Asmik Corporation of America
Limited Warranty

Asmik Corporation of America (hereinafter “ACOA”) warrants to the original purchaser of this ACOA 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 ACOA software program is sold “as is,” without expressed or implied warranty of any kind, and ACOA is not liable for any losses or damages of any kind resulting from use of this program. ACOA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge any ACOA software product, postage paid with any 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 ACOA 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 ACOA. 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 ACOA BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS ACOA 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.
contents

the mission .................. 4
getting started ............. 6
player controls ............... 7
the weaponry ................ 8
the areas ..................... 10
the bosses .................... 11
high scores ................... 12
the klub ....................... 13
the tips ....................... 14
the scores .................... 15

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK

Precautions

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Asmik Corporation of America
In the year 1991, a powerful oil-rich dictator in the Middle East has waged war on the world. You must navigate a super-modified Nuclear Apache Helicopter, D-FORCE, through six countries and infiltrate the enemies headquarters. If the ol’ apple pie and baseball are to remain as symbols of our country, you’d better get on the ball.

As well as constant enemy attacks, this warped leader has chemical biologists developing prehistoric beasts to tear your chopper out of the sky. And we’re not talk’n about your everyday dinasours either; these are helicopter eating creatures that could bring about your true test of non-stop, creative thinking.
'Course you’ll have the latest weapons at your side. And the farther you go, the more you’ll get a chance to use them. If you are able to conquer the seemingly endless enemies, watch out for the...we’re loosing you...you’re radio’s breaking up...good luck, you’re on your own!

Your chopper blades are spinning—there’s no turning back! Never fear, you’re in command of the ultimate weapon, D-FORCE!
getting started

1. Insert your D-FORCE game-pak into the Super Nintendo Entertainment System.
2. Turn the power on.
3. Press start to begin a game.
4. Enjoy!
player controls
When your Apache rises to a safe flight altitude you will be in control.

option mode
The option mode will allow you to do several things.

Here is a list:
1. Listen to the sound effects of the game.
2. Listen to the music of the game.
3. Select the level of difficulty.
4. Select 1–9 lives for the beginning of a game.

- Raise and lower altitude in the exploration mode.
- The Cross Pad will steer your chopper in the direction you select.
- The Start button will Pause and Unpause a game.
- The B button will fire your weapons in all modes.
Power-up items will allow you to increase the amount of fire from your cannons. When you eliminate an SR-17 it will leave behind a Power-up chip for the taking.

The Apache has been specially modified to carry new weapons. The weapons will increase as you pick up more chips.
This is a list of the weapons you can arm yourself with:

**Cannon**  
(stock with your Apache)

**Multi-Cannon**

**Super-Cannon**

**Sidewinder Missles with**  
the **Super-Cannon**

**ElectroWave with**  
**Sidewinder Missles and**  
**Multi-Cannon**

**D-Force with Sidewinder Missles**
the areas

1. The Gulf Installation (shooting)
2. Inland Sector 1 (Exploration)
3. Mirage Installation (shooting)
4. Mythical East (exploration)
5. Fantasy Icequarters (shooting)
6. Inland Sector 2 (exploration)
7. Enemy Headquarters (shooting)
the
mini bosses
& bosses

1 Mini-Boss: Electro-Rocker
   Shooting
   Main Boss: Super Tank

2 Main Boss: Dorf
   Exploration

3 Mini Boss: Plasma Tanks
   Shooting
   Main Boss: SR-72

4 Main Boss: Beldor
   Exploration

5 Mini Boss: Cantor 3 in 1
   Shooting
   Main Boss: Gatalina

6 Main Boss: Razor Tank

7 Mini Boss: Idabashi Station
   Shooting
   Main Boss: Pendulum X
high scores

When you achieve a high score you will be invited to enter your initials at the end of the game. The scores will remain until the power is shut off.

So challenge your friends to a game of D-FORCE. When you achieve a high score, send your score to Nintendo Power for registration in the high score section of the magazine.

Nintendo Power
“High Scores”
P.O. Box 957
Redmond, WA 98057
Klue Klub

Join the Asmik Klue Klub today for free. Just send your registration card to us and you will receive our 800 line for game Klues.

Special Tip: Are you having trouble with Level 7? Klue Klub members call the 800 line for a special Klue.
1 When fighting **Electro-Rocker** in Stage 1, stay at the top of the screen and fire sidewinder missiles.

2 In Level 2, shoot **Dorf the Boss** in the face, but watch out for his tail!

3 Start **D-Force** with nine lives by adjusting the players area in the option mode. You will need this extra help.

4 In Level 3, when you fight the **Plasma Tanks**, look for a safe spot on the lower right hand side of the screen.

5 To beat **Cantor 3 in 1**, you should follow the path of Cantor’s pieces as they move, and keep shooting.
# The Scores

<table>
<thead>
<tr>
<th>Level 1</th>
<th>Name:</th>
<th>Score:</th>
<th>Date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 2</td>
<td>Name:</td>
<td>Score:</td>
<td>Date:</td>
</tr>
<tr>
<td>Level 3</td>
<td>Name:</td>
<td>Score:</td>
<td>Date:</td>
</tr>
<tr>
<td>Level 4</td>
<td>Name:</td>
<td>Score:</td>
<td>Date:</td>
</tr>
<tr>
<td>Level 5</td>
<td>Name:</td>
<td>Score:</td>
<td>Date:</td>
</tr>
<tr>
<td>Level 6</td>
<td>Name:</td>
<td>Score:</td>
<td>Date:</td>
</tr>
<tr>
<td>Level 7</td>
<td>Name:</td>
<td>Score:</td>
<td>Date:</td>
</tr>
</tbody>
</table>