

Nintendo

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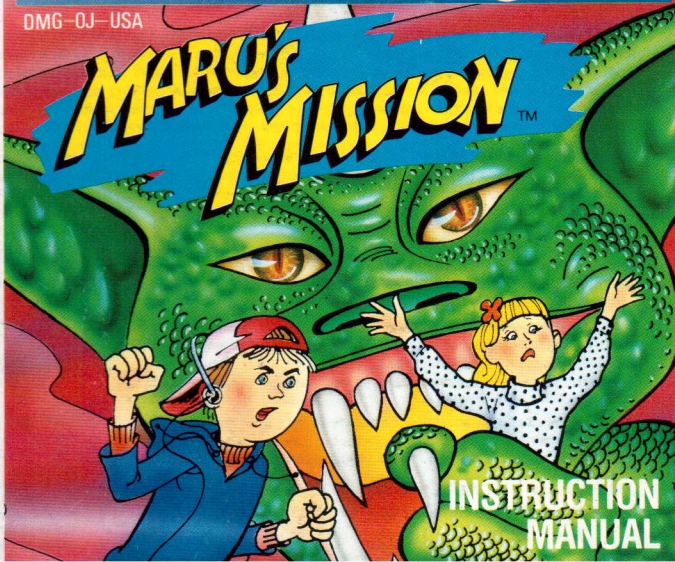


JALECO™

DMG-OJ-USA

MARU'S MISSION™

GAMEBOY®



INSTRUCTION
MANUAL

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THANKS FOR BUYING *MARU'S MISSION* FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR GAME BOY!

Before you start play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future reference.

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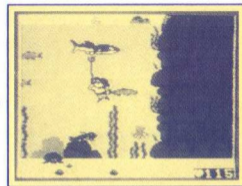
One day while Maru and Cori were taking a walk in Central Park, a strange thing happened. Out of nowhere this weird looking guy shows up and waylays the unsuspecting couple. The next thing that Maru knows the weird looking guy and Cori vanish, leaving Maru behind wondering what in the world just happened.

Maru decides it may be better not to contact the authorities, feeling (with good reason) that they would not believe his story. (I mean let's face it, it's not every day that you hear about people appearing out of nowhere — stealing your girlfriend and then vanishing without a trace. Unless, of course, you read those sleazy weekly tabloids.) Instead, he gathers as much information as he can from his brief encounter with Cori's captor and sets out to find her. And so, his mission begins...

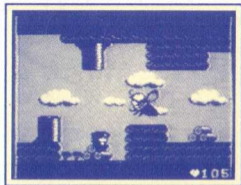
Maru's Mission consists of six levels with a total of 15 rounds. Each level consists of two rounds. At the end of each round you must beat the defender of that area. Among the levels are three underwater levels where you must combat hostile fish.

The cast includes Maru (the hero), Cori (Maru's girlfriend), and various characters both historical and fictional.

The object of the game is to maneuver Maru through each round while using weapons to destroy enemies that come into Maru's path. If Maru makes contact with any enemy or enemy weapon fire, he loses health points. If Maru's health reaches "000," Maru loses a life. If Maru makes it all the way through a round, then beats the super-tough enemy at the end of that round, Maru advances to the next level.



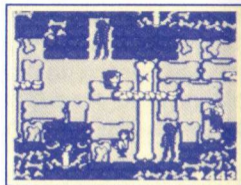
4 Here's a sneak preview of each of the six levels:



LEVEL 1 - AMERICA



LEVEL 2 - ROMANIA



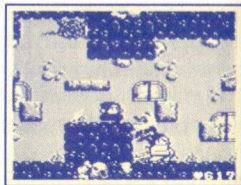
LEVEL 3 - GREECE



LEVEL 4 - EGYPT



LEVEL 5 - BRAZIL



LEVEL 6 - JAPAN

GETTING STARTED 5

1. Place the *Maru's Mission* Game Pak into your Game Boy and turn on the unit. 2. The title screen appears. 3. When you're ready to begin playing, press **START**.

CONTROLLER FUNCTIONS

A button

Jump (the longer you hold the A button down, the higher Maru jumps); also advances to next screen during text screens

B button

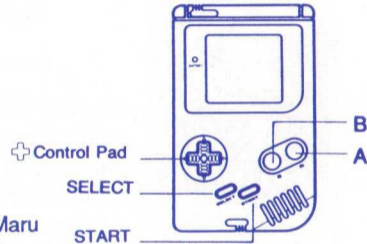
Use weapon

CONTROL PAD

Used to maneuver Maru and aim weapon left and right

A, B, START, SELECT

Restart game when pressed simultaneously



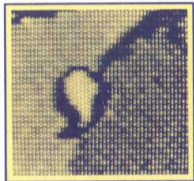
START

Pause/Resume game

SELECT

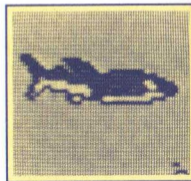
Activate special weapons

The life meter in the lower right-hand corner of the screen shows Maru's remaining life force. Maru starts the game with 200 life points.

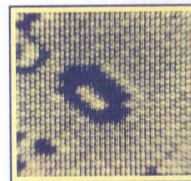


You can increase Maru's life points (up to 999) by collecting the bubbles that are left behind after defeating an enemy.

While in an underwater round, you receive 40 life points for every fish that you defeat.



WAGON



MAGIC SCROLL

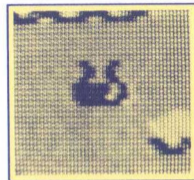
The following is a list of items that may be found on any of the levels.

WAGON - This makes Maru invincible for a short time.

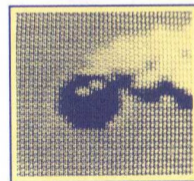
HEALING POTION - This gives Maru 75 life points.

MAGIC SCROLL - This item allows Maru to split into multiple images, and then use those images to attack enemies.

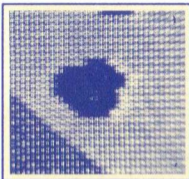
BOMB - This is a bomb that destroys all enemies in its area of effect.



HEALING POTION

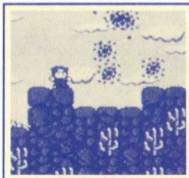
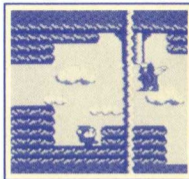


BOMB



AMULET - This has 4 possible characteristics as shown in the next four illustrations.

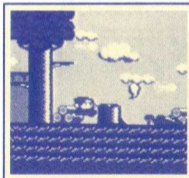
SONIC WAVE - 1 of the 4 effects of the amulet, this causes a sound wave to cross the screen and destroy any creature it touches.



BOOMERANG BOMB - 1 of the 4 effects of the amulet, this shoots a 3-armed bomb that seeks out and destroys the nearest enemy.



LEVITATE - 1 of the 4 effects of the amulet, this causes Maru to rise off the ground and be propelled to the end of the round.



MAGIC MISSILES - 1 of the 4 effects of the amulet, this causes missiles to cross the screen, eliminating any creatures in their path.

Please observe the following precautions with your new Jaleco game.

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- **Do not** touch the terminals or let them come into contact with water, as this can cause malfunction.
- 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.
- **Do not** wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- Store the Game Pak in its protective case when not in use.

Jaleco is always developing video games for your Game Boy® and Nintendo Entertainment System®, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name _____ Age _____ Male Female

Address _____

City _____ State _____ Zip Code _____

Did you buy this game yourself? _____

If not, did you receive it as a gift? _____

How many games do you own for your Game Boy? _____

How long have you owned your Game Boy? _____

Please list any Game Boy accessories that you own. _____

Do you own a Nintendo Entertainment System®? Yes! No!

What kind of games do you like to play on your Game Boy?
(Check all that apply.)

- sports arcade titles action/adventure role-playing
 driving games games based on movies games based on
cartoon characters war games

How often do you play your Game Boy? _____

Do you play alone? _____

Do you play with friends? _____

How do you learn about new games for your Game Boy?
(Check all that apply.)

- friends magazine ads magazine reviews call Nintendo
 call other game companies television commercials

What TV shows do you watch? _____

What magazines do you read? _____

What movie did you last see? _____

List the ages of any brothers you have. _____

List the ages of any sisters you have. _____

Thanks for answering our questions and telling us about yourself and what you like to play. Please return this form to:

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