NES-JH-USA

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BANDAI Instruction Booklet

DR. JEKYLL AND Mr. Hyde™

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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Please read this Instruction Booklet carefully before handling or operating your new video game. Please keep this Instruction Booklet for future reference.

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Precautions

1. Since this is a precision apparatus, avoid sudden shocks or extreme temperature. Do not take it apart.
2. Do not touch the electronic parts of this product, or malfunction may result.
3. Do not clean the product with paint thinner, benzine, alcohol, or other volatile materials.
4. Play the game sitting as far away from the TV screen as possible.
5. When playing the game for long periods of time, take breaks of ten to twenty minutes per hour.
6. Parts of the screen may become hard to see or disappear, but this will not constitute a problem in playing the game.

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About DR. JEKYLL and MR. HYDE

The story "The Strange Case of **DR. JEKYLL** and **MR. HYDE**" was written by the famous Scottish author Robert Louis Stevenson. "**DR. JEKYLL** and **MR. HYDE**" became a best seller as soon as it was published in England in 1886, and is now famous throughout the world. Now, in this Nintendo game pak version, you can experience firsthand the struggle between Good and Evil for control of the human personality. Who will triumph –**DR. JEKYLL** or **MR. HYDE**?

The Story

DR. JEKYLL has been researching the human mind, and has found that it contains two opposite elements: Good and Evil. After years of experimentation, **DR. JEKYLL** succeeds in creating a potion which separates these two elements of the personality–and decides to test the potion on himself! When he does, the normally kind and intelligent **DR. JEKYLL** is transformed into the brutal and savage **MR. HYDE.**

The good **DR. JEKYLL** soon has difficulty controlling his transformations into the evil **MR. HYDE,** and he finds that the two sides of his personality are in conflict for control of his mind. This Nintendo Entertainment Systems game allows you to experience this conflict.

The Two Worlds Of The Game

There are two worlds in this game because of the double personality of **DR. JEKYLL** and **MR. HYDE**.

When **DR. JEKYLL** walks down the street, he sees jolly old England, with its charming buildings and parks. When he transforms into **MR. HYDE**, however, the landscape becomes distorted, and the beautiful city changes into an eerie world of demons.

This contrast between the worlds of Good and Evil is one of the most important features of this game.

Object Of The Game

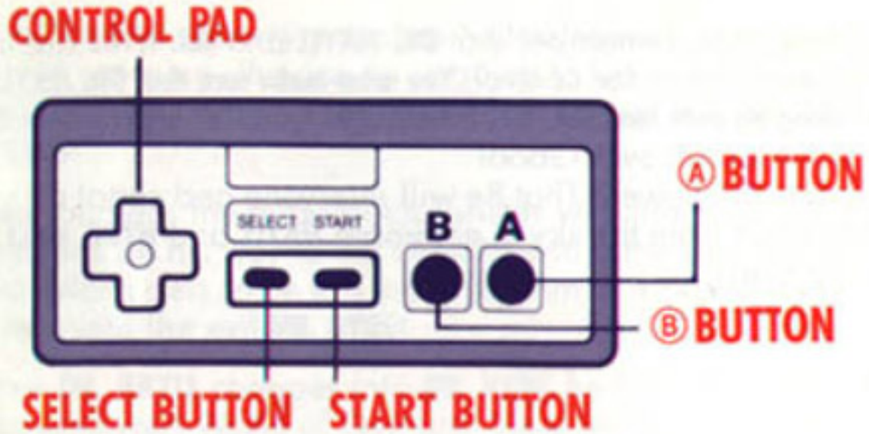
DR. JEKYLL is in a merry mood as he leaves his house on a fine London morning–the day he is going to marry his fiancee the beautiful Miss Millicent. **DR. JEKYLL'S** only goal is to get to the church on time!

Unfortunately, the good doctor meets with many accidents and obstacles on his way to the church–and if the stress from these frustrations gets to be too much for him, it triggers his transformation into the evil **MR. HYDE!**

When **DR. JEKYLL** changes into **MR. HYDE,** he finds himself trapped in the mysterious World of Demons. Here he must do battle with the demons sent to destroy him. By defeating these demons one by one, **MR. HYDE** can gradually work his way back into his original **DR. JEKYLL** form. Luckily, **MR. HYDE** has one great weapon to aid him in fighting the demons–the all-powerful **PSYCHO-WAVE.**

One important note: remember that **DR. JEKYLL** and **MR. HYDE** are in conflict with each other for control. **You must make sure that DR. JEKYLL stays farther along his path than MR. HYDE is along his path.** If Hyde gains the lead, Evil will triumph over Good!
If this happens, the Powers That Be will intervene and shoot a thunderbolt down from the sky to eliminate **JEKYLL** and **HYDE**, and the game will be over!

How to Operate the Controller



CONTROL PAD:
Control left and right movements by pushing left or right.

Push up to enter buildings through doorways.

Push down to squat.

Push right to slow movements. Push left to speed up movements.

Use up or down to select start (up) or continue (down) modes.

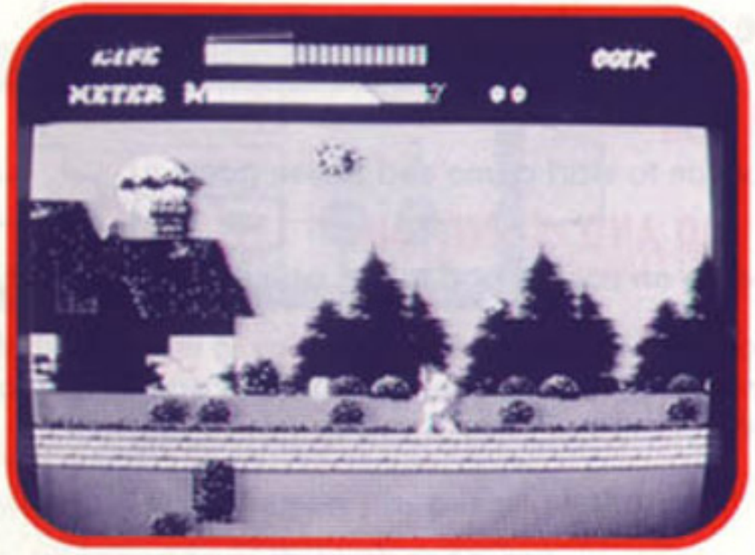
Ⓐ BUTTON:
Either mode push to jump.

Ⓑ BUTTON:
(**JEKYLL MODE**) push to use cane.
(**HYDE MODE**) push to make Hyde punch his enemies.

START BUTTON:
Press this button to start game and pause game.

CONTROL PAD AND Ⓑ BUTTON:
Push Ⓑ and up on control pad to use psycho wave in **HYDE MODE.**

Pause—If you wish to stop or interrupt play in the middle of a game, press the *Start* button. If you press it again, the game will continue.



How To Play The Game

Life Meter

The Life Meter shows the level of the Life Power of **DR. JEKYLL** in **JEKYLL MODE** and of **MR. HYDE** in **HYDE MODE.** Every time each character is attacked by an enemy his Life Power is decreased. In **JEKYLL MODE,** a character appears who supports the good **DR. JEKYLL** by increasing his Life Power. Be careful–when the Life Meter reads **"0",** it indicates the end of **JEKYLL** and **HYDE'S** Life Power, and the game is over.

Stress Meter

This meter shows the level of stress that leads up to each transformation: from **DR. JEKYLL** to **MR. HYDE** or vice-versa. With each accident or frustration suffered in **JEKYLL MODE** the gauge is pushed toward **"H"** (which stands for **"HYDE"**). In **HYDE MODE,** whenever a **PSYCHO-WAVE** hits an emeny, the gauge moves toward **"J"** (which stands for **"JEKYLL"**).

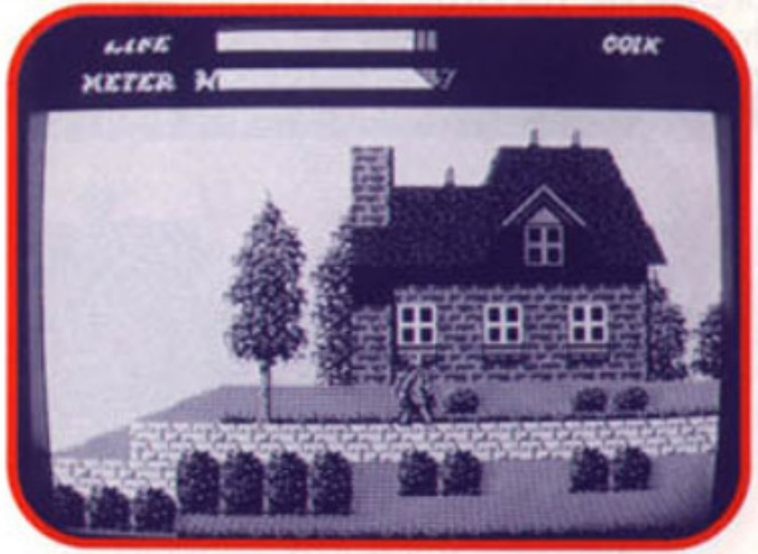
Coin Display

When an enemy is defeated while in **HYDE MODE,** a coin will sometimes appear. You can take the coin by having **HYDE** himself contact it, or by using the **PSYCHO-WAVE** when the coin is out of reach.

The coins you get when in **HYDE MODE** can be used in **JEKYLL MODE** to help you remove someone who is in your way, by offering them a coin.

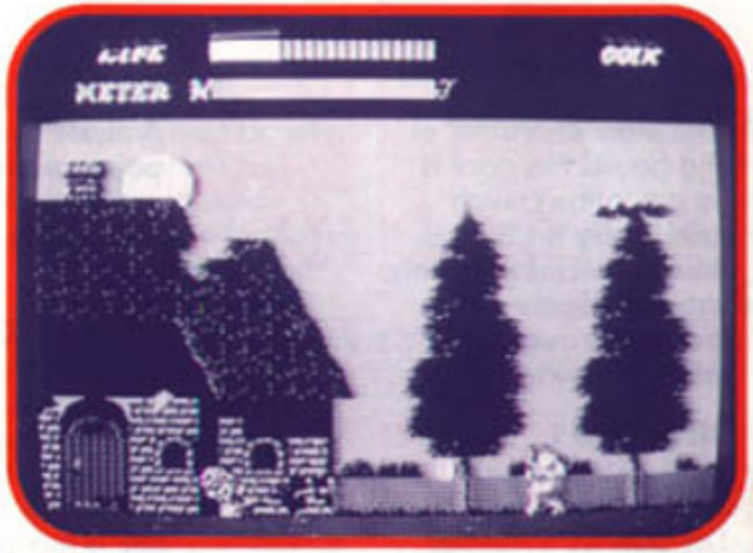
NOTE: There are several spots in **JEKYLL MODE** where a character offers you coins. Find out where these spots are.

You may possess a maximum of 49 coins. The display on the right of the Guidance Indicator (at the top of the screen) tells you how many coins you have at the time. Up to 9 coins are displayed individually with COIN MARKS. When you have 10 coins, the individual symbols will be replaced by a COIN BAG. Each bag contains 10 coins.



How To Use MR. HYDE'S PSYCHO-WAVE

The **PSYCHO-WAVE** is **MR. HYDE'S** secret weapon against his enemies in the World of Demons. The **PSYCHO-WAVE** flies through the air in a curved path; when the target is missed it returns to **MR. HYDE** like a boomerang. You will find that you can change the curve of your attacks by having **MR. HYDE** move or jump while he fires it.



Characters Of The Game

LONDON

DR. JEKYLL
The main character of the game. His goal is to get to the church and marry his fiancee Millicent. Unfortunately, many dangers and accidents await him along the way.

BILLY PONES
A slingshot sniper. He has a crush on DR. JEKYLL'S fiancee Millicent, and so he aims his slingshot at the good doctor.

THE BOMB MANIAC
A mysterious man who pops up everywhere to create explosions. Very dangerous.

ELENA McCOWEN
Born tone-deaf, she is a classic example of someone who persists in doing something even though she is terrible at it. Her truly awful singing is harmful to anyone within earshot.

ROSETTE RANRIGHT
The only daughter of DR. JEKYLL'S friend, Lord Ranright.

ARNOLD EBETTS
A hunting maniac who always carries his rifle around, and doesn't pay attention to where he points it– or fires it. Stupid and stubborn, and therefore dangerous.

MURPHY THE DOG
Most of the time, this animal sleeps peacefully in the sun, but he can be nasty when awakened suddenly.

LUNA THE CAT
An alley cat–usually peaceful, but capable of violence when hungry or threatened.

JAN
A strange old man. Digging is his life. He can usually be found digging holes in the street, and shoveling the dirt onto passers-by.

RACHEL
A beautiful, lonely widow. Not dangerous to anyone except DR. JEKYLL, who looks something like her late husband!

The World Of Demons

MR. HYDE
DR. JEKYLL after his transformation. He can only regain his original form by battling the demons who attack him. Fortunately, he has a powerful weapon: the PSYCHO-WAVE.

CORUM THE SKULL
A flying skull. He opens his jaws wide when attacking and shoots balls of fire.

CAROTTA
A sea demon who defends her territory with a bow and arrow.

ONORIA
An old woman demon, and not very dangerous-looking—until she attacks by turning into a snake!

NUNU
It looks like a baby, but don't let that fool you!

WALRICH
A fire monster whose body is engulfed in blazing flames.

SHEPP
These monsters are small, but all the more dangerous because they always travel in threes.

EPROSCHKA
A flying demon that attacks by using a trumpet that blows lethal bubbles.

PALMA
A flying rock monster. It appears suddenly in the skies of the World of Demons, and just as suddenly explodes, raining flaming debris onto anyone below.

LETULE
A mysterious, ghost-like demon who appears, attacks, and disappears again.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 PM. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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.

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