

TAXAN[®]
Consumer Division

TAXAN USA Corporation
Consumer Division
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BURAI FIGHTER ©1990 TAXAN USA CORPORATION

Printed in Japan

Nintendo[®]

GAME BOY[™]

BURAI FIGHTER[®]
DELUXE



INSTRUCTION BOOKLET

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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.

PRECAUTIONS

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

Thank you for purchasing Taxan's Game Pak, Burai Fighter Deluxe.
Please read this booklet to ensure proper handling of your new game,
and keep the booklet for future reference.

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YOUR MISSION:

To Defeat the Mighty Burai

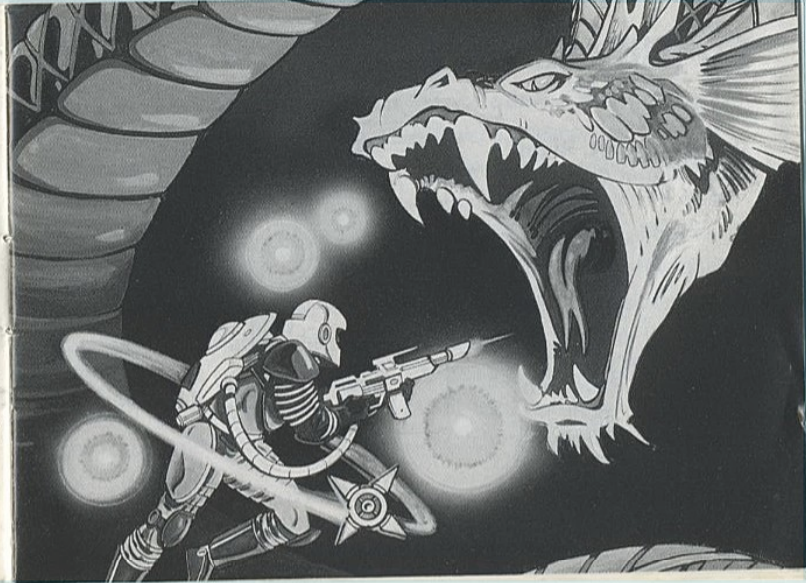
For thousands of years, the Burai have had but one objective: the conquest of the universe! They have created huge armies of robo-mutants—half robot

and half living flesh. With capabilities to produce thousands of robo-mutants each day, the Burai armies will soon overrun the galaxy—***unless you can stop them!***

Strap on your proton pack, charge up your laser cannon, and prepare to do battle with the deadliest army of mutant rogue's to come along in years. Your challenge is to penetrate the five bases of the Burai, confront the super-mutant guards: monstrous creatures like Giganticrab, Jawsipede, Fangskull, and ultimately you'll face the terrifying Slimedragon!

Using your awesome arsenal of weapons, victory may be within your reach.

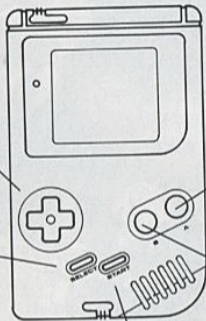
Can you save the universe from the torment of evil Burai? We're all depending on you!



CONTROLLER FUNCTIONS

Up, Down, Left, Right:
Move in that direction

Select:
Select between
New Game, Password
Mode or Vs. mode
using two Gameboys
and Gamelink, also
for New Game/
Continue.



A button:
Cobalt Bomb

B button: Fire

Start:
Start game, pause game

WEAPONS

You start the game with a simple gun. There are three power-up weapons available, Laser, Missile, and Ring. Each Power-up weapon has three power levels. The weapon will change when you catch the first symbol. Catch 5 of the same symbol to go to weapon power two, catch 10 of the same symbol to advance to weapon power three (the display shows an "A" to indicate weapon power three). You can switch weapons by simply catching a different symbol, your other weapons will remain stored until you catch their symbol. When you are destroyed, you will only lose the weapon you are currently using. There is also a pod which you can catch. This pod will rotate around you, and can be used to collide with enemies. The pod has no effect on bullets. As you catch more pods, your pod will rotate faster.

Attack Mode:

In Burai Fighter Deluxe, it is possible to move in any direction while shooting in any other direction. To accomplish this, just move in the direction you wish to shoot, then press and hold the fire button for rapid fire in that direction, now you can move in any other direction while still shooting in the original direction. You will continue to shoot in the original direction until you release the "B" button.

Cobalt Bombs:

Gather the balls released by some enemies until your cobalt bar (bottom left of screen) appears, then you can press the button and destroy everything on the screen. If you save cobalt bombs until the "E" you will be awarded a free man. Each mark represents 1 cobalt bomb.

Hardness Levels

Burai Fighter Deluxe has three hardness levels, Eagle (easy), Albatross (medium), and Ace (hard). There are several differences between the levels. First, as you progress to the harder levels, new and more difficult enemies will attack. Second, the enemies will move faster and shoot more. Third, the bonus multiplier will change.

Bonus	Eagle: X500	Albatross: X2000	Ace: X5000
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After you complete a level, you will be awarded a bonus for the amount of weapons you have collected. This bonus increases with the hardness level. The bonus is calculated by the weapon level times a multiplier which changes for each hardness level as listed above.

If you have a weapon powered up to level three (A), you will receive 20X the bonus multiplier instead of 10X.

Hidden Rooms

Throughout the game, there are hidden rooms. These rooms will hold many goodies, try to find them all, they will help a lot! The scroll direction will change if you find a hidden room. To find a hidden room, look for the star symbols.

The Vs. Mode

The Vs. mode plays the same as the one player mode, but it is a race. Each player gets one man, and the first player to defeat the boss of the selected level wins. If one player dies, the game is over, and that player loses. The Vs. mode can be played on any level, and on any difficulty setting.

Extra Items in the Vs. Mode

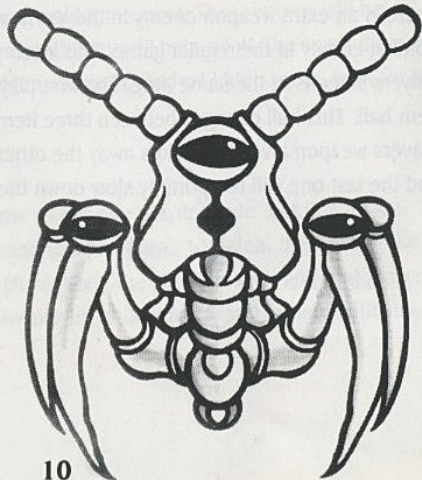
There is an extra weapon enemy in the Vs. mode similar to the weapon holding enemy in the regular game. This enemy will appear on both players screens at the same time. The first player to destroy it will get the item ball. This ball changes between three items, one will drop the other players weapon level, one takes away the other players cobalt bombs, and the last one will temporarily slow down the other player.

BOSS ENEMIES

Giganticrab

(Level 1)

Beware of his flailing tentacles, and the venom which he spits at a furious pace. He will trap you in a corner if you're not careful.

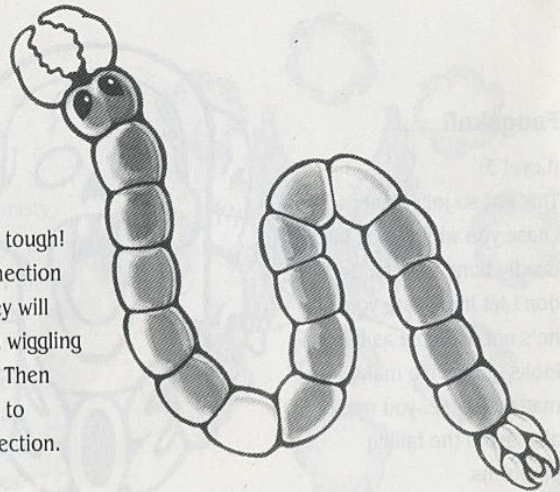


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Jawsipede

(Level 2)

These guys are tough! Shoot the connection points, and they will separate into a wiggling mass of terror. Then blast their tails to destroy each section.



11

Fangskull

(Level 3)

This not so jolly Roger will chase you while firing his deadly bone bullets. But don't let him scare you—he's not as fierce as he looks (gulp!). To make matters worse, you must also avoid the falling platforms.



12

Torchwing

(Level 4)

This gal has a nasty disposition! She will attack with a spinning circle of fireballs. Her domain is near the volcanic fire spouts, so you must stay clear of the giant shooting flames.



13

Slimedragon

(Level 5)

This green-scaled slimeball is the master of the Burai, and easily your most fearsome adversary. He will shoot molten rock curve balls which are indestructible. Keep on your toes, or you'll end up as dragon bait!



Other Enemies



Whizzer



Big Beak



Creepcrawl



Visemouth



Gripper



Buzz Bomb



Mantaroid

HINTS

This game is tough! So no matter how good you are, try to defeat the hardness levels in order, otherwise you will have little chance of defeating the evil Burai which occupy the Ace level.

Each Boss can be defeated with any weapon, however, each boss is easy to defeat with one of the weapons. Try to find each bosses weakness and they will fall easily (well easier!!!).

Finding the hidden rooms is fun, but also very important to success.

Enjoy!

LIMITED WARRANTY

TAXAN USA Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with then descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM DATE OF PURCHASE OF THIS PRODUCT.

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MEMO

Blank lined paper.

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 2. *Chlorophyll b* (Chl *b*)
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