

SNS-GU-USA



GunForce™

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INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING

PLEASE READ THE EN-
CLOSED CONSUMER
INFORMATION AND
PRECAUTION BOOK-
LET CAREFULLY BE-
FORE USING YOUR
NINTENDO® HARD-
WARE SYSTEM OR
GAME PAK.



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PLAY FOR HIGH STAKES



THE STAKES ARE HIGH. The missions ahead are as tough as they come. Commandos are attacking the Earth, and the ultimate defense has been launched—**GUNFORCE**. This multinational army is armed with the latest technology and the most advanced military strategies. Dangerous missions take them from depots to communications stations as they deploy weapons and execute battle plans.



YOU'LL FACE ENEMY HEAT like you've never felt as you fight your way

through five explosive stages. You're right in the heart of enemy operations, and you'll need every tactical weapon at your command, and all your nerve! The destiny of the Earth is in your hands.



FIRE UP THE ACTION of

GUNFORCE by simply turning on your system.

This triggers the starting sequence. Are you ready?



GRAB YOUR KEYPAD and press "start" during the intro or when you see "press start" on the screen. Another option is to press "select" which takes you to the select screen. If you want to zap past the starting sequence, you can press "start" again or "fire" and jump straight onto the firing line. You may discover you want to jump right into battle without the preliminaries. Fire away!

GET FIRED UP FOR FUN

CONTROL THE ACTION



Control Pad

To move and point

Select Button

To select level of play/
To take you to the select screen

Start Button

To start a game/ To pause during play

A Button B Button

To fire

X Button Y Button

To jump

**SELECT
PLAY:**
Easy,
Medium
or Hard

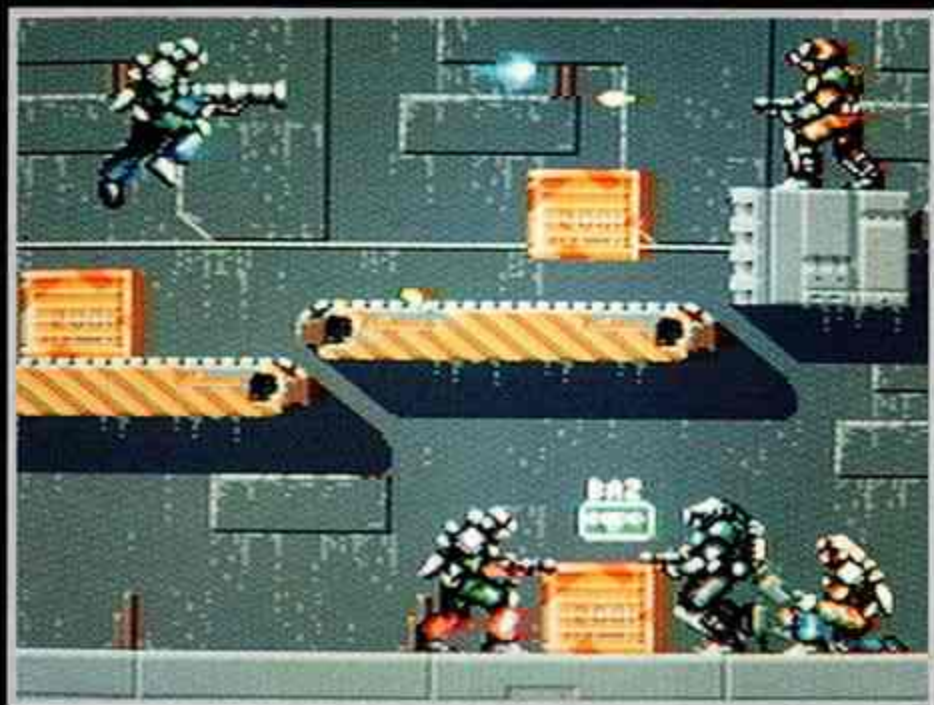


THE OPTION YOU SELECT will be highlighted. By pressing "select" again, you will return to the "press start" message. Even if player one is playing the game, player two can jump into the action by pressing "start."



JUST SELECT AND PLAY

MEET THE CHALLENGE



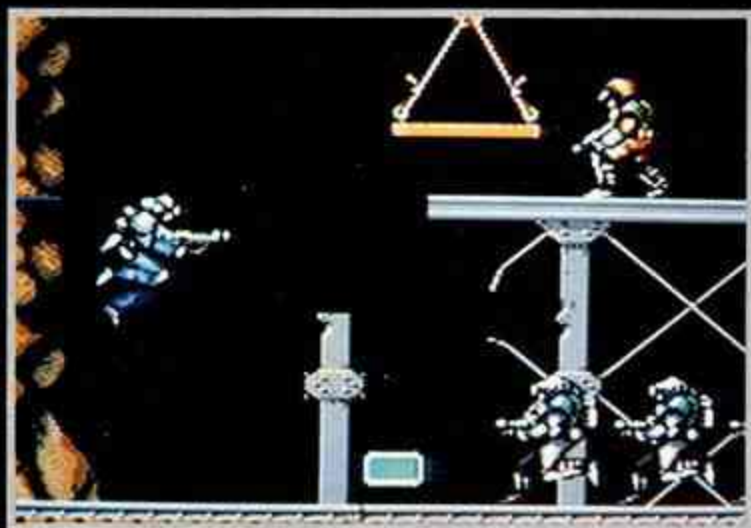
HERE ARE A FEW IMPORTANT NOTES for meeting the challenge and excitement of Irem's hit game, **GUNFORCE!**

FLASH ♦ At the beginning of a new life, your player will "flash" for a few seconds. At this point, you are invincible. Make your move!



MOVES ♦ Use your control pad to move and point in a number of directions. You're in control. The next move is yours.

YOU ARE INVINCIBLE!



BUTTONS ♦ Use the "L" or "R" buttons located on the top of the controller or the "X" or "Y" buttons to jump.



FIRE AWAY ♦ Use "A" or "B" to fire.

TOTAL POWER ♦ Don't forget that you can jump, move and fire all at the same time. Go for it!



ESCAPE

When you're in trouble on a ledge, and you want to get down

pronto, press "down" on the control pad and jump at the same instant.

JUMP, DUCK AND FIRE



STRATEGY ♣ If you just press “down,” you’ll duck. If you jump then press “down,” you’ll fire down. This can be very strategic if you are positioned on a ledge.



PAUSE ♣ To pause or unpaue the game, press “start.” Either player can pause the game at any time.

SOUND ♣ “Select” will turn the sound and music on and off. Either player can control sound and music this way.



COUNTDOWN

When one player's game ends in a two-player game, the "continue countdown" is displayed instead of the score.

CONTINUE

When only one player is playing, the "continue" message takes over the whole screen.



COUNTER

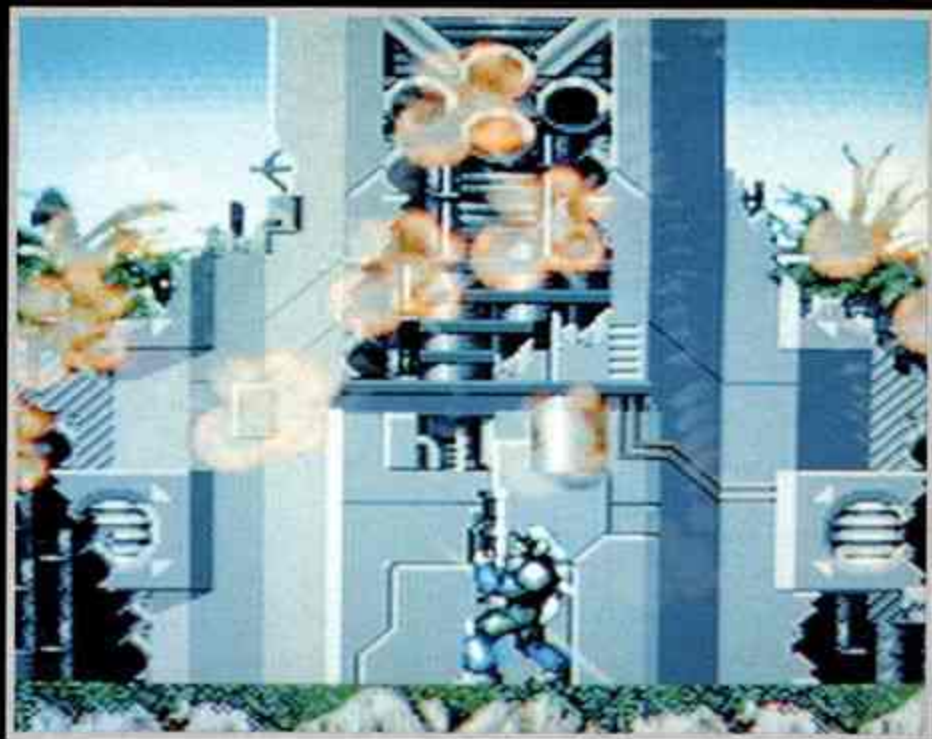
When a continue option is displayed, the player must press "start" again before the counter reaches zero.



LIVES At the start of the game, each player has three credits and four lives per credit (12 lives total). If you die

four times, the game says "continue," and you drop to two credits and get four more lives. It's a challenging game, and you'll need all the lives you can get!

PLAY FOR HIGH STAKES



**IF YOU
GET A
HIGH
SCORE,**

use the control
pad to move
the letters

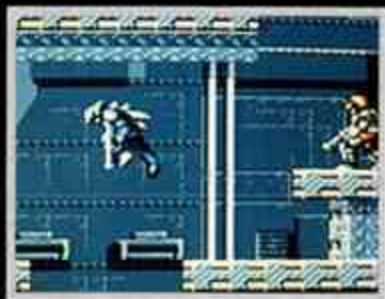
around on the

display. To select a letter, press "fire."

NO. 5

3500

[A]	B	C	D	E	F	G
H	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z	,	.
?	!	@	-	/	^	to



*This high stakes
hit guarantees
hours of action
and adventure!*

1234567	OTTO
168900	DREW
123456	ERIC
12345	BERT
3500	AL

YOU CAN ENTER A NAME or initials of up to four characters in length. There are also end and backspace options.



The destiny of the Earth is in your hands. What's the final score?

AND EARTH'S DIE-STINY

WARRANTY INFORMATION

LIMITED 90-DAY WARRANTY

Irem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operations of the program as described in the enclosed user documentation. If you believe you have found any such error or defect in the program during the warranty period, call Irem America's Technical Support Department, (206) 882-1093 between the hours of 9:00 AM and 5:00PM (Pacific Time), Monday through Friday. The technical personnel of Irem America will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected Pak (or, at Irem America's option, Irem America may authorize a refund of your purchase). This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by causes unrelated to defective materials or workmanship.

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For technical support on this or any other products of Irem America, call (206) 882-1093.

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GunForce is developed by B.I.T.S., London



Innovations in Recreational Electronic Media