



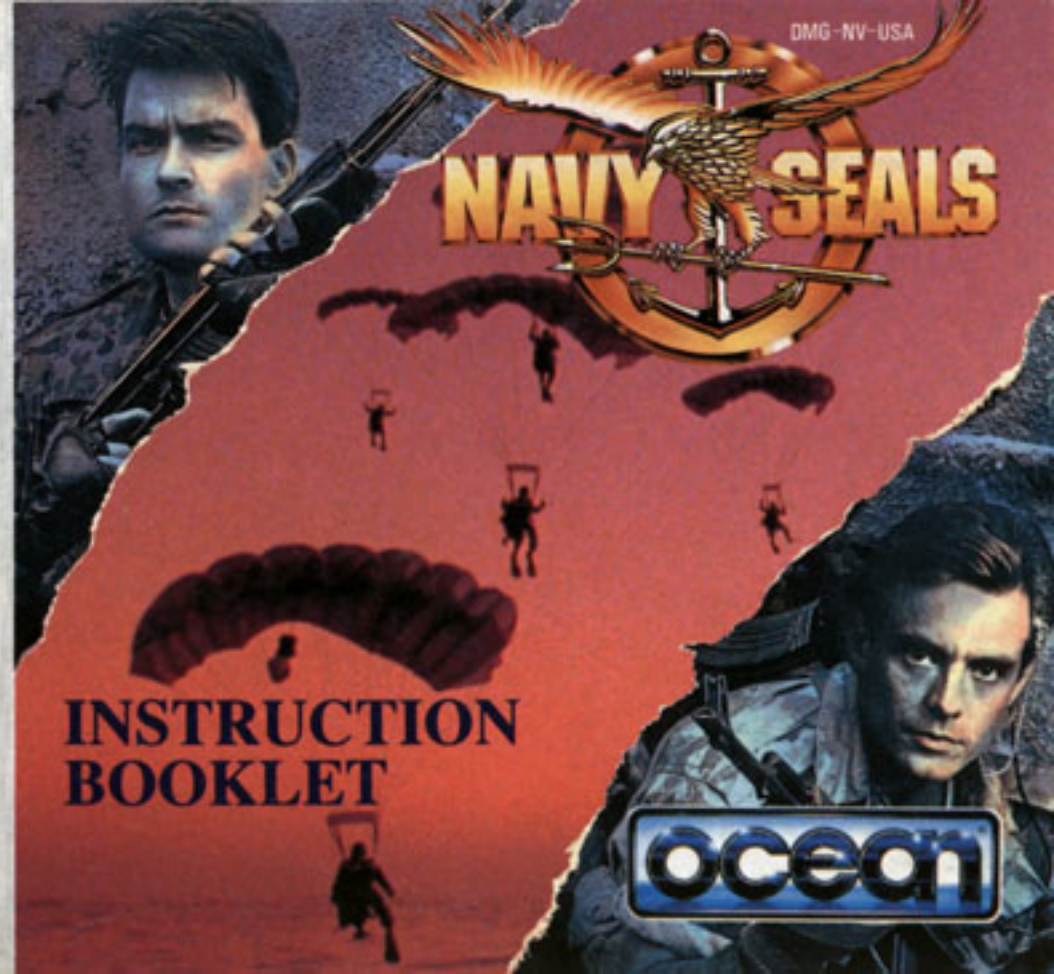
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Nintendo

GAME BOY



DMG-NV-USA

NAVY SEALS

INSTRUCTION
BOOKLET



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.



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Cautions During Use

- 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.



You are America's Secret Weapon Against Terrorism!

Untangle a complex chain of events — Track down a terrorist hideout — Rescue a captured helicopter crew — Discover stolen missiles — Take over a missile transport ship — Wipe out the terrorists — or perish in the attempt!

In 1962, President Kennedy, believing that the wars of the future would be low-intensity conflicts, created an elite special forces unit to meet the enemy on his own turf.

Experts in *SEa*, *Air*, and *Land* operations, they are the NAVY SEALS.

This game follows the exploits of your heroic NAVY SEALS team, deployed to rescue a helicopter crew which was surprised and captured while responding to a routine distressed vessel call. You must locate the terrorists' hideout: somewhere in Beirut. Then, while attempting to rescue the captured crew, you discover a cache of stolen Stinger missiles (the type used to down civilian aircraft)!

And that's just the beginning. These missiles are being secretly transported. You will use Navy Intelligence reports to storm ships, uncover decoys, track an informant and carry out hair-raising missions, all before you can catch your breath!

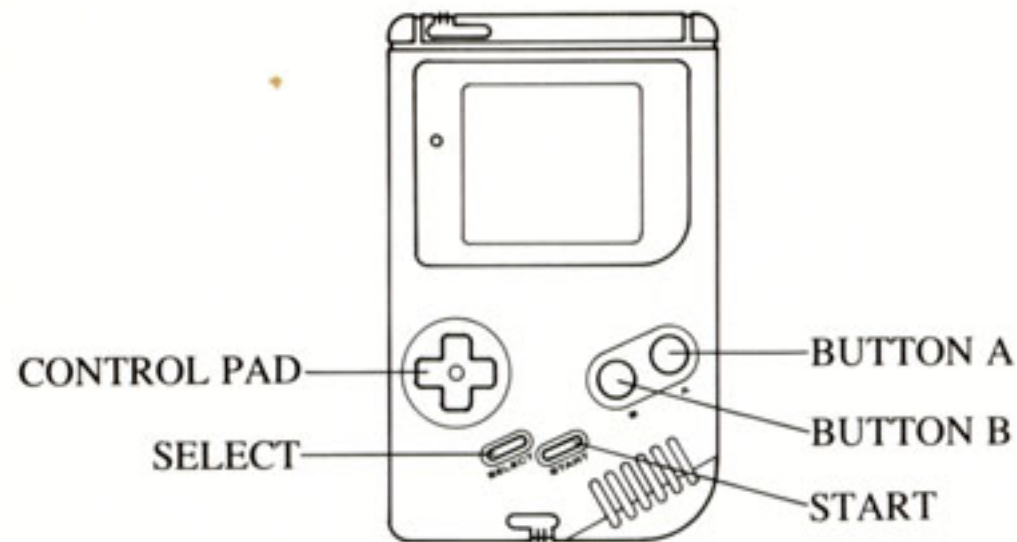
As a SEAL, your training has been ultimate. You may practice each level again and again, but to win, you must make it through completely on your own! YOU are America's secret weapon!

Getting Started

- 1) Make sure that your Game Boy is turned off.
- 2) Insert your NAVY SEALS game pak into the cartridge slot.
- 3) Turn on the Game Boy.
- 4) After the copyright notice appears, press START to begin your game.



Controls



START — Start the game, or pause the game while playing.

SELECT — Call on sniper (smart bomb).

CONTROL PAD LEFT/RIGHT — Walk.

CONTROL PAD DOWN + LEFT/RIGHT — Crawl.

CONTROL PAD UP — Enter a doorway.

BUTTON A — Jump straight up.

BUTTON A + CONTROL PAD LEFT/RIGHT — Jump across a gap.

BUTTON A + CONTROL PAD UP — Jump up onto a platform above.

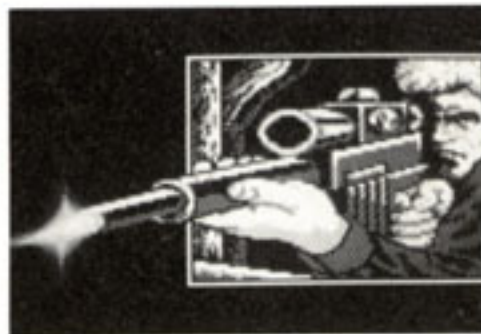
BUTTON A + CONTROL PAD DOWN — Jump down from a platform to the floor below.

BUTTON B — Fire your gun in the direction you are facing. You cannot fire your gun while you are jumping or falling.

To abort the game, hold down SELECT and press START.

How to Play

You begin the game with four lives and two weapons. The weapons are a slow-firing handgun and a fast-firing machine gun. Both weapons require ammunition to fire. The handgun starts off with 90 rounds of ammunition, but the machine-gun is empty. Extra ammunition is available at certain points on each level.



One member of your NAVY SEALS team is a sniper. He hides in convenient spots and can be called upon to use his heavy machine

gun to destroy all the enemies currently on the screen (i.e., a smart bomb). You are allowed to call on him twice in a game, with extra calls to be gained at certain points in each level. You receive bonus points if you do not need to use the sniper.

You have a limited time to complete each mission, with bonus time to be gained at strategic points.

The game consists of five levels. The first four levels are training missions, and you may practice playing any of these levels in any sequence. To gain access to Level Five, you must play the first four levels in sequence, and complete them in one game. After that, you are allowed to practice the last level. To complete the game you must play through the entire game normally, and complete all five levels.

Bonus Items

Hidden beneath crates, you may find powerful weapons, extra points, or additional snipers.

The Levels

Prologue

A US Navy vessel receives a distress call from a stricken ship and sends a helicopter to the rescue.

On arriving at the scene, the helicopter is shot down by a terrorist gunboat, and the crew is captured.

A team of NAVY SEALS is dispatched to rescue the crew.

Level 1

The terrorists are hiding somewhere in Beirut harbor.

You must search the harbor for the terrorist hideout.



Level 2

You have located the hideout.

You must storm the hideout and reach the captured crew.

Level 3

The crew has been rescued.

During the rescue the Seals discover that the terrorists have a quantity of stolen "Stinger" surface-to-air missiles, each easily capable of destroying a civilian airliner. Unfortunately, they do not have the time or equipment to destroy the missiles.

Navy Intelligence reports that the terrorists are using a refugee ship to move the missiles to another location. The Seals are sent to take over the ship, and wait for a bomb disposal team to arrive.

You must make your way through the ship and eliminate the terrorists.

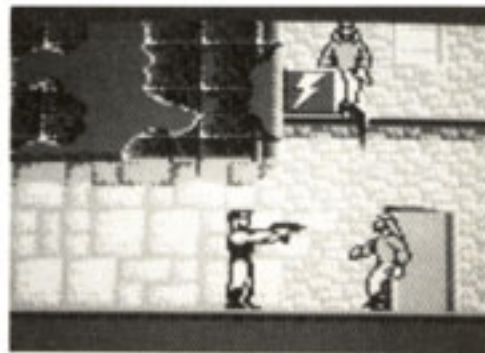


Level 4

The bomb disposal team arrives and finds out that the crates which were supposed to contain the missiles were really filled with sand. The terrorists had used the ship as a decoy, moving the missiles by land instead.

Navy Intelligence decides that the only way to find out where the missiles are is to send the Seals into Beirut to bring back an informant that they know of there.

You must make your way through the streets and sewers of Beirut to reach the (reluctant) informant.



Level 5

The informant pinpoints the location of the terrorist hideout in Beirut city.

The Navy Seals are dispatched to blow up both the missiles and the terrorist base.

You must make your way through the terrorist base.

Epilogue

Kaboom. Game Over.

Limited Warranty

Ocean of America, Inc. 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 the 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 Ocean of America, Inc. 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 full extent of our liability.

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