

K O N A M I

Konami®

V I D E O G A M E

C A R T R I D G E

MARINE WARS

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BEFORE STARTING

Control Lever

- 1) Set the joysticks in position.
- 2) For a solo game, use the left-hand joystick only. For a game with a partner, Player 1 uses the left-hand joystick and Player 2 the right.
- 3) The game is started by pressing the red button on the joystick.
- 4) When playing with a partner, take turns to play, starting with the player on the left. You cannot start the game from the player on the right.
- 5) Move your battleship to the left and right by tilting the joystick in the same direction.
- 6) Use the red button to fire shells from your battleship.



***Use Joystick
Controllers***

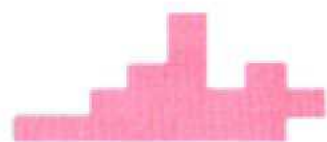
Game Selection

- 1) Use the game select switch to choose a solo game or a partner game. The figures 1 or 2 will appear in the top left of the screen to indicate your choice.
- 2) If you use the game select switch in the middle of a game, the display will return to the ready-to-play state, and you may make a new selection.

Resetting the Game

- 1) The game will start when you press the game reset switch.
- 2) If you use this switch in the middle of a game, the same game will start from the beginning again.

NAMES OF PARTS



Enemy warship



Enemy fighter



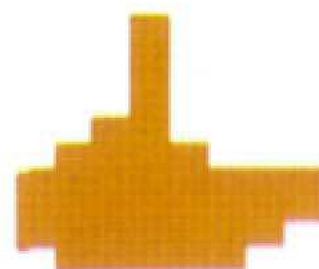
Enemy torpedo



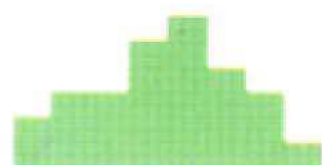
Enemy bomb



Enemy MTB



Your battleship



Island

THE GAME

A world war is spreading out over the seas! Take aim at the enemy's battleships and fighters!!

- 1) This game consists of four consecutive scenes: a battle between battleships by day; a battle between battleships by night; a battle between fighters and battleships by day; and a battle between fighters and battleships by night. Each scene leads into the next as the previous scene clears.
 - ★ In scenes where battleships fight battleships, the scene will clear only after you have destroyed a set number of the enemy ships. If MTBs appear on the screen, the scene will clear when these have all gone.
 - ★ In scenes where fighters attack battleships, the scene will clear after a set number of fighter have appeared.
- 2) Each scene is counted as one pattern, and the pattern number of the game is displayed alternately with the score at the top right of the screen.
- 3) In the nighttime battle between battleships you cannot see the top row of enemy ships, but when a shell hits a ship and explodes, the screen will light up for four seconds and the ships will appear.
- 4) The joystick is used to move your battleship to the left and right, and to fire shells at the enemy ships and planes.
 - ★ If you fire a shell when your ship is moving, the shell will go in the opposite direction to where the ship is heading.
- 5) The enemy starts out with 9 battleships and 30 fighter aircraft. These numbers will increase as the scenes change according to the following formula:

| | |
|-----------------------|-------------------------|
| Number of battleships | $9 + (N - 1) \times 2$ |
| Number of fighters | $30 + (N - 1) \times 2$ |

N is the pattern number

END OF THE GAME

- 1) The game ends when a player's battleships have all been sunk.
- 2) Each player starts the game with three battleships. Thereafter,

he gets one extra battleship each time he clocks up another 5000 points on the score.

- ★ The number of battleships in reserve is indicated at the lower left of the screen. The maximum number of ships that can be displayed is 4, however.
- 3) A battleship will sink after receiving three hits, and the reserve will decrease by one accordingly.
- 4) After the game is over, the screen will display Player 1, followed by his score, and then Player 2 followed by his score, and so on continuously.

SCORING

- 1) You score the following points each time you hit an enemy ship, which are then added to your total score:

| | Score |
|---------------------------|------------|
| Top row of battleships | 80 points |
| Middle row of battleships | 70 points |
| Bottom row of battleships | 60 points |
| Enemy fighter | 80 points |
| Enemy torpedo | 30 points |
| Enemy bomb | 30 points |
| Enemy MTB | 30 points |
| Bonus score | 500 points |

- ★ A bonus score of 500 points is added to your score each time you complete one scene.
- ★ The maximum score is 999,999 points.

REPLAY

If you want to play the same game again, simply press the reset button after checking the solo/partner display.

Score



Player No.

Pattern No.



Marine Wars

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