Color Dreams

INSTRUCTION MANUAL

METAL FIGHTER



METAL FIGHTER CONTROL SUMMARY

Controls

Control Pad Arrows: Move Metal Fighter in the indicated direction.
Button A: Causes Metal Fighter to jump.
Button B: Push to fire. Hold down for a few seconds longer then release to fire a much more destructive plasma ball.
Start Button: Starts the game. Also freezes the game.

Special Objects

Weapon Capsule: Shoot any weapon capsule and move Metal Fighter on top of resulting "F" square to start flying.
Weapon Capsule: Shoot any weapon capsule during flight and move on top of option square. Enter challenge stage to obtain new weapon and replenish shield power by one.
Mutants and Enemies: Shield power is reduced when you crash into an enemy or when you get hit by their weapons.
Alien Tyrants: Duel with a different gigantic alien at the end of each world.



METAL FIGHTER

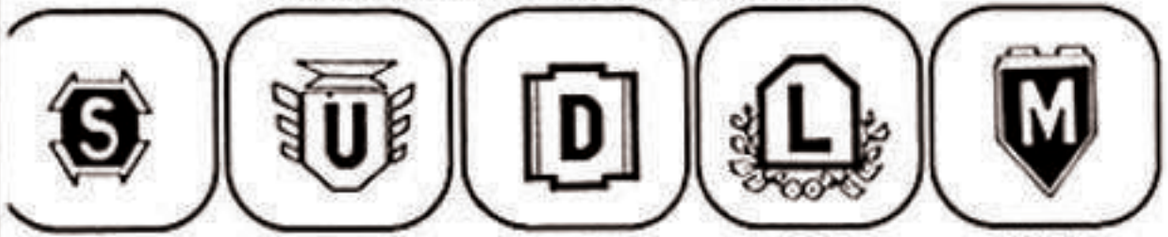
I. Introduction

Returning from three centuries of intergalatic missions, MCS-920 (nicknamed Metal Fighter) is surprised by an alien infested planet. Whatever few life forms survived were driven underground or transformed into battling bionic mutants. You must escape the tentacles of these mutants. . . seek out and destroy alien ships, then overpower grotesque alien guards to steal their fiendish and bizarre weapons.

From barren landscapes and colorful coral reefs to abandoned and frozen cities, you will yet come face to face with the alien tyrant in each world.

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V. WEAPON SELECTION OPTION SQUARES



SPEED UP | UPGRADED FIRING | DOUBLE FIRING | LASER CAPABILITY | MEGA SHIELD

S" SQUARE - SPEEDS UP THE METAL FIGHTER.

U" SQUARE - Upgraded firing capability allows you to fire an extra plasma ball from an extended gun. You may obtain other firing power without loosing this capability.

D" SQUARE - Double laser capability gives you two extra lines of fire.

L" SQUARE - Laser capability gives you simultaneous multi-angled firing capability.

M" SQUARE - Mega shield gives you a rapid short range circular firing capability.

VI. ENEMIES

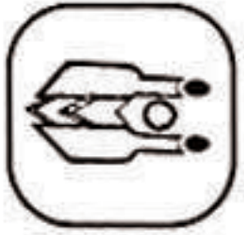


MUSHROOM POD | HOARD BOMBERS | REACTOR VESSEL | MOTHRUNGUS

VOLCANO | HELIFISH | PILAGECRAFT | SCUD

UTICRAFT W-2 | MISSLE LAUNCHER | STINGFLY | TRIAD-9

VI. ENEMIES (Continued)



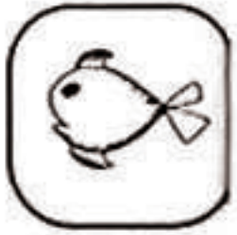
TANKER CG-5



CARRIER X-19



MINING CRAFT



MALIMER



BLIND ANGEL



TRICOPID



MUTANGEL



SQUIDIMUS



TRANSPOTER VL - 3X



LYNXIMUS



MEGABEE



OTO FISH

VII. ALIEN TYRANTS



STAR KRAKEN

The ultimate challenge awaits you at the end of each world. Beat the Alien Tyrant and you may proceed to the next world.

Star Kraken - A grotesque alien life form that pumps out energy looches and poisonous pellets.



CRABNUBULA

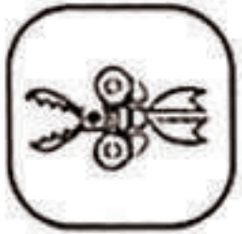
Crabnabula - Watch out for the extending tongue and the acidic saliva this ancient carnivore spits out.



SPIDERCRAFT

Spidercraft - The master controller of the alien infested city.

VII. PRIZES AND SPECIAL OBJECTS



PINCHERCRAFT



AQUADRAGON



PISTONCRAFT



HEARTANIUM

Pinchercraft - A mechanical clone of a once fearsome alien creature.

Aquadragon - King of the undersea world.

Pistoncraft - The giant destroyer that dominates the skies.

Heartanium - A high-tech weapon station which supports all vital alien functions on planet H17.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) 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 within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

METAL FIGHTER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/_____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

HINT LIST OFFER

- PLEASE SEND $2 SHIPPING AND HANDLING FOR THE HINT LIST.
- MAKE CHECK OR MONEY ORDER PAYABLE TO COLOR DREAMS, INC.
- ATTACH STAMP TO OPPOSITE SIDE
- ALLOW 10 DAYS FOR PROCESSING.
- YOUR PAYMENT WILL BE RETURNED TO YOU IF THERE ARE NO MORE HINT LISTS AVAILABLE.

PLACE STAMP HERE

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