

U/SNS-ARQE-USA

RENTAL



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

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. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

© 1994 FLAIR SOFTWARE. LICENSED TO TITUS. TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS. ALL RIGHTS RESERVED.



TABLE OF CONTENTS

THE GAME	1
TITLE SCREEN/ THE OPTIONS PAGE	1
GAME CONTROLS	2
THE GAME SCREEN	3
EXTRA WEAPONS	4
ENERGY CRYSTALS	5
NOTES	7
LIMITED WARRANTY	8

THE GAME

Take control of a super cyborg called BIOMECH, Earth's secret weapon in the battle against alien invasion. Adventure through four warped landscapes, from the dark forest home of the resistance, through the stratosphere, to Plasma Port, and then onto the alien's Battle Station. Penetrate the station's defenses and make your way through the maze-like interior in order to destroy the station and end the alien's occupation of Earth.

TITLE SCREEN/OPTIONS PAGE

From Realm's title screen you have the choice of starting the game right away, or going to the Options Page to adjust the following settings:

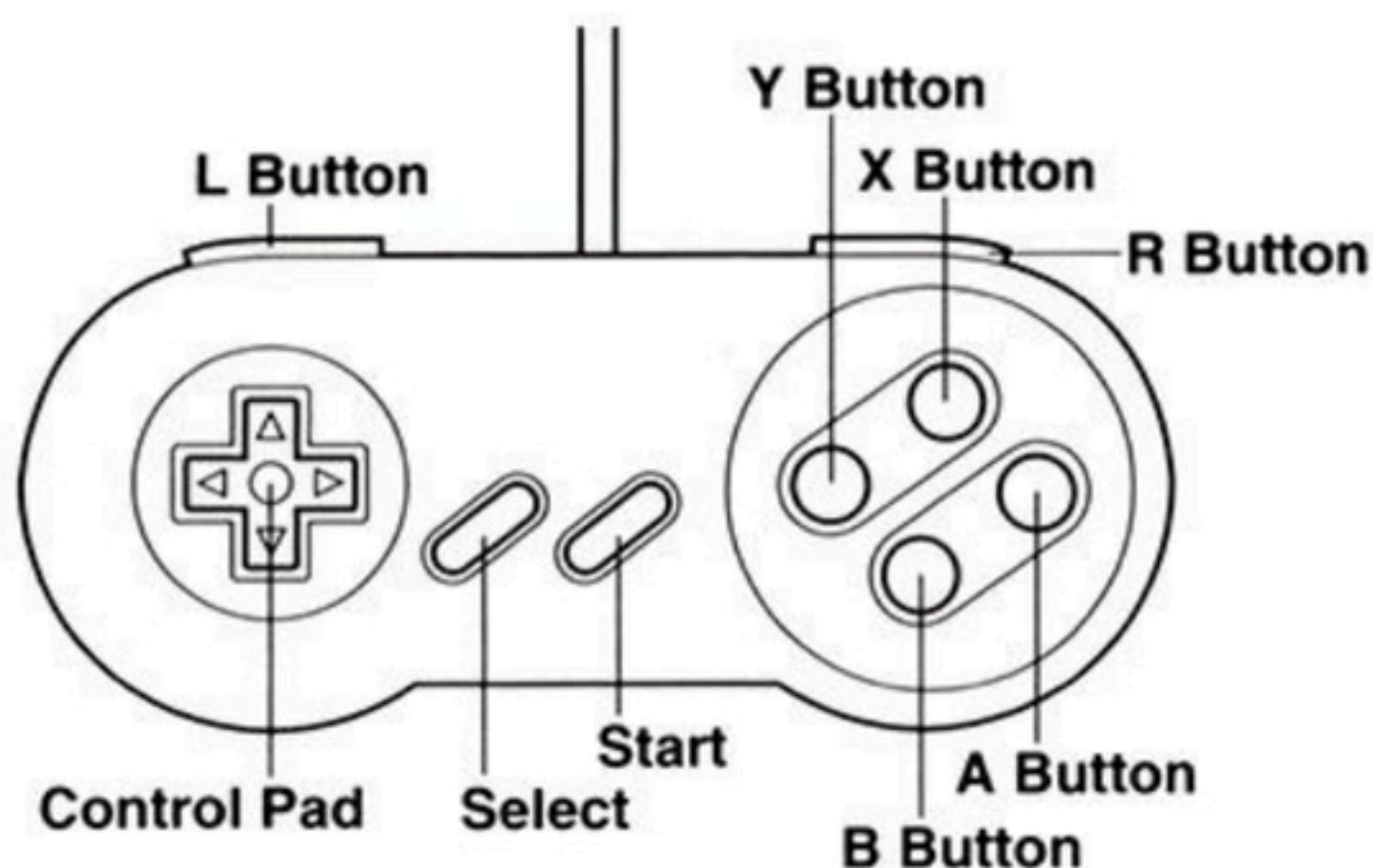
Level of Difficulty: Easy, Normal (default setting), or Hard.

Music and Sound Effects: On (default setting) or Off.

Control Pad Configuration: Control type A is the default setting but can be changed.



GAME CONTROLS



The default control setting is A. If this is the setting you are using, the controls are as follows:

1. **L and R buttons:** Holding down the L or R buttons allows you to fire in any direction while standing still.
2. **Start button:** Pauses and unpauses the game.
3. **Down:** Pressing the down arrow on the control pad will drop your cyborg into a crouching position. You can still fire normally while crouching.
4. **Y button:** Fires currently selected weapon.
5. **B button:** Jump button. The longer the jump button is held, the higher your cyborg will jump.
6. **X button:** Toggles between weapons, if you have collected more than one.

THE GAME SCREEN

- 1. Shields:** Displays your cyborg's resistance to damage. Each time he is hit by an enemy or bullet, he loses half a shield. If your cyborg is hit when he has no shields remaining, he explodes and loses a life.
- 2. Lives:** This icon shows the number of lives your cyborg has left.
- 3. Weapons:** These icons display the weapons you have available for use. At the beginning of the game, you have only the default weapon available. Once you have found a second weapon, you will be able to choose between the two by pressing the X button. The currently selected weapon will be displayed with a larger icon. Below the weapon icon, the amount of energy left for that weapon is shown. When a weapon runs out of energy it is replaced by the default weapon. The default weapon has unlimited energy, but all other weapons have limited ammunition. See the section on Energy Crystals to find out how to recharge your weapons.
- 4. Score:** Displays the amount of points you have scored.

EXTRA WEAPONS

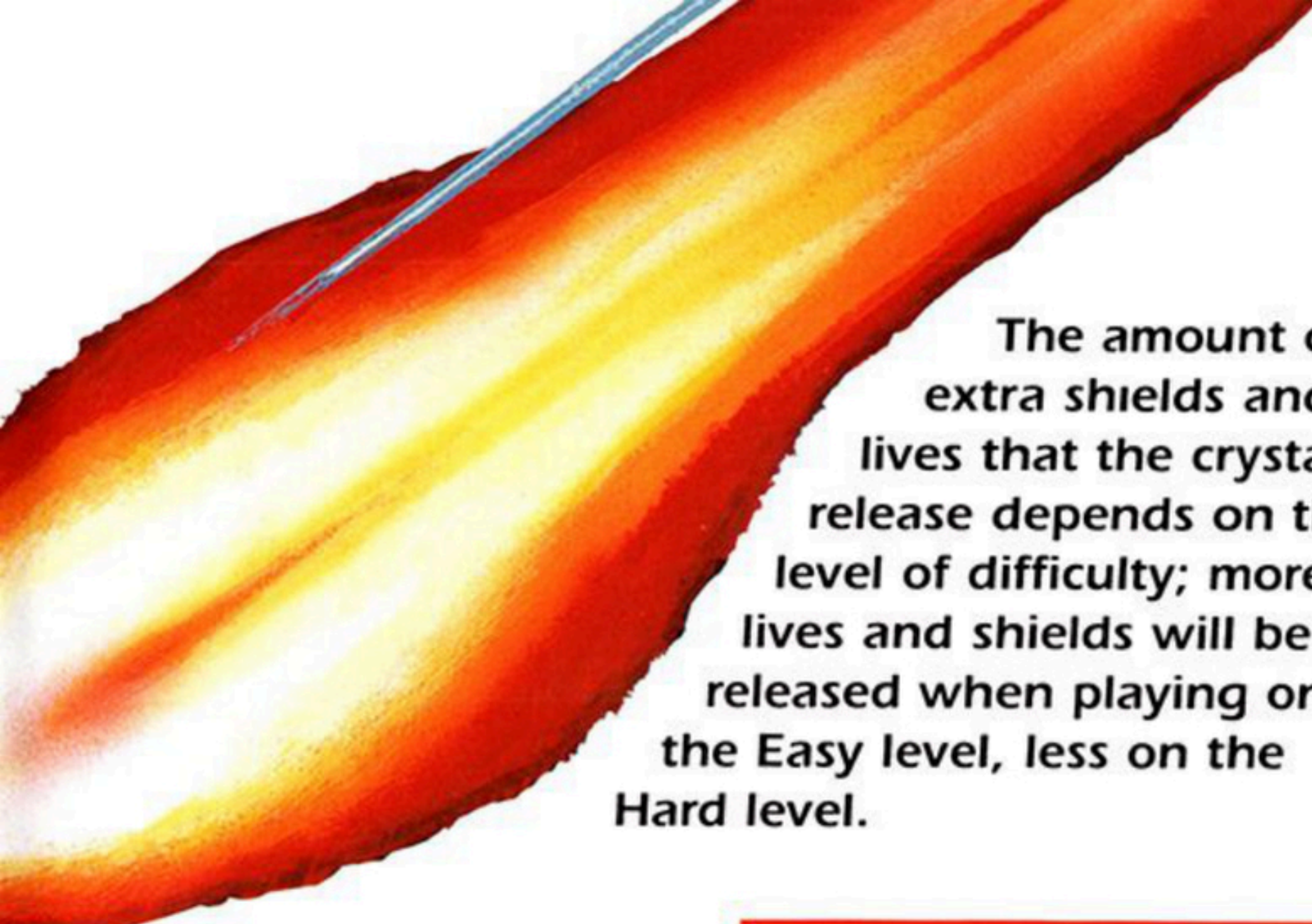
Extra weapons are scattered throughout each level, and are picked up by running into them. If you have only one weapon, or your second is the default weapon, a newly collected weapon becomes your second gun. If you already have two weapons, picking up a new weapon replaces your current active weapon. Before collecting a new weapon make sure the weapon you wish to replace is selected, or you risk losing a weapon you wanted to keep. If you pick up a weapon identical to one you already have, its energy will be added to the weapon already in your possession.



ENERGY CRYSTALS

Large yellow crystals can be found on every level. These provide you with energy recharges for your weapons, extra shields, and sometimes, extra lives. Shooting a crystal will cause it to release orbs that contain the energy recharges. The orbs will float upwards and must be collected before they float off of the screen.





The amount of extra shields and lives that the crystals release depends on the level of difficulty; more lives and shields will be released when playing on the Easy level, less on the Hard level.



NOTES:

LIMITED WARRANTY

Titus warrants to the original purchaser of this Titus product that the medium on which this 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 Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

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 Titus product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. 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 TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

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 preempted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

TITUS SOFTWARE CORPORATION
20432 CORISCO STREET
CHATSWORTH, CA 91311
(818)-709-3692



TITUS SOFTWARE CORP.
20432 CORISCO STREET
CHATSWORTH, CA 91311
Phone: (818)709-3692
Fax: (818)709-6537

Printed in USA