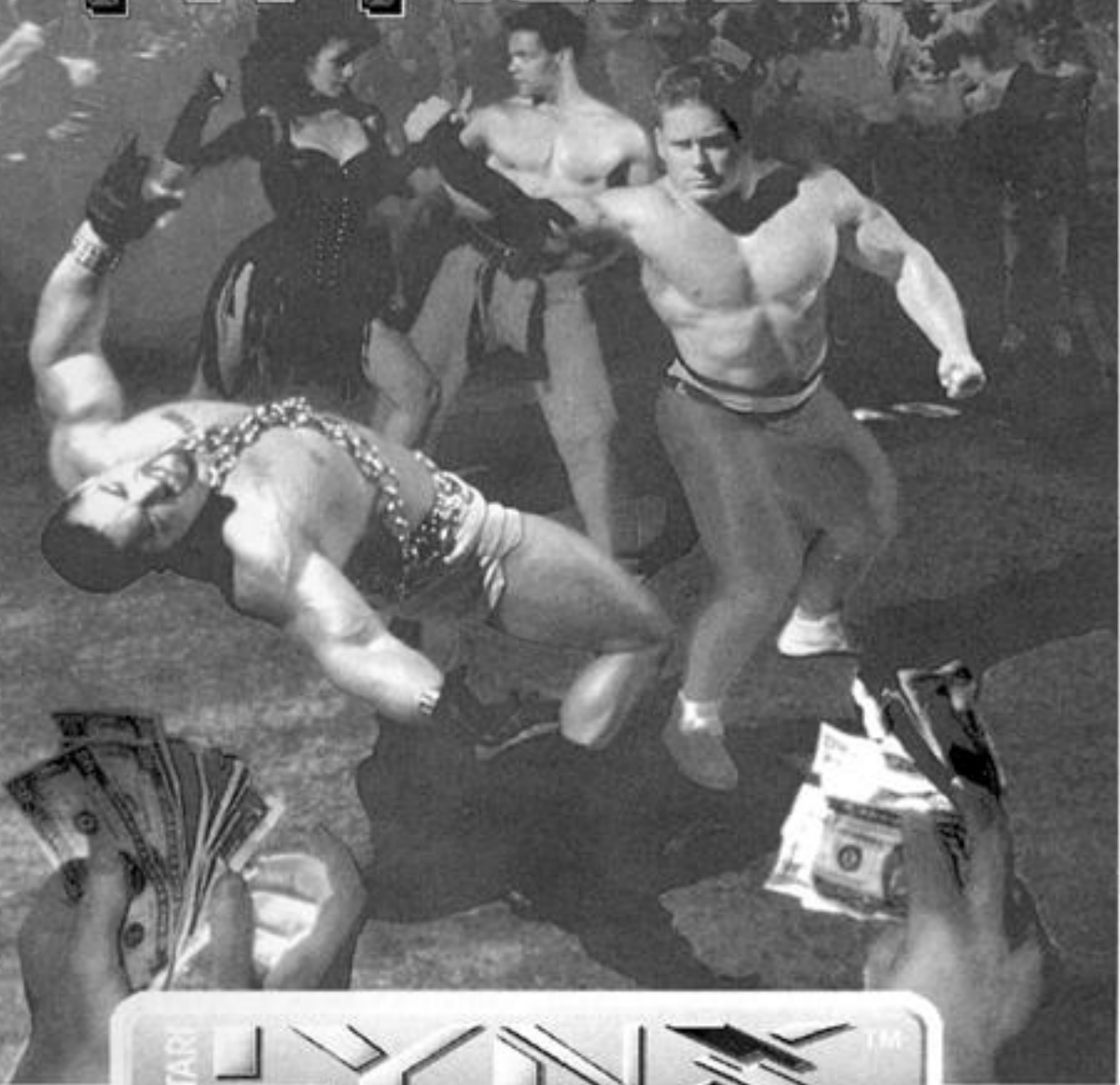


GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

MANUALE GIOCO
MANUAL DEL JUEGO
SPEL HANDLEIDING

PIT-FIGHTER™



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

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LYNX PIT FIGHTER

Your karate abilities, boxing skills, and wrestling techniques will be put to the test as you battle the roughest fighters ever to enter the pit. You and your tag team must defeat a series of opponents on the road to the championship. There's no such thing as fighting dirty when there are no rules, so do whatever you have to do to win. If you see a barrel near the pit, pick it up and throw it at your opponent. When your opponent is down, nail him. Everything counts. To win, you must give your opponent a worse beating than he gives you. Make no bones about it, your opponent will hurt you. But you must hurt your opponent even more.

Getting Started:

1. Insert your Lynx Pit Fighter card(s) in your Lynx machine(s).
2. If two people are playing, connect the Lynx machines with the Comlynx cable as shown in your Lynx Instruction Manual.
3. Press ON.
4. Press A or B. The title screen and demo sequence begins.
5. Press A or B. The fighter selection screen appears (Screen 1). (See the Gallery of Game Screens at the end of this manual).
6. Press the joypad right or left to select a fighter. If only one player

is playing, use the fighter window at the top left of the screen. If two are playing, Player 2 uses the fighter window in the upper right.

7. When you've chosen your fighter(s), press A or B to start the game.

Playing the Game

The object of Pit Fighter is to knock your opponent out before he knocks you out. There are many ways to knock out an opponent. You can kick, punch, and throw things such as barrels, chairs, even motorcycles. You can even find weapons in the pit and use them against your opponents. The player who gets knocked out loses. The winner proceeds to the next round.

The game screen (Screen 2) contains important information. The top part of the screen is the status area. The status area shows a picture of each fighter, their names, and information about their records, including the amount of money won and the number of knockouts.

Below the picture on the left is the Hit meter. The Hit meter shows the amount of strength remaining before the fighter is knocked out. The left-side meter is for Fighter 1, and the right-side meter is for Fighter 2. If you are fighting against two opponents at the same time, another meter appears beneath the picture on the right. In that case, the lower right meter and the lower left meter are for the opponents. When the red is gone from a Hit meter, that fighter is knocked out.

The bottom of the screen shows the amount of time since the round started, the number of credits remaining, the name of your opponent(s), and the knock-out record. If you knock out your opponent(s) fast enough, you will set a new record time.

When your fighter is knocked out, you lose one of your credits. A message appears under your fighter's name, telling you to press start (Screen 3).

Press A or B, then use the joypad to choose one of your three fighters to continue where the knocked out fighter left off. Play continues until all credits are used up.

Control your fighter's motion by pressing the joypad right or left to move right or left, and up or down to move away or closer to the front of the screen. In addition, the following buttons and combinations have the listed effects:

A: kick; B: punch

A and B together: jump

Option 2: evade your opponent

Option 2 plus joypad down: When standing close to an object or opponent, pick up the object or opponent. Press B to throw whatever you are holding.

Option 1 plus joypad down: duck.

Option 1 plus joypad up: attack two opponents at the same time, if you are standing between them. If you are not between two opponents, this combination defends against attack.

Any button: tap quickly to stand up after being knocked down.

A and B plus joypad right or left: jump kick.

If the screen is flipped, Option 1 and Option 2 are reversed.

NOTE: Holding down buttons will enable a rapid hitting effect.

In addition to these moves, each fighter has his own super move:

Buzz: body slam

Ty: flying kick (Screen 4)

Kato: dragon punch

Press Option 1 to use a super move. Super moves are very powerful, but they take a little more time to execute, and they use up some of your fighter's strength, leaving him open to repeated attacks.

When your opponent is on the ground, use the A and B buttons to kick and punch. This keeps the other fighter down and moves you closer to a knockout (Screen 5).

If you move too close to the edge of the pit, a spectator will push you back into the action. Some spectators can actually hurt you (Screen 6), so be alert when you are at the edge of the pit. Of course, you can also hit spectators if they are annoying you.

At various times during the tournament, you will fight in a grudge match. You win the grudge match if you knock your opponent to the floor three times. You lose if he does it to you first. Time is limited, so don't waste any!

Strategy

Each opponent has different skills. Learn to anticipate your

opponent's moves when you attack.

When you get knocked out, choose a fighter whose abilities work best against the type of opponent you are fighting. If your opponent is close to being knocked out when you go down, choose a fighter who will do well against the next opponent.

Learn to evade your opponent. There is no shame in staying alive. But you'll have to get close to knock someone out.

Pick up weapons and items whenever possible. These will help you knock out your opponent faster. Don't miss the Power Pill hidden in one of the items. It will provide your fighter with superhuman strength for a short period of time!

Learn how and when to use the super moves. Generally speaking, it is best not to use a super move when you are in your opponent's face. The time it takes to execute a super move allows your opponent to get in a few shots. Of course, if you connect with a super move, it is all worthwhile.

Scoring

At the end of each match, you receive money for winning the match. You also receive a brutality bonus for being especially cruel and a knockout bonus for knocking out opponents. If your score at the end of the game is greater than the high score at the top of the screen, the new high score will display.

If your score is high enough to make the Hall of Fame, a message appears in your fighter's status areas. Use the joypad to enter three initials by moving right or left to select a space and up or down to choose a letter. When you are satisfied with your initials, press A or B and your name will appear on the Hall of Fame board.



Screen 1



Screen 2



Screen 3



Screen 4



Screen 5



Screen 6



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