

Nintendo®
GAME BOY®

FIGHTING SIMULATOR™

DMG - HR - USA



INSTRUCTION BOOKLET

2ⁱⁿ1 FLYING
WARRIORS™

LICENSED BY

Nintendo®

 **CULTURE BRAIN**™





This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



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- This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and /or the Control Deck.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Store the Game Pak in its protective case when not in use.
- Always turn the power off before inserting or removing the cartridge from the Game Boy® System.
- When playing the game for long periods of time, it is recommended that you take a 10 to 20 minutes break for every 2 hours of play.

STORY

After the Tusk Soldiers were defeated, another warrior group called the "Dark Dragons" came to power. The world of contact sports is in chaos again. Now the Dark Dragons are on their way to "Mountain of the Dragon" where our hero Rick, the Flying Warrior, was born.

Their purpose is to obtain the "Medallion" which is a legendary treasure hidden in the mountain.

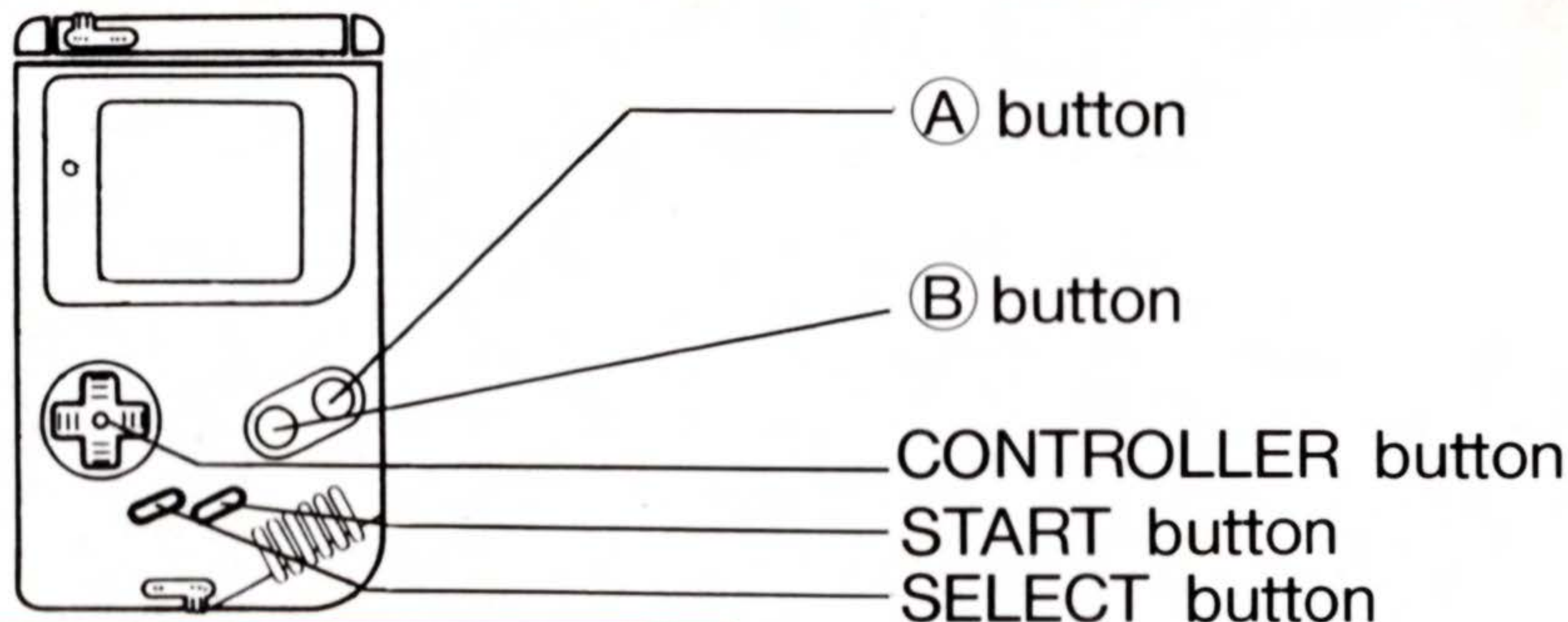
Now the desperate battle for the medallion is about to begin.








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1. CONTROLLER




● OPERATION CHART/MASTER


 $\begin{matrix} \text{A} & \text{B} \end{matrix}$	—	B	A	$\text{A} + \text{B}$
	Posture	kick-middle	punch-middle	spin kick-middle
 up	jump/defense upper	kick-upper	punch-upper	* spin kick (Hiryu no ken)
 right	walk/defense - middle	kick-middle	punch-middle	big jump ↗
 left	walk/defense - middle			big jump ↖
 down	defense-lower	tripping	squat	spin kick-down

* When the KO gauge is full, you can use a special technique, Hiryu no ken.






OPERATION

SPECIAL OPERATION

When you grab an opponent by his arm while defending your upper part, you can throw him by pushing  and (A) + (B) (Kung-fu fighter only).

When the KO gauge is full and you are transformed into a Warrior, you can fire the cosmic saucer by pushing (B). When your enemy grasps you, you can break loose by repeating  or (A) + (B) several times.

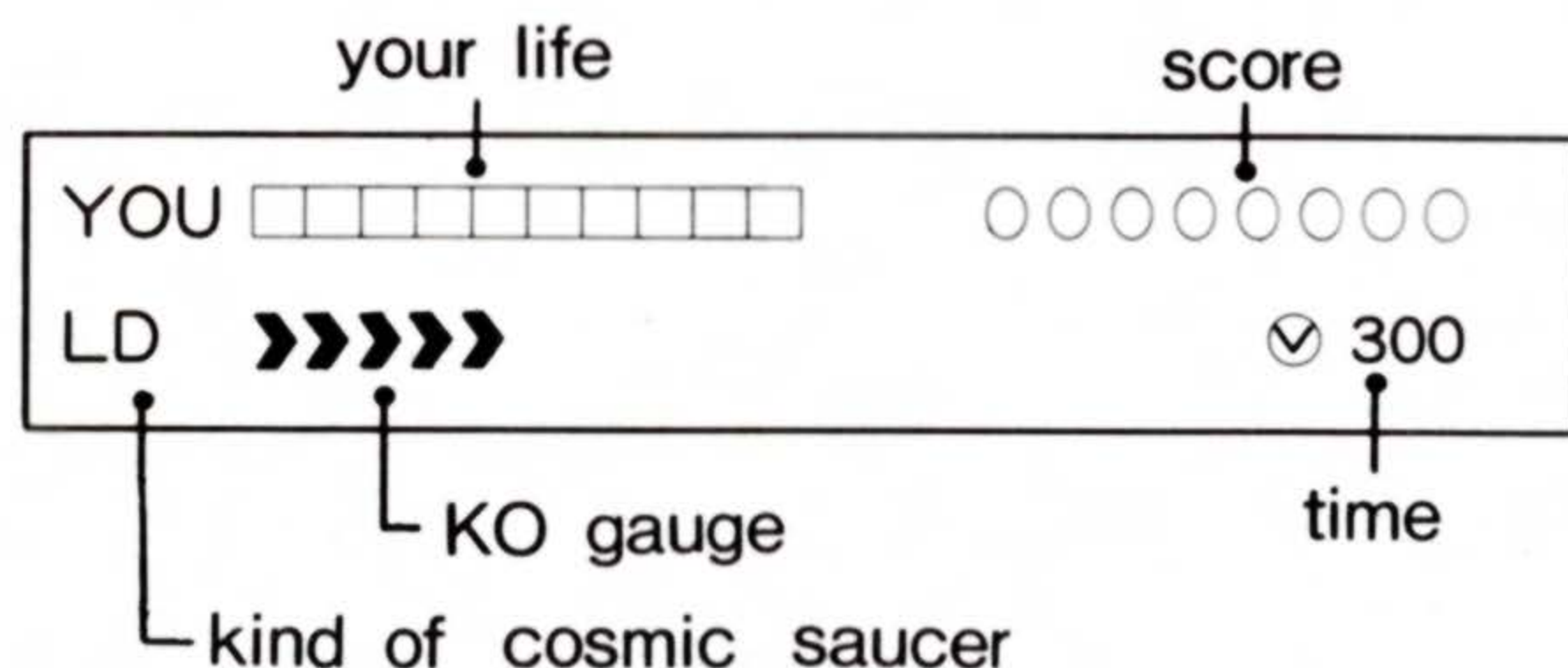
●ATHLETIC

 (A) (B)	—	(B)	(A)	(A) + (B)
	posture	punch/kick middle	jump	spin kick-middle
 up	jump/defense upper	punch/kick upper		spin kick-upper (Hiryu no ken)
 right	walk/defense middle	punch/kick middle	jump ↗	
 left			jump ↖	
 down	defense lower	leg sweep	squat	spin kick-down

2. HOW TO PLAY

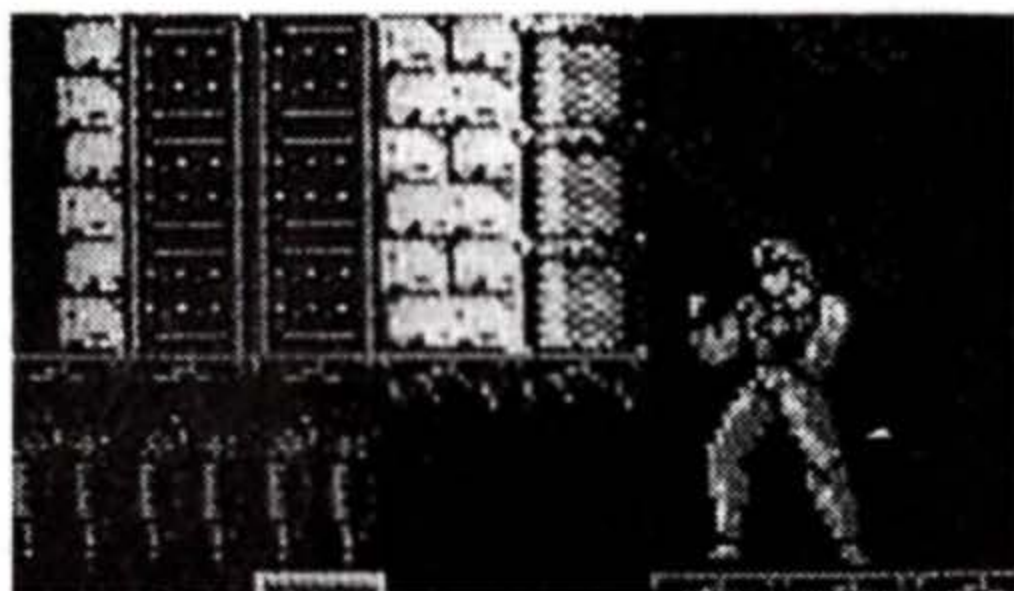
Flying Warriors, the supplementary story has 2 action modes : A scroll action journey, and man - to-man match.

● How to read the screen display



★ You will encounter various types of enemies on your journey. You will clear each round by defeating one of the MATENSHU.

There are four rounds to clear.

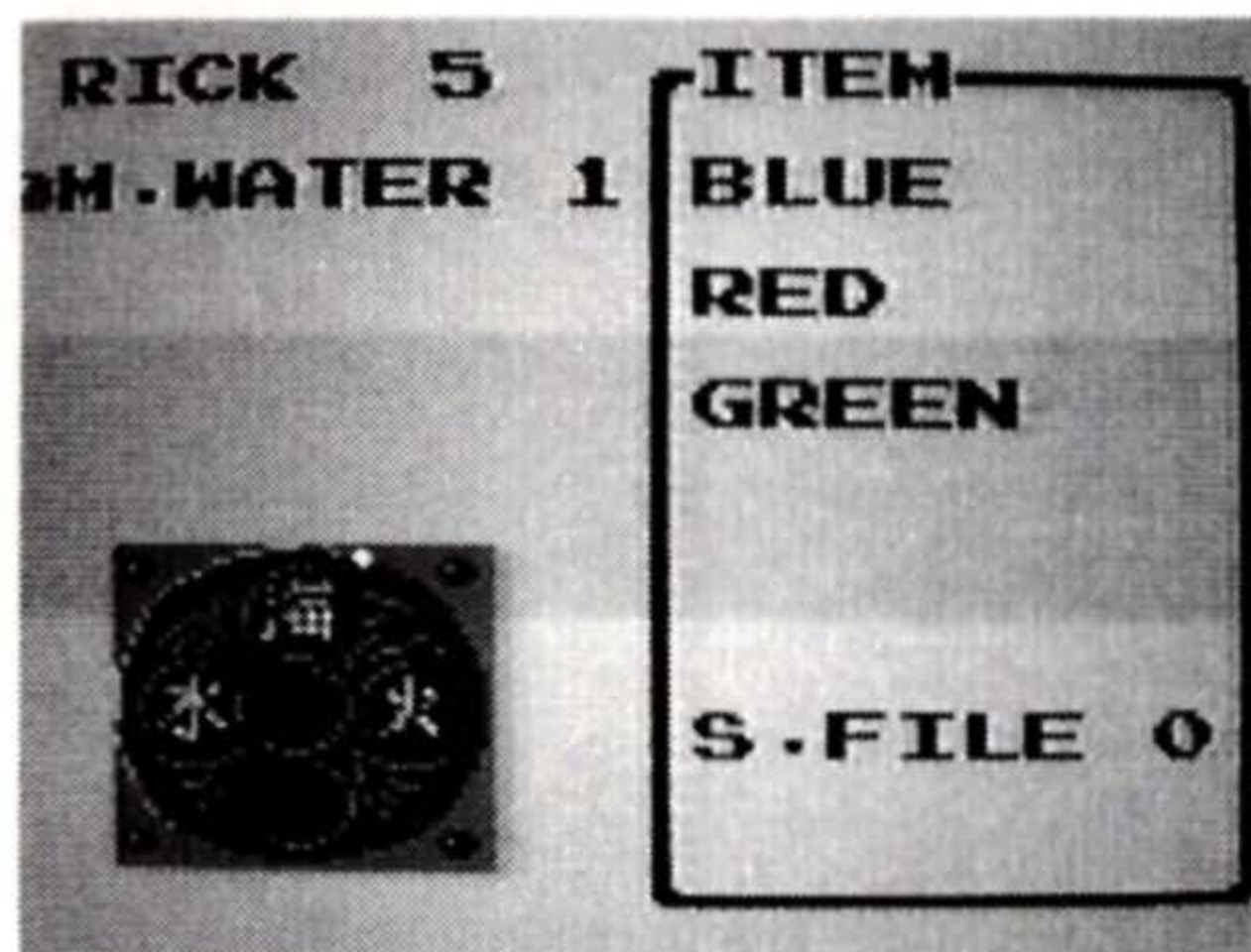


← Your enemy is waiting for you behind the door !

THE JOURNEY

● How to read the Sub-screen

Push START button to enter the sub-screen.



} 1. Medals you have obtained

} 2. Number of secret files you have obtained

3. Complete figure of Medallion

Push START to enter the sub-screen.

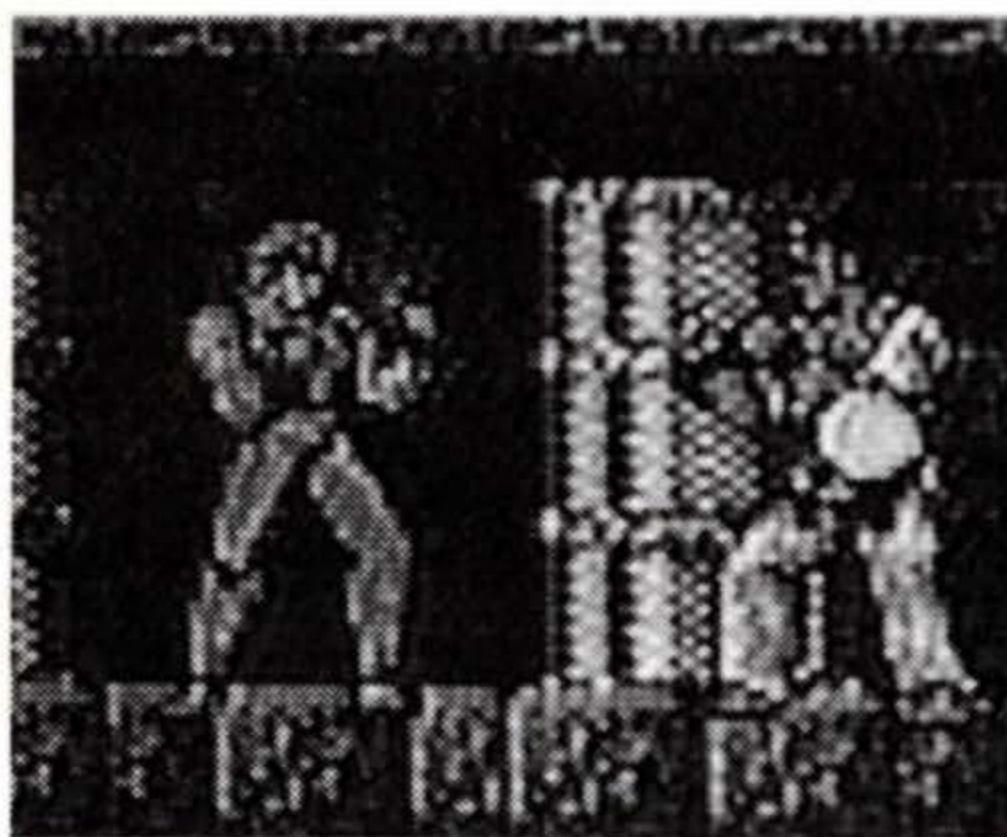
MAGIC WATER — You will regain your power.

TRANSFORMATION — When you encounter Evil Warriors, Rick will transform into a Flying Warrior.

3. HOW TO PLAY

● Mind's Eye

During the match you will see a ◎ mark on the fighter's body. That indicates the weakest part of the fighter's body.



Defend when it appears on your fighter's body, attack when it appears on the opponent's body.

When a ★ mark appears, hit the ★ mark.

You can attack several times without the opponent fighting back. When you succeed in defending, your KO gauge will gain more power.

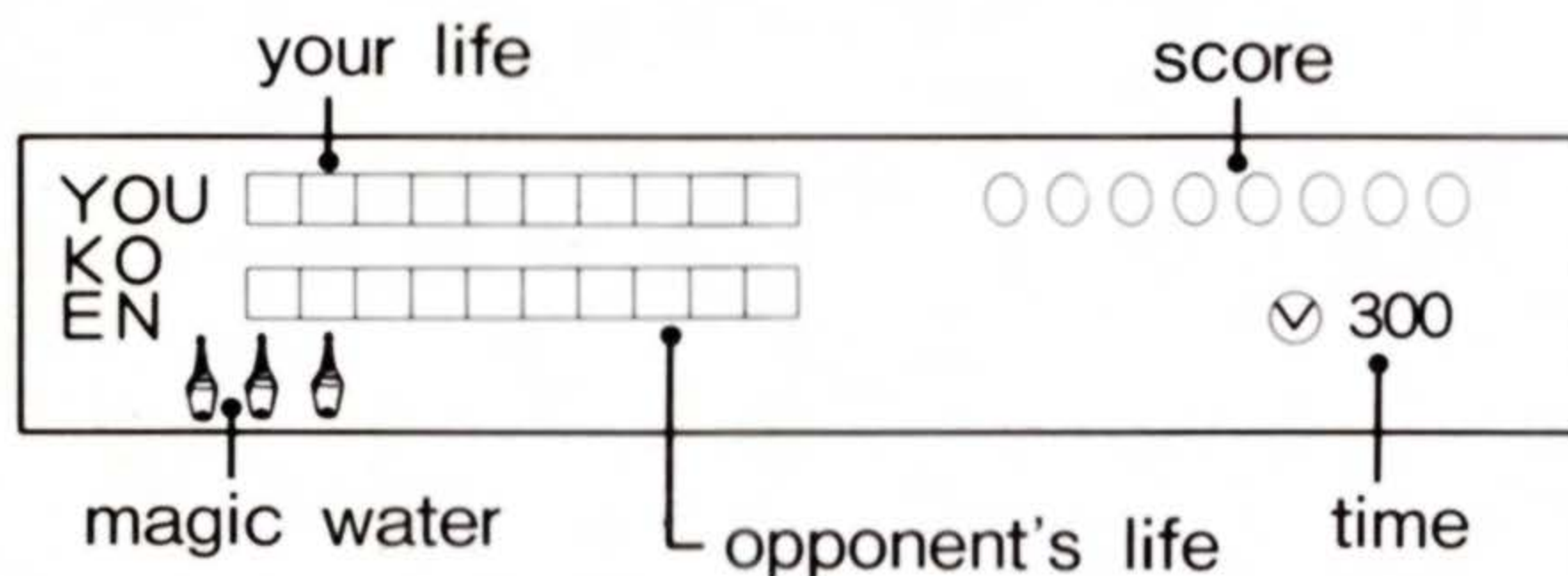
When the KO gauge becomes full, you can use the special technique and the Cosmic saucer.

CAUTION

The KO gauge has different features when in the Journey or Match mode.

THE MATCH

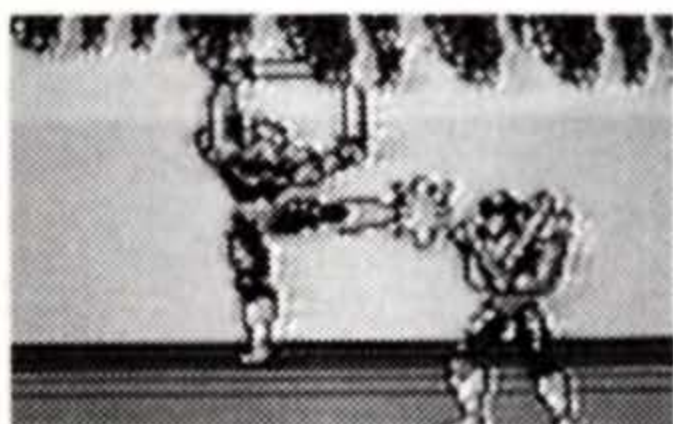
● How to read the screen display



● Encounter in the Dark Field



Transformation - when you encounter MATENSHU, choose TRANSFORMATION in the sub-screen.



The following techniques are available when the KO gauge is full.

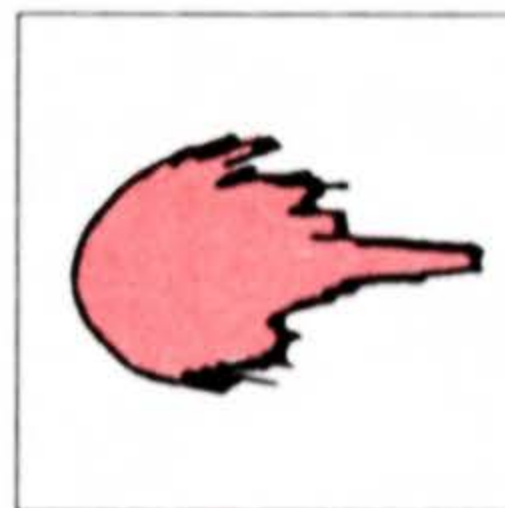
⊕ + (A) + (B)Hiryu no Ken
 (B)Cosmic Saucer

4. ITEMS

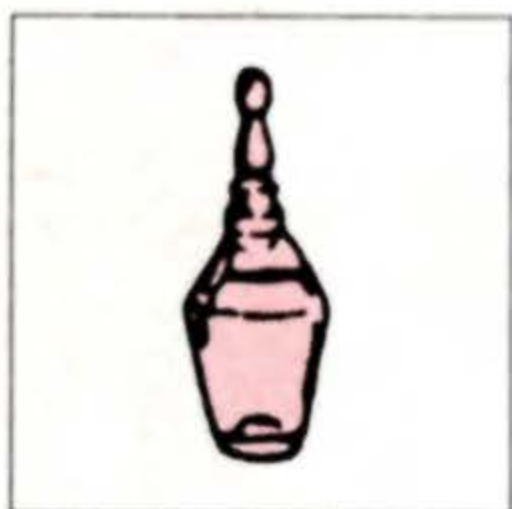
Obtain these items by breaking blocks during the journey.



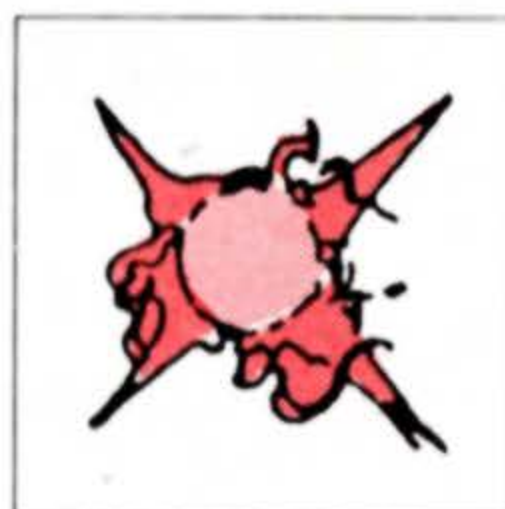
COIN — this will raise your score.



COSMIC SAUCER —
There are three kinds of Cosmic Saucers.



MAGIC WATER — you will regain your strength with this water. There are two kinds of magic water : one that gives you the strength immediately and the other that you can keep for later use. Push SELECT button to use the magic water.



COSMIC SHIELD —
Your KO gauge will regain power.



TOP SECRET FILE —
You can find out useful information about Dark Dragon in this file.

5. HOW TO PLAY THE MATCH - 1 Player

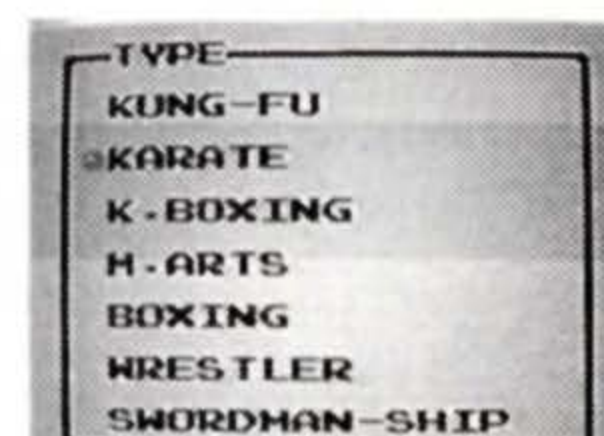
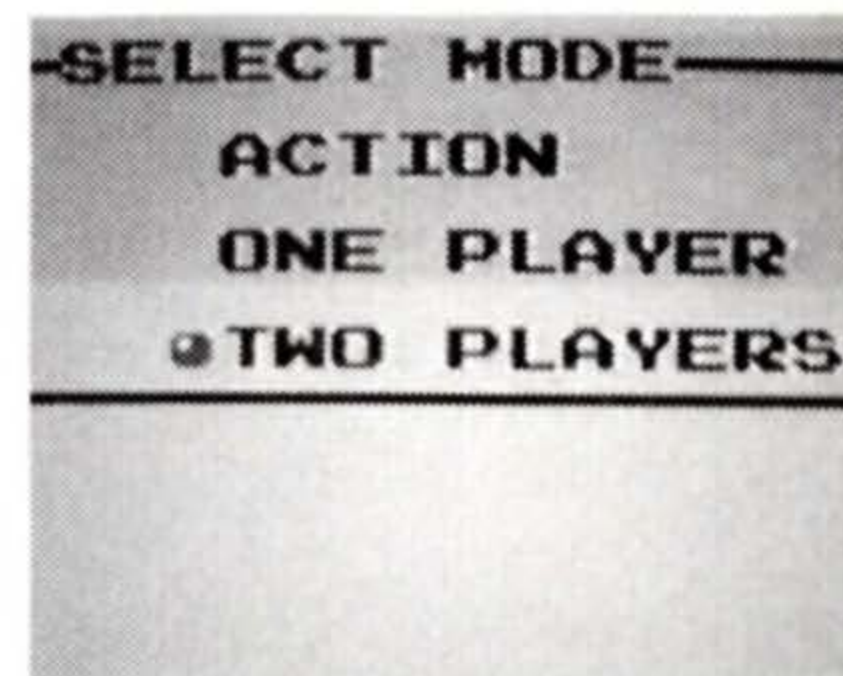
- ① Choose "one player" in select mode.
- ② Choose athletic or master.
- ③ Level of the game.
- ④ Your fighter and the type of match you want to play.



You can choose either a single match game or three match games.

6. HOW TO PLAY THE MATCH - 2 Players

- ① Only one person can choose the following.
- ② Choose "2 players" in select mode.
- ③ Choose athletic or master, level of the game, the type of match you want to play.



● ISSUES OF THE MATCH

You have 3 minutes to play. The fighter who loses all his life power as shown on the gauge or whose score is less than his opponent's loses the match.

If the scores of both fighters are equal, you can play a rematch.

7. FIGHTERS YOU CAN OPERATE AND THEIR FEATURES



KUNG-FU

Originated in China. There are many different tricks which are easy to use.



KARATE

Originated in Japan, and is very popular all over the world. The TRIANGLE JUMP is a super accurate and potent kick.



KICK BOXING

One of the strongest fighting methods in the whole world. The JUMPING KNEE KICK is a effective technique.



WRESTLING

The strength of his muscles make him as strong as iron, so it is difficult to knock him down. His punch is also powerful.



BOXING

A powerful punch can be very useful, but is rather difficult to control.



MARTIAL ARTS






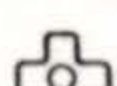

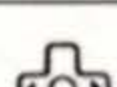


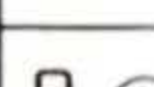
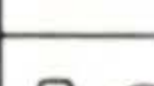
Originated in the USA using basic karate techniques. This uses techniques from all fighting styles.



DOUBLE SWORDSMANSHIP

Special technique used only in this game. It is useful when attacking from a distance and is good for a handicap match.

8. OPERATION CHART FOR ALL THE FIGHTERS

		KUNG-FU	KARATE	KICK BOXING	MARTIAL ARTS	BOXING	WRESTLING	DOUBLE SWORD MANSHIP
DEFENSE		UPPER DEFENSE/SMALL JUMP						
		MIDDLE DEFENSE/WALK						
		LOWER DEFENSE/SQUAT						
ATTACK	 (B)	UPPER KICK	UPPER KICK	HIGH KICK	HIGH KICK	JAB	UPPER PUNCH HEAD GRASP	UPPER SLASH
	 (B)	MIDDLE KICK	MIDDLE KICK	KICK	MIDDLE KICK	MIDDLE STRAIGHT	MIDDLE KICK	MIDDLE SLASH
	 (B)	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK	-----	-----	LOWER SLASH
	 (A)	UPPER PUNCH	UPPER PUNCH	UPPER PUNCH	UPPER PUNCH	STRAIGHT	UPPER PUNCH HEAD GRASP	UPPER SLASH
	 (A)	MIDDLE PUNCH	MIDDLE PUNCH	KNEE KICK	KICK BRAIN BUSTER	MIDDLE STRAIGHT	MIDDLE KICK	MIDDLE SLASH
	 (A)	-----	LOWER KICK	LOWER KICK	LOWER KICK	-----	-----	LOWER SLASH
	 (A) (B)	UPPER SPIN KICK [HIRYU NO KEN]	UPPER KICK [TRIANGLE JUMP]	HIGH KICK [JUMPING KNEE KICK]	HIGH KICK [HURRICANE KICK]	UPPER HOOK [TYPHOON FLURRY]	UPPER PUNCH HEAD GRASP JUMPING KNEE ATTACK	JUMP AND SLASH HIRYU NO KEN
	 (A) (B)	JUMP						
	 (A) (B)	LOWER SPIN KICK	LOWER KICK	LOWER KICK	LOWER KICK	-----	-----	LOWER SLASH
	(A) (B)	MIDDLE SPIN KICK	MIDDLE KICK	KNEE KICK	KICK BRAIN BUSTER	MIDDLE STRAIGHT	MIDDLE KICK	MIDDLE SLASH

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90-DAY LIMITED WARRANTY:

Culture Brain warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty Period, Culture Brain will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Culture Brain Consumer Service Department of the problem requiring warranty service by calling: 1-206-882-2339. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday (time subject to change). Please Do Not send your Pak to Culture Brain before calling the Consumer Service Department.
3. If the Culture Brain Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK.

FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE.

together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Culture Brain USA, Inc.

Consumer Service Department

15315 NE 90th Redmond

WA 98052

RA # _____

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Culture Brain Consumer Service Department at the phone number noted at left. If the Culture Brain Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Culture Brain to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective PAK. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to Culture Brain, enclosing a check or money order payable to Culture Brain, for the cost quoted you.

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