

Nintendo

GAME BOY[®]

DMG-MW-USA

MISSILE COMMAND[®]

ACCOLADE

Instruction Booklet

LICENSED BY



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PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

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.
- 6 A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Credits

Developer: The Code Monkeys

Producer: Chris Bankston

Testers: Robert Daly, David Friedland, Steve Graziano

Manual: Jeff Wagner

Thank you for purchasing the Nintendo® GAME BOY® Missile Command game pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for reference.

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INTRODUCTION

Cairo, Egypt summons your help. Then New York City. Now London is under attack. Rumor has it that Sydney, Paris, and Moscow are next. Sixteen cities in all are targeted for destruction. Millions of people's lives are in your hands, all depending on you to fend off a barrage of bombs and missiles headed toward their homeland.

Your Mission

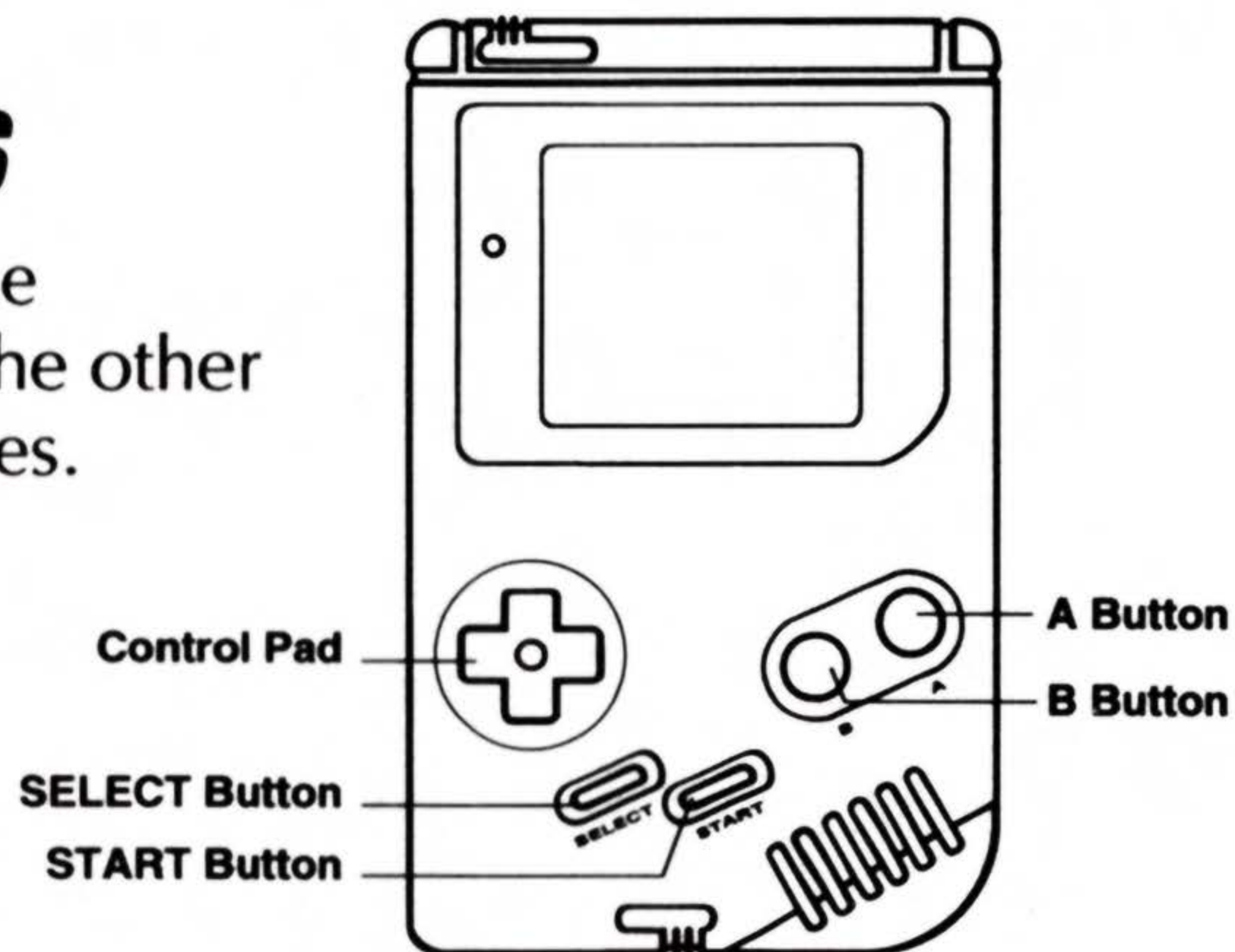
It's just you and your two anti-missile silos against an unknown, relentless enemy. You must intercept all incoming enemy fire before it hits the ground, or it's adios amigo.

GETTING STARTED

- 1 Make sure the power on your Game Boy is OFF.
- 2 Insert the Missile Command cartridge (label side up) into the Game Pak slot located at the rear of the Game Boy. (Refer to your Game Boy instruction booklet for assistance.)
- 3 Turn the power switch **ON**.
- 4 After the title screen appears, press any button to move on to the Main Menu.

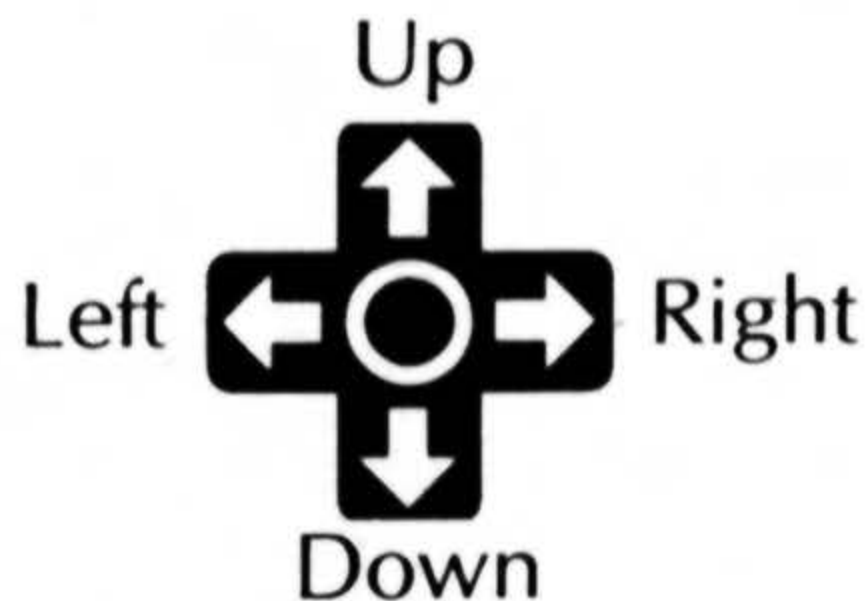
PLAYER CONTROLS

Use the control pad to aim the missile launchers in your missile silos. Use the other Game Boy buttons to fire your missiles.



Control Pad

To aim your missile launchers, use the Control Pad to move the onscreen crosshair:



Start Button

- Press at title screen to get to Main Menu
- Select an option from the Main Menu
- Pause/unpause the game

A Button

Fires missile from right missile silo

B Button

Fires missile from left missile silo

Select + Start + A + B

Press all simultaneously to reset

THE MAIN MENU

Before you can begin saving the world, you must first select one of the following Game Modes:

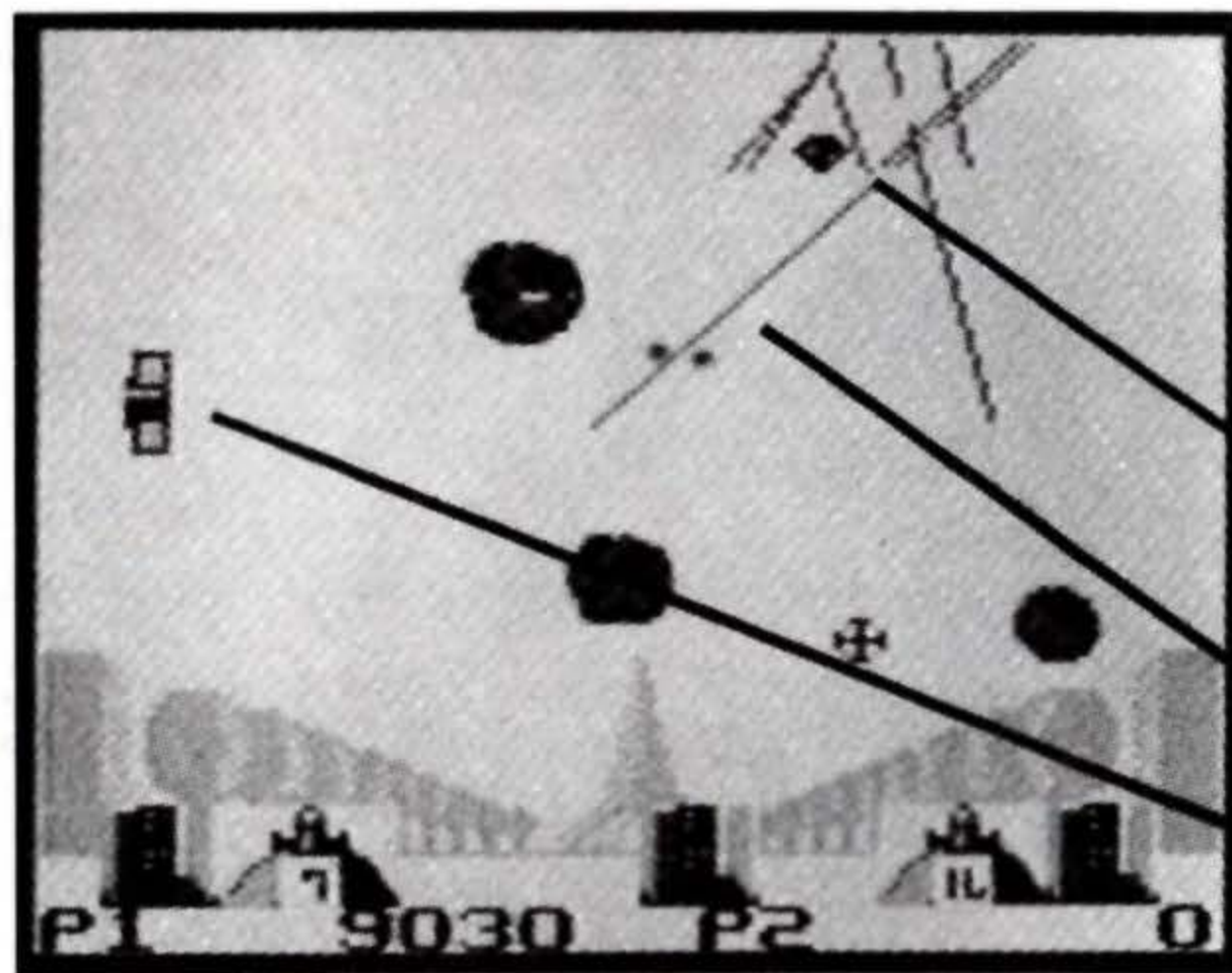
One Player: Standard game of Missile Command

Two Player: Compete against a friend. In two player mode, both players share the same Game Boy, but take turns, and have separate scores.

To select a Game Mode, use the control pad to highlight your choice, then press the **Start button**.

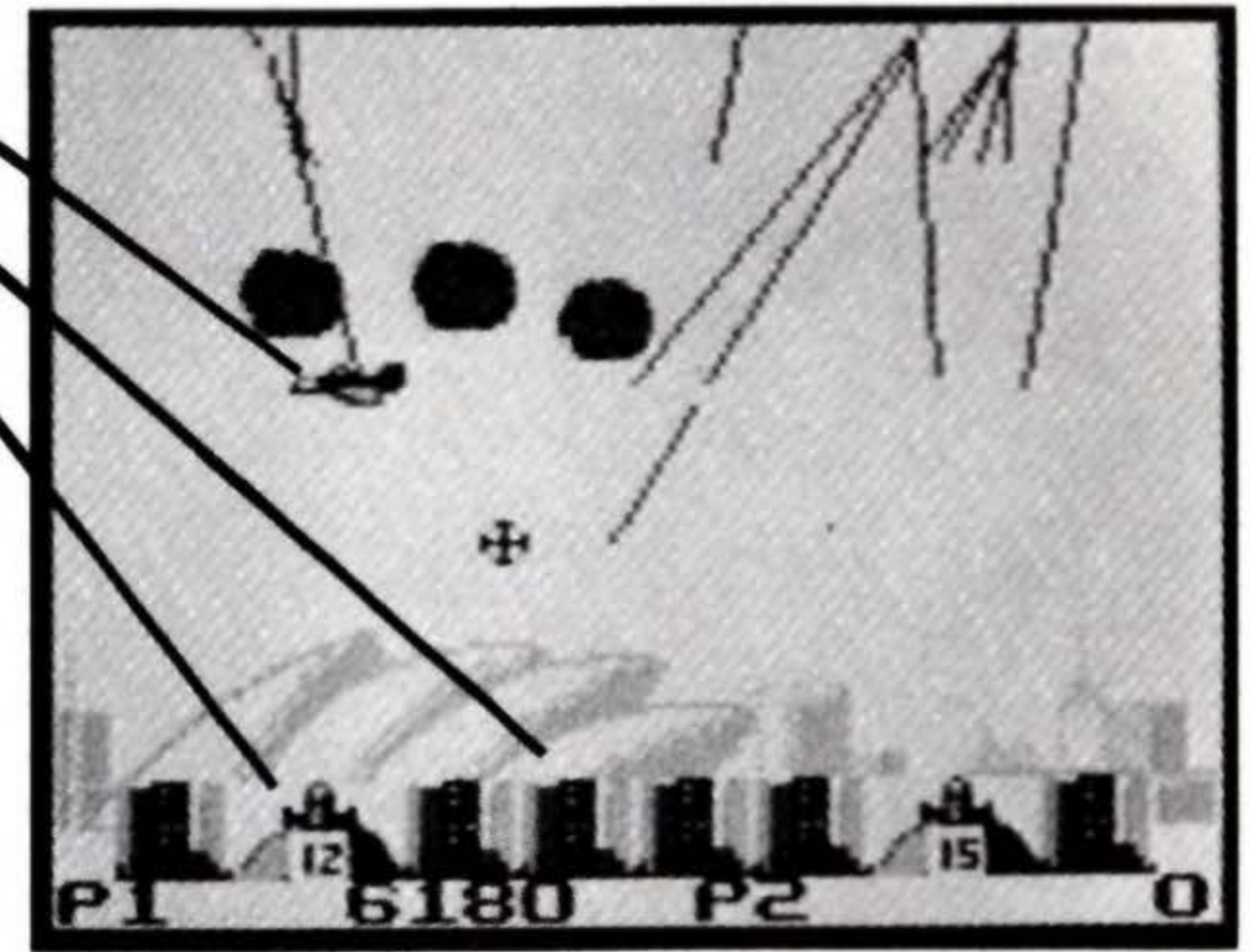
HOW TO PLAY MISSILE COMMAND

Again, the object of the game is to protect your cities from attack by enemy missiles, bombers, satellites and smart bombs. Do this by shooting the attackers from the sky from your two anti-missile silos.



Enemy Bomber
City "District"
Anti-Missile Silo

Enemy Smart Bomb
Enemy Missile
Enemy Satellite



The game begins in Cairo, Egypt, but there are 15 other actual cities worldwide on the verge of being attacked. Each city consists of six independent "districts" (represented by a skyscraper).

Rounds

You must protect a city through TWO separate invasions to successfully complete ONE round. After each round, a new city will appear for you to defend. In addition, point totals will increase after every round (see **Scoring & Gaining Extra Districts**).

If you happen to successfully defend all 16 cities, then get ready, because you get to defend them again. Good luck!

Anti-Missile Silos

You control two anti-missile silos located at each end of the city. Each silo can fire only 15 missiles per invasion, so don't waste them! If you successfully complete a round, you are awarded bonus points for every unfired missile.

Keep track of how many missiles each silo has left by watching the number that appears inside the silo. When it reaches zero, you're in big trouble! And remember — your silos are NOT missile-proof, so protect them, too!

A warning tone will sound when either of your silos has only 3 missiles remaining. A second, different tone will sound if you try to fire from a silo that is out of missiles.

Scoring & Gaining Extra Districts

OK, who's fooling who? The main objective of Missile Command is to score as many points as possible. The current player's point totals appear on screen directly under the city. If, after a game is over, you've accumulated one of the highest scores recorded, you will be added to the High Score table.

You are awarded points for destroying enemy missiles, satellites, bombers, and smart bombs. The points breakdown for Round 1 are:

- 25 points for each in-coming missile destroyed
- 100 points for each satellite destroyed
- 100 points for each bomber destroyed
- 125 points for each smart bomb destroyed (see note below)

Note: Bombers and satellites never appear at the same time; neither will appear until the second invasion of Round 1. Smart bombs won't begin appearing until the start of Round 3.

After every round, the points will increase as follows:

POINTS TABLE

Round 2: Round 1 points X 2 (i.e., 50 pts. for each incoming missile, etc.)

Round 3: Round 1 points X 3 (i.e., 75 pts. for each incoming missile, etc.)

Round 4: Round 1 points X 4 (i.e., 100 pts. for each incoming missile, etc.)

Round 5: Round 1 points X 5 (i.e., 125 pts. for each incoming missile, etc.)

Round 6 and beyond: Round 1 points X 6 (i.e., 150 points for each incoming missile, etc.)

Bonus Points

After all city-threatening objects have been destroyed, the following bonus points are awarded:

- 100 points for each district remaining
- 5 points for each unfired missile

Bonus points also increase after every round in the same ratio as regular points (see POINTS TABLE above).

Extra Districts

The city you are currently protecting will gain an extra district for every 10,000 points you earn. However, six districts are the maximum you can have at one time.

WHOOOPS! GAME'S OVER...

The game is over when a city you are defending loses all of its districts, including any extra districts gained by garnering 10,000 points. Again, if your score is among the highest at the conclusion of a game, you will be added to the High Score table.

CUSTOMER SERVICE

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1** DO NOT return your defective Game Pak to the retailer.
- 2** Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8am and 5pm (Pacific Standard Time) Monday through Friday. Please do not send your Pak to Accolade before calling Customer Service.
- 3** If the Customer 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 your packaging is at least 4" x 6" 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:

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Customer Service
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San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for \$15 (plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

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San Jose, CA 95128

(408) 296-8400

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