

Nintendo®

GAME BOY®



Fist of the North Star™

10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!

INSTRUCTION BOOKLET



NINTENDO. GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.



THIS OFFICAL 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.

ELECTRO BRAIN CORP.™

Thank you for purchasing the Nin-
tendo GAME BOY Game Pak, "FIST
OF THE NORTH STAR."

Before you start playing, please read
this instruction booklet carefully and
follow the correct operating proce-
dures. Keep this instruction booklet
handy for your future reference.

PRECAUTIONS

- 1) Do not touch the game pak's terminal con-
nectors. Keep them free of dust and mois-
ture.
- 2) Store your game pak at room temperature.
Avoid extremely hot or cold temperatures.
- 3) Do not clean with paint thinner, benzene,
alcohol, or other such solvents.
- 4) Avoid subjecting your game pak to shock.
Never attempt to open or dismantle it.

■■■■■ TABLE OF CONTENTS ■■■■■

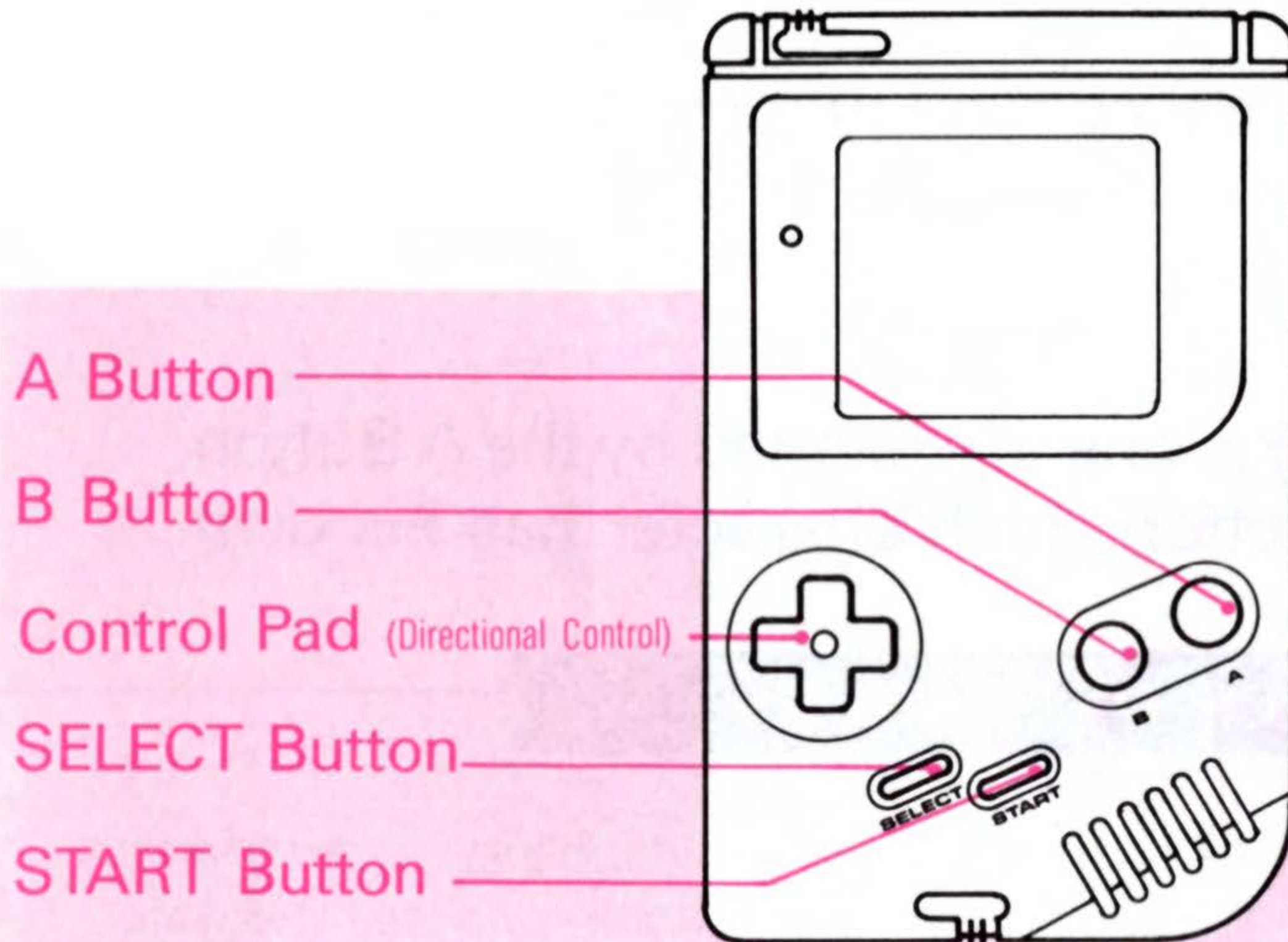
Use of the Controller	4
Basic Opretion of Characters	5
Game Play.....	6
Rules of the Game.....	10
Developing a Character.....	11
Password Feature.....	12
Introduction of Characters	13
Password Record	21

STORY . . .

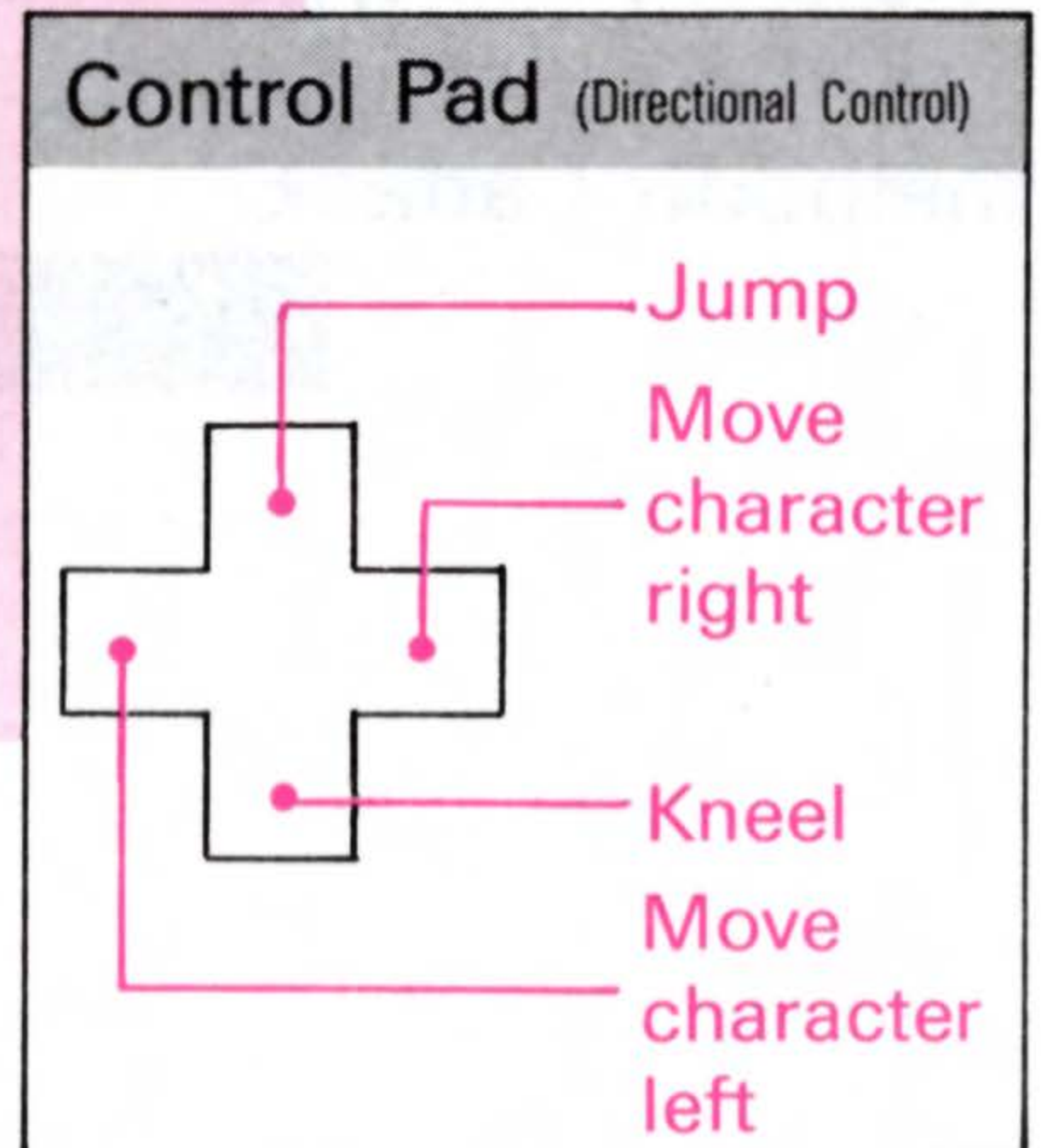
A nuclear war has left the world in chaos. The leaders of various factions (both good and bad) are scrambling for power. Among them is Kenshiro, legendary "Fist of the North Star," who hopes to defeat the rest and begin the long road to rebuilding civilization. Each leader has his own reasons for wanting control, but ultimately each seeks the same goal: to rule what's left of our shattered planet. It's a round-robin battle and to the victor . . . goes the future of a new world.



Use of the Controller



A Button	Type A attacks
B Button	Type B attacks



BASIC OPERATION OF CHARACTERS

Moving the Character

Use the Control Pad (Directional control) to move the character. Remember that neither HEART nor UYGUR can “kneel” or “jump.”

Attacking

There are two types of attacks; one is executed by the A Button and the other is by the B Button. Each character has his own method of attack.

Types of Attacks

Some attacks are created by the use of mental energies which these martial artists have learned to control through their many years of training and self discipline. These attacks (Aura Wave and Vacuum Drain) can be as formidable as the whips and deadly throwing needles used by other characters. Some characters simply concentrate their energies into their own mass and use their immense bodies as weapons of attack.

GAME PLAY

Title Screen

START Select START to advance to the Game Selection screen. All characters will start from Level 1.

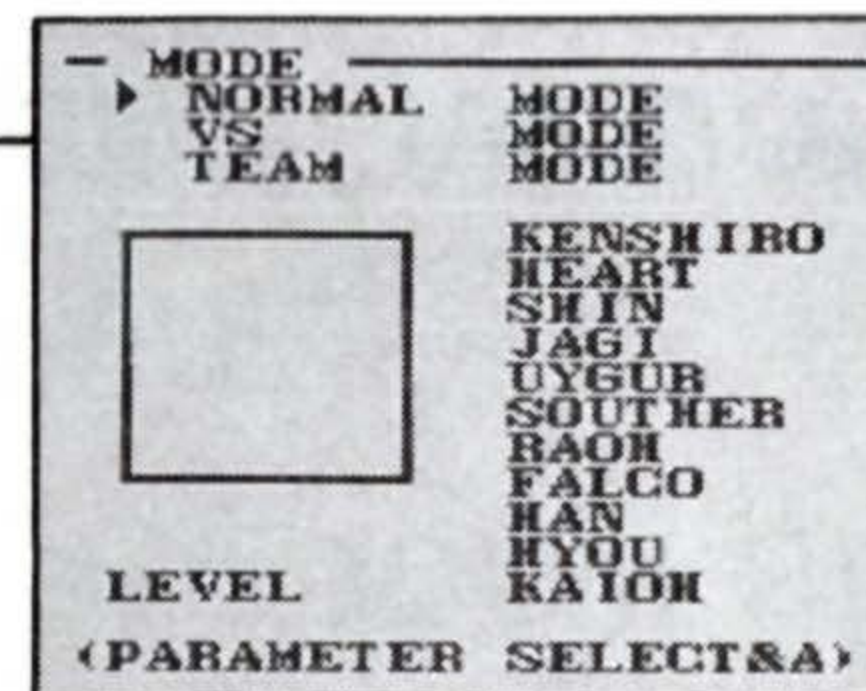
CONTINUE . . . Select CONTINUE to play with a character you have previously developed. A password will be required to activate your character in the CONTINUE mode.



Game Selection Screen

Choose the game mode you wish to play.

NORMAL MODE . . . 1 player against the computer!



VS MODE . . . 2 players against each other. Each player chooses one character to play in an individual head-to-head competition!

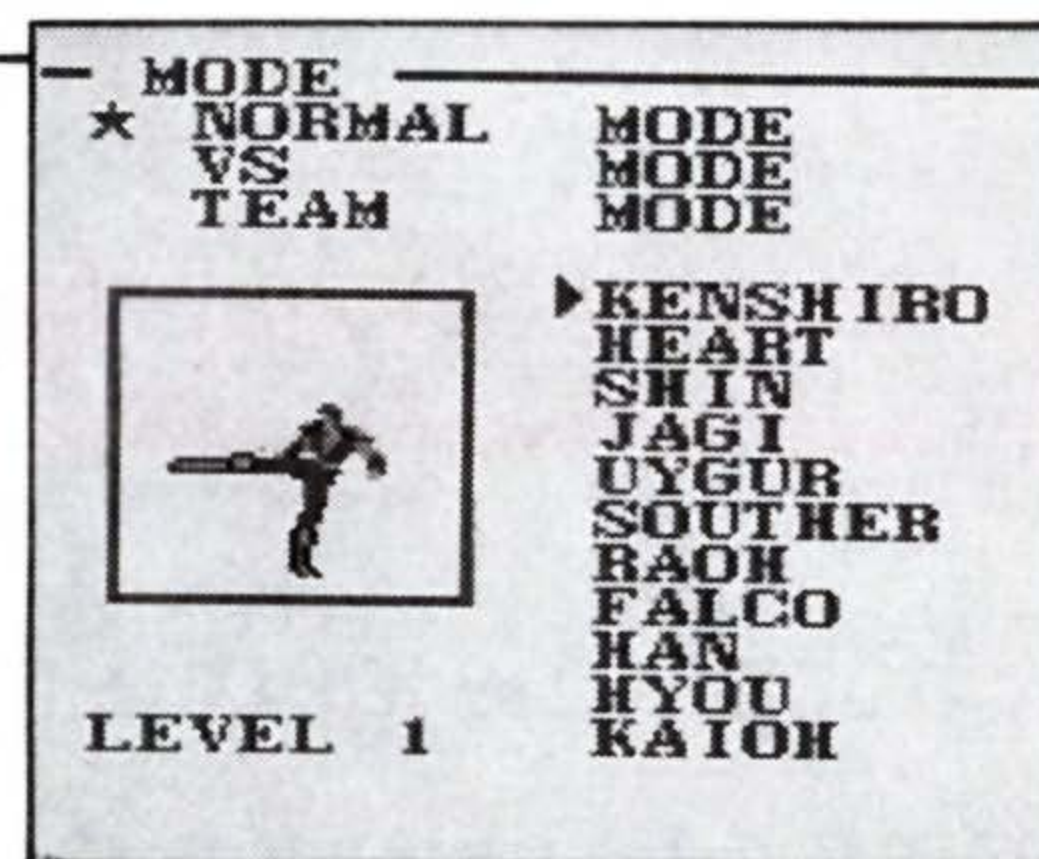
TEAM MODE 2 players against each other. Each player selects a team of 5 characters to do battle against the opposing team. The last man standing wins!

Choose the type of game by pressing UP or DOWN on the Control Pad (Directional Control) and activate it by pressing the A Button. If you wish to cancel your selection, press the B Button.

Selection of the Character

NORMAL MODE . . . Choose one valiant character to champion your cause from a list of 11 formidable foes.

VS MODE Same as the NORMAL MODE.




TEAM MODE...Choose 5 skilled warriors to form an invincible team from the list of 11.

Use the Control Pad (Directional Control) to select a character and press the A Button. Press the B Button to cancel the selection.

— MODE —	
NORMAL	MODE
VS	MODE
★ TEAM	MODE
1 KENSHIRO	KENSHIRO
2 HEART	HEART
3 SHIN	SHIN
4	JAGI
5	UYGUR
	SOUTHER
	BAOH
	FALCO
	HAN
	HYOU
	KAIOH
LEVEL 1	

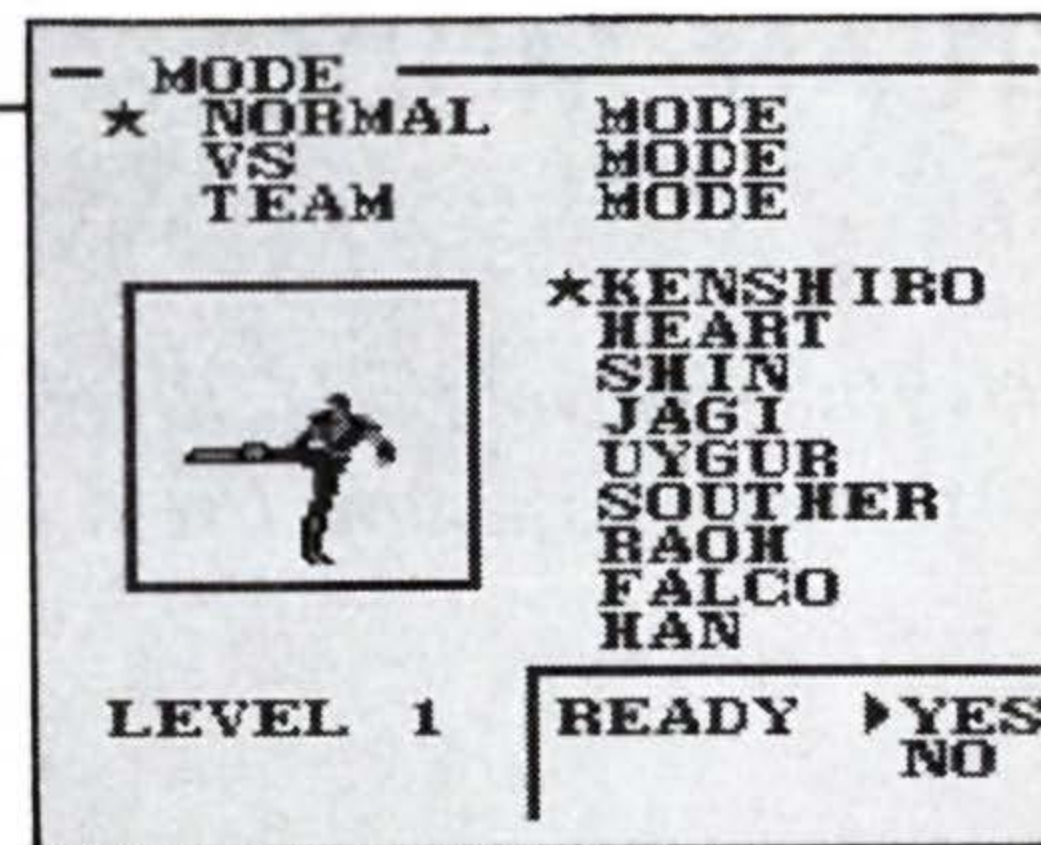
Parameter Display

— PARAMETER DISPLAY —	
KENSHIRO	
	LEVEL
	EXPERIENCE
	ATTACK
	ATTACK
	DEFENSE
	1
	0
	A
	20
	B
	50
	20

You will be able to check the individual character's status in the Parameter Display Screen. In order to get to this screen, hold down the SELECT Button and press the A Button. You must do this before you select the type of game you wish to play.

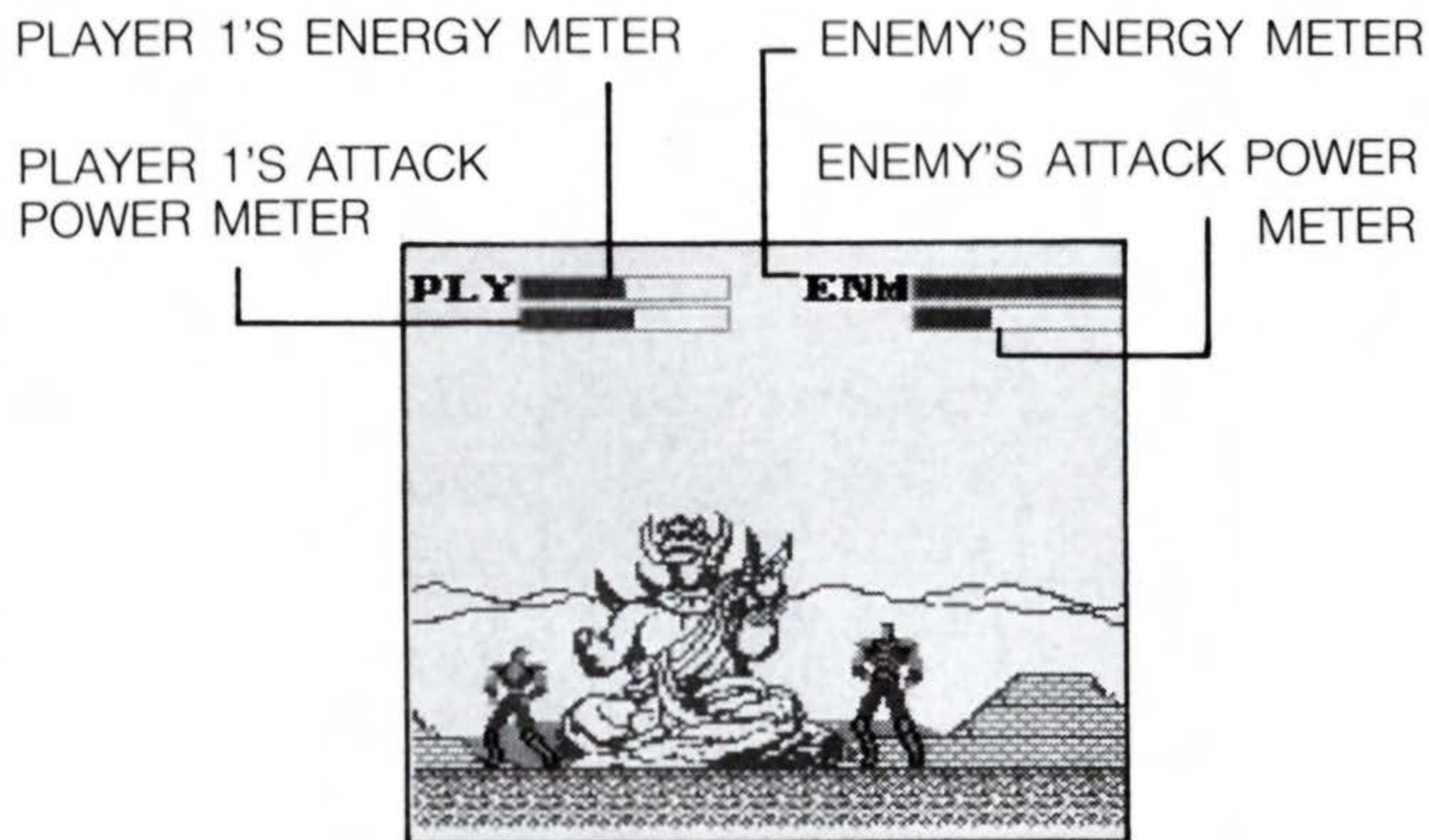
Ready To Play

When you finish selecting your character/characters, the screen will ask you "READY?" Press UP or DOWN to move the cursor to YES or NO. Choose "Yes" to start playing. If you choose "No," you will return to the character Selection menu.



The Game Screen

In the upper left portion of the screen is Player 1's energy meter. His Enemy's energy meter is located in the upper right portion of the screen. If applicable, each character's Attack Power meter will be located directly beneath his energy meter.



RULES OF THE GAME

When you play in the NORMAL MODE, your energy will be completely restored as soon as you finish a stage. Therefore, you don't have to be concerned about your energy level for the next stage. Since you only play one character at a time, the game is over if your character loses. However, the CONTINUE function at the end of the battle will allow you to continue the game from where you lost.

In VS MODE, the play is over when one player defeats the other. If the fight ends in a draw, both players lose the game.

The TEAM MODE allows you to choose 5 characters to compose your team. Your opponent will also choose 5 characters. In this mode, even if you lose a character, you will continue playing with the next character until all of the characters of either team are eliminated. If the fight ends in a draw, both players will lose those particular characters. The player who runs out of characters first, loses the TEAM MODE competition.

DEVELOPING A CHARACTER

During the NORMAL MODE, a player can build the strength of his character by defeating enemies and earning experience points. When the level of a character advances, his strength and power also increase. The player can then use this experienced character in the VS MODE or the TEAM MODE. Therefore, it's a good strategy to use the NORMAL MODE for training and learning experiences, and use the VS and/or TEAM MODE for putting your learned skills to the true test.



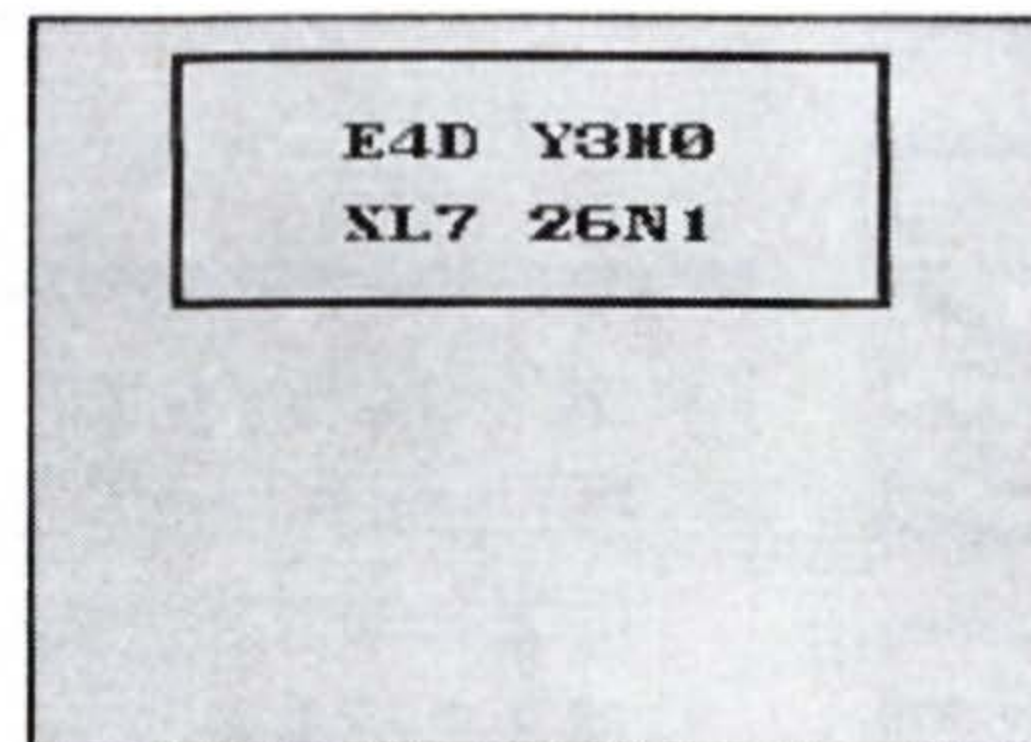
WINNER!

KENSHIRO

**KENSHIRO IS
LEVEL UP!
ATTACK POWER .A
1PTS UP!**

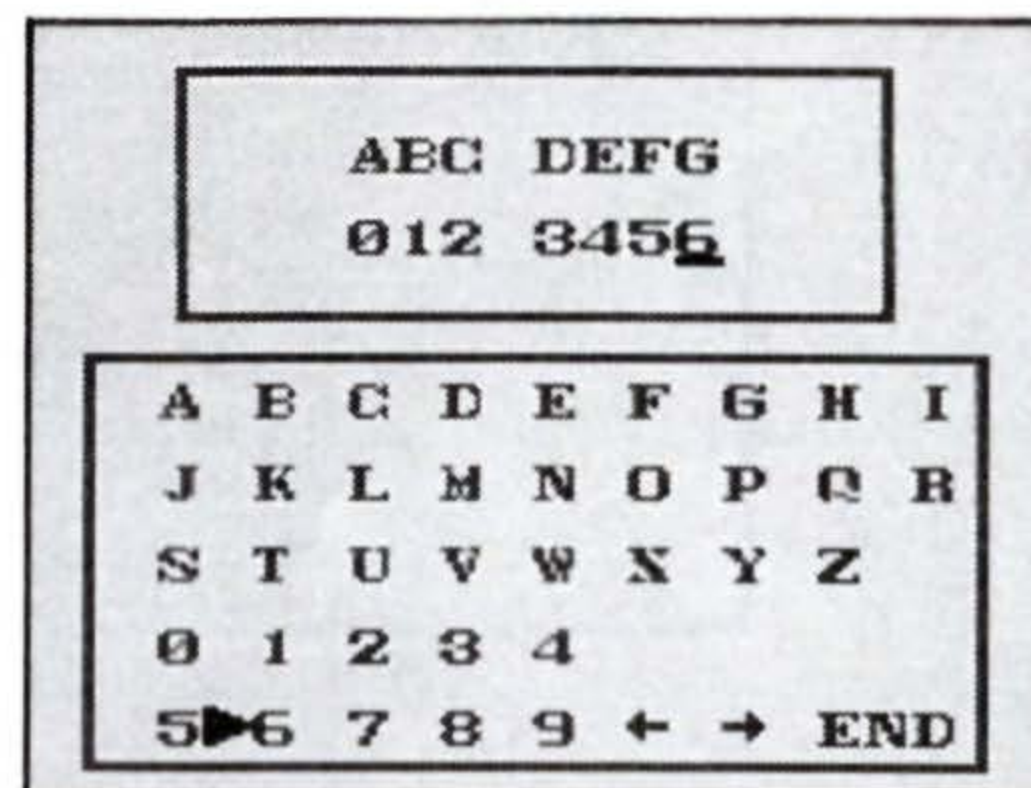
PASSWORD FEATURE

When the game is over, simply move the cursor to CONTINUE and press the A Button. If you wish to quit playing, move the cursor to PASSWORD and press the A Button. To resume playing the game at a later time, use this password.



■■■■■■■■■■■■■■■■■■■■ How to enter a password . . . ■■■■■■■■■■■■■■■■■■■■

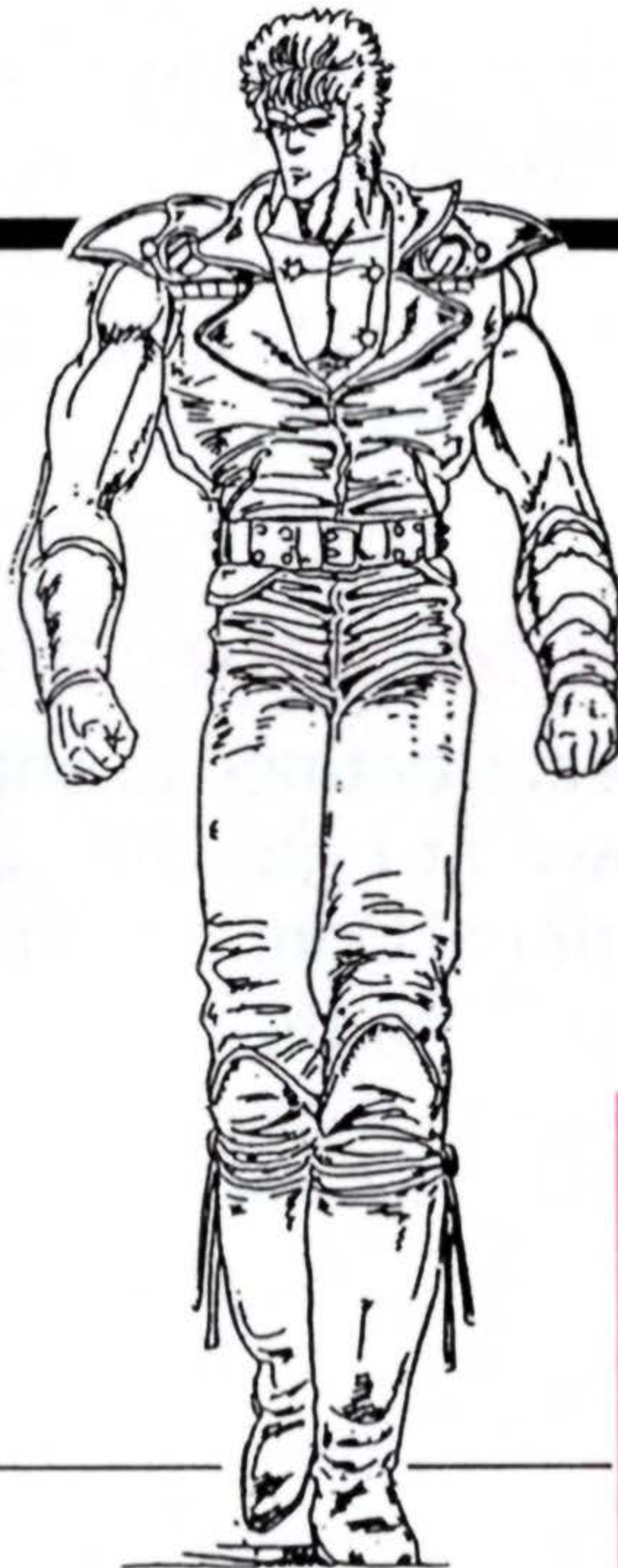
At the title screen, select Continue to enter a password. The screen shown at right will appear. Use the Control Pad (Directional Control) to a letter or a number and press the A Button. If you wish to change a letter or number that you've chosen, move the cursor to one of the arrows and press the A Button to move the underline to the position you wish to correct. Another way to move the underline is to hold the B Button down and press the Control Pad (Directional Control) left or right.



INTRODUCTION OF CHARACTERS

KENSHIRO

He is the heir to the HOKUTO SHINKEN, the famous martial arts school that dates back some two thousand years. His skills as a martial artist are legendary and the good people of the world see him as their protector. His enemies, however, regard him as a knight of death and fear his power. The seven scars on his chest resemble the constellation formed by the North stars.



A Button: Punch or
Aura Wave

B Button: Kick

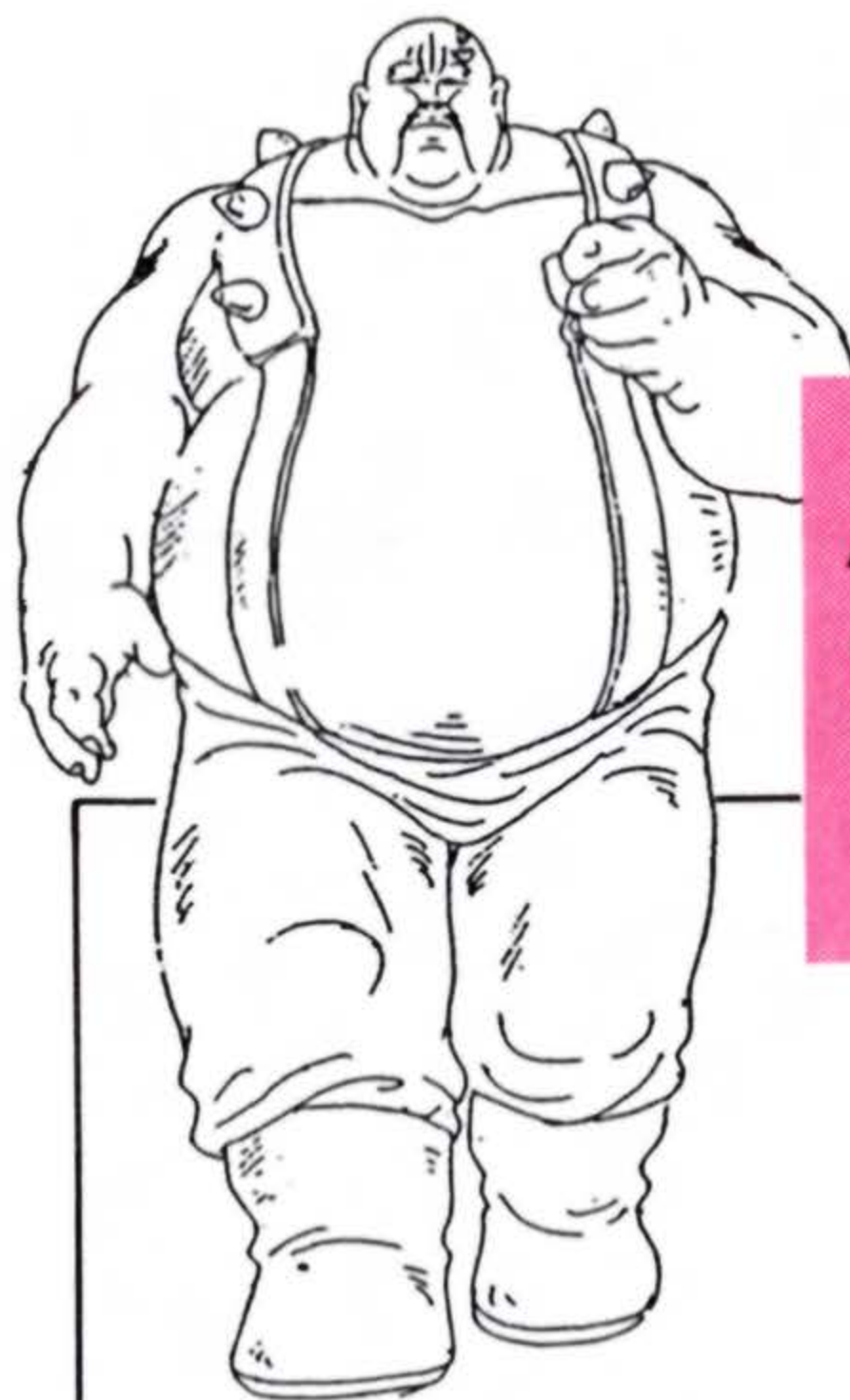
SHIN

He is an heir to the NANTO SHINKEN, the rival school of the HOKUTO SHINKEN. Legend has it that the Vacuum Drain generated by his fists can destroy enemies at a considerable distance.



A Button: Punch or Vacuum Drain

B Button: No effect.



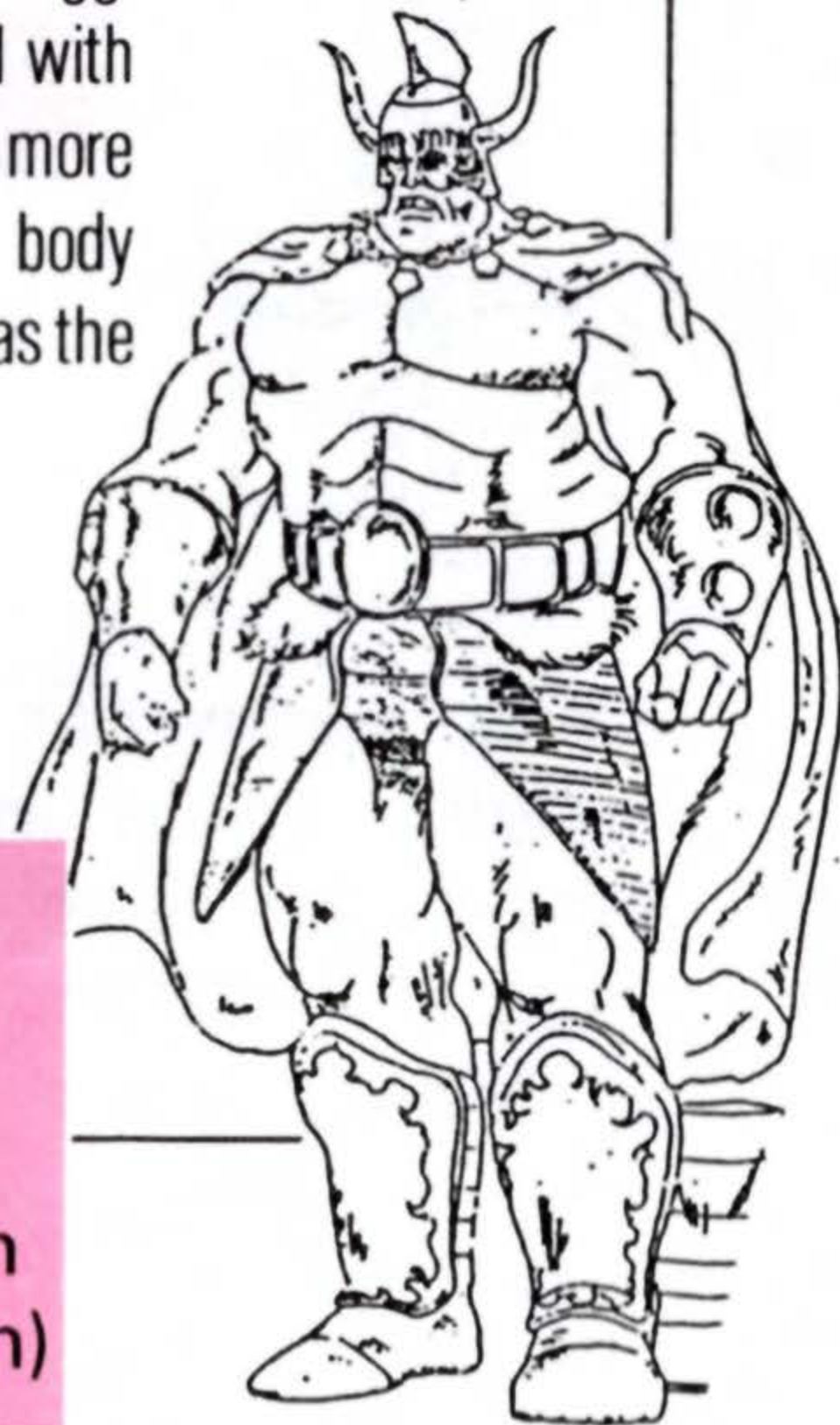
HEART

A Button: Punch
B Button:
Body Crash

He is the awesome giant whose leathery skin forms a natural armor. Practically nothing can stop this juggernaut when he uses his body to crash into the opponent. Like his namesake, Heart is pure muscle!

UYGUR

He guards the frightening, chaotic town of Kasandra. He is actually bigger than Heart, but more agile. He is skilled with a whip, but he is even more feared because of the body crash technique known as the Mongolian Destruction.

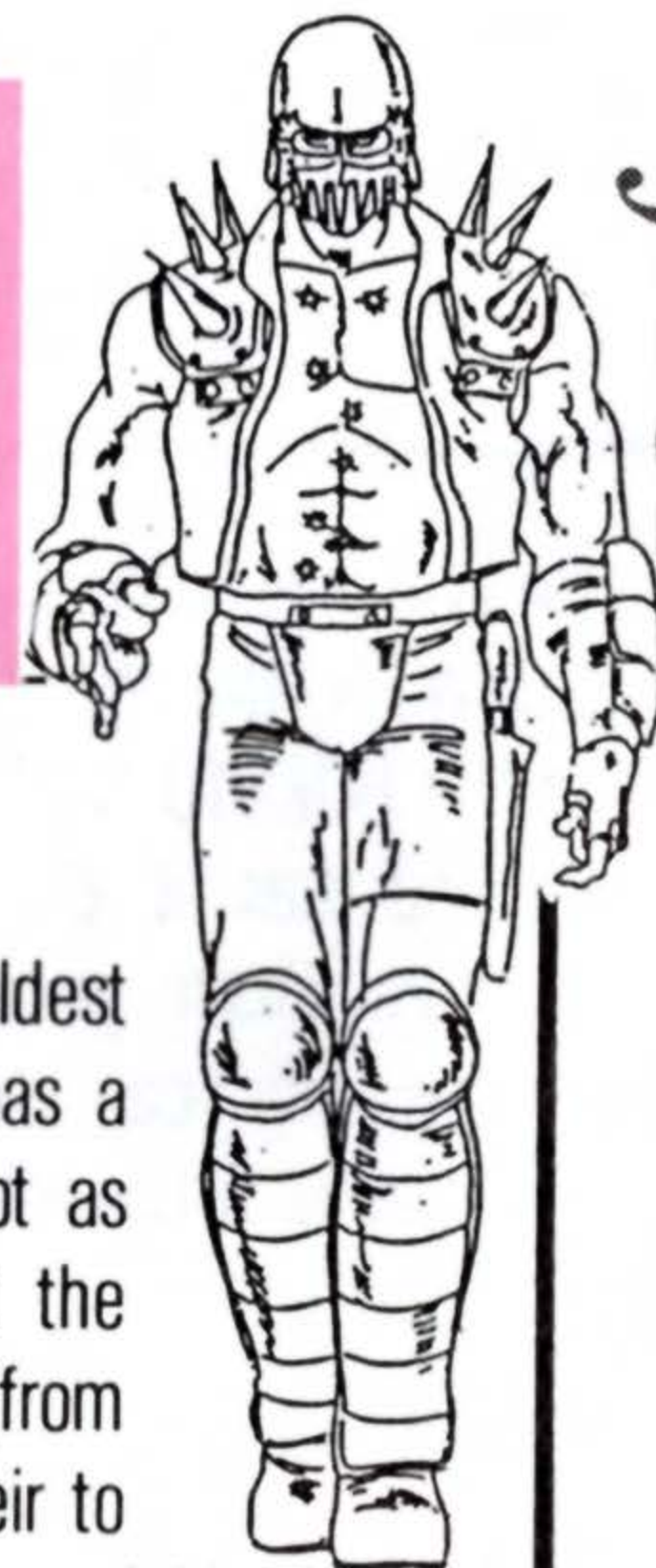


A Button: Whip
B Button: Body
Crash
(Mongolian
Destruction)

A Button: Punch and
Needle
Attack

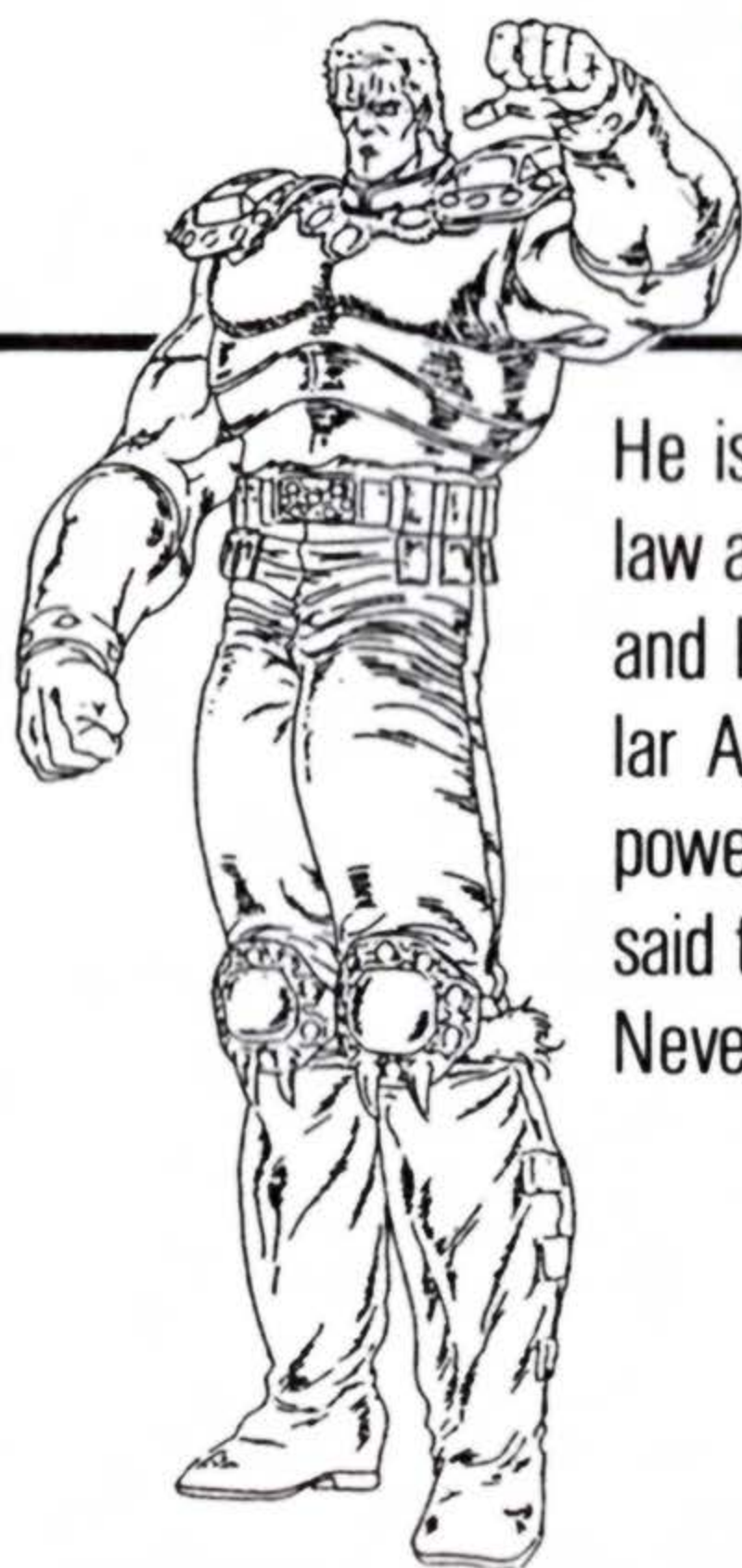
B Button: No effect.

He is Kenshiro's third oldest brother-in-law and he has a violent nature. He is not as skilled as Kenshiro, but the anger that drives Jagi (from being passed over as heir to the HOKUTO SHINKEN) and his deadly needles could prove to be Kenshiro's undoing.



JAGI

INTRODUCTION OF CHARACTERS



RAOH

He is Kenshiro's oldest brother-in-law and is versatile in both NANTO and HOKUTO schools. His particular Aura Wave may be the most powerful weapon of all and it is said that he has never known fear. Never!

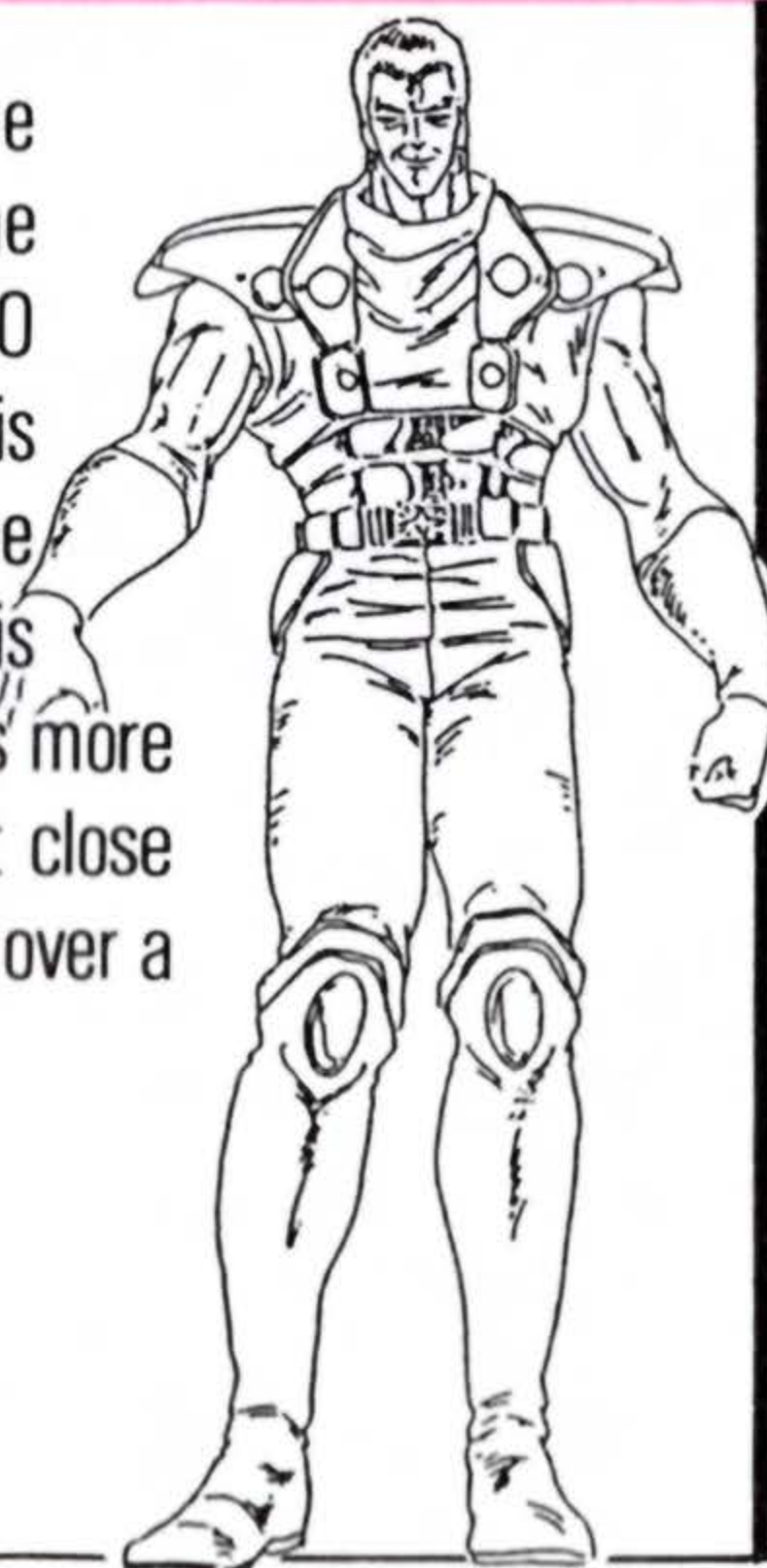
A Button: Punch or
Aura Wave

B Button: Kick

A Button: Punch or
Vacuum
Drain

B Button: No effect.

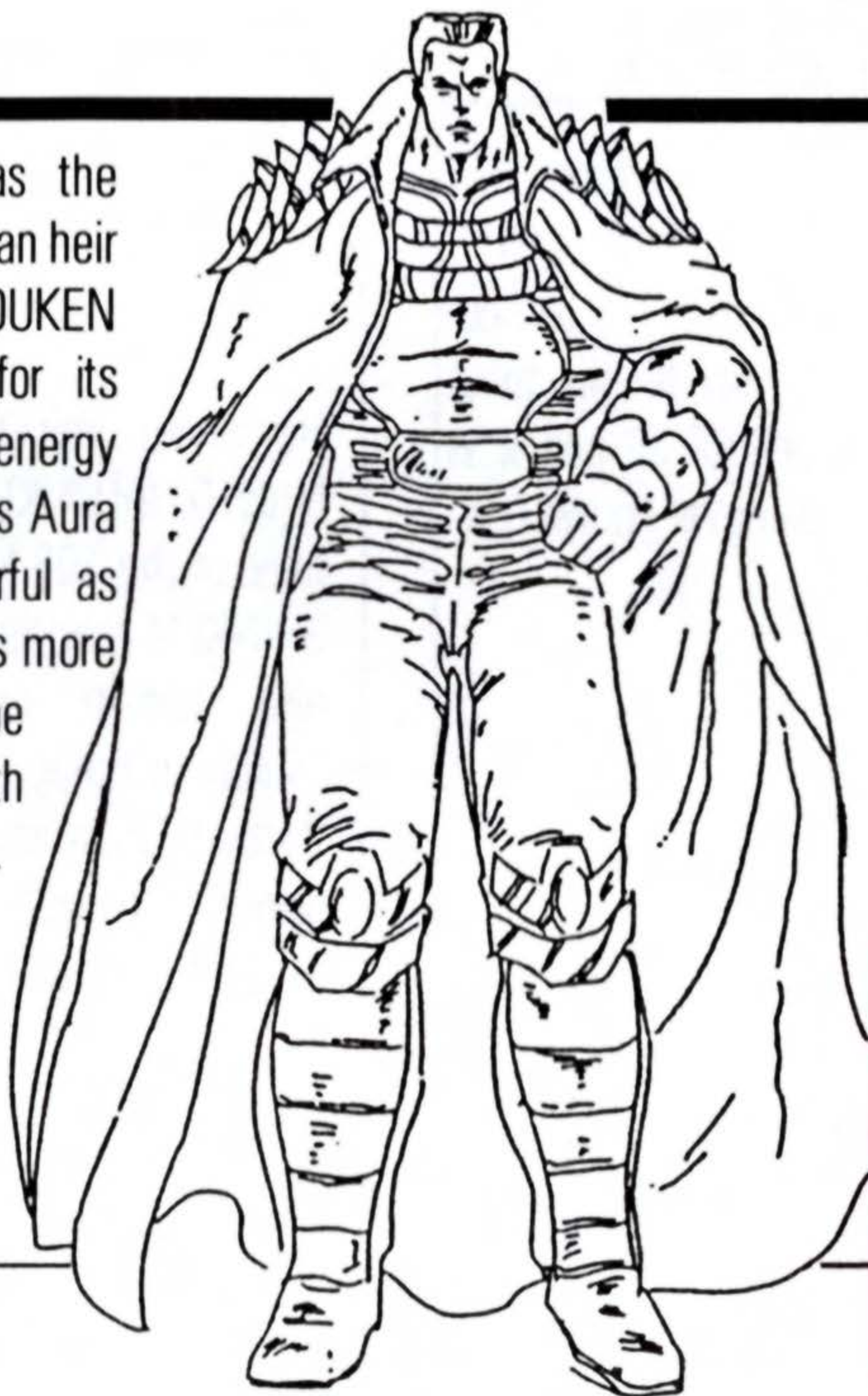
He is an heir to the NANTO HOUOUKEN, the head of the 108 NANTO SHINKEN schools. He is also known as the "Southern Emperor." His Vacuum Drain attack is more powerful than Shin's at close range, but spreads out over a distance.



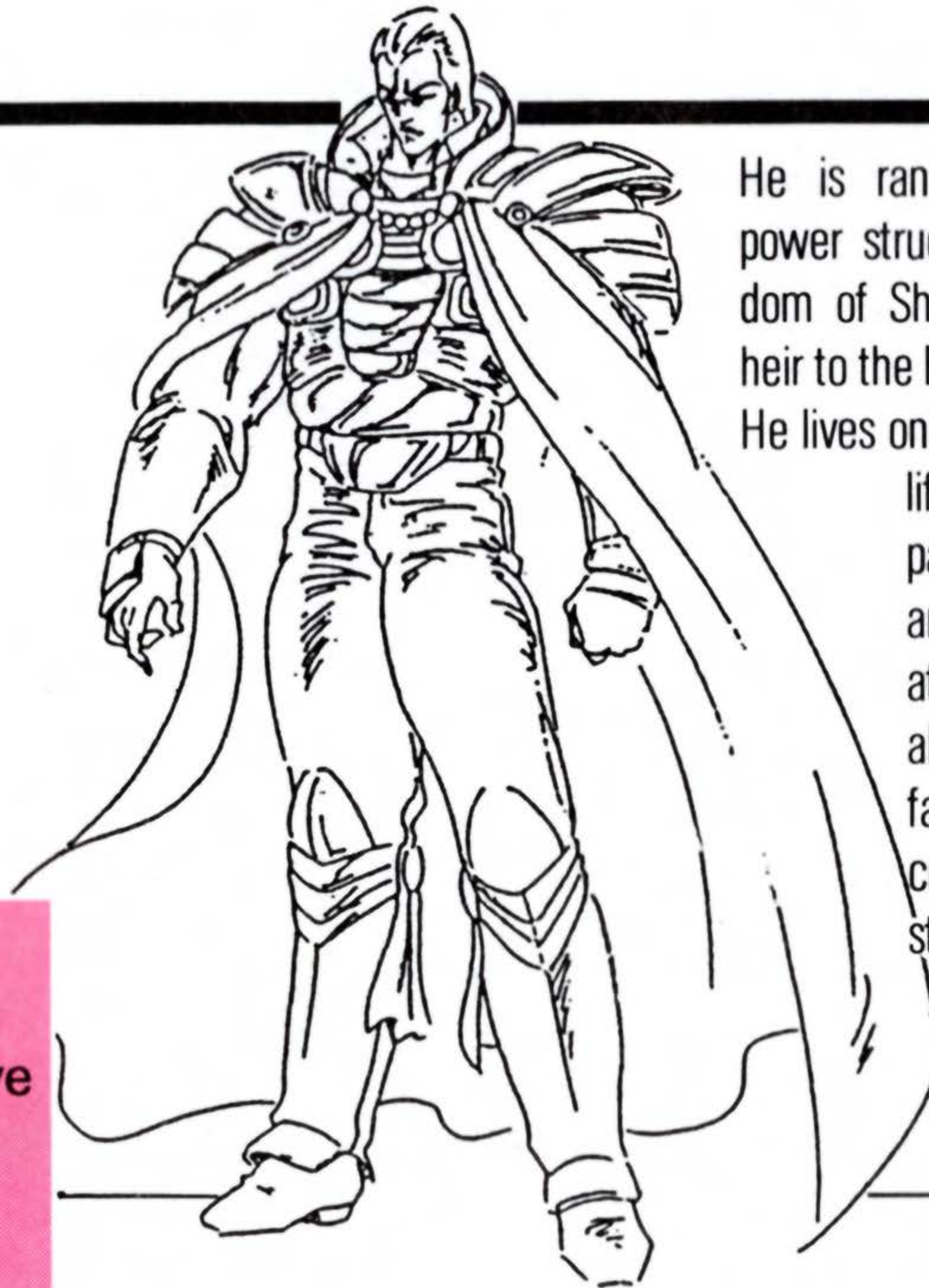
SOUTHER

FALCO

He is also known as the Golden Falco and he is an heir to the GENTO KOUKEN which is renowned for its prowess of mental energy attacks. Though Falco's Aura Wave is not as powerful as Raoh's, Falco's wave is more concentrated and will be more likely to hit with full force than Raoh's.



A Button: Punch or
Aura Wave
B Button: Kick

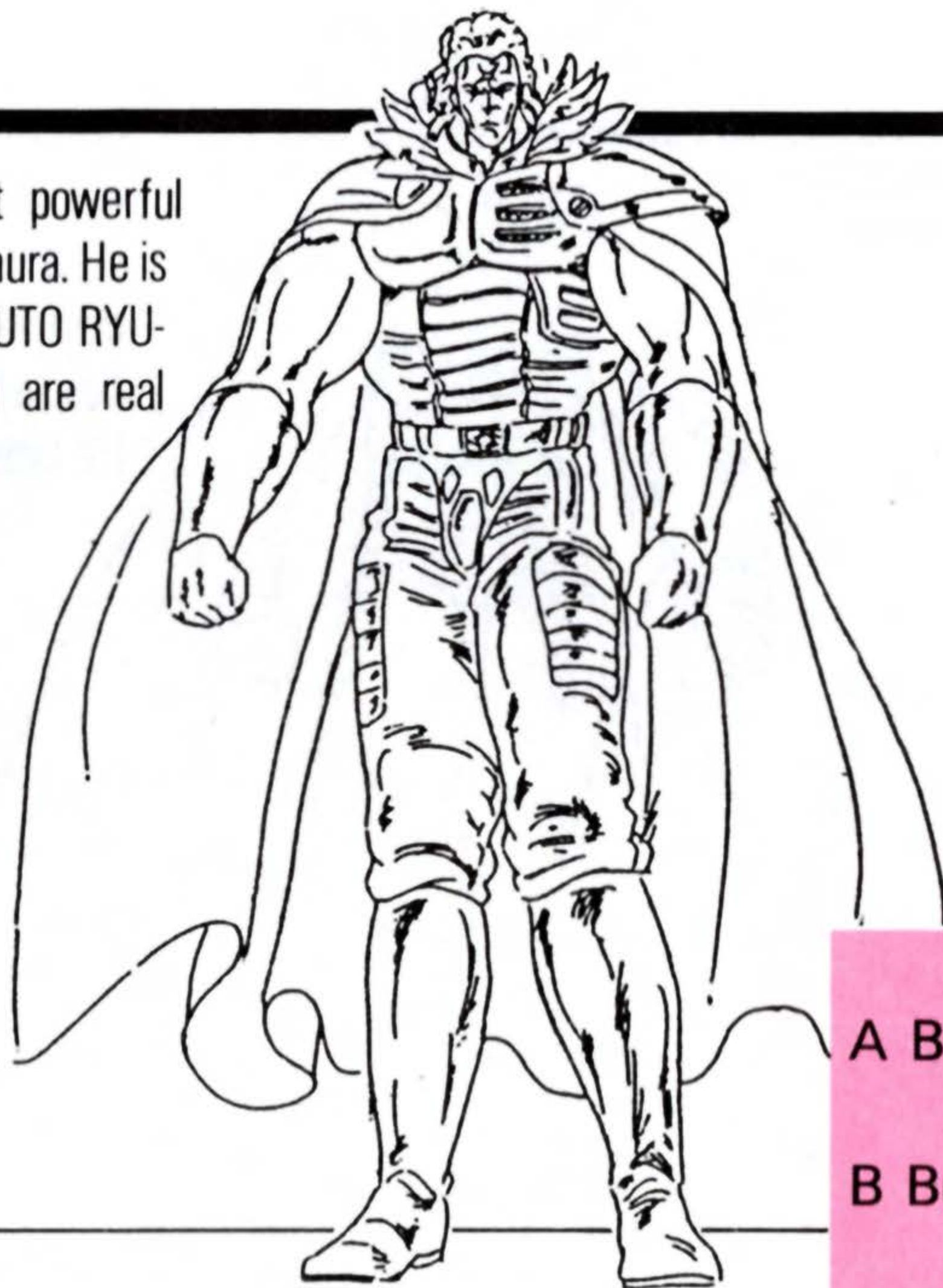


He is ranked third in the power structure of the kingdom of Shura and he is an heir to the HOKUTO RYUKEN. He lives only to put himself in life threatening jeopardy. He, too, has an Aura Wave attack, but it is about his invisibly fast fists that the common folk tell stories.

A Button: Punch or
Aura Wave
B Button: Kick

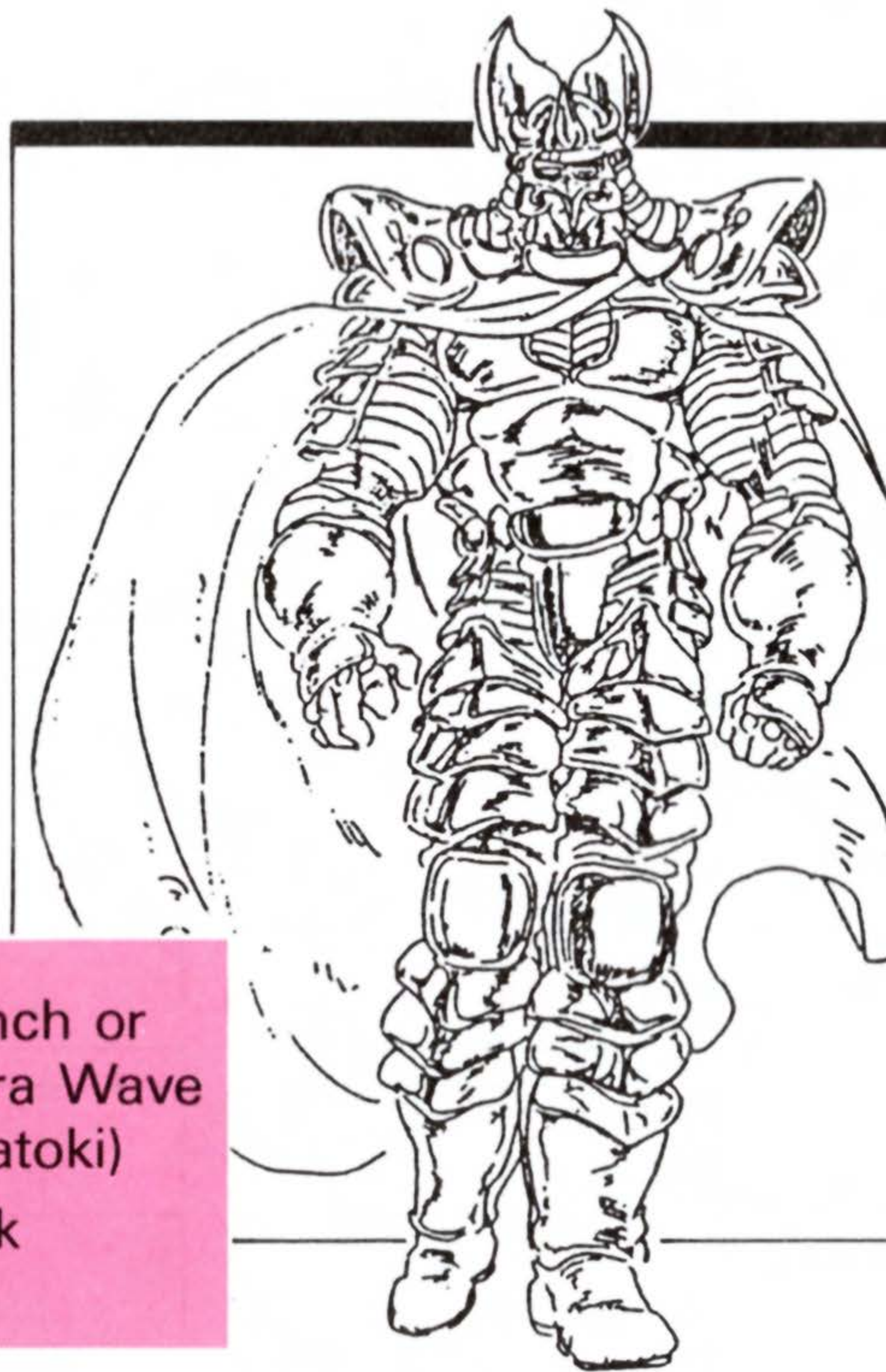
HYOU

He is the second most powerful man in the kingdom of Shura. He is also an heir to the HOKUTO RYU-KEN. He and Kenshiro are real brothers, but Hyou doesn't remember this because the evil Kaioh used an ancient mental technique which forced certain memories from Hyou's mind. Thus, he unwittingly fights Kenshiro.



A Button: Punch or
Aura Wave
B Button: Kick

KAIOH



He is the supreme commander in the kingdom of Shura and an heir to the HOKUTO RYUKEN. Like Kenshiro and Hyou, Kaioh is a versatile master of the martial arts. However, unlike Kenshiro and Hyou, Kaioh uses his power for evil and perceives Kenshiro as his arch rival—even though Kaioh is also Kenshiro's brother!!! Kaioh's Matoki (sinister mental power) is so powerful that he is called Kaioh the Demon!

A Button: Punch or
Aura Wave
(Matoki)

B Button: Kick

PASSWORD RECORD

Use the forms provided here to record all of your important passwords!

LIMITED WARRANTY

EBC, Inc. warrants to the original purchaser of this EBC software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EBC software program is sold "as is," without express or implied warranty of any kind, and EBC is not liable for any losses or damages of any kind resulting from use of this program.

EBC agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EBC software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the EBC Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801) 531-1867. When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EBC software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EBC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EBC BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EBC SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

ELECTRO BRAIN CORP.™

PRINTED IN JAPAN