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5300 Stevens Creek Blvd.
San Jose, CA 95129
(408) 296-8400

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Nintendo

GAME BOY®

DMG-U0-USA

UNIVERSAL SOLDIER

ACCOLADE™

Instruction Booklet

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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 terminals or let them come into contact with water, as this can 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.
- 6** A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing

CAUTIONS (continued)

lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Thank you for purchasing the Nintendo® GAME BOY® Universal Soldier Game Pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for future reference.

TABLE OF CONTENTS

Introduction	1
Getting Started	2
Player Controls	3
Playing Universal Soldier	5
The Main Menu	5
The Four Worlds of Universal Soldier	9
The Big Bosses	10
Luc's Weapons	11
Time	12
Lives and Continues	14
Tokens and Diamonds	15
Status Indicator Display	18
Customer Service	20

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CREDITS

Designed by: The Code Monkeys & Manfred Trenz

Produced by: Chris Bankston

Tested by: James Kucera, Steve Graziano, Robert Daly

Manual: Jeff Wagner

Special thanks to Softgold GmbH.

INTRODUCTION

An extremist government organization begins creating the "Ultimate Human Fighting Machine" — using bodies of Vietnam War casualties — to be used in covert operations.

As Luc Devreux, you are one of these perfectly engineered Universal Soldiers (UNISOLS) devoid of all emotion and memory and endowed with extraordinary skills and powers.

All is going according to plan, until... a programming flaw occurs. Another UNISOL, Andrew Scott, goes berserk and begins a fierce rampage of destruction. You intervene, re-igniting a battle between yourself and Scott which had previously ended for both of you in Vietnam. Now you must fight against Scott and his UNISOL confederates — desperate foes who'll stop at nothing to destroy anything in their way.

Universal Soldier is based on the Carolco motion picture of the same name, starring Jean-Claude Van Damme and Dolph Lundgren.

GETTING STARTED

- 1 Make sure the power switch on your Game Boy is OFF.

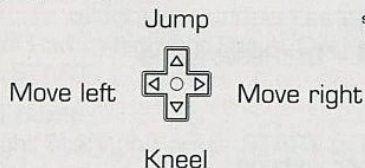
IMPORTANT: Always make sure that the Game Boy is turned off when inserting or removing a Game Pak.

- 2 Insert the *Universal Soldier* Game Pak into the Game Boy by following the instructions in your user's manual.
- 3 Turn the power switch ON. If nothing appears on-screen, re-check your Game Pak to be sure it is inserted properly.
- 4 After the title screen appears, press the **START** button to begin a new game.

PLAYER CONTROLS

Use the Control Pad to direct Luc, and the remaining buttons to **SELECT** and fire weapons.

Control Pad



A Button

- Make Luc jump
- Control Pad ▼ + A: Transforms Luc into a shirakin
- Control Pad ▲ + A: Returns Luc to his normal state



B Button

- Press quickly: Fire gun
- Press and hold: Fire laser whip
- Release mine (only in shirakin form)

START Button

- Pause/unpause game
- Press + **SELECT** + **A** + **B**: Reset game

SELECT Button

- Release power line
- Press + **B**: Use super weapon

Note: You can customize the **A Button** and **B Button** functions listed above (see **Options**).

PLAYING UNIVERSAL SOLDIER

Press any key after viewing the title screen to advance to the Main Menu.

The Main Menu

You can start, configure, or resume a game from the Main Menu. To select an option, press **up** or **down** on the Control Pad to highlight **Start**, **Options**, or **Passcode** and press **START**.

Start Game

Highlight **Start** and press **START** to begin the action.

Options

Highlight **Options** and press **START**. Select one of the following options by pressing **▲** or **▼** on the Control Pad:

- **Difficulty:** Two levels of difficulty are available: Easy and Hard. To **SELECT** one:
 - 1 **SELECT Difficulty.**
 - 2 Press **left** or **right** on the Control Pad to cycle between **Easy** and **Hard**.
 - 3 Press **up** or **down** on the Control Pad to continue, or **START** to begin the game.
- **Lives:** You can start with either 3, 4, or 5 lives in *Universal Soldier*. To choose:
 - 1 **SELECT Lives.**
 - 2 Press **◀** or **▶** on the Control Pad until the desired number of lives (3, 4, or 5) is displayed.

3 Press **▲** or **▼** on the Control Pad to continue, or **START** to begin the game.

- **Button A/Button B:** Configure the **A Button** and **B Button** to make Luc fire or jump. Here's how:
 - 1 **SELECT Button A.**
 - 2 Press **◀** or **▶** on the Control Pad to cycle between **Fire** and **Jump**.
 - 3 If you configure the **A Button** to "fire," then the **B Button** will automatically be configured to "jump."

Passcode

Resume a game by entering the correct passcode. Here's how:

- 1 Remember to jot down the five-letter passcode displayed at the end of the last level you've played.

Passcode (continued)

- 2 Press ▲ or ▼ on the Control Pad to **SELECT Passcode** and press **START**.
- 3 Press ▲ or ▼ on the Control Pad to cycle through the letters of the alphabet.
- 4 Press ► on the Control Pad to advance to the next space (or ◀ on the Control Pad to backup a space). Repeat step.
- 5 Repeat steps 3 and 4 until the passcode you want is displayed.
- 6 Press the **A Button** or **B Button** after entering the passcode. If it's correct, you'll be able to continue after the last level you've completed. If it's incorrect, you'll be sent back to the Main Menu and you will have to select the passcode feature again.

The Four Worlds of Universal Soldier

The action in *Universal Soldier* takes place on 10 levels spread through four different worlds. Each world consists of two or three levels which Luc must complete one-by-one before advancing to the next world. Each world features a multitude of objects Luc must destroy, as well as one or more "Big Bosses."

The worlds, number of levels, and Big Bosses in each are:

<u>World</u>	<u>Name</u>	<u>Levels</u>	<u>Big Boss(es)</u>
1	Vietnam	2	Andrew Scott (in fatigues)
2	Dam	3	Eye-Piece Boss, Military Helicopters, UNISOL Truck, Space Ship
3	Desert	3	UNISOL Trucks
4	Enemy HQ	2	Andrew Scott (as a Universal Soldier)

The Big Bosses

Here is a rundown on the Big Bosses you'll confront during your adventure:

- **Andrew Scott:** Luc's arch-rival and main nemesis. Scott is a Universal Soldier gone berserk, and is out to conquer and destroy whatever he can.
- **Eye-Piece Boss**
- **Military Helicopters**
- **UNISOL Trucks:** The invincible Command Vehicle used by Universal Soldiers.
- **Space Ship**

Luc's Weapons

Luc has a variety of weapons available to him during battle. Read the following to discover what they are, then review the **Player Controls** section to learn how to activate and use them.

- **Gun:** Fires laser bullets at target. [Certain tokens that you collect in the game will increase your gun's performance. See **Tokens and Diamonds.**]
- **Laser Whip:** A high energy laser that Luc can whip in a circle by pressing the Control Pad ◀ and ▶. Luc **MUST** be standing still to use the whip.
- **Power line:** Two energy beams are released to the right and left of Luc, destroying all enemies in their paths.

Luc's Weapons (continued)

- **Mine:** Destroys all enemies on ground in vicinity. Mines can only be released while Luc is in the shirakin form.
- **Super Weapon:** All weapons are fired at once, destroying everything on screen. Can use once per life.
- **Shirakin:** Transforms Luc into a destructive shirakin blade.

Time

Luc is given a set amount of time (time units) to complete each of the 10 levels. Time units remaining are shown on the Status Indicator Display (see **Status Indicator Display**). When time runs out, Luc loses a life.

The maximum time units (both difficulty modes) for each world are:

WORLD	TIME UNITS	
	<u>Easy</u>	<u>Hard</u>
Vietnam		
Level 1	600	500
Level 2	600	500
Dam		
Level 1	700	600
Level 2	900	800
Level 3	700	600
Desert		
Level 1	700	600
Level 2	900	800
Level 3	900	800
Enemy Headquarters		
Level 1	900	800
Level 2 (final)	200	100

Saving a Battle

After completing a level, you will be given a five letter passcode. This passcode will allow you to continue where you left off at a later date. Be sure to write down the passcode if you plan on quitting before finishing the next level. (See **Passcode** for instructions on how to resume play).

Lives and Continues

You begin each game with three lives, and can lose them in three ways:

- Time runs out in the current level.
- Luc runs out of energy. A loss of energy occurs every time an enemy is touched, or Luc is hit by enemy fire.
- Luc falls into an abyss.

When you lose a life, each of Luc's weapons will slightly decrease in performance, but can be increased again with tokens.

Continues

You receive one "Continue" for every 50 diamonds collected. A Continue is used after all lives have been lost. Up to five Continues can be stored at a time.

Tokens and Diamonds

During play, valuable tokens are available for Luc to collect. Tokens are used as Luc collects them. Many are hidden inside boxes and other objects.



Activates multiple shots for Luc's gun. If already active, additional tokens increase strength of shots.



Turns gun into laser. If already active, additional tokens increase laser strength.



Activates the bounce shot, allowing laser bullets to ricochet off walls, caves, etc. If already active, additional tokens will increase bounce strength.



Increases length of lightning whip.



Activates a force shield which makes Luc invincible for a short period of time. Enemies will be destroyed upon touch while the force shield is activated.



Fully restores Luc's energy level.



Gain an extra power line.



Gain an extra life.



Have Luc touch to destroy all smaller opponents on screen.

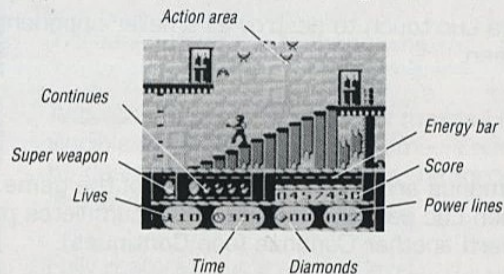
Diamonds



Diamonds are present in all levels of the game. When Luc passes over one, he accumulates points toward another Continue (see **Continues**).

STATUS INDICATOR DISPLAY

The Status Indicator Display at the bottom of the screen shows Luc's current status and progress.



Super Weapon: The button will flash if the super weapon is available.

Continues: A button will light up for each Continue earned, up to five.

Energy bar: Luc's current level of endurance.

Score: Current score.

Lives: Number of lives remaining.

Time: Number of time units left in current level.

Diamonds: Tracks the number of diamonds collected. Resets to zero after reaching 50.

Power lines: Number of power lines currently available.

CUSTOMER SERVICE

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1 DO NOT return your defective Game Pak to the retailer.
- 2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8am and 5pm (Pacific Standard Time) Monday through Friday. Please Do Not send your Pak to Accolade before calling Customer Service.

- 3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your Pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade
Customer Service
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

After the 90-day period, defective media may be replaced in the United States for \$15 (plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Game Pak.)