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INSTRUCTION
BOOKLET



NINTENDO 64



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FIGHTERS DESTINY



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The Nintendo 64 Controller

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids on it or place any foreign objects into it.

Holding the Nintendo 64 Controller



While playing *Fighters Destiny*, we recommend you use the hand positions shown on the left.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the power to off, make any controller connection changes, then return the power to on to resume play.

Fighters Destiny

Basic Rules

1. Win a round by knocking your opponent to the ground. Use "punch", "kick", "throw" or "lock" to achieve a knockdown.
2. The number of points awarded depends upon the finishing moves (default setting). The winning point(s) will be shown on the screen and announced after every round.
3. The first fighter to gain 7 points (default setting) will be the winner.

Game Screen

Select Play Mode

Move along with the UP and DOWN buttons and select by pressing either the START or the A button.

Select Your Player

Move along using the UP, DOWN, LEFT or RIGHT buttons and select a character by pressing either the START or the A button. To cancel, press the B button.



In VS MODE, both players should select their characters individually. When there is a saved character, their skills are displayed by pressing the C button after selecting from the Player Select Screen.

In-game Screen

Point Gauge:

Shows each player's total points for the on-going fight.

Round Time:

Displays the elapsed time per round. If the players are unable to secure a knockdown within 30 seconds, then it is up to the judges to make a points decision.

Result Display:

Points are displayed at the end of each round.

Total Time:

Displays the total time for the stage you played.

Health Gauge:

When this gauge reaches zero, the character will be in Piyori condition (Piyori is shown graphically by the player turning purple).

Escape Indicator:

When the yellow gauge is shown, "Throw Escape" and "Throw Back" can be performed. The time you can spend escaping is dependent upon specific timing and any skills gained.



Point Rules

The following show the default point settings:
The fighter who first scores 7 points will be the winner.
Points are awarded depending upon which game mode you are in and the finishing move employed.

0 points:	Draw
1 point:	Ring Out Judge due to the time out
2 points:	Throw skills Lock skills Body Attack skills
3 points:	Knock Down skills Counter skills
4 points:	Special skills

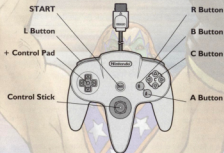
* The point setting can be changed at the Option menu.

Basic Key Operation

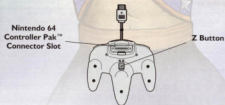
L button:	Hirari (auto-avoidance)
R button:	defence
A button:	low(er) attack, select
B button:	up(per) attack, middle attack, cancel
START:	start & select, pause
Arrow buttons:	move between characters, command & defence input
Control stick:	Works same as arrow buttons This can be switched On/Off and configured in the Button Config Screen from the Option Menu.

- Supports a rumble pak which can be swapped for a controller pak when saved characters are used.
- To swap controller pak, follow the instruction from the Controller Pack menu.

The Nintendo 64 Controller Call-outs



Back of Controller



Attack

Basic Attacks	B button:	up(per), middle
	A button:	low(er)
	A+B button	Throw (when close to opponent)

A Brief Explanation of Finishing Skills:

1-shot down skill (3 points):

Knocking your opponent down with 1-shot is possible providing the timing is perfect.

Counter skills (3 points):

A counter attack to knock your opponent down in 1-shot depends upon both timing and matching your opponent's attack.

Lock skill (2 points):

Once a lock skill is used correctly the character can keep the opponent locked until he secures a Knock Down or his opponent manages to escape by rapidly tapping the A or B buttons. The character may avoid the opponent from escaping by also rapidly tapping the A or B buttons. However, some of the characters lack this skill.

Throw skill (2 points):

The basic operation not only uses the A+B buttons but also the order in which this is carried out. The difficulty of throw escapes depends upon the kind of "throw". The "Escape Indicator" gives an indication of the difficulty level involved.

Special skill (4 points):

This is the highest number of points attainable. Consequently, it is very difficult to do.

Ring Out (1 point):

Knock your opponent out of the ring.

Judge (1 point):

If neither player was able to win within 30 seconds, then it falls to the judge to make the points decision (default setting).

* The effect differs as below:

blue-pale white light	=	counter
white light	=	1-shot down
orange light	=	counter float
red light	=	float

Defence

Throw Escape & Throw Back (return): DOWN, B+A buttons
These moves are available only during a "throw" (while the "Escape Indicator" flashes).

Throw Escape: A+B buttons
to gauge the timing check the "Escape Indicator"

Throw Back: DOWN, B+A buttons
"Throw back" is only available when in a "Side Hold Throw" - with the exception of Bob (see command list in the Pause Menu).

The "throw escape" against "throw back" is still possible but the "Escape Indicator" is so short that it cannot be made easily.

Guard System:

Press R button and arrow buttons to guard against upper / lower and middle attacks.

Guarding against upper / lower & middle attacks:

The "throw escape" & "throw back" is made possible if you release the Guard button when you are using "throw" whilst guarding.

Hirari System: (auto-avoidance system by ducking and jumping against upper & lower attacks made by your opponent). Pressing the L button makes this system effective.

a. Auto-avoidance against upper & lower attacks: L button
This is not effective against middle attacks

b. The "throw escape" & "throw back" cannot be carried out during a throw made under the Hirari system.

Modes

Highlight a mode using the UP and DOWN arrow buttons and select by pressing either the START or the A button.

At the game stage of each mode, if you want to go to another screen, press the START button to call up the PAUSE menu. Select by pressing the A button and you will go to the selected screen. The RESET option takes you back to the title screen.

VS. COM:

In this mode, you must fight against every character (regular characters + boss). The original game rules apply. When cleared, a special skill will be won and a chance of fighting against a hidden character!



VS. Battle:

Normal

In this mode two human Players fight against one another. The original game rules apply.

Win or Lose

Saved character fights against saved character (controller pak of each players should be set). By mutual agreement you can fight for one another's hidden skills. The victor gains new skills whilst the loser forfeits them. When a character has lost all their skills, he will be erased. The result will be displayed as: "Win", "Lose", "Erase" (the number of opponent's characters you have erased) or "Take Up" (the number of opponent's Master Challenges you have taken up).

Record Attack:

The aim of this mode is to attain the highest score from within limited conditions.



- Survival: How many characters can you defeat?
- Fastest: How fast can you clear 4 stages?
- Rodeo: Remain within the ring for as long as possible.

Master Challenge:

Fight against 8 masters to gain skills.

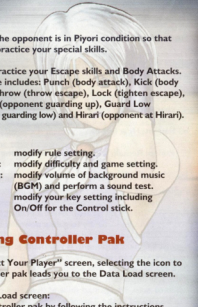
Your opponent (taken from among 8 Masters and 4 Jokers) is chosen by chance. When a Master is chosen, you have the opportunity to gain a new skill if you win. If you lose, you will not gain a new skill but still stand against the next opponent. If you managed to defeat all 8 masters, you can, of course, gain up to 8 new skills. If you lose against a Joker, you are prevented from saving the data. It is important, therefore, that you stop and think when to save. The gained skills of the saved characters can be viewed at the Character Select screen of each mode by pressing the C button.

Training:

Practice your technique.



- Normal: Skill commands are shown as they are carried out.
- Aerial: To practice aerial combos.

- 
- c. Special: The opponent is in Piyori condition so that you may practice your special skills.
 - d. Escape: Practice your Escape skills and Body Attacks. This mode includes: Punch (body attack), Kick (body attack), Throw (throw escape), Lock (tighten escape), Guard Hi (opponent guarding up), Guard Low (opponent guarding low) and Hirari (opponent at Hirari).

Option:

- Rule Config: modify rule setting.
- Game Config: modify difficulty and game setting.
- Sound Config: modify volume of background music (BGM) and perform a sound test.
- Key Config: modify your key setting including On/Off for the Control stick.

Swapping Controller Pak

At the "Select Your Player" screen, selecting the icon to swap controller pak leads you to the Data Load screen.

At the Data Load screen:

- a. Swap controller pak by following the instructions.
- b. If you select YES, the data name will be displayed (select NO to return to the "Select Your Player" screen).
- c. Load your data.
- d. When this is complete, the "Select Your Player" screen will again be displayed

A pre-saved character may be used for each mode except the Master Challenge mode.

* Rumble pak can only be swapped before the start of a round.