



## REIKO

Birthday: July 1st Cancer  
Age: 19  
Height/Weight: 158cm/55kg  
Blood Type: B  
Occupation: Pop Singer



## ALAN & MILAN

(twins)

Birthday: October 19th Libra  
Age: 19  
Blood Type: AB  
Height/Weight: 168cm/55kg  
Occupation: nothing  
Milan  
Height/Weight: 168cm/55kg  
Occupation: Magician



## ZARA

Birthday: November 15th Scorpio  
Age: 27  
Height/Weight: 158cm/55kg  
Blood Type: AB  
Occupation: Secretary to CEO

## YAMAZAKI

Birthday: June 6th Cancer  
Age: 30  
Height/Weight: 188cm/75kg  
Blood Type: B  
Occupation: Master of Martial Arts



## DUALHEROES

### TAKEMARU

Birthday: August 8th Leo  
Age: 20  
Height/Weight: 188cm/85kg  
Blood Type: A  
Occupation: Concert Pianist



### JOHN

Birthday: September 8th Virgo  
Age: 27  
Height/Weight: 178cm/85kg  
Blood Type: B  
Occupation: Race Car Driver



## BILL

Birthday: May 5th Taurus  
Age: 36  
Height/Weight: 188cm/105kg  
Blood Type: O  
Occupation: Professional Mountebank Player

## KINOSHITA

Birthday: February 2nd Aquarius  
Age: 68  
Height/Weight: 168cm/65kg  
Blood Type: A  
Occupation: Professional Dealer



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NUS-NDHP-AUS

transform single unit



## DUALHEROES

NINTENDO 64



INSTRUCTION BOOKLET

**WARNING:** PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.



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**English**

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- 8. Vs VR Mode
- 10. Vs 2P Mode
- 12. Robot Mode
- 13. Practice Mode
- 14. Option Mode
- 15. Medal Mode

### Heroes Profile

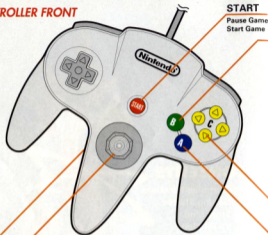
- 16. GAI GUN
- 17. HANA MOE
- 18. JIUE. RETSU
- 19. KUMU ZEN

### Visual Camera Profile

- REIKO ALAN & MILAN
- ZARA YAMAZAKI
- TAKEMARU JOHN
- BILL KINOSHITA

# CONTROLLER FUNCTIONS

## CONTROLLER FRONT



### START

Pause Game  
Start Game

### CONTROL STICK (Selections in the Menu Screen)

Used for basic movements of the Hero and Command Moves.

**MOVE LEFT AND RIGHT** : Press to the left to move left and right to move right.

**DUCK** : Press down.

**JUMP** : Press up while pressing the B Button.

### Z BUTTON

**FREE 3D MOVEMENT** : Press the Control Stick while pressing the Z Button to move freely in the 3D arena.

**RUN IN 3D AREA** : Press the Z Button twice and press the Control stick to run freely in the 3D arena.

When the player is winning he/she will not be able to run.

## CONTROLLER BACK



### B BUTTON (Cancel in the Menu Screen)

**GUARD** : Guard against an attack.

**JUMP** : Keep the B Button pressed while pressing the Control Stick up to jump.

**GETTING UP** : When knocked down by an opponent, repeatedly press the B Button to get up quicker.

**LETHAL CHANGE** : Press the B Button 3 times and keep it pressed to Lethal Change. During Lethal Change the Hero will be able to use his/her special move.

### C BUTTON (down)

Kick

### A BUTTON (Decide in the Menu Screen)

PUNCH

### A+B BUTTON

Throw - when the opponent is standing.

Pounce on opponent when the opponent is down.

### A+C BUTTON

Pounce on opponent when the opponent is down.

## Holding The Nintendo 64 Controller



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons.

## Connecting the Nintendo 64 Controller



To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2player VS. Mode.

# GETTING STARTED

## MODE SELECT

Correctly insert the Dual Heroes Game Pak into your Nintendo 64 system and turn the power switch ON. When the title screen appears press START to enter the Mode Selection screen. Press the Control Stick up or down to select the Mode you wish to play and press the A Button to decide.



## PLAYER REGISTRY

When the Controller is properly connected and there are 20 Pages free in the Controller Pak, the player may register the data. Follow the procedure below to register your data.



### NAME

Press the Control Stick up or down to scroll through the alphabet and numbers. Press the Control Stick left or right to move the cursor to the desired digit. 6 digits can be registered and after you are finished press the A Button to decide.

### ICON

You can create your own icon by combining the different hair styles, eyes and facial frame. Press the Control Stick up or down to change the parts and left or right to change the design. This face will be displayed on screen in the VS Modes.

When finished with your selection press START and the game will begin. The Player Registry can be change by selecting USER in the OPTION MODE (page 35). The controls are the same as Player Registry.

## ICON MONTAGE



Different faces can be created by changing the many parts.

## N64 CONTROLLER PAK

Dual Heroes uses the Controller Pak for many of its game features. When entering the different Modes, messages for the Controller Pak will be displayed. It is possible to play the game without a Controller Pak but when the power of your Nintendo 64 system is turned OFF, the data will be lost. To save the data, please purchase the Controller Pak sold separately.



## CONTROLLER PAK IS NOT INSERTED

Press the Control Stick up or down to select either Continue Game or Reinsert, then press the A Button to decide. To use a Controller Pak, insert the Controller Pak and select Reinsert.

## CONTROLLER PAK IS INSERTED

Message 2 will be displayed. Select YES and create your Game Data in the PLAYER REGISTRY Screen. For instructions on how to register, see page 7.

## RECORD IS FULL

Dual Heroes uses 20 Pages of the Record. When there is less than 20 Pages left, please erase a Game Data in the N64 Controller Pak.

## ERASE A GAME DATA

Press the RESET on the N64 system while pressing the START of the Controller to display the N64 Controller Pak screen. Please erase the Game Data in this screen.

### ERASE/QUIT

Press the Control Stick left or right to make a selection and press the A Button to decide. When ERASE is chosen, the cursor will move to the 1P/2P area.



The Game Data highlighted in blue can be erased. Press the Control Stick up or down to select the Game Data and press the A Button to decide. Choose YES to erase the Game Data. To cancel choose NO or press the B Button.

### 1P/2P

Press the Control Stick left to see the Game Data in Controller Pak 1 and to the right to see the Game Data in Controller Pak 2.

### PAGES FREE

Please erase the other Game Data until this number reaches 20.

# STORY MODE

## CHARACTER SELECT

Press the Control Stick left or right to select the character and press the A Button to decide. A profile screen of the Hero will appear, if this is the Hero you wish to use press the A Button again. If you do not wish to use this Hero, press the B Button or choose Cancel by pressing the Control Stick up or down and press the A Button.

## GAME SCREEN

### LIFE BAR

When this bar becomes 0, you lose the round.

### HIT COUNTER

Displays the total Combo hits.



### TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

### WIN MARKER

Displays the number of rounds won during the match.



## LETHAL CHANGE

Press the B Button 3 times and keep it pressed to have the Hero power-up for a limited time period. During Lethal Change, the Heroes will be able to use special moves they can not use during the normal mode (See Hero description). After a certain amount of time, the Hero will return to normal mode.

## PAUSE MENU

The game can be paused by pressing the Start Button. Use the Control Stick to choose either CANCEL to continue the game or EXIT to quit the game and press the Start Button.



## RULE



## WINNING THE MATCH

A win will be decided by the following situations. After winning the necessary Rounds, the Match will be won.

**KO**..... Cause the opponent's Life Bar to become 0.

**Ring Out**... Cause the opponent to fall off the fighting arena.

**Time Up**... Your Life Bar is greater than your opponent's when the time runs out.

## DRAW

The Round will be considered a Draw after a double KO, double Ring Out or when both player's Life Bar is equal at Time Up.

When the Round is a Draw, both players will not receive a Win Marker.

## CONTINUE

When the player loses the Match, a Continue Screen will appear. Press the Start Button while the 9 second timer is displayed to challenge that stage again. Press the A Button to cause the timer to count down rapidly.

## GAME CLEAR

You will clear the game and see the Ending, when you defeat all your opponents. The Ending may differ depending on the difficulty setting of the game. Also depending on how you clear the game, you will be able to use new Heroes.

## RECEIVING A MEDAL

When you clear the game, you will receive a Dual Heroes Medal. You may bet this Medal against another player in the VS 2P Mode.

### Dual Heroes Staff

Director:  
Keita Amomura

Planning and Design:  
Koichi Akita Takahashi

Assistant Director:  
Takashi Mizutani

### PLAYER NAME CLEAR TIME RANK

The rank of the Medal will differ from 1 to 10 depending on the difficulty setting and how you clear the game.



# VS VR MODE

## VIRTUAL GAMERS

In the year 20XX a group of Gamers are playing the fighting game "HEROES" in an arcade in Tokio. You will join the Gamers in a match of the game "HEROES". As with live Gamers these AI characters have different fighting styles and personalities. They are the Virtual Gamers.



This is the arcade in the year 20XX.

## VIRTUAL GAMER SELECTION

Press the Control Stick left or right to select the Gamer and press the A Button to decide. A profile screen including a graph which shows the fighting style of the Gamer will appear. AT: Attack/DF: Defense/TH: Throw/MV: 3D movement/CB: Combo/SP: Special attacks. The higher the peak of the graph the stronger the Gamer is in that ability. Press the A Button to fight the Gamer or press the B Button to cancel.



## NEW VIRTUAL GAMERS

When you defeat the existing Gamers a few times, new Gamers will appear. There maybe an ultimate Gamer.

## CHARACTER SELECT

### CONTROL THE CHARACTER YOURSELF

The Heroes next to the Player Icon are the ones you may play. Use the Control Stick to select and press the A Button to decide.



When controlling the character yourself.

### HAVE THE ROBOT CONTROL THE CHARACTER

Press the R Button to have the Robot control your character. The word "Robot" will appear under the Player Icon.



When having the Robot control your character.

## STAGE SELECT

### SELECT THE STAGE

Use the Control Stick to select the Stage and press the A Button to decide. Press the B Button to cancel.

### SELECT THE TYPE OF WALL

The type of wall which surrounds the fighting arena can be chosen.

**WALL OFF** ..... There are no walls around the arena and there are Ring Outs.

**WALL ON** ..... There are wall around the arena and there are no Ring Outs.

**DAMAGE WALL** .... When the character touches the wall they will receive damage.



## GAME SCREEN

### LIFE BAR

When this bar becomes 0, you lose the round.

### PLAYER ICON

When you receive damage static noise will appear on the icon.

### HIT COUNTER

Displays the total Combo hits.



### TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

### GAMER ICON

The expression of the face will change according to the situation.

### WIN MARKER

Displays the number of rounds won during the match.

# VS 2P MODE

## CHARACTER SELECT

### CONTROL THE CHARACTER YOURSELF

The Heroes on the top are the ones Player 1 may play and the bottom are the ones Player 2 may play. Use the Control Stick to select and press the A Button to decide. When the same Hero is chosen the Player who chooses last will play with the extra color Hero.

### HAVE THE ROBOT CONTROL THE CHARACTER

Press the R Button to have the Robot control your character. The word "Robot" will appear under the Player Icon. Both Players may have the Robot control the characters.



\* To save the data from the game, a Controller Pak is needed in both Controllers.

## STAGE SELECT

### SELECT THE STAGE

Use the Control Stick to select the Stage and press the A Button to decide. Press the B Button to cancel.

### SELECT THE TYPE OF WALL

The type of wall which surrounds the fighting arena can be chosen.

**WALL OFF** ..... There are no walls around the arena and there are Ring Outs.

**WALL ON** ..... There are wall around the arena and there are no Ring Outs.

**DAMAGE WALL** --- When the character touches the wall they will receive damage.



## BET A MEDAL

When you clear the game, you will receive a Dual Heroes Medal. You may bet this Medal against another player. Press the Control Stick left or right to select the Medal you wish to bet (When you do not have a Medal the betting screen will not appear). Press the A Button to decide and the B Button to Cancel. When you do not wish to bet your Medal press the Control Stick until "NO" is displayed and press the A Button to decide. When only one Player is betting, then the game will be considered a No bet match.



## RANK UP AND GETTING A MEDAL

**WHEN BETTING MEDALS WITH DIFFERENT RANKS.**  
**Higher rank wins the match**

The winner will receive the loser's Medal.

**Lower rank wins the match**

The winner's Medal rank will increase by 1 and the loser's will decrease by 1.



**WHEN BETTING MEDALS WITH A SAME RANK.**

The winner's Medal rank will increase by 1 and the winner will receive the loser's Medal.

**WHEN THE MEDAL RANK BECOMES 20 AND OVER, THE MEDAL WILL BECOME A GOLD MEDAL**  
(See Page ...)



## GAME SCREEN

### TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

### PLAYER 1 ICON

When you receive damage static noise will appear on the icon.

### HIT COUNTER

Displays the total Combo hits.



### LIFE BAR

When this bar becomes 0, you lose the round.

### PLAYER 2 ICON

When you receive damage static noise will appear on the icon.

### WIN MARKER

Displays the number of rounds won during the match.

# ROBOT MODE

The Robot can be trained to learn the fighting style of the player. Even without touching the Controller, the Robot will fight the opponent for the player.

## ROBOT SCREEN



When the graph is longer and green, the better the Robot is at using that Hero.

## GAME SCREEN

### TIMER

00 will be displayed. When you are finished training press START and EXIT.

### PLAYER ICON

When you receive damage static noise will appear on the icon.

### HIT COUNTER

Displays the total Combo hits.



### TRAINING RATE

This shows which Hero the Robot can play with. The graph will be longer for the Heroes which the Robot can better control. The better the Robot is with a particular Hero the color of the graph will also change from Yellow, Orange to Green.

### FIGHTING STYLE BAR

The bar shows the fighting style of the Robot in 6 different colors. Wider the bar, the more the Robot uses that style.

### LIFE BAR

Even when the bar becomes 0, the training will be continued.

### ROBOT ICON

The expression of the Robot will change according to the situation.

### FIGHTING STYLE BAR

The bar shows the fighting style of the Robot in 6 different colors. The bar will increase while the Robot is trained.

## HOW TO TRAIN THE ROBOT

The Robot will control the same Hero the Player chooses. When the Player makes a move, the Robot will learn that move. If the Player defends, the Robot will learn to defend and if the Player throws, the Robot will learn to throw. What the Robot learned will be displayed in 6 different colors in the Fighting Style Bar in the middle of the screen. Let's teach the Robot all sorts of different moves. Even if the Robot learns to punch using the Hero GAL, the Robot will not learn to punch using the Hero GUN. In order to teach the Robot to punch using the Hero GUN, you must train it with the Hero GUN and same for any other Hero. How well the Robot is trained for each Hero will be displayed in the Training Rate graph.

## HAVE THE ROBOT FIGHT AN OPPONENT

### VS VR MODE (Page 8)

Let's try to have your Robot play against a Virtual Gamer. Press the R Button in the Character Selection Screen of the VS VR MODE to have the Robot control your character. Select the character according to the Training Rate graph.

### ROBOT VS ROBOT

Select the Robot in the VS VR MODE. In the Character Selection Screen press the R Button to have the Robot control your character. The opponent Robot will choose it's favorite character. The Player will choose the character for the Player Robot.

### VS 2P MODE (Page 10)

Let's have your Robot play against another Player's Robot. Press the R Button in the Character Selection Screen of the VS 2P MODE to have the Robot control your character. Both Player 1 and Player 2 can have their Robots control their characters. The Robot data will be saved in your Controller Pak. Let's take your Controller Pak to your friend's house and play against your friend's Robot.



## PRACTICE MODE

Use this Mode to practice your moves. Your opponent will be the same Hero as the one you chose. The moves of the Control Stick and the Buttons which were pressed by the Player will be displayed on the screen. There is no Timer display. When you wish to quit practicing press START and EXIT.

## GAME SCREEN

### LIFE BAR

Even when the bar becomes 0, the training will be continued.

### HIT COUNTER

Displays the total Combo hits.

### CHARACTER

Normal color Hero.



### OPPONENT CHARACTER

Extra color Hero.

### BUTTON DISPLAY

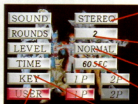
The sequence in which the following Buttons were pressed is displayed. G: Guard/P: Punch/K: Kick.

### CONTROL STICK DISPLAY

Displays how the Control Stick was moved.

## OPTION MODE

In this Mode the Player can change the different game settings. To choose the different settings, press the Control Stick up or down. To change the settings, press the Control Stick left or right. To change the Button Configuration or Player Registry, use the Control Stick to choose either 1P or 2P of KEY and USER then press the A Button to decide.



### SOUND

Changes the sound between Stereo and Monaural.

### ROUNDS

Changes the Rounds per Stage

### LEVEL

Changes the difficulty setting

### TIME

Changes the amount of time per Round.

### USER

### KEY



Changes the information in the Player Registry. The new name will be displayed on the next Medal you receive after clearing the STORY MODE. The new Player Icon will be displayed in the next match. When finished with the changes, press the B Button to return to the Option Screen.

(See Page 7 for Player Registry instructions)

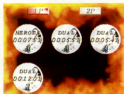
Each time you press a particular Button, the setting will scroll through Punch/Kick/Guard/3D Move/P+G/P+K/NO USE. When finished with the changes press START to keep the changes and press the L Button to return to the default settings.

## MEDAL MODE

Keeps a record of the Medal recieved from the STORY MODE or the VS 2P MODE.

### SEE THE MEDALS

Up to 6 Medals can be displayed in 1 screen. There are a total of 5 Medal display pages and a total of 30 Medals can be recorded. When you receive over 30 Medals, follow the instructions displayed on the screen and delete an unwanted Medal.



### GOLD MEDAL

When The Medal rank becomes 20 and over, the Medal will become a Gold Medal. When both Medals which were bet in VS 2P MODE are rank 19, the winners Medal will become a Gold Medal.



### DELETING MEDALS

When the A Button is pressed while in the MEDAL MODE a [X] will appear around a Medal. Move the [X] to the Medal you wish to delete and press the A Button to decide. Select "Yes" and press the A Button and the Medal will be deleted.



# HEROES



## FIRE HERO GAI

Height: 186cm  
Weight: 80kg  
Country: Neo-Tokio  
Birthday: January 1st  
Age: 25  
Sex: Male  
Occupation: Space Pilot  
Blood Type: A  
Suit: NT-SPACY T-709 Mars custom RII

### GAI EXTRA COLOR



### LETHAL CHANGE



### MOVES

GAJ	⇨ ↑ P	MARS	⇨ P
BOMBER	⇨ P + K	BOMB	P + K
DRAGON	G + P	HERO KICK	⇨ G + P
UPPER	⇨ ↑ K	DIVING	

### LETHAL CHANGE

BURNING	G.G.P	PUNCH	G.G.K
---------	-------	-------	-------

### COMBO

SPACE SHUTTLE	⇨ P . P . P . K . K
MARS ATTACK	P . P . K . P

LETHAL CHANGE: Though the opponent is guarding, the attack gives 1/2 of normal damage.

Height: 205cm  
Weight: 120kg  
Country: Guinbach  
Birthday: October 10th  
Age: 35  
Sex: Male  
Occupation: Spacy Soldier  
Blood Type: O  
Suit: DB-SPACY G-808 Commander custom RIV

## MILITARY SOLDIER GUN



### GUN EXTRA COLOR



### LETHAL CHANGE



### MOVES

BODY	⇨ P	MERRY-GO-ROUND	⇨ P + K
UPPER	⇨ G + P	AX	⇨ G + K
BODY	⇨ G + P	BOMBER	⇨ G + P
HANGER	⇨ P		⇨ K

### LETHAL CHANGE

POWER	G.G.P	GEYSER	
-------	-------	--------	--

### COMBO

IRON MUSCLE	⇨ K . K . P . P
BERG LEOPARD	⇨ P . K . K

LETHAL CHANGE: Will not be knocked down by the attack of an opponent.

Move Index  
↑⇨ = Press the Control Stick in this direction. ⇨ = Keep the Control Stick pressed in this direction.  
↑(G.P) = Press these buttons in the displayed order.

# PROFILE

Height: 167cm  
Weight: 49kg  
Country: South Australia  
Birthday: March 3rd  
Age: 18  
Sex: Female  
Occupation: Botanist  
Blood Type: B  
Suit: Dyson p-303 HANA special t-1

## CUTIE CHASER HANA



### HANA EXTRA COLOR



### LETHAL CHANGE



### MOVES

ASAGAO	⇨ P	ON/YURI	⇨ K
SEOI NAGE	G + P	GOMEN	G . P
GOKURAKU	⇨ G + P	ASOBASE	⇨ G + P
TOMBO	⇨ P	DIDEYO	⇨ G

### LETHAL CHANGE

HANA	G.G.P	FUBUKI	
------	-------	--------	--

### COMBO

HYAKKA RYOURAN	P ⇨ K . P
SHINRA BANSHOU	P . K . K . P . K

LETHAL CHANGE: Guarding an opponents attack will cause the opponent to falter and become defenseless for a short period of time.

## DRAGON KUNG-FU HOE

Height: 182cm(191cm)  
Weight: 70kg  
Country: Pong Kong  
Birthday: May 5th  
Age: 30  
Sex: Male  
Occupation: Millionaire  
Blood Type: B  
Suit: Hoe Industry H-793R-XXXX



### HOE EXTRA COLOR



### LETHAL CHANGE



### MOVES

NOBORI	⇨ P	BYAKKO	⇨ ↑ K
RYU	↑ K	SATSU	P + K
KAKATO	G + P	ROUEN	⇨ G + P
OTOSHI	⇨ G + P	SATSU	⇨ G + P

### LETHAL CHANGE

SEIRYUKYU	G.G.P	U	
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### COMBO

SANMEN ROTPI	P . K ⇨ K . K
SHIMEN SOKA	P . K . P . K

LETHAL CHANGE: The speed of the movement increases and becomes easier to connect Combos.

\*[G+P] = Press these buttons simultaneously.  
\*There are millions of moves and Combos not shown in the Instruction Manual. Please experiment with the different Heroes.

# HEROES

## BIONIC BEAST JUIE



JUIE EXTRA COLOR



LETHAL CHANGE



Height: 177cm (181cm)  
Weight: 69kg  
Country: Floating Continent  
Birthday: Unknown  
Age: Unknown  
Sex: Unknown  
Occupation: Unknown  
Blood Type: Unknown  
Suit: Unknown

### MOVES

AGO AGO	↓ P + K	TAKAI	Running P
GEKO	↗ P + K	UTKOKI	P + K
GEKO	↓ G + P	BYUN	↗ G + P
TAKAI	↗ G + P	BYUN	

### LETHAL CHANGE

GITAN	G.G.G.P	GITAN	G.G.K
-------	---------	-------	-------

### COMBO

JUNGLE SQUALL	P . K . K
DESERT HURRICANE	↗ P . P . K . P

LETHAL CHANGE: Will not be knocked down by the attack of an opponent.

Height: 187cm  
Weight: 77kg  
Country: Neo-Tokio  
Birthday: July 7th  
Age: 2  
Sex: Male  
Occupation: Cyborg Assassinator  
Blood Type: AB  
Suit: Hattori FS-019 (HIENIR-sp)

## SUPER NINJA RETSU

RETSU EXTRA COLOR



LETHAL CHANGE



### MOVES

TSUYU	↑ P	KOTE SAKI	P + K
HARAI	↓ P + K	HIEN CHU	↗ P + K
TENBA	↓ G + P	SEMI	↗ G + P
KYAKU	G →	SHIGURE	Back ⊙ K

### LETHAL CHANGE

SASA	G.G.P	GAJURE	
------	-------	--------	--

### COMBO

HYAKI YAKOU	↗ P . P . K . P
CHOU RYU BATKO	K . P . P . K . P

LETHAL CHANGE: Disappears, but will reappear when attacking or when receiving damage.

### Move Index

↑: Press the Control Stick in this direction. ↗: Keep the Control Stick pressed in this direction.

\*[G.P.] = Press these buttons in the displayed order.

# PROFILE

## DANCING KUMO

Height: 173cm  
Weight: 53kg  
Country: Espailwood  
Birthday: November 1st  
Age: 21  
Sex: Female  
Occupation: Dancer  
Blood Type: A  
Suit: Dyson Q-606 KUMO Special t-3

### MOVES

COME ON	↑ P	TANGO	↓ ↑ K
BABY	↗ K	NOIR	G + P
TAIL BEAT	↗ G + P	BACK FIRE	↗ G + P
CONCORD	⊙ G + P	LEG WING	

### LETHAL CHANGE

FLASH	G.G.P	DANCE	↗ G
-------	-------	-------	-----

### COMBO

UN DUE TROIS	P . K . K
LOVE IS OVER	↗ P → P → P → P

KUMO EXTRA COLOR



LETHAL CHANGE



LETHAL CHANGE: Guarding an opponent's attack will cause the opponent to falter and become defenseless for a short period of time.



## DIRTY FIGHTER ZEN

ZEN EXTRA COLOR



LETHAL CHANGE



Height: 194cm  
Weight: 79kg  
Country: Zodierra Empire  
Birthday: Unknown  
Age: Unknown  
Sex: Male  
Occupation: Commander  
Blood Type: Unknown  
Suit: ZG-SPACY M-101 T-ZIV

### MOVES

PISTON	↗ P	K WHIP	↓ P + K
SPEED	↗ K	FACE	⊙ K
KICK	↗ G + P	CRUSH	⊙ G + P
TOMAHAWK	K	FREEZE	Back ⊙ G + P

### LETHAL CHANGE

BLIZZARD	G.G.K		
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### COMBO

BLUE IMPULSE	P . K . P → P
SPEED CIRCUIT	P → K . K . K

LETHAL CHANGE: Though the opponent is guarding, the attack gives 1/2 of normal damage.

\*[G+P] = Press these buttons simultaneously.

\*There are millions of moves and Combos not shown in the Instruction Manual. Please experiment with the different Heroes.

## THE NINTENDO 64 CONTROLLER

### Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

REV-J

## **WARRANTY FOR THE NINTENDO 64 (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.**

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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