

NES-04-USA

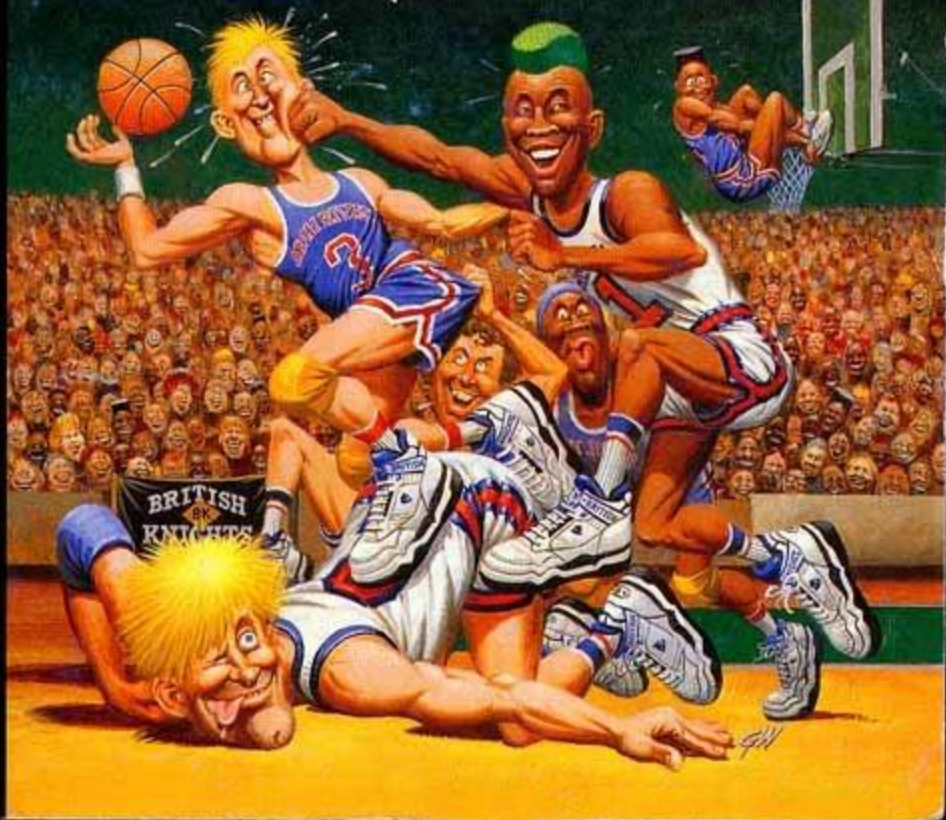
GAME PAK  
INSTRUCTIONS

**Acclaim**  
entertainment, inc.  
Masters of the Game™

Licensed by Nintendo®  
for play on the

**Nintendo**  
ENTERTAINMENT  
SYSTEM®

# ARCH RIVALRY

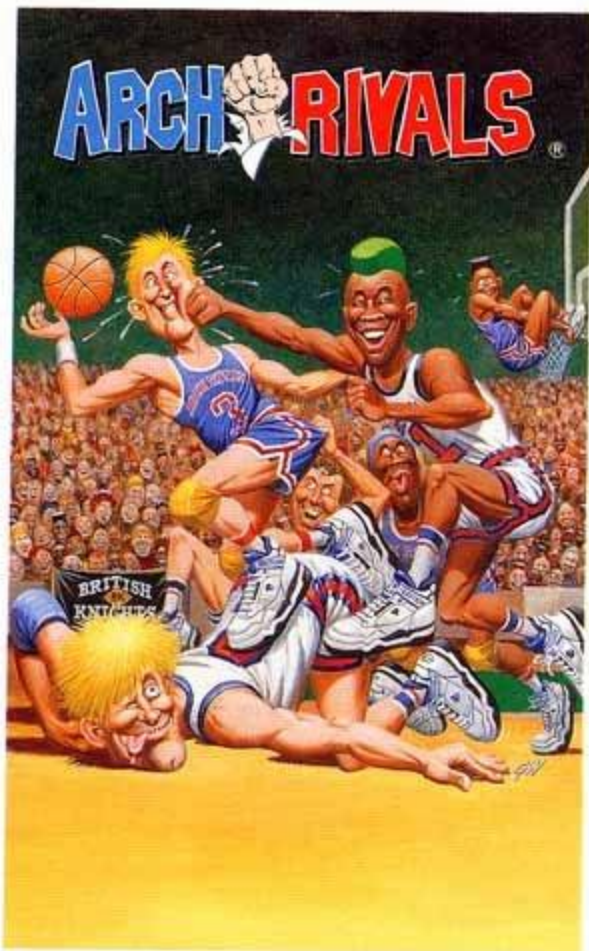


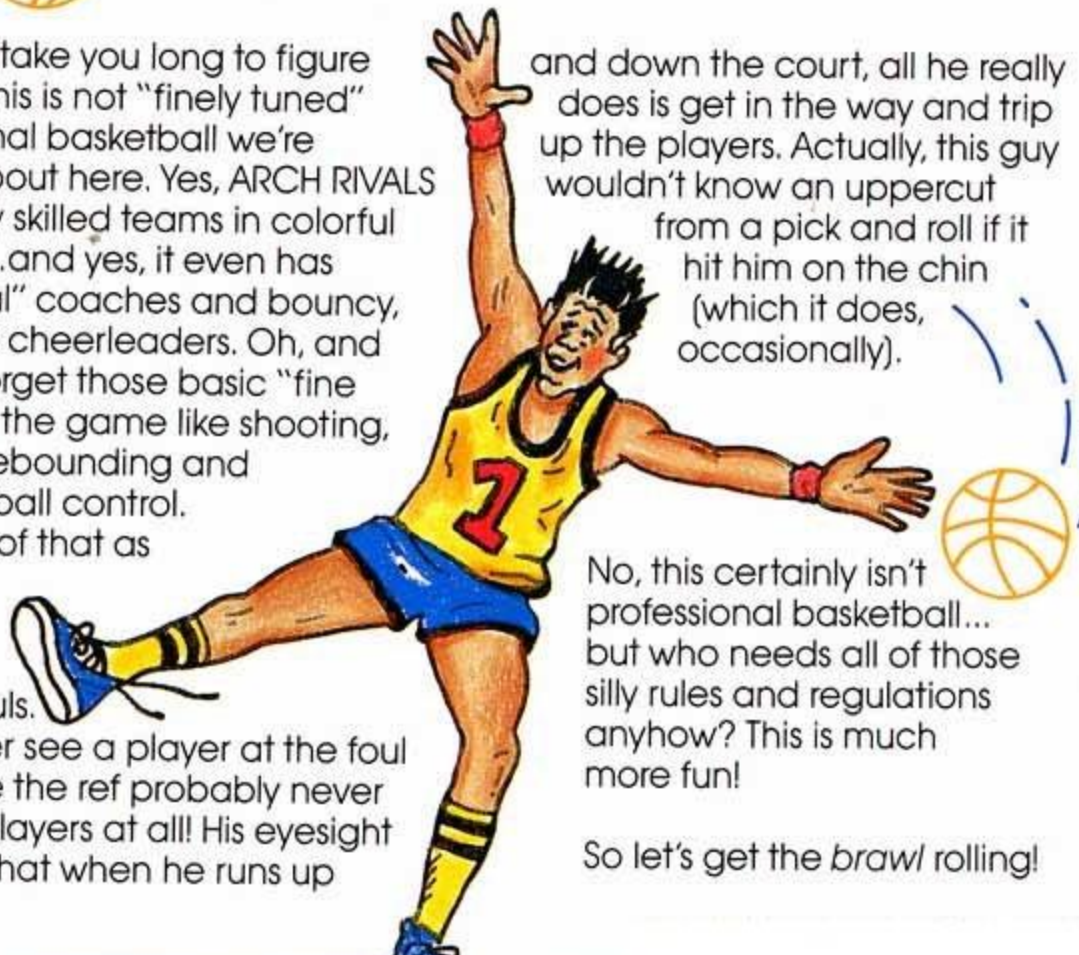
T

It might look like basketball, but take a closer look. Didn't that player just floor an opposing player with a well telegraphed right hook?...And what about that guy over there?...Isn't he pulling down his opponent's shorts? This isn't just basketball. It's *basketbrawl*. Sure, you'll need to show off your basic B-ball skills as well...but this game is far more challenging and exciting than just that. So come on, lace up...grab a ball...and hit the court with Tyrone, Vinnie and the rest of the ARCH RIVALS.



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





**I**t won't take you long to figure out that this is not "finely tuned" professional basketball we're talking about here. Yes, ARCH RIVALS has highly skilled teams in colorful uniforms...and yes, it even has "emotional" coaches and bouncy, energetic cheerleaders. Oh, and let's not forget those basic "fine points" of the game like shooting, passing, rebounding and all-round ball control. It's got all of that as well, but what it doesn't have is fouls. You'll never see a player at the foul line...since the ref probably never sees the players at all! His eyesight is so bad that when he runs up

and down the court, all he really does is get in the way and trip up the players. Actually, this guy wouldn't know an uppercut from a pick and roll if it hit him on the chin (which it does, occasionally).

No, this certainly isn't professional basketball... but who needs all of those silly rules and regulations anyhow? This is much more fun!

So let's get the *brawl* rolling!

## READY OR NOT...

### LOADING

1. Make sure the power switch on your NINTENDO® control deck is OFF.
2. Insert the ARCH RIVALS® cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the ARCH RIVALS credits screen, then the title screen. Press the START BUTTON to get to the player selection screen.

### TO CHOOSE TEAM NAMES AND UNIFORM COLORS

Press the B BUTTON while you're in the selection screen.



## **1 OR 2 PLAYERS?**

Press the SELECT BUTTON to move the blinking arrow.

## **START GAME OR VIEW INFORMATION?**

All of what you need to know to play ARCH RIVALS is available right on the screen.

To view information, press the A BUTTON. You'll find separate screens that outline the following phases of the game:

- **How to Execute Defensive Moves**
- **Defensive Game Strategies**
- **Executing Offensive Moves**
- **Offensive Strategies**



## PLAYER SELECTION

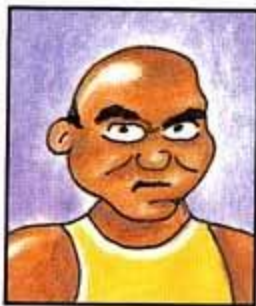
Each ARCH RIVALS team is made up of 2 players. You control 1 and the computer controls your teammate.

There are 8 different players to choose from for each team. They all offer different skills and abilities.

To select the player you want to control, press the cross-key arrows until the selection arrow points to that player. Then press START. In a 2-player game, player #1 selects from the team on the left and player #2 from the team on the right.



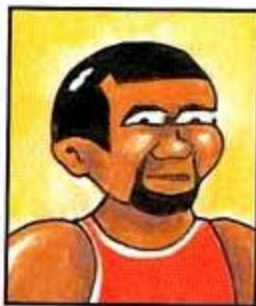
## PLAYERS' PROFILES



### TYRONE

When this guy "blocks the lane," he really "blocks the lane." No one gets by Tyrone without first receiving an

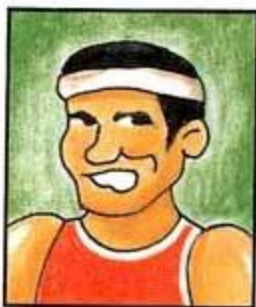
elbow or fist in the face.



### HAMMER

This guy can nail them from anywhere on the court, but you take a pounding when you challenge

him under the boards.



### VINNIE

They don't come much better than Vinnie. He's got great ball-handling abilities and he's a real team player.

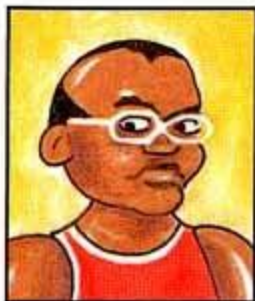
Sounds too good to be true!



### MOOSE

He might not be the youngest or quickest guy on the floor, but sometimes experience makes all the difference.

Don't forget, he led his team in scoring 3 seasons in a row.



### LEWIS

Mr. Technique. Mr. Smooth. Mr. Moves. His mother is the only one who still calls him "Lewis." (Boy, does he hate when she does.)



### BLADE

The fans love him... And so do the cheerleaders. He's the original shot-maker/heart-breaker. Not a bad guy to have

as your teammate – especially when his admirers are too many for him to handle alone.



### MOHAWK

This maniac doesn't care who he has to run over – as long as he runs to the hoop. Don't mess with his hair, though, or he'll hand you

his own type of technical foul.



### REGGIE

He was the All-Stars' All-Star at one time. But that was 10 years ago. He still has the "touch" though and could prob-

ably sink 'em with his eyes closed... and it sometimes looks like he tries.

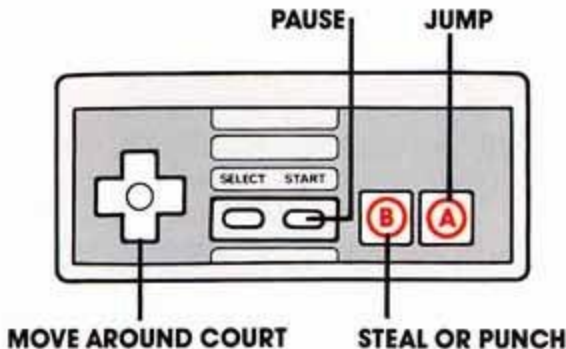


## THE CONTROLS

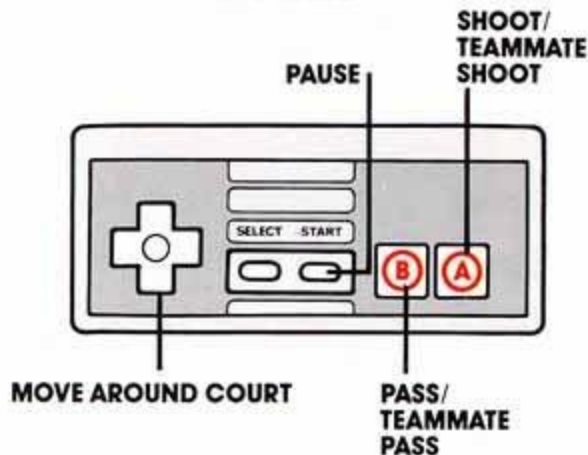
**Note:** The following information is also available on-screen by pressing the A BUTTON when in the SELECT NUMBER OF PLAYERS screen. However, if you need to refresh your memory while

engaged in strenuous physical activity on the court (or maybe you're just in the middle of receiving a "right to the jaw"), please refer to the following:

### DEFENSE



### OFFENSE



## DEFENSIVE MOVES

**To jump** – Press the A BUTTON.

**To steal or punch** – Hold down the B BUTTON, face your opponent, then release the B BUTTON.

**To lunge** – Hold down the B BUTTON and tap the A BUTTON.

**To grab a rebound** – Get to the ball before anyone else!

## OFFENSIVE MOVES

### WITH THE BALL:

**To shoot** – Press the A BUTTON.

**To pass** – Hold down the B BUTTON.

**To “fake out” your opponent** – Hold down the B BUTTON, then hit the A BUTTON.

### WITHOUT THE BALL:

**To tell teammate to shoot** – Press the A BUTTON.

**To tell teammate to pass** – Press the B BUTTON.

**To grab a rebound** – Jump by pressing the A BUTTON.

## THE GAME

An ARCH RIVALS game consists of 4 quarters, each 3 minutes in length.

Between quarters (but not at the half) you'll be treated to airings of "COACHES CORNER" – sponsored by British Knights athletic footwear. Pay attention to the tips given during these features.



During half-time, you'll enjoy a heart-pounding performance by the ARCH RIVALS super-talented cheerleading squad. It may be a quick show... but they certainly give it their all.



At the end of the game you will have a chance to view your actual post-game statistics and see how well you really played.

Remember: winning isn't everything. Self-improvement is a big part of what makes all the ARCH RIVALS better people...

OK. OK. Let's cut the baloney. Winning *is* everything for the ARCH RIVALS. But statistics are still a cool feature.

## WHICH WAY DID HE GO?

When one of your players is positioned off the screen, an arrow will appear showing where he is located.

Learn to pay attention to these arrows. They are a big help in a fast-paced fast break style of game.



## TIPS FROM THE COACH

- Remember, in ARCH RIVALS there is really only 1 rule and that is: there are *no* rules. Just do whatever it takes to win.
- Follow the control movements given to you in the instructions. Then experiment on your own. You might surprise yourself (and your opponent) with what you come up with. It's all in hitting the right combination of buttons at the right time.
- Fast breaks could break the game wide open. When your teammate has the ball, try running off the screen, towards the hoop, and call for a pass. Then check out what happens.



- Don't be afraid to put up a desperation shot every now and then. What might seem impossible in real life is actually quite possible in the world of ARCH RIVALS.
- Play tough "D." Whether you choose to play a zone or man-to-man, stay on top of your opponent. Stay in his face and force him to put up poor shots.

# NARC® T-SHIRT OFFER!

Don't just play your favorite Acclaim™ games...wear 'em! T-shirts are high quality 50/50 and come in adult sizes only.

**SEND TO: Acclaim Special Offers, P.O. Box 7060,  
Dept. AR, Westbury, NY 11592**



QTY		S	M	L	XL	EACH	
—	Narc T-Shirt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	\$11.95	\$ _____
—	Acclaim T-Shirt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	\$11.95	\$ _____
—	Kwirk T-Shirt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	\$11.95	\$ _____
—	Acclaim Cap	one size fits all				\$ 7.95	\$ _____
						Total Enclosed	\$ _____

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_



Please allow 8-10 weeks delivery. Send check or money order (no cash). T-Shirts adult sizes only. This offer valid in U.S. & Canada only. Void where prohibited. U.S. Funds only. Items may vary slightly from illustrations. Good only while supplies last. Narc® ©1988 Williams Electronic Games, Inc.

## **ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY**

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim software 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 Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. 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 ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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 pre-empted.

## **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 and correct the interference by one or more of the following measures:

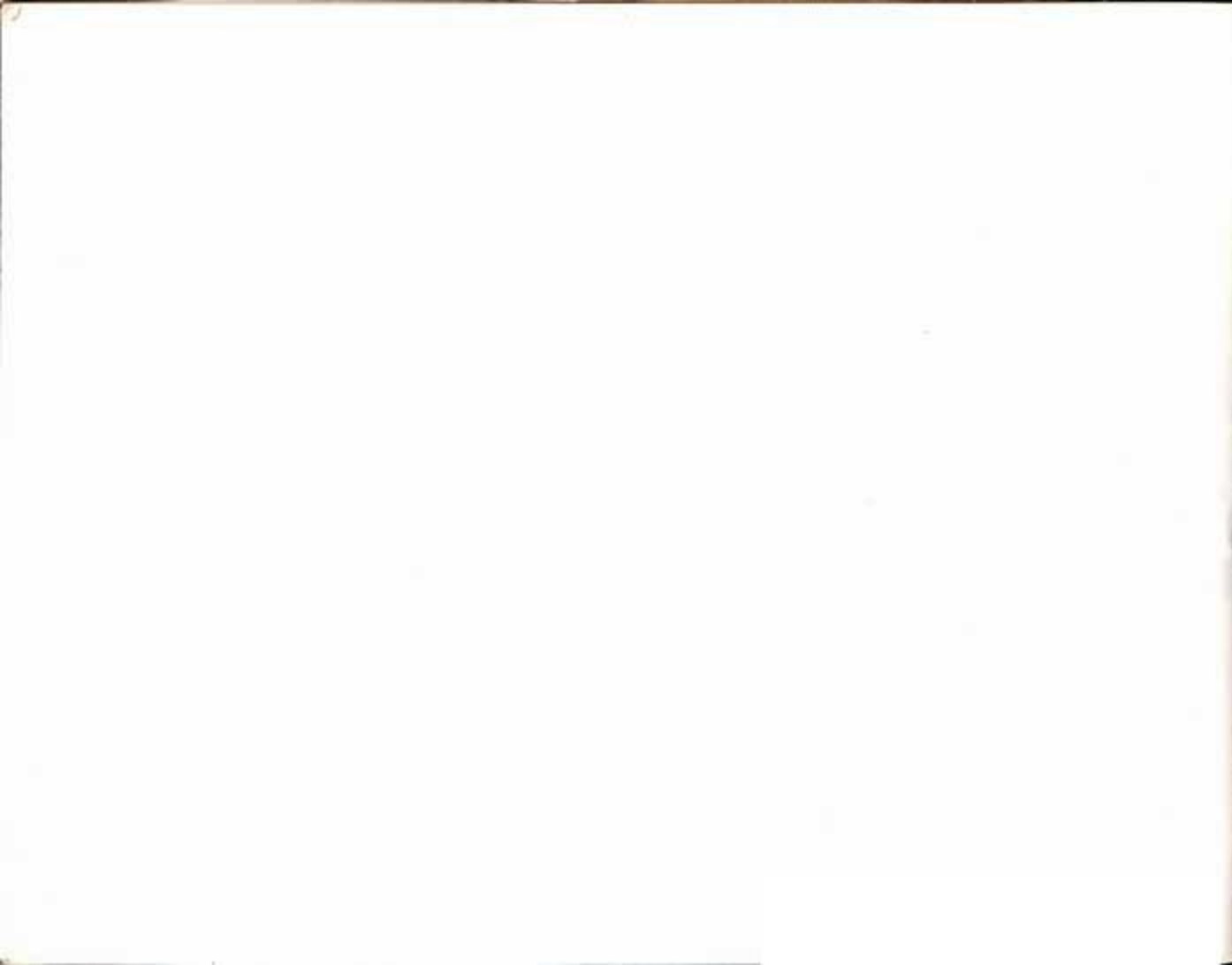
- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult 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, DC 20402. Stock No. 004-000-00345-4.

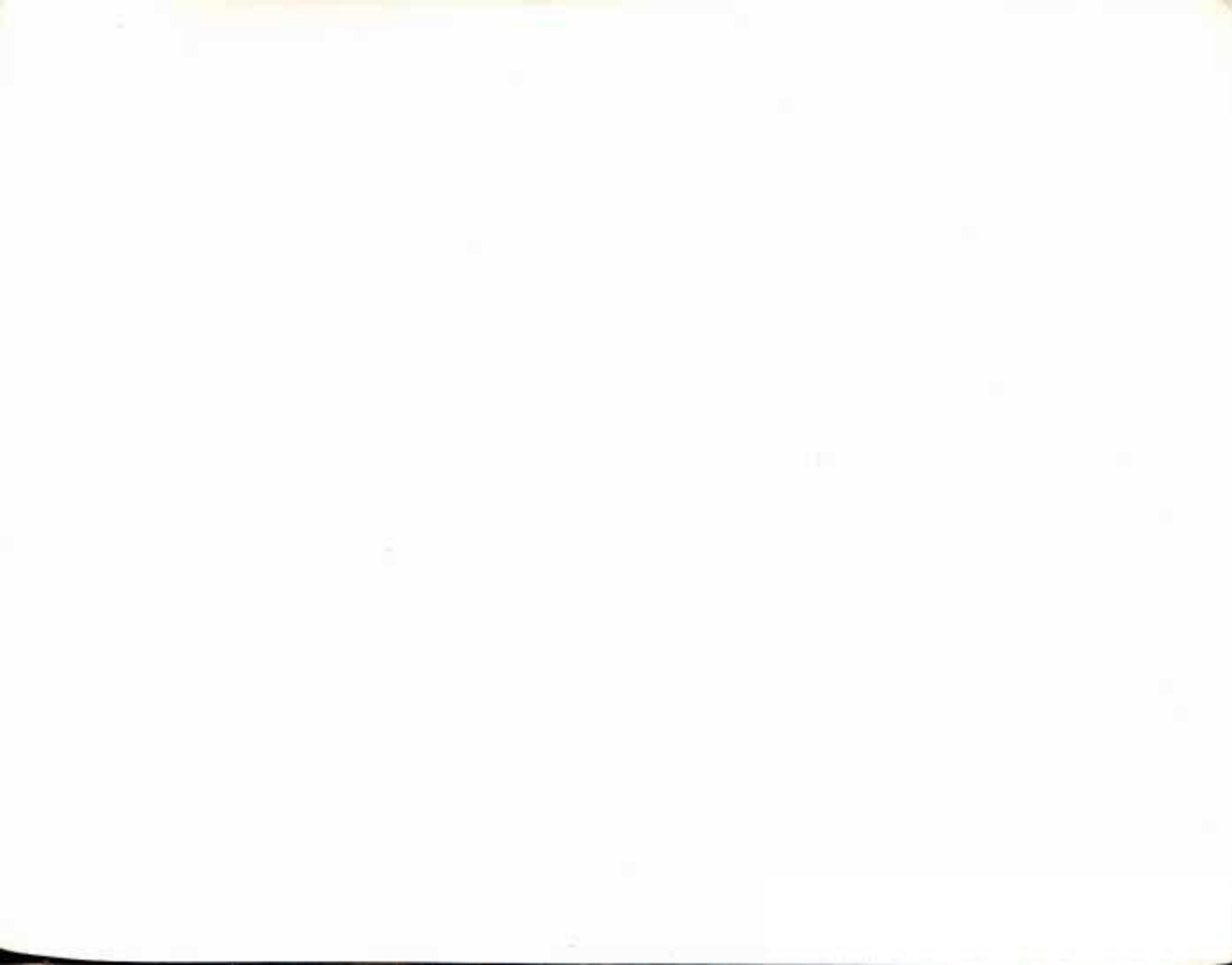
## **Acclaim Hotline (516) 624-9300**

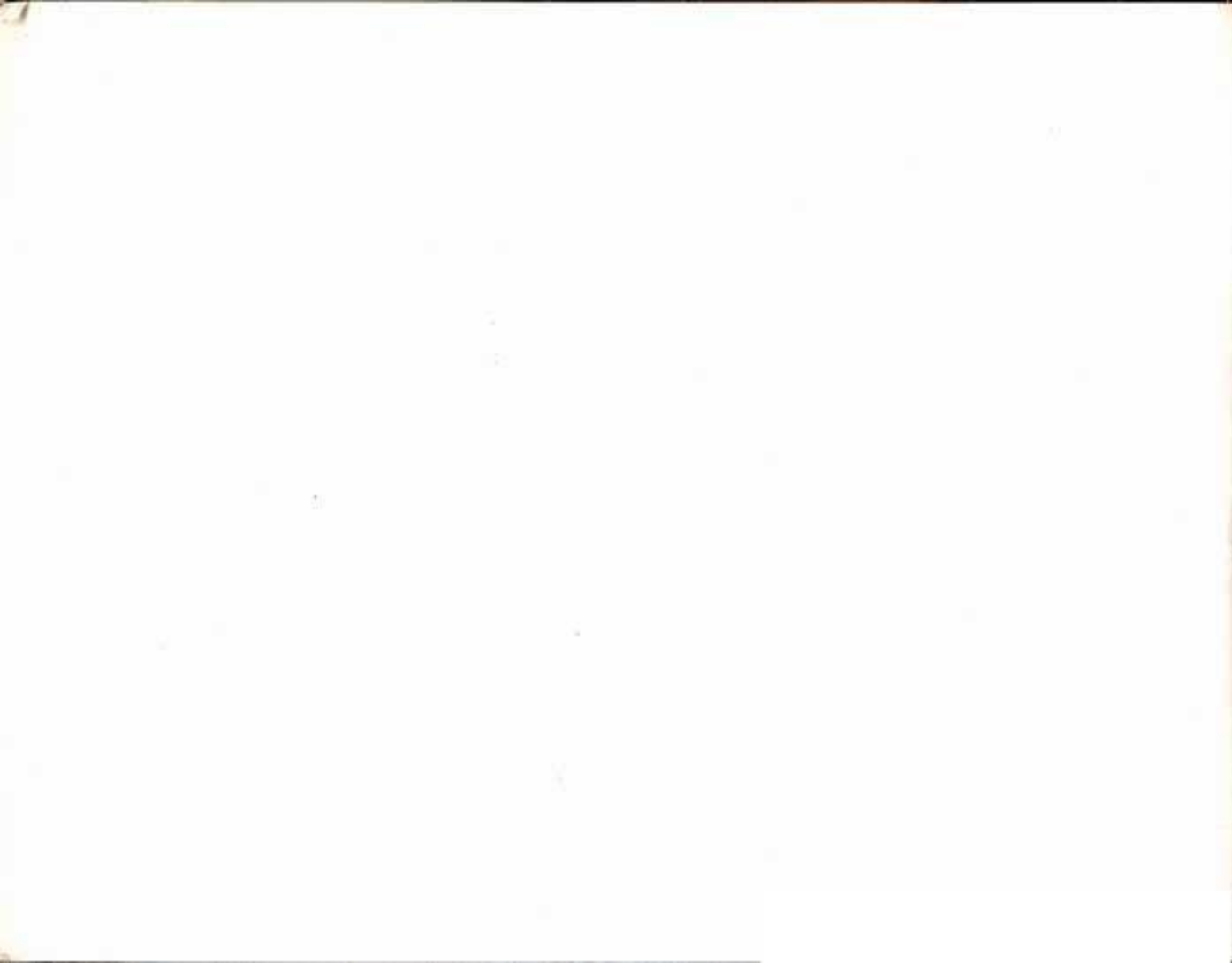
**Distributed and marketed by Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771**

Arch Rivals® ©1989 Licensed from and trademark of Midway Manufacturing Company. Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Game Pak "NES-GP" ©1990 Acclaim Entertainment, Inc. Made in Japan.









 **WARNING** 

**DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System® (“NES”) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

THE #1  
ARCADE  
SMASH!

# NARC™

"NO ONE HAD THE GUTS ... UNTIL NOW"



- 1 & 2 player simultaneous action
- 9 super-arcade levels
- Second player can join in anytime



SAY NO TO DRUGS!

**AKKlaim™**  
entertainment, inc.

Licensed by Nintendo  
for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™

**AKKlaim™**  
entertainment, inc.  
Masters of the Game™

Licensed by Nintendo  
for play on the  
**Nintendo**  
ENTERTAINMENT  
SYSTEM™



PRINTED IN JAPAN