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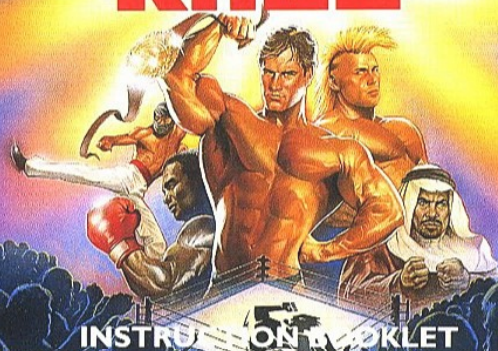
Nintendo®

GAME BOY™

DMG-RU-USA

NATSUME®

RING RAGE™



INSTRUCTION BOOKLET



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NATSUME

Thank you for buying RING RAGE™ for Game Boy. We suggest you read the manual completely before playing the game.

TAKING CARE OF YOUR GAME

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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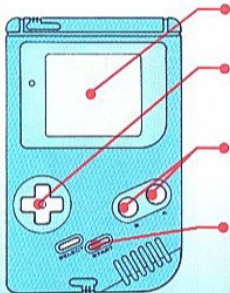
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GETTING STARTED

All right kid, this is the big time--we're on the road to the TWF Championship! Just listen to me, your old coach, and I'll steer you straight to the top! After you choose to be one of five fighters, grind the other four into the mat and the title will be yours! No sweat!



GAME SCREEN

This is how the screen looks.

CONTROL PAD (CP)

Press and hold this to walk; push twice in the same direction to run.

A, B BUTTON

Use these for special moves and with the Control Pad for combination techniques. See Pages 10-14 for details.

START BUTTON

Push to begin or pause the game, and to select a mode.

* Pause has no function.



1 Once you turn on the Game Boy, this screen appears. Push Start to begin play.

2 Select one of the three modes with the Control Pad, then push the Start button. See Page 6 for more details.

TOURNAMENT
1P EXTRA MATCH
2P EXTRA MATCH

3 Use the Control Pad to pick your fighter. Next select an opponent. Then push the A or Start Button.

4 You also use the Control Pad to choose the ring where you want to fight, then push A. See Page 7 for information about rings.



THE RULES

TOURNAMENT

In this mode, you've got to wipe out four opponents before you enter the title match. But you can do it!

1P EXTRA MATCH

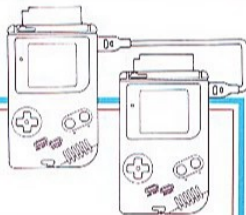
O.K. kid, we choose our opponent and his level this time. Just take two out of three matches to win!

2P EXTRA MATCH

Connect two Game Boys with the Game Link Cable to battle a friend. You cannot both fight with the same man.

TWO PLAYER SET UP

For two players, you need two Game Boys, two Game Paks, and a Game Link Cable. After connecting, push Start.



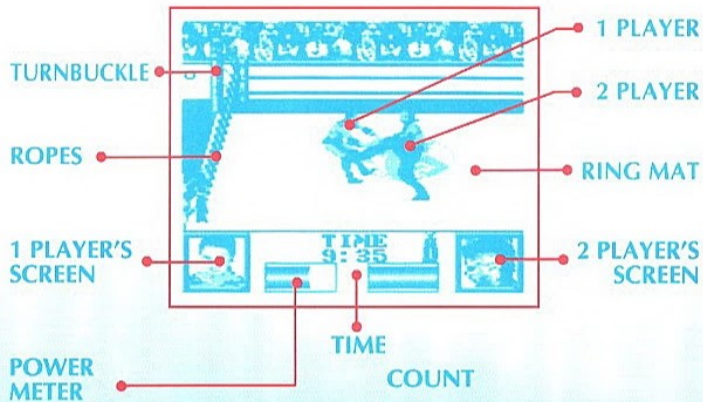
FIGHT SITES

You get to choose the arena, so think carefully. Pick your favorite city to keep your spirits high. There's nothing better than a home audience!

MIAMI	NORMAL RING
LOS ANGELES	NORMAL RING
CALGARY	NORMAL RING
NEW YORK	IRON RING
CHICAGO	CHAIN RING



GAME SCREEN



ROPES

Some attack skills use the ropes, but you cannot protect yourself with them.

RING MAT

Stand tough, kid. Once you are on the mat, you can't leave it for any reason.

TURNBUCKLE

You can't throw an opponent into the turnbuckle, but you can leap onto him from it.

TIME

Each game is three 10-minute rounds. You lose a round if you go down for the count.

1, 2 PLAYER'S SCREEN

You can watch the faces of your fighter and the opponent in these boxes.

1, 2 PLAYERS

At the beginning, Player 1 (you) appears on the left, Player 2 on the right.

POWER METER

When your opponent's meter is below 50%, try for a pin. Injuries lower your power.

COUNT

The count begins if a player is being pinned. He must rise by the count of three.



GUNBOAT RODDY WRESTLING

HEIGHT 6-FEET, 5-INCHES
 WEIGHT 230 POUNDS
 BIRTHPLACE AUSTRIA
 FINISH BLOW CLOTHESLINE

OPPONENT YOU	BUTTON	ON HIS FEET	DOWN
STANDING	B	RABBIT PUNCH	DESTROYER STOMP
	A	CANNON KICK	DESTROYER STOMP
	A + B	CANNON KICK	PANCAKE
RUNNING	B	LARIAT ATTACK	LARIAT ATTACK
	A	DROP KICK	ELBOW DROP
	A + B	SHOULDER TACKLE	SHOULDER TACKLE
FROM TOP OF TURNBUCKLE	B	DIVING ELBOW DROP	DIVING ELBOW DROP
	A	DIVING ELBOW DROP	DIVING ELBOW DROP
	A + B	TURNBUCKLE BOMB	TURNBUCKLE BOMB

POWER	Control Pad	COMBINATION TECHNIQUES
25%	NOT USED	ELBOW SMASH
50%	↓	BOOMERANG TOSS
85%	← • →	POWER THROW
100%	↑	CLOTHESLINE



SPIKE WRESTLING

HEIGHT 7-FEET, 6-INCHES
 WEIGHT 330 POUNDS
 BIRTHPLACE NEW YORK
 FINISH BLOW HIGH KICK

OPPONENT YOU	BUTTON	ON HIS FEET	DOWN
STANDING	B	QUICK PUNCH	BODY SMASH
	A	FIRE KICK	BODY SMASH
	A + B	FIRE KICK	PANCAKE
RUNNING	B	JUMPING KNEE BLOW	FIST DROP
	A	JUMPING KNEE BLOW	GUILLOTINE DROP
	A + B	KNEE DROP	KNEE DROP
FROM TOP OF TURNBUCKLE	B	DIVING KNEE DROP	DIVING GUILLOTINE DROP
	A	DIVING KNEE DROP	DIVING GUILLOTINE DROP
	A + B	TURNBUCKLE BOMB	TURNBUCKLE BOMB

POWER	Control Pad	COMBINATION TECHNIQUES
25%	NOT USED	HYDRAULIC KNEE LIFT
50%	↓	BOOMERANG TOSS
85%	← • →	POWER THROW
100%	↑	HIGH KICK



YASHA KARATE

HEIGHT 6-FEET
 WEIGHT 220 POUNDS
 BIRTHPLACE JAPAN
 FINISH BLOW SUPER KICK

OPPONENT YOU	BUTTON	ON HIS FEET	DOWN
STANDING	B	STRAIGHT PUNCH	BONE STOMP
	A	FRONT KICK TO THE WAIST	BONE STOMP
	A + B	AIRPLANE	PANCAKE
RUNNING	B	PENETRATING PUNCH	PENETRATING PUNCH
	A	KNEE DROP	KNEE DROP
	A + B	SCISSOR LEG ATTACK	SCISSOR LEG ATTACK
FROM TOP OF TURNBUCKLE	B	DIVING KNEE DROP	DIVING KNEE DROP
	A	SCISSOR LEG ATTACK	SCISSOR LEG ATTACK
	A + B	TURNBUCKLE BOMB	TURNBUCKLE BOMB

POWER	Control Pad	COMBINATION TECHNIQUES
25%	NOT USED	PENETRATING PUNCH
50%	↓	BOOMERANG TOSS
85%	← • →	AIRPLANE THROW
100%	↑	SUPER KICK



SHADAM WRESTLING

HEIGHT 6-FEET, 3-INCHES
 WEIGHT 270 POUNDS
 BIRTHPLACE THE MIDDLE EAST
 FINISH BLOW SUPER THRUST

OPPONENT YOU	BUTTON	ON HIS FEET	DOWN
STANDING	B	DESERT PUNCH	DRILL STOMP
	A	DOUBLE KICK	DRILL STOMP
	A + B	DOUBLE KICK	PANCAKE
RUNNING	B	HYPER PUNCH	HIP PRESS
	A	SPINNING ATTACK	SPINNING ATTACK
	A + B	FRONT KNEE DROP	FRONT KNEE DROP
FROM TOP OF TURNBUCKLE	B	DIVING KNEE DROP	DIVING HIP PRESS
	A	DIVING KNEE DROP	DIVING HIP PRESS
	A + B	TURNBUCKLE BOMB	TURNBUCKLE BOMB

POWER	Control Pad	COMBINATION TECHNIQUES
25%	NOT USED	HYPER PUNCH
50%	↓	BOOMERANG TOSS
85%	← • →	SAND BAG THROW
100%	↑	SUPER THRUST





"KO" JOE KICK BOXING

HEIGHT 6-FEET, 4-INCHES
 WEIGHT 260 POUNDS
 BIRTHPLACE SAN FRANCISCO
 FINISH BLOW SUPER UPPERCUT

OPPONENT YOU	BUTTON	ON HIS FEET	DOWN
STANDING	B	WILD JUMP	JELLY STOMP
	A	BELLY KICK	JELLY STOMP
	A + B	BELLY KICK	PANCAKE OPPONENT
RUNNING	B	STRAIGHT PUNCH	STRAIGHT PUNCH
	A	FLYING KICK	FLYING KICK
	A + B	KNEE BLOW	KNEE BLOW
FROM TOP OF TURNBUCKLE	B	DIVING KNEE BLOW	DIVING KNEE BLOW
	A	DIVING KNEE BLOW	DIVING KNEE BLOW
	A + B	TURNBUCKLE BLOW	TURNBUCKLE BOMB

POWER	Control Pad	COMBINATION TECHNIQUES
25%	NOT USED	BODY SLAM
50%	↓	BOOMERANG TOSS
85%	← • →	KO THROW
100%	↑	SUPER UPPERCUT

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