PALCOM™
SOFTWARE

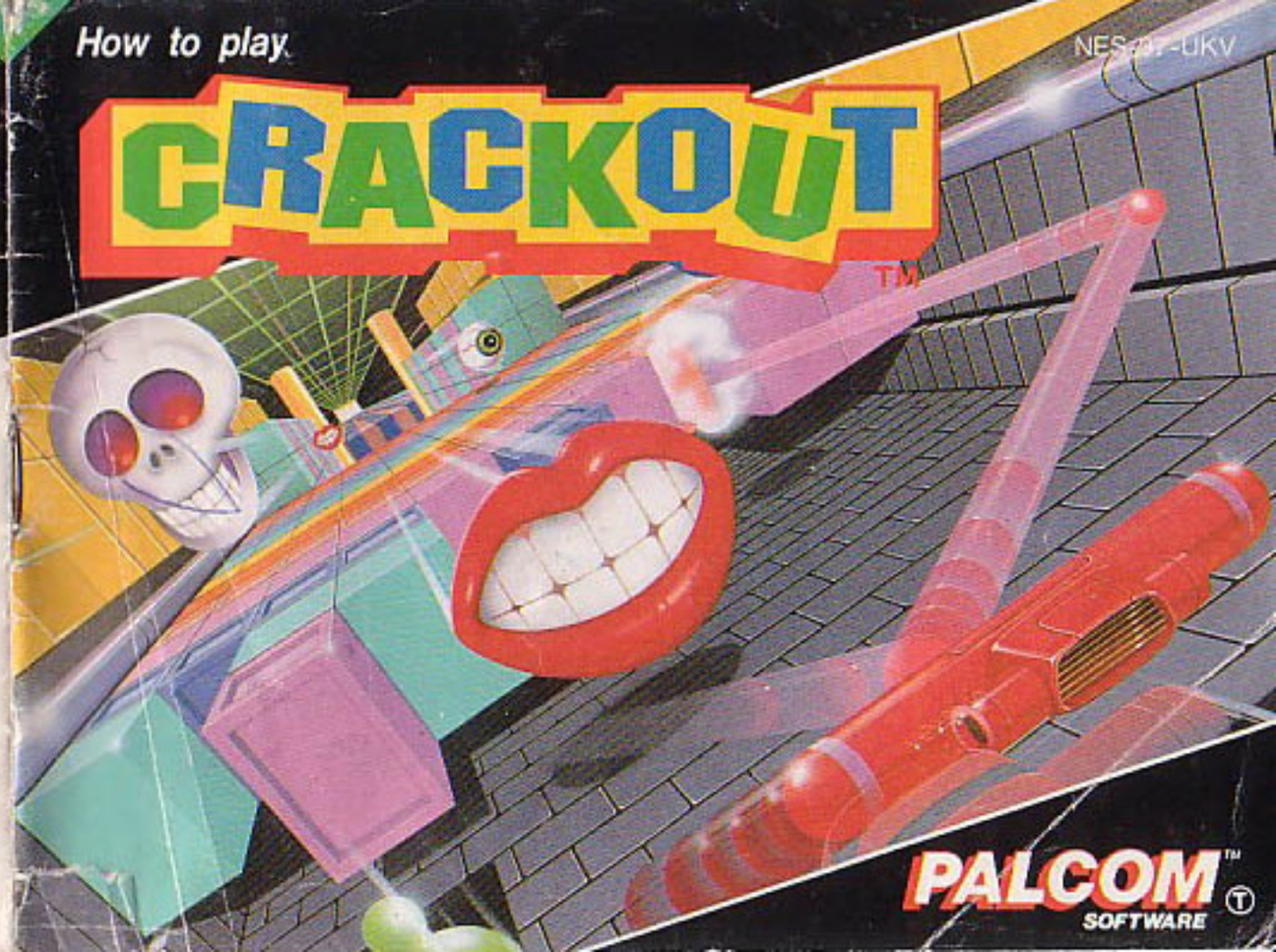
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Printed in Japan

How to play.

NES-CJ-UKV

CRACKOUT™



PALCOM™
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Original Nintendo Seal of Quality™

This 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 Nintendo Entertainment System.™

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Nintendo ENTERTAINMENT SYSTEM™

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Story

It is the year 30XX. Human beings have used up all the metals on Earth, so they have traveled into deep space to find more. They find a planet with great mineral wealth, but with unbreathable air. So they use all available technology to build a computer life support system, moved in, and name their new home "Planet Selim"

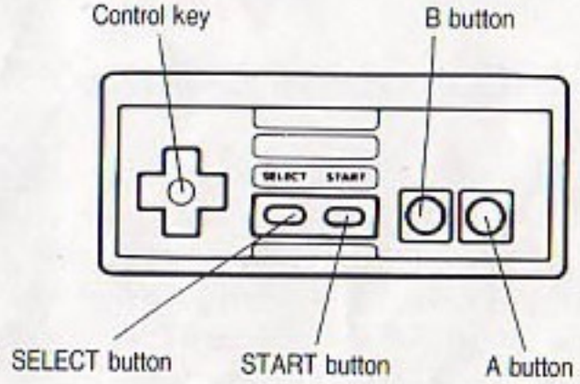
Several decades pass without trouble. But the planet is being spied on. The aliens spying on this rich planet discover a fault in the central computer and infiltrate it.

The computar was programmed to self-destruct if it ever got out of control. The aliens bombard the computar with false information to cause it to haywire, activating the self-destruct system. Immediately the people of Planet Selim discover what has happened, and call on the Planetary Patrol to save them. There is only one way to deactivate the self-destruct system. A 14-letter keyboard has to be entered into the computer from a secret internal keyboard. But the letters of the keyboard are hidden in the walls of different rooms. Your mission is to deactivate the self-destruct system. You board the high-performance "Red Fighter", and using your only weapon, a superball, you must penetrate the computer's defense systems, get past alien enemies, and quickly find the keyboard. Planet Selim depends on you!



Operating Instructions

Names of Controlles Parts and their Functions



Control key ····· Player moves left/right in direction of key pressed.

SELECT button ····· Selects game mode.

START button ····· Enters selected game mode and starts game.

A button ····· First shoots superball. Also can be used once items are acquired.

B button ····· Press at the same time as control key to speed up the player.

How to Play

●Press the START button at the title screen.

- ●GAME START
- ●PASSWORD

Choose one of the above with the SELECT button, and enter with the START button.

●Game Start

Press the A button to shoot superballs. Use the left/right keys to direct the shots and destroy the blocks. After you destroy all the blocks, you clear the level and move on to the next. There are a total of 44 levels including some hidden levels. If you catch the Konami man who appears during the game, you enter a hidden level. But you must clear all levels, including both regular and hidden levels to be able to find out the keyboard. If you hit an enemy character with a superball, an item appears. If you catch it, you can increase your power. There are many kinds of items, so you must use them according to the situation. There are some levels in which you must get certain items before you can clear the level. You have five superballs to start with, and if you catch the 1 UP item, you get an extra ball. If you miss the superball or get hit by an enemy, you lose the current ball, and when you lose them all, the game is over.

●Game Over

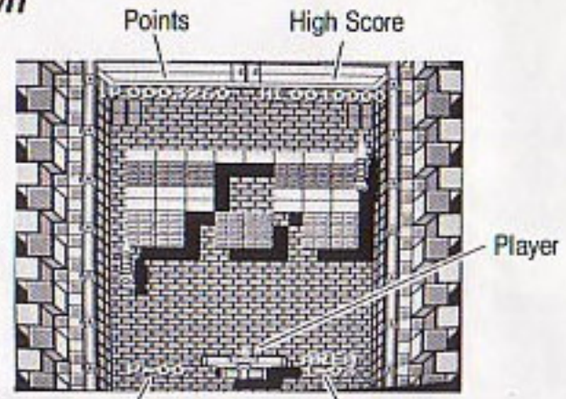
- ●CONTINUE (from the last level of play)
- ●PASSWORD

Choose one of the above with the SELECT button, and enter with the START button.

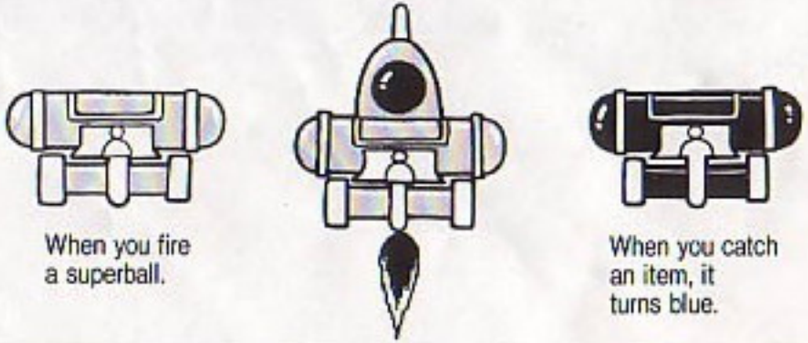
●About the Password

If you record a password, then you can turn off the power and start play when you turn it on again from the last level you reached by entering the password.
Select the PASSWORD screen at the start, and enter one letter at a time. To enter, use the control key to move the finger mark to the correct letter, and enter with the A button. To erase, press the B button. After you finish entering all of the letters, move the finger mark over to the START key on the screen and press the START button. The game will start from the level on which it ended the previous time on that password.

Screen Breakdown



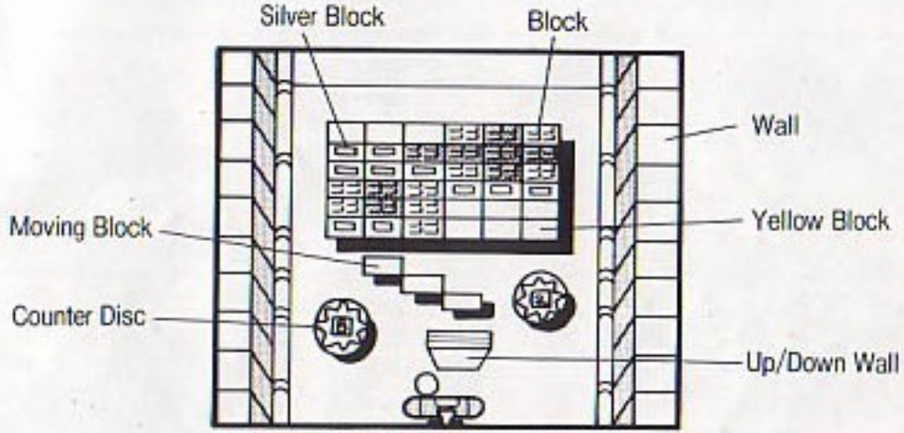
▶This is the high-performance "Red Fighter"◀



When you fire a superball.

When you catch an item, it turns blue.

How to destroy the Blocks



※This screen is not an actual game screen.

Block ····· can be destroyed with a single hit.
Yellow block ····· can be destroyed after more than one hit.
Silver block ····· cannot be destroyed.
Moving block ····· always moves from side to side. Superball bounces off it.
Counter disc ····· can be hit and destroyed when number reads "g".
Up/down wall ····· between player and blocks. Comes up from floor and moves up and down for a time. Superball bounces off it.
Wall ····· One letter is hidden in the wall.

Item Introduction

Destroy enemies with superballs. These items will help you to destroy blocks.



Twin Balls Enables you to shoot an extra white ball. Shoot with A button.



Missile You can use four of these. Shoot with A button and explode by pressing again.



Halley's Missile Press A button to shoot superballs in four directions from missile.



Large Screen Extends sides of player's screen.



Speed Down Speed of superball slows down.



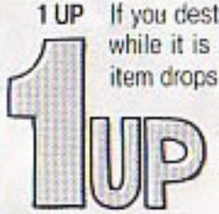
Powerball Ball destroys blocks by going through them.



1t(ton) Pump If you catch this item, all enemies on the screen are destroyed.



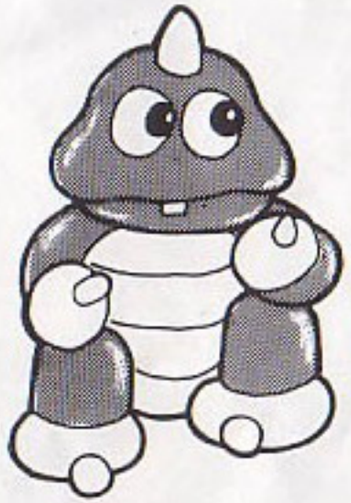
Time Stopper If you catch it, enemy characters stop for a moment.



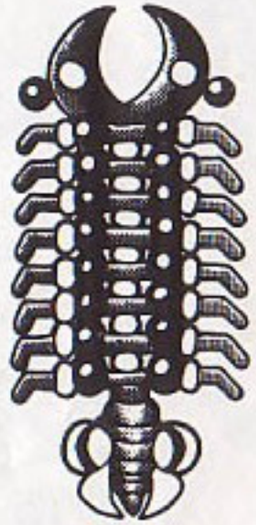
1 UP If you destroy an enemy while it is stopped, an item drops down. If you catch it, you get an extra superball.

Character Introduction

This game is divided into four areas. In each zone various enemies appear. Destroy them one after another with your superball. Catch them and different items will appear. But watch out for Many Legs. If it touches you, you'll get hurt. Also you must hit Konagon 12 times before he will disappear.



Konagon



Many Legs

☆Area 1

Enemy Characters of the Cubic Zone



Soul



Armored Crab



Gumball



Lips



Green Pea



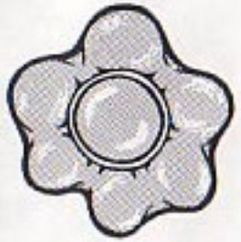
Flying Nail



Red Quiggly

☆Area 2

Enemy Characters of the Mirror Zone



Amoeba



Octopussy



Hatted Crab



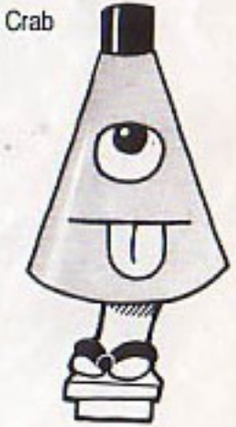
Mitoplast



Bonehead



Bee



Umbrella Kids

☆*Area 3*

Enemy Characters of the Tube Zone



Tortoise



Green Frog



Jellyfish



Sea Otter



Sea Star



Tumbler



Striver



Star Rock



Caterpillar

☆*Area 4*

Enemy Characters of the Final Zone



Magnitude 7



Papa Bear



Baby Bear



Crystal Shell



Sea Horse Couple



Ladybird



Moley

Write Down the Keyword Letters!

Write here the letters you find. When you clear the eleven levels in each of the four zones, this keyboard for entering the keyword appears. Arrange the letters you have gotten to form the correct keyword.

Area Number				
Keyword Letters				

Treat Your PALCOM Cassette Carefully

- This PALCOM cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

90-DAY LIMITED WARRANTY

Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Nintendo Game Pak («PAK») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.
P.O. BOX 104
Fareham, Hants
PO16 8UR
ENGLAND

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 822662 for the amount ot this charge. Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.