

Nintendo
GAME BOY[®]

KIDS TO ADULTS
KA
AGES 6+

Super
GAME BOY[™]
GAME PAK

DMG-AKLE-USA

KILLER INSTINCT^{™*}

INSTRUCTION BOOKLET

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KIDS TO ADULTS
ANIMATED VIOLENCE

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KILLER INTRO

The arcade hit goes portable! **Nine** of the original arcade characters have been faithfully **recreated** to deliver arcade excitement on the Game Boy®. Test your **skills** versus the computer in the Killer Instinct

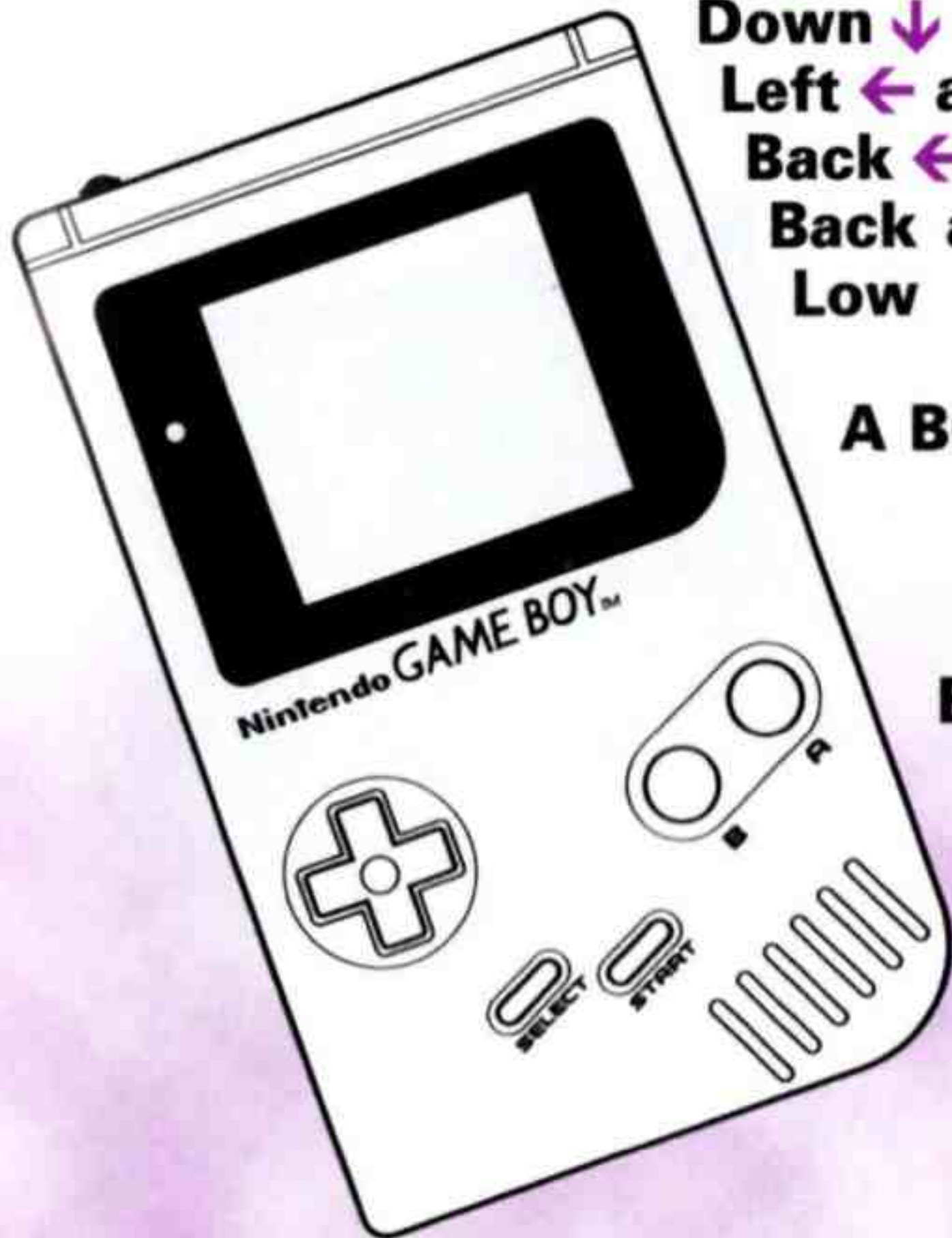


Tournament, or Game Link® two Game Boys and go head-to-head with an opponent. But beware, it will take more than **radical** moves and **deadly** special attacks to win this tournament. It will take a **will**, a desire; it will take a **Killer Instinct**.



KILLER CONTROLS

Game Boy Controls



Up ↑ = Jump

Down ↓ = Duck

Left ← and Right → = Move

Back ← or → away from opponent = Block High

Back and Down ↙ or ↘ away from opponent = Block Low

A Button (Default Setting)

Tap = Weak Kick

Hold = Fierce Kick

B Button (Default Setting)

Tap = Weak Punch

Hold = Fierce Punch

Start = Pause /

Join-in 2 Player game (Super Game Boy only)

Select = NA



GROUND RULES

Each player begins the fight with two life bars. The first player to eliminate the opponent's life bars within 100 seconds wins the fight. At the end of 100 seconds, the player with the most energy remaining in his or her life bar wins.

FIGHT ON!

Start Game

Selecting this option will take you to the character selection screen. From here you can select your character and battle the computer in the Killer Instinct Tournament. If you are using the Super Game Boy®, a second player can join-in at any time by pressing START on his or her controller.

Options

Selecting this allows you to access the OPTIONS screen and customize the game. Use left and right on the Control Pad to change your options.



Level

Selects the difficulty level of the computer opponent.

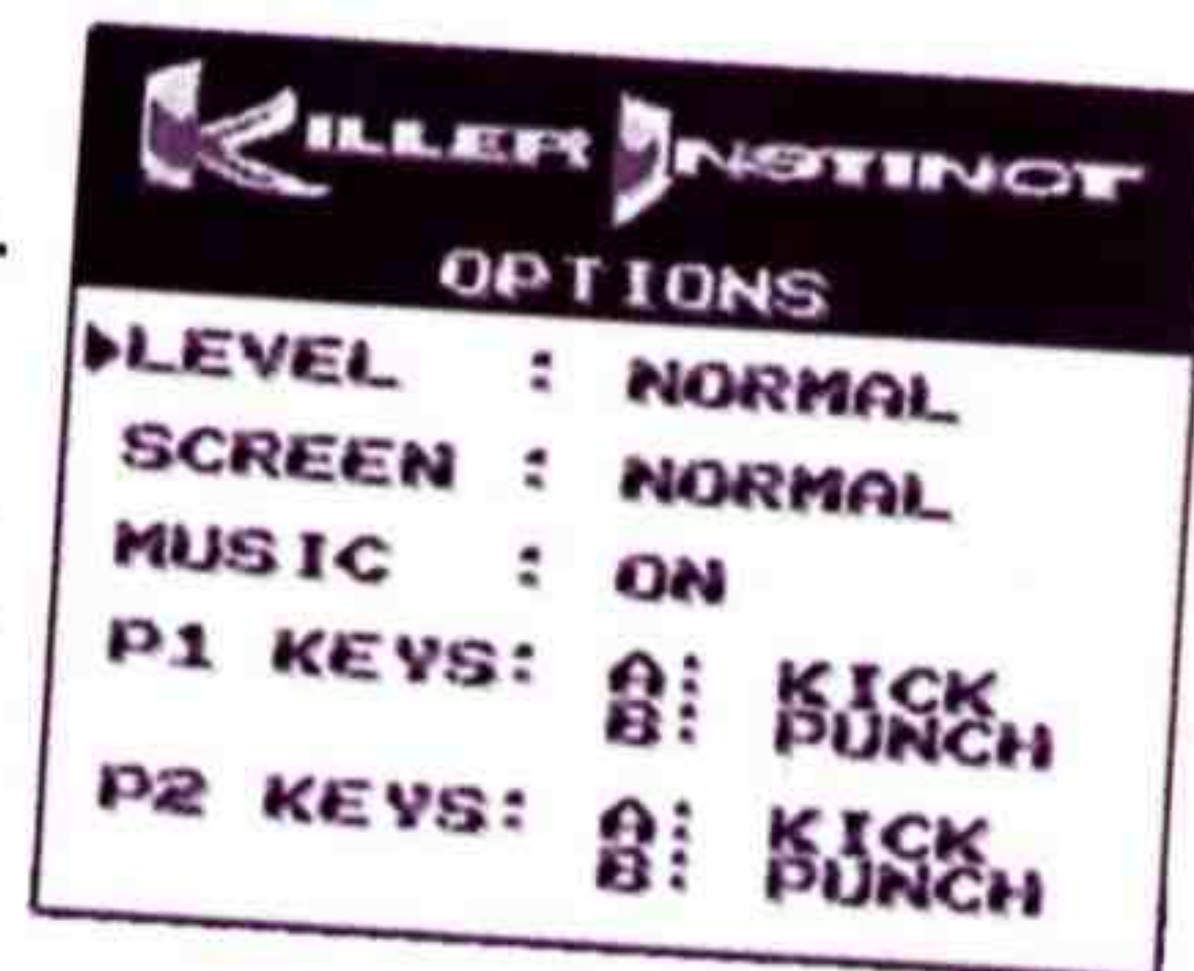
Screen

Changes the screen display between **LIGHT** and **NORMAL**. The **LIGHT** option makes the characters easier to see on the Game Boy.

Music - Turns the music **ON** or **OFF**.

P1 - Allows player 1 to change his or her punch and kick buttons.

P2 - Allows player 2 to change his or her punch and kick buttons.



Practice

This mode allows you to practice moves on a defenseless computer opponent that cannot be defeated. Press **START** to exit **PRACTICE** mode and return to the main menu screen.

Game Link

This mode allows two players to play against each other using the Game Boy Game Link cable. This mode will only work if your Game Boy is connected to another Game Boy via a Game Boy Game Link cable. Once both players have highlighted the Game Link option, the first player to press **START** will be Player 1. **FIGHT ON!**

KILLER MOVES

Special Moves

Each character has his or her own set of Special Moves. Special Moves are more effective than normal punches and kicks, but are harder to execute.

Charge Moves

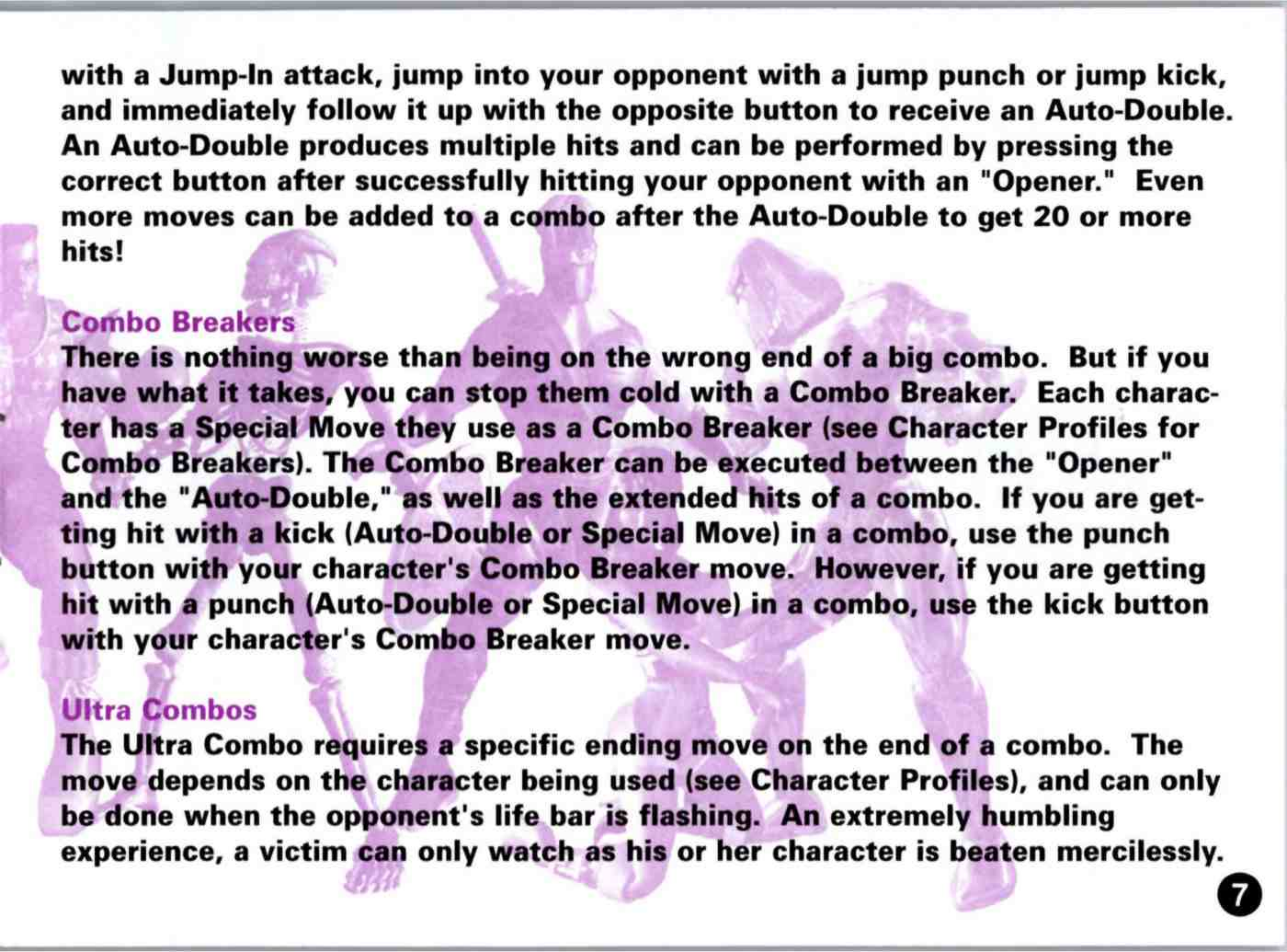
Require holding a direction on the control pad for one or two seconds then pressing the opposite direction on the control pad with a button.

Roll Moves

Rolls are done by performing a rolling motion on the control pad and then pressing a button. The instructions under the Character Profiles indicate the key directional points you must hit during the rolling motion, but you should try to hit all points in between.

Combos

Combos are basically a combination of buttons and moves that, when strung together properly, award the player with extra hits. The best way to start a combo is by performing an "Opener." Jump-In attacks, as well as some of the Special Moves (as described in Character Profiles), can act as "Openers." To open



with a Jump-In attack, jump into your opponent with a jump punch or jump kick, and immediately follow it up with the opposite button to receive an Auto-Double. An Auto-Double produces multiple hits and can be performed by pressing the correct button after successfully hitting your opponent with an "Opener." Even more moves can be added to a combo after the Auto-Double to get 20 or more hits!

Combo Breakers

There is nothing worse than being on the wrong end of a big combo. But if you have what it takes, you can stop them cold with a Combo Breaker. Each character has a Special Move they use as a Combo Breaker (see Character Profiles for Combo Breakers). The Combo Breaker can be executed between the "Opener" and the "Auto-Double," as well as the extended hits of a combo. If you are getting hit with a kick (Auto-Double or Special Move) in a combo, use the punch button with your character's Combo Breaker move. However, if you are getting hit with a punch (Auto-Double or Special Move) in a combo, use the kick button with your character's Combo Breaker move.

Ultra Combos

The Ultra Combo requires a specific ending move on the end of a combo. The move depends on the character being used (see Character Profiles), and can only be done when the opponent's life bar is flashing. An extremely humbling experience, a victim can only watch as his or her character is beaten mercilessly.

T.J. COMBO

Age: 25
Height: 6'1"
Weight: 220 lbs.

Special Moves

Powerline: Charge ←, →, Hold Punch
Runstop: ←, Punch during run
Run to Roll: ↓, Punch during run
Rollercoaster: Charge ←, →, Tap Punch
Knee K.O.: Charge ←, →, Kick
Turn Punch: →, ←, Punch
Cyclone: Hold Punch 3 seconds
and release + Punch again

Example of Valid Opener: Charge ←, →, Tap Punch, Kick
Combo Breaker: ←, →, (Knee K.O.)
Ultra Combo: →, ←, Punch



FULGORE

Age: 1
Height: 6'5"
Weight: 560 lbs.

Special Moves

Laser Storm: ↓, ↘, →, Punch

Double Laser Storm: ←, ←, ↓, ↘, →, Punch

Triple Laser Storm: →, ←, ←, ↓, ↘, →, Punch

Plasmaslice: →, ↓, ↘, Punch

Plasma-Port: ←, ↓, ↙, Punch (in front) or
Kick (behind)

Reflect: ↓, ↙, ←, Punch

Cyberdash: Charge ←, →, Kick

Eyelaser: ↘, ↓, ↙, Kick

Example of Valid Opener: Charge ←, →, Kick, Kick

Combo Breaker: →, ↓, ↘, (Plasmaslice)

Ultra Combo: →, ↓, ↘, Punch



JAGO



Age: 21
Height: 5'6"
Weight: 190 lbs.

Special Moves

Endokuken: ↓, ↘, →, Punch

Tiger Fury: →, ↓, ↘, Punch

Wind Kick: ↘, ↓, ↙, Kick

Laser Blade: ↘, ↓, ↙, Punch

Example of Valid Opener: ↘, ↓, ↙, Kick, Kick

Combo Breaker: →, ↓, ↘, (Tiger Fury)

Ultra Combo: ↘, ↓, ↙, Kick
(when opponent's
life bar is flashing)

B. ORCHID

Age: 23
Height: 5'6"
Weight: 125 lbs.

Special Moves

Lasaken: ↓, ↘, →, Punch
Ichi (Ni-San): ↘, ↓, ↙, Tap Punch
Niguu Giri: ↘, ↓, ↙, Hold Punch
Flik Flak: Charge ←, →, Kick
Fire Cat: Charge ←, →, Punch

Example of Valid Opener: Charge ←, →, Punch, Kick
Combo Breaker: ←, → (Flik Flak)
Ultra Combo: ←, →, Punch



CHIEF THUNDER

Age: 42
Height: 6'2"
Weight: 280 lbs.

Special Moves

Triplax: Charge ←, →, Punch

Sammamish: →, ↘, ↓, ↙, ←, Punch

Phoenix: ↓, ↘, →, Kick

Tomahawk: (in air) ↓, ↙, ←, Punch

Example of Valid Opener: Charge ←, →, Punch, Kick

Combo Breaker: →, ↘, ↓, ↙, ← (Sammamish)

Ultra Combo: ←, →, Punch



SPINAL

Age: 2650
Height: 5'5"
Weight: 110 lbs.

Special Moves

Boneshaker: →, →, Punch

Soulsword: Charge ←, →, Punch

Skele-port: ↓, ↓, Punch (in front) or Kick (behind)

Power Devour: Hold ←, Kick

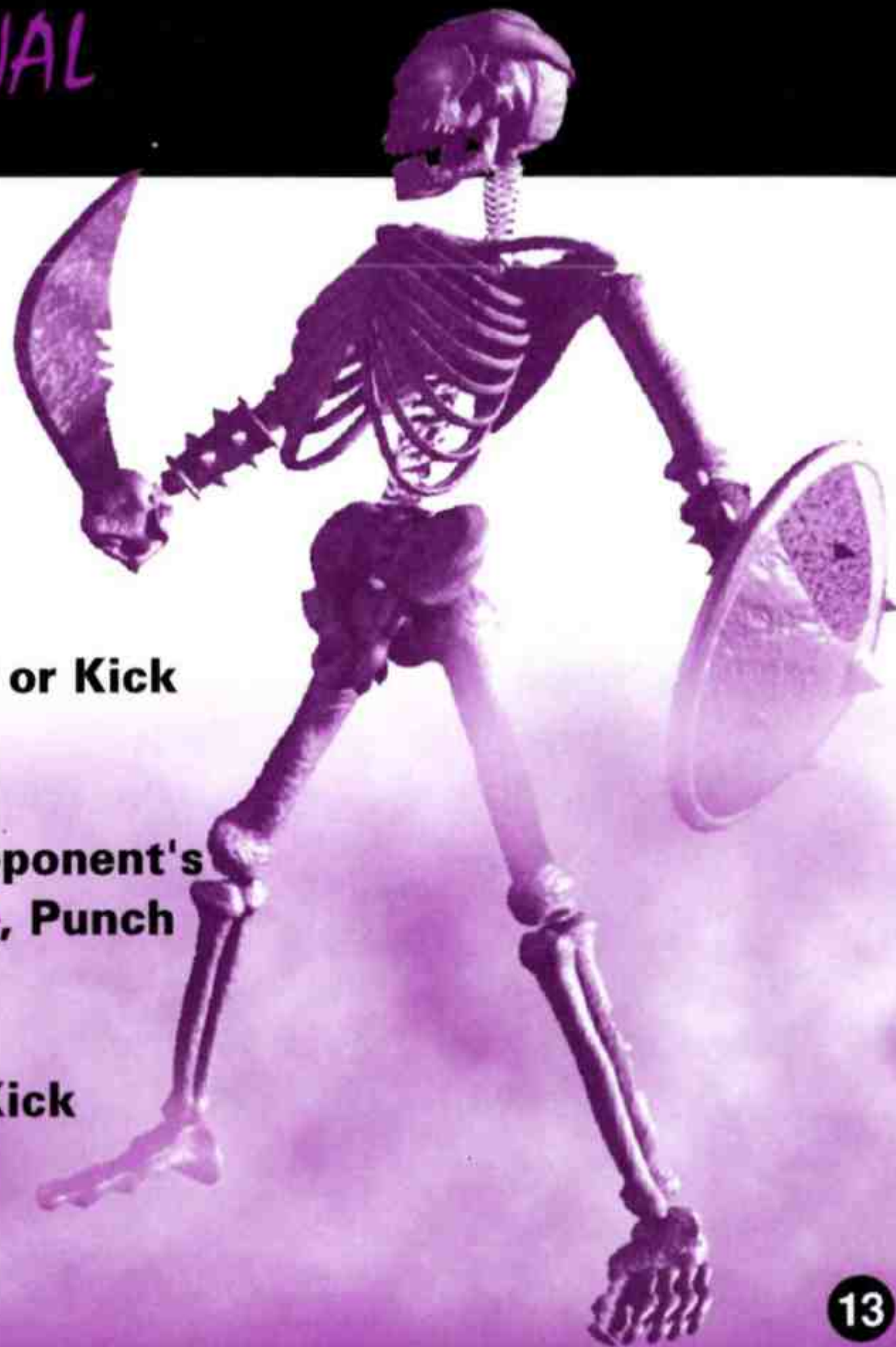
Searing Skull: (after absorbing an opponent's special move) ↓, ↘, →, Punch

Sliding Kick: ↙, ↓, ↘, Kick

Example of Valid Opener: →, →, Punch, Kick

Combo Breaker: →, → (Boneshaker)

Ultra Combo: ↓, ↘, →, Punch



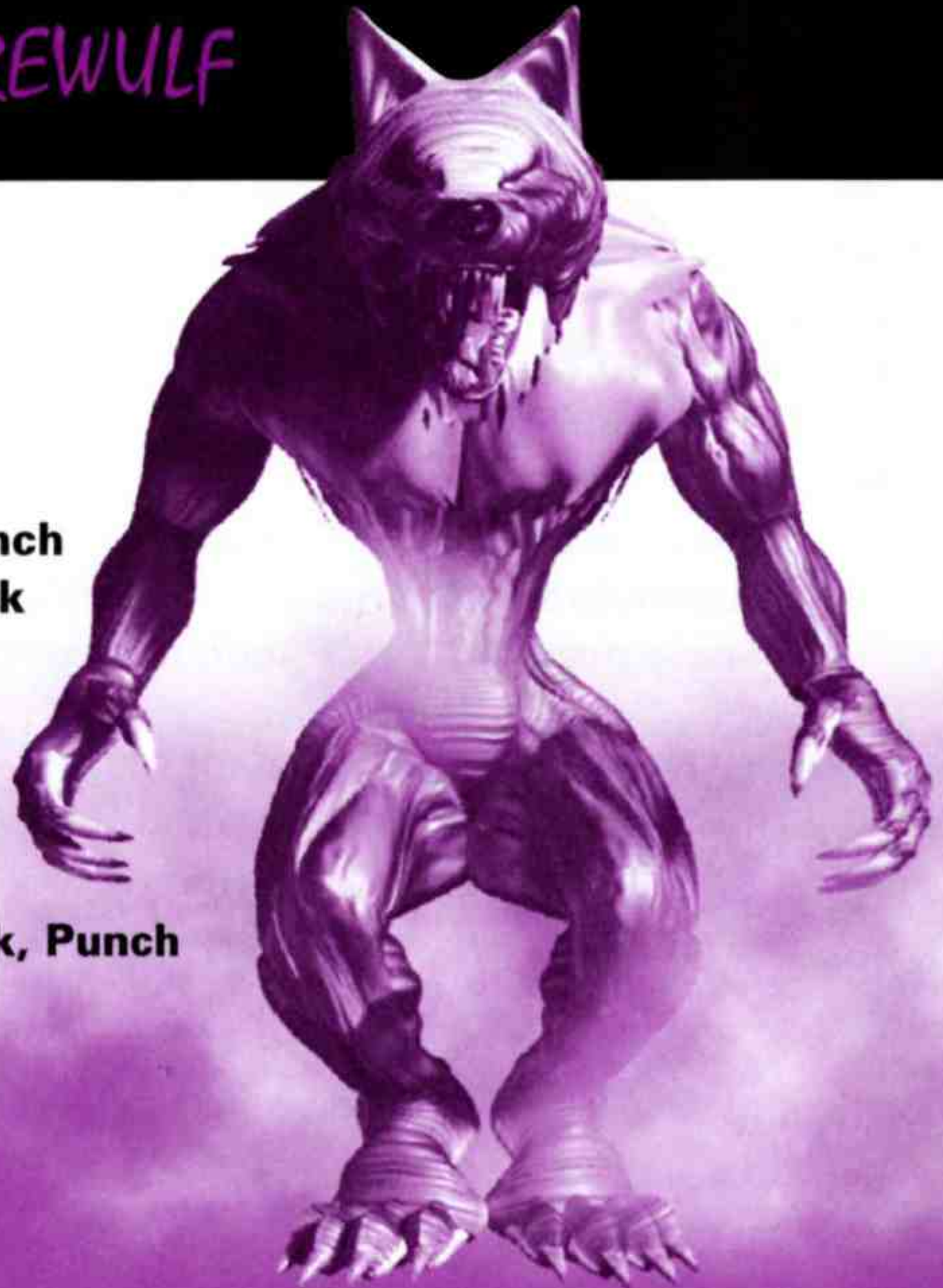
SABREWULF

Age: 45
Height: 5'9"
Weight: 900 lbs.

Special Moves

Sabrecut: Charge ←, →, Punch
Sabrepounce: Charge ←, →, Kick
Sabrespin: →, ←, Punch
Sabreroll: →, ←, Kick
Firebat: ↓, ↙, ←, Punch
Howl: ↘, ↓, ↙, Kick

Example of Valid Opener: →, ←, Kick, Punch
Combo Breaker: ←, → (Sabrecut)
Ultra Combo: →, ←, Kick



GLACIUS

Age: Unknown

Height: 6'3"

Weight: 300 lbs.

Special Moves

Shockwave: ↓, ↘, →, Punch

Ice Lance: ↘, ↓, ↙, Punch

Cold Shoulder: ←, →, Punch

Liquidize: ↓, ↘, →, Hold Kick
(in front) or Tap Kick (behind)

Example of Valid Opener: ←, →, Punch, Kick

Combo Breaker: ←, → (Ice Lance)

Ultra Combo: ←, →, Punch

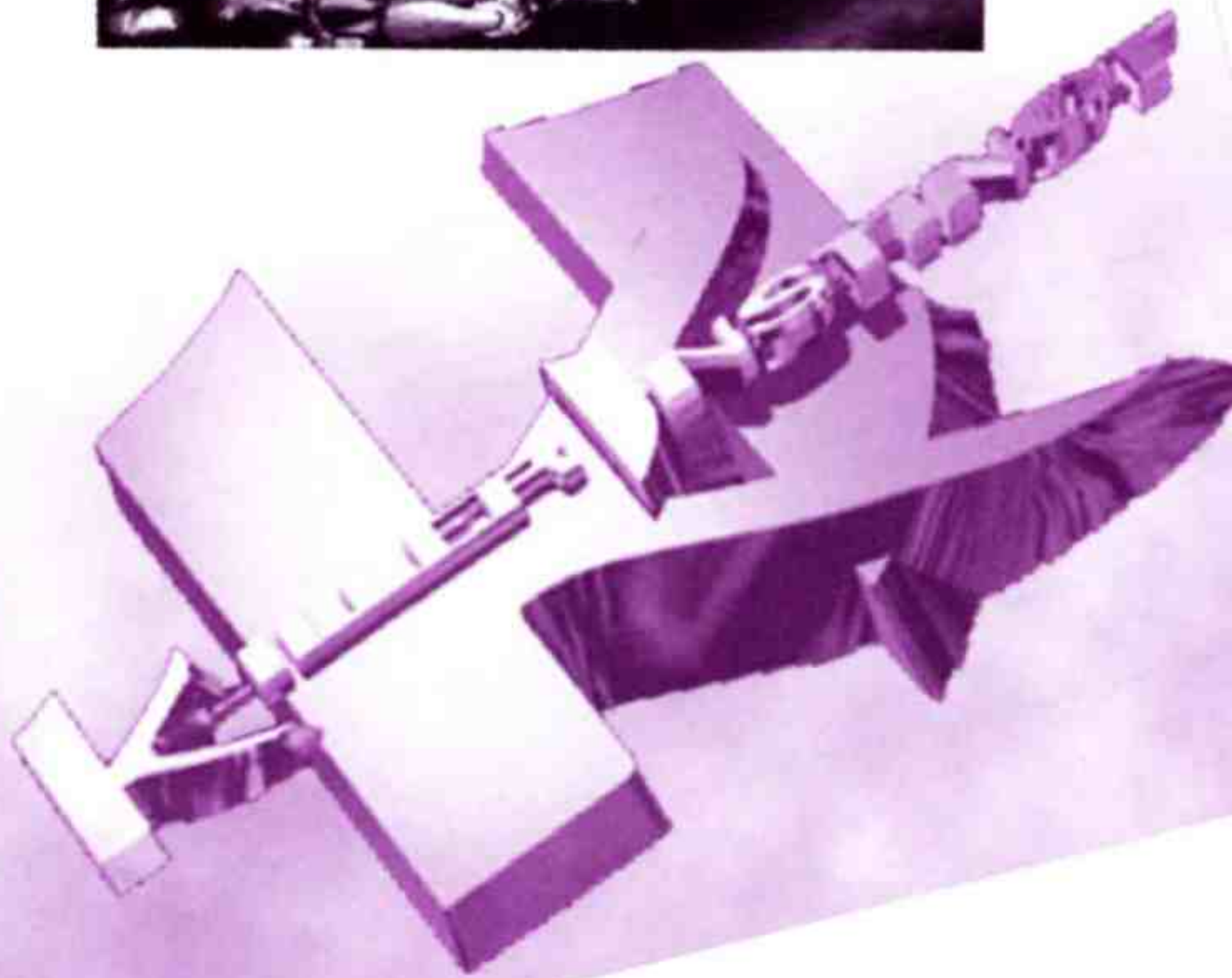
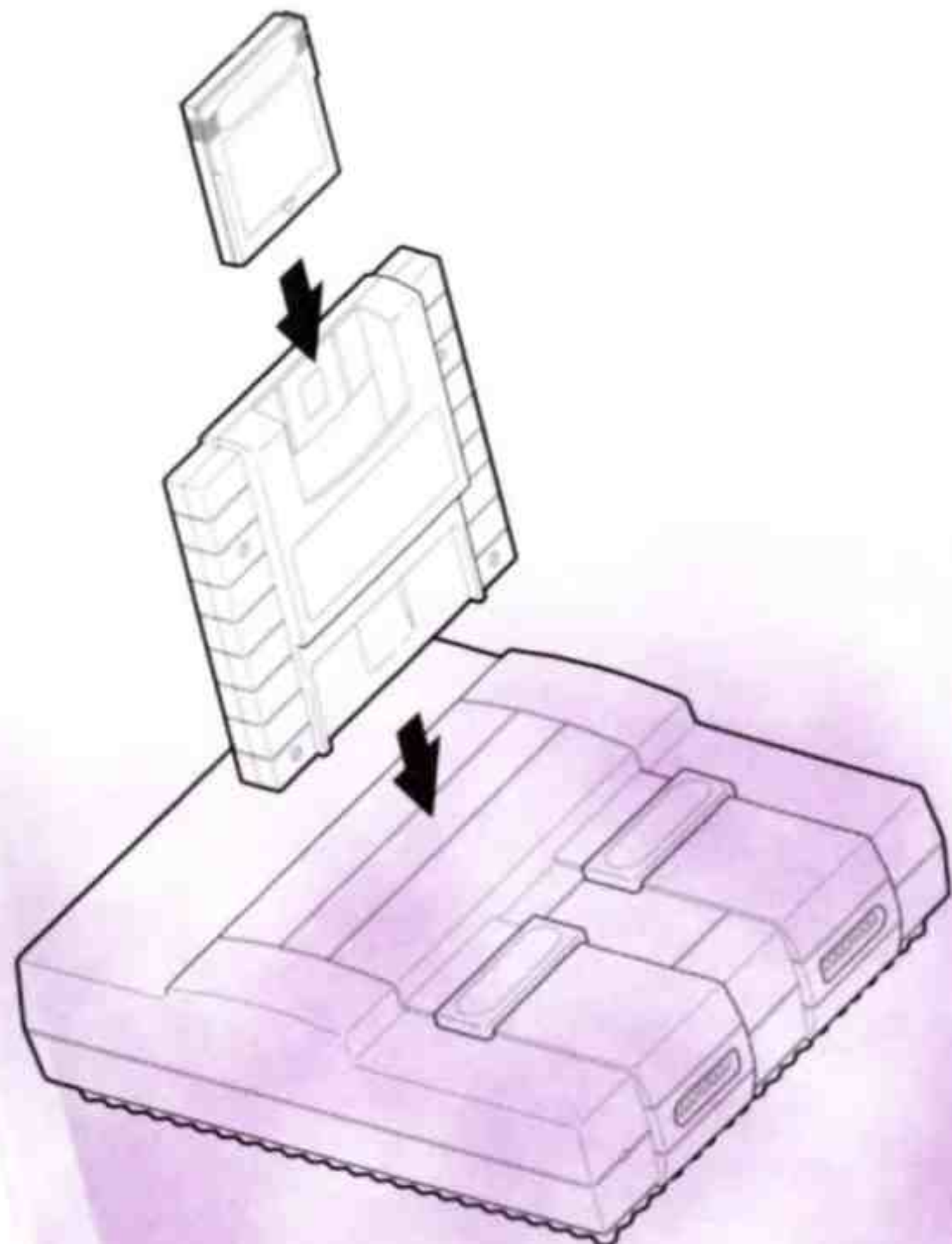


SUPER GAME BOY

If you have a Super Game Boy® adapter, you can play Killer Instinct on your TV through your Super Nintendo Entertainment System. Not only will this make it easier to see the details of the fully rendered graphics of the game, you will also get a more varied color selection, and a fully rendered screen border!

Please see your Super Game Boy instruction manual for more details on how to use your Super Game Boy.





MEMO

This image shows a blank sheet of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. At the bottom of the page, there is a decorative border with a light purple, textured pattern. The overall appearance is that of a clean, unused notebook or worksheet.

MEMO

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REV-H

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