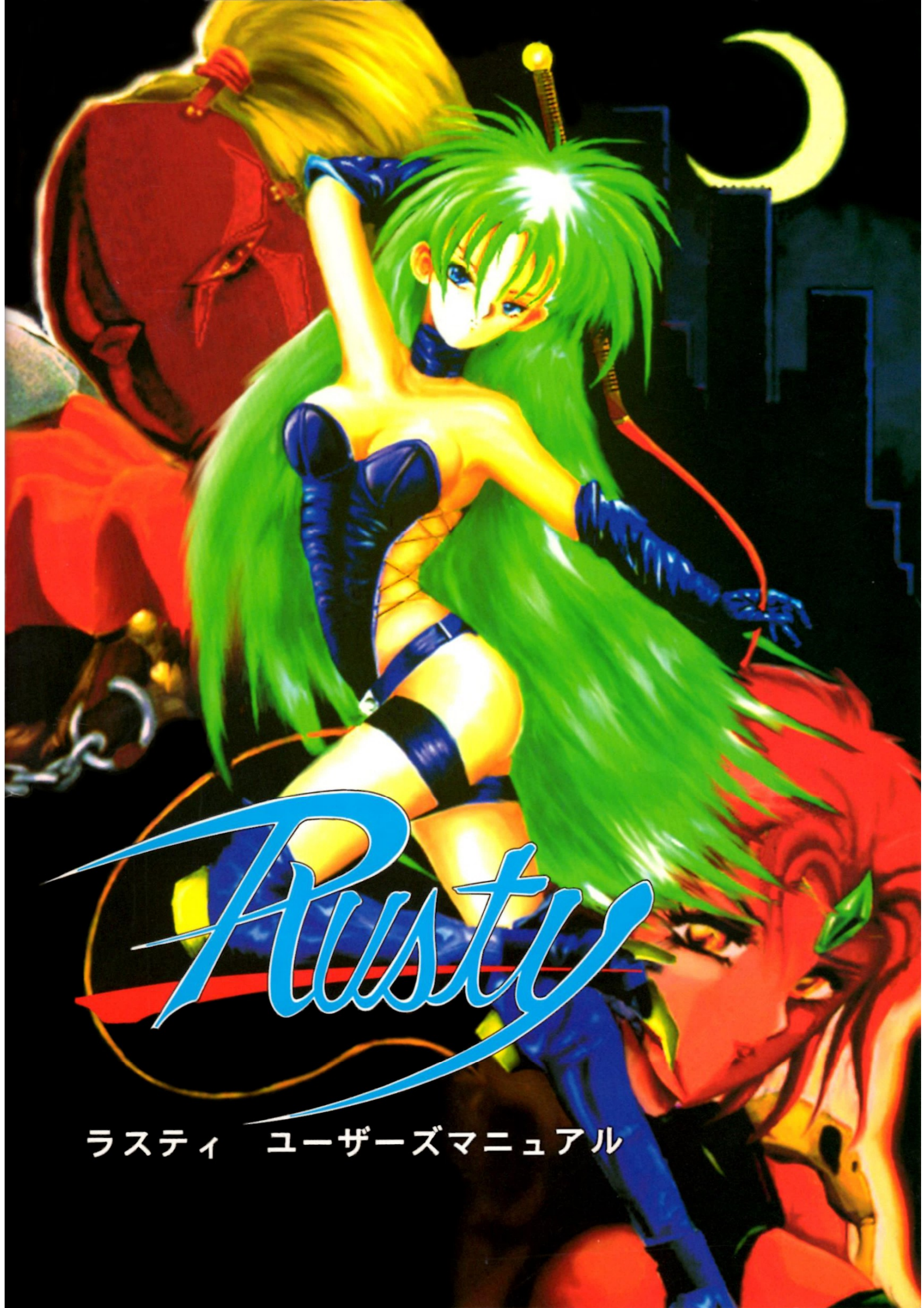




Rusty

ラスティ ユーザーズマニュアル

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1. Prologue

This tale takes place several hundred years ago,

in a time where demons and spirits prowled in the night....

It's been 300 years since the Marquis de Monte-Carlo, former ruler of this remote European region, was sealed away by the efforts of a lone hero....

But the power of the seal has weakened, and countless monsters now awaken.

Many beautiful young women have suddenly begun to disappear from villages scattered along the frontier.

None of these young women ever return home, and villagers have started to whisper of the return of the Marquis....

The resurrected monsters attacked village after village, spreading destruction and chaos....

Meanwhile, a lone traveler appears.
She's beautiful, with a whip on her hip.
In her veins runs the blood of a true monster hunter.

Her name is Rustea Sprincul. Rusty for short.
A top class monster hunter, feared even by other hunters.

She is heading towards the rumored castle of the Marquis de Monte-Carlo.

Rusty emerged from the forest onto a hilltop where she could see a distant village.
She gazed at the village a while longer as the breeze brushed her face before descending down the hill.
The sun will likely have set by the time she reaches the village.
Our story begins with a world wrapped in darkness.

2. Before You Begin

Installation

■ Rusty Hard Disk & MS-DOS System Installation Utility

● Starting the Installation Utility

- ① Insert the MS-DOS System Disk into Drive 1, then startup your computer.

(You must use MS-DOS v3.3 or later.)

Those using a hard disk may also boot from the hard disk.

If the MS-DOS Command Menu starts up, press the STOP key to close the menu and return to the command line. (Screen shows an "A>".)

- ② Insert the Rusty System Disk into Drive 2.

- ③ Type "B:" then press return to move from the current drive to the drive where you inserted the Rusty System Disk.

(If you're booting from a hard drive, specify the drive corresponding to Drive 2.)

- ④ Type "INSTALL" and press enter to startup the Installation Utility which will then display the [Main Menu].

- ⑤ [Main Menu]

This is where you choose between installing the MS-DOS system files onto the Rusty System Disk, or installing Rusty itself onto the hard drive. The main menu is displayed in the middle of the screen, and you can move the cursor up or down with the arrow keys, then make your selection by pressing return.

Instructions will be displayed along the bottom of the screen to help with installation. Also, pressing escape will generally return to the previous screen.

● Creating a Boot Disk

- ① Installing MS-DOS on the Rusty System Disk in advance is required to launch the game. The game must be booted from floppy disks in order to install to the hard disk as well, so make sure to do this.

- ② [Choosing the Installation Drive]

After selecting MS-DOS System Install from the Main Menu, specify the Source Drive (the one with the MS-DOS System Disk in it), and the Target

Drive (the one with the Rusty System Disk in it) using the arrow keys, then pressing return to confirm.

Generally, the Source Drive is A, and the Target Drive is B. (When booting from a hard drive, set the Source Drive to A, and the Target Drive to the one where the Rusty System Disk is inserted.)

- ③ Selecting the drives then choosing Yes when asked to confirm your selections will transfer the MS-DOS system files and complete the installation.
Choosing No will return to ② where settings can be reconfigured.
You'll be returned to the main menu once the transfer finishes, then select Close Menu.
- ④ Those not using a hard disk are now done with the installation process.
Insert the Rusty System Disk into Drive 1 and the Rusty Opening Disk into Drive 2 then reboot your computer. The game will launch after a little bit.

● Hard Disk Installation

- ① Select Hard Disk Installation, then specify the drive with the Rusty System Disk in it as the Source Drive and the hard disk drive to install the game to as the Target Drive. Selecting Yes in answer to the confirmation will transfer the necessary files one by one from the floppy disks.
- ② Follow the instructions on the screen and switch disks.
You'll be returned to the main menu once all of the files have been transferred.
Now select Close Menu.
- ③ Once the above has completed, insert the Rusty System Disk into Drive 1 and the Rusty Opening Disk into Drive 2 then reboot your computer. The game will launch after a little bit.
(If your computer is booting from the hard disk, you'll need to change your boot from floppy disk drive settings.)



System Environment

The following specifications are required to run this game software.
Check your model and specifications if the game doesn't start or run well.
Runs on NEC PC-9801VM or Later Models, as well as EPSON
PC-286/386/486 Series.

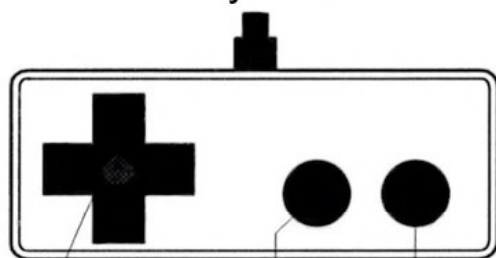
As a general rule, it must have 640kb of main memory and be
able to display analog 16 colors.

- The GDC Clock must be set to 2. 5Mhz depending on the model.
- The game will run on a V30 CPU, but it will run much more smoothly
on models with an 80286 or later CPU equipped with EGC.
- Sound balance may be off on non-genuine NEC soundboards.
- EMS Memory is supported.
- 86K and Speak Board Soundboards (Idle Japan, Ltd.) are supported.
- The data on the scenario disk can be installed to the hard disk.
- The game may not run correctly if you swap out your CPU or
change out a part.
- Joysticks are supported.
- MS-DOS v3.3 or later is required to launch the game. Also,
when using MS-DOS v5.0, the CPU must be an 80286 or later with
support for protected mode memory.
- Use an analog monitor with 400 lines. Colors won't show up properly with
notebook liquid crystal monitors.

3. How to Play

Common Controls

Joystick

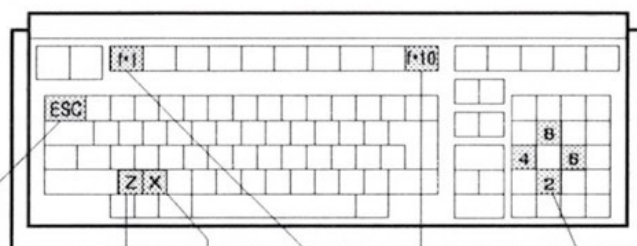


D-Pad

B-Button

A-Button

Keyboard



ESC Key

Z Key

X Key

F1 Key

F10 Key

Numpad



Move Left

4 Key (Left on D-Pad)



Move Right

6 Key (Right on D-Pad)



Crouch

2 Key (Down on D-Pad)

Climbs down the rope when hanging onto one.



Climb (When Hanging On Rope)

8 Key (Up on D-Pad)

Grab Rope

8 Key (Up on D-Pad)

Run Left

4 Key + 8 Key (Up and Left on D-Pad)

Run Right

6 Key + 8 Key (Up and Right on D-Pad)



Jump

Z Key (A Button)

Jump Left

4 Key + Z Key (A Button + Left on D-Pad)

Jump Right

6 Key + Z Key (A Button + Right on D-Pad)

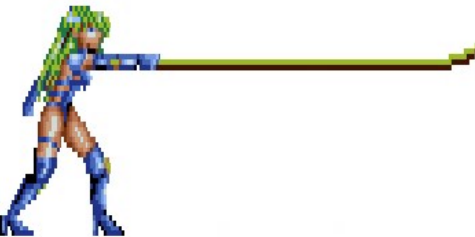


Small Jump Left

2 Key + 4 Key + Z Key
(A Button + Down and Left on D-Pad)

Small Jump Right

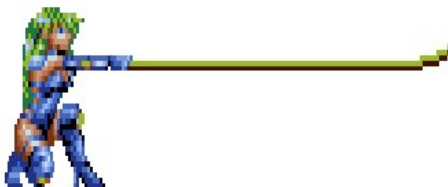
2 Key + 6 Key + Z Key
(A Button + Down and Right on D-Pad)



Whip

X Key (B Button)

The whip can latch onto metal rings allowing Rusty to hang from them. Holding the whip key will let Rusty continue to hang.



Duck and Whip

2 Key + X Key (B Button + Down on D-Pad)

Whip Left

4 Key + X Key (B Button + Left on D-Pad)

Whip Right

6 Key + X Key (B Button + Right on D-Pad)



Whip Up

8 Key + X Key (B Button + Up on D-Pad)



Sliding

Press the reverse direction key while running



Long Distance Jump

Running + Z Key (A Button)

(This will end up being a normal jump without enough speed.)

Game Speed Up

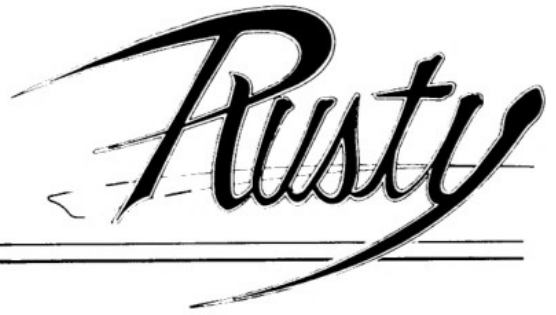
F1 Key

Game Speed Down

F10 Key

Pause

ESC Key



Special Weapons

Z Key + X Key (A Button + B Button)

Can be used while Rusty is standing still (or on a rope)

Special Weapons are not usable if none have been acquired.

These weapons use Mind Power, and without Mind Power they can't be used.



Bomber (Mind Slasher)

Damages all enemies on the screen.
(Uses 5MP of Mind Power)



Shield (Shadow Dance)

Protects against enemy attacks.
(Uses 10MP of Mind Power)



Time Slow

Slows down enemy movements.
(Uses 5MP of Mind Power)



Owl (Chappy)

Attacks nearby enemies.

It will attack in the direction of Rusty's whip.

(Each Attack Uses 1MP of Mind Power)

Further, this is the only weapon used immediately upon acquiring it.

4. Item List

Items That Appear After Defeating Enemies



Yellow Sphere

Mind Power increases by 1 point.



Green Sphere

Mind Power increases by 10 points



Red Sphere

Clears the current stage.
Obtained by defeating a boss.

Items That Appear After Breaking an Item Carrier (Goddess Statues)



Keys (Four Types: Spade/Diamond/Club/Heart)

Can be used to open doors with the corresponding mark. Up to 9 of each type may be held.



Special Weapons (Bomber/Shield/Time Slow/Owl)

Only the most recently obtained Special Weapon may be used.



Money Bag

1,000 point bonus



Heart

Fully restores health.



Clock

Increases the amount of time remaining by 100 seconds.



1up

Gives one extra life.

Bonus Items



Snail

Mind Power increases by 50 points



Goldfish

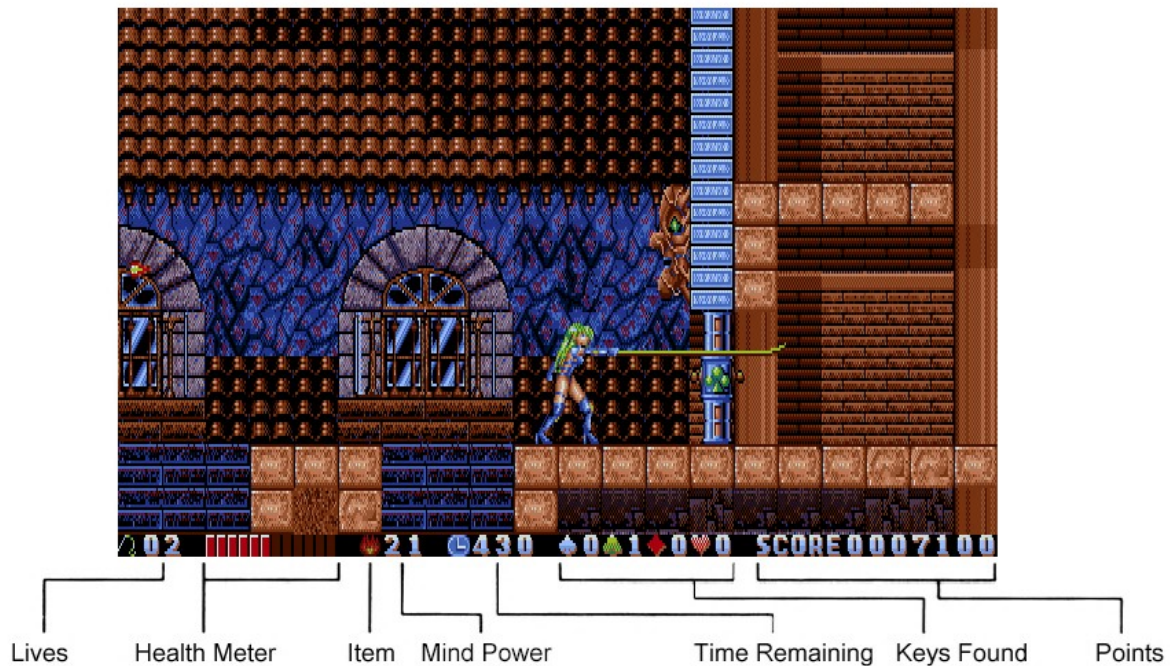
Increases the amount of time remaining to 500 seconds



Chick

50,000 point bonus

5. Stage List



Lives Shows the amount of health you have remaining.

Health Meter When this reaches 0 you will lose a life.

Item Shows the currently usable item.

Mind Power The amount of energy that can be used for Special Weapons.
The amount will go down with each Special Weapon use.

Time Remaining The amount of time remaining for the player. When this reaches 0 you will lose a life.

Keys Found Shows the amount of each type of key (Spade/Club/Diamond/Heart) you have.
Can be used to open doors with the corresponding mark. The amount will go down with each use.

Points Amount of points obtained so far.

Rusty



Stage 1
(Abandoned Village)



Stage 2
(Graveyard)



Stage 3
(Chapel)



Stage 4
(Upper Chapel)



Stage 5
(Underground Cave)

There are 10 stages in total, so do your best to make it all the way through!

6. Character Intros

Rusty



Main Characters

Ryoko



Main Characters

Rusty

Mary



Main Characters

Monte-Carlo



Enemy Characters

Werewolf



Catwoman



Enemy Characters

Skeleton



Wraith



Enemy Characters

Lady Phantom



Chonchon



Boss Character 1

Thunderclap



Boss Character 2

Rusty

Angel Kiss



Boss Character 3

Bungee Demon



Boss Character

Brian Gateau



Boss Character 5

Cablegram Stinger



Boss Character 6

Screwdriver



Boss Character 7

Morning Glory



7. STAFF

Producer	Masayoshi Koyama
Creator	Naoto Niida
Character Design	Ringo Moribayashi
Design	Mitsuhiro Nakamura Kenji Furuichi
Design Work	Junichi Nishiyama Kuniyoshi Takazawa Yoshihiro Ohta Tomoko Kato
Sound	Masahiro Kajihara Kenichi Arakawa Ryu Takami
Director	Kazuhiro Kawano
Programmer	Naoto Niida Raita Kosone
Copyright	C-Lab Co., Ltd.

8. Regarding Support

We've done our best to make certain our product works properly, but in the event that the game doesn't launch properly or throws an error, check the points listed below.

- Did you use the MS-DOS installation? Are you using Ver. 3.3 or later?
- When using a hard disk drive, have you ensured that you're booting from the floppy disk drive?
- Is your monitor plugged in?

If any of the above questions don't solve the problem it could be a different issue entirely. If that's the case, call or FAX our support department.

Ensure that you know the model, hard disk, memory, and other expansion boards in your operating environment before contacting support as they may ask you about them. (Use a copy of the support page at the end of this manual when sending us a FAX.)

Also, we will not respond to any questions regarding hints or strategies for playing the game.

In the Event of a Broken Disk

We will send a replacement disk for a fee in the event that a customer accidentally breaks a game disk. Those who want their game repaired should send their entire game as a package to our address. (We will contact you with a repair estimate and how to pay for it after we've received and inspected the damage. The basic cost of repairs is 2,000 yen.)

Also, ensure you've attached a piece of paper with your Name (Don't Forget The Furigana), Address, Postal Code, Contact Name, Contact Phone Number, and Desired Contact Time.

〒177 Tokyo-to, Nerima-ku, Sekimachikita 4-Chome 32-33

Accel Building 3F

C-Lab Co., Ltd. "Rusty User Support Dept"

Support Hours: 14:00 - 17:00

TEL 03-5991-1198

FAX 03-5991-0051

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Rusty User Manual

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Contact us if there are missing pages or pages out of order in this manual.
We will handle the postage fees and send a replacement.

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9. Translation Credits

46 OkuMen would like to thank you for downloading and playing this translation hack for Rusty! This hack wouldn't have been possible without the help and hard work of the following people.

hollowaytape	Hacking
kuoushi	Translation, Editing, Trailer
SkyeWelse	Graphics
not_log	Manual Scanlation
yukinsaknos	Original Box/Manual Scans
Highwang	Beta Tester (Kind of)

If you haven't already, boot up your PC-98 system, pop in those floppies or that hard drive and get to playing!

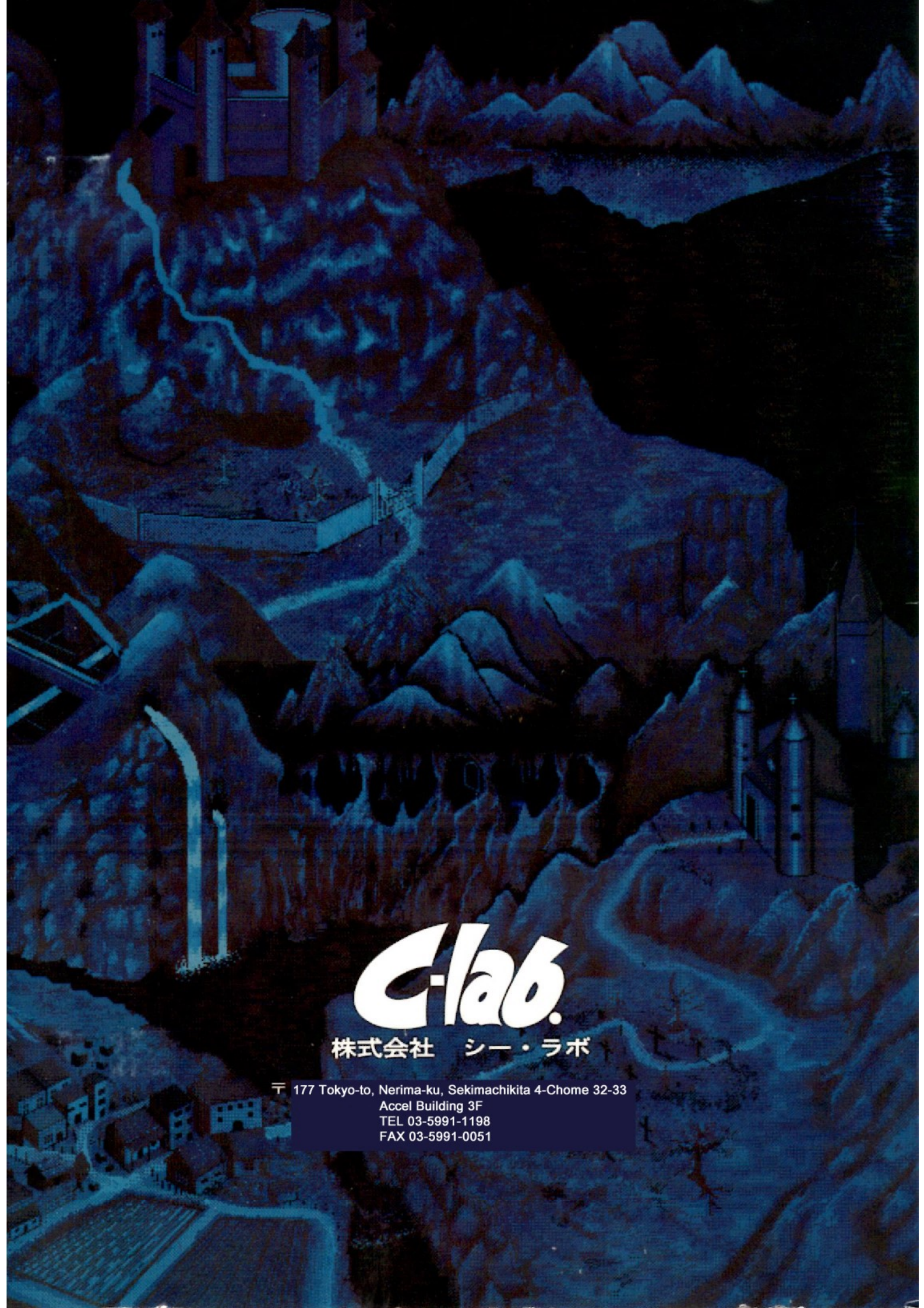
In the event that you need to contact us for any reason, head on over to our website where you can find some contact information as well as a form to report bugs and see what else we're working on:

<http://46okumen.com/>

Thanks once again for downloading and playing one of our translations. Enjoy!

Rusty User Support Sheet

Name	Furigana		Address	Furigana		Prefecture City	Ward District
TEL	()		Home Work ()				
Product Name			Serial Number				
Place of Purchase			Purchase Date	Year	Month	Day	
PC Model	NEC EPSON		Name				
MS-DOS	Ver.		Maker Name				
Hard Disk	Maker Name		Model Number				
FM Sound	None Internal Other		(Maker Name:		Model:)		
Memory	Standard Protect Mode Memory Other Board		(Maker Name:		Model:)		
Other boards in the expansion slots or other peripherals							
Explain to the best of your ability what is wrong							



C-lab.

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