HOW TO PLAY:

BACK TO THE FUTURE PART II

KONAMI

IMAGE WORKS

AND YOU THOUGHT IT COULD ONLY HAPPEN IN THE MOVIES

Now Back to the Future II, the famous cinematic series that takes you back and forth in time, comes to your home computer. Back to the Future II is true to the movie, capturing the time warped plot and fast paced action in authentic detailed graphics. But we've put plenty of obstacles in your way. And you'll need your mind as well as muscle to get through the five challenging levels, each based on a key scene from the film. Of course, you'll enjoy the realistic sound effects. And the game supports Ad Lib,™ Roland,™ and Tandy® sound boards, providing high fidelity. So grab a bag of popcorn (butter, please) and head back to the future.

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THE PAST, PRESENT AND FUTURE
IS TENSE FOR MARTY McFLY

With a blinding flash of light, an almighty clap of thunder and a not-so-spectacular clatter of trash cans, the ice-covered DeLorean appeared out of nowhere at exactly 88 miles per hour. It buzzed the quiet street and came to a screeching halt in Marty's front yard.

Mild mannered Marty reeled with surprise at the return of the fateful car. Jennifer could hardly believe her eyes. Suddenly the gullwing door whirred open and out leaped Doc, dressed in some of the most outlandish clothes either of them had ever seen. Where—or rather when—has he been, Marty thought.

"Marty!" Doc shouted, running towards him and grabbing him hard by the shoulders. "Marty! You've got to come back with me!"

"Come back to where, Doc?" Marty asked with a puzzled expression.

Doc whipped off his mirrored silver sunglasses revealing a wide-eyed look of urgency. "Back to the future!" he cried. He ran over to one of the toppled trash cans and frantically began fishing around in it. He pulled out some empty cola cans and fruit peel and dropped them into a white device at the rear of the DeLorean on which Marty could make out the words "MR. FUSION HOME ENERGY REACTOR."

"I need fuel," Doc replied as he dropped in the last banana skin and shut the lid on Mr. Fusion. Marty remained confused.

"Doc, what's the problem? What happens to us in the future? Do we turn into total jerks or something?" Marty asked.

"No, no, both you and Jennifer turn out fine. It's your kids, Marty! Something has got to be done about your kids!" Doc exclaimed. He pulled Marty and Jennifer into the DeLorean, jumped into the driver's seat and reversed out onto the street.

"Hey Doc, you'd better back up, we don't have enough road to get up to 88," Marty pointed out as the car stopped.

Doc just looked smugly at Marty as the engine purred, put his silver sunglasses back on and said, "Roads? Where we're going, we don't need roads."

And with that the DeLorean launched itself up into the air as the four wheels silently slid under the chassis. After hovering there for a few seconds, it burst forward with a deafening roar and accelerated towards 88 miles per hour.

A second later it was gone.

HERE'S WHERE YOU COME IN (TALK ABOUT JET LAG!)

Returning from the year 2015 on an innocent sightseeing tour, Doc has some very bad news for Marty. Unless he goes back to the future with him to change the course of history, the future of his family could be in danger. Now it's up to him—or rather you—to put things right.

Back to the Future II is not just one game—it's five separate games that each tell a chapter of the story, with you as the lead character, Marty McFly. If you've seen the movie you're bound to have some advantage as each of the levels is based directly on a specific scene from the film. But ultimately only quick reflexes and an even quicker mind will get you through this mission which includes:

• Five missions of Arcade Action, and mind bending logic puzzles

• Superb graphics featuring the many scenes and items from the film

• Outstanding music soundtrack that builds as the action intensifies

• Fast, multi-dimensional scrolling with large sprites

LOADING AND CONTROL INSTRUCTIONS FOR IBM® PC/TANDY® 1000 AND 100% COMPATIBLES
What You Need

IBM PC, XT, AT or PS, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 512K RAM for MCGA/VGA, EGA, CGA, Hercules or Tandy graphics mode; single floppy drive or hard disk optional.

Loading

Plug your joystick, if you're using it, into your computer. Turn on your computer and monitor. Insert Disk 1 into drive A of your system and then type **A:**. Press **ENTER**, and then type **BTTF2** again, then press **ENTER** again. The program will now load and run.

Attention IBM Hard Disc Users!

If you own a hard disk drive, you may copy the game disk to your hard drive. The game disk has an automatic install program on it. To copy the game insert the disk and type **INSTALL,** then follow the on-screen prompts.

How To Set Up Your Trek Through Time

After you've loaded the game, the Set-Up screen will appear. First press the number next to the graphics mode you wish to use. Next, decide on a sound mode and press the letter next to your choice. Then press the letter next to the desired control option—joystick or keyboard. Press the space bar and your selections will automatically be loaded.

Password Instructions

When the Password screen appears, look up the four digit number in the password book, enter the password number using the numeric keys and press ENTER.

How To Set Up Your Joystick Or Keypad For Game Play.

If you are using the joystick, there's no need to calibrate it. This is done automatically. Simply press Fire Button 1 and the game will begin.

If you are using the keyboard, you may set your own control configuration or use the configuration already programmed into the game.

To set your own configuration press R and follow the on-screen prompts, pressing the key you want to use for each control function. When you press the last key selection (for Abort) the computer will automatically enter your complete configuration.

Here are the keys and their functions for the pre-programmed configuration:

Key	Function
Q	Up
A	Down
O	Left
P	Right
Space	Fire

GAME CONTROLS FOR IBM

During the game press:

Key	Action
F1	Toggle Pause On and Off
ESC	Ends the game and returns to DOS
F10	Decreases or increases joystick sensitivity; Adjusts game speed

JOYSTICK CONTROLS
Level 1
Accelerate: Push up on joystick.
Brake: Pull back on joystick.
Punch: Press the Fire Button.
Jump: Press and hold the Fire Button.
Pick up items: Simply move over the item.
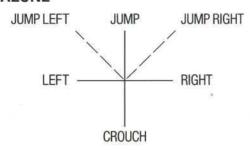
Level 2
Select doors: Use the joystick as your eight directional pointer. Move the joystick in the desired direction to flash two of the available doors.
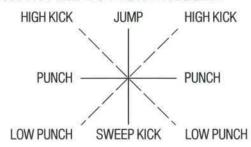
Open doors: Press the Fire Button.

Level 3
Use the joystick to move Marty as described below:

JOYSTICK ALONE

JUMP LEFT	JUMP	JUMP RIGHT
LEFT		RIGHT
	CROUCH	

JOYSTICK WITH FIRE BUTTON PRESSED

HIGH KICK	JUMP	HIGH KICK
PUNCH		PUNCH
LOW PUNCH	SWEEP KICK	LOW PUNCH

Level 4
Use the joystick to move puzzle tiles in four directions.
The Fire Button is not used in this level.

Level 5
Accelerate: Push up on joystick.
Brake: Pull back on joystick.
Punch: Press the Fire Button.
Jump: Press and hold the Fire Button.
Pick up items: Simply move over the item.

LOADING AND CONTROL INSTRUCTIONS FOR AMIGA ®

What You Need
Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick or mouse controlled.

Loading
Plug your joystick or mouse into your computer. Turn on your computer and monitor. When the Workbench prompt appears, insert the disk into the internal drive and the game will load and run.

Now you're ready to begin your trek to the future. Just press the Fire Button and the game will start.

Password Instructions
When the Password screen appears, look up the four digit number in the password book, enter the password number using the numeric keys and press ENTER.

GAME CONTROLS FOR AMIGA
During the game press:

Key	*Action*
P	Toggle Pause On and Off
ESC	Ends the game and returns to Attract Mode.

JOYSTICK CONTROLS
Level 1
Accelerate: Push up on joystick.
Brake: Pull back on joystick.
Punch: Press the Fire Button.
Jump: Press and hold the Fire Button.
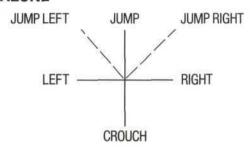Pick up items: Simply move over the item.

Level 2
Select doors: Use the joystick as your eight directional pointer. Move the joystick in the desired direction to flash two of the available doors.
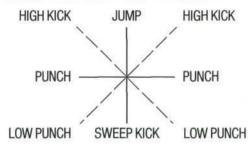
Open doors: Press the Fire Button.

Level 3
Use the joystick to move Marty as described below:

JOYSTICK ALONE

```
JUMP LEFT      JUMP      JUMP RIGHT


LEFT  ————————————————  RIGHT


              CROUCH
```

JOYSTICK WITH FIRE BUTTON PRESSED

```
HIGH KICK      JUMP      HIGH KICK


PUNCH  ————————————————  PUNCH


LOW PUNCH   SWEEP KICK   LOW PUNCH
```

Level 4
Use the joystick to move puzzle tiles in four directions.
The Fire Button is not used in this level.

Level 5
Accelerate: Push up on joystick.
Brake: Pull back on joystick.
Punch: Press the Fire Button.
Jump: Press and hold the Fire Button.
Pick up items: Simply move over the item.

MOUSE CONTROLS
If you are using a mouse, move Marty in the direction you wish to go. Press the Left button as your Fire Button mentioned throughout this manual. The Right button is not used in the game.

LOADING AND CONTROL INSTRUCTIONS
FOR COMMODORE® 64/128

What You Need
Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); joystick required.

Loading
Plug your joystick into your computer. Turn on your computer and monitor.

For Commodore 64, insert the disk into the drive and type **LOAD** "*", 8, 1. The game will load and run.

For Commodore 128 or 128D, type **GO64**, then press **ENTER**. Type **Y** when prompted, followed by **ENTER**, then follow the appropriate Commodore 64 instructions.

Now you're ready to begin your trek to the future. Just press the Fire Button and the game will start.

Password Instructions
When the Password screen appears, look up the four digit number in the password book, enter the password number using the numeric keys and press **ENTER**.

How To Begin
There's no need to calibrate your joystick. This is done automatically. Simply press the Fire Button and the game will begin.

GAME CONTROLS FOR COMMODORE
During the game, press:

Key	Action
P	Toggle Pause On and Off
ESC	Ends the game and returns to Attract Mode

JOYSTICK CONTROLS
Level 1
Accelerate: Push up on joystick.
Brake: Pull back on joystick.
Punch: Press the Fire Button.
Jump: Press and hold the Fire Button.
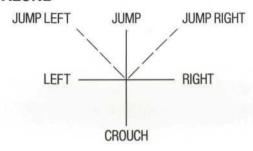Pick up items: Simply move over the item.

Level 2
Select doors: Use the joystick as your eight directional pointer. Move the joystick in the desired direction to flash two of the available doors.
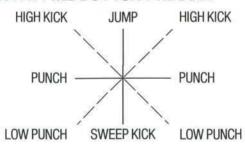
Open doors: Press the Fire Button.

Level 3
Use the joystick to move Marty as described below:

JOYSTICK ALONE

```
JUMP LEFT        JUMP         JUMP RIGHT
         \        |        /
          \       |       /
           \      |      /
LEFT -------------+------------- RIGHT
                  |
                  |
                  |
               CROUCH
```

JOYSTICK WITH FIRE BUTTON PRESSED

```
HIGH KICK        JUMP        HIGH KICK
         \        |        /
          \       |       /
PUNCH ------------+------------ PUNCH
          /       |       \
         /        |        \
LOW PUNCH    SWEEP KICK    LOW PUNCH
```
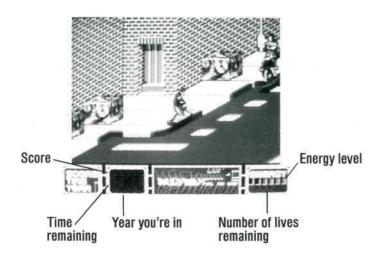
Level 4
Use the joystick to move puzzle tiles in four directions.
The Fire Button is not used in this level.

Level 5
Accelerate: Push up on joystick.
Brake: Pull back on joystick.
Punch: Press the Fire Button.
Jump: Press and hold the Fire Button.
Pick up items: Simply move over the item.

MARTY'S MISSION—OR—IT'S NEVER TOO LATE TO START PLANNING FOR THE FUTURE

Score

Energy level

Time remaining

Year you're in

Number of lives remaining

LEVEL 1—HILL VALLEY OF TOMORROW

Emerging from their time jump to October 2015, Marty and Doc leave a subdued Jennifer safely in an alleyway while they concentrate on the mission at hand. According to Doc, Marty's son will be arrested later today during a robbery into which he was roped by the evil street-punk Griff (grandson of the just-as-evil Biff).

Marty puts on his futuristic clothes and goes to the Cafe 80s where he will meet Griff. But as usual things don't go as planned and Marty's son turns up. After confronting Griff, Marty runs out of the Cafe 80s with Griff and his gang in hot pursuit.

Your Objective

The object of this level is to race through Hill Valley, and make it safely to the Town Hall, thus preventing a future disaster for Marty's son. Your hoverboard can really burn air, but you'll have to move fast to avoid Griff and his gang.
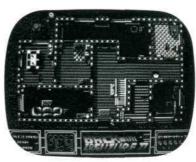
LEVEL 2—JENNIFER'S HOUSE OF FATE

While Marty and Doc have been away trying to save their future, Jennifer has been found by the police and been taken back to her home of the future.

Now as you know, the space-time continuum is a very sensitive phenomenon of physics. If you mess around with it too much, it can collapse. This is what Jennifer, by visiting her future family, is in grave danger of doing right now. As long as she doesn't come into direct contact with anybody everything should be alright. But should she inadvertently bump into herself she would trigger a time paradox (since it's not possible to have two yous, is it?).

Your Objective

The task in this level is to get Jennifer out of the house without her bumping into any of its computer controlled occupants. If it happens she will suffer severe damage to her nervous system and unravel the fabric of time itself.

Gingerly Moving Jennifer Out Of This Jam

You view your home of the future from above and, as you will see, Jennifer is in there along with two or three other occupants. Getting her out of the exit door sounds simple but it's far from easy because you don't actually control Jennifer directly.

Use your joystick as an eight directional pointer. By moving the directional pointer in any one of its directions, you will flash two of the available doors. By using the Fire Button you can open the selected doors. When the doors have been opened the occupants of the connecting rooms will move from one to the other.

It's basically a logic puzzle so there are plenty of times when you'll have to sit back and think hard about where to move next. The key to success lies not just in watching Jennifer's movements but also the movements of the future family. Memorize which directions open which doors, and bear in mind that you are actually controlling the movements of the future family indirectly (in the same way that you are controlling Jennifer). You'll have to look two or three moves ahead in order to avoid a tragedy of fate.

LEVEL 3—HILL VALLEY OF TODAY

Returning to 1985 from the future, Marty and Doc realize that something has gone badly wrong with recent history during their journey back. Stumbling on a sports almanac in 2015, Biff has "borrowed" the DeLorean and transported the book back through time, using it to ensure a prosperous future for his past self, and that's what has happened. Hill Valley has become a violent and dangerous place where Biff has become top dog, and the residents are forced to battle it out for what little there is left.

Your Objective

Working out what has gone wrong with the time flow and correcting it may be the first thing on your mind. But before you can do that, you've got to get back to the DeLorean alive—and with 1985 in the state it's in, it's not easy!

This level is a right-to-left scrolling combat zone. You'll come up against a variety of undesirable local yahoos who are out to get you. To defend yourself you have a simple array of martial arts moves at your disposal (you may want more but remember, Marty is no Bruce Lee). The moves are as follows:

The walking left and right, crouching and jumping is pretty obvious. But kicking and punching is a little more complicated. Each combat move is slightly different (see the joystick diagram for your computer) and will therefore have a different effect on its victim—this also depends on exactly who you're trying to beat up.

Wielding Weapons, Dodging Danger

Many of the thugs you fight are armed with various weapons including frisbees, rope, trays and rocks. When you knock one of these dudes out, he'll drop his weapon. You can pick it up to keep them from using it again.

Look out too for objects like bouncing tires, falling rocks, jets of steam and rolling barrels. They can inflict serious harm if you aren't nimble enough.
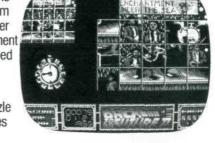
LEVEL 4 — HIGH SCHOOL DANCE OF DESTINY

Intent on saving history, Doc and Marty travel back to 1955 in order to get the sports almanac from Biff before he can do any damage with it. However, while Marty is trying to do this, he bumps into himself from his last adventure and realizes that his other self, who is playing guitar at the Enchantment Under The Sea dance, is about to get jumped by Biff's gang.

Your Objective

Like Level 2, this level is a logic puzzle that requires you to look two or three moves ahead. It's based on the "sliding block" pocket puzzles where the idea is to slide the tiles in the correct order to make a complete picture. In this case the picture is an animated scene of Marty playing guitar at the dance. Your job is to slide the tiles into the correct positions to complete the picture before time runs out.

One space in the tile grid is always empty. This is the space you can slide tiles into. Just select a tile and move it into the relevant direction to fill that space—and create a new one. You can't continue your quest for the almanac until the picture is complete.

LEVEL 5 — THE CHASE OF A LIFETIME

Still in 1955, Marty has followed Biff from the Enchantment Under the Sea dance and is tailing his car through Hill Valley on his hoverboard (which he brought back from 2015). Biff still has the almanac, and to stop time from going askew, Marty must retrieve it before Biff reaches his destination.

Your Objective

As before you have various enemies to contend with, including both you and old Biff, Biff's henchmen and the Hill Valley police. Fortunately, you can fight them off as before. You can also, as before, collect objects along the way for extra energy, points and power-ups. And don't forget to grab the almanac before Biff or anyone else gets you. Your future depends on it.

ITEMS O' ENERGY AND PRODUCTS O' POINTS
To pick up these objects simply move the hoverboard over them.

Beverage Can

Pair Of Tennis Shoes

Newspaper

Plutonium

Baseball

MOMENTUM BOOSTERS
To get these helpful boosts just steer your hoverboard over them.

HYPER HOVERBOARD HANDY
Increases the speed of your hoverboard

ACCELERATOR
Increases speed of scroll and your movement
for a short period of time

POWER PIK
Totally restores your energy

+ KONAMI ®

CREDITS

BACK TO THE FUTURE PART II
was designed and programmed by
Images Limited.
The music was written and performed by David Whittaker.
The manual was written by Gary Whitta, Steve Coppola and
Michael Meyers & Associates.