



Innovations in Recreational Electronic Media

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IMAGE FIGHTER™



INSTRUCTION BOOKLET



MES-19-USA ★

PRECAUTIONS

1. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

*Thank You
for selecting
"Image Fight"[™]
Game Pak for
your Nintendo
Entertainment
System.[®]*

This official 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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Image Fight[™]

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STORY

On a fateful day in 20xx, the Earth's moon exploded into four large fragments and a multitude of meteors. Aliens from afar had succeeded in destroying the West's moon base. One after another, mankind's other military industrial space complexes were being lost. What mankind dreaded had come to pass. Scores of unidentified fighters were in the area. In addition, the moon's main computer, still intact after the explosion, had a strange vegetation coiled around it. Their trademark evil exploits being a dead giveaway, invaders from the Boondoggle Galaxy had arrived to take over the Earth. To counter these evil forces,

leading scientists from all over the globe created the "OF-1" Fighter-ship. Combat pilots depart the Earth to fend off the invaders and earn everlasting glory.



HOW TO CONTROL "OF-1"

CONTROL PAD

Use the Control Pad to move the "OF-1" on the screen.

SELECT Button

Use the SELECT Button to choose one or two players.

START Button

Pressing the START will start or pause the game.

"A" Button

Pressing the "A" Button will alter the ship's speed.

"B" Button

Pressing the "B" Button will fire the ship's weapons.



SCREEN

SCORE

Speed Level



The "OF-1" Fighter

Your remaining Fighters

Score and remaining fighters are displayed while the game is "Paused." Press the START Button to pause the game while playing.

POWER ENHANCING ITEMS



Destroy "POW" cases and items appear.

Select pods wisely

Red Pod

The pod fires opposite to the way your fighter is moving.

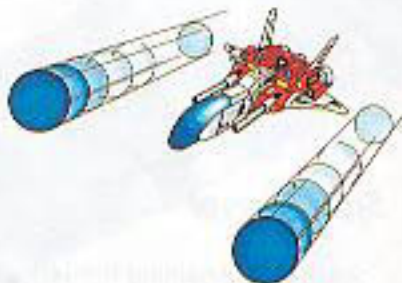
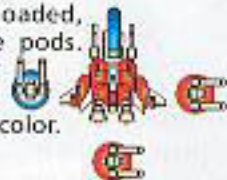


Blue Pod

This is a fixed pod. It will fire forward only.



The OF-1, when fully loaded, can only carry three pods. Should the fighter gain another pod, all the pods will change color.



Change your special component depending on the situation.



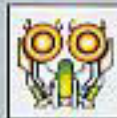
Drilling Laser

This very powerful beam only fires forward for maximum effect. Invaders, beware!



Shields

Continue pressing "B" to activate these protective screens. They can save your life!



Rippling Laser

An expanding weapon that "grows" in width as it moves out toward the enemy. Very handy!



Reflecting Ball

This weapon will bounce off of walls and, if aimed well, into enemies. Practice this useful technique.



V-Cannon

Fires cannon blasts diagonally to the front left and front right.



Seeking Laser

This laser will "hunt" an enemy by curving toward them at right angles. Good in tight places.



Seeking Missile

An enemy seeking weapon. This missile will automatically head straight for the nearest enemy.



5-Way Gun

This formidable weapon fires in 5 directions at once. It will give that "all around" protection.



Side Shooter

Fires directly left and to the right. This weapon is also very useful in those tight passages.

COMBAT SIMULATION STAGES

Cybernetic Flight drills conducted in space



DATA	
LEVEL 1 . . .	80%
LEVEL 2 . . .	80%
LEVEL 3 . . .	80%
LEVEL 4 . . .	70%
LEVEL 5 . . .	80%
AVERAGE	80%
THUNDER	10%
	-0.1%

Upon clearing each stage you will be given an achievement rating. It will be a percentage score and, on the average, must be more than 90% to pass the test. Only the best will go to the "Real" combat stages, so train hard and good luck!

STAGE 1



Over the enemy base many types of enemies may be encountered. Keep a watchful eye for the Pincer Pest. His Ring Lasers may mean your untimely end.

STAGE 2



An encounter with a Wombat warship. Loaded to the teeth with auto-cannons and enemy fighters, you'll need all you've got. The Wombat cannot be damaged from the front.

STAGE 3



Race into an abandoned mine now occupied by the enemy. Every type of horror lurks within this gauntlet of auto-cannons and obstacles. Beware of Cucamonga!

STAGE 4



Ballistic cannons, robots, and electromagnetic barriers block the elevator shaft. In this small space will you be able to dodge the Sweet Patootie's attack?

STAGE 5



They store the best here. The likes of Scura, with its hard shell, and Medusa will do their best to stop you. Char-Broiled will attempt to crush you!

Only when you've cleared the Five Combat Simulator Stages with an average score of at least 90% will you be ready for "Real" Combat. If you have not scored high enough you'll have to go back for some supplementary training.

REAL COMBAT STAGES

*You've passed the drills and are ready to proceed.
Good luck on the following targets!*

*The 1st Target
Enemy Space Base*



There is little room to work in this unfinished base. Weave your way carefully through the Omni-Badship's defense system.

*The 2nd Target
The Enemy Flagship*



The Bombaster is hiding in a meteor swarm and headed for Earth. Stop this menace before it reaches your home!

*The 3rd Target
The Final Target*



You've succeeded in reaching the moon and its infected computer. How will you stop this cybernetic terror?

STRATEGIES

Rocket Fire

A blast from your rocket engines will damage enemies. Remember this if an enemy is sneaking up behind you.



Component Changes

A component can only be changed if an old one is lost. This can be very difficult. Watch out for the paint job!

Component loss methods

1. Component is hit by a shot.
2. Component hits a terrain feature. (Walls)
3. Component strikes a POW case.
4. Component collides with a weaker enemy.

HOW TO CONTINUE

To continue you must press the "START" Button within 10 seconds of seeing the "Game Over" screen. You may use the CONTINUE Feature as many times as you like.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, in strict accordance with the manufacturer's instructions, it 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. However, there is no guarantee that interference will not occur in a particular 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 the Control Deck 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.

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Irem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK"), that the PAK is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

If you believe you have found any such error or defect in the program during the warranty period, call Irem America's Technical Support Department, (206) 882-1093 between the hours of 9:00 AM and 5:00 PM (Pacific time, Monday through Friday). The technical personnel of Irem America will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected PAK (or, at Irem America's option, Irem America may authorize a refund of your purchase).

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