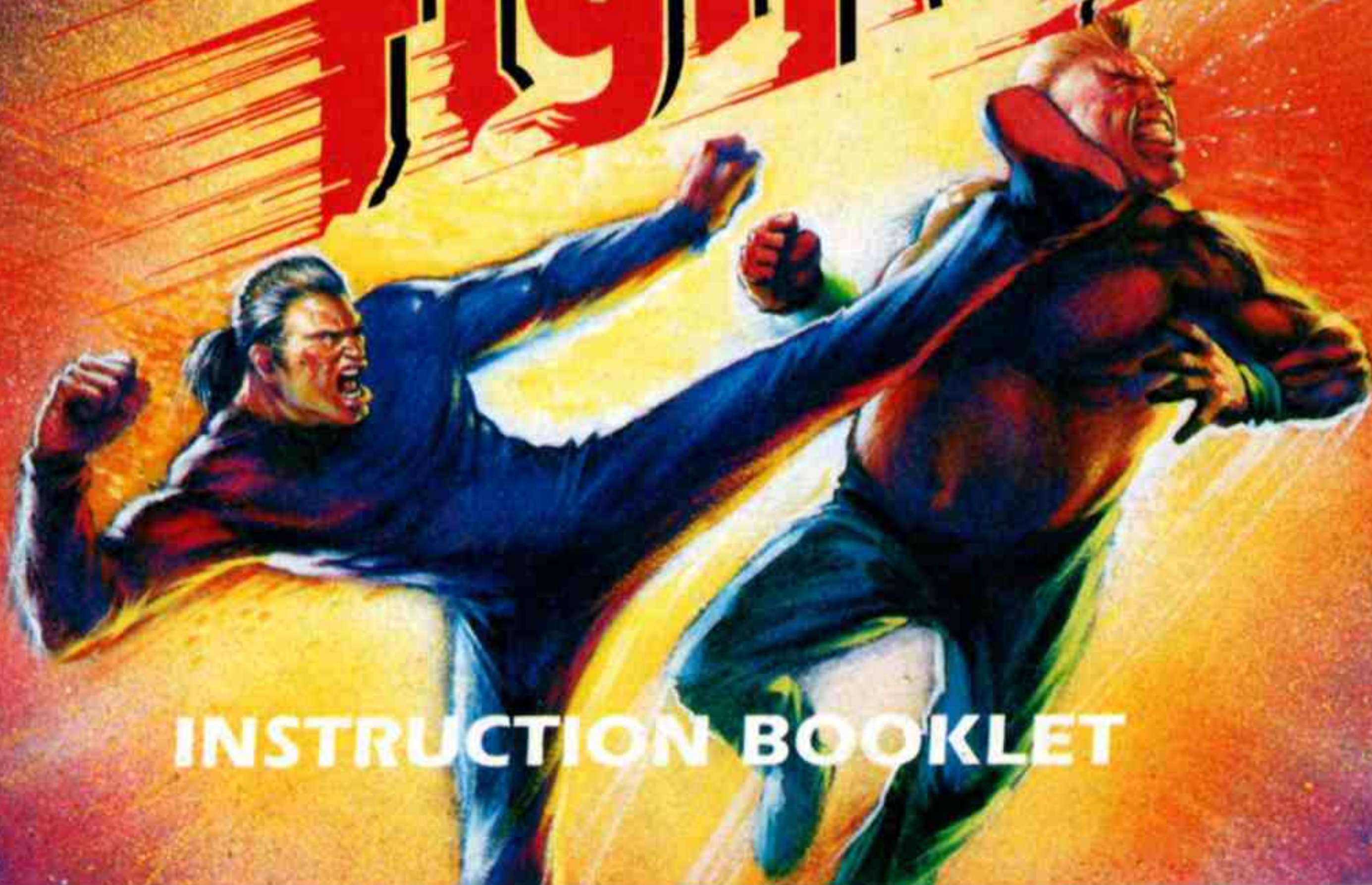


Nintendo
GAME BOY[®]

KONAMI

DMG-OB-USA

RAGING FIGHTER[™]



INSTRUCTION BOOKLET

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CONGRATULATIONS!

Welcome to Alpha Universe, home of the most fearless fighters ever imagined. Prepare to do Ninja battle, but remember: not just anybody can vie for the title Mightiest Mortal. So read this manual and make sure you're up to it.

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MORE MAYHEM THAN A MARTIAL ARTS MOVIE MARATHON.

For 7 millennia the people of Alpha Universe have relied on a select group of martial arts masters to defend themselves against foreign foes. In order to keep the members in prime fighting condition, this group, known as the Omega League, conducts an annual tournament in Trial Tower. (The tower, now used exclusively for training, remains a shrine to the commoners of Alpha Universe, for it was on that site that the League was first called into action against an invasion force from MAX-4.) If you are successful enough from the start you must also fight your own alter ego, a true test of dominance, eh? The prize of this battle supreme is bragging rights to the title Mightiest Mortal. (Although the Justice Tribunal also looks at it as an opportunity to weed out those fighters who may be losing their edge.)

As you can imagine the fighting is excruciatingly fierce. Before you decide which fighter to be, you should know that each not only has anywhere from 20 to 40 attack moves - depending on the fighter - and a pair of awesome specialized attack techniques, but also some definite individual weaknesses. This is critical information as you try to begin your ascent of Trial Tower. You will remain in the tournament as long as you win, climbing one level higher to face a new opponent each time. With good timing, fearlessness and some luck you may become the most powerful fighter in Alpha Universe history.

THE FIGHTS ARE AT HAND!

Insert the Game Pak into your Game Boy® and turn on the power. Perhaps you're feeling the surge of strength in your fists already. Press the Start Button twice to advance to the Title screen where you'll select a playing mode: the 1 Player mode, Story mode (a special single elimination event), or the Versus mode for going head to head with a friend using another Game Boy, Game Pak and a Game Link™.

Use the Control Pad to make your choice, then press the Start Button. But first ...

Consider Your Options

Before you pick the playing mode why not hit the Option screen where you can do the following: select a trigger configuration, choose from four difficulty levels; turn the 99 second match timer on or off; listen to any of 24 background tunes for the game.

The bottom of the Option screen shows the rankings to date in the 1 Player mode, G being the lowest rank, A the highest. You can use Continue only twice, and your ranking will drop each time you use one, even if you conquer all of your opponents.

Use the Control Pad to make your selections on the Option screen. Then return to the Title screen by selecting EXIT and pressing the A Button. Now select the playing mode and press the Start Button to begin.

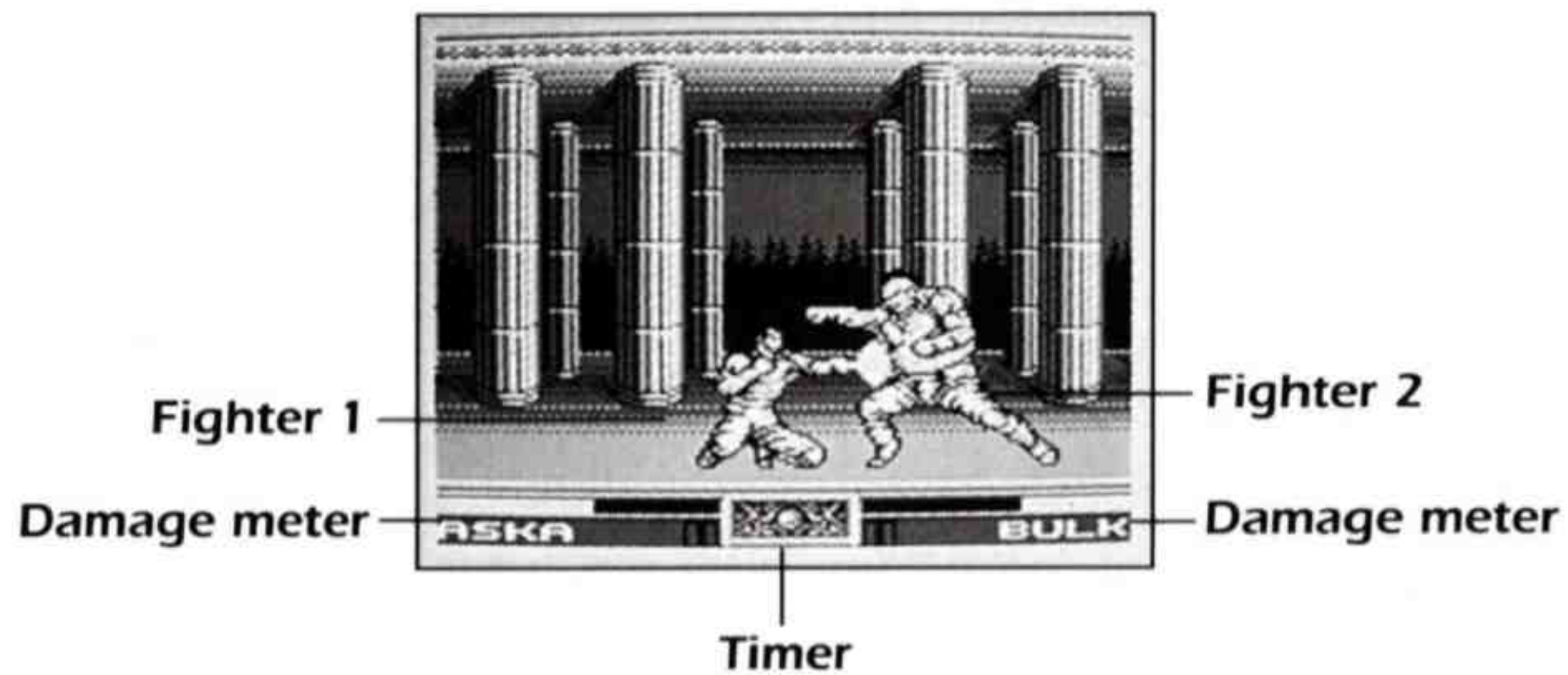
FIGHTING 101

The key to winning is taking advantage of your opponents' weaknesses while making full use of your strengths. Keep an eye on your damage meter because every hit you take increases it. When your damage meter maxes out, you lose the fight. If you're using the timer and you fail to eliminate your opponent when time is up, the winner is the fighter with the least damage.

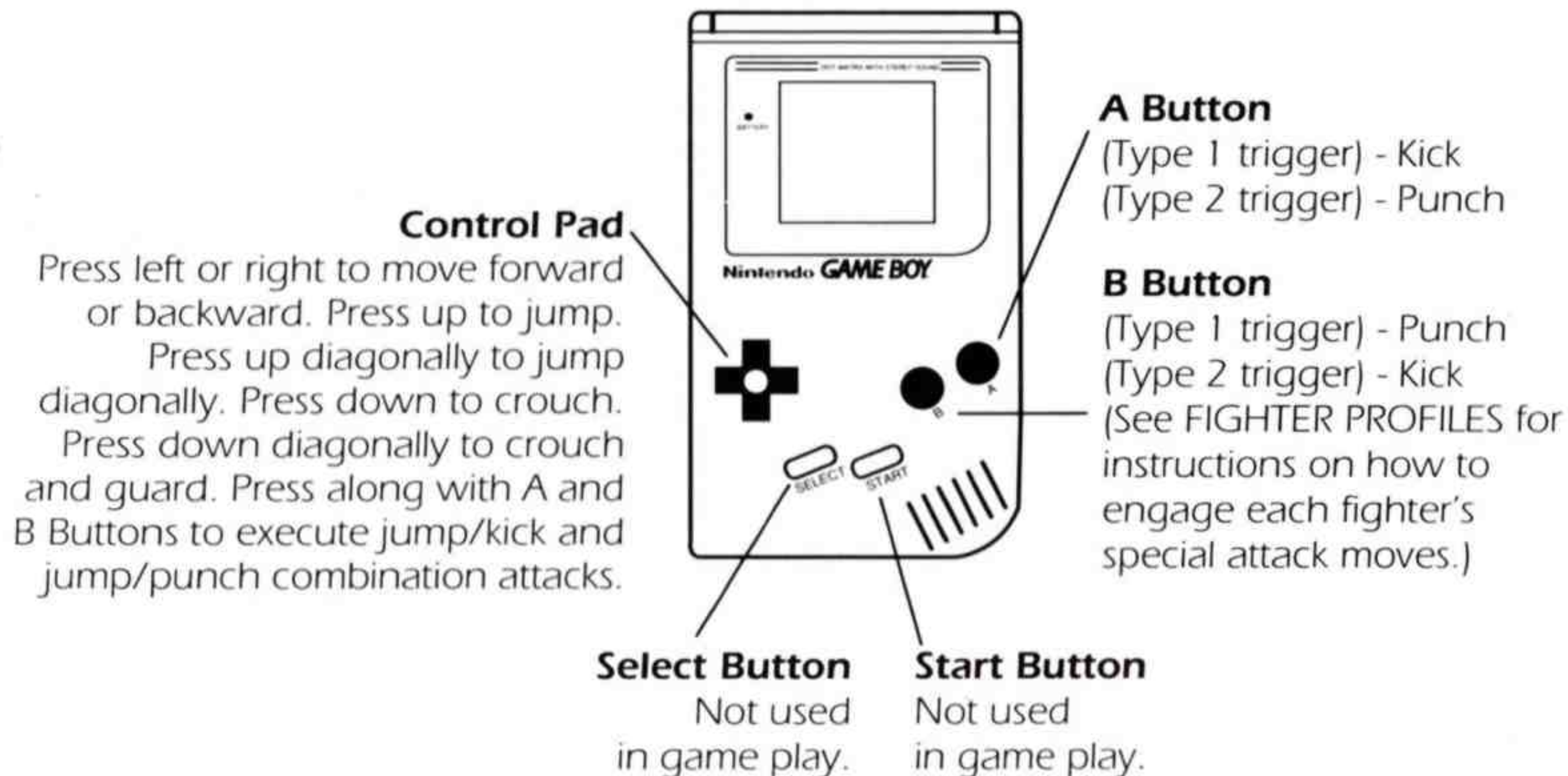
For each match won you'll earn points based on the number of blows you struck and how much time was left on the timer. (If you're not using the timer, there are no time points awarded.) After each match the Score screen will appear to tally your points. This screen will also show you how many hits you and your opponent landed on each other and how many defensive moves each made.

TIME	
RUOH	VANDAL
TOP SCORE:	573000
1 P SCORE:	16500
LIFE:	200
TIME:	34000
1 P: HIT/07	: DEF/06
CPU: HIT/13	: DEF/15

THE FIGHT SCREEN



FIGHTING AT YOUR FINGERTIPS



1 PLAYER MODE - CLASH WITH THE COMPUTER

If you select 1 Player mode, you'll first decide whether to practice or go straight to the tournament. (Select EXIT and press the A Button if you want to go back to the Title screen.) In either case your opponents are controlled by the computer. To bone up on your bone crushing moves, select Practice and press the Start Button to go to the Player Select screen. Use the Control Pad to select a raging fighter, then press the A Button to lock in your choice. Do the same to draft a computer opponent. (You can't fight against yourself.)



Now you can adjust some of the conditions of your practice session. In the Training option your opponent will not attack, only defend. In the Fight mode it's no holds barred fighting. You can also choose either 1 round or best of 3 round matches. Use the Control Pad to make your selections, pressing the A Button to lock in each one. When you're finished select OK, then press the A Button to begin the bludgeoning. (Or you can select EXIT and press the A Button to return to the Practice/Tournament Select screen.)

When the match is over you'll have the option of continuing or ending. Selecting CONTINUE takes you to the Player Select screen. EXIT returns you to the Practice/Tournament Select screen.

TOURNAMENT OF PAIN

If you choose the Tournament mode, you'll begin by going to the Player Select screen. Use the Control Pad to choose your fighter. You can't change fighters once the tournament begins so make your selection carefully. Press the A Button to lock in your choice, then select OK and press the Start Button to begin. Choose EXIT if you want to return to the Practice/Tournament Select screen.

Each match is best of 3 rounds. You'll keep moving up Trial Tower to a new match as long as you keep winning. A loss stalls your ascent and you'll have to use a CONTINUE if you want to stay in the tournament. (You get only two CONTINUES.) If you do you'll begin at the level you were last fighting on. Keep in mind that every time you use CONTINUE, your final score is lowered. At the end of the tournament the computer will use your last level achieved and your score to arrive at your overall rank.

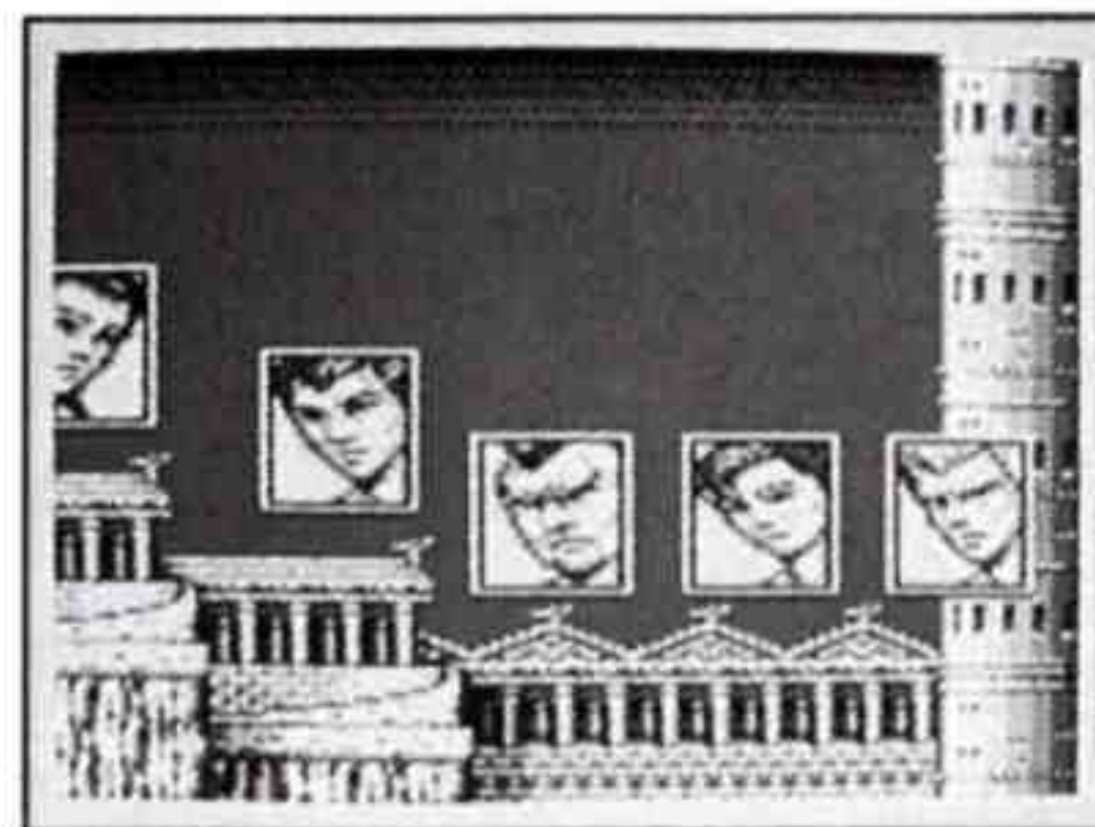


STORY MODE - A SPECIAL EVENT

The Story mode thrusts you into a special single elimination event between all the Omega League members. This event has its origins in the fact that the fighters are the chief descendants from different clans which centuries ago used to battle each other for control of Alpha Universe. A series of treaties, one of which established the Justice Tribunal, brought peace to Alpha Universe. However, it has become a tradition among the fighters to regularly defend the honor of their clans in a "friendly" competition.

In this contest you control three of the fighters who must defend their clan palaces against challenges by the other fighters. (The palaces sit on a hill adjacent to Trial Tower.) Each match is one round with no time limit. Each defender you control will continue fighting matches as long as he wins, but the damage meter remains where it was when the last fight ended. If and when you lose a match, the next match begins in which you control a new defender against the challenger you lost to in the previous match. If you are able to successfully defend the first palace against all challengers you must then take on your own alter ego in a "winner take all" match.

NOTE: The Story mode is for 1 player.

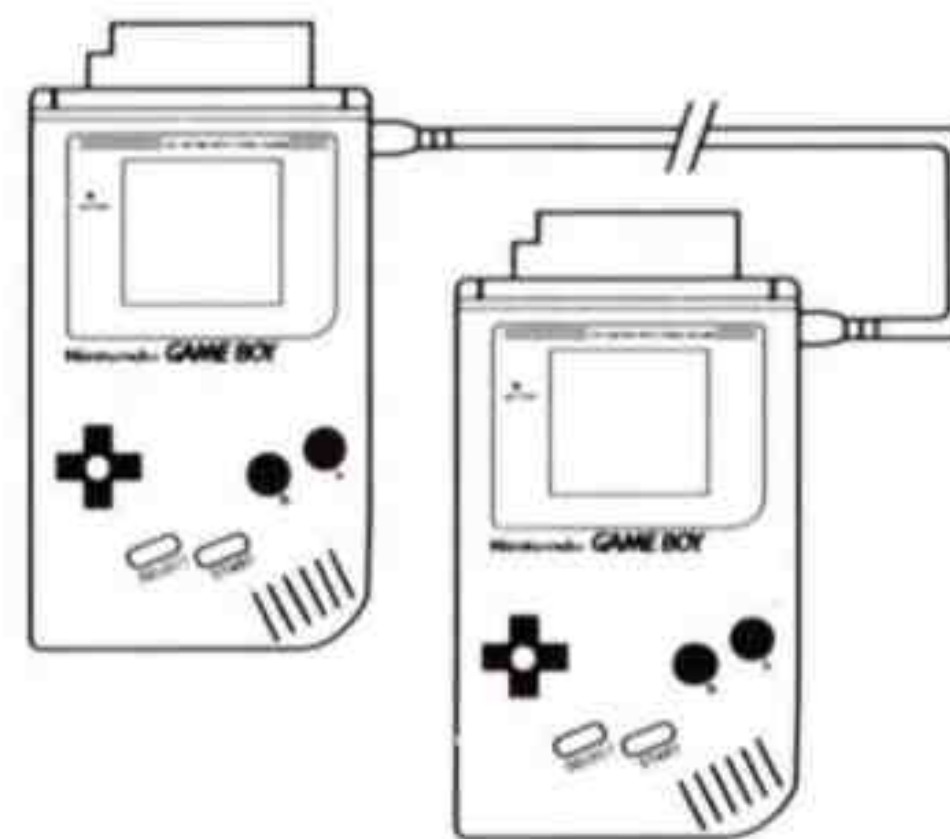


VERSUS MODE - GET IN A FRIEND'S FACE

The Versus mode allows you and a friend to bang heads in a battle for the championship of the Omega League. The Versus mode requires two Game Boys, two Raging Fighter Game Paks and a Game Link.

To play in the Versus mode connect the Game Link cable as shown in the diagram. Check to make sure that the cable is attached properly and that the game paks are inserted correctly, then turn on the power switches. Press the Start Button to go to the Title screen. Each player should then select VERSUS using the Control Pad, then press the Start Button to go to the Player Select screen. Which player is Player 1 and which is Player 2 will be displayed on both screens. After each player has selected a fighter, Player 1 selects Timer on or off, and either 1 or 3 round matches. When all selections are completed, Player 1 should choose OK and press the Start Button.

If you're playing with the timer on and neither fighter has knocked out the other when time is up, the winner is the fighter who has suffered the least damage. If both fighters have suffered the same amount of damage when time runs out, it's a draw.



FIGHTER PROFILES

NOTE: Special attack firing sequences are given assuming fighter is facing right. To engage the attack when facing left, reverse the Control Pad portion of the sequence. For example, if the sequence facing right is left, down, right, A Button, the sequence facing left would be right, down, left, A Button. Also, special attack firing sequences are given assuming Trigger Type 1. If you use Trigger Type 2, substitute A Button for B Button and vice versa. Also, you'll discover some unlisted special attack moves if you experiment with your own attack firing sequences.



Tao

Strengths: excellent agility and aggressiveness.

Weaknesses: average destructive power, endurance and defenses.

Special Attacks: The Scissors Slash - a forward attack sequence of low and high kicks. Press left, down, right, A Button.

The Skull Cracker - downward kick from above the opponent. Jump over your opponent and press down, A Button.



Vandal

Strengths: attacks well from low stance and from a distance.

Weaknesses: slow jumper, only moderately powerful attack.

Special Attacks: The Somer-Assault - a jumping somersault with a kick. Press right, down, right, B Button.

The Windmill Whipper - a spinning kick. Press down for a second, right, A Button.



Aska

Strengths: good judgment, precise attacks, good at close contact fighting.

Weaknesses: poor mobility, average strength and endurance.

Special Attacks: The 1-2-3 Kick - a forward three-part kick. Press right, left, right, A Button.

The Flash Blast - a magic aura bullet. Press left, down, right, B Button.



Bulk

Strengths: good strength, endurance and defenses.

Weaknesses: slow, avoids close contact fighting.

Special Attacks: The Head Banger - a right hook followed by a charging head butt. Press right, right, right, B Button.

The Elbow Crash - an elbow drop to the head from above the opponent. Jump above your opponent then press down, B Button.



Miyabi

Strengths: superior jumping and mobility, excellent close contact and mid-air attacking.

Weaknesses: low attacking power, low endurance.

Special Attacks: The Cannonball Crunch - a leaping kick followed by a double knee slam. Press down, up, A Button.

The Destructo Spin - a continuous whirling kick. Press down for a second, up, A Button.



Ruoh

Strengths: good judgment, well balanced offensively and defensively.

Weaknesses: remains mostly on the defensive.

Special Attacks: Fist O' Fire - a magic aura bullet. Press left, down, right, B Button.

The Jaw Breaker - a leaping upper cut. Press down, left, right, B Button.



Shades

Strengths: well balanced offensively and defensively, powerful attacks, astonishing strength.

Weaknesses: none detectable.

Special Attacks: The Ball of Fury - a magic aura bullet. Press left, down, right, B Button.

The Knuckle Buckle - a jumping upper cut. Press down, left, right, B Button.

NOTES

NOTES

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