

Nintendo

GAME BOY color

DMG-APQE-USA

POWERQUEST



SUNSOFT



INSTRUCTION BOOKLET

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Section 1: Story



Modellers... They use radio-controlled models to fight battles.

These small robotic models, less than 30 cm in height, substitute for the modellers themselves when they take each other on in combat.



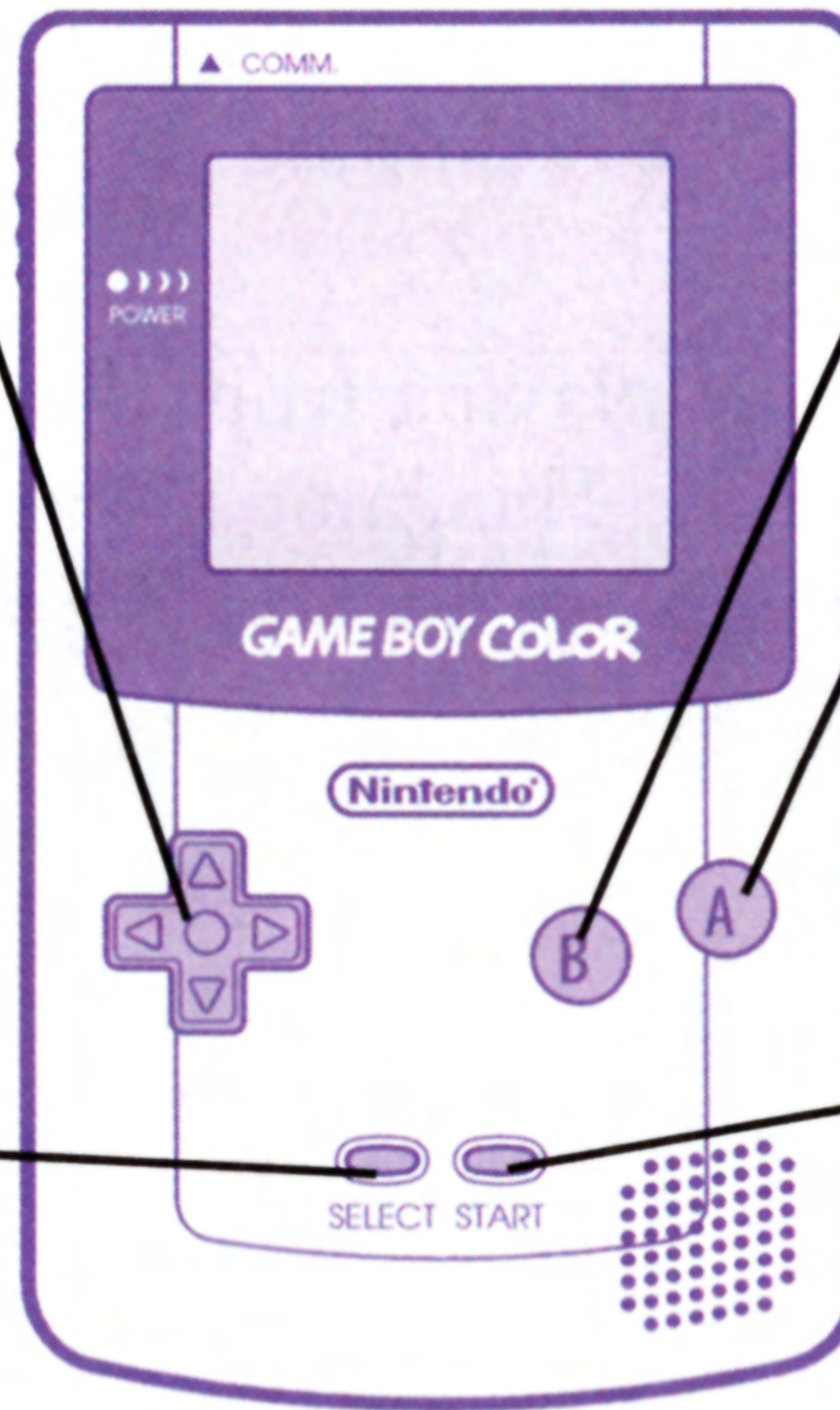
Section 2: Basic Controls

Control Pad:

Move around town
in Story Mode.
Move cursor around
Menu Screen.

SELECT button:

Not used.



B button:

Cancel a command.

A button:

Set a command.

START button:

Start the game.

GAME BOY COLOR

Section 3: Starting the Game

- **Start**

Play a Story Mode game from the beginning.

- **Continue**

In Story Mode you can continue playing from the last place you saved your progress by entering a password. (The game always starts again from your home.) See Section 7 for details.



Section 3: Starting the Game

- **1P**

Play by yourself against the computer. Select your favorite model with the Control Pad and press the A button to start the game.

- **Vs**

Select your favorite model and play against a friend. To do so you'll need to join up two Game Boy units with a special Game Link cable (sold separately).

Section 4: Game screen



1) Vitality

This gauge decreases whenever your model is damaged. If a player's gauge hits 0 that player loses, and the match is over.

2) Time limit

Shows how much time is left in the match. If it hits 0 the match is over, and the player with the most vitality remaining wins.

3) Power gauge

This gauge increases when you use special attacks and when you successfully hit your opponent with normal attacks. Every time it reaches maximum you receive another stored point.

Section 4: Game Screen

4) Stored points

Every time your power gauge reaches maximum you receive another stored point, which increases the number of times you can do super attacks. This does not apply to some models in Story Mode.

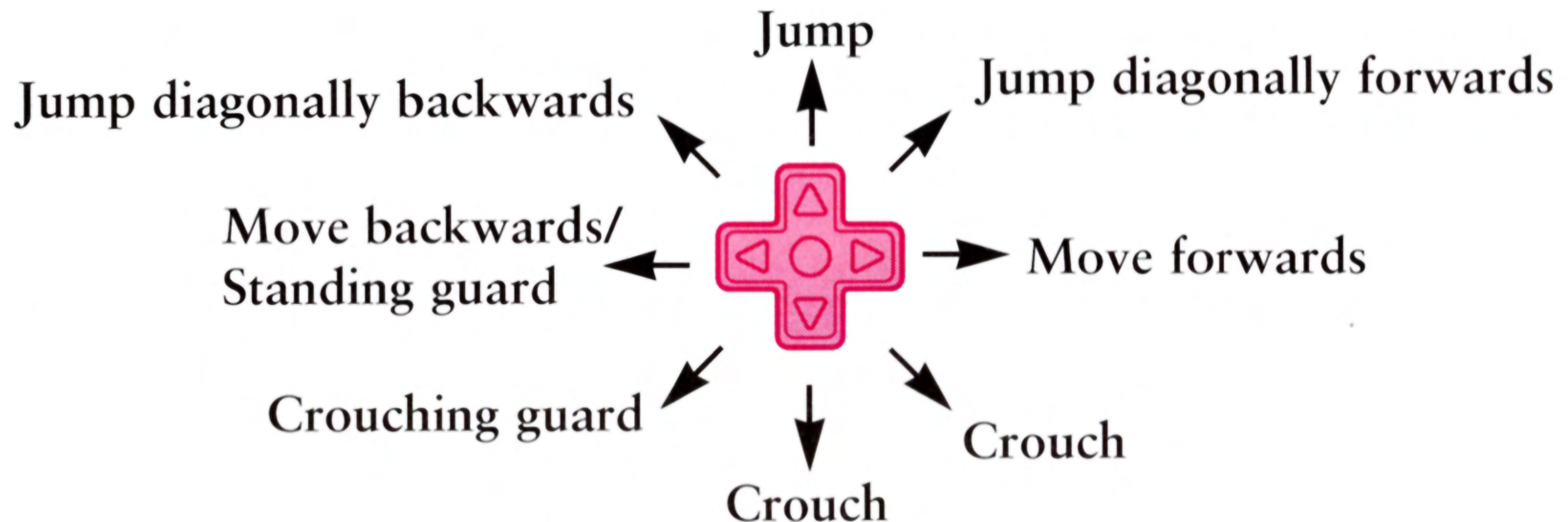
5) Model names

Shows the names of the models currently fighting.

Section 5 Fighting Controls

All commands shown are for when your model is facing right.

Note: Borot can only move forwards, backwards, and attack with the A button.



Section 5 Fighting Controls

Strong attack:	A button
Light attack:	B button
Throw:	Control Pad  or  + A button when close to opponent
Mid-air throw:	Control Pad in any direction except  + A button when close to opponent
Mid-level attack:	Control Pad  + A button
Guard and counter-attack:	Control Pad   + A button or B button (only when you have stored points)

Note: This attack cannot be done in Story Mode unless you have a special item.

Pause: START button. Press again to resume play.

Section 6: Your Objective in Story Mode

In Story Mode, you move around town, fighting people and collecting information. Your objective is to win the national tournament. You receive money when you win a battle, which you can use to buy parts to improve and strengthen your model.

Note: In this mode, you need a special item to be able to do your model's super attacks and counter attacks.

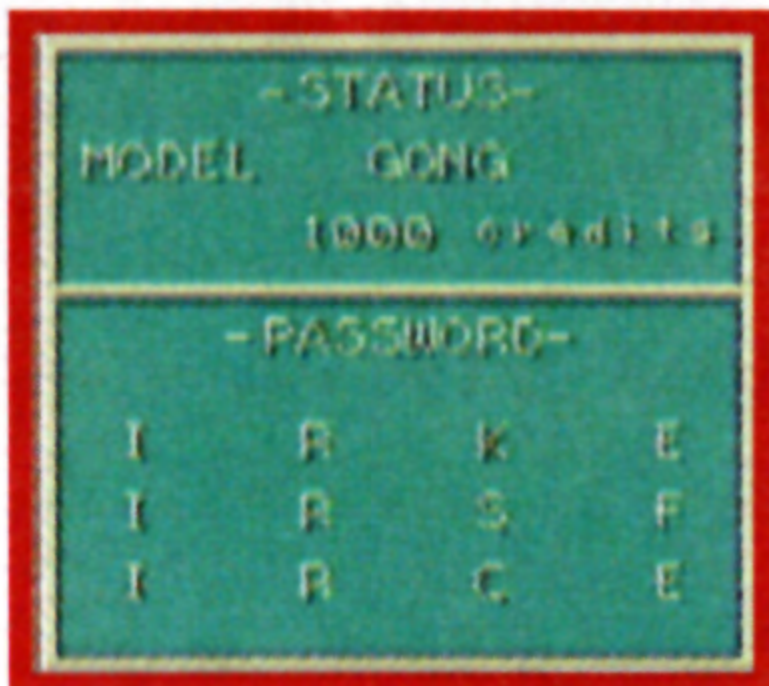
Section 6: Home Menu Screen

1) Home Menu Screen



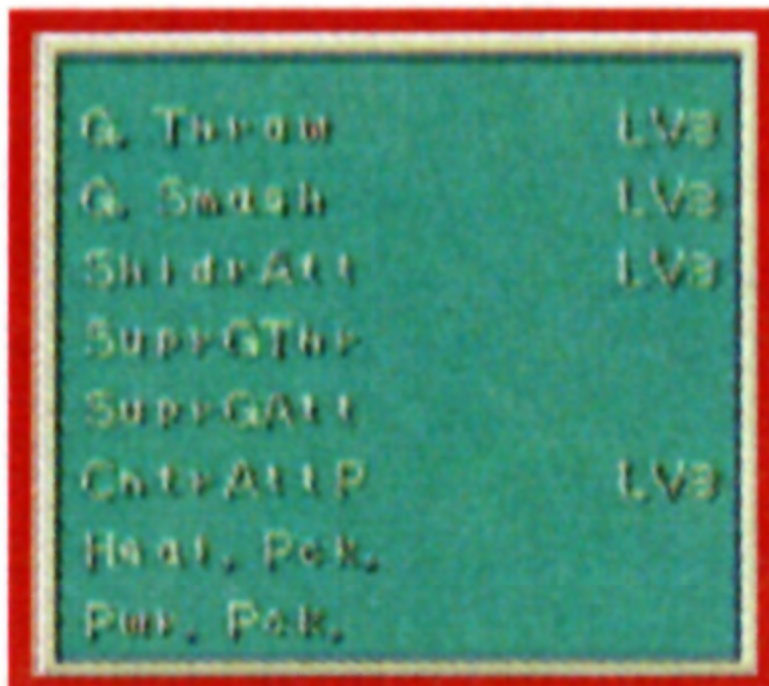
Status

This shows you the current status of your model. You can also look at the password for your current stage here. See Section 7 for details on passwords.



Parts

This shows you all the parts your model currently has.



Section 6: Home Menu Screen



Options

Move the cursor by pressing the Control Pad up/down, and change settings by pressing it left/right. Press the B button to return to the Home Menu Screen.

- A) Message speed (Message) Adjusts the speed at which text is displayed on screen.
- B) Stereo mode (Sound) Select either stereo or mono sound.
- C) Music (Music) Select and listen to music used in the game.

Exit Room:

Move from your home to the Field Map. You can also use the B button to move to the Field Map.

Section 6: Inside Shop



2) Inside Shop

Buy:

Select this when buying parts or items.

Note: You can only have one of each kind of part. If you want to upgrade to a higher level part, you must sell the old part first.

Sell:

Select this when selling parts or items.

Switch:

Switch your current model for another, for free.

Section 6: Items

3) Items

As well as parts, there are also items you can buy in the shop or receive as you progress through the game. Items appear only in Story Mode.

* **Supplementary items**

These items do not work when you are moving, attacking, or guarding.

Healing Pack (Heal.Pck): Automatically restores vitality.

Power Pack (Pwr.Pck.): Automatically increases your power gauge.

Section 6: Items

* Special items

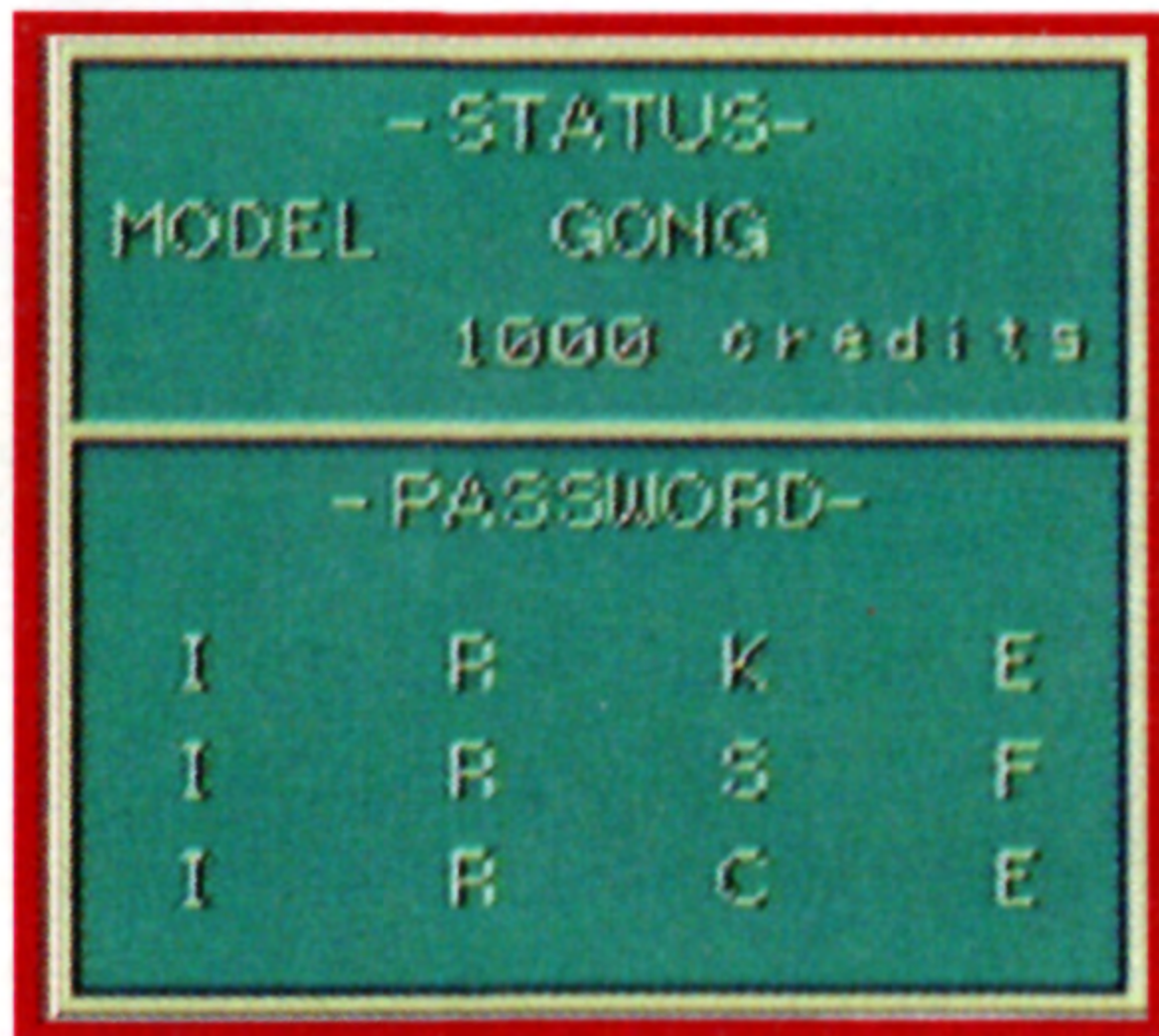
These items allow you to do additional attacks when your power gauge has stored enough points. When doing these attacks you must input the commands with precise timing.

Counter Attack Part (CntrAtckP): Enables you to counter-attack the enemy after guarding against an attack.

Super Part (SuperPrt): Enables you to do your model's super attacks.

Section 7: Passwords

If you don't input a password before you switch off your Game Boy unit after playing a Story Mode game, you won't be able to continue playing from the same level next time.



1) Displaying passwords

You can display the password for the current stage by pressing the A or B button at the Status Screen when inside your home or at the Field Map. Make a note of the password before you switch off your Game Boy unit.

2) Inputting passwords

Switch on your Game Boy unit, and select "Continue" from the Title Screen. The Password Input Screen will appear. Toggle through the letters by pressing the Control Pad left/right, and select letters with the A button.

Section 8: Special Attacks

By using the Control Pad, A button, and B button in various combinations you can unleash your model's special attacks. Try them all!

Note: All commands are for when your model is facing right. Attacks marked with (!) are super attacks.

- **Max**

This model features punching attacks.

Wave Punch (WavePnch):

↓ → A or B

Uppercut (Uppercut):

→ ↓ A or B

Piston Punch (Pist.Pnch):

↓ ← A or B

(!) Super Uppercut (SuperUpp):

→ ↓ → ↓ A or B

(!) Super Piston Punch (SuprPistP):

↓ ← ↓ ← A or B

Section 8: Special Attacks

• Gong

This model moves slowly, but features more powerful attacks than any other model.

Gong Throw (G.Throw):	→ ↓ A or B
Gong Smash (G.Smash):	↓ ← A or B
Shoulder Attack (ShldrAtt):	↓ → A or B
(!) Super Gong Attack (SuprGAtt):	↓ → ↓ → A or B
(!) Super Gong Throw (SuprGThr):	→ ↓ → ↓ A or B

• Speed

This model features fast kicks, and speedy moves and jumps.

Electric Star (ElctrStar):	↓ → A or B
Bird Kick (BirdKick):	↑ → A or B during jump
Upper Kick (Upp.Kick):	↓ ← A or B
(!) Super Electric Star (SuprEStar):	↓ → ↓ → A or B
(!) Super Kick (SuprKick):	↓ ← ↓ ← A or B

Section 8: Special Attacks

• Axe

This model has superior features in all areas, including destructive power and agility. (Only its maker is unknown.)

Death Ball (DeathBall):

↓ ← A or B

Drill Head (DrillHd):

↓ ↑ A or B

Blitzreig Roll (BlitzRoll):

↓ → A or B

(!) Super Axe Ball (SuprAxBl):

↓ ← ↓ ← A or B

(!) Super Axe Head (SuprAxHd):

↓ → ↑ A or B

• Lon

This model was created using data from real kempo masters.

Aura Wave (AuraWave):

↓ → A or B

Nunchakus (Nunchakus):

→ ↓ A or B

Lightning Kick (Lightn.K):

↓ ← A or B

(!) Super Lon Punch (SuprLPun):

↓ → ↓ → A or B

(!) Super Lon Kick (SuprLKick):

↓ ← ↓ ← A or B

Section 8: Special Attacks

- **Borot**

This one-of-a-kind model was created by Louis from parts he collected. However, because of his lack of technical know-how, he wasn't able to give it the ability to jump, guard, or do special or super attacks.

Borot Punch: **A**

Super Attacks

To do your model's super attacks in Story Mode, you'll need a special item which you'll find as you progress through the game.

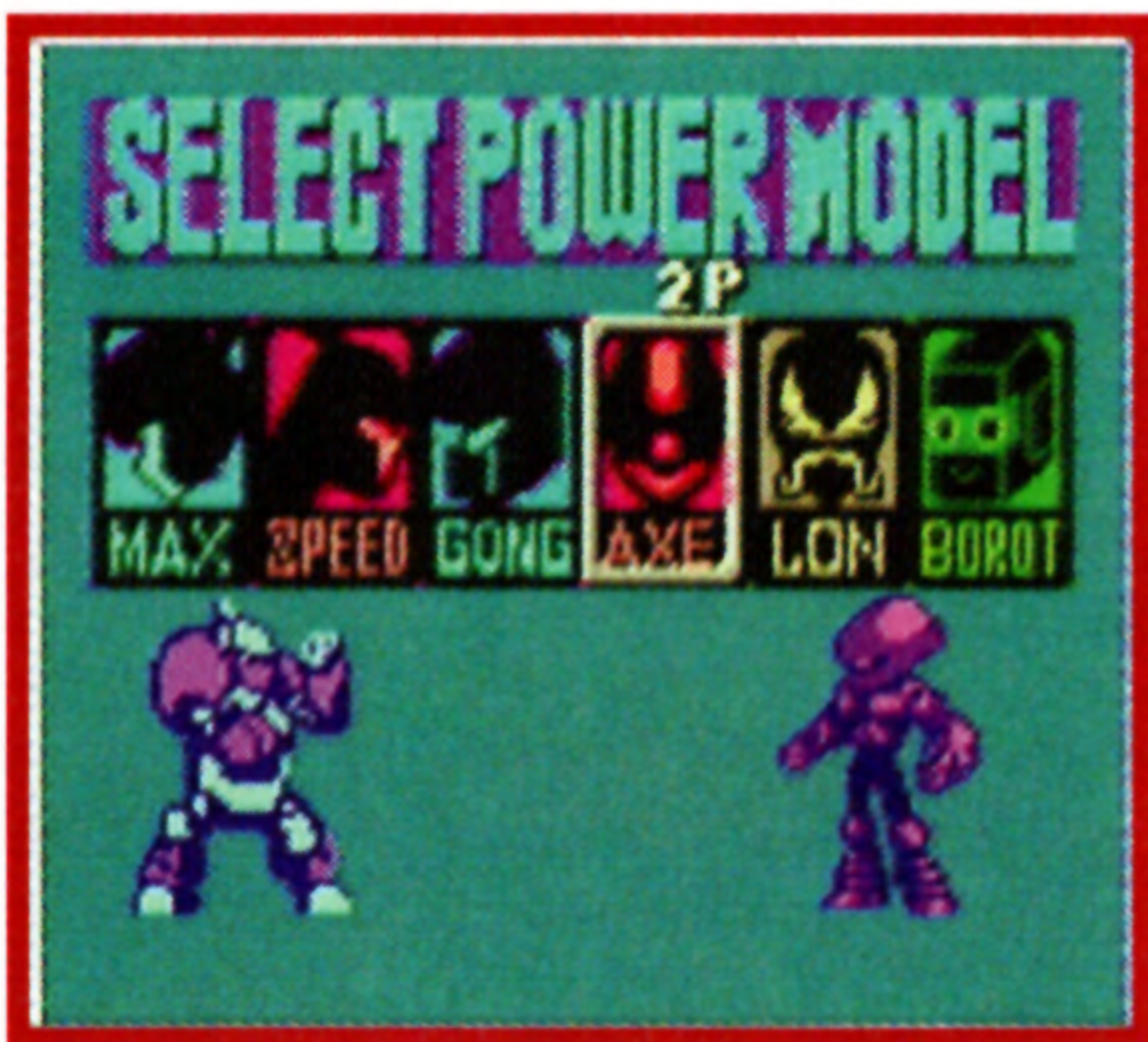
Section 9: Linked Games

Note: Make sure you carefully read the precautions for use of the Game Link cable (sold separately).

1) Check that both Game Boy units are switched off, then connect them with the Game Link cable.

2) Make sure the cable is properly attached, then switch on both units simultaneously. Once the Title Screen has appeared on both units, decide who will be player 1 and who will be player 2.

3) Each player should select a model with the Control Pad, and then press the A button to start the game.



Section 10: Hints

To progress through the game, you'll need to talk to all the people you meet and pay attention to what they tell you. It's not enough to simply save money; you must battle against people in many locations and talk to them. But it's best not to mess with the mysterious old scientist doing strange and unethical research in his lab...

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