YOUR SHIP



Control Pad

Moves your ship in eight directions.



A Button (or B Button)

— Fires missiles.
— Keep the button held down for rapid fire.

START Button

— Starts the game.

(Pause Function)

— Pressing the START Button during game play will pause the game. To resume playing, press START again.

SELECT Button

— Not used.

Other Operations

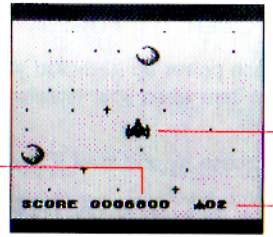
— If you press the A, B, START and SELECT Button at the same time will return you to the title screen. The top score will stay in memory.

2. PLAYING THE GAME

You are in control of the ultra high-performance fighter ship -- SolarStriker. It is your mission to attack and destroy the main Reticulon base. There are six stages that you must progress through in order to destroy Reticulon. Each stage is under the control of a boss which must be destroyed to clear the area.

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stellar Area	Ozone	City	Death Valley	Outer Base	Core of Base

On the screen



Score

SolarStriker

Number of ships remaining

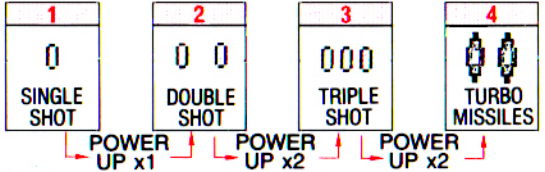
★Increasing your power

The power of your missiles increases when you fly over the power up items that appear throughout the game. Your missiles have four different power levels. To get to the second level of power, you need to pick up one power up item. To get to each level of power after that you need to pick up two power up items.



Power up item

Different missile power levels



— You get 200 points for each power up item that you pick up.
— If you pick up a power up item when your missiles are at maximum power, you get 1000 points.

- Your missile power will decrease by one level if one of your SolarStrikers gets shot down.
- You get an extra SolarStriker for every 50,000 points.

3. THE ENEMY CHARACTERS

★The Reticulon Army



Protodroid
200 pts



Batwing
200 pts



Pincher
200 pts



Arrowhead
200 pts

- Moves straight, then quickly speeds up.



Zig-zag
200 pts



Vexor
200 pts

- Fires three missiles at a time.



War Hawk
300 pts

- Watch out for its laser beams!



Anthrop
500 pts

- Fires big missiles. You get 500 pts when you destroy a missile.



Rotomech
200 pts

•Attacks while rotating.



Cruiser
200 pts



Harrier
300 pts

•These will try to ram into you from the side.



Miditron
300 pts

•Watch out for the lasers!



Octopod
200 pts



Twerk
200 pts



Scarab
200 pts



Blazer
500 pts

•You should have the most powerful missiles before you try to defeat these!



Skimbot
200 pts

•Drives on the roads in area 3.



Mack
300 pts

•Also drives on the roads.



Terra Cannon
1000 pts

•Blocks the roads in area 3. Very hard to destroy.



Power Pod
200 pts

•Changes into a power up item when shot.

★Stage Bosses

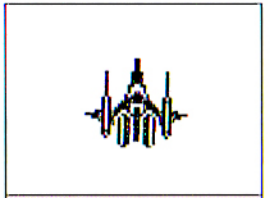
Stage 1 Boss: Epikhan



5000 pts

•Moves left and right firing at random.

Stage 2 Boss: Destructor



5000 pts

•Fires bubble bombs that you can destroy. They're worth 100 pts each.

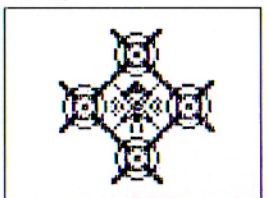
Stage 3 Boss: Ultra Crusher



5000 pts

•Attacks with laser beams.

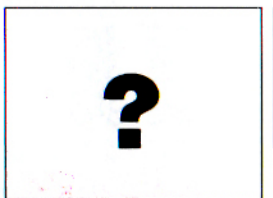
Stage 4 Sub Boss: Omniquad



2000 pts x 5

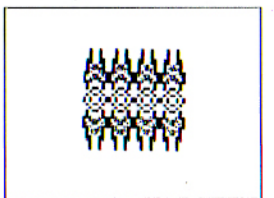
•Made of four parts plus a center computer controller.

Stage 4 Boss: Unknown



10000 pts

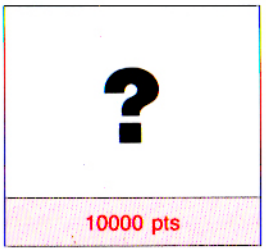
Stage 5 Sub Boss: Xenocrypt



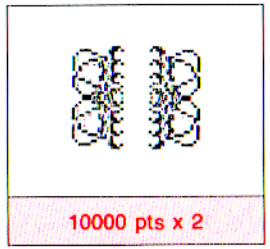
3000 pts x 4

•Made up of four components.

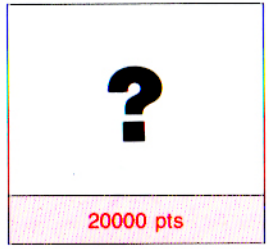
Stage 5 Boss:
Unknown



Stage 6 Sub Boss:
Quasi Obliterator



Stage 6 Boss:
Unknown



- Made of two menacing parts.

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:
Nintendo of America Inc.
Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052
RA # _____

In Canada:
Nintendo of Canada Ltd.
110-13480 Crestwood Place
Richmond BC V6V2J9
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, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also
have other rights which vary between states/provinces.