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Nintendo
GAME BOY



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MISSION OUTLINE



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TOP
SECRET

MISSION BRIEFING

The war of 1999 left the country of Kookistan a mess – hundreds of reporters and other civilians swarmed there to document and examine the aftermath... and disappeared!

Crazy, power-mad General Akhboob had become the sole military power in Kookistan by creating his own army of mutants from the radioactive goo produced in his bio-nuclear generators. With his endless supply of mutant forces and the captured hostages, Akhboob stands ready to wreak devastation upon the entire globe.

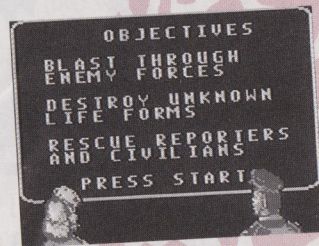
Only one man is brave enough, strong enough, and simple-minded enough to take on Akhboob's army: Captain Carnage. You are in charge of the 21st century's most dangerous (and smallest) fighting battalion –

your directives: get the hostages out and disable Akhboob's forces – your classification: expendable!

Guide Captain Carnage through Akhboob's awesome array of defenses to get inside his stronghold and go after the General himself. Fortunately, Carnage doesn't know the meaning of the word 'fear'. Unfortunately, he doesn't know the meaning of a lot of other words either, so he's counting on your leadership to bring him home safely and to free the world from Akhboob and his bio-nuke nightmares!

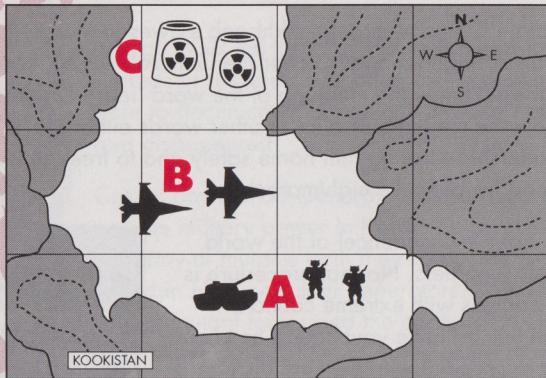
The fate (if not the confidence) of the world rests on your shoulders. Normal procedure is to advise progress with extreme caution; however, in this instance your squad has been authorized to proceed with extreme disregard for his own safety.

You are now authorized to begin detailed basic training...





MISSION BRIEFING



A [Alpha Mission] Engage ground troops and rescue hostages.

B [Baker Mission] Cross airfield and eliminate key targets.

C [CandlestickMaker Mission] Capture General Akhboob.



BATTLE INITIATION

1. Deactivate power to your Game Boy System (DMG-1).
2. Insert game pak into proper receptacle (military intelligence advises removal of protective box and wrapping prior to insertion).
3. Re-engage power to Game Boy. Little red light (LRL) will come on.
4. Depress START Button to initiate battle sequence.
5. Remember, this mission is considered TOP SECRET (LEV.3A-SHH); if you are captured by enemy forces, you are required to eat this manual.



TACTICAL CONTROLS

CONTROL PAD

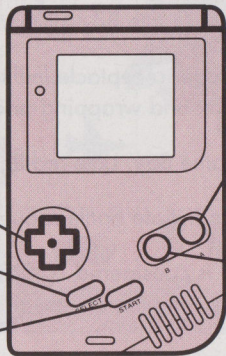
Moves Capt. Carnage in 8 directions.

SELECT BUTTON

Non-operative

START BUTTON

Initiates and pauses battle sequences.



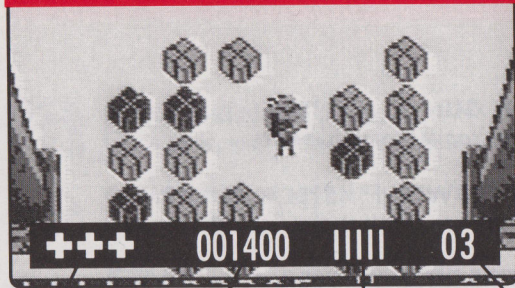
BUTTON A

Fires current weapon in the direction Capt. Carnage is facing.

BUTTON B

Throws a grenade in the direction Capt. Carnage is facing (if a grenade has been collected).

MISSION STATUS



Number of extra lives.

Score.

Health bar - decreases as the Captain sustains damage.

Number of grenades collected.



WEAPON SYSTEMS

M**MACHINE GUN** (RT A TT TT-3)

High-grade, rapid fire assault rifle.

F**FLAME THROWER** (F° 451)

High-temperature constant destructive force.

S**SPRAY-FIRE RIFLE** (90° PSST)

Outputs rapid fire in a 90 degree fan around the Captain.

B**DEFENSIVE BLADE** (SHRKN-AP)

Spins around the Captain, preventing direct physical attack.

NOTE: All weapon power-ups are temporary - after a limited number of shots, weapon will automatically revert to standard field-issue rifle.



FIELD GEAR

G**HAND GRENADE** (K BM-7)

Once collected, press the B Button to throw.

**GEMSTONE** (RCK-2K)

Collect for bonus points.

**KEY** (K9)

Collect for points and access to bonus areas.

**DOG TAG** (GI ID)

Collect to gain an extra life.

A

ALPHA MISSION

ENGAGE GROUND FORCES:

Your squad will be set ashore at Kookistan Bay and he must work his way North-North-Westwardly through rough terrain. Expect heavy resistance from ground troops – surveillance photos indicate large numbers of mutant soldiers. Collect weapons and field gear and learn how to use them. Stock up on grenades – you will need them later. Civilian hostages are being held in many locations throughout the country – rescue them for bonus points.

Successful completion of Alpha Mission entails dealing with Orcus, a huge mutant cyborg – hideous by even Akhboob's low standards! He is armed (literally) with machine guns, forked tongues, and the stubbornness to keep attacking you after he's half blown away! Defeat Orcus and proceed to your next mission.



ALPHA MISSION

A

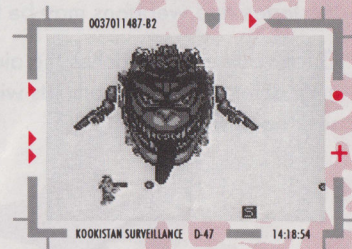
KNOW YOUR ENEMY:

Move as quickly as possible through the battlefield – if you take too long, a message will appear telling you to "HURRY UP!"

Mutant soldiers will attack you from all sides.

Orcus will stomp on your head if you let him – continue attacking him until he is entirely destroyed.

And you thought the first mission was going to be easy.



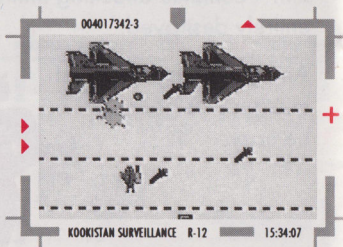
B

BAKER MISSION

DISABLE ENEMY AIR FORCE:

The Doomsday Squad is getting closer to the General's base – mutant defenses will be getting much tighter. From your current position, you must make your way along the main supply road towards Akhboob's air fields. This road is heavily travelled by jeeps – look both ways before crossing. Hostages and weapons may be found along the sides of the road.

Once your squad reaches the air field, you must defend yourself from jets with heat-seeking missiles.



BAKER MISSION

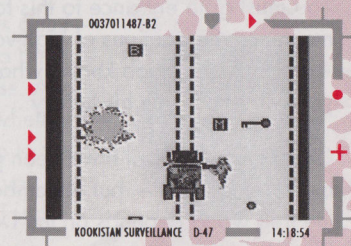
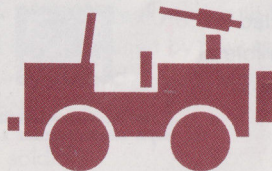
B

FACE MASSIVE RESISTANCE!

The quickest way to disable ground vehicles is to throw a grenade at them. Collect as many grenades as you can.

Occasionally when a vehicle has been disabled, objects such as keys or weapons may be left behind. Collect them carefully so as not to be run down.

If you destroy most of the jeeps, your score will be doubled.



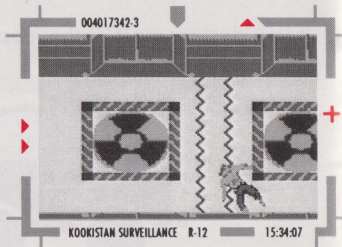


CandlestickMaker MISSION

PENETRATE MILITARY STRONGHOLD:

As your squad gets closer to the General, he will come up against more (and more unusual) mutant creations. Mutant spiders have been spotted patrolling this area. Military reconnaissance indicates Akhboob is operating his bio-nuclear generators within a "Baby Milk Factory." You must gain entrance to this facility to destroy these mutant-making machines. Be cautious of high-voltage fences – and only Akhboob knows what creatures you will find inside his facility...

Chances for survival have been projected to be extremely low – but remember, the fate of the free world depends on the Doomsday Squad!



CandlestickMaker MISSION



THE MOTHER OF ALL BATTLES!

No one has made it out of this bio-nuclear facility alive – so no one knows exactly what you will find inside! You can trust that if you get this far, Akhboob will throw everything he has at you in order to stop you in your tracks. He's crazy, after all – you'd expect nothing less.

Everything you have encountered up to this point – the demons, Orcus, everything – is likely to be forgotten once you enter Akhboob's fortress. And whether you walk out of there a hero, or whether the Doomsday Squad is really going to live up to their name, will be determined by how quickly you put down this manual and get into some real Total Carnage action.

Move out, soldier!





STRATEGIC ASSISTANCE

- ★ Rack up points by collecting gemstones and by liberating hostages.
- ★ Collect dog tags for extra lives – you can have a maximum of six at one time.
- ★ Weapons power-ups will last for a limited number of shots, or until you pick up another weapon. Since you will lose any remaining shots on the first weapon if you pick up two weapons in a row, it is a good strategy to exhaust one weapon's ammunition before picking up another.
- ★ If you are able to capture Akhboob and defeat all of his crazy creations, you will advance to the Pleasure Domes, where incredible wealth may be found.



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