Thank you for purchasing CULTURE BRAIN'S "FLYING WARRIORS"TM for your Nintendo Entertainment System.
For maximum enjoyment, please read this instruction Manual throughly before playing.

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PRECAUTIONS

○ This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
○ Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
○ Do not clean with benzene, paint thinner, alcohol or other such solvents.
○ Store the Game Pak in its protective sleeve when not in use.
○ To avoid eye strain, play the game at a reasonable distance from the T.V.
○ Always turn the power off before inserting or removing the cartridge from the Nintendo Entertainment System®.
○ When playing the game for long periods of time, it is recommended that you take a 10 to 20 minutes break for every 2 hours of play.
Long time ago, Demonyx of the Dark Dimension attempted to invade Light Dimension.
After a long battle, the hero of the Light Dimension, Dragonlord, sealed Demonyx up by the power of the 'Mandara Talisman', and defeated the Dark Dimension.
However, Demonyx left the ominous prophecy.
"I will be back when the Red Evil Star appears."
Dragonlord sent five Flying Warriors to the ground, to prepare for the day of Demonyx's return.
Now...
The Red Evil Star appeared and the Soldiers of the Dark Dimension broke the seal which allowed Demonyx to return.
The battle between Dark Dimension and the Flying Warriors is about to begin . . .

Flying Warriors has four major segments.

1. The Journey Mode, with vertical and horizontal scrolling.
2. The Battle Mode, lets you enjoy the thrilling fight action by implementing the "Shingan System".
3. The Command Mode, Experience the battle against monsters using commands.
4. The tournament mode, select the favorite one from among six different kinds of fighters and let maximum of eight people to participate.
Let's Start the Game!

Insert the cartridge into the Nintendo Entertainment System, then turn the power on. After the title screen appears, press the 'Start button' to bring up the menu screen.

**Select Mode**

If you want to continue where you left off, select the word "Password", then enter the password you got from where you last left off.

If you want to play the game from the beginning, select the word, "Start", then decide the difficulties of the game.

If you like action, select "Expert".
If you are not as confident of your skills, select "Moderate".
If you are a beginner or not crazy about action, select "Beginner".
If you wish to run the tournament with your friends or family, select the "Tournament" mode.

**Select Operation**

There are two kinds of Controller Operations.
The first is the 'Master' operation which requires that you have advanced skills to manage the controller. The other is the 'Standard' operation which is much simpler.

**Master' Operation**

This operation is for those who like action and martial arts.
You can enjoy the true enjoyment of 'Flying Warriors'!!

**Standard' Operation**

This operation is good for people who are not as skilled, or are beginners. It is very simple. In the battle mode, Artificial Intelligence (AI) lets everyone play skillfully.
WHAT IS THE ‘PASSWORD’?

It allows you to resume the last game from where you left off.

TO GET THE PASSWORD

1. At the time of ‘Game Over’. When Rick’s life is zero, the game is over. Select the command ‘Passwords’ to get the passwords.

2. Sub display in the Journey Mode. Bring up the sub display to select ‘Password’.

ENTER THE ‘PASSWORD’

Bring up menu screen, and select the ‘password’ menu. This will bring up the password menu. Enter the password exactly the way you note them.

If you enter the wrong word, cancel by pressing the B button. When you finish entering the password, move the cursor to the word ‘End’, then press the A button.

NOTE

The following won’t be recorded when you use the password. Windy shoes, charm, bait, coin, the number of magic water, any experience points you gained between your current level and the ‘next’ level.
K.O. GAUGE

When this gauge is full, it'll sound the signal and you'll be able to use the supreme offense.

The 'K.O. Gauge' won't go below 40.

JOURNEY MODE
In Journey Mode, if you defeat the enemies, the gauge will increase. When the gauge fully charged (100 points), you'll be able to shoot 'Cosmic Saucer'. If you get hurt, the gauge will go down.

COSMIC SAUCER
Press the B button to shoot. You can shoot up to 50 times as long as you don't get hurt.

Continue on after your 'K.O. Gauge' is full. It'll be easier to fight when you encounter the Battle Mode or the Command Mode.

BATTLE MODE
As long as you defend yourself from the enemy's attack, your gauge will stay charged.

When the gauge is fully charged, you'll be able to use the supreme offense, the 'Hiryu-no-Ken'. If your enemies are fighters from the Dark Dimension, you'll be able to use the 'Mystic Spells' and 'Cosmic Saucer'.

If you are in a desperate situation, it's better to defend yourself until the 'K.O Gauge' becomes fully charged, then use the 'Hiryu-no-ken' to overcome the enemies attack.

COMMAND MODE
If the 'Mystic Spell' (select by command) hits the enemy, the gauge will charge up. You'll be able to use the 'Hiryu-no-ken' and inflict more damages to the enemies.
HOW TO PLAY ‘JOURNEY MODE’

The main feature of the ‘Journey Mode’ is the vertical and horizontal scroll action. During your travel, various enemies will oppose you.

The details of the screen display.

- Name of the character
- Current level of the character
- Remaining lives of the enemies
- Number of ‘Magic Water’

Remaining lives of the character

Message display area

Points of ‘K.O. Gauge’

**COMMANDS**

When you press the ‘Start’ button, various commands will show up on the message display area on the screen. Move the cursor around to the desired command by pressing the direction pad, and the □ button to select.

- Sub Display (Brings up the Sub Display.)
- Magic Water (Use the ‘Magic Water’.)

- The information screen gives you exclusive advise for your game play. There are also several spots where they are hidden. Sometimes you have to go back to where you’ve visited, to get important information. Don’t forget to check the information screen periodically.

- There are several people who will give you clues in each journey. The picture on the left shows one of the messengers at ‘Karn village’. To talk to these messengers, you must get close to them, and press the □ button. There are more people you will encounter during your journey, so listen to people carefully.
'STANDARD' OPERATION - JOURNEY MODE

- **B** button...Attack
- **A** button...Jump

**Control Pad**
- **↓** Move
- **↑** Jump Vertically
- **↔** Squat Down
- **+ A B**...Cyclone Kick
- **+ A**...Get down from the stand position
- **+ B**...Upper Punch

- **SELECT BUTTON**
  Uses the 'Magic Water'

- **START BUTTON**
  Pauses the game, and brings up the command of 'Sub Display' and 'Magic Water'. The 'start' and 'select' buttons operate the same way in both of the 'standard' and 'master' mode.

If you press the up direction on the control pad in front of the door, you'll be able to enter another room.

The various items are hidden inside the blocks which you can break down with punches or kicks.

'MASTER' OPERATION - JOURNEY MODE

- **B** button...Kick
- **A** button...Punch

**Control Pad**
- **↑ A B**...Jump
- **↓** Move
- **↑** Jump Vertically
- **↔** Squat Down
- **+ A B**...Cyclone Kick
- **+ A**...Get down from the stand position
- **+ B**...Upper Punch

While you jump, you can punch by pressing the **A** button, and kick by pressing the **B** button.

It's desirable to damage enemies who are in the air and/or get on rocks you can't reach.
ITEMS

- **MAGIC WATER I** ... Recovers your physical strength as soon as you grab it.
- **MAGIC WATER II** ... You can collect up to ten bottles during the 'Battle'.
- **K.O. GAUGE** ... Increase the K.O. Gauge immediately after you grab it.
- **MYSTIC CRYSTAL** ... After you grab it, you'll be able to crash into enemies to give damages.
- **WINDY SHOES** ... It lets you go back to places you've visited before.
- **CHARM** ... It prevents the enemy's common soldier to show up.
- **BAIT** ... It attracts the enemy's common soldier.
- **ANGEL'S ROBE** ... Take it to the Angel. There may be something good waiting for you ...
- **BRACELET** ... A necessary item to defeat the Boss Phantom.
- **TABLET** ... It'll open the door hidden behind of the water falls located inside the ruins.
- **MARADORA'S JAR** ... If you save it, you could receive an important item.
- **COIN** ... Used for barter.
- **ORB** ... Select it from the Sub Display. (for further details, please see page 18). It's the important part of the 'Mandara Talisman'.
- **DRAGMA** ... There are five pieces and is necessary to complete the 'Mandara Talisman'. Everytime you collect a piece, the power of the 'Hiryu-no-Ken' will increase.
- **ARMS** ... 'Mystic Spells' reside in the arms.
- **MIRROR** ... It'll repel the enemy's 'Mystic Spells'. There are five different kinds for each group of enemies.
You can bring up the 'Sub Display' only when you are on the 'Journey Mode'.

In each 'Journey', press the 'Start' button and select 'Sub Display' then press the A button. To resume the game play, press the B button.

- **ORB**
  - COURAGE
    In the 'Journey Mode', it'll blink at the enemies who hide the important items or at the item itself.
  - WISDOM
    You have the ability to predict.
  - JUSTICE
    When you forget to pick up the important items, it'll let you travel through by mystic power.
  - LOVE
    It'll tell you what is missing to complete the 'Mandara 18 Talisman'.

**ITEMS (TOOLS)**
There are two commands 'Use' and 'Check'.
If you select 'Check', then all the items you currently have will be shown.
If you select 'Use', then all the items you can use during the 'Journey' will be shown.
To activate the item, move the cursor to the desired item, then press the A button.

- **MYSTIC SPELL**
  Displays 'Mystic Spells' available to each Flying Warriors.

- **EQUIPMENT**
  Displays the obtained weapons.

- **PASSWORD**
  To obtain the 'Password' for the current game play, move the cursor to the 'Password' then press the A button.
  (For further details, please read page 8)

- **MANDARA TALISMAN**
  Displays the collected 'Mandara Talisman'.

- **MIRROR**
  Number of mirrors you have.

- **EX**
  Experience points.

- **LEVEL**
  Level of the life power and the offense power. It'll increase as your experience points increase.

- **LIFE**
  The maximum point of your life at the current level.

- **ATTACK**
  The damage power affect to the enemies.

- **Dragma**
  Indicates the number of the 'Dragma'.

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**BATTLE MODE**

The details of the screen display.

If the enemy who is fighting against you has the item, the orb will react.

- **Name of the character**
- **Current level of the character**
- **Remaining lives of the enemies**
  - Number of 'Magic Water'
  - Points of 'K.O. Gauge'
- **Remaining lives of the character**
- **Message display area**

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**TRANSFORMATION**

When you fight against the tusk soldier, select command 'Transform'. That'll let Rick and his allies transform into the Flying Warriors.

After the transformation, you'll be able to use the 'Mystic Spells' and upgrade the 'Hiryu-no-Ken'.

To escape the dimension of the battle, you must defeat the enemies.

The 'Battle Mode' takes a new turn with Culture Brain's original 'Shingan System'.

**COMMANDS IN THE BATTLE**

If you press the 'Start' button, various commands will appear on the screen.

- **TRANSFORM**—When the enemy reveals his true color, you can transform your character by using this command.
- **MAGIC WATER**—It'll recover your physical strength.
- **ALLIES**—When you engage in the battle against the fighter from the Dark Dimension, you can change places with allies anytime after you find them.

**ADVICE**

1. Use 'Magic Water'.
2. Each enemy has own specialty. Depending on the enemy, 'Mystic Spells' and the 'Hiryu-no-ken' will have the different effects. Find out the characteristics of each enemy and devise a strategy.
THE BATTLE MODE—SHINGAN SYSTEM

Culture Brain created the ‘Shingan System’ which is implemented in the ‘Defense’ for realistic fighting action.

We'll show you the difference from the conventional system. After the strict practice, Flying Warriors can open the ‘Mind’s Eye’ and see the weakness ‘RED Star’ of enemy as well as their own.

Example 1: Defense
The ‘RED Star’ appears on your upper body, quickly defend your upper body.

Example 2: A chance to attack
The ‘RED Star’ appears on the enemy’s middle body. Attack the enemy’s middle body.

As you can see from the examples, both the attack and defense are performed on three major parts of the body, upper (head), middle (stomach), and lower (legs).

Select the position you wish to attack or defend by pressing the control pad.

When the ‘RED star’ shows up on your body, you should defend it. If you try to attack the enemy, he’ll counter. You should try to attack only when the star appears on enemy’s body. If you defend properly, your ‘K.O. Gauge’ will increase, thereby allowing you to use the supreme offense skill, the ‘Hiryu-no-Ken’.

MORE ‘STARS’
The ‘Red star’ is not only the ‘star’ the Flying Warriors can see. There are three more marks.

● ‘THE BLUE’ STAR
Indicates that you can inflict more damage to the enemy than the ‘Red Star’. However, the appearance of this mark is different depending on your enemy.

● ‘HIKOU STAR’
Is the ultimate mark which means you have the chance to defeat the enemy with one blow. It is difficult to get this mark.

● ‘RUSH MARK’
Indicates a chance to attack continuously without any interruption. When you get this mark, press the A or B button to throw various skills automatically.
'STANDARD' OPERATION-BATTLE MODE

**DEFENSE**

If you press on either the right or left side of the control pad, it'll automatically defend.

**KICK**

Kicks automatically if you press the B button.

**PUNCH**

Punch automatically if you press the B button.

**SUPREME SKILLS**

- **CYCLONE KICK**
  - with A B
- **ROLLING KICK**
  - A B
- **SPINNING GROUND KICK**
  - with A B

**SPECIAL MOVES**

- **TRICK**
  - with A B
- **THROW**
  - A
- **SQUAT**
  - A
- **JUMP**
  - A

**MYSTIC SPELL**

After he/she is transformed, and the K.O. Gauge is fully charged.

**SPECIAL SKILLS**

- **SHAKE YOURSELF**
- **HIRYU-NO-KEN**
- **COSMIC SAUCER**

Press the darkened portion on the +.
The battle with the soldiers from the Dark Dimension will take place in the different dimension. At that time, the real power of Flying Warriors will be in full play.

**TRANSFORM**
Rick transforms in to the Flying Warrior.

**ALLIES**
After your allies (Flying Warriors) join you, you can select one of them to play.

**MYSTIC SPELLS**
Select the desired and most effective ‘Mystic Spell’ from among them that available to the current Flying Warriors.

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**MYSTIC SPELLS**
The great natural forces handled by the divine existence in the battle between the Light Dimension and the Dark Dimension. After Rick and his allies are transformed, and the K.O. Gauge is fully charged, you'll be able to use ‘Mystic Spells’ by pressing the upper direction pad and the A button.

**TO POWER UP THE ‘MYSTIC SPELLS’**
The Mystic Spells reside in the arms of the Light Dimension. If you obtain more powerful arms, the power of ‘Mystic Spells’ will increase.

**DEFENSE POWER OF THE ‘MYSTIC SPELLS’**
The power of the enemy’s ‘Mystic Spells’ are also very powerful. You can’t just defend them. The ‘mirror’ is the only item that will repel the ‘Mystic Spells’. Be sure that you get it.
In ‘Command Mode’, your strategies will determine your victory or defeat. This mode consists of offense turns and defense turns that’ll take each turn repeatedly.

**COMMANDE IN THE DEFENSE TURNS**
- **BARRIER**
  Covers the shield to defend attacks from the enemies.
- **ESCAPE**
  Lets you escape from the Monster’s dimension.
- **MAGIC WATER**
  Recovers your physical strength.

**COMMANDS IN THE OFFENSE TURNS**
- **MYSTIC SPELLS**
  Select the ‘Mystic Spells’ you have obtained. In this mode, you can use ‘Mystic Spells’ even though your ‘K.O Gauge’ does not indicate ‘100’.
- **HIRYU-NO-KEN**
  You can use it only when the ‘K.O Gauge’ indicates ‘100’.
- **ALLIES**
  You can alternate your current character with your allies who have joined you.
TOURNAMENT MODE

'Tournament Mode' is a completely independent mode of the game. It'll let you select a favorite fighter among six different kinds of martial artists, and compete against each other in the manner of the tournament. You can play this mode from one to eight people.

1. Decide the fighter's name
   Select the desired letter by pressing the upper control pad, then press the A button to select. Press the B button to cancel your selection. You can enter up to four letters, but you can have any number of letters by pressing the A button immediately after the letter.

2. To select the fighter
   After entering the name, select the fighter from six martial artists by pressing the direction pad and the A button. (To cancel, press the B button.)

3. To select next fighter
   Move the cursor by pressing the direction pad to the word 'NEXT' then press the A button. If you wish to cancel your selection, select the word 'RETRY'. If you wish to start the game, select the word 'START', then press the A button.

RULES

1. The odd number on the tournament chart will be the controller 1.
   The even number will be the controller 2.
2. The limit is three minutes.
3. If one or three players participate, the person who chooses the odd number will fight against the computer.
   If five or six players participate, the seventh and eighth fighters will be managed by the computer.

4. Judgment
   If your opponent's life becomes zero, you win the match.
   If the match time is over, whoever has more lives wins.
   In the event of a tie, a play-off will be held automatically.

To make the match more challenging, don't dodge the opponent's attack by squatting still, or standing still on the rope when you are the martial artists.
After the "K.O.Gauge" becomes full, you can use the Supreme Offense skills by pressing the upper direction pad and the A and B button.

**KUNG-FU**

He is the same person as Rick who is in the main game. He is very easy to control, and has various offensive skills. He can throw the opponent after an upper defense. If you are familiar with him, select the 'KUNG-FU'!

**WRESTLING**

He will overwhelm you with his explosive power and strength from his huge body! If his upper punch hits you, you'll give you the 'Nack Hanging Tree'.

**BOXING**

He can't throw nor kick, but his heavy punches and prompt footwork are first-class. His supreme upper punches and other offensive skills attract many game expert.

**MARTIAL ARTS**

The all-around fighter, born by modern technologies. It has gorgeous and various skills. It's his middle attack; he can use 'Brain Buster'. Most of all, he has two supreme offensive skills.

**KARATE**

This is the representative of Japanese martial arts and is very popular worldwide. It's good balance and tough defense are as good as KUNG-FU. It is very good at close fighting, and its supreme 'Triangle Jump' has the highest hit rate.

**KICK BOXING**

The formal name is 'Mue-Thai', and has the reputation of being the world's most powerful standing fights. The sharp kicks and strongest defense are all, but standards. His 'Elbow Kick' during close fighting is a very efficient skill.

**STRATEGY**

There is 'Double Speed Hinayno-Ken' available, also.

'Jumping knee attack'!

Also known as the 'Giant Bomber'.

'Killer Typhoon'

He'll throw out several punches within a second. Impossible to dodge!

'Hurricane Kick'

After he's on rope, press the A button. He'll throw the 'Revolutional Kick'.

'Flying Body Attack'

Crash into the opponent from the bottom. (Press only A or B button)

'Don't keep the distance by half. attack briskly.'

His defense is tough and it is good at close fight, so don't get too close to him.

'Don't use lower attack nor have a high jump, so you can defend yourself easily. Attack with your supreme offense skills.

'Don't keep the distance by half. attack briskly.'

'Triangle Jump' He can jump over the rope and throw a sharp kick!
STRATEGIES

1. PRACTICAL USE OF ITEMS.
   During your 'Journey', if you encounter more enemy soldiers than you can handle, use the 'Charm' to prevent them from appearing.
   If you use the 'Windy Shoes', you can warp to further places even from the start position.
   (However, your available destination points are fixed, and limited to only the places you've been before.)

2. LISTEN TO WHAT THE ORB SAYS.
   You can get important information from the ORB. Obtaining new ORBs and listening to them in each stage.
   The information tells you how to clear the stage, so don't miss them. (You can only obtain them during your 'Journey')!

3. MASTER THE 'CYCLONE KICK'!
   To clear the 'Journey' smoothly, use this technique.
   Press the A and B button and the up direction on the direction pad simultaneously.
   This is especially useful for you to get on the stand located either right or left from you.
   However, while you are in the air, if you touch the enemy, you'll fall down immediately.

4. HOW TO ENTER THE DOOR
   In the 'Journey', you'll find several doors. Behind these doors, there is another road, or people who have significant information awaiting you.
   To enter, stand in front of the door, and press the up direction pad.

5. CLEAR PLAN
   Round 1:
   Return the lost robe to the Angel.
   Round 2:
   Defeat the Boss Phantom!
   Round 3:
   Defeat Narga, and defeat enemies who await you at the laboratory.
   Round 4:
   Enter into the enemy's headquarters and seal Demonyx!

6. HOW TO SKIP THE OPENING DEMONSTRATIONS
   Press the 'Select' button while pressing the A button.

7. HOW TO SKIP THE STORY
   After the screen displays the background story, press the 'Start' button to skip it.
CULTURE BRAIN USA, INC. LIMITED WARRANTY

CULTURE BRAIN USA, INC. warrants to the original purchaser only of the CULTURE BRAIN software product that the medium on which the 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 CULTURE BRAIN software product is sold "as is", without express or implied warranty of any kind, and CULTURE BRAIN is not liable for any losses or damages of any kind resulting from use of this program. CULTURE BRAIN agrees for a period of ninety (90) days to repair or replace, at its option, free of charge, any CULTURE BRAIN software product, postage paid, within sixty (60) days of the date of purchase at its Factor Service Center. Replacement of the cartridge free of charge to the original purchaser (except for the cost of replacing the cartridge) is the 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 the defect in the CULTURE BRAIN software product has arisen through abuse, unreasonable use, misapplication or negligence. This WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CULTURE BRAIN. 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 CULTURE BRAIN BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CULTURE BRAIN SOFTWARE PROJECT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions 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 state, state or municipal law which cannot be pre-empted. CULTURE BRAIN USA, INC. 13151 N.E. 90th Redmond, Washington 98052. Tel: 206-882-2339

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 tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J 15 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 to 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.

It is recommended that the user 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, D.C. 20402.
WARNING

DO NOT USE WITH PROJECTOR OR BEAM PROJECTION TV

Direct sunlight onto your projector or beam projector may cause severe damage to your equipment. Please avoid direct sunlight or strong light sources which may cause damage to the projector or beam projector. If you suspect your projector is damaged, please contact a professional service provider. Please contact the manufacturer or the retailer for further information.
⚠️ WARNING ⚠️

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.