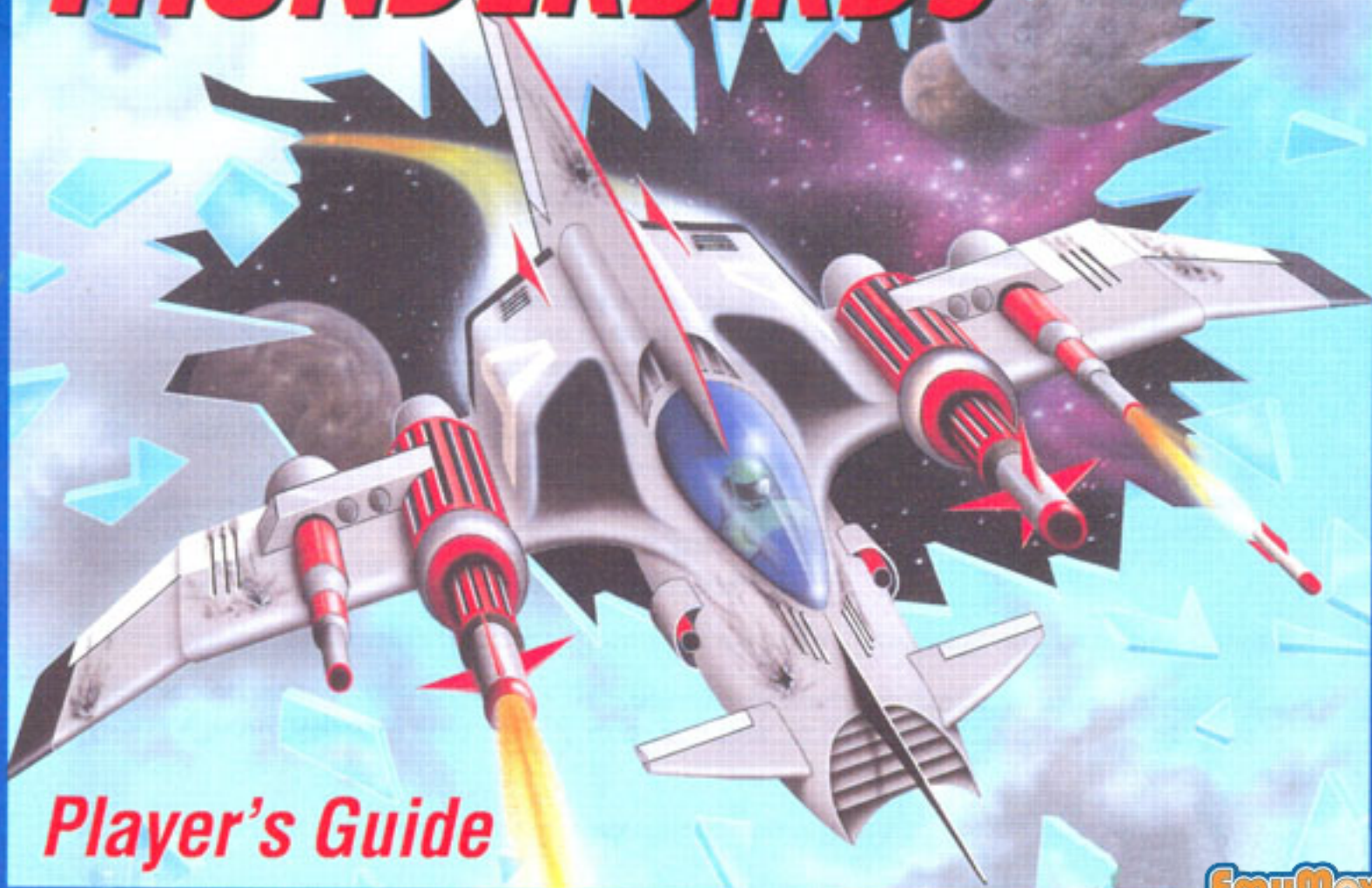


THUNDERBIRDS™



Player's Guide



Thunderbirds™

Developed by Pack-In-Video Co., Ltd.

Produced by Matt Householder, Perry Rodgers, and Tom Sloper.

Product Management by John Crompton.

Testing by Steve Imes, Jeff Glazier, Jon Van, Gerald McLane, and Gary Barth.

Player's Guide by Steve Englehart.



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.*

**Licensed by Nintendo®
for play on the**



Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

For a recorded message about our newest software, call 415 329-7699. For technical help, call Product Support between 8:00 a.m. and 5:00 p.m. Pacific time Monday through Friday at 415 329-7630.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.



Please see the special "RETURNS" information for further instructions. If you have any questions, you may call Activision Consumer Services at the number shown in the front of this manual.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



RETURNS

Cartridges must prove defective within 90 days of purchase in order to be eligible for replacement under warranty. Certified mail is recommended for returns. For best service, please be sure to—

1. Send the cartridge and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS
Activision
P.O. Box 3047
Menlo Park, CA 94025



Getting Started

1. With your game system and TV or monitor off, insert the *Thunderbirds* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Watch the game's opening sequence and at the title screen press **Start**.

If you want to skip the opening sequence, press **Start**. To speed up any of the sequences where the TBirds talk to each other, press **A**.

3. At the selection screen, press either the **up** or **down** arrow keys on the control pad to select either **Start** or **Continue**. Press **Start** again to begin the game.
4. The game can be paused in mid-play by pressing **Start**.

If you want to take a longer break by turning off your machine, and later picking up where you left off, keep playing until you reach the Password screen. In the lower right corner of that screen you'll find the word number code. Write it down. When you come back, choose **Continue** on the selection screen, press **Start**, and then enter the Password using the **A** and **B** keys and the left and right arrow keys on the control pad—then press **Start** again.



The Controls!

Fly your Thunderbirds with your control pad. They always soar forward, but they gather speed when you push the **up arrow** and slow when you push **down**. Right, left, and diagonal course adjustments follow your control pad motion.

To fire, press **A**.

To choose and use one of the **Orbital Device Configurations** (see **The Weapons!** on page 16), press **B**.

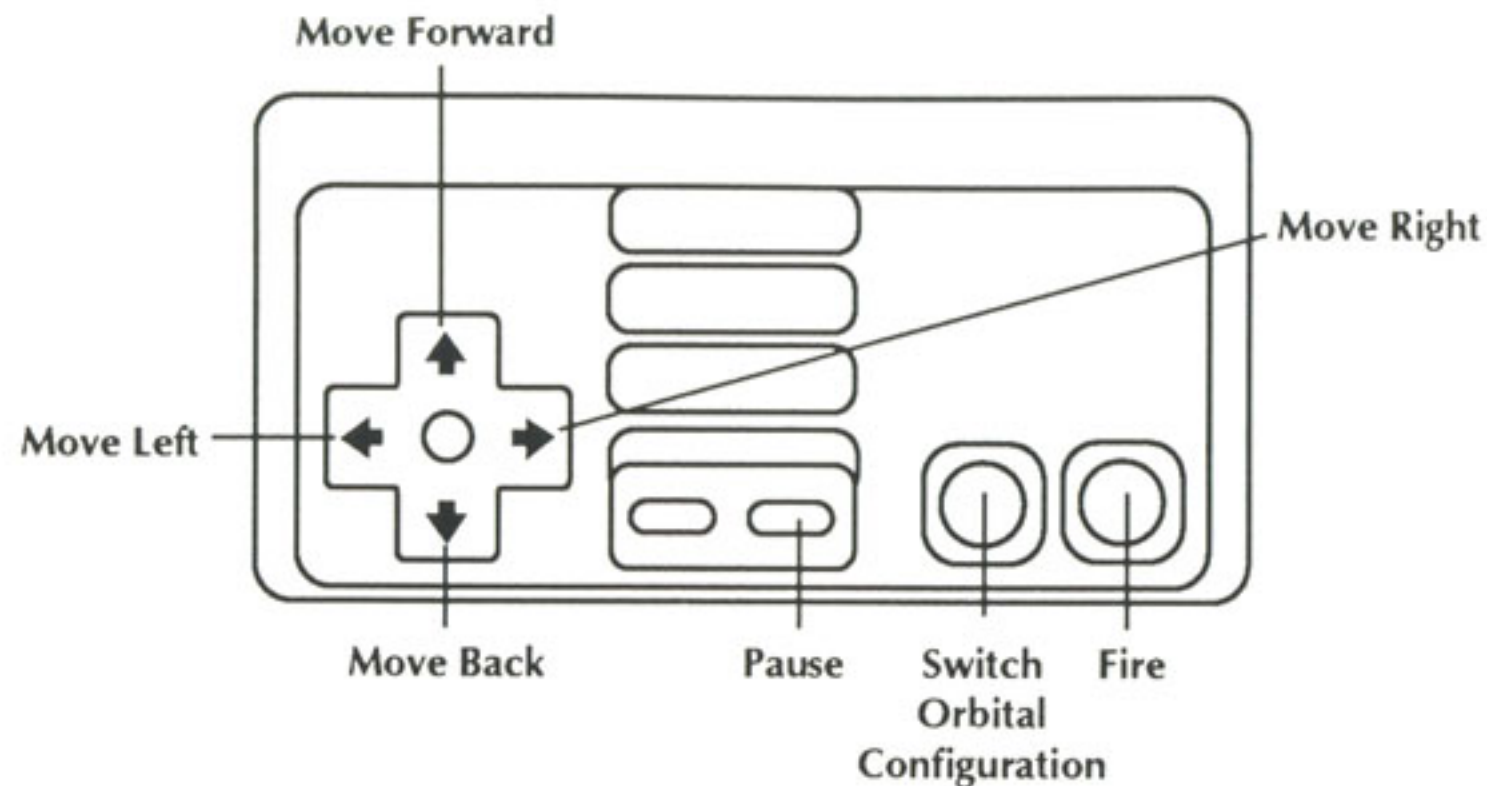
At the bottom of your screen you'll find vital information—

Standard Info Bar

- Life Points
- Orbital Device Configuration in Use
- Orbital Device Configurations Available for Use



Control Pad





The Thunderbirds!

The Thunderbirds team is led by JEFF TRACY, Father of the five Thunderbirds pilots:

Jeff Tracy



Gordon Tracy



John Tracy





Scott Tracy



Virgil Tracy



Aided by the genius of DOCTOR BRAIN, they scour the world to block the plots of the alien mastermind known only as...HOOD.

Doctor Brain



Hood

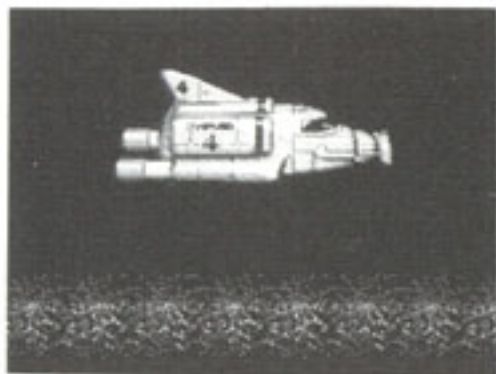




The Ships!

The Thunderbirds have five super-scientific ships:

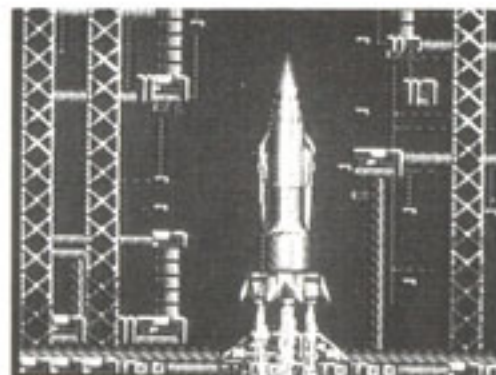
The Laser Car



The Mole

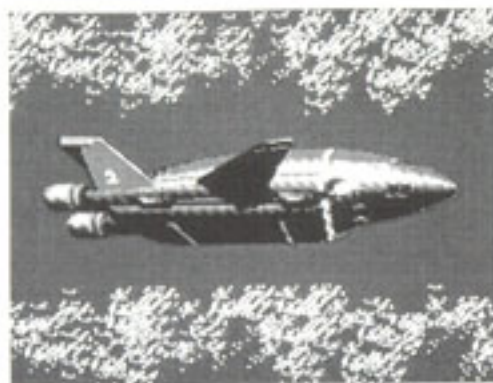


The Mach 20 Rocket





The Neptune Hydro-Turbojet



The Firefly Atomic Plane



The Threat!

Each of the pilots has been assigned a particular ship, but only DR. BRAIN can visualize the global extent of HOOD's plans—and even he can't comprehend the full dimensions of the scheme. But as DR. BRAIN determines the targets of HOOD's attacks, he'll mark them on a world map in yellow. When you choose to take on a site, the marker will change to a blue triangle. When a site has been neutralized, it turns pink.

Due to the massive nature of HOOD's threat, it will take him 60 days to ready his power source. But that doesn't help the TBirds much, since a TBird ship damaged in an attack can take 3 days to repair, and there's no guarantee that DR. BRAIN can determine all the places the TBirds will need to attack when he first evaluates HOOD's scheme. So there's no time to waste!

NOTE: If you want to speed up the sequences where the TBirds talk to each other, press **A**. To skip the sequences altogether, press **Start**.



The Weapons!

When the TBirds try to head off HOOD's plans, they'll face an awesome arsenal of weaponry, ranging from futuristic space vehicles to mutant sea monsters, and everything in between. Fortunately, the arcane processes used by HOOD to create some of these weapons leave energy sources the TBirds can use, once they destroy those weapons. These energy sources and their symbols are as follows:

L—Life Point. Capture one and a TBird gains an extra Life, up to his maximum.

E—Energy Point. The first one captured doubles a TBird's firepower, and the second triples it.

O—Orbital Device. Each one captured allows the TBird to use an extra source of firepower, which orbits near his ship.

But the Orbital Devices are useless without Orbital Device Configurations. Two of the Configurations, **Fire Forward** and **Fire Backward**, have been synthesized by DR. BRAIN and are available from the first day in combat, but the other three are the most heavily-guarded of HOOD's weapons. They must be captured separately—usually after every other weapon at the battle scene has been destroyed.



There are five Orbital Device Configurations—

- **Fire Forward**
- **Fire Backward**
- **Fire in a Circle Around the Ship**
- **Fire Forward-Diagonal**
- **Fire Sideways**

Up to two **O's** can be configured for use at any one time. If a TBird is knocked out of combat, he loses any **O's** he's gained, though the Orbital Device Configurations he's captured remain available for use with future **O's**.

Every time a TBird takes a hit, he loses one **Life Point** and one **Energy Point**.



The Challenge!

Go get 'em,
THUNDERBIRDS!!



The Strategy

- Try different routes in different battlezones. Some may be easier than others.
- The most useful of the Orbital Device Configurations is **Forward-Diagonal**, because it gives you a broader pattern of fire. It's at the end of the third battlezone, near China.
- Write down your Password occasionally. That way, even if you run out of time, you can go back to an earlier time to practice that level.



Activision Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by Activision. In the event that the program is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose cartridge *and the manual* in the original product package or other protective packaging accompanied by

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.



For information about our products, write to:

Consumer Services
Activision
P.O. Box 3048
Menlo Park, CA 94025

For the best service, be sure to ***note the subject of your inquiry on the outside of the envelope.***

Copyright Notice

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying or duplicating this product for sale or other distribution without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

Thunderbirds ©1990 ITC Distribution, Inc.

Player's Guide ©1990 Activision. Game content ©1990 Pack-In-Video Co., Ltd. All rights reserved.



©1990 Activision
Distributed by MEDIAGENIC

Printed in Japan