

HOW TO PLAY

***RUSH 'N
ATTACK***™

***RUSH 'N
ATTACK***™

Konami® is a trademark of Konami Industry Co. Ltd.

Rush 'N Attack™ is a trademark of Konami Inc.

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

© 1987 Konami Inc.

Printed in Japan

 **KONAMI**®

KONAMI INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami 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 Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami 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 Konami 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 KONAMI. 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 KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI 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.

This game is licensed by Nintendo for play on the



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

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. 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 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.

SCORES

Treat Your Konami Game Carefully

- This Konami Game cassette 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 cassette.
- 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 computer is SWITCHED OFF when inserting the cassette or removing it from the computer.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

CONGRATULATIONS!

You have just purchased the authentic Konami home version of Rush 'N Attack, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

INTRODUCTION/ HOW TO PLAY..... 4

CONTROL FUNCTIONS. 5

THE ENEMY..... 6

WEAPONS..... 8

THE SCREEN. 9



INTRODUCTION

Secret Orders!

Deep behind enemy lines, dozens of American POWs are being held inside a heavily armed base. Your mission is to free the captives and destroy the base. But to get there, you have to make your way through 6 deadly stages:

- | | |
|---------------------------------|-----------------------|
| 1) Iron bridge and missile base | 4) Forest and airshed |
| 2) Airport | 5) Warehouse |
| 3) Harbor | 6) Enemy base |

HOW TO PLAY

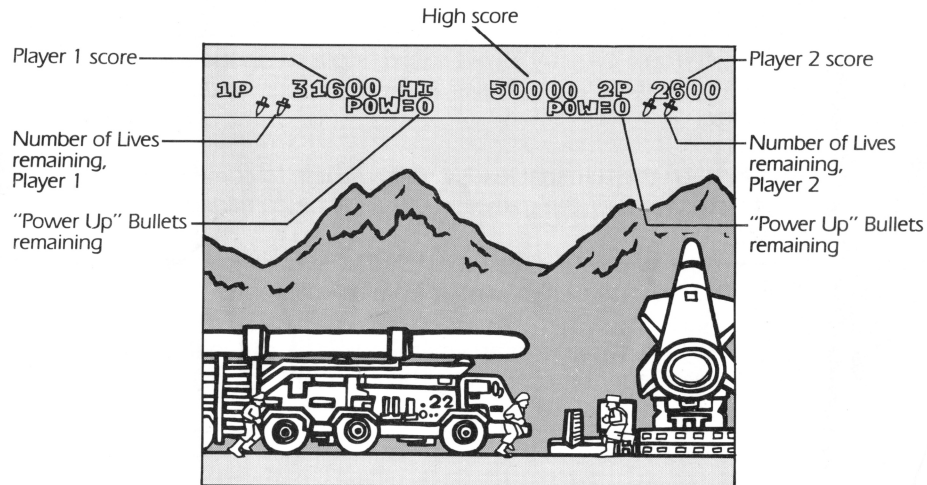
Your object in each stage is to move to the right of the screen, killing enemy soldiers, dodging their fire, and capturing their weapons. Each stage is completed when you destroy the enemy Boss...or are destroyed yourself.

Rush 'N Attack can be played by one or two players. If there are two players, play is simultaneous, and the winner is determined by the player accumulating the most points.

A single player can use either Control (1) or Control (2). When two players are competing, both Controls must be used—Control (1) moves the blue soldier, Control (2) the red soldier.

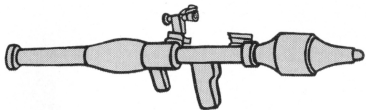
Before play begins, use the SELECT button to choose 1- or 2-player mode (1P or 2P). Then press the START button, and the game begins.

THE SCREEN



WEAPONS

At the beginning of your journey, you're armed with only a knife. But as you destroy enemy soldiers, you can capture and use the "POWER-UP" weapons shown here.



Bazooka

3 rounds of ammunition per weapon captured



Pistol

Unlimited ammunition for displayed time period.



Hand Grenade

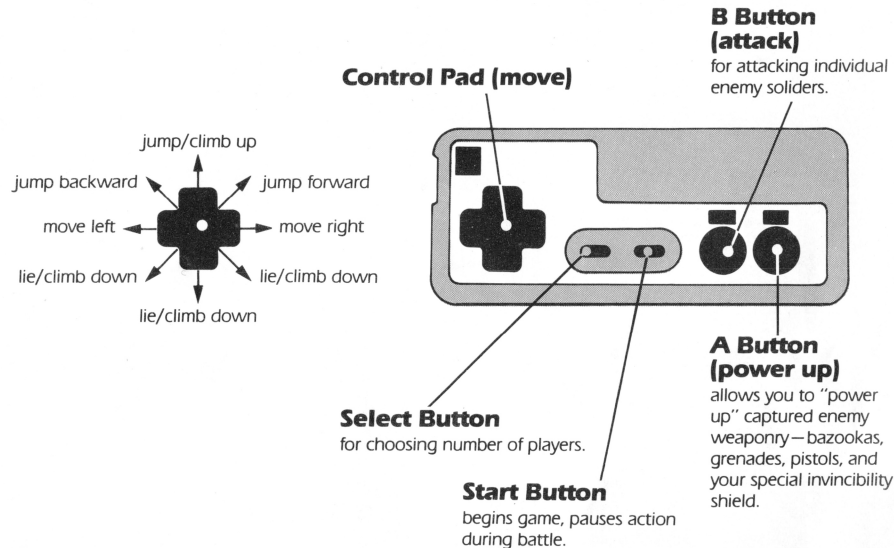
3 grenades per weapon captured



Invincibility Shield

Renders you safe from any attack within displayed time period.

CONTROL FUNCTIONS



Control Pad (move)

jump/climb up
jump backward
move left
lie/climb down
jump forward
move right
lie/climb down
lie/climb down

B Button (attack)

for attacking individual enemy soldiers.

A Button (power up)

allows you to "power up" captured enemy weaponry—bazookas, grenades, pistols, and your special invincibility shield.

Select Button

for choosing number of players.

Start Button

begins game, pauses action during battle.

THE ENEMY

Enemy Bosses



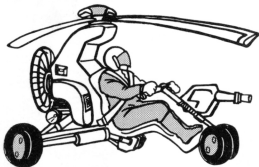
Stage 1
Jumping soldiers



Stage 2
Rocket man



Stage 3
Dog



Stage 4
Autogyro



Stage 5
Parachute troop

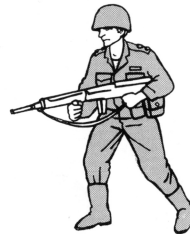


Stage 6
? (Find yourself)

Enemy Soldiers



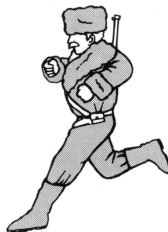
Pistol soldier



Machine Gun soldier



Paratrooper



Foot soldier



Jumping soldier



Artilleryman