

NUS-NERE-USA



AEROFIGHTERS™  
ASSAULT

The title is rendered in a bold, 3D, metallic gold font. The word "AEROFIGHTERS" is on the top line, followed by a trademark symbol (TM). The word "ASSAULT" is on the bottom line, with a stylized aircraft silhouette integrated into the letter 'A'. The text is set against a horizontal gold bar that tapers at both ends. In the background, a blue fighter jet flies at the top, and two missiles are shown in mid-air with their trails.

*INSTRUCTION BOOKLET*



 VIDEO SYSTEM

The logo features a stylized blue 'V' icon followed by the text "VIDEO SYSTEM" in a bold, sans-serif font.

 PARADISE ENTERTAINMENT™

The logo consists of a stylized, circular graphic element resembling a wing or a propeller, followed by the text "PARADISE ENTERTAINMENT™" in a smaller font.

**WARNING:** PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

**VIDEO SYSTEM**



PARADIGM ENTERTAINMENT™

© 1987 VIDEO SYSTEM CO., LTD./PARADIGM ENTERTAINMENT, INC. AEROFIGHTERS IS A TRADEMARK OF MCORIVER, INC. (VIDEO SYSTEM U.S.A., INC.)

LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64, THE 3-D "N" LOGO, AND THE RUMBLE PAK ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
©1996 NINTENDO OF AMERICA INC.



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**C O N T E N T S**

GETTING STARTED	4
CONTROL STICK FUNCTIONS	5
BACKGROUND STORY	6
CONTROLLER FUNCTION	8
GAMEPLAY SCREEN EXPLANATION	12
GAME MODES	14
PRACTICE	15
MAIN GAME	16
DEATH MATCH	24
BOSS ATTACK	26
OPTIONS	28
PILOT PROFILE	29
TIPS ON TOKYO	32
HIGH SCORE	36
CREDITS	37



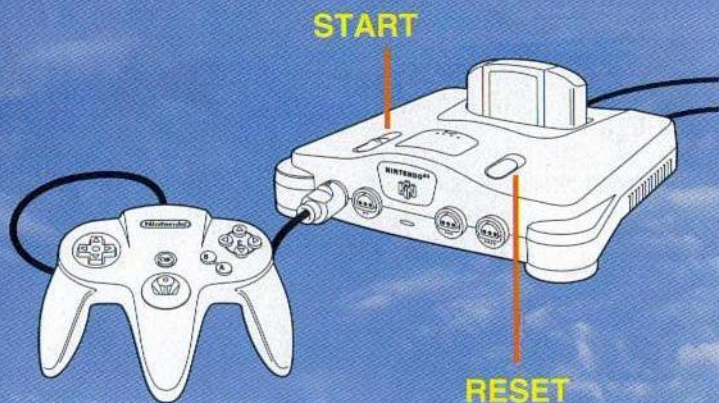
## GETTING STARTED

**IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON.**

Instead, first turn the power OFF on your N64™.

Then insert the Game Pak into the slot of your N64™. Press firmly to lock the Game Pak in place.

Turn the power switch with ON. Now after the appearance of the title and legal screens will appear, which, you may by bypass at any time by pressing START.



## CONTROL STICK FUNCTIONS

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power on, do not move the Control Stick from its 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 set as neutral. This will cause games using the Control Stick to operate incorrectly.



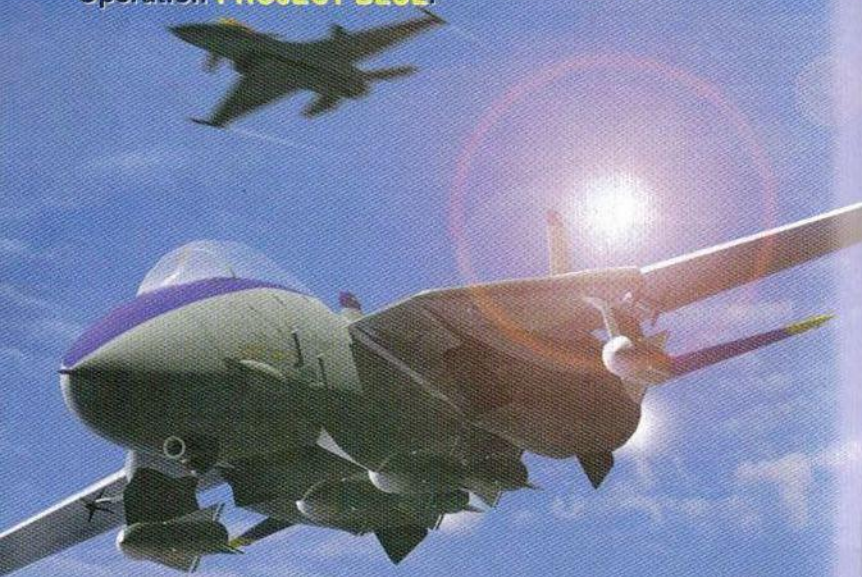
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

Because the Control Stick is a precision instrument, don't spill liquids on it or place foreign objects into it. If you need any assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

## BACKGROUND STORY

**PHUTTA MORGANA** is on the attack once again. This powerful and notoriously cruel military organization won't stop until it has conquered the world.

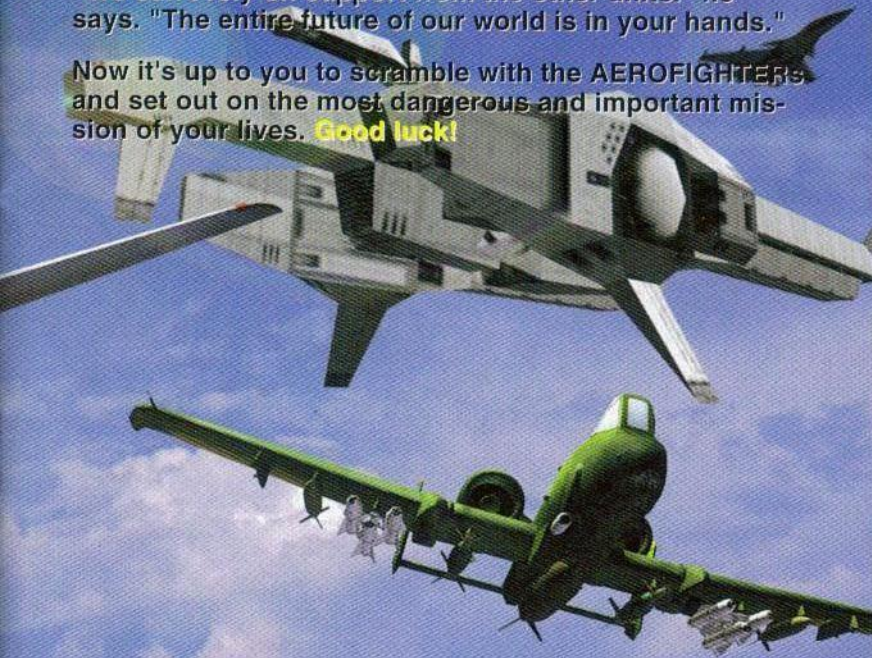
A month ago, PHUTTA MORGANA exploded a special heat-generating bomb in the antarctic. As a result, major seaboard cities, including Tokyo and New York, have been flooded by the melting Antarctic ice. At the same time, PHUTTA MORGANA's forces have begun their long-awaited DOOMSDAY invasion. The world is in chaos, fearful of this demonic crisis. What's more, PHUTTA MORGANA has totally immobilized the world's ground units. Naval forces, meanwhile, are occupied with saving huge numbers of refugee. The only hope is Operation **PROJECT BLUE**.



"PROJECT BLUE" is the code name of a Peacekeeping Force organized by the United Nations to maintain world harmony. Over the years, PROJECT BLUE's elite team of **AEROFIGHTERS** have faced PHUTTA MORGANA on numerous occasions, But without a doubt, this is the most critical battle in its history, for the lives of millions are at stake.

Shortly before your first mission against PHUTTA MORGANA, the U.N. Secretary General meets personally with you and the rest of the AEROFIGHTER squadron. "We can't rely on support from the other units." he says. "The entire future of our world is in your hands."

Now it's up to you to scramble with the AEROFIGHTERS and set out on the most dangerous and important mission of your lives. **Good luck!**



# CONTROLLER FUNCTIONS

## DEFAULT

### L BUTTON:

Change view from inside cockpit to outside of jet

### Z BUTTON:

Main gun

### B BUTTON:

Aircraft's defense / Deselect a menu selection

### A BUTTON:

Sub missiles / Select highlighted menu item

### R BUTTON:

Special weapon



### CONTROL STICK:

Moves aircraft / Moves cursor on menu screen

### START:

Pause / Select highlighted menu item



## CUSTOM

On the OPTIONS menu, you can select the "BUTTONS" menu. This screen shows the default control button configuration. As you scroll down through the list of maneuvers and options, press the button on your controller with the corresponding maneuver or option that is highlighted. This will assign maneuvers and options to new buttons.



## SPECIAL MANEUVERS

### FSX / Su-35

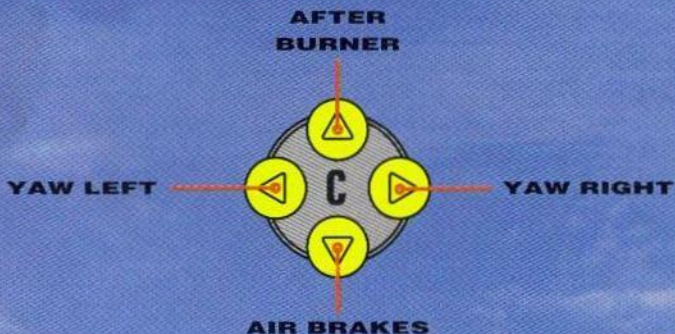
**COBRA:** Pull back on Control Stick and push bottom C Button. Then pull back on Control Stick and push top C Button.

**CULBIT:** pull back on Control Stick and push bottom C Button. Then pull back on Control Stick and push top C Button, continue to hold Control Stick back.

### F-14 / A-10

**RUDDER REVERSAL:** Pitch nose of aircraft to more than 30 degrees while flying at 400 knots, then tap the left C Button or right C Button twice.

## C B U T T O N S



### RUMBLE PAK™

The Aerofighters Assault game is compatible with the Rumble Pak accessory.

When you connect the Rumble Pak accessory to the controller, you'll feel different degrees of vibration when your jet is hit during the game.

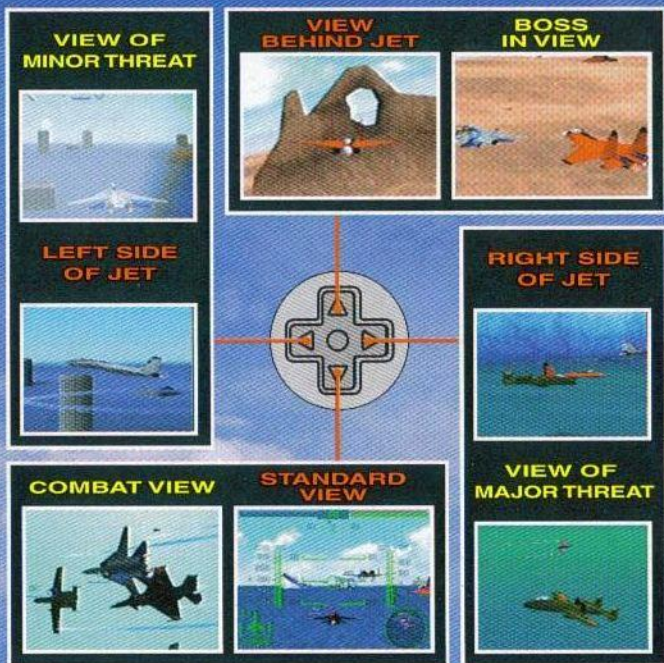


# COMBAT VIEWS

AEROFIGHTERS ASSAULT offers eight different views as you fly.

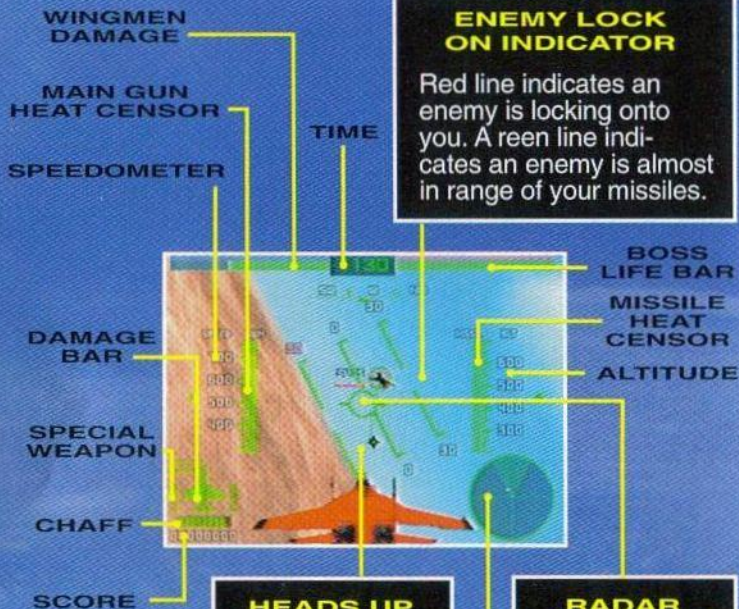
- To activate the standard view, start by pushing the top, left or right Directional Button during any mission.
- To activate the combat views, start by pushing the down Directional Button during any mission.

To reset your view back to the standard cockpit view, push the down Directional Button while flying in any of the above views.



# GAMEPLAY SCREEN SETUP

## MAIN GAME



### ENEMY LOCK ON INDICATOR

Red line indicates an enemy is locking onto you. A green line indicates an enemy is almost in range of your missiles.

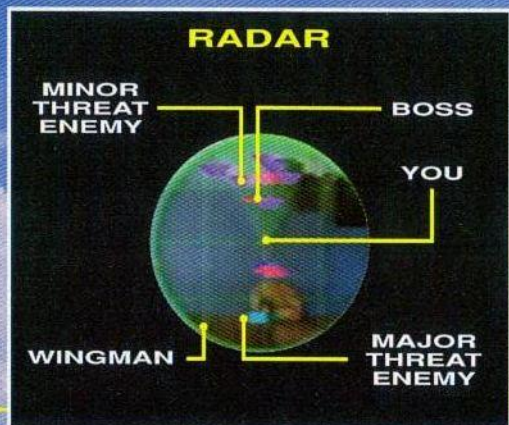
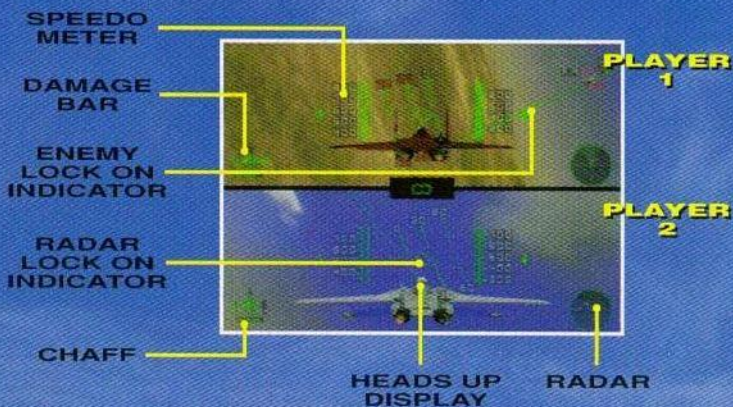
### HEADS UP DISPLAY

This handy tool shows where the horizon line is with the degrees of pitch indicated.

### RADAR LOCK ON INDICATOR

A red square surrounds enemy aircraft when your missiles are locked on.

## 2 P L A Y E R



# GAME MODE

## PRACTICE

All pilots regardless of their flying skills, will need training. As an AEROFIGHTER you have three training options, each of which tests your flying and combat skills.

## MAIN GAME

The game pak will automatically save your game as you progress through each of the eleven levels. PHUTTA MORGANA awaits your arrival so keep it up!

## DEATH MATCH

Nobody ever said that you and a friend can't take it up. In the air to test your battle skills. AEROFIGHTERS ASSAULT has three stages that allow the best of the best to each other out of the sky.

## BOSS ATTACK

Three bosses await your arrival in BOSS ATTACK. Learn their weak points and their strategies before attacking them in the MAIN GAME mode.

## OPTIONS

AEROFIGHTERS ASSAULT allows you to choose various game setup options. Here you can select the skill level of your enemies and turn on background music.

## CONTINUE

Don't start ever from the beginning. Choose CONTINUE to pick up where you left off.

# PRACTICE



## PILOT CONTROL

Fly your selected fighter jet through an assortment of rings. Perfecting this training will improve your throttle control, rolls, barrel rolls, and many other maneuvers you'll utilize in the MAIN GAME mode.

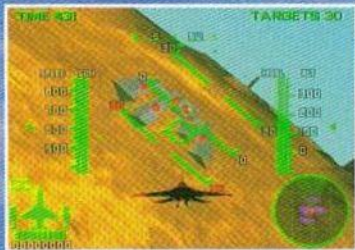
## VS AI PILOT

Fly your selected jet in dog fights against the AI. You'll fight numerous jets one at a time. Once you become proficient at this, you'll improve your ability to lock onto enemy aircraft and wiggle your way out of a sneak attacks from ace pilots.



## VS BOSS

fly your selected jet fights against the AI. You'll fight numerous jets one at a time. Once you become proficient at this, you'll improve your ability to lock onto enemy aircraft and wiggle your way out of a sneak attacks from ace pilots.



# MAIN GAME

## TOKYO

Defend the Metropolitan Building from the Super X Walker

## PACIFIC OCEAN

Destroy the Leviathan Battleship and enemy fleet

## AIR DOCKING (BONUS STAGE)

Land on Air Carrier Goriath

## AIR BATTLE

Destroy the Flying Fortress Spriggan and enemy aircraft

## DESERT

Conduct reconnaissance of tornadoes

## SHUTTLE DEFENSE (BONUS STAGE)

Defend Space Shuttle against the enemy aircraft

## FORTRESS

Destroy enemy fortress and enemy aircraft

## GOLIATH DEFENSE

Defend the Air Carrier Goliath from enemy aircraft

## ANTARCTIC OCEAN

Destroy remaining enemy aircraft

## ICE CAVE

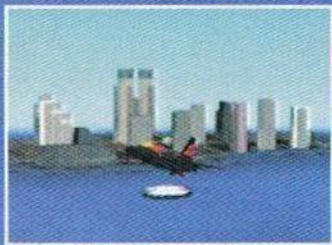
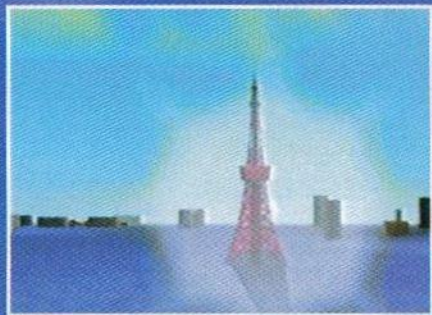
Destroy remaining enemy aircraft



# TOKYO

## DEFEND METROPOLITAN BUILDING

PHUTTA MORGANA starts his main attack in the heart of Tokyo. It's up to the AEROFIGHTERS to destroy all enemy aircraft and helicopters. Also, you'll come across a large Super X Walker. Find and destroy the enemy.



# PACIFIC OCEAN

## DESTROY ENEMY FLEET

PHUTTA MORGANA has moved his army fleet to the Pacific Ocean. Battleship Leviathan leads the armada, which consists of four fighter aircraft and many submarines and frigates. The AEROFIGHTERS ASSAULT team must take them all out. The Battleship Leviathan has the ability to submerge, so don't lose it in your sights.



## AIR DOCKING

### LAND ON AIR CARRIER GOLIATH

This is a bonus mission. You and your three wingmen will be landing on the Air Carrier Goliath. Your flying skills are put to the ultimate test here. To get the most points, you'll need to fly through the gate, then circle the Air Carrier to perform a "carrier break." Landing is critical, so focus on the landing strip and watch your speed.



## AIR BATTLE

### DESTROY ENEMY FLYING FORTRESS

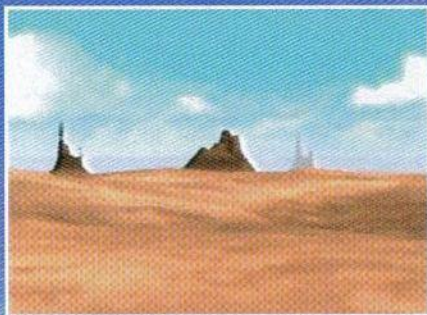
The AEROFIGHTERS ASSAULT team is in for a nasty dogfight. PHUTTA MORGANA has called for its fleet of Stealth aircraft and it appears he owns more than the U.S. Pentagon. You'll be in the clouds durling this air battle, so there's no need to watch out for obstacles. Intelligence reports that PHUTTA MORGANA has prepared a super weapon, so be careful.



## DESERT

### CONDUCT RECONNAISSANCE OF TORNADOES

This is a simple mission. Fly over the Monument Valley and conduct a reconnaissance of tornadoes. Some information has been leaked to us by a spy in the PHUTTA MORGANA clan. Apparently PHUTTA MORGANA is moving a largemachine called Bazeel, an unknown number of aircraft and ground vehicles along the desert Floor.



## SHUTTLE DEFENSE

### DEFEND THE SPACE SHUTTLE

Some of PHUTTA MORGANA's ground troops and aircraft have slipped through our AEROFIGHTERS ASSULT team's blockade. They are headed towards the A Space Shuttle launch. It is up to you to defend the launch. You'll be flying solo on this mission, so watch your back.



## FORTRESS

### DESTROY ENEMY SUPER FORTRESS

PHUTTA MORGANA's hideout has been discovered. We're sending the AEROFIGHTERS ASSAULT pilots in to destroy the enemy Super Fortress. It is very important that you succeed because this is the brain behind PHUTTA MORGANA's revenge against the world. Time is of the essence in this mission, so don't spend too much time messing around with enemy aircraft.



## GOLIATH DEFENCE

### DEFEND THE GOLIATH WHILE IT IS DOCKED

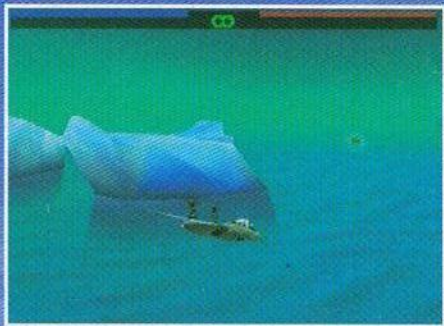
Air Carrier Goliath is reloading supplies. PHUTTA MORGANA has discovered its docking location and has sent an unconfirmed number of attack helicopters. Our long-range radar has picked up seven waves of threats. You are alone with no wingman support. It's up to you to protect the Goliath from enemy attack while it is docked. The Air Carrier Goliath only needs five minutes to complete supply reloading.



## ANTARCTIC OCEAN

### DESTROY REMAINING ENEMY AIRCRAFT

The PHUTTA MORGANA army is falling to its knees. There are just a few aircraft left to defend it. But these pilots are best of the best, which PHUTTA MORGANA has reserved for just this moment. They fly very advanced aircraft, but don't let them scare you. Destroy remaining enemy aircraft.



## ICE CAVE

### DESTROY THE ENEMY

We've located PHUTTA MORGANA's hideout. The Air Carrier Goliath has been sent to the location in Antarctica. The only information available is that inside the cave is a junction. You'll be alone with no wingman support. Enemy intelligence is unknown. Take it slow because You'll be flying through a cave.



# DEATH MATCH

The best of the best top guns play here. You and a second player can wage dog fights with each other in one of four fighter jets.

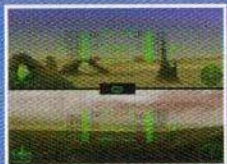
CONFIGURATION				
STAGE	SEA	SKY	DESERT	
TIME	00	600	300	
SPECIAL	00	2	00	2
DEFENSE	00	10	00	10
OK				

## STAGE

Choose one of three stages, SKY, OCEAN, and DESERT. Each stage has its own obstacles in addition to the opponents you're up against.

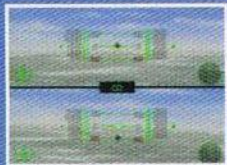
### DESERT

The DESERT is a desolate place with large rocks and canyons.



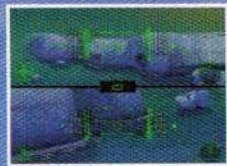
### SKY

In the SKY you'll find nothing that to avoid, except for the other guy.



### OCEAN

Large icebergs float in the OCEAN, and you must fly high to avoid them.





## **TIME**

You can only kill each other for so long. Set the time for 600 seconds, 300 seconds, or infinite. When time runs out, the winner is the pilot with the most kills.

## **SPECIAL**

Every jet has a powerful missile referred to as a special weapon. The default is "two special," but to add a greater challenge, you can set the special to "infinite."

## **DEFENSE**

Each of the fighter jets is equipped with a defensive mechanism. Chaff is used to deflect homing missiles. You're given the option to have 10 or infinite Chaffs/



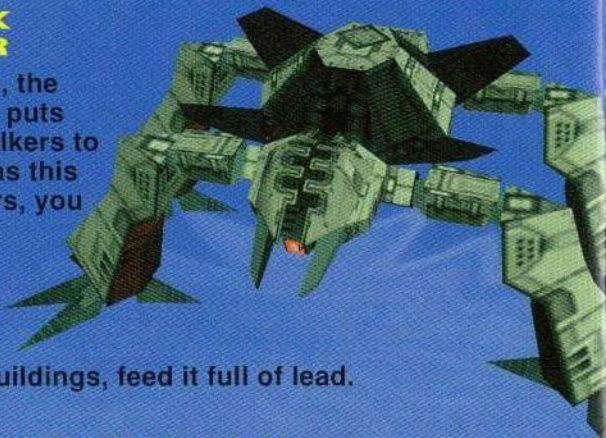
## BOSS ATTACK

The four bosses you can select are also found in the MAIN GAME mode. Boss Attack can be played in a single-player or multi-player mode.

### SUPER X WALKER

Found in Tokyo, the Super X Walker puts the imperial Walkers to shame. As tall as this monster appears, you won't have too much trouble knocking it to the ground.

Before it takes out too many buildings, feed it full of lead.



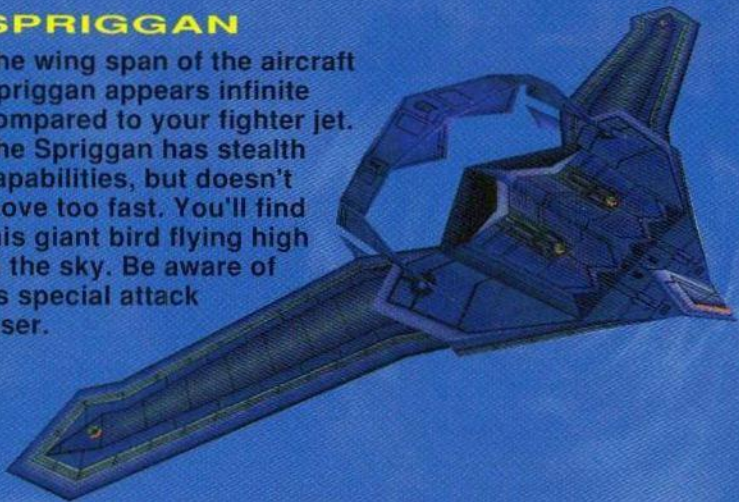
### LEVIATHAN

Roaming the waters of the Antarctic, the Leviathan is one large battleship. Its capabilities are unmatched by any naval vessel. Air attacks are its weakness, but beware of its massive deck guns.



## SPRIGGAN

The wing span of the aircraft Spriggan appears infinite compared to your fighter jet. The Spriggan has stealth capabilities, but doesn't move too fast. You'll find this giant bird flying high in the sky. Be aware of its special attack laser.



## BAZEEL

The Bazeel is a desert tank protected by indestructible armor. The camouflaged shell blends in with the color of the desert sands, so use your radar to pick up its tracks. Be aware of its quick turns because it'll bombard you with a ton of ground-to-air missiles.



## OPTION

### LEVEL

Choose level of difficulty: EASY, NORMAL or HARD. The more difficult the level, the stronger the enemy.

### CONTROL

Choose between NOVICE and NORMAL. Only in NORMAL can the fighter jets perform rolls and barrel rolls.

### SOUND

Choose between STEREO and MONO.

### BGM VOL.

Adjust the volume of the background music

### BGM

Sample a variety of background music from the game.

### DATA DELETE

Delete selected saved games.

WARNING: deleted games cannot be recovered!

### BUTTON CONFIGURATION

Choose various button configuration on your N64™ controller.

### EXIT

Exit the Options menu.

## CONTINUE

In the MAIN GAME mode, the progress of your game-play is automatically saved. The saved data can be deleted by the "Data Delete" command in the Option menu.

# AEROFIGHTERS TEAM

The AEROFIGHTERS ASSAULT team is made up of four of the best top gun pilots in the world. Hawk, Glenda, Hien, and Volk make up the assault team and it's up to you to pick the one pilot that will save the world. The team works great together on combat missions, but each member would gladly enter the ring in the Death Match mode at anytime.



## AEROFIGHTERS HEADQUARTERS



The four pilots take orders from the same operator, Ellen. Ellen feeds you very important information. Before every mission she'll brief you with such information as the number of enemies and weaknesses of the main boss.

### ELLEN

COUNTRY	U.S.A.
HEIGHT	5'8"
AGE	26

## F14B TOMCAT

The F-14B Tomcat is the best jet for the amateur pilot. It's stable, flies easy, and its armor is strong.



**MAIN**  
20mm MACHINE GUN

**MISSILE**  
PHOENIX MISSILE

**SPECIAL**  
TOMAHAWK MISSILE

**DEFENSE**  
CHAFF

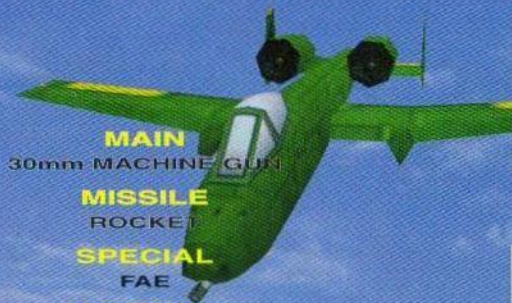


### HAWK

COUNTRY	U.S.A.
HEIGHT	5'6"
AGE	17

## A-10A THUNDERBOLT II

The A-10A Thunderbolt II is a flying tank. This fighter jet is relatively slow and not too versatile, but makes up for these faults with thick plates of protective armor.



**MAIN**  
30mm MACHINE GUN

**MISSILE**  
ROCKET

**SPECIAL**  
FAE

**DEFENSE**  
CHAFF



### GLENDIA

COUNTRY	U.S.A.
HEIGHT	5'9"
AGE	30

## FS-X

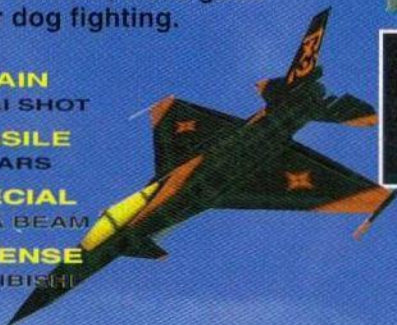
The FS-X is perfect for top gun pilot. It banks quickly and performs fast barrel rolls, keeping the best pilots on their toes. Because of its squirrely attributes, it's a hard jet to control, but a good choice for dog fighting.

**MAIN**  
KUNAI SHOT

**MISSILE**  
STARS

**SPECIAL**  
NINJA BEAM

**DEFENSE**  
MAKIBISHI



### H I E N

COUNTRY	JAPAN
HEIGHT	5'9"
AGE	25

## Su-35 SUPER FLANKER

The Su-35 SUPER FLANKER flies well at high speeds. It isn't very versatile but can out-run most of its competition. Though it's a better fighter jet, it cannot absorb many hits.



### V O L K

COUNTRY	RUSSIA
HEIGHT	6'
AGE	30

**MAIN**  
FIRE BALL

**MISSILE**  
FIRE ARROW

**SPECIAL**  
FIRE WAVE

**DEFENSE**  
AIR MINE



## STRATEGY OF FIRST MISSION

### BRIEFING WITH ELLEN

**YOUR MISSION:** Defend the Metropolitan Building.

**ENEMY FORCE:** Super X Walker; four fighter aircraft; unknown number of enemy aircraft.

**TOP SECRET:** The Super X Walker has a weak defensive area in the lower front of its armor.

**MISSION TIME:** 15 minutes. You have additional support from the Metropolitan Defence team.

### TEAM WORK

Choose a pilot that matches your ability. The three remaining pilots will fly as your wingmen, attacking other enemy aircraft and the Super X Walker. Your job is to destroy any enemy threat.





## DOG FIGHT

You'll come across numerous helicopters. Even though these enemy aircraft pose a minor threat, they are your enemy. They can fly circle around you, but if you can lock onto them, you can easily knock them out of the sky.



Every enemy fleet has an ace pilot. In this case, it's an FS-X top gun. Follow your teammate and he'll lead you right to him. If you're good enough, you shouldn't have any problem keeping up with this pilot. If you cannot lock onto him, use your main guns.



## ATTACK THE SUPER X WALKER

If you're feeling lucky and you've got the armor, fly just above the water. You can easily attack the Super X Walker's weak defensive area from here. You can even fly between its legs, but use this tactic only at high speeds.



If you're pretty beat up after the dog fighting, then attack the Walker from a high attitude. its guns won't pickup on you, but your heat seeking missiles will home in on the Super X Walker. Try this attack at a slow speed.

After flying past the Super X Walker, use the BOSS VIEW to avoid missiles it launches at you. If you find yourself under a heavy attack, perform barrel rolls at a slight upwardpitch to help you avoid major damage.



Depending on the difficulty setting, the Super X Walker doesn't take too many hits to stop. You may have to launch two special weapons and a dozen sub missiles, but when you bring it to its knees, it will light up the sky. With any luck, your wingmen will still be in the more damage you do to the enemyland the less damage is done to you, the more points you'll earn.



#### MISSION ACCOMPLISHED

LIFE POINT	X 26	13000
DEFENSE WEAPON	X 10	30000 ★
SPECIAL WEAPON	X 1	10000
WINGMAN RETURN	X 3	450000 ★
TIME BONUS	X 380	38000

**TOTAL** 644000

# HIGH SCORE

After every mission your kills and mistakes are counted. Everything counts, even your wingman's exploit. Compare your mission high scores with those of other top gun pilots.



## MISSION ACCOMPLISHED

### LIFE POINT (100%)

500 X remaining life bar (50,000 points MAX)

### DEFENSE WEAPON (MAX 10)

1,000 X remaining defense (10,000 points MAX)

### SPECIAL WEAPON (MAX 2)

10,000 X remaining special weapon (20,000 points MAX)

### WINGMAN RETURN (MAX 3)

50,000 X returned wingman (150,000 points MAX)

### TIME BONUS

100 X remaining time

### EXTRA BONUS

2,000 points X enemy aircraft, vehicles, and boats



## EXTRA BONUS STAR

- |   |                                      |                |
|---|--------------------------------------|----------------|
| 1 | Player life point full bar           | 100,000 points |
| 2 | Defense weapon full stock            | 20,000 points  |
| 3 | Special weapon full stock            | 40,000 points  |
| 4 | All wingmen return                   | 300,000 points |
| 5 | All enemy fighter aircraft destroyed | 240,000 points |
| 6 | All enemy threat destroyed           | ????????????   |
| 7 | Supporter boss life point full bar   | 100,000 points |
| 8 | Save Shuttle defense building        | 400,000 points |

# CREDITS



## VIDEO SYSTEM

Executive Producer  
**Kouji Furukawa**

Producer  
**Yasunobu Hayashi**

Director  
**T. Sakon**

Asistant Director  
**H.Hino**

Character Design  
**Armored Cruiser**

Planner  
**Kazuki Ito**

Ending Producer  
**A. Sakamura**

3D Artist & Boss Design  
**N. Kudou**

Script Design  
**Kousi**

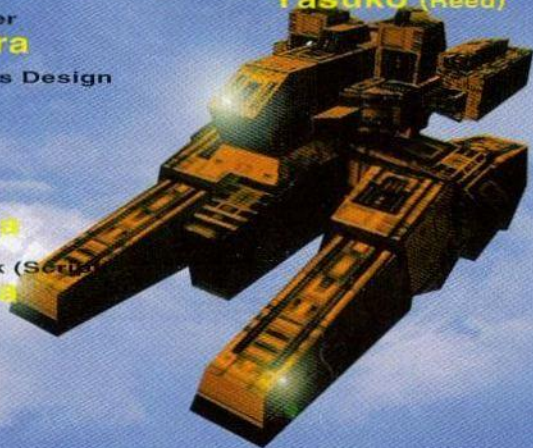
Audio  
**Kouji Shiina**

Progress Check (Script)  
**A.Ookawara**

Character Modeling  
**Kantaro**

Publicity Section  
**Y. Maeda  
Manbou Y**

Special Thanks  
**Yamoya  
Kaz  
T. Uesugi  
Naoki Itamura  
Aiz!  
M. Kimura  
(McO'RIVER Inc.)  
Yasuko (Reed)**



# CREDITS



PARADIGM ENTERTAINMENT™

## PARADIGM ENTERTAINMENT

Technical Director

**Kenneth Tabor**

Art Direction

**Mahdad Ansari**

Software Engineering

**Brad Robnett**

**Drew Powers**

**Angus Henderson**

**Mike Bienvenu**

**Trevor Bakker**

**Jason Rice**

**Sam Perera**

3D Artists & Animators

**Raymond Arriaga**

**Robert Gaines**

**Matthew Leese**

**Robert Walden**

**Hobie Johnson**

Special Thanks

**Mike Panoff**

**Aaron Hightower**

**Shawn wright**

**Ed Williamson**

**Pat Postell**

**Ken Atkinson**

**Ed Hart**

**Cleo Anderson**

Recording Engineer

**Gordon Nicol**

Character voice

**Brandy Little**

(Ellen)

**Matt Edwards**

(Hawk)

**Masaki Aizawa**

(Hien)

**Jeremy Schwartz**

(Volk)

**Valencia Lee**

(Glenda)

**Lynne Rutherford**

(Mao Mao)

**Sally Diamond**

(Spanky)

# WARRANTY

Video System warrants to the original purchaser of this Video System product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Video System product is sold "as is" without expressed or implied warranty of any kind, and Video System is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Video System will repair or replace the game pak, at its option, free of charge. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Video System product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE VIDEO SYSTEM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL VIDEO SYSTEM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long a implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Video System  
c/o Vic Tokai, Inc.  
22904 Lockness Ave.  
Torrance, CA 90501  
Tel: (310)326-8880**

 **VIDEO SYSTEM**

  
PARAGON ENTERTAINMENT®

**Video System**  
c/o Vic Tokai, Inc.  
22904 Lockness Ave.  
Torrance, CA 90501

PRINTED IN JAPAN