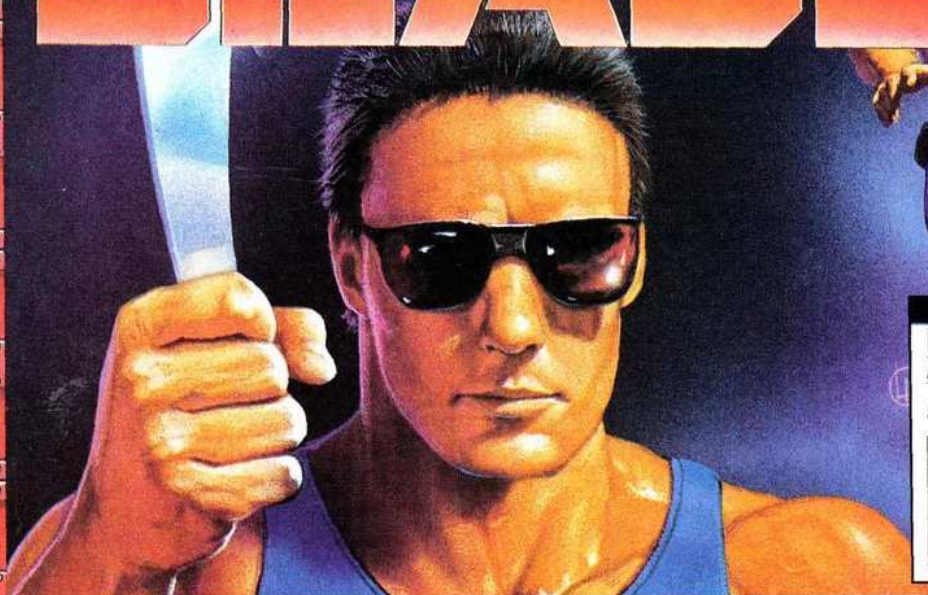


POWER BLADE™



TM&©TAITO 1991

GAME PAK · DATA BOX

POWER BLADE

MFG TAITO

MEMORY

1M × 1M
MMC3

POWER METER

Graphics & Sound	3.7
Play Control	4.0
Challenge & Excitement	4.2
Theme & Fun	4.0



New Earth Needs Nova

Something's gone wrong in the automated control center of New Earth. Alien armies have taken the Master Computer by force and are poised to launch an all-out attack on the unsuspecting citizens. As Special Agent Nova, you have been called to eliminate the alien menace and restore order to New Earth. First you must collect Tape Units from the Data Bases in six Sectors. Then you must move on to the Control Center and re-program the Master Computer. There are mechanized guards in each Data Base and Sector defenses have been set to destroy all intruders. Good luck, Nova. The future of New Earth is in your hands.



Survey Six Sectors

The Sectors surrounding the Control Center are all equally challenging to complete. You can enter them in any order. If one Sector is giving you trouble, move on to another and return when you have better weapons. Collect ID cards from Agents hidden in each Sector. Then enter the Data Bases and retrieve the Tape Units.



Enter the Sectors in any order. Once you've retrieved the Tape Units from all six Sectors you'll be allowed to blast into the Control Center.

POWER BLADE

Nova Has The Power

Special Abilities

RUNNING



Push Left and Right on the Control Pad and run through the Alien-infested Sectors.

JUMPING



Press the A Button to jump. Hold it down for extra long jumps.

THROWING



A Steel Boomerang is your main weapon. Press the B Button to throw it.

Weapons and Items

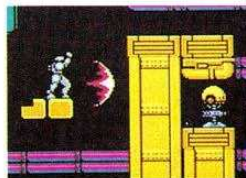


POWER SUIT

There are two Power Suits hidden in each Sector. With them, you can withstand three enemy hits without taking damage.



While you're wearing the Power Suit nothing can stop you until you've been hit three times. The Power Suit also allows Nova to use the mighty Power Blade which can cut through most enemies with a single hit.



Not only is the Power Blade your most effective weapon against enemies but it can also pass through obstacles and barriers in order to clear the path ahead.



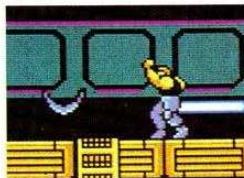
MULTI 2



Collect this item and you'll be able to throw two Boomerangs at once.



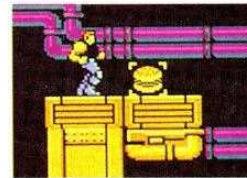
BOOMER 2



Collect the Boomer 2 and double the strength of the standard Boomerang.



HAMBURGER



Grab a bite to eat and some of your energy will be restored if you've been damaged.



MULTI 3



Keep three Boomerangs in the air at once after collecting this useful item.



BOOMER 3



The great strength of the Boomer 3 is rivaled only by the awesome Power Blade.



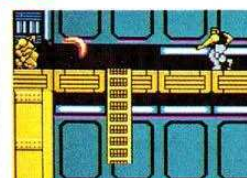
ENERGY TANK



There's one Energy Tank hidden in each Sector. Use it to completely refill your energy.



STAR



Stars add power to your Boomerang tossing abilities. Collect three for maximum distance.



GRENADE



These powerful explosive devices damage all of the enemies on the screen. Nova can carry up to four at once.





SECTOR - 1

The first Sector that the Aliens invaded was the heavily guarded New Earth Rocket Center. Now that the Master Control Program has been changed

to follow the orders of the Aliens, the center's defensive mechanisms will cause as much trouble for Nova as the Aliens sent to guard the area.

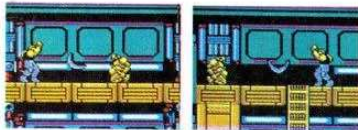
Agent Rendezvous

Special Agents with ID Cards are hiding in every Sector. You must meet with them before reaching the Data Base Gates. The Sector 1 Agent is on this platform.



Power Up

Simple minded Soldiers of the Alien realm make a feeble attempt to guard this area. Run from one end to the next and pick them off while grabbing special items.



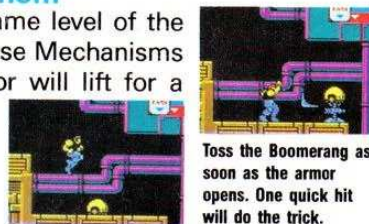
Gain strength quickly here by defeating the Alien Soldiers and collecting the items they leave behind.



START

Level With Them

Jump to the same level of the Armored Defense Mechanisms and their Armor will lift for a moment as they fire, revealing a weak spot.



Toss the Boomerang as soon as the armor opens. One quick hit will do the trick.

DATA BASE

THE ENEMY FORCE



PLANT TRAP

The biologically mutated Plant Traps send out showers of fire.



BOUNCING 'BOT

These Acrobatic Alien creations are hard to nail down.



ARMORED DEFENSE

These quick moving devices are vulnerable when they open.



AUTO-ARMADILLO

These mechanical land crawlers flip and jump as you approach.



ALIEN SOLDIER

The Aliens have relegated their humanoids to the lower ranks.



MORTAR MECHS

Shells arch out of these machines and hit targets on the ground.



FLY BY

Don't let these creatures bug you. Let 'em approach and knock 'em out.



AIRBORNE DEFENSE

Mini-Helicopters loaded with heat-seekers attack from the air.

Air Attack

Airborne Defense Mechanisms are no problem if your Boomerang is powered up. Wait until they're directly above you and toss it straight up.



Knock out the flying bombs as they approach and aim straight up as the enemy flies above you.



Enemy target hit! Master the use of the Boomerang and learn to throw it in all eight directions. You'll be unstoppable.

POWER BLADE

Leap To The Ladder

You'll save time and avoid conflict with enemy producing Hatches if you leap from the platform to the ladder. It's easier than it looks.



Take a giant leap and grab onto the ladder by pressing up on the Control Pad.

Turret Trouble

The Turrets are invincible. Avoid their fire and keep moving.



Watch Your Step

Jump from one block to the next and avoid falling at all costs. The spikes are deadly.



Small But Strong

The Compact Explosive Charges that drop from above skitter across the surface until they hit something. Wait for them to explode, then run.



The Charges drop one at a time. Let them detonate, then run.

Watch the Bouncing Ball

Cannonballs pop out of these devices with only enough force to bounce a short distance and explode. Stay out of reach and aim for the source to put them out of commission.

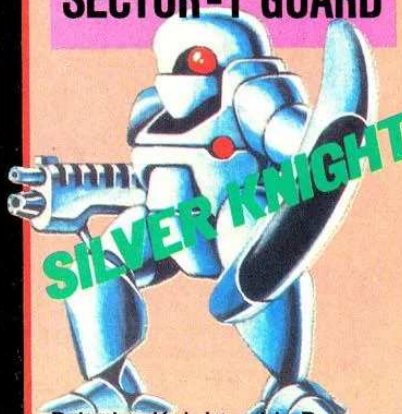


Avoid the Cannonballs as they're fired and aim for the source.



If you've collected enough Stars your Boomerang will hit them from a safe distance.

SECTOR-1 GUARD



Pelt the Knight with Boomerangs as quickly as your abilities allow. Then run under it as it flies across the room.



Try to stay as far from the Knight as you can and jump over the shots. Then unleash your own Boomerang attack.



As the Knight thrusts to the other side of the room, run to the opposite side, making sure that you avoid its shots.



Try to stay at a safe distance as you pelt the Knight with as many Boomerangs as you can toss.



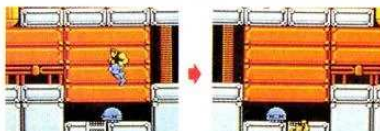
SECTOR-2

The New Earth Power Plant has been a key conquest in Alien plans to control the planet. With the Energy Plant in their grasps, they

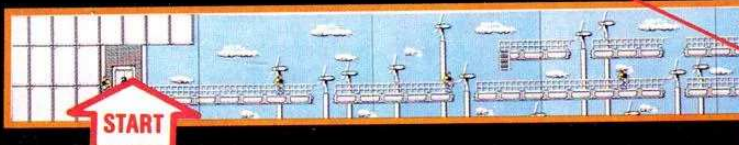
can give as much or as little power as they want to the citizens of New Earth. The population is at a standstill as long as the Aliens occupy this combined hydraulic and air-powered facility.

Time It Out

The Power Plant defense system is equipped with several indestructible devices like this fast-moving mechanism. Watch it move, and jump to the ladder when it looks like the path is clear.



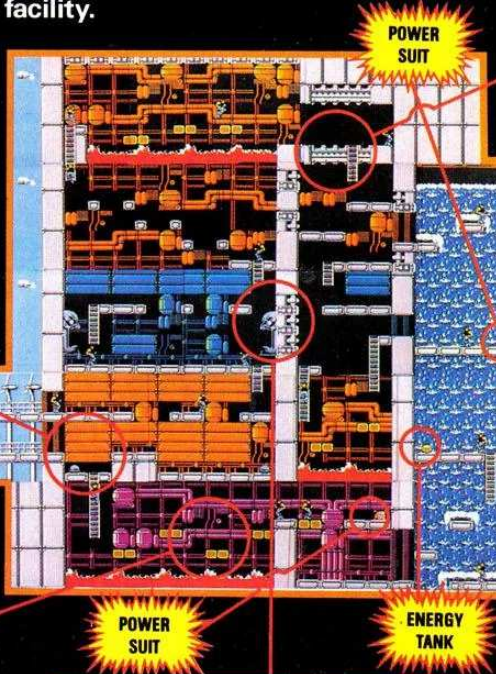
Try to reach the ladder with a quick leap before the device can hit you.



Beware Of Frozen Blocks

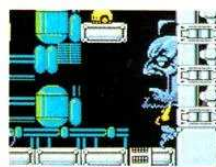
The Blocks that don't move up and down have been set as traps by the Aliens. Just seconds after you land on them, they'll drop into the flames. Step lightly and keep moving.

Be suspicious of blocks that don't move.



Face To Face

To pay homage to their leader, the Aliens have designed these launching mechanisms in his likeness. Stay under them and throw the Boomerang upward.



Pop the alien leader's likeness with an uppercut to freeze it.

THE ENEMY FORCE



SWOOPERS

Flying in waves, the Swoopers try to take you by surprise.



FLYING FISH

Popping out for only a second, the Fish spit out fireballs.



ZOMBIES

These beings don't stay down for long. Hit them and get away.



CRAWLERS

Cannonballs roll out of the Crawlers and explode in seconds.



HATCHES

These machines produce creatures until you knock them out.



EXPLOSIVE CHARGES

Skittering across the surface, the Charges self-destruct quickly.



WALKERS

Walkers are strong and powerful. Hit them and dodge quickly.



TWO-WAY CANNONS

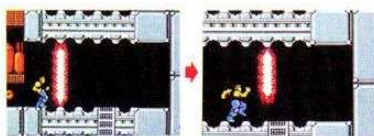
Pointing left and right, the Cannons are hard to approach.



POWER BLADE

Blast Of Hot Air

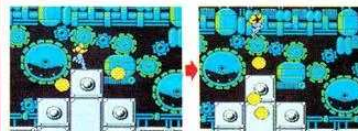
Flames shoot from above and below in this area. Look for safe spots and move as soon as the flames temporarily retract.



Run to a safe spot when the flames go out.

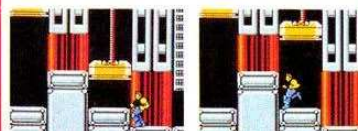
Off-Speed Defense

The Indestructible Balls rotate around their central mechanisms at varying speeds. Study them and jump when they pass.



Pass The Pistons

The Pistons fall quickly after they get to the top. Leap over the gap as they're rising.



AGENT

DATA BASE

Super Shortcut

While this wall looks like an impassable barrier, you can jump right through it and enter the Data Base quickly if you have an ID Card.



Surprise Attack

Stun the Walkers with a Boomerang blast as soon as you see them.



If you throw Boomerangs at the Walkers immediately, they'll never know what hit them.

SECTOR-2 GUARD



This mechanical Dragon breathes fire, then turns into an invincible Firewheel. Watch out!

Run to the other side of the room when the Dragon transforms and avoid contact.



Jump over the Dragon's flames and counter with your own attack.



SECTOR-3

Experimental plants and creatures are abundant in the New Earth Biological Research Center. Be careful! The aliens have been experimenting with the specimens in this area. Even the most harmless looking beings could have a deadly bite. It's best to assume that everything is Alien controlled. Be ready to fight off the creatures with the Boomerang or Power Blade.

Blast The Source

Enemy producing Hatches are vulnerable to your hits while they are open. Take down the airborne creatures first. Then hit the Hatches.



Jump on the first platform. Then toss Boomerangs straight up to take out the first Hatch.

After the first Hatch is out, jump to the next platform and fight the creatures coming from the second Hatch.



Drop down to the right of the platform, hit the enemy to the left and take out the Hatch on the right.



START

AGENT

ENERGY
TANK

POWER
SUIT

THE ENEMY FORCE



POWER SUIT FIEND

This intruder is a duplicate of you with the Power Suit.



MINI-WALKERS

These machines pack a lot of power in small package.



ACID FROGS

These creatures leap and let go of small shots.



THE LEADER'S LIKENESS

While opening and closing his mouth this being releases bubbles.



SPARKS

If you stay in certain areas for too long, these charges appear.



FLAME JETS

These scorchers only blast for a few seconds at a time.



ROBO-BATS

After hanging around, these machines fly into action.



TURRETS

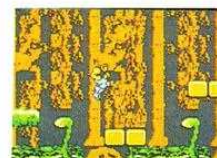
These unbeatable blasters fire slowly. Watch them and run.

Watch The Platforms

The two double-block platforms in this area move up and down. Jump when the platform that you're targeting reach its lowest point.



The gap is two wide when the target platform is at your level.



Wait for the platform to reach its lowest point. Then jump!

POWER BLADE

Zap The Zombies

A highly experimental humanoid strain haunts this area. They don't pose much of a threat but they do recover quickly from damage. Hit them and run.



When the Zombies draw near, toss your Boomerang. They go down with one hit.



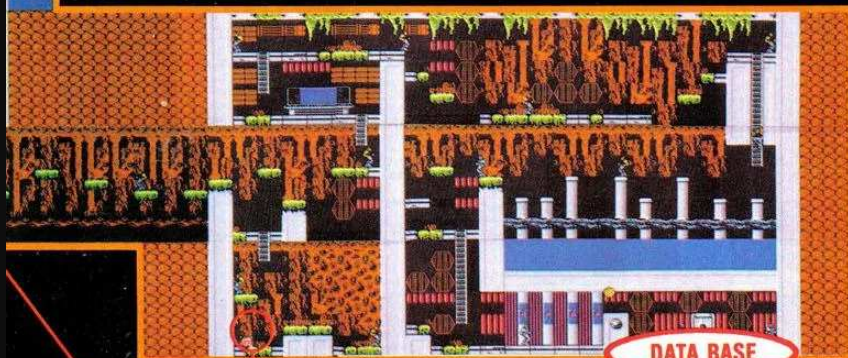
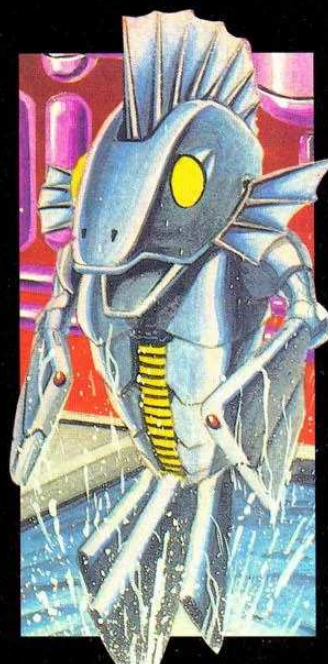
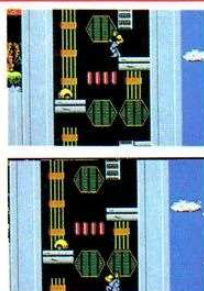
Pass the Zombies while they're down for a few seconds.



You should be able to get past the Zombies before they come back to life.

Mid-Air Moves

Mid-air movement is simple in this game. As you're falling, move to the left and right and you'll be able to avoid platforms that have enemies on them. Just drop down and move.

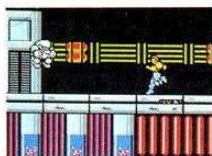


POWER
SUIT

SECTOR-3 GUARD

Bouncing 'Bots

Not only are the robots in this section fast but they're strong, too. Hit them with as many Boomerangs as you can when they bound toward you.

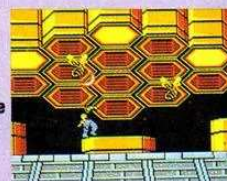


You should power-up to throw two or three Boomerangs at once in order to take on these mechanoids.

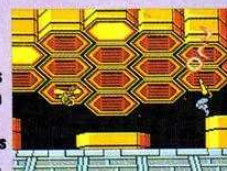


Bees fly out of four sections of the Hive. Wait under the individual sections and toss Boomerangs upward.

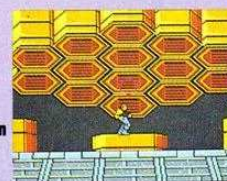
Move to a position under one of the Bee producing sections and hit Bees as they approach.



Toss Boomerangs through the open sections of the Hive to stop Bees from coming out.



Once all four sections have been blasted, the Hive will self-destruct.



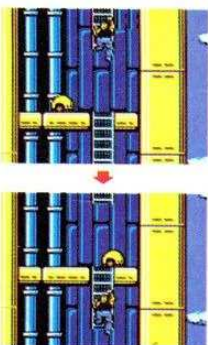


SECTOR 4

Sector 4 is under construction. The wide open spaces and long gaps between girders make the area particularly dangerous. The aliens on guard here are very quick on the draw. Unless you have your Boomerang powered-up to maximum strength and toss it as soon as you see them, they could weaken you quickly. Watch your step and get moving.

Drop And Climb

There's no need to disarm the armored devices in this area. Just drop down after they pass the ladders and climb down quickly before they come back.



START

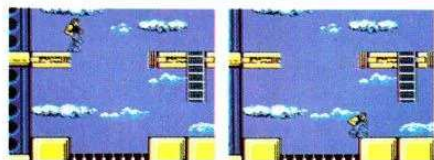
POWER
SUIT

AGENT

ENERGY
TANK

Fall To Safety

This gap is too long to jump from one raised platform to the next. When you jump you'll just clear the spikes and land on the ground below the platform.



Jump Around

The small armored mechanisms are invincible. Avoid them by watching their pattern and jumping after they pass by.

Watch the pattern of the mechanisms from the ladder and drop to a block between them.

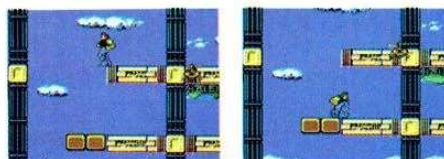


Jump in the path of the mechanism after it passes. Then leap over it when it comes back.

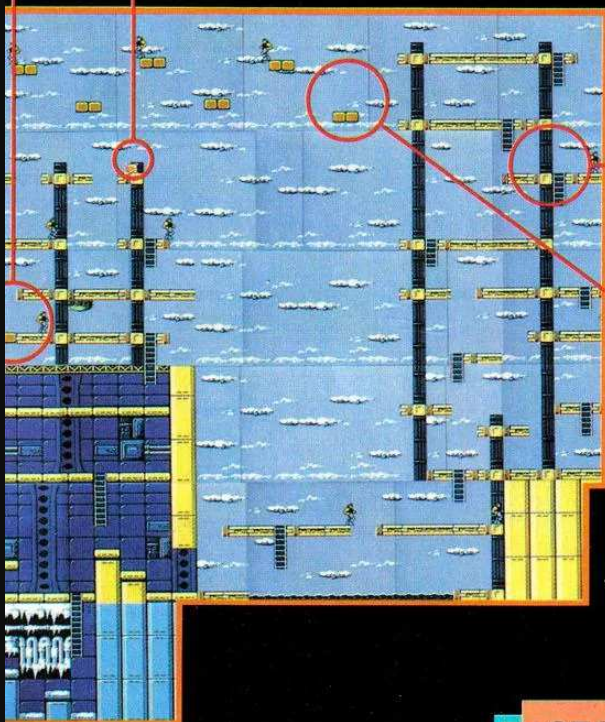
POWER BLADE

Touch And Go

Seconds after you land on the blocks attached to the platform, they'll drop. Jump to the girder quickly or you'll go down with them.



POWER SUIT



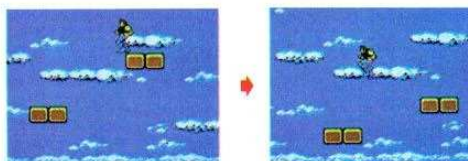
Catch 'Em Off Guard

The enemies move quickly in the girder tower. Hit them as soon as you can. They may not have a chance to react.



Catch Some Air

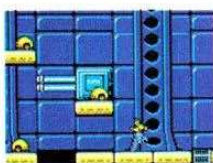
The blocks move up and down at varied speeds. Jump from one to the next when the platform you're on is high and the target platform is low.



Jump when the next platform is as low as it can go.

One By One

Blast the Armored Defense Mechanisms as soon as you have a clear shot. Don't move until they're all gone.



SECTOR-4 GUARD



The Lightning Knight swoops down and tosses Bolts. Stay in a safe spot left of the center and pick him off.



Stay just left of the center and the Knight won't touch you.



Toss a mass of Boomerangs straight up and you'll get him as he flies by.

SECTOR-5

The Aliens have insured no possible escape for the citizens by taking charge of the New Earth Shipyard. The built-in defenses are relatively light compared to some areas. The Alien Soldiers, though, are out in force. Try to get a Power Suit early on and you'll be able to take out the Aliens with the Power Blade from behind steel barricades. The ship's walls work as a perfect shield from the weapons of the Aliens.



Fire When Ready

The Moving Mortar lobbs shells closer and closer to you unless you act quickly and knock it out as soon as you can.



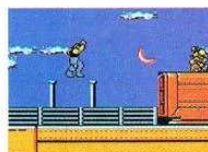
Jump And Run

The Triple-Barrel Cannons fire shells from any of their barrels. There's a long time between shots, though. Jump when they fire, then move.



Jump up to avoid the shell as soon as the Cannon fires.

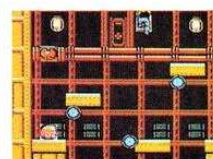
Hit the soldier on the Cannon with a swiftly thrown Boomerang while you're in the air



Climb over the Cannon and get ready to avoid a shell from another Cannon on the other side.

Power Suit Pursuit

It's good to grab the Power Suit as soon as you can in this Sector. Drop straight down from the ladder and jump over to the Suit when the path is clear.



Drop down from the ladder and make sure to avoid the Rotating Ball.



Jump to the next platform when the Balls are in a position so that they won't hit you.



Take the Power Suit and move on to the Data Base.

POWER BLADE



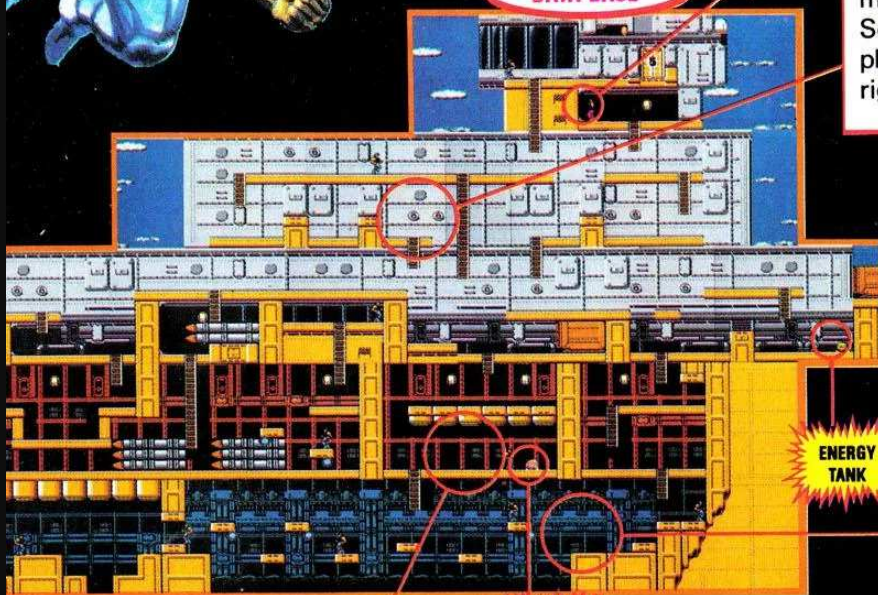
Shortcut

Instead of working around to the left and meeting more Alien Soldiers, you can jump from the platform to the ladder on the right here.



DATA BASE

AGENT



ENERGY TANK

POWER SUIT

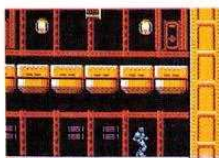
Playing Hard To Get

This Power Suit is in an area where Explosive Charges could drop at any second. If you're low on energy you may not want to risk defeat over getting the Suit.



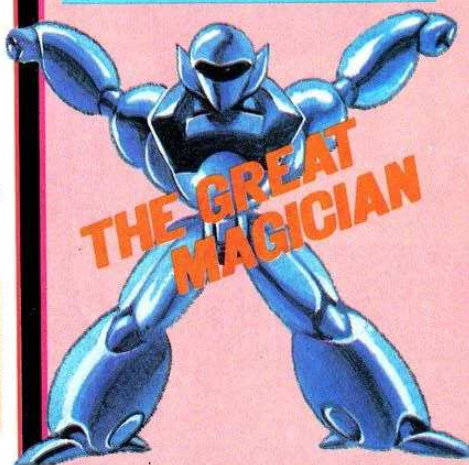
Drop to the floor and try to clear the area of Explosive Charges before you move in.

Take the Power Suit and try to get rid of all of the Charges. Then make a run for it.



Climb down the ladder and move on as soon as the coast is clear.

Sector-5 GUARD



THE GREAT MAGICIAN

The Great Magician appears and disappears. With each appearance he releases five Fireballs. Keep your distance.



As soon as the Magician appears get ready to toss the Boomerang.



The Magician is vulnerable to the Boomerang only when firing his Magic. Stay on your toes.



SECTOR-6

The city is a nest of Alien activity. Even the sewers are crawling with strange creatures. Your contact is hidden deep in the sewers and the Data Base is on the top floor of the highest building. You'll have to cover a lot of unfriendly territory in order to see your mission through in this Sector. Watch for disappearing blocks and plenty of Armored Defense Mechanisms.

Patience Pays

You won't be able to make the jump to the ladder by yourself. If you wait for the blocks to appear, though, you can skip right over.



AGENT

START

Take It To The Street

Travel along the street until you reach the third ladder so that you can take down Alien Soldiers for easy Power-Ups. Then work to the left in the sewer to meet up with the hidden Agent.



Take the third ladder down to the sewer level.

Run to the left and find the Agent for the Data Base ID Card.



POWER SUIT

Disappearing Blocks

Three Blocks appear and disappear at various times. Wait for the lower blocks to appear and jump to the right platform. Then wait again and jump to the left.



Reach the upper left block by first climbing up to the right.



POWER BLADE

Stun 'Em

Hit the Aliens as soon as you see them and they'll never have a chance to use offensive force.



DATA BASE

ENERGY
TANK

POWER
SUIT

Take The High Road

Jump from one platform to the next here and keep from falling to the floor. You'll avoid a lot of enemy contact and find a shorter route to the upper level.

Leap from platform to platform and avoid the Rotating Balls.



You'll avoid contact with underground aliens by traveling above the floor.

SECTOR-6 GUARD



This mechanical monstrosity walks back and forth and occasionally leaps across the room. Aim for his shoulders.



Try to jump on the appearing and disappearing blocks to get a higher perspective on the battle.

Toss the Boomerang, aiming for the Skelebot's shoulders. Then get out of the way.



Jump over the Skelebot as it approaches. Then climb onto another block and try to hit it again. If the Skelebot jumps, make a run for it.

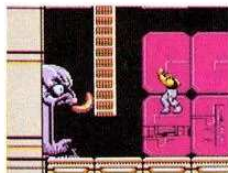


SECTOR - 7

The Control Center is a tall tower with two tremendous guards at the top. Climb up there with as many Energy Tanks as you can carry and watch your step on the way up. This is the Aliens' last chance to stop you so you know that they'll be up to the fight. Use the skills and techniques that you have learned thus far and make your climb with caution. If you lose a fight with one of the Guards, you'll be sent to the bottom of the tower. Good luck!

The Leader Returns

This ugly mug is all over New Earth. Up until now, you could fight it from below. Now you'll have to meet it face-on and aim for the mouth.



Special Item Loop

If you have fewer than four Energy Tanks, you're going to want to work to the right side and collect the two Tanks and Power Suits. It's more work but worth it.

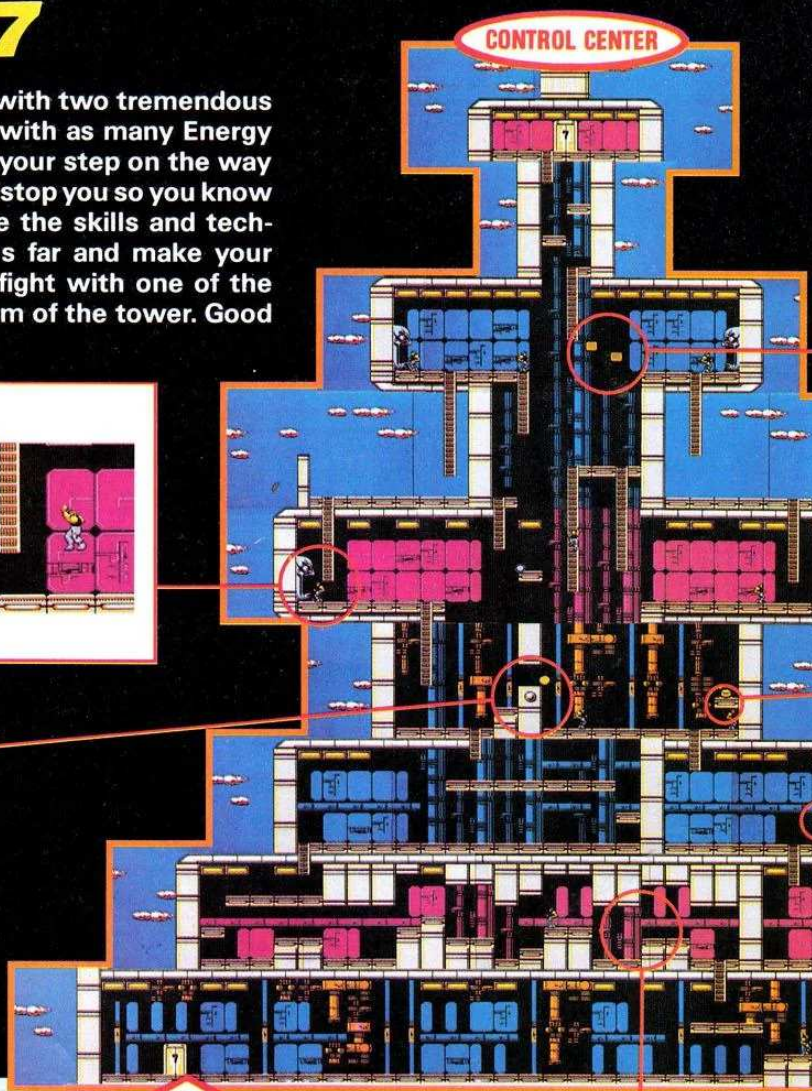
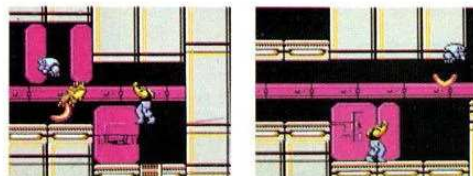


You'll have to go halfway up and then down again to get the Energy Tanks and Power Suit. These items, though, are worth it.

START

Power-Up For Battle

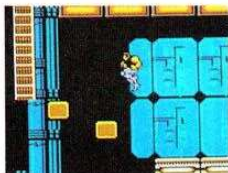
The Aliens on the second floor are relatively easy to defeat compared to the creatures above. Run back and forth and defeat Aliens to Power-Up before you move on up.



POWER BLADE

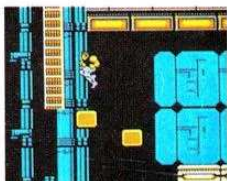
Look Before You Leap

One last set of appearing and disappearing blocks waits near the top. Wait for them to appear and jump!



Jump when the blocks appear.

Grab the ladder by pressing Up on the Control Pad.



ENERGY TANK

POWER SUIT

ENERGY TANK

POWER SUIT

SECTOR-7 GUARD #1



The intimidating head of the Alien Leader will appear right above you no matter where you're standing. Run, jump and throw quickly.



The Leader appears above you, get ready to fire off a blast.



Start running even before the Leader appears. Then jump as it gets ready to fire.



Hit the Leader with a Boomerang to the head.

THE LAST BATTLE



The Leader's Brain

Sparks come down from above as the Alien Leader makes one more attempt at stopping you. Try to stay under the jet-powered contraption holding the Brain and aim for the open shutter.

Stay under the Brain, avoiding Sparks and the Jets.



Toss the Boomerang upward when the Shutter is open!