



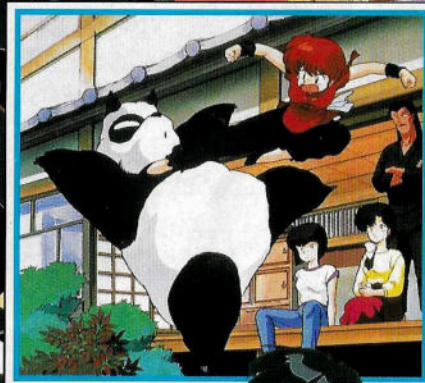
OCEAN EUROPE LTD.

DISTRIBUTED BY:
OCEAN EUROPE LIMITED
2 CASTLE STREET
CASTLEFIELD
MANCHESTER
M3 4LZ
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KITTY,FUJI TELEVISION

PRINTED IN JAPAN

RANMA 1/2



SUPER NINTENDO
ENTERTAINMENT SYSTEM™
PAL VERSION

INSTRUCTION
BOOKLET



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RANMA 1/2

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RANMA 1/2

Welcome to the world of Ranma 1/2 Explosive Free-Fight, a thumping new blockbuster from the land of the rising sun.

You're about to set out on a bruising adventure with gameplay that'll take your breath away like a kick to the solar plexus, graphics that'll make your head spin like a karate chop to the temple and a cast of characters so bizarre they'll leave you clutching on to your sanity by the black belt of a judo suit...

But before you get straight into the action, take 5 minutes out to read these instructions - getting to grips with the background is going to help you get to grips with the bad guys and help you get the most fun from this absorbing new game.

Keep these notes up your kimono sleeve for quick reference and follow them carefully during combat - they could just save your life!

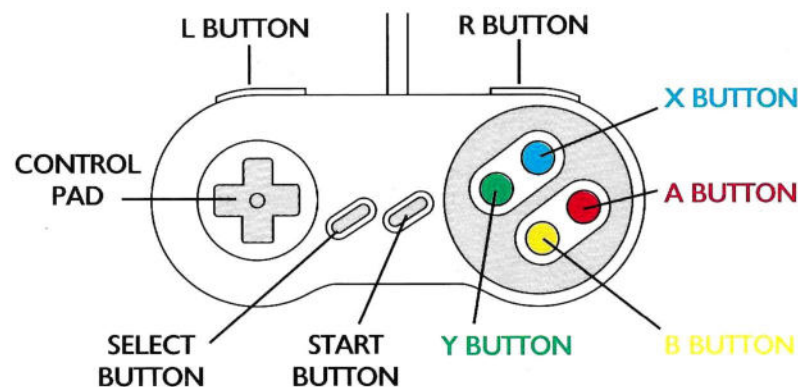
Ranma 1/2. A dozen maniacs causing mayhem in a mind-blowing, body-blowing battle of wits.

GETTING STARTED

The RANMA 1/2 experience can be enjoyed by one or two players.

To begin, meditate for a moment, call up your courage then insert the game pak into your Super Nintendo Entertainment System. Now switch on the power...

CONTROLS



Control Pad

Start button

X button

Y button

B button

L + R buttons

- Character movement / defence

- Starts and pauses the game

- Jump

- Normal attack

- Power attack!

- Block, used for defence

Fancy your chances more with a change of button operations? Zoom into the Options mode.

The Playing Screen

Player One's life (1P) Fighting time left Player Two's life (2P)

Number of winning points scored (the player with two stars wins)



If there's no supreme winner when the clock runs out, then the player with the most life left in them is the victor. (That's life, folks!)

The status of Player One is shown on the top left of the screen, the status of Player Two on the top right.

THE OPTIONS MODE

To consider your options, select the Options mode on the title screen and press the start button to go in. Choose the item you want by moving the control pad up or down, then change to the selection you want by moving it left or right.

To return to the title screen, press the start button.

Game Level

Have we been kind to you! We've given Ranma 1/2 three levels of difficulty, from raw BEGINNER thru' NORMAL to black belt EXPERT. Just switch the computer to your level.

Time

The contest time can be changed between OFF (fight 'til you drop!), 100 seconds, 60 seconds and 30 seconds (short and sharp).

Music and Voice Sound Effects

These sounds have to be heard to be believed! Select the sound effects and music by moving the control pad left and right and pressing buttons X, Y or B.

Sound Mode

Opt for stereo or (if you only have one ear) mono music.

CONTROL MODES

You'll find there are two default control modes - Type A and Type B. Use whichever is easiest to control. Type A is the normal initial setting, whilst Type B allows you to jump using the control pad pressed 'up'.

NOTE: Once you have chosen Type A or B, press the Y button.

You may select your own controls on the option screen, using left and right on the control pad. Generous as ever, we let you choose from 5 actions: disused; normal attack; power attack; defence; and jump.

CHOOSING CHARACTERS

Once you've decided which character you want to be, move the control pad left and right. Make your selection by pressing the Start button or Y button. Sneaky changes of character during the game ARE NOT ALLOWED!

MODES

We've given you three different types of mode. Move the cursor on the title screen to the mode you fancy and select it by pressing the start button.

1) Scenario Mode - for one player.

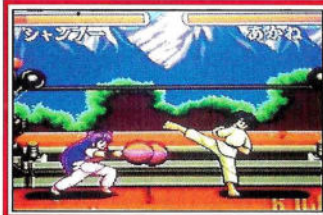


After carefully analysing the cast of ten colourful characters, choose the one you'd really like to be in real life. (Pantyhoose is not available for one player either before or after he has metamorphosed.)

All those characters you felt fit to ignore will get their own back by becoming your lethal opponents. Only after you have beaten these angry cast-outs in two out of three rounds of furious fist-fighting

action will you progress cockily onto the next stage. Ad infinitum...

2) Confrontation Mode - for two players.



Player One (1P) and Player Two (2P) choose from 12 characters and start to fight. The contest ends when - and only when - one wins two out of three rounds. If they wish,

both players can choose the same character (rugged individualists or what!).

Once you have chosen your characters, you then have the option to choose the background scenery, if you feel like a change!

3) Group Fighting Mode - for 2 players



Player 1 and player 2 can build up teams of 5 of their favourite characters and fight one character at a time. When you've disposed of each of them and dusted yourself down, the team with the most

wins is the overall victor. When choosing characters, you can cancel any choice simply by pressing the B button.

THE CHARACTERS AND THEIR SKILLS

The Basic Actions of the Characters

To show you just what furious fighting machines these little guys can be, remove all objects not nailed down from the vicinity of the TV screen...take a deep breath...select the basic controller setting (Type A)...and try out a few moves:
(In this example the character is facing to the right; when the character is facing to the left the controls are the opposite.)

1. Character movement



2. Defence - L or R buttons.

Pressing left on the control pad also activates defence.



3. Jump - X button.

Use control pad left and right with the X button for jumping sideways.



4. Normal attack - Y button.



5. Power attack - B button, a highly skilled power attack.



6. Throw - Try Y or B button whilst pressing the control pad left or right for close-quarter throwing.



Tips - A power attack is more devastating when you use any of the above techniques.

If some quick-thinking opponent throws you, break your fall with a nifty press on the Y or B button just before hitting the ground.

Double Jump - Ranma 1/2 and Ranma can make a double jump if you press the jump button again whilst they're airborne! These crafty characters can also change direction mid-jump if you press the control pad whilst they're in flight.

THE CHARACTERS

RANMA



Boy, is this one confused kid! Most of the time he's your average Japanese folk hero, but get wet and he turns into a real dragon of a female warrior. The result? Sex-changing chaos and butt-kicking like you've never seen before.

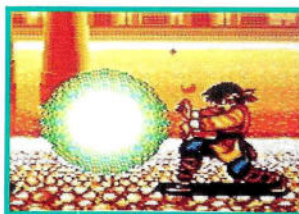
Like most students, Ranma enjoys school about as much as a spin kick from the 5th form bruiser. So when the delinquent Principal promises Ranma can skip exams if he gives a certain boy a good going-over, Ranma grabs the chance. Trouble is, this "certain boy" would make the toughest of them look tame.

Ranma decides that he can either commit hari kari and get it over with pronto, or else practice his fighting skills every day and pray for a miracle...but

once into the swing of swinging fists, Ranma finds it hard to stop.

Operation	Action
Y button (when near opponent)	Punch
Y button (away from opponent)	Punch
Y button (whilst squatting)	Punch (Female Ranma kicks)
Y button (whilst jumping)	Jump kick
B button (when near opponent)	High level kick
B button (away from opponent)	Kick
B button (whilst squatting)	Leg sweeping kick
B button (whilst jumping)	Strong jump kick
B button (+ ↓ down then release B)	Spin kick (female Ranma gives a spinning elbow blow)
B button (+ ↓ down during sideways jump)	Stamp
Y + B buttons (simultaneously)	Flying dragon blow
B button (+ ← left or right whilst pressing then releasing B)	Flying tiger chariot
Y button (repeatedly pressed)	Chestnut fist
B button (repeatedly pressed)	Chestnut fist

RYOGA



If you thought Ranma had troubles, just listen to this: under the evil influence of the Principal, Ryoga has gone fist-fighting mad, attacking his enemies and pals with equal panache. The screwed-up school kid has even taken a pop at his beloved Adeline - the apple of his black eye - which ain't going to improve his chances in that direction.

Oh yes, I forgot - Ryoga's also clean lost his memory and become a complete and utter loner. And with social skills revolving around an Explosive Hole, is it any wonder?

Operation	Action
Y button (when near opponent)	Loner's elbow blow
Y button (away from opponent)	Wastrel's punch
Y button (whilst squatting)	Squat kick
Y button (whilst jumping)	Flying kick
B button (when near opponent)	Powerful head butt
B button (away from opponent)	Turning Kick
B button (whilst squatting)	Spinning leg sweep
B button (whilst jumping)	Strong jump kick

Operation	Action
B button (+  right)	Umbrella blow
B button (+  down during sideways jump)	Flying umbrella blow
Y + B buttons (simultaneously)	Lion's roar grenade
B (+  down then release B)	Explosive hole
B +  left or right whilst pressing then releasing B)	Bandanna throw

BAMBOU



Bambou has a burning scholarly ambition: to beat seven shades of sushi out of Ranma. But the aggressive school kid ain't exactly fighting fit. Determined to be top dog of the college, Bambou put in some serious training down the gym. When practice didn't quite make perfect, he tried the next best thing: a magic potion. Trouble is, he still couldn't make Ranma eat dirt.

At his wit's end, the ever-hopeful Bambou tries a new scam - in secret he explores the ancient Chinese proverbs, meddling with the lethal arts found within them in an attempt to arm himself with dark supernatural powers...and now he's on the war path with a vengeance.

Operation	Action
Y button (when near opponent)	Knee kick (Chinese style)
Y button (away from opponent)	Upper level kick
Y button (whilst squatting)	Squat kick
Y button (whilst jumping)	Flying kick
B button (when near opponent)	Lamp punch
B button (away from opponent)	Lamp straight
B button (whilst squatting)	Squatting leg sweep
B button (whilst jumping)	A flying Lamp Kick (Strong jump kick sideways)
B button (+  down during sideways jump)	Heel throw
Y + B buttons (simultaneously)	Dragon's tooth block
B button (+  down then release B)	Explosive hole
B button (+  left or right whilst pressing then releasing B)	Rampaging charge

ADELINE



The beautiful and magnificently moody Adeline is not to be messed with. Ask her for a date, and you're lying flat on your back - with a bone-crushing throw, that is. Infuriated by the unwanted attentions of the entire testosterone carrying population of the school, the tough temptress seeks-out the Principal and demands a tightening of the school etiquette rules.

And the old devil is only too happy to oblige, giving her carte blanche to kick boys into shape...from now on, flirt with Adeline and you flirt with your life!

Operation	Action
Y button (when near opponent)	Belly blow
Y button (away from opponent)	Upper level kick
Y button (whilst squatting)	Squat front punch
Y button (whilst jumping)	Flying knee kick
B button (when near opponent)	Chop to the top of the head
B button (away from opponent)	Turning kick
B button (whilst squatting)	Leg sweep
B button (whilst jumping)	Flying kick

Operation	Action
B button (+ right)	Two stage turning kick
Y + B buttons (simultaneously)	Devil's fist punch
B button (+ left or right whilst pressing then releasing (B))	Hurricane blow

GENMA



Boys will be boys and dads will be giant pandas...you've heard of kids driving their old man crazy, but making him transmogrify into a big fluffy animal?!

Poor old Genma just can't control his wild child of a son. Enter stage right the Principal with mischief on his mind. Genma is like putty in his hands, and pretty soon the hapless dad is striking out (with an assortment of fatherly taps and power kicks to the groin) for parent power. Working-out to build himself up, he's all muscle and sinew one moment - and all fur the next as he changes before our very eyes into an endangered species.

Operation	Action
Y button (when near opponent)	Fatherly hit (with affection)
Y button (away from opponent)	Fatherly hit (in anger)

Operation	Action
Y button (whilst squatting)	Fatherly hit (in sorrow)
Y button (whilst jumping)	Panda kick
B button (when near opponent)	Instructive blow
B button (away from opponent)	Instructive straight
B button (whilst squatting)	Panda leg sweep
B button (whilst jumping)	Parent power kick
Y + B buttons (simultaneously) when in close with opponent	Father's anger (ticking off)
B button (+ ← or right whilst pressing then releasing B)	Father's anger (corporal punishment)
Y button (repeatedly pressed)	Panda multi-hit
B button (repeatedly pressed)	Panda multi-hit

GOSUNKUGI



Let's face it, out of all the weirdos who attend (and teach at) the Furinkan High School, Gosunkugi takes the cookie. Boy, is he strange. A one-man urban guerilla patrol, his dress sense includes a bandanna - the crowning glory of his battle kit.

Don't be deceived by his outward appearance,

though - Gosunkugi has the silvery tongue and powers of persuasion to get the Principal off his back and on his side. But Gosunkugi can't take all the credit. He's sold his soul to the terrifying powers of darkness, and in return for eternal damnation he shall have whatever his flinty heart desireth (not a bad deal, actually)...

Operation	Action
Y button (when near opponent)	Grudge blow
Y button (away from opponent)	Midnight attack
Y button (whilst squatting)	Voodoo curse
Y button (whilst jumping up and down or forwards)	Private grudge attack
Y button (whilst jumping backwards)	Voodoo kick
B button (when near opponent)	Grudge mallet
B button (away from opponent)	Midnight curse
B button (whilst squatting)	Grudge leg sweep
B button (whilst jumping up and down or forwards)	Grudge mallet
B button (whilst jumping backwards)	Master voodoo kick
Y + B buttons (simultaneously)	Spinning voodoo doll
B button (+ ← or right whilst pressing then releasing B)	Voodoo doll throw

FREDERIC



Frederic's the great fighter with fast food. In his hardened hands, throwing a pizza takes on a whole different meaning and tossing the great pancake brings tears to your eyes.

Serving up the grub (not dishing out the aggro) used to be good enough for Freddy. But all good things have to come to an end, courtesy of our old friend the delinquent Principal.

Before you can say "Hold the Pepperoni", the Principal's honeyed words and well-tanned complexion have got Frederic dreaming of opening up a chain of pizza palaces across the south sea islands. And according to the Principal, fighting is the key to success. Of course with not a penny to his name, it's all pizza in the sky for poor Freddy - and pizza in the eye for his regulars.

Operation	Action
Y button (when near opponent)	Tradesman's attack
Y button (away from opponent)	"Business improvement" attack
Y button (whilst squatting)	Pepperoni Pizza throw
Y button (whilst jumping)	"Welcoming" attack
B button (when near opponent)	Tradesman's "upper"
B button (away from opponent)	Tradesman's straight

Operation	Action
B button (whilst squatting)	Tradesman's leg sweep
B button (whilst jumping)	Tossing the great pancake
B button (+ right)	Saucy cut
B (+ down then release B)	Spicy cook's temper
B (+ left or right then release (B))	Spatula throw

MATHIAS



Mathias has more golden locks than golden luck. As a visitor to Japan, flowing hair right down to his Yo-Yo does nothing to help him feel part of the crew-cut crowd. What's more, he's

obviously more attracted to dodgy-looking soothsayers than barbers (BIG mistake). Crossing a fortune teller's palm with silver, he pours out his heart in a fit of despair, revealing his desire to integrate fully with his adopted homeland. The advice from the suspiciously Principal-ish soothsayer? Take up Tae Kwan Do and do as much damage as You Kan Do.

Operation	Action
Y button (when near opponent)	Swan fist
Y button (away from opponent)	Yo-Yo

Operation	Action
Y button (whilst squatting)	Yo-Yo
Y button (whilst jumping sideways)	Truncheon Nail Kick
B button (when near opponent)	Iron ball
B button (away from opponent)	Ball and chain
B button (whilst squatting)	Pawing cat
B button (whilst jumping)	Green dragon sword
B button (+  right)	Sword
B button (+  left or right whilst pressing then releasing B)	Egg fist
Y button (repeatedly pressed)	A hundred lines
B button (repeatedly pressed)	A hundred lines
B button (+  down when jumping)	Eagle claw fist

KING



As a compulsive gambler, King has a small problem - he's one big loser (he'd even lose patience if he tried).

Whether it's poker or mahjong, you can always bet on King to hold a fistful of duds. Which is surprising since, in every other facet of life, he's slippery as a buttered eel. As a wide boy with a trick for every occasion up his very long sleeve, King has one cherished ambition: to have a casino to call his own.

And spurred on by that gambling aficionado the Principal, he's going to swap straight flushes for straight flashes to cut himself in on the big time...

Operation	Action
Y button (when near opponent)	Cyclo hook
Y button (away from opponent)	Straight flash!
Y button (whilst squatting)	Joker cutter
Y button (whilst jumping)	Fan truncheon - cool breeze
B button (when near opponent)	"Deer"
B button (away from opponent)	Staff
B button (whilst squatting)	"Crucible"
B button (whilst jumping)	"Middle"
B button (+  right whilst pressing then releasing B)	Bow and arrow
B button (+  down during backwards jump)	Joker shower

JOHNNY PANTYHOSE



You can only choose to be this supreme character when playing a two-player game. Are you tough enough, though?

Operation	Action
Y button (when near opponent)	Palm blow
Y button (away from opponent)	Punchissimo
Y button (whilst squatting)	Almighty palm blow
Y button (whilst jumping)	Slaughter kick to heaven
B button (when near opponent)	Finessed 'upper'
B button (away from opponent)	Thunder kick
B button (whilst squatting)	Wolf kick
B button (whilst jumping)	Wonder kick
B button (+  down during jumping)	Poseur kick
B button (+  right)	Megastruction
Y + B buttons (simultaneously)	Sudden reverse kick

PANTYHOSE (after metamorphosing)



This wicked flying mega bull can again only be chosen when playing a two-player game!

Operation	Action
Y button (when near opponent)	Head butt
Y button (away from opponent)	Bull punch
Y button (whilst squatting)	Squatting head blow
Y button (whilst jumping)	Jumping bull punch
B button (when near opponent)	Earth shattering punch
B button (away from opponent)	Bull straight
B button (whilst squatting)	Squatting leg sweeping head butt
B button (whilst jumping)	Jumping bull straight
B button (+  left or right whilst pressing then releasing B)	Raging bull charge
B button (+  down when jumping)	Jet attack

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