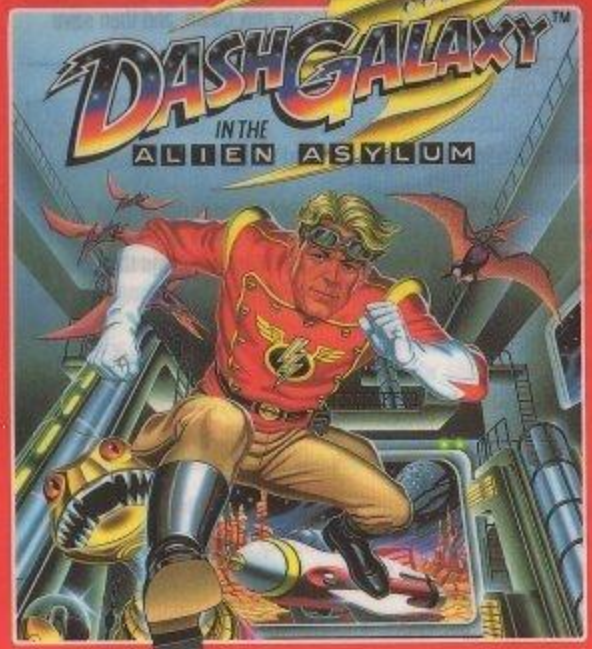
NES-XY-USA



INSTRUCTION MANUAL

Prime Time 2

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality ™

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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DASH GALAXY IS A TRADEMARK OF DATA EAST USA, INC.

DASH GALAXY™ IN THE ALIEN ASYLUM

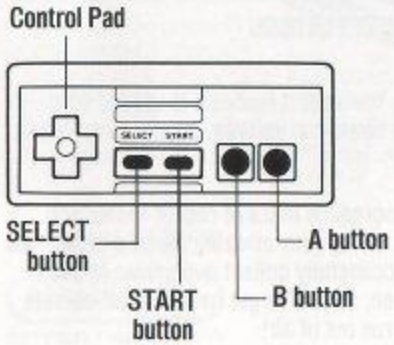
You're *Dash Galaxy*, fearless Space Explorer. You've just landed a thousand light years from home on an alien planet filled with strange creatures, deadly force fields and dangerous pitfalls.

Your Mission: to make your way through the incredible maze of rocket rooms and elevator shafts and return safely to your ship. Using your amazing athletic ability, you must enter all the rooms on each level and successfully collect everything in each room. You've only got a limited supply of oxygen, so you've got to get all the objects and make a mad dash for the door before you run out of air!

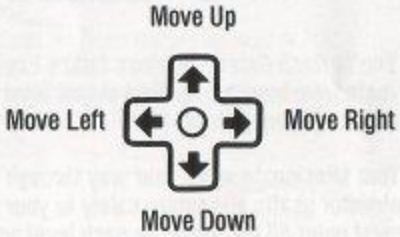
Watch out for those slime-sucking aliens. They'll take your breath away. It's time to show these freaks what an earthling can do! Are you ready for the challenge? They don't call you *Dash* for nothing—you can jump and run better than anyone in the Universe.

DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

NAMES OF CONTROLLER PARTS



The control pad moves *Dash Galaxy* as follows:



HOW TO PLAY

1) Make sure your Nintendo Entertainment System is off, then put the *Dash Galaxy Game Pak* in the system.
2) Press the POWER button on the front of the system. After a few preliminary screens, the *Dash Galaxy* title screens will appear.
3) Make sure the controller is plugged into socket 1, then press the START button on the controller.
4) Press the A button, on controller one to begin play.
5) To skip the information and start the game immediately, press SELECT on controller 1.

BRIEFING

You begin in the elevator shaft of each floor. You must enter rooms by passing through doorways. Sometimes the doors are blocked by force fields or large blocks. Once in the room, you have to turn off all switches inside before the door will open again to let you out. You must successfully go in and out of every room on one floor before you move up to the next floor. In the rooms, you can move up and down by using ladders or jumping on the trampolines.

OPERATING INSTRUCTIONS

BUTTON A and ARROW KEY at the same time: Moves blocks in the direction you want.

To make *Dash* RUN left or right, hold down the appropriate *arrow key.* Use the UP and DOWN arrow keys to move *DASH* up and down ladders.

BUTTON A: To jump straight up, press UP on the control pad and press button A at the same time.

When *Dash* is running and Button A is pressed, he makes a leaping LONG JUMP left or right.

In both the elevator shafts and rooms:

BUTTON B: When you have time bombs in your inventory press button B to set one off.

START BUTTON: Press this button to BEGIN the game. If you wish to PAUSE the game at any time during game play, press the START button. To return to the game, press START again.

OBJECTS

Keys: It's always a good idea to pick up objects. You never know when you may need some help. Keys enable you to pass through force fields. When you have keys in your inventory you can walk through a force field. Your inventory will then be reduced by one. If you don't have a key and you walk into a force field, you will lose a life.

Bombs: Bombs can be used to blow up enemies in the rooms or blow up blocks or force fields in the elevators. A bomb will automatically detonate 3 seconds after it is set. Don't stand too close or it can blow you up too! To set a bomb, press BUTTON B.

Detonators: When you have a detonator in your inventory, you can set the bomb off anytime you want to. To detonate a bomb, press BUTTON B again after you set the bomb.

Stars: Whenever you collect 10 orange Stars, you become invincible for a short period of time. Your enemies cannot hurt you. However, you can still run out of oxygen or jump off a platform into the abyss if you're not careful.

Oxygen: You start out with a fresh supply of oxygen in each room. Full oxygen is represented by the green bar on the lower right of your screen. As you use up the oxygen, the green bar turns red. When it turns completely red, you're history. Whenever you see an oxygen container, it's a good idea to pick it up.

Oxygen Flasks: You should pick these up to restore oxygen.

Lives: You start out with four lives. Every time you pick up a heart, you gain an additional life.

Switches: You must turn off all switches in each room before exiting.

SCREEN DISPLAY

SCORING

Picking Up Objects	25 points
Gold Stars	50 points
Blue Stars	100 points
Completing a room or an elevator shaft	5 times the amount of oxygen left (which can be 0 to 63 points)
Completing a Level	250 points

Hidden Treasures! On some floors, you may find secret rooms. If you figure out how to get into these rooms, you will find bonus goodies inside. Also, there are hidden express elevators that enable you to get to other floors. But, beware—this can pay off and take you to higher floors or you could end up dropping back several levels.

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 type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J 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 computer and receiver are on different circuits.

If necessary, the user should consult the dealer or 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, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA 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 Data East USA 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.

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 THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.