

HOW TO PLAY

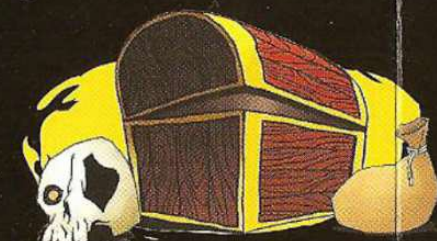
Move the character



Nightmare in the Dark

ITEMS

You get more advantage in playing the game the more that you pick-up these items.



Are there more items other than these ... ?

Attention!

When TIME reaches 0, an immortal pumpkin will attack you.

OUCH!

HIT!

the monster with fire.



Oh!! can not move!

REPEATEDLY

hit monster with fire



It will be a big fire ball !

Hit the monsters
With the big fire ball.



Software DIP Descriptions for "Nightmare in the Dark"

—OVER SEA VERSION—

[How to Change Settings]

1. Move the joystick up and down to match the cursor to the item you want to adjust.
2. Press the A Button and proceed in the stated order to adjust settings.

[Initial Description Screen]

CONTINUE	INFINITE
GAME RANK	LEVEL 4
DEMO SOUND	ON
CREDIT DISP	ON
LEVEL DISP	OFF
HOW TO PLAY	ON
※COUNTRY	OTHERS

[Game Settings]

CONTINUE	Set the Continue Play option. (Display: INFINITE / WITHOUT / 1 time ~ 99 times)
GAME RANK	Changes game difficulty to 1 of 8 levels. (Display: Level 1 <Very easy> ~ Level 8 <Very hard>)
DEMO SOUND	Determines whether sound is played during game demos. (Display: ON / OFF)
CREDIT DISP	Determines whether the credit display is shown. (Display: ON / OFF)
LEVEL DISP	Determines whether the level (GAME RANK) display is shown. (Display: ON / OFF)
HOW TO PLAY	Determines whether the "How to Play" demo is shown at the start of the game. (Display: ON / OFF)
※[COUNTRY]	Allows cabinet settings to be made on US cabinets and those of other countries. (Display: OTHERS / USA)

※....The [COUNTRY] display item does not appear in Japanese and US cabinets.