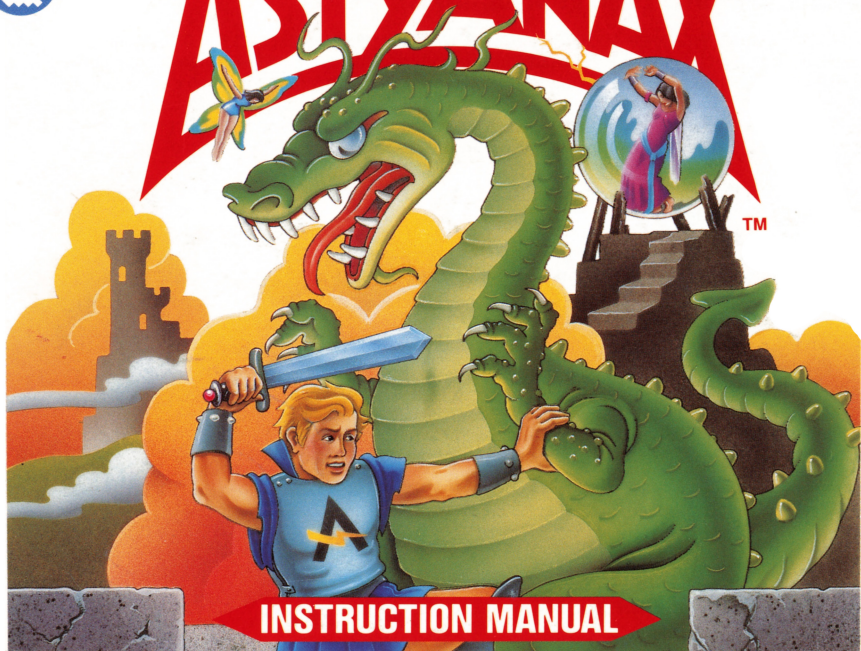


JALECO

NES-YX-USA



ASTYANAX



TM

INSTRUCTION MANUAL



JALECO USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software 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 JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE 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 JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or 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.

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

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.*

JALECO USA, INC. 310 Era Drive
Northbrook, Illinois 60062 (708) 480-1811

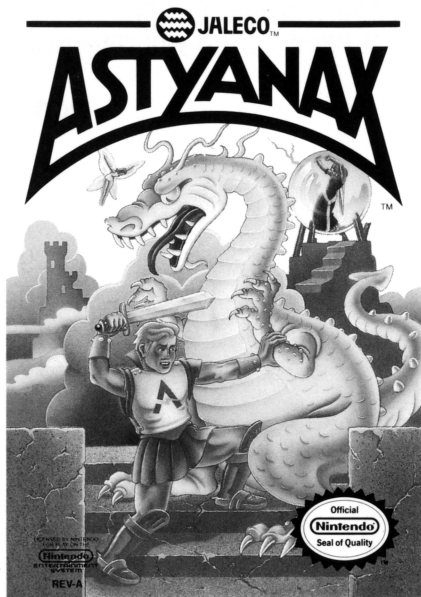
LICENSED BY NINTENDO
FOR PLAY ON THE





**THANKS FOR BUYING ASTYANAX FROM JALECO. IT'S JUST ONE OF
MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES.**

TABLE OF CONTENTS	PAGE
Introduction to Astyanax	3
Cast of Characters	5
How to Use Control Pad	7
Scoring	9
Weapons	10
Spells	11
Notes, Hints, Etc.	12
Items	13
Taking Care of Your Jaleco Game	15
Help Jaleco Invent New Games You'll Like	16
Compliance With FCC Regulations	18



DREAMS

The girl is beautiful. Probably the most beautiful girl you have ever seen. But she seems sad...or afraid. She is caught; trapped in some sort of bubble. And there is someone standing by her, someone dark—EVIL!

She looks towards you and calls...
ASTYANAX...ASTYANAX!!!

And then, you wake up.



You are Astyanax, a 16-year-old student at Greenview High, and you haven't had a whole lot of sleep lately. A beautiful girl has been invading your dreams, along with something sinister. She is being held captive; you're not sure where. All you know is you're running late for

Algebra and can't worry about strange fairy tales.

GATE TO REMLIA

As you head home from school later that day, the questions of this morning appear again in your mind. Who is that girl? And who is keeping her in a bubble?? You're so lost in thought, you barely notice the sky change colors and the sun become a blinding ball of purple fire. And then, everything goes black...



CAST OF CHARACTERS

Astyanax: (Our hero!) A freshman at Greenview High. Astyanax has been selected by the people of Remlia to rescue Princess Rosebud from the castle of the evil wizard, Blackhorn.



Princess Rosebud: Ruler of Remlia, captive of Blackhorn. Imprisoned, but far from helpless.



Cutie: Friend and advisor of Princess Rosebud. She will be Astyanax's personal tour guide for his long journey.



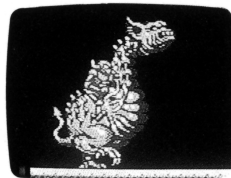
Blackhorn: The evil wizard. He has kidnapped Princess Rosebud because he hopes to drain her magical powers and add them to his own—all in an effort to rule the world. And he wonders why people always refer to him as the “evil” wizard Blackhorn.



Thorndog: A heart of stone, a face of bone. Thorndog is the chief lackey, err, advisor of Blackhorn. A powerful magician with a bad attitude.



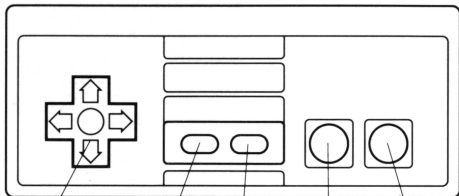
Caesar: Monstrous creature with a gland problem. Blackhorn’s pet. Also known as Gremlin-face, The Thing That Walks Like A Chicken, and Daphne (but only to its closest friends).





HOW TO USE THE CONTROL PAD

- Controller #1 is the only control pad used in Astyanax.



Control
Pad

Select
Button

Start
Button

B Button

A Button

Start Button

- To start the game.
- To pause the game.
- To skip from story to game play.



- To change Astyanax's magic spell (used in conjunction with control pad).
- To restart game after losing all lives (will restart from the last level).

Control Pad

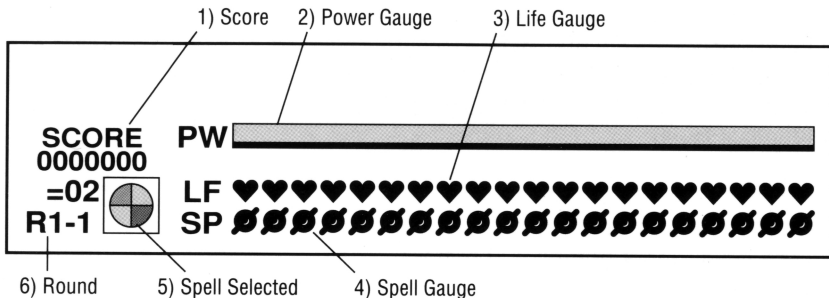
- To move Astyanax.
- To cast a spell (upper portion + B button).
- To duck (lower portion).

A BUTTON

- To make Astyanax jump.

B BUTTON

- To use weapon.
- To use magic spell (when pressing "up" on control pad).
- SELECT button is not used in Astyanax.



1) Score.

2) Weapon Power: Attack is more powerful when gauge is full.

3) Astyanax's Body Strength: When gauge hits zero, Astyanax will lose one life. Weapon will change to less powerful one.

4) Spell Power: Gauge will decrease

when Astyanax casts a spell. Will only be replenished at end of a round, or by Cutie.

5) Spell Select: Shows what spell is currently selected.

6) Round: Current location.



WEAPON

Damage To Enemy

Consume Spell Gauge

Increase Spell Effectiveness

BROAD AX

**

**

**

SPEAR

*

*

*

SWORD

* = Least

** = Middle

*** = Most

WEAPONS:

There are three different weapons Astyanax can wield. Each weapon not only does a certain amount of damage to enemies, but also enhances Astyanax's spell power, and determines how much energy will be used when Astyanax casts a spell.



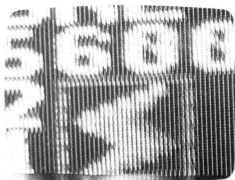
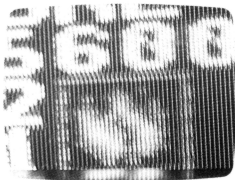
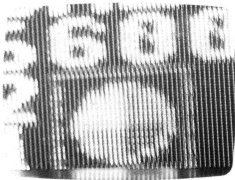
SPELLS:

Astyanax can use three different spells to aid him in his battles. Each spell uses a certain amount of spell energy and can only be used if there is enough energy left in the spell gauge.

Bind—Freezes enemies for several seconds. Uses less energy than Astyanax's other spells.

Blast—Damages all enemies within range. Consumes less energy than "Bolt," but also does less damage.

Bolt—Most powerful spell, causes extreme damage to all enemies on screen. Consumes most energy of all spells.





NOTES, HINTS, ETC.

The Maze of Castle Terenea: To teleport through a door in the Castle Terenea, press the “up” portion of the control pad when Astyanax is standing in the doorway.

Note: The “up” arrow must be held for 3 seconds to successfully teleport.

Free men

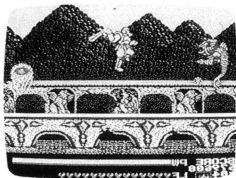
Free men are awarded at:

100,000 points

200,000 points

400,000 points

and every 200,000 points thereafter.



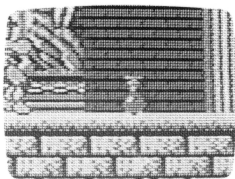


ITEMS:

The following items can be found when Astyanax smashes stone idols with his weapon:

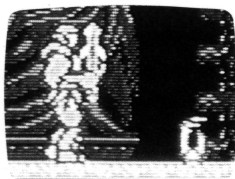
Change Weapon

Changes weapon to next type
Ax = > Spear = > Sword



Potion

Red: Recover 3 points on life gauge
Blue: Recover full life gauge



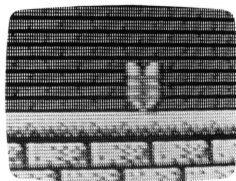
Power Supply

Increases power gauge of weapon.



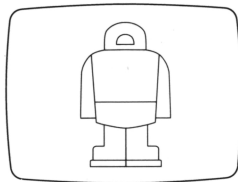
Wings

With this item, Astyanax can swing his weapon quicker than usual.



1 Up

One free life.



Cutie

- Either increasing spell gauge (by pushing “up”)
- Change weapon (by pushing down, then left or right)





TAKING CARE OF YOUR JALECO GAME

- ◆ This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- ◆ Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- ◆ Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Nes Control Deck.



HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your 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 _____

How did you get this game? bought it got as gift

How many games do you own for your Nintendo? _____

How long have you owned your Nintendo? _____

Does your Nintendo have any other accessories? _____

gun power glove power pad other joystick U-force

If you own another joystick for your Nintendo, which one is it, and why did you want another stick? _____



What kind of games do you like to play on your Nintendo?

- role-playing movie hits arcade titles sports games
 war games adventure driving games

How often do you play your Nintendo? _____

Do you play alone? with friends?

How do you learn about new games for your Nintendo? friends

advertising call Nintendo call other companies from TV

Which TV shows do you watch? _____

Which magazines do you read? _____

Which movie did you last see? _____

Do you have any brothers? _____ how old? _____

Do you have any sisters? _____ how old? _____

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

JALECO USA, INC. 310 Era Drive, Northbrook, Illinois 60062



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict 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 computer 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, DC 20402. Stock No. 004-000-00345-4.



JALECO

Ask your favorite video game store
for **Hoops**,™ **RoboWarrior**,™
Goal!™ and **Bases Loaded**®
from Jaleco™ for the
Nintendo Entertainment System.®

JALECO USA, Inc.
310 Era Drive
Northbrook, Illinois 60062
(708) 480-1811

Jaleco,™ Astyanax,™ Hoops,™ RoboWarrior,™ Goal!™ and Bases Loaded®
are trademarks of Jaleco USA Inc. Nintendo® and Nintendo Entertainment System® are trademarks
of Nintendo of America Inc. © 1989 Jaleco USA Inc. Printed in Japan.