NUS-NGBE-USA

MYSTICAL NINJA STARRING GOEMON

Konami of America Inc.
900 Deerfield Parkway
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NINTENDO 64

INSTRUCTION BOOKLET

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MYSTICAL NINJA STARRING GOEMON



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CONTROL STICK FUNCTIONS

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LET'S GO GOEMON!

Yikes! A giant UFO shaped like a peach has suddenly appeared in peaceful Oedo Town! The evil musical corps, The Peach Mountain Shoguns, have come to steal the Great Stage Plan... And they've made it as far as Oedo Castle. But Goemon and his pals have been so busy eating dumplings they haven't even noticed. Hurry up, Goemon! The future of Japan depends on you!



GUIDE TO YOUR ADVENTURE!

"Mystical Ninja Starring Goemon" is an action adventure game. You must collect information and items in the towns, solve puzzles, and defeat enemies as you travel throughout Japan.

There are five types of stages in the game: Town stages, Journey stages, Castle stages, the High-speed Impact Bomber stage, and the Large Boss stage.

This is a one-player game. You start playing with Goemon and Ebisumaru in your party. As you progress through the game, you are joined by other companions. You can choose to play as any of these companions. Each character attacks in different ways and has different special abilities. Switch characters as you progress to suit the situation.

You have a certain amount of strength at the start of the game. When you are damaged by an enemy attack or fall into traps, your Strength Gauge decreases. If the Strength Gauge falls to zero, you lose a life. If you lose all your lives the game is over. You start the game with three lives. (You can Continue as many times as you like.) The amount of strength and the number of lives you have remaining stays the same even if you switch to a different character.

When you lose a life but still have some lives remaining, the game restarts from the Return Point of that stage. If the game ends but you choose to use Continue and keep playing, the game restarts from the place you last saved your progress. You can save your progress at inns or specially designated save points.

You can buy things, regain strength, save your progress, and get information in Town stages. Defeat enemies and break open Pots to obtain Medals (money). You need Medals to buy things in shops and to use certain weapons and Magic Powers.



GAME CONTROLS



N64® CONTROLLER

BACK OF CONTROLLER



THE CONTROLLER PAK AND THE ADVENTURE DIARY

Controller Pak

If you use a Controller Pak (sold separately) you can save and load game data.

Connect the Controller Pak to the 1P controller before switching on the power to your Nintendo 64 game unit.

Game data is saved into the Controller Pak attached to the 1P controller.

You must have at least 16 pages free in the Controller Pak to save game data. You can save up to three positions in your Adventure Diary.

You can play the game without using a Controller Pak, but you won't be able to save your progress. You'll lose all game data if you press the Reset button or switch off the power without having saved your progress.

Please read the instruction manual included with your Controller Pak for more information.

Creating an Adventure Diary (saving data)

If playing the game for the first time

1. With a Controller Pak attached to your controller, select "Start" at the Title screen to go to the Controller Pak Select screen.
2. Select "Use Controller Pak" to create Adventure Diaries to save your game data.
3. The Adventure Diary Select screen will appear, select the Adventure Diary you wish to use and press the A button to start the game.

If playing the game with Adventure Diaries already created. Select the Adventure Diary you saved your progress into to restart playing from where you last saved the game.

Copying an Adventure Diary

1. Select "Copy" and press the A button.
2. Select the Adventure Diary you wish to copy, and press the A button. Select the location into which you wish to copy it and press the A button. The Adventure Diary has now been copied.

THE CONTROLLER PAK AND THE ADVENTURE DIARY

Erasing an Adventure Diary

1. Select "Erase" and press the A button.
2. Select the Adventure Diary you wish to erase and press the A button. The data in that Diary has now been erased.

Data Erasing Mode

1. With a Controller Pak attached to your controller, select "Option" at the Title screen, then "Data Erasing Mode".
2. The Controller Pak menu will be displayed, showing you all of the saved files on the Controller Pak.
   • Holding down the Start button and switching on the power to your Nintendo 64 game unit will also bring up the Controller Pak menu, if there is a Controller Pak attached to the 1P controller.

Deleting notes from the Controller Pak (including notes for games other than "Mystical Ninja Starring Goemon")

1. Select the note you wish to delete in Data Erasing Mode and press the A button.
2. A message asking if you want to delete the note will appear. Press the A button to delete.
   • Once a note is deleted it cannot be retrieved, so be careful when deleting.

Controller Pak warning messages

"There are not enough empty pages."
Please erase some data. One free note (and 16 pages) required. Erase notes you no longer need in Data Erasing Mode to free up 16 pages or more.

"The Controller Pak is not connected. Data cannot be saved. Is that OK?"
Switch off the power to your Nintendo 64 game unit, then attach a Controller Pak and switch the power on again. If you wish to play the game without using a Controller Pak, press the A button to continue.

"There is a problem with the Controller Pak. Please reconnect the Controller Pak and press the Reset Button."
Switch off the power to your Nintendo 64 game unit, then reattach the Controller Pak correctly. If this doesn't work, try attaching a different Controller Pak.

STARTING YOUR ADVENTURE



1. Correctly insert the game pak into your Nintendo 64 game unit, connect the controller and the Controller Pak (sold separately), then switch on the power. The Demo screen will appear, followed by the Title screen.
   * *Do not touch the Control Stick at this time.*
2. Select one of the following options with the Control Stick, and press the A button to set.

Start: Move to the Controller Pak Select screen. (If there is no Controller Pak attached to your controller, a warning will appear, then the game will begin.)

Options: Move to Data Erasing Mode and Sound Mode screens.
Data Erasing Mode: Check what data is saved into the Controller Pak/Erase data from the Controller Pak.
Sound Mode: Sound Type - Select stereo or mono sound. (Select the sound type that corresponds to the television you are using to play the game.)
Sound Test - Listen to music used in the game.

3. Select "Use Controller Pak" from the Controller Pak Select screen, and press the A button to set. If there is no note created for this game in the Controller Pak, one will be created automatically.
   * *If you selected "Not Use Controller Pak", you won't be able to save data.*
4. Select one of the three Adventure Diaries, and press the A button to set. The game will then begin.

GAME AND SUB (STATUS) SCREEN



1. **Weapon:** The weapon you are currently using.
2. **Money (maximum 9999 Ryo):** The amount of money you possess.
3. **Strength gauge (maximum 20):** Shows player's strength level. (If you lose all your hearts, you lose one life.)
4. **No. of lives (maximum 9):** Shows the number of lives you have. (If you are defeated when you have no lives left remaining, the game is over.)
5. **Items:** Shows the items purchased at the shop that you currently possess.

* *"Ryo" is the unit of currency used in this game.*



Press the Start button during the game to pause the game and bring up the Option Menu.

You can check which weapons, items, and Magic Power your character possesses from this screen. If you get the Map, you can switch over to the Map screen by pressing the Z button.

STANDARD STAGES AND HOW TO CONTROL YOUR CHARACTERS

These are the basic controls for Town, Journey and Castle stages. The controls are the same for all characters.

Pause/Menu: Start button
* *This command cannot be executed in shops, residences, or police boxes.*

Display current map: C →
Each press turns map on or off.
* *Only displayed in Town and Journey stages.*

Player change: C ↓
Press to switch through the characters one by one.

Switch camera perspective: R button + appropriate Control Pad button

Zoom in: R + C ↑
* *When in this mode you cannot move your character, change your character, or attack.*
* *When the camera is in the closest position to your character, you can use the Control Stick to turn the camera around to view your surroundings (with your character in the center). (Press R + C ↓ to get out of this mode).*

Zoom out: R + C ↓

Rotate to left: R + C ←

Rotate to right: R + C →
* *In some locations you cannot change camera perspective.*

Talk: Press the A button when close to the person you want to talk to. Press the B button to cancel.

Walk: Press the Control Stick lightly.

Tiptoe: Press the Control Stick very lightly.

Run: Press the Control Stick.

STANDARD STAGES AND HOW TO CONTROL YOUR CHARACTERS

Lie down: Z button. Press the Z button + the Control Stick to crawl along the ground.

Jump: A button.

Swim: Move using the Control Stick.

Attack: B button.
** Press 3 times in a row to do a repeat attack.*
** Sasuke can attack upwards by pressing B button + Z button.*

Change weapon: C button ←
Switch through your weapons one by one with each press.

Magic Power: C button ↑
** Can only be used if you possess Magic Power*

Climb up (ladder): Press the Control Stick towards a ladder.
Climb down (ladder): Press the Control Stick away from ladder.
Grasp (ladder): Z button at top of ladder. Press again to release.

Hang (from wall): Press the Control Stick towards the edge of a wall. Press the Z Button to hang. When hanging, press the A button or the Control Stick Up to climb. Press Z button to release grip.

Push: Press the Control Stick towards the object you wish to push.

Pull: B button + press the Control Stick away from the object.

Lift: Move close to the object you wish to lift and press the B button.

Throw: Lift the object and press the B button.
** Note: Only certain objects can be pushed, pulled, lifted or thrown.*

MAGIC POWERS AND WEAPONS



You must search the land for clues on where to find each character's Magic Power.

GOEMON'S MAGIC POWER AND WEAPONS

Sudden Impact Magic Power
Increases Goemon's power, enabling him to move objects he normally cannot.
• Goemon's attack power doubles when using Sudden Impact Magic Power, but he also takes double the damage if hit by an enemy attack.



Weapons
Goemon's weapons are a Pipe and a Medal.



Pipe: The Pipe increases power by three levels as you progress through the game.



Chain Pipe: Allows you to attack enemies from a distance. You can also hook it on to certain blocks and use it to move.



Medal: Throw the Medal to attack.



Medal of Flames: Equip yourself with the Medal, then hold down the B button to build up power and surround the Medal in flame. Release the B button to throw the Medal.

MAGIC POWERS AND WEAPONS

EBISUMARU'S MAGIC POWER AND WEAPONS



Mini-Ebisu Magic Power
Shrinks Ebisumaru down so he can pass through the smallest crack. Press the button again to return him to normal size.
• You cannot return Ebisumaru to normal size if he is still in a confined area. Ebisumaru cannot attack when shrunk.



Weapons
Ebisumaru's weapons are a Saw-Hammer and a Windup Camera.



Saw-Hammer: The Saw-Hammer increases power by three levels as you progress through the game.



Meat Saw-Hammer: Every time you defeat an enemy with this mysterious weapon, it provides you with a strength-restoring Dumpling.



Windup Camera: Hold down the B button, then release it to make the Camera flash. This will solidify ghosts and allow you see hidden objects.

MAGIC POWERS AND WEAPONS

SASUKE'S MAGIC POWER AND WEAPONS



Flying Magic Power
Allows Sasuke to jump up to places that are normally inaccessible.



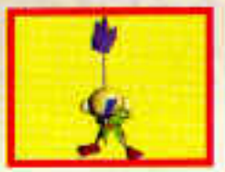
Weapons
Sasuke's weapons are a Kunai (ninja weapon) and a Fire Cracker Bomb.



Kunai: The Kunai increases power by three levels as you progress through the game.



Fire Cracker Bomb: Allows you to destroy cracked doors.



Hair Attack: Hold down the B button and press the Z button to attack directly above you.



Kunai of Severe Cold: Lie on your stomach and press the B button to do ground Hair Attack. Allows you to freeze hot areas and enemies. Hold down the B button then release it to unleash a Kunai Intense Hail Beam.

MAGIC POWERS AND WEAPONS

YAE'S MAGIC POWER AND WEAPONS



Mermaid Magic Power
Turns Yae into a mermaid so she can swim around freely underwater – Controls when underwater: Press the A button repeatedly to swim, and press the B button to Attack.
• This Magic Power cannot be used on land.



Weapons
Yae's weapons are a Katana and the Yae Bazooka.



Katana: The Katana increases power by three levels as you progress through the game.



Sword Shield: Hold down the B button when using the Katana, to create a shield that protects you against enemy fire.
• You cannot move when using the Sword Shield.
• You can use the Sword Shield once the Katana has been powered up to Level 2.



Yae Bazooka: Allows you to attack enemies from a distance. Costs 1 ryo in medals. Keep holding down the B button to switch to the Lock On Bazooka which automatically locks on to enemies. This costs 3 ryo in medals.



Koryuta's Flute: Summons Koryuta, the child of the Dragon God. Allows you to return to towns or villages you have already visited. (Press the B button while the flute is still sounding to cancel.)

CONTROLS FOR THE HIGH-SPEED IMPACT BONUS STAGE POWERS

A high-speed stage which you play as Impact. Jump to avoid obstacles. Destroy enemies and buildings that get in your way with the Pipe and the Nasal bullets. This will increase your stock of Nasal bullets and Oil. The more Nasal bullets and Oil you get here the more energy you will have during the Large Boss stage.
• You won't lose any lives if Impact is defeated in this stage.



1. No. of Nasal bullets
2. Impact's strength level
3. Player
4. Enemy

A button:	Jump
B button:	Attack using Pipe
Z button:	Nasal Bullets
Control Stick:	Move character

Controls for the Large Boss stage. In this stage, your perspective is from the inside of Impact's cockpit.



1. Sights
2. Boss
3. Ryo (No. of Nasal bullets)
4. Laser Gauge
5. Oil (Impact's strength level)
6. Radar - Yellow arrow: Impact's position
   Red arrow: Enemy's position
7. Enemy: (Enemy's strength level)

CONTROLS FOR THE HIGH-SPEED IMPACT BONUS STAGE POWERS

Controlling Impact
Get your enemy in your sights using the Control Stick, then attack with a Punch or a Nasal bullet.

Right punch: A - Quick Punch

Left punch: B - Fierce Punch

Nasal Medal: Z - shoot bullet (costs 1 ryo in Nasal bullets)

Chain Pipe: R - Grab enemy
Drag enemy in - Grab enemy then hit A or B repeatedly
Release enemy - Press R again
* *The Chain Pipe comes off automatically if an enemy gets close to you.*

Guard: C ←, C ← or C →, C → (hold down button on second press)

Laser Mouth: C ↑, C →, C ↓, C ← + Z or C ↑, C ←, C ↓, C → + Z when Laser Gauge is at maximum
* *The Laser Gauge increases when Impact attacks.*

One-Two Punch Combo: B, B, A

Super Punch: C ↑, C ↓, C ↑, A

Punch-Kick Combo: B, B, B, A

Super Punch & Kick: Super Punch + A

Super Pipe Combo: B, A, R, R, A

Spring Kick: C ↓, C ↓, A

SUB (STATUS) SCREEN

Press the Start button during the game pause and bring up the Sub screen. The Sub screen contains two screens, the Status screen and the Map screen. Press the Z button to switch between the two.
• You can only view the Map screen if you possess the Map.



Status screen
Shows the weapons, items, and Magic Power you currently possess.



Map screen
Shows your current position.
Journey map: Shows locations on the surface. You can view it once you've found the Map.
Interior map: Shows the layout of the enemy castle once you've got inside. You can view it once you've found Mr. Elly Fant somewhere inside the castle.

Controls

Control Stick: Move the map.

C ↑: Zoom in

C ↓: Zoom out

Switching floor level (only used with Interior map)

A button: Go to lower floor level

B button: Go to higher floor level

Z button: Switch back to Status screen

Start button: Return to the game

TRAINING STAGE

Once you've cleared the Training stage, you'll be able to use your Magic Power, and move to a more advanced stage of the game.

TRAINING FOR SUDDEN IMPACT MAGIC POWER (GOEMON)

Throw metal boxes at the Oyakatas to keep them in their holes, but don't pop any balloons. If all the balloons are still intact when time runs out, you clear the stage.

Controls

Control Stick: Set direction of throw
B button: Throw metal box

TRAINING FOR MINI-EBISU MAGIC POWER (EBISUMARU)

Collect 8 of the sweets that come falling down before time runs out to clear the stage.

Controls

Control Stick: Move character
A button: Jump
B button: Attack

TRAINING FOR FLYING MAGIC POWER (SASUKE)

Use the footholds to jump to the very top of the big column within the time limit to clear the stage.

Controls

Control Stick: Move character
A button: Jump

TRAINING FOR MERMAID MAGIC POWER (YAE)

Make your way to the very top of the waterfall within the time limit to clear the stage.

Controls

Control Stick: Move character left/right
A button: Press repeatedly to move upwards

Zoom function

You can use the zoom function during Sasuke and Yae's Training stages.

Controls

Zoom in: R button + C ↑
Zoom out: R button + C ↓

GAME OVER

The game ends if you lose all your lives. You can resume playing from the last location you saved into your Adventure Diary if you use Continue. Select one of the items below with the Control Stick, then press the A button.

Try again: Continue
Goodbye: Quit playing

THE STORES

General Store: A shop that sells many different things. You can only buy items of the same type one at a time.

Inn: Stay in an inn to recover your strength. The more expensive your room, the more strength you get back.

Restaurant: Eat at a restaurant to recover strength immediately. The amount of strength you get back depends on what you eat.

Fortune Teller: You can ask here for advice on how to progress through the game.

Residence/Police Box: You can get a variety of different information here.

Coffee Shop: You can get local information here, and eat Dumplings to recover your strength.

Oedo Tourist Center: The place to go if you want to get to a distant location quickly.

Training Gym: This is where you can master your character's Magic Power.

* Select "Adventure Diary" when at an inn to save your progress into the Controller Pak. If you don't have a Controller Pak attached to your controller, you can save data temporarily, but it will be lost if you reset the game or switch off the power.

THE ITEMS

STANDARD ITEMS



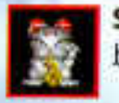
Medal (Ryo): Used as money. Also used as energy to power certain weapons and Magic Powers.



Dumpling: Replenishes your strength gauge by one point.



Sparkling Dumpling: Completely replenishes your strength gauge



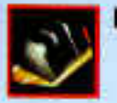
Silver Fortune Doll: Collect 4 to increase your strength maximum by one.



Golden Fortune Doll: A lucky cat which increases your strength maximum by one.

RECOVERY ITEMS

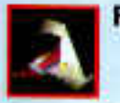
These items are used automatically to replenish your strength gauge if it falls to zero. You can buy them at the General Store.



Plain Rice Balls: Replenishes your strength by 4 points.



Plum Rice Balls: Replenishes your strength by 10 points.



Fish Rice Balls: Completely replenishes your strength.



Surprise Pack: You can buy this at the General Store or maybe find it on the ground somewhere. Increases your lives by one. The maximum number of lives you can have is 9.

THE ITEMS

PROTECT ITEMS

Used automatically to protect you when the enemy attacks. The number of endurance points is displayed on the items you have bought. Every time you take damage you lose endurance points.



Japanese Sombrero: Protects you against 3 enemy bullets.



Metal Helmet: Protects you against 5 enemy bullets.



Gold Helmet: Protects you against 8 enemy bullets.



Straw Raincoat: Protects you against 3 direct enemy attacks.



Metal Armor: Protects you against 5 direct enemy attacks.

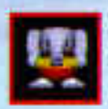


Gold Armor: Protects you against 8 direct enemy attacks.

OTHER ITEMS



Pot: Break this open and a Medal or Dumpling will jump out.



Mr. Elly Fant: Once you've got this item you can look at the map of the inside of the enemy castle. (Press the Start button to bring up the Sub screen and view the map.)



Mr. Arrow: Shows you where the Boss is on the map of the inside of the enemy castle.



Silver Key: Opens the Silver Lock.



Gold Key: Opens the Gold Lock.



Diamond Key: Opens the Diamond Lock.



CHARACTER PROFILES



GOEMON

The hero of the game, Goemon's only character flaw is his tendency to lose his temper and get into fights. On the request of the King, he sets off to find out who and what is behind the mysterious organization threatening to take over Japan.



GOEMON - IMPACT

A gigantic robot who is an invaluable ally to Goemon and his friends. Already a successful dancer, Impact has now set his heart on becoming a movie star.

CHARACTER PROFILES



EBISUMARU

A self-styled "Ninja of Justice" who does things his own way and in his own good time. Settling down in Edo, he now lives with Goemon.



YAE

A secret ninja agent who investigates the toughest cases of all, Yae is like an older sister to Goemon and his pals.



SASUKE

A mechanical ninja created by an Iga Wiseman. A tough cookie with a trusting soul, Sasuke loves hot baths and Japanese green tea.

CONSUMER SUPPORT AND GAME HINT AND TIP LINE

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami Products.

KONAMI GAME HINT & TIP LINE 1-900-896-HINT (4468)

- 85¢ per minute charge
- $1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday - Friday 8:30 A.M. - 5:00 P.M. CST only.
Prices and availability are subject to change. U.S. accessibility only.

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Package and Manual Design: Katherine Lee, Beeline Group, Inc.

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