Nintendo

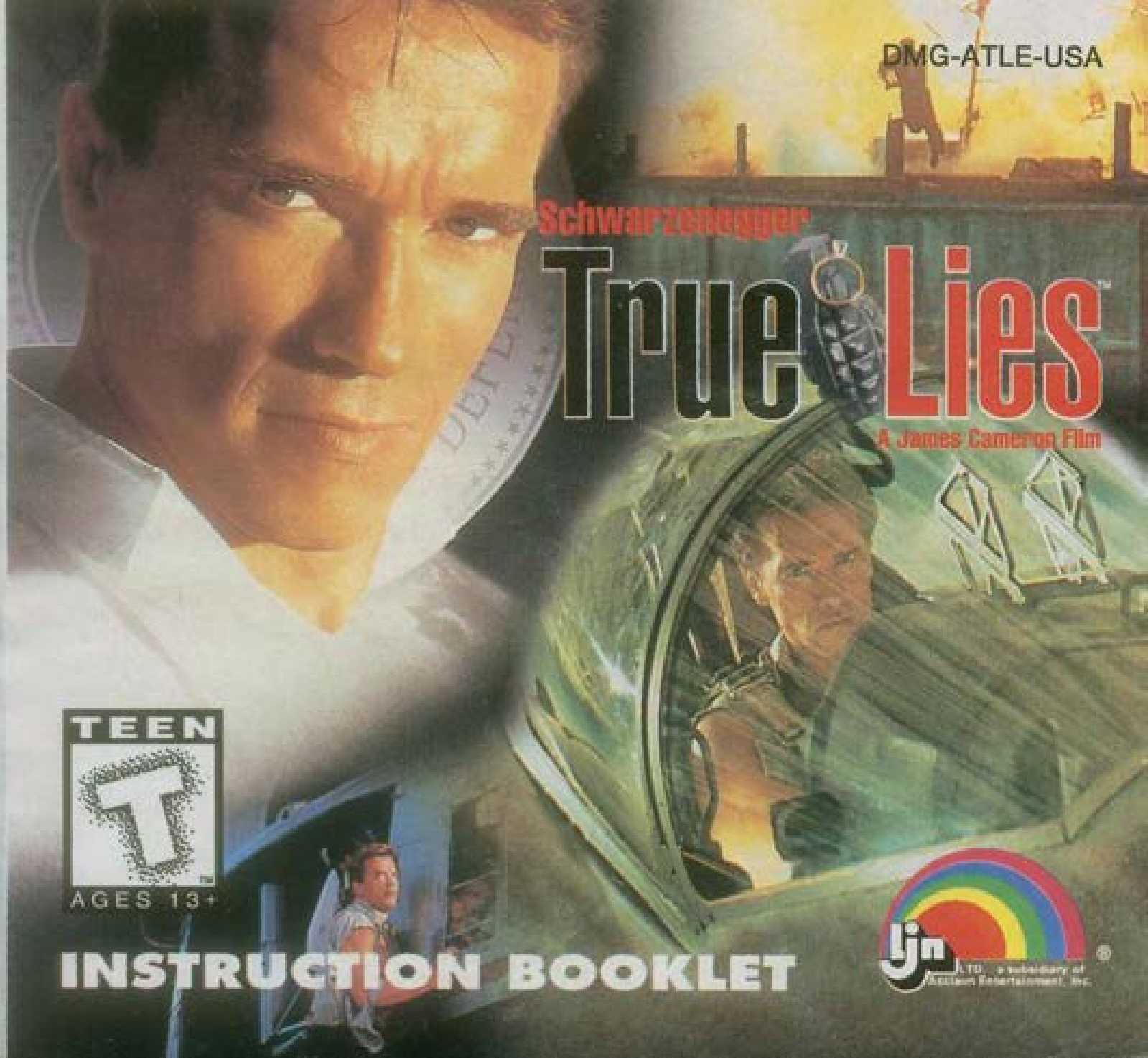
GAME BOY®

DMG-ATLE-USA

Schwarzenegger

True Lies™

A James Cameron Film



TEEN

AGES 13+

INSTRUCTION BOOKLET

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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THE AWFUL TRUTH



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Meet Harry Tasker. His wife and daughter think he's a slightly dull computer salesman, but his friend and colleague Albert "Gib" Gibson knows the truth: Harry is a top agent for Omega Sector, an ultra-secret government agency whose motto "The Last Line of Defense" spells out its mandate to prevent any terrorist threats to freedom!

Harry has the fate of a nation and the fight of a lifetime on his hands when the Crimson Jihad, a fanatic terrorist group led by the ruthless Abu Aziz, steals nuclear warheads from the former Soviet republic of Kazakhstan and threatens to detonate them on U.S. soil unless their demands are met!

Together with Gib, Harry must risk everything to prevent devastating destruction. The action is global as Harry's mission takes him from the snowy slopes of Switzerland to Washington, D.C., with deadly stops in a host of other locales that will prove unhealthy to the unwise. There's plenty of scenery, but it's no vacation!

Each mission is more menacing than the last, but each brings Harry closer to his goal—diffusing the warheads and disposing of Crimson Jihad hot heads! Harry is closing in on his sinister foe, but Aziz has one last trick up his sleeve—he makes it personal when he involves both Harry's wife, Helen, and daughter, Dana. Big mistake! If Harry can rescue them from harm's way, payback is gonna be a hurtin' thing!



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HIT IT, HARRY!

You are agent Harry Tasker, and it's up to you to thwart the destabilizing designs of Abu Aziz, before the Crimson Jihad rains down a nuclear nightmare! Your objective is to complete all the missions leading to the capture and destruction of the warheads, without destroying your happy home life!

GET READY

LOADING:

1. Make sure the power switch is OFF.
2. Insert the TRUE LIES™ Game Pak as described in your Nintendo® Game Boy® instruction manual.
3. Turn the power switch ON. When the TRUE LIES™ title screen appears, you will be presented with 2 choices: NEW GAME and PASSWORD. Press the START BUTTON to begin a NEW GAME. Press the SELECT BUTTON to enter a PASSWORD, which allows you to resume gameplay from the level associated with that password.

If you wish to resume play by entering a password, use the CONTROL PAD to highlight a letter, the B BUTTON to enter the letter, and the A BUTTON to erase the last letter entered. Press the START BUTTON once you have entered all the letters in the password. If the password is entered correctly, your mission will appear.

Good luck, Harry!"



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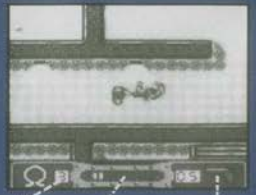
ALL ABOUT HARRY

HARRY'S MOVES



ENERGY LEVEL

The energy meter displays Harry's health. When Harry takes hits, his energy suffers. If he is too badly injured, he will lose a life.



WEAPONS

Harry's current weapon appears at the bottom right of the screen. Ammunition for the currently selected weapon appears to the left of that weapon. Use the SELECT BUTTON to change or cycle through the available weapons. Harry has or can collect the following weapons:



PISTOL

Harry will begin each level armed with this single shot 9mm pistol. The ever-ready clip is a source of very unfriendly fire in Harry's steady hands.



UZI

Spread a lotta lead with the Uzi machine pistol pick-up. You'll need to collect ammo clips for this baby. Hold down the A BUTTON for constant fire. Happy hunting, Harry!



Uzi Ammo Pick up

SHOTGUN



Short range and a wide dispersion pattern makes the shotgun ideal for work that's up close and personal. Best on several thugs at a time. Pick up shells at better terrorist hang outs everywhere.



Shot Gun Shell Pick up

GRENADES



Grenades can blow away almost all of Harry's troubles. Grenades are timed to explode 10 seconds after the pin is pulled (pressing the A BUTTON pulls the pin). Once the pin has been pulled, a timer appears above the grenade and begins counting down the time to detonation. Holding the A BUTTON will keep the grenade in Harry's hand while the timer counts down, allowing him to throw it at the last moment. The longer a grenade is held after the pin is pulled, the farther it will be thrown. Throwing a grenade too late (or having it bounce back) can do Harry real damage. To throw a grenade immediately, quickly press and release the A BUTTON. Tip: Watch out for shrapnel!

ANTI-PERSONNEL MINE



The most powerful weapon in Harry's arsenal, mines are hamburger helper for the savage set. Dandy for dropping a dime on someone wicked. Plant mines behind you to stop approaching baddies cold, but remember that if you get too near one, your future is never!

PICK UPS

HEALTH PICK UP



Harry can restore his health considerably by walking over one of these red cross icons.

EXTRA LIFE PICK UP

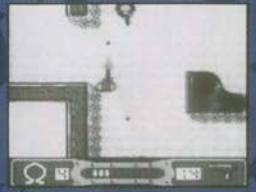


Harry gets an extra chance to combat the Crimson Jihad when he collects the valuable Extra Life icon.

MISSIONS

True Lies™ consists of 6 missions. All of these must be completed for Harry to reach all the warheads and save the day.

THE CHATEAU



As the game begins, we find Harry in the Swiss mountains at the fortified chateau of Jamal Khaled, bon vivant and secret ally of Abu Aziz' Crimson Jihad. Harry's mission is to find the office where Khaled's computer is and attach a modem to it, enabling Omega Sector to retrieve vital data for future decryption. You'll need to locate the Pass Card in order to access the computer room.

Though you are at your most urbane as you calmly navigate the various rooms and hallways of the chateau, you'll have to contend with suspicious armed guards who shoot first and ask questions later! Attach the modem and get going, because you've set off an alarm which brings a host of elite guards clamoring after your head! Thank goodness Gib is on hand to help out with some timely hints.



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SLOPES



Having successfully attached the modem, it's time to flee the alpine hornet's nest as an army of angry guards give chase. You'll have to get down to Gib waiting at the bottom of the mountain before another bunch of guards reach him and Gib is captured, leaving Harry to face the wrath of the Crimson Jihad alone and the mission in disarray. Tip: Try to avoid hit and run snowmobilers.

THE MALL



A prominent member of the Crimson Jihad has been sighted in a shopping mall outside of Washington, D.C. Harry must find him and bring him in—alive if it's convenient! But this crafty creep has a knack for eluding capture in the multi-level labyrinth of modern retailing. Having a few dozen feisty followers armed with automatic weapons to distract Harry may have something to do with it. You'll have to be quick-footed and enterprising to track the rogue terrorist to his ignoble hiding place: the Men's Room. Along the way, you'll find the mall is jam packed with innocent shoppers. Shooting them is frowned on by Omega Sector, so hold your fire if you don't have a clear shot!

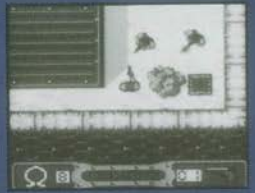
THE PARK



Trees hide treachery as Harry continues on the trail of the Crimson Jihad ringleader! The park is packed with hedges and gates that Harry must manage to find his way through if he is to succeed in his mission. A bevy of blood thirsty bad guys are bent on stopping him from doing that, but Harry isn't easily distracted. He's determined to locate the hidden keys that open gates vital to his mission.

DOCK

A shipment of weapons destined for the Crimson Jihad has arrived down at the docks. They mustn't fall into enemy hands! Wharf and warehouse both teem with terrorists scurrying to unload crates of advanced weaponry that could give the Crimson Jihad a decisive edge in the days to come. Destroying the crates is the only solution, and it's no easy task. Naturally, the joint is jumping with jackanapes who'd love to make Harry a canapé! Judicious use of limited grenades will ensure that both weapons and terrorists alike do not survive to plague him.



OFFICE PARTY



Harry now faces his most chilling challenge: Aziz himself has Harry's daughter, Dana! Holed up in a city office building, Aziz and the last of his faithful Crimson Jihad followers are prepared for a fight to the end. The building is littered with hidden terrorists, making Harry's desperate search for Aziz and his daughter all the more frustrating and dangerous! Harry is beside himself with worry, but even in this extreme situation his mind is cool and collected. He dispatches one fiend after another, though his foes fight with the determination of the doomed! With all Harry's battling skills tested to the limit, he still faces the vital task of locating his plucky daughter and rescuing her from Aziz. But where the heck are they? It's a high-rise climax in the clouds as Aziz battles back in a last ditch attempt to get Harry out of his hair once and for all!

POSTSCRIPT

Congratulations—You did it! Through all the tricks and turns, you kept your cool and used your head and warrior's heart to overcome a foe that few others could find, let alone vanquish. Maybe you're not so dull after all, Harry.



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LJN CONSUMER SERVICES HOTLINE (516) 624-9300

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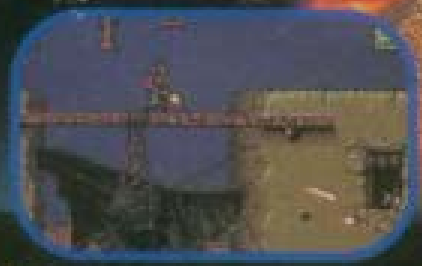
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IT WILL TAKE
YOU
A MILLION
LIGHT YEARS
FROM HOME.

STARGATE™

BUT WILL
IT BRING
YOU BACK?







GAME BOY
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Acclaim
entertainment, inc.

KIDS TO ADULTS
AGES 6+

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