

Nintendo

GAME BOY[®]

THE PUNISHER

DMG-NS-USA



INSTRUCTION BOOKLET

Acclaim
entertainment

LICENSED BY
Nintendo



This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy® System.

NINTENDO®, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.



PUNISHER'S WAR JOURNAL

YOUR MISSION IS CLEAR	5
PREPPING YOUR ARSENAL	7
READY. . . AIM	7
. . .FIRE!	9
THE HUNT BEGINS	10
REPLENISHING SUPPLIES	12
THE HUNT CONTINUES	13
THE UNDERGROUND BASE	15
TACTICS TO REMEMBER	17



ONCE I WAS
FRANK CASTLE.

THEN MY FAMILY WAS
SLAIN BY DRUGLORDS.

NOW I'M THE PUNISHER,
AND I WAGE MY WAR ON
CRIME WITH EXTREME
PREJUDICE.



DRUG ABUSE IS DESTROYING INNOCENT PEOPLE,
TURNING THEM INTO SLAVES OF CHEMICAL
POISON.



THE MAN BEHIND IT ALL IS JIGSAW.

AND I'M GOING TO
MAKE HIM PAY.



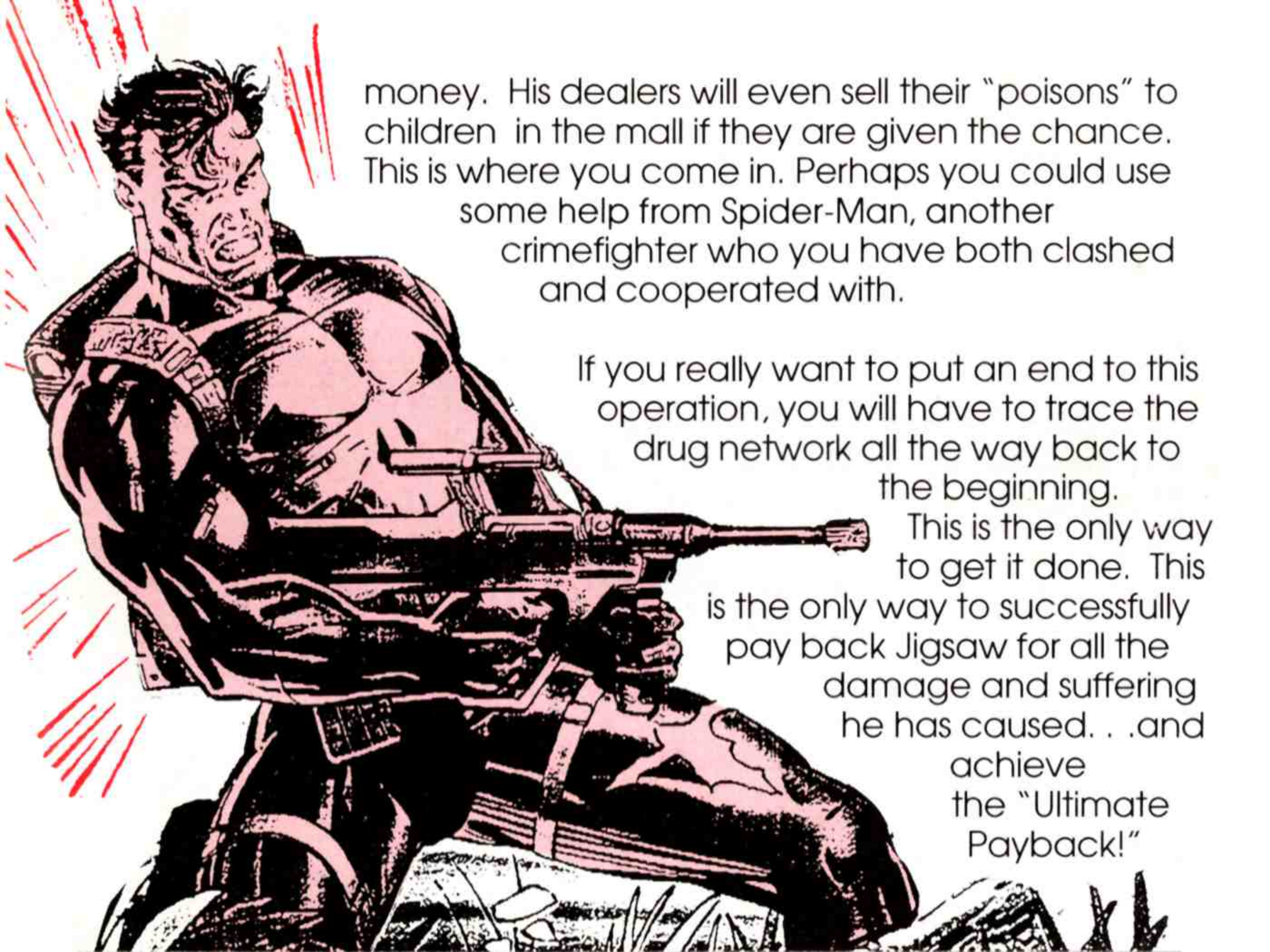


THE ULTIMATE PAYBACK

Your name is Frank Castle. You are a former captain in the United States Marine Corps. After serving in Vietnam, you supervised training missions for commandos. You've received just about every medal that there is to receive and you could have become a real American hero, but then your life changed. Your family was eliminated by the mob for innocently witnessing a crime, and you swore vengeance. The mob must pay. All crime bosses must pay. They will!

You are The Punisher, a professional vigilante who is conducting a one-man anti-crime campaign. Outfitted with an arsenal of portable weaponry, you set out to dispense "your own style of justice." One of your oldest and most dangerous enemies is the gangleader Jigsaw.

Jigsaw is currently involved in a huge drug operation. He doesn't care who he hurts, as long as he makes his



money. His dealers will even sell their "poisons" to children in the mall if they are given the chance. This is where you come in. Perhaps you could use some help from Spider-Man, another crimefighter who you have both clashed and cooperated with.

If you really want to put an end to this operation, you will have to trace the drug network all the way back to the beginning.

This is the only way to get it done. This is the only way to successfully pay back Jigsaw for all the damage and suffering he has caused. . .and achieve the "Ultimate Payback!"



PREPPING YOUR ARSENAL

1. Make sure the Nintendo®GAME BOY™ power switch is OFF.
 2. Insert the cartridge for THE PUNISHER™: THE ULTIMATE PAYBACK as described in your Nintendo GAME BOY® instruction manual.
 3. Turn the power switch ON.
- When you see the title screen for THE PUNISHER™: THE ULTIMATE PAYBACK, press the START BUTTON.



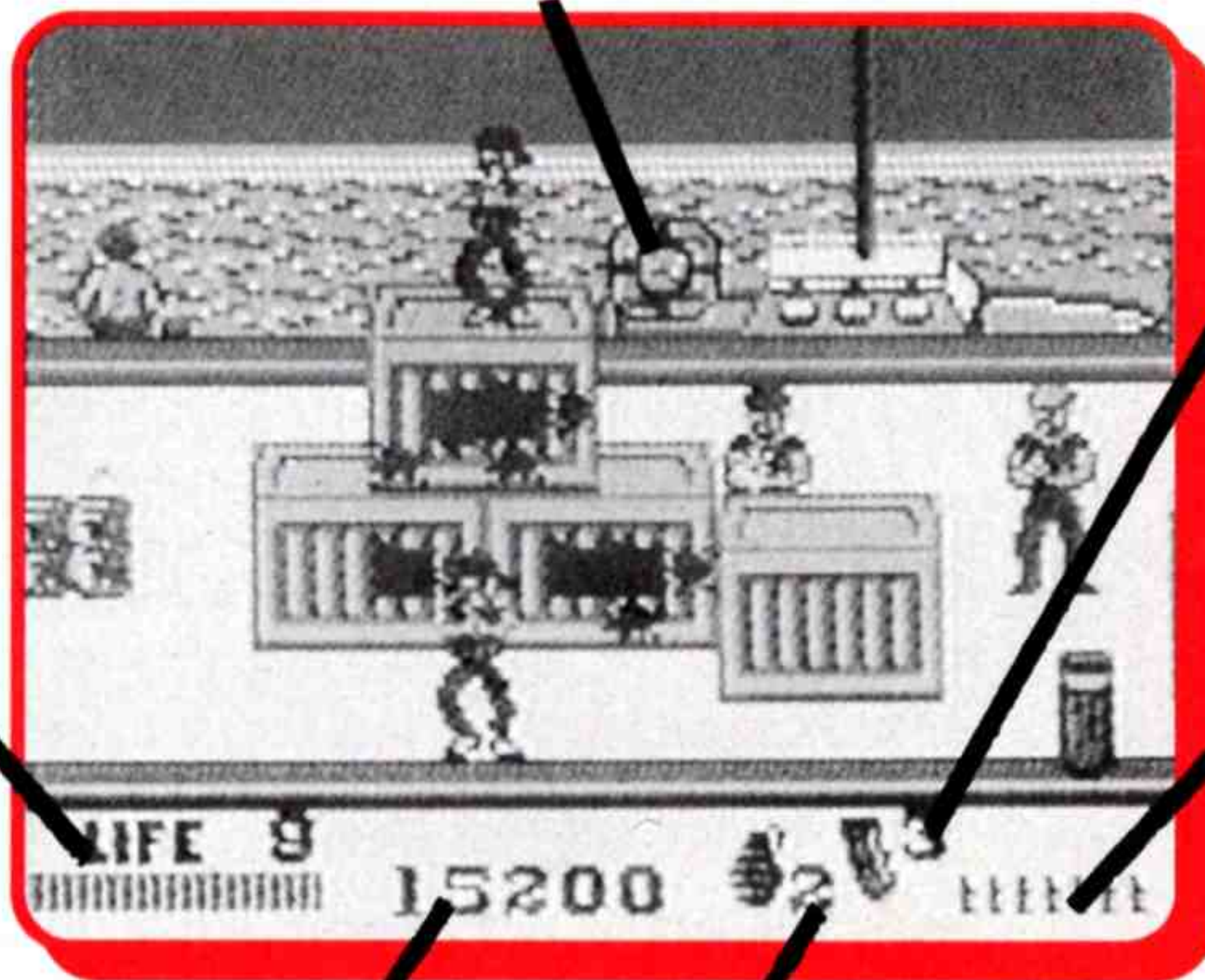
READY... AIM...

Your GAME BOY screen provides you with a Punisher's-eye view of all the action, plus all

the data you'll need to be successful in your mission.

GUNSIGHT where your weapons are aimed

LIFE BAR
how many lives you have left and how much power remains in your current life



CLIP COUNT
how many ammo clips remain in your arsenal

AMMUNITION COUNT how many bullets remain in your current clip

SCORE

GRENADE COUNT how many grenades remain in your arsenal



...FIRE!

The illustration shows your GAME BOY® control points and the actions that each button performs:

CONTROL PAD moves the crosshairs of gunsight

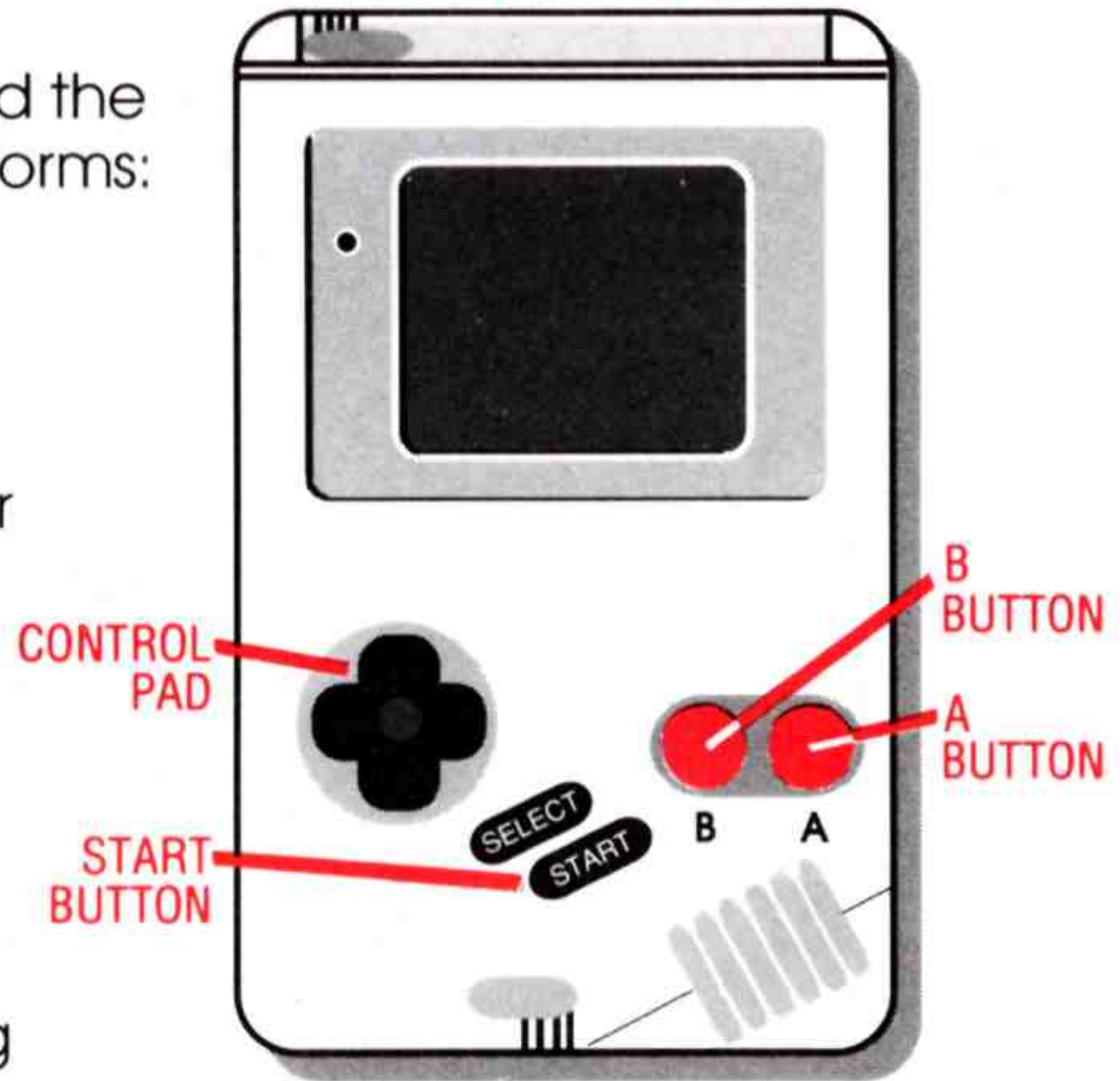
A BUTTON fires all weapons.

B BUTTON throws a grenade or fires the rocket launcher

START BUTTON pauses the game

NOTE: Hitting all four buttons (A, B, START, and SELECT) at once will abort your mission and return you to the opening title screen.

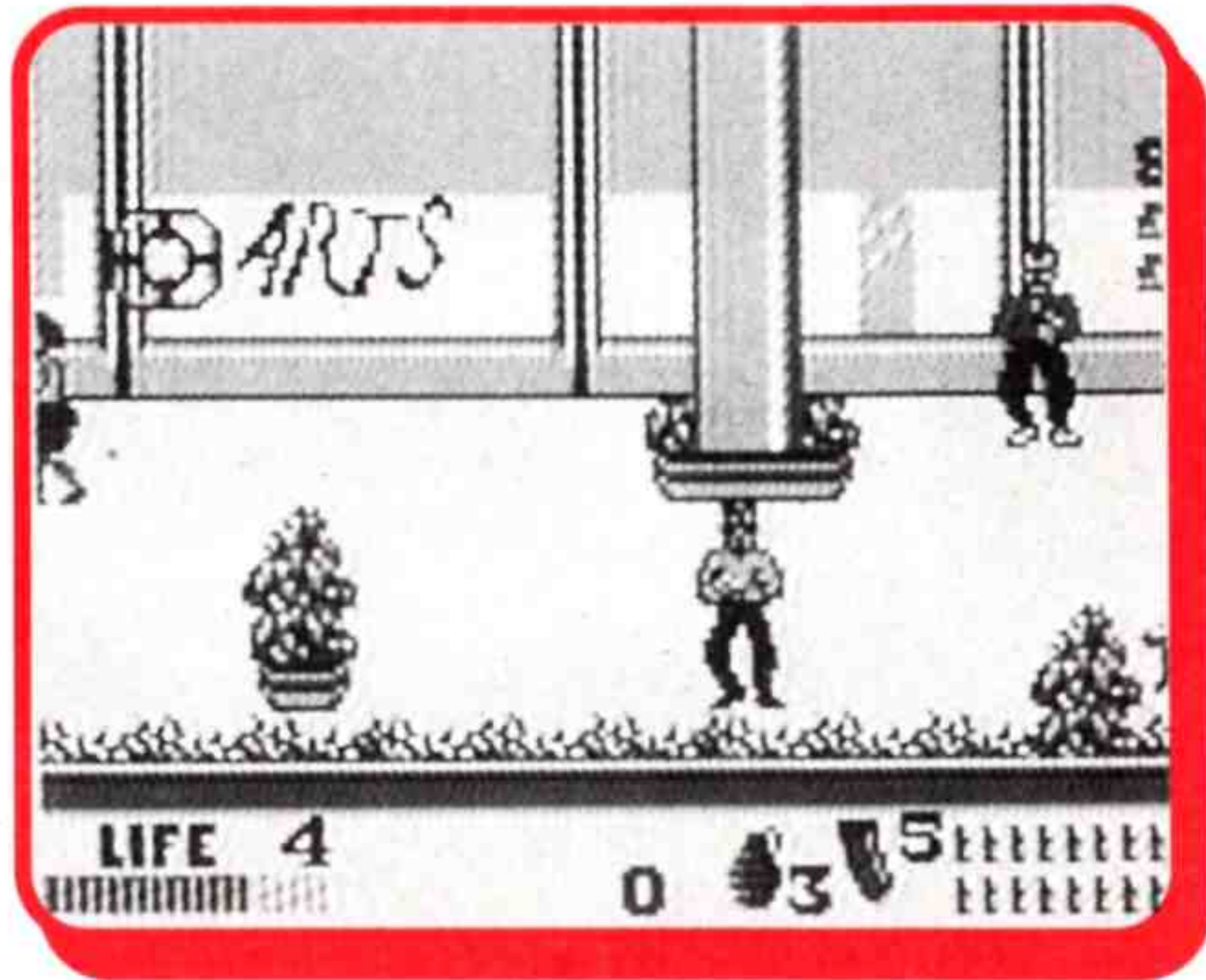
THE CONTROLLER





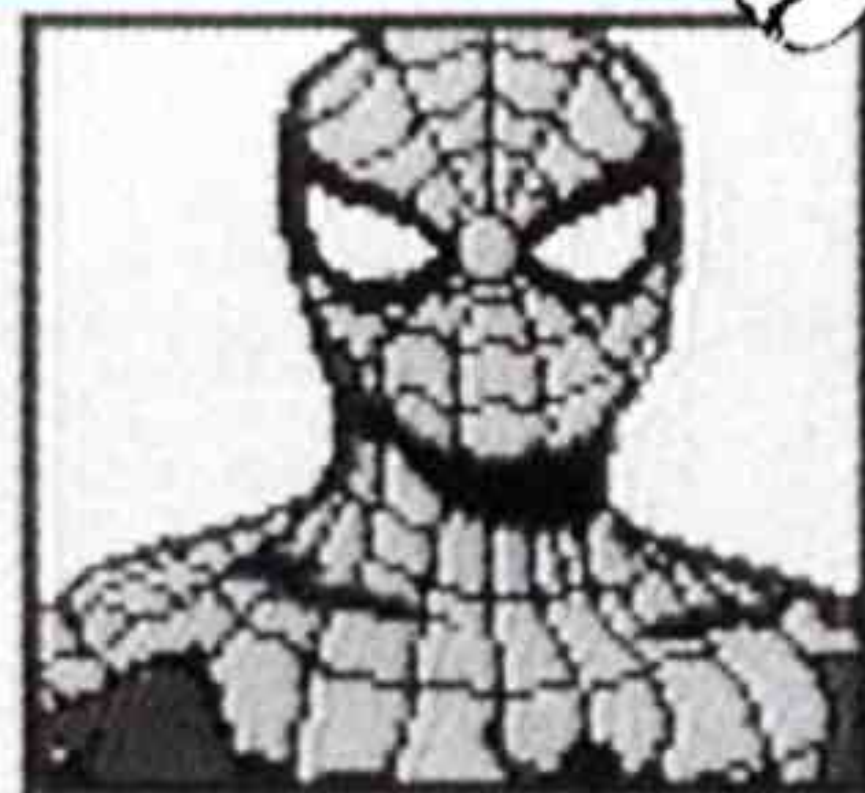
THE HUNT BEGINS

Your quest to reach Jigsaw begins in the mall. Dealers and pushers will be shooting at you from all angles, so be careful. They hide behind garbage cans, blast their way through store windows, and even sneak up on you from the escalators.



With Spider-Man's help, you'll be able to corner the dealers in the supermarket. But watch out: they've taken hostages! Use your weapons to cover Spidey while the web-slinger frees the hostages.

CAUTION: The shooting of innocent civilians is still frowned upon by society, so avoid using bystanders for target practice. . . doing so results in the loss of 1/2 your life bar.



THE DRUG BOSS HAS
HOLED UP IN THE
SUPERMARKET. HE
HAS TAKEN
CAPTIVES . . .





REPLENISHING SUPPLIES

Throughout your mission, you will have opportunities to add weapons to your arsenal, pick up extra lives, and score bonus points by shooting special objects. These are the symbols you should be looking for:



MACHINE GUN UP-GRADE: Increases the rate of fire of your weapon.



AMMUNITION CLIP:
Worth 1 clip.



GRENADE: Worth 1 grenade.



ROCKET LAUNCHER:
These devastating weapons are extremely scarce. Each is worth 3 missiles.

**KEVLAR VEST:**

Protects you against half the damage you would otherwise absorb.



FIRST AID: Restores power (1/2 life).

**1 UP:**

1 additional life.

BONUS: The more accurate you are with your shots, the more bonuses you will receive at the end of each level. Try for a perfect score.

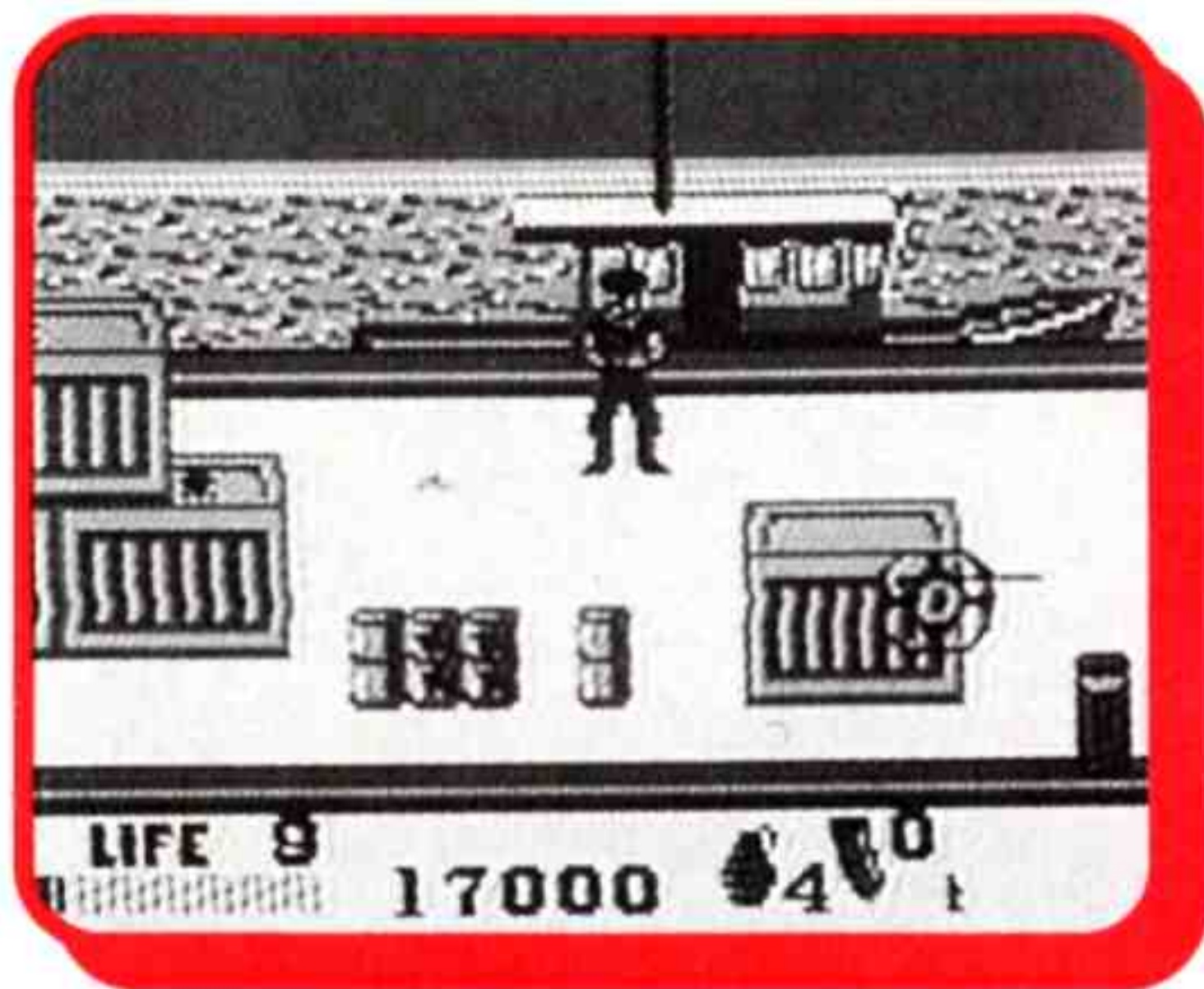


THE HUNT CONTINUES

Once you and Spider-Man have freed the hostages at the mall, you'll follow the chain of dealers, pushers, and drug lords

all the way to Jigsaw himself!

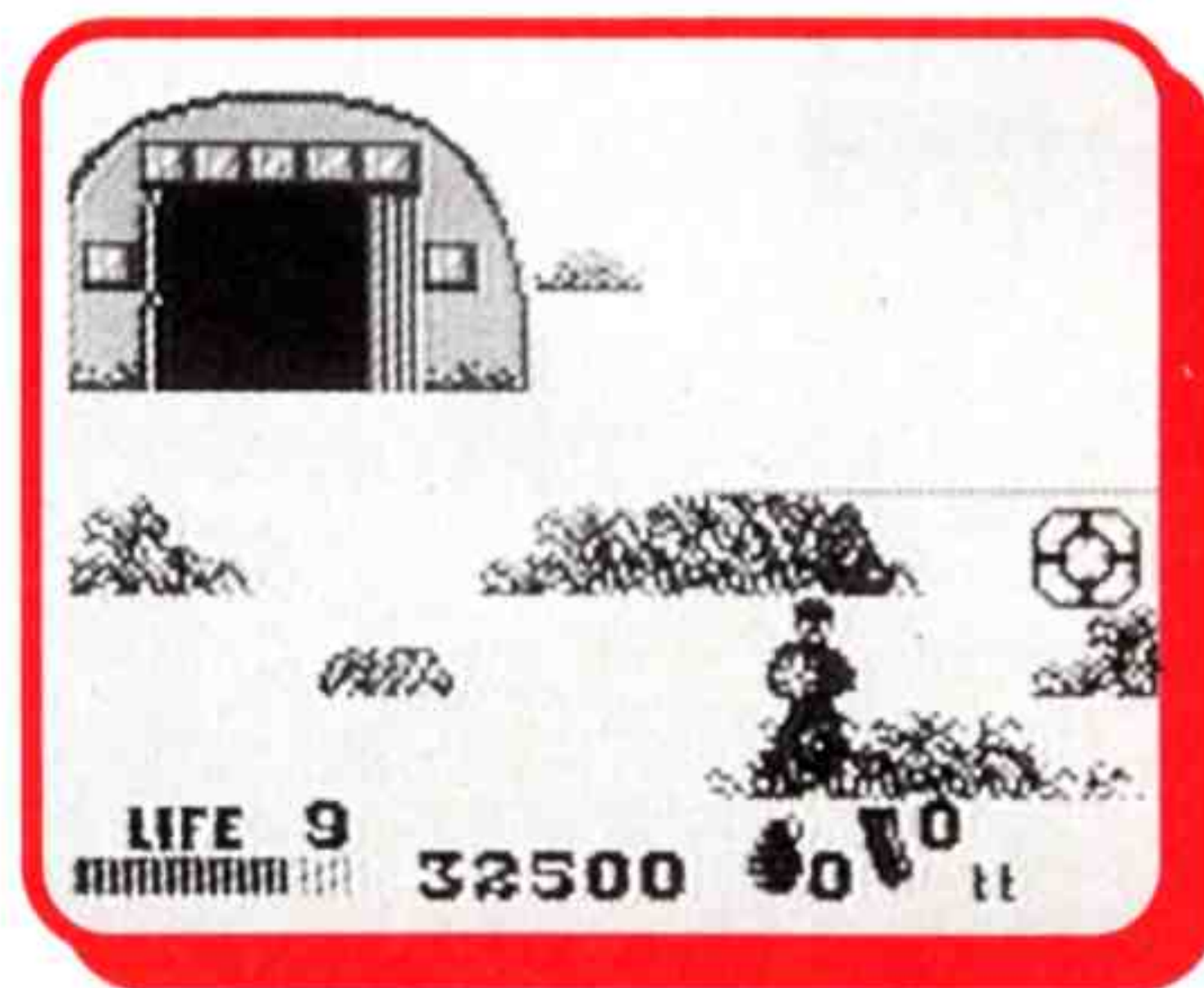
The first step in your journey is the marina, where your ob-

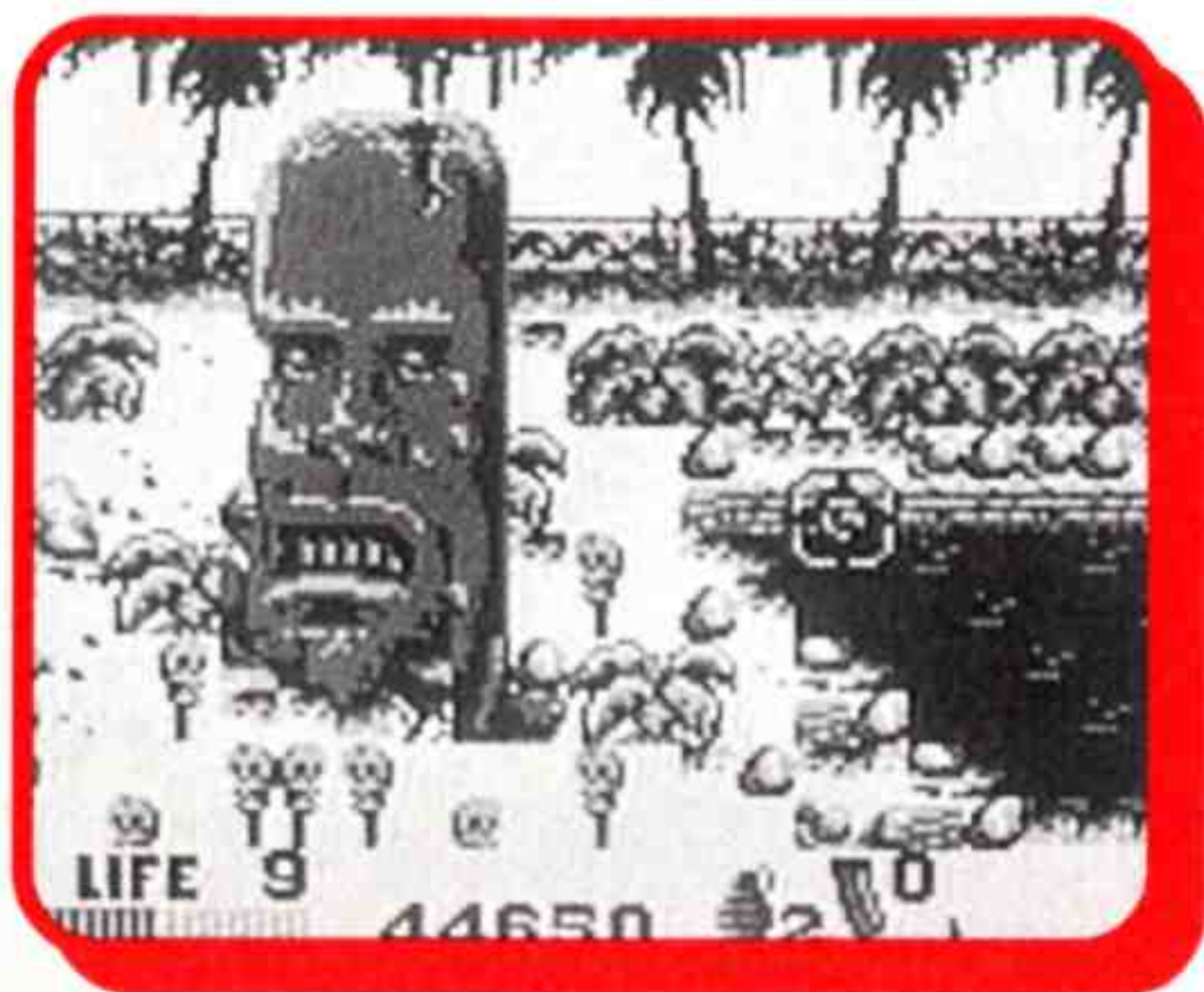


jective is to destroy as many piers, crates, oil drums, sheds, and yachts as possible while you shoot your way to the boss dealer.

You soon learn that the drugs are coming into your city from South America, which

leads you to the airport and a vicious band of mercenaries determined to gun you down at all costs. They are dangerous because they know you're beginning to close in on your prey! Clear them and their boss out of the airport, and you're off to the jungles of South





America, where you're just one step away from Jigsaw's inner

lair! But there's danger in the jungle; the trees are filled with snipers and there are camouflage-clad mercenaries lurking everywhere.

If you can survive the jungle, you'll reach a bunker protected by many heavily armed guards. Get past them and you've made it to...



THE UNDERGROUND BASE

This is it! The drugs that are crippling your city are being produced in

this secret lab deep inside a mountain in South America.

This underground base is outfitted with state-of-the-art high-tech security and weapons systems. You'll have to be at your sharpest.

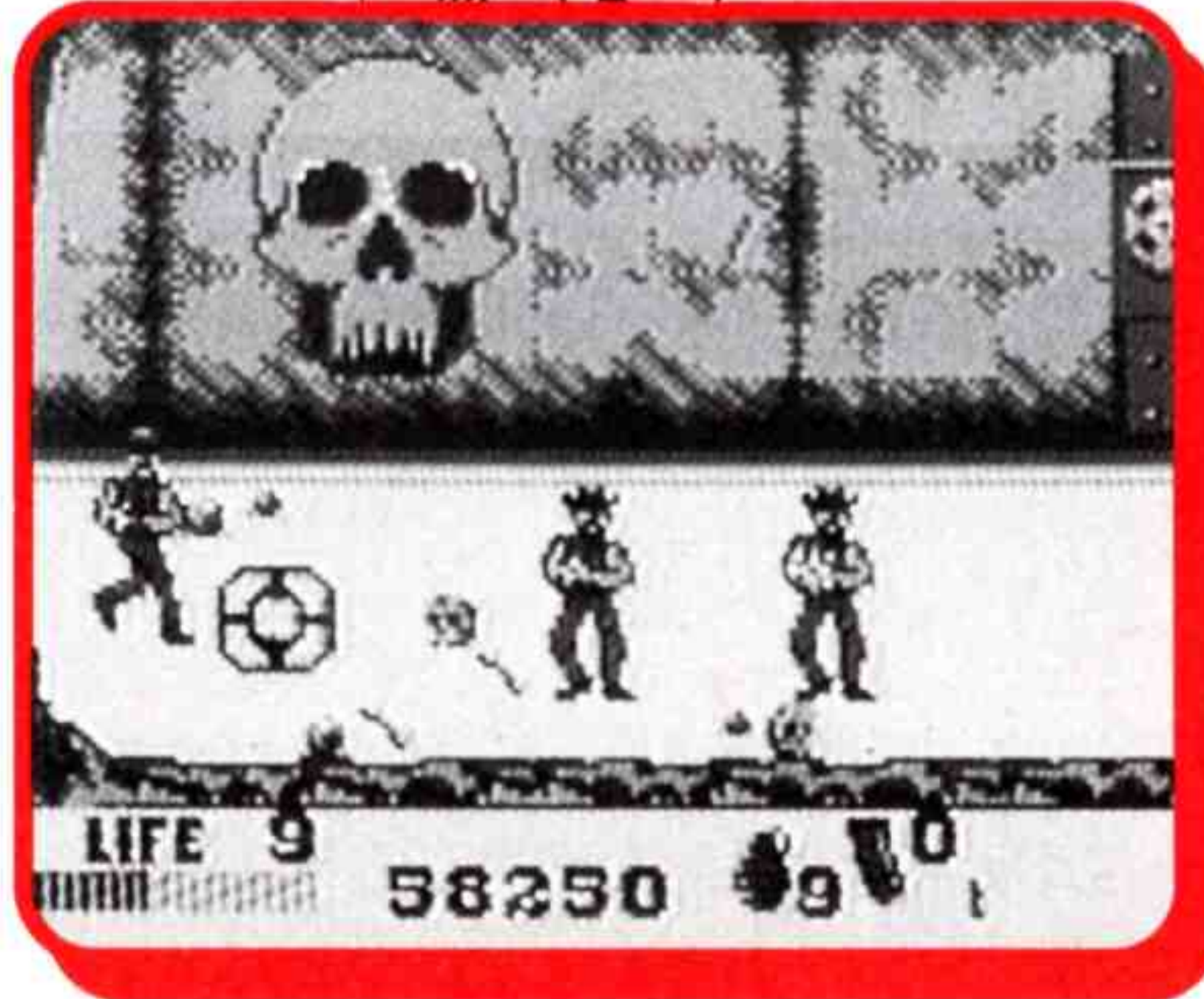
Not only are there soldiers and guards to contend with, but there are batteries of machine guns. Also, be on the lookout for video monitors that serve as the "eyes" of the



Master Computer, which controls all security and weapons systems for the complex!

The obstacles are formidable and the enemies you face are the most dangerous of all, but you must press

ahead. Negotiate your way through the base and teach Jigsaw the meaning of the word P-A-Y-B-A-C-K!!!





TACTICS TO REMEMBER

- The drug lords are merciless and their henchmen are ordered to shoot first and ask questions if



**THE GUILTY MUST BE
PUNISHED. THE
INNOCENT MUST BE
PROTECTED . . .**

they ever get around to it. Save yourself from injury by gunning them down as soon as they come into view.

- Beware of enemies who hide behind various objects; they may try to sneak up on you.
- Save your grenades for difficult targets such as boats, helicopters, and jungle bunkers that appear toward the end of each phase of your mission.

Acclaim Entertainment LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim 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 Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim 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 ACCLAIM. 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 ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM 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 warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

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 and 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 computer and receiver are on different circuits.

If necessary, the user should consult 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.

Acclaim Hotline (516) 624-9300 Distributed and marketed by Acclaim Entertainment, Inc.
71 Audrey Avenue, Oyster Bay, New York 11771

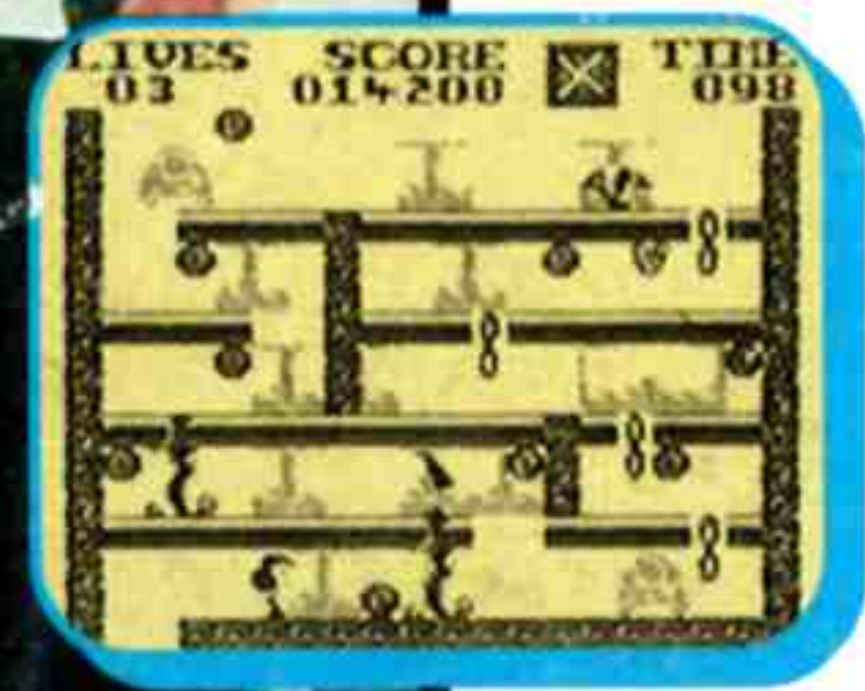
Acclaim® and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved. LJN® is a registered trademark of LJN, Ltd. © 1991 LJN, Ltd. All rights reserved. The Punisher™ © Marvel Entertainment Group, Inc. All rights reserved. The Punisher, Spider-Man, Spidey and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. © 1991 Marvel Entertainment Group, Inc. All rights reserved. Nintendo®, Game Boy™, and the official seals are trademarks of Nintendo of America Inc. All rights reserved.



NOW FOR GAME BOY!



Bill & Ted's **EXCELLENT** GAME BOY adventure™



A world without our most excellent compatriots Bill and Ted? *No way!!! Yes way* – if the Grim Reaper and Evil Bill and Ted robots have *their way!*



Bill & Ted's Excellent Game Boy Adventure™ TM
& © 1991 Nelson Films Inc. All rights reserved.
PRINTED IN JAPAN