+ NES—XE—USA

SUNSOFT™ for the Nintendo Entertainment System®

XENOPHOBE™

INSTRUCTION MANUAL

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Nintendo

ENTERTAINMENT SYSTEM®

Xenophobe (Zee-no-phobe) n. One who has a deadly fear of anything alien. Xenophobe is a Video science fiction adventure game that can be played by one or two players simultaneously.

Thank You... for purchasing the SUNSOFT "Xenophobe" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

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GAME OBJECTIVES

1. To exterminate hostile alien life forms (called "Xenos") that are infesting derelict space stations and moon bases.

2. To collect various forms of valuable hardware found at each derelict space station and moonbase.

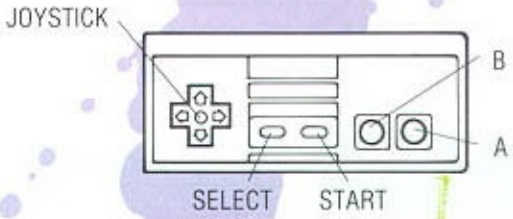
PRECAUTIONS

Be sure to turn the power OFF before inserting the game pak or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

JOYSTICK OPERATION



- **Select Button** — selects 1 or 2 players, selects Exterminator character. 2 can play at the same time.
- **Start Button** — to start game play and to choose Exterminator selected. Pauses action during game play.
- **B Button** — to destroy Xenos with weapons.
- **A Button** — jump/pick up items and objects. Press down and press A to sit and crawl.

Exterminator Action	Button & Joystick Operation
Call Elevator	Press "A" to activate elevator Wall Button.
Elevator Up/Down	When inside elevator, press "A" then Up or Down on joystick when arrow is shown.
Jump	"A" Button — when standing.
Stand up	Press "A" when seated.
Sit	Press "A" + Down on joystick.
Throw bomb	Press "A" + Down when sitting and loaded with bombs.
Take object	Press "A" when touching object.
Warp (to another room)	When you are near wall button, press "A".
Throw "Critter"	Press "A" when it grabs on to you.

HOW TO PLAY

Select 1 or 2 players.
Choose your exterminator.
Use the select button to choose the character you wish. Press start to select the character you have chosen.
Note: When playing a 2-player game, the same character will be cloned for each player, player 1 and player 2 will have different color uniforms.



Via Transfer Disc, the Home Ship will automatically beam you aboard the first derelict space station. As soon as the particles of your character are fully reassembled, you can go about your mission.

Your main objective is to destroy as many Xenos as fast as possible before the space station self destructs. If you clear a sufficient

amount of Xenos in time, the space station will be declared "cleared of Xenos" and a bonus will be awarded. If you fail to clear out the Xenos, then the space station will be declared "overrun by Xenos" and no special bonus will be awarded.

Split screen play: In a 2-player game, each player may independently explore different parts of the various space stations.

Health: Player is awarded 1000 Health units at the beginning of each game. When all Health is gone, the game is over. As you, the player, are injured by attacking Xenos, your Health will decrease. When game is over, you must start a new game. There is no way to continue.

There are two ways to regain Health. One is by picking up special objects, the other is by successfully clearing a space station of Xenos. The award for clearing a space station of Xenos is 200 Health units.

Space stations: There are 8 space stations in all; each station has 8 rooms per floor.

Stage	Space Station	Number of floors
1	Mother Ship	1
2	Mother Base	2
3	Star Base	3
4	Moon City	4
5	Star Port	3
6	Moon Port	2
7	Star Ship	3
8	Star City	4

SCORING

Xeno



Critter



Snotterpiller



Laser Ball

Genetic Description	Xeno Offense "Health Damage"	Point Value
A cross between a small three-legged squid and a scorpion.	Latches onto Exterminator (10)	100
A very large, leaping, heavily armored cross between a lizard and a caterpillar.	Spits slime (50)	500
Hovering ball droid with built-in laser.	Laser (10)	250

Xeno



Giant Slime Amoeba



Spiderion

Genetic Description	Xeno Offense "Health Damage"	Point Value
A mutant amoeba. Escaped from 20th century science class.	Blocks off Exterminator path (20)	250
Cross between spider and scorpion.	Hangs from ceiling and drops bombs (100)	500

Hazards	Health Damage to Exterminator
High voltage force wall	50
Slime from ceiling	50



Weapons:

By destroying certain Xenos, you can earn special, more powerful weapons.



Weapon	Type	Point Value	Fire-power 1-5
Phaser Gun	Single shot	100	1
Laser Pistol	Rapid fire	250	2
Lightning Gun	Medium range	250	3
Smoke Gun	Short range	250	5
Bomb	Plastic explosive	500	Maximum

Pick-Up Objects

No.	Object	Object Symbol	Point Value/ Function
1	ID Card		500
2	Fuel		250
3	Medicine I		200 with health recovery
4	Medicine II		100 with health recovery
5	Document		250
6	Cup		250 with health recovery

Pick-Up Objects . . . continued

No.	Object	Object Symbol	Point Value/ Function
7	Tool		250
8	Skull		500
9	Knife		250
10	Bomb		500
11	Floppy Disc		500
12	Mystery Object		?

Loss of Health Points

Action that causes damage to Player (When Exterminator)	Player Health Points Lost
Is hit by a laser beam from Laserball	10
Is hit by dripping slimes from the ceiling	50
Is hit by the slime spat by Snotterpillar	50
Is hit by a bomb spat by the scorpion-like creature hanging from the ceiling	100
Is latched onto by Critter	10
Touches Laserball	20
Touches the Giant Slime Amoeba	20
Touches Snotterpillar	50
Touches the scorpion-like creature	50
Touches Electrical Force Wall	50

SCORES

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 D.C. 20402, Stock No. 004-000-00345-4.

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