



Ask your favorite video game store
for **Bases Loaded**® for **Game Boy**, **In Your Face**™,
Maru's Mission™ and **Battle Unit Zeoth**™ from Jaleco™
for the Nintendo® Game Boy.®

JALECO USA Inc.
310 Era Drive
Northbrook, Illinois 60062
(708) 480-1811

Jaleco™, Fortified Zone™, Bases Loaded® for Game Boy, In Your Face™, Maru's Mission™ and Battle Unit Zeoth™
are trademarks of Jaleco USA Inc. Nintendo® and Game Boy® are registered trademarks
of Nintendo of America Inc. ©1991 Jaleco USA Inc. Printed in Japan.



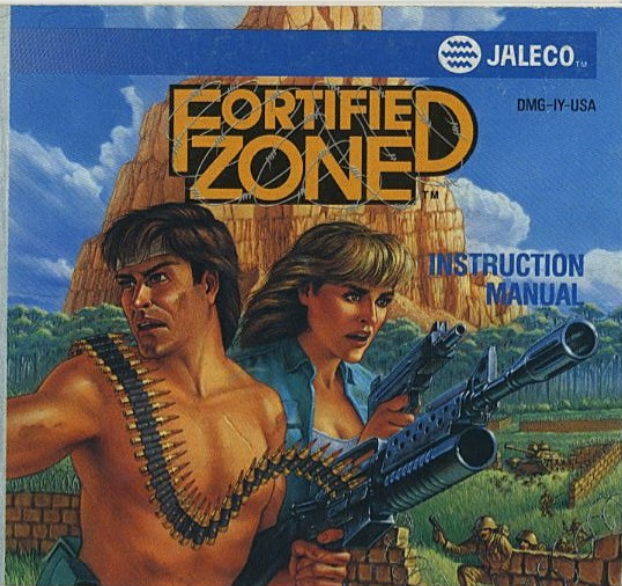
GAME BOY®



DMG-IY-USA

FORTIFIED
ZONE™

INSTRUCTION
MANUAL



JALECO™ USA INC. LIMITED WARRANTY

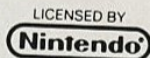
Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco 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 JALECO. 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 JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO 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.

Nintendo®, Nintendo Entertainment System®, Game Link™ and Game Boy™ are trademarks of Nintendo of America Inc. Jaleco™ is a trademark of Jaleco USA Inc. Fortified Zone™ & ©1991 Jaleco USA Inc. All rights reserved.

JALECO USA INC. 310 Era Drive
Northbrook, Illinois 60062 (708) 480-1811



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA, INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

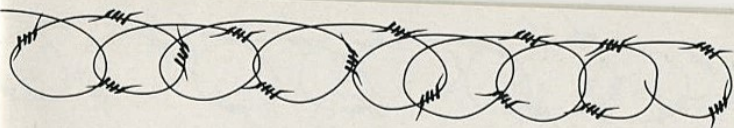
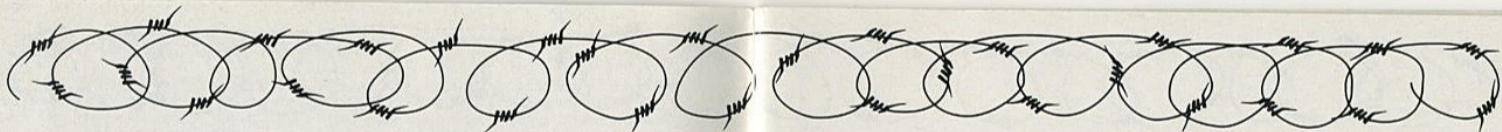


TABLE OF CONTENTS

INTRODUCTION	3	Status Screen	16
OBJECT OF THE GAME	4	CONTROLLER FUNCTIONS	17
GETTING STARTED.....	7	ON-SCREEN DISPLAYS	18
ONE-PLAYER GAME.....	7	SPECIAL ITEMS.....	19
Game Mode Select Screen.....	8	GAME OVER SCREEN	22
New Game	8	GAME TIPS — THE JALECO	
Passwords	8	MAJOR PLAYER'S HOTLINE... 23	
Sound Boy	9	TAKING CARE OF YOUR	
TWO-PLAYER GAME	13	JALECO GAME	24
Character Select Screen	13		
Give and Take Screen —			
Exchanging Items in a			
Two-Player Game	14		



WHY SHOULD YOU JOIN
THE JALECO MAJOR PLAYER'S CLUB?

Here's what you get if you join:

• **WIN FREE GAMES**

You'll be eligible to win free Jaleco games from our once-a-month drawings!

• **FIND OUT ABOUT NEW GAMES**

Find out about new Jaleco games before they're released!

Get in on special Jaleco promotions and contests! *And more!*

• **TEST GAMES BEFORE THEY'RE RELEASED**

Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released!* You could be selected as a **Jaleco Major Player!**

Here's what you get if you don't join:

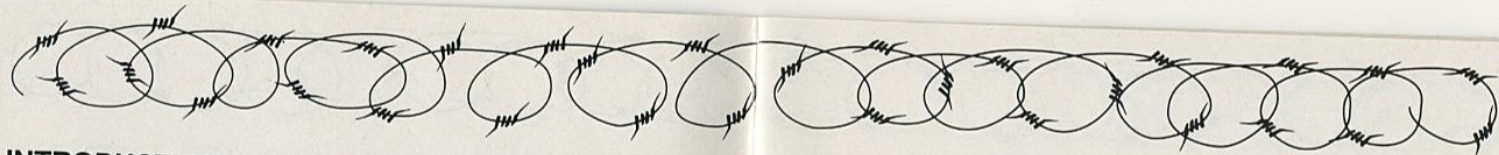
• YOU GET **NUTTIN'** IF YOU DON'T JOIN!

And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- Find the Jaleco Major Player's Membership/Warranty card enclosed in this package.
- Fill in the information requested on the card.
- Put a stamp on the card.
- Drop the card in the mail.

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!



INTRODUCTION

Two gliders land silently in a field on a moonless night. The two pilots disengage themselves from their crafts, and the shorter of the two hardly disturbs the air with a quick hand motion to her male counterpart. They steal away into the blackness. Their mission: Infiltrate the enemy fortress.



They make their way through a booby-trapped field, then forge ahead into a heavily-patrolled jungle. From there, they negotiate the dangerous twists and turns of underground caves that lead them to their ultimate challenge — the seemingly impenetrable fortress. You'll need all the fortitude you can muster in the **Fortified Zone**.

3

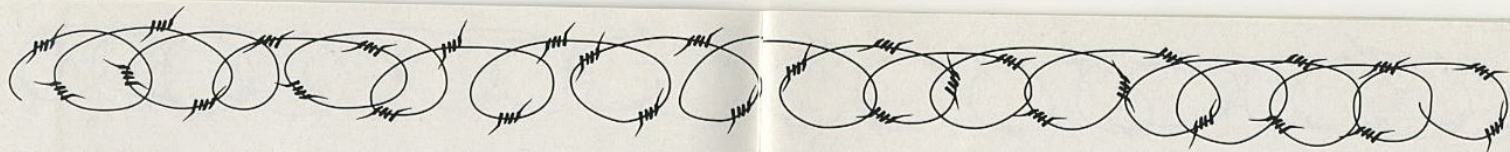
OBJECT OF THE GAME

Your goal is to maneuver the two military infiltrators (one a man, the other a woman) through the four stages of the game and to defeat the "boss" enemy at the end of each stage. The two soldiers must survive the mazes of the field (stage 1), the jungle (stage 2), the underground caves (stage 3), and the fortress (stage 4). When you defeat the boss at the end of stage 4, you win the game.

Each soldier has special talents and qualities. In certain parts of the game, using the right character for the situation will make the going easier. The woman can jump over some walls and obstacles. The man can't jump, but he has the ability to pick up and use the special weapons that you'll discover throughout the game. The woman can neither pick up special weapons nor use them.

You'll find a variety of enemy soldiers, artillery, and strange, biologically-

4



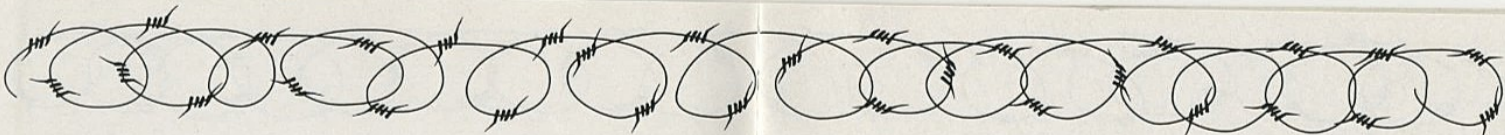
mutated creatures waiting around every corner. If either soldier is struck by weapon fire or comes in contact with an enemy, their health will decrease. If a soldier's health decreases to zero, you'll lose the use of the soldier for the rest of the game. If the second soldier loses all of his or her health, the game ends.

In two-player games, players can trade items, so if one soldier has lost all health, the other soldier can revive the fallen soldier by giving "medicine." Two-player games are cooperative in nature, where both players are working together to infiltrate the fortress. Two-player games of *Fortified Zone* are unique in that the two characters are not "tethered" together as in most two-player games. That is, the characters are not required to be in the same room at the same time. Both players are free to maneuver their soldiers into different areas of the current stage. You'll see your soldier on the screen at all times, but you'll only see your partner's soldier when both soldiers are in the same room.

Just getting around each stage will challenge the military mettle of your two soldiers. The entire playing field is a maze, with lots of locked doors, traps, dead ends, and completely darkened rooms. In some rooms, there is no exit until you've defeated the enemy within that room. Some doors open only with keys that you must discover.

Some enemies leave behind special weapons once they've been eliminated. In addition, there are numerous crates that reveal special weapons, keys, or powers when they are hit with weapon fire. These special items will be indispensable as you attempt to infiltrate the fortress.

You'll also find passwords. Whenever you finish a stage, a password appears the next time your soldiers lose all their health, so you can continue the game at the stage where you left off rather than having to start over at the beginning. (Note: Passwords are given only in a one-player game.) We wish you luck in the *Fortified Zone*.



GETTING STARTED

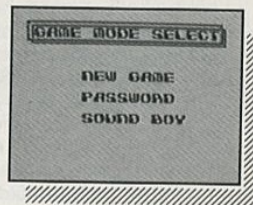
1. Place the *Fortified Zone*™ Game Pak into your Game Boy™ (label side out) and turn on the unit.
2. After some introductory graphics, the title screen appears. You can press **START** to skip the introductory screens.
3. *Fortified Zone* can be played either as a one-player (1P) or a two-player (2P) game. You can move the selection arrow on the title screen by pressing down or up on the Control Pad or by pressing **SELECT**.

ONE-PLAYER GAME

1. For a one-player game, make sure the selection arrow on the title screen is aligned with "1P" and press **START** (or the A button). In a one-player game, you operate both the male character and the female

character, but not at the same time. Switch from one to the other on the STATUS screen, which is described later.

After the title screen, the GAME MODE SELECT SCREEN appears. You can move the selection arrow on this screen by pressing down or up on the Control Pad or by pressing **SELECT**.



Game Mode Select Screen

NEW GAME: To begin a NEW GAME, make sure the selection arrow is aligned with "NEW GAME" and press **START** (or the A button). Press **START** again when "START" appears on the screen.

PASSWORDS: In a one-player game, passwords are given whenever you complete a level. **Note:** Passwords are not given in a two-player game.



1. To continue a game where you left off, make sure the selection arrow is aligned with "PASSWORD" and press START (or the **A** button).
2. The "PASSWORD ENTER" screen appears. Now, use up, down, left, or right on the Control Pad to position the selection arrow over the first letter of the password.
3. Press the **A** button when the arrow is positioned correctly.
4. Repeat this process for the second, third, and fourth letters of the password.

When you have selected the final letter of a valid password, you'll go to the first screen of the level on which the password was issued.

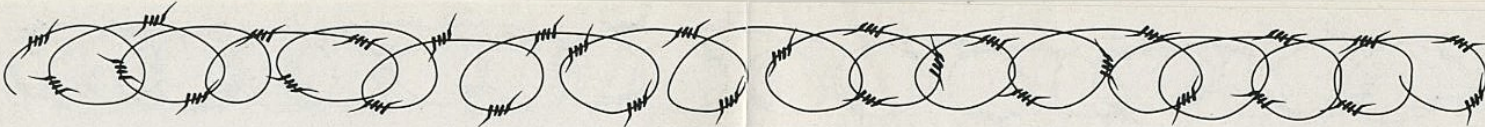
SOUND BOY: Sound Boy lets you hear all of the music and sound effects of *Fortified Zone*.

1. Make sure the selection arrow is aligned with SOUND BOY and press START (or the **A** button).

2. Use up or down on the Control Pad to align the selection arrow with NORMAL PLAY, with which you can hear musical themes and sound effects one at a time, or PROGRAM PLAY, with which you can string up to eight musical themes together. Press the **A** button. Or, to exit SOUND BOY, press the **B** button from this screen.

3. NORMAL PLAY: Use up and down on the Control Pad to change the number of the theme or sound effect (there are 31 themes and effects) shown on the screen. Then press the **A** button to hear the selected theme or effect. To hear a different theme or effect, just press up or down on the Control Pad. Press the **B** button to exit. Press the **B** button again to go back to the NORMAL PLAY/PROGRAM PLAY screen.

4. PROGRAM PLAY: First, use up or down on the Control Pad to select the musical theme you want to hear first in your "program." Then press the **A** button to select that theme. Repeat this



process for up to eight themes. If you want fewer than eight themes, just press START when you have programmed as many themes as you want. Next, use up or down on the Control Pad to align the selection arrow with either THROUGH PLAY or REPEAT PLAY and press the **A** button. In THROUGH PLAY, all of your selections play through once, and then the program automatically takes you back to the NORMAL PLAY/PROGRAM PLAY screen. In REPEAT PLAY, your group of selections plays continuously until you stop them by pressing SELECT (you can pause the music and restart it by pressing START).

Status Screen

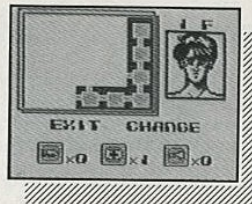
Press SELECT to bring up the STATUS screen. The STATUS screen enables you to switch characters. Remember that the woman can jump over some walls and other obstacles that the man cannot. The man can pick up and fire special weapons that the woman cannot. Through the STATUS screen, you can change

11

from one character to the other when you feel that the game situation warrants it. The STATUS screen also shows the whereabouts of the character on a map of the rooms that you've discovered. In addition, the screen shows the number of WEAPON UPS, MEDICINE, and KEYS in the character's inventory.

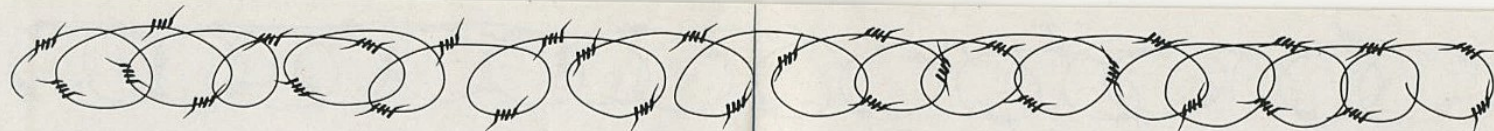
Here's how to switch characters:

1. Press left or right on the Control Pad to align the selection arrow with CHANGE.
2. Press the **A** button.
3. Now, the selection arrow will be aligned with EXIT. Press the **A**



- button (or SELECT) to leave the STATUS screen. The new character will appear in the same place where the old character was.
4. To exit the STATUS screen without changing characters, press SELECT.

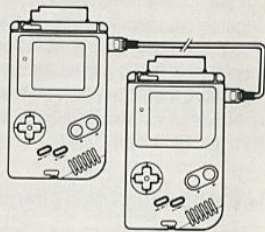
12



TWO-PLAYER GAME

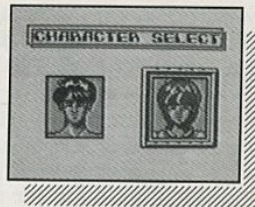
1. For a two-player game, you will need two Game Boys connected with a Game Link™ cable. In addition, two-player games require a *Fortified Zone* cartridge in each Game Boy.

2. Both players must make sure that the selection arrow on the title screen is aligned with "2P." Then, both players must press START (or the A button) on their respective **Character Select Screen**



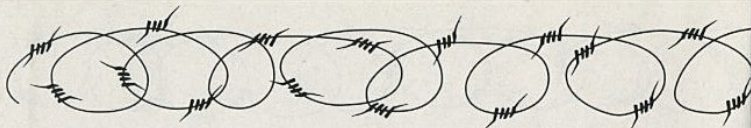
In a two-player game, the CHARACTER SELECT SCREEN appears after the title screen. One player controls the male character and the other player controls the female character. Decide which character each player will control. Then, one of

the players (it doesn't matter which one) should press left or right on the Control Pad (or SELECT) to move the selection box to the character that player wants to control. Then press the A button (or START) to select the character. The other player automatically will control the other character.

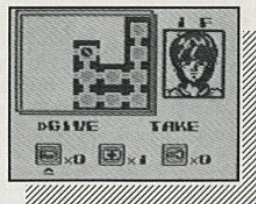


Give and Take Screen — Exchanging Items in a Two-Player Game

In a two-player game, the two characters can exchange items in their inventory. For example, if the man loses all his health, the woman can revive him by giving "MEDICINE" if she has any in her inventory. The three items that can be exchanged between the two characters are WEAPON UP

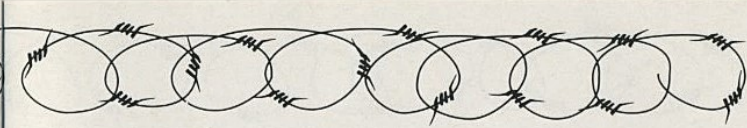


(which restores the firepower of a special weapon to maximum strength), MEDICINE, and KEYS. The GIVE AND TAKE screen also shows a map of the rooms that the characters have found and the whereabouts of each character. On the map, the location of the man is indicated by the flashing diagonal line, and the location of the woman is indicated by the flashing arrow. The number next to the icon that represents each item tells you how many of each item the character has.



Here's how to give and take items.

1. Maneuver the two characters into contact with each other.
2. Either player can press SELECT, which brings up the GIVE AND TAKE screen.



3. Press left or right on the Control Pad to align the selection arrow to GIVE or TAKE, depending on whether you want to give something to the other character or to take something from the other character. Press the A button.
4. Press left or right on the Control Pad to align the selection arrow to the item the character will give or receive. Press the A button. When you have finished exchanging items, press SELECT to go back to the game screen.

Status Screen

When the characters aren't in contact with each other, press SELECT to bring up the STATUS screen. Like the GIVE AND TAKE screen, the STATUS screen shows the whereabouts of the two characters on a map of the rooms that the characters have discovered. The STATUS screen also shows the number of WEAPON UPS, MEDICINE, and KEYS in the character's inventory. Press SELECT to exit the STATUS screen.



CONTROLLER FUNCTIONS

A button:

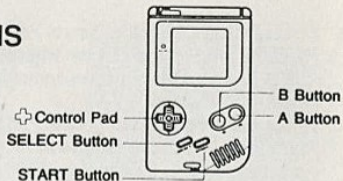
MAN - Press to fire special weapon.

WOMAN - Press to jump. Also used to change characters on the STATUS screen in a one-player game, and to exchange items on the GIVE AND TAKE screen in a two player game.

B button: Press to fire normal weapon.

START: Press to begin each stage.

SELECT: Brings up the STATUS screen. In a two-player game, SE-



LECT also brings up the GIVE AND TAKE screen when the two characters are in contact with each other. To exit either the STATUS or GIVE AND TAKE screens, press SELECT again.

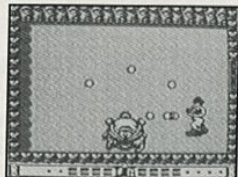
CONTROL PAD Use up, down, left, and right to maneuver the characters. Also used to move the selection arrow on the STATUS or GIVE AND TAKE screens.

ON-SCREEN DISPLAYS

Your character's health is indicated by the small squares on the left half of the bottom of the screen. The more squares that appear, the more health your character has. Squares on the right half of the bottom of the screen indicate the remaining firepower of a special weapon. The more squares that appear, the more firepower remains.

SPECIAL ITEMS

Special items appear after you eliminate some enemies and after you shoot certain containers. To acquire a special item after it appears on the screen, simply maneuver your character into contact with the item. Note that keys open locked doors. As long





as you have a key in your inventory, a locked door opens automatically when your character bumps into it. Other doors must be shot open with a weapon, and some doors won't open until you've defeated all of the enemies on the screen. When you come across a darkened room, shoot the box that appears to turn on the lights. But be careful getting to the box! Here's a description of the special items in *Fortified Zone*.



POWERUP - Doubles the destructive power of your weapon.

WEAPON UP

Restores firepower of special weapon to maximum.



MACHINE GUN Enables your weapon to fire three shots in succession.

3-WAY

Enables your weapon to fire three rounds at a time in three different directions.

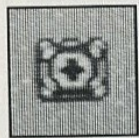


HAND GRENADE Gives you hand grenades to throw at enemies.

FLAME THROWER

Use the **A** button to blast away enemies with a burst of flames. Note that only the man can pick up & use this weapon.

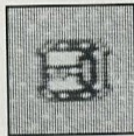




MEDICINE Restores health to its maximum.

STRENGTH UP

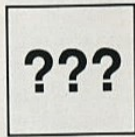
Restores health by one gradation.



KEY Opens locked doors.

???

Discover this special item on your own!



GAME OVER SCREEN

In a one-player game, when both of your characters are completely drained of health, the GAME OVER screen appears. Use up or down on the Control Pad (or SELECT) to align the selection arrow with CONTINUE and press the **A** button to continue a game at the same stage you left off, or align the arrow with END and press the **A** button to go back to the beginning of the game.

In addition, a password appears near the bottom of the screen. You can use passwords to skip stages the next time you start up the game. Separate passwords are issued for Stage 2, Stage 3, and Stage 4. Note that no passwords are given in two-player games. In a two-player game, press START on the GAME OVER screen to restart the game.



GAME TIPS — THE JALECO MAJOR PLAYER'S HOTLINE

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call.
Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline!*

TAKING CARE OF YOUR JALECO GAME

Please observe the following precautions
with your new Jaleco game.

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This equipment is precision-built. **Do not** use or store it under conditions of extreme temperature or subject it to rough handling or shock. **Do not** disassemble the unit.
- **Do not** touch the terminals or let them come into contact with water, as this can cause malfunction.
- **Do not** wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- Store the Game Pak in its protective case when not in use.