GAME BOY

Nintendo

INSTRUCTION BOOKLET

Introduction

Thank you for purchasing Pit-Fighter for play on the Game Boy System. We hope you enjoy many hours of non-stop action as you fight your way to the top of an underground world of warriors.

To make things easier; there's no rules! It's the law of fist and fury as you take on the nastiest brawlers in the land. Throw lethal Dragon Punches or give them a jolting Body Slam! The only time you can relax is when your opponent doesn't get up. But don't worry, an eager contender for the crown is waiting in the wings to put you down for the count - permanently!

So get ready for the fastest, grittiest, no-holds-barred battle ever!

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TOY HEADQUARTERS

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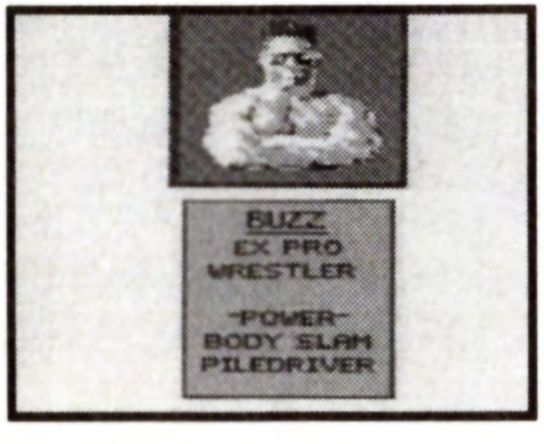
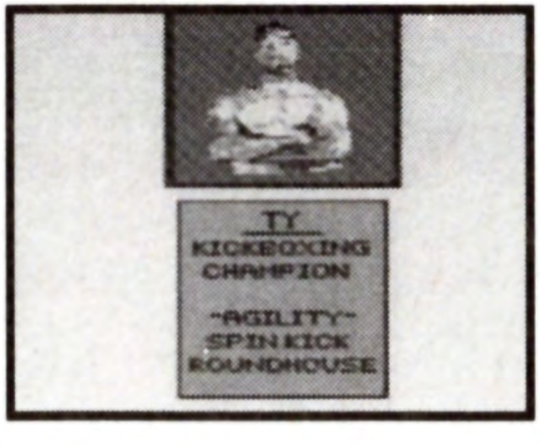
Battle Under the City Streets

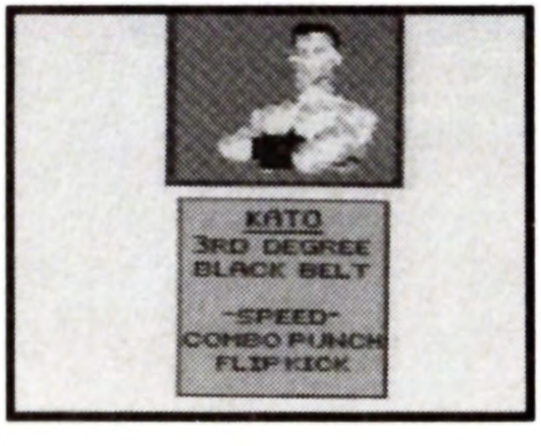
In a realm not traveled by the common man exists a strange and compelling arena. A world where the warrior is king and each fighter contends for the most sought after prize of them all - the crown of the Champion.

Choose between three Pit-Fighters, each with a deadly specialty that can take you to the top! Buzz - a former Pro Wrestler with a grip of iron and a Killer Body Slam! There's Ty, a hero of the Kickboxing circuit and a veteran Pit-Fighter. He has the Deadly Flying Spin Kick.

Last, but not least is Kato, Master of the Flying Dragon style of Karate. With his incredible speed and agility, he delivers the Lethal Combo Dragon Punch! All of these warriors have a shot at the current champ and its going to take all of your skill and determination to get there!



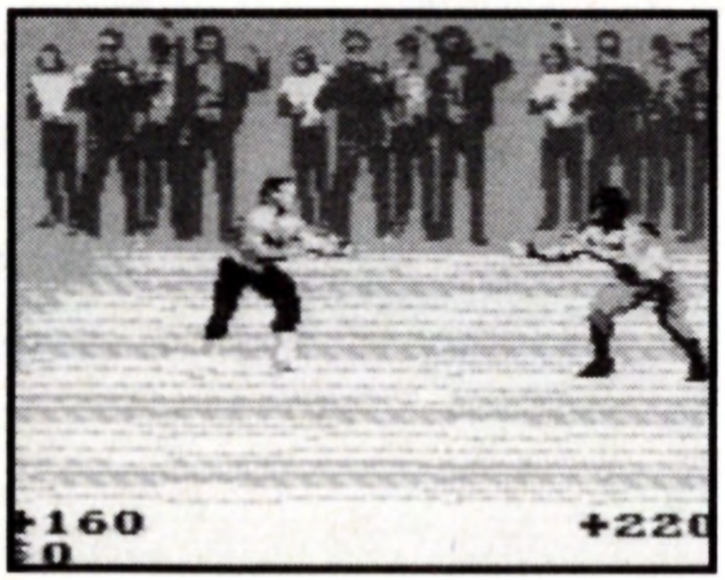


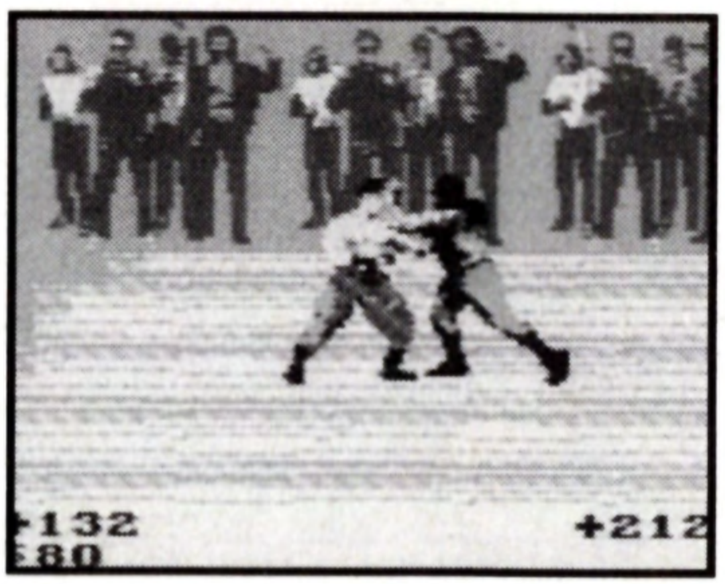


Starting the Match

Place the Pit-Fighter game pak in the Game Boy System and turn it on. Press the Start button when the title screen appears. This brings up the player select screen. This is where you choose between Buzz, Ty and Kato as your character using the B button. Each have strengths and weaknesses that you'll need to learn to master the game.

Once you have decided which warrior to take into battle, press the Start button. This takes you to the beginning of the first match.





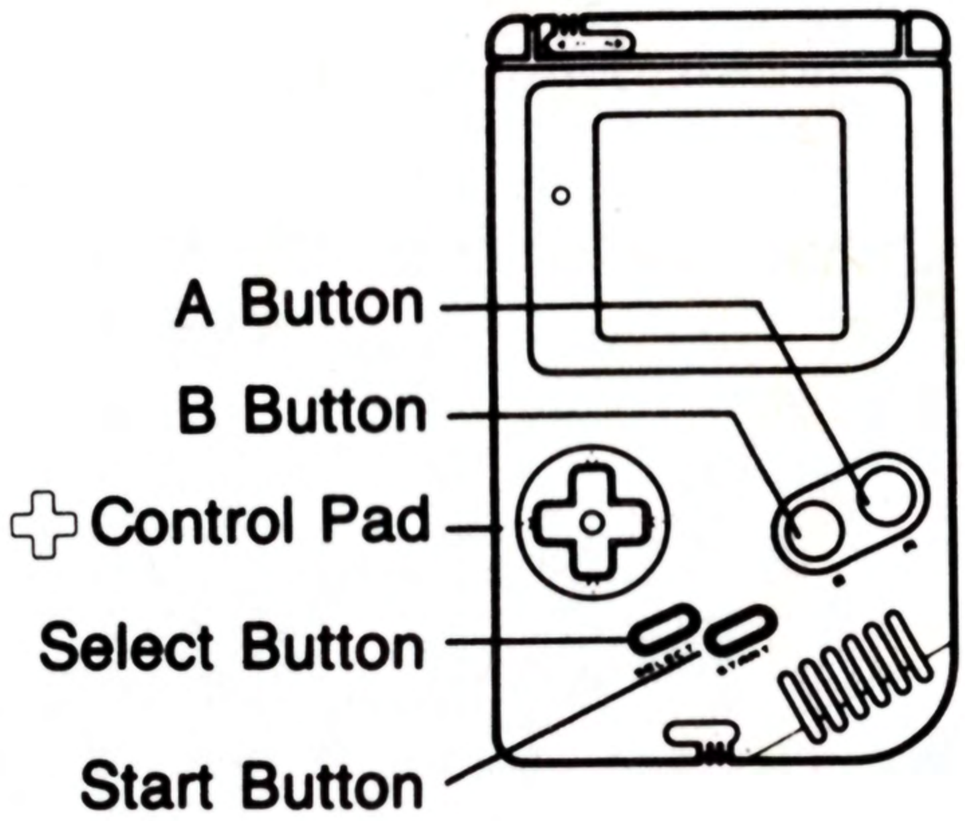
Controlling the Character

Press the following buttons individually for these results:

A button - Use to throw a punch.
B button - Use to kick.

Control Pad (arrows) - Moves character around the ring.

Start button - Use to pause/unpause the game.



The buttons can be used in combination with other buttons and/or the control pad for a variety of effects:

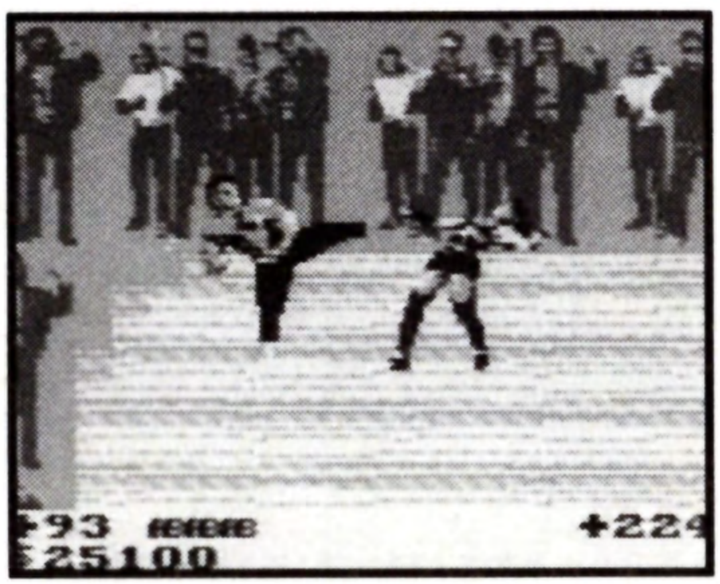
A + **Up** arrow - Lifts enemy.
B + **Down** arrow - Makes character duck down.
B + **L** or **R** arrows - Launch a jump kick.

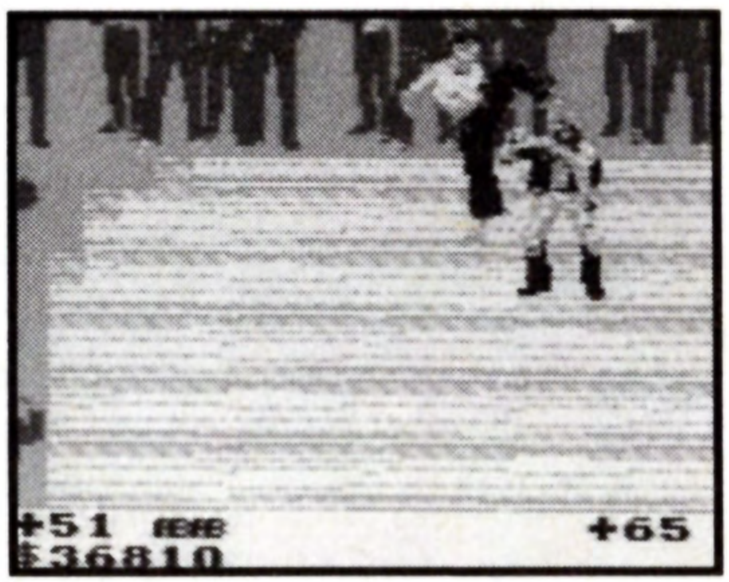
Controlling the Character

A+B - Super move (if AB marks in score area)

When a player has a Super Power (as shown, by AB marks on the left of the score area), then pressing the A or B simultaneously will cause the character to begin his Super move.

The player receives the Super Power after successfully completing a match. As long as the AB indicator is blinking, the character has a chance to use his Super move.



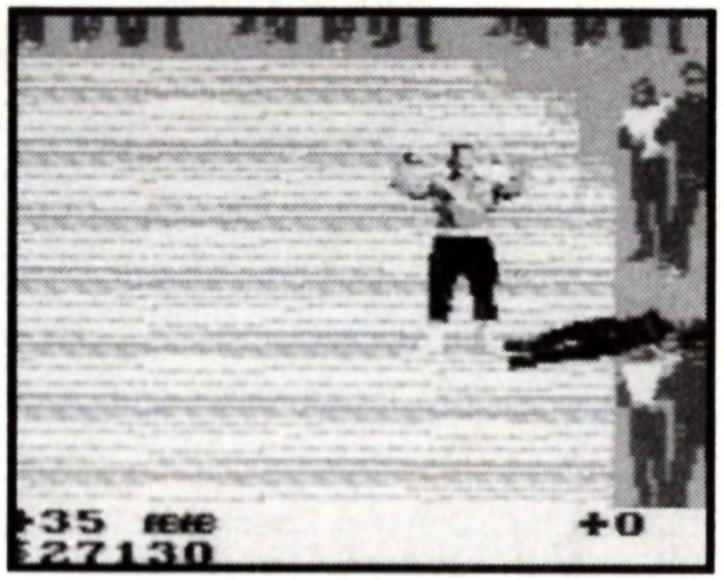


The Status Area

In the lower left corner of the screen is the status area for your fighter. The data listed is your player's health, the score (in dollar amounts), Super Power marks (AB), and an indicator for a Knockout Bonus (KO's).

The score indicator for your opponent is similiar and in the lower right corner of the screen. Only the health of the opponent and an indicator for Knockout Bonus (KO's) is shown.

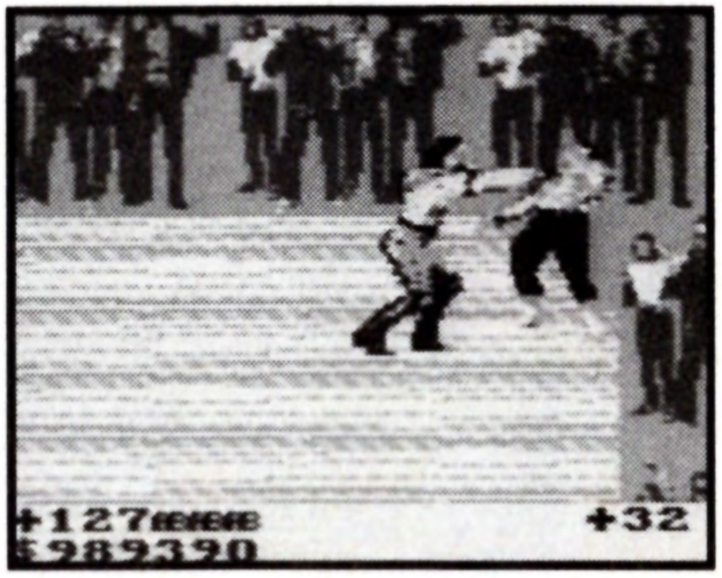
Your player can receive full health when the scores of 50,000, 150,000, 350,000, and 600,000 are achieved.



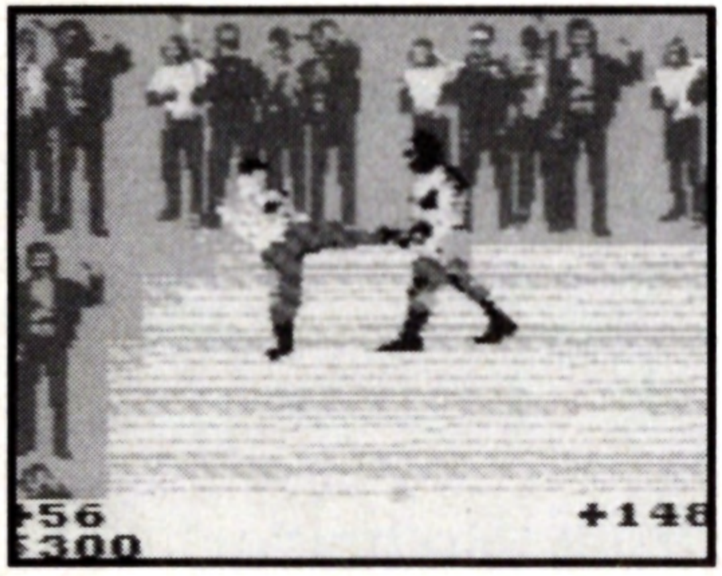
The Matches

All regular matches continue until one of the combatant's health drops to zero. There are a total of ten regular matches. After every two matches there's a Grudge Match. Three Knockdowns are necessary to complete a grudge match. All Knockdowns are recorded in the status screen.

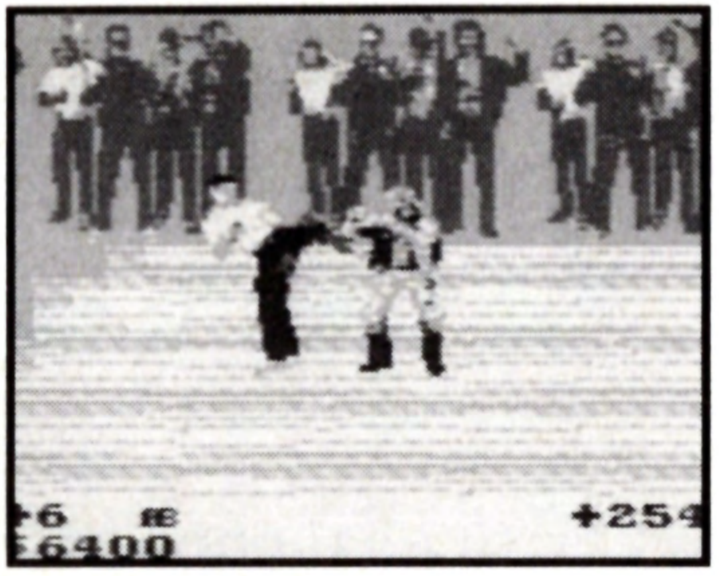
Only a surviving player goes on to challenge the current title holder, ULTIMATE, in the Championship Match!



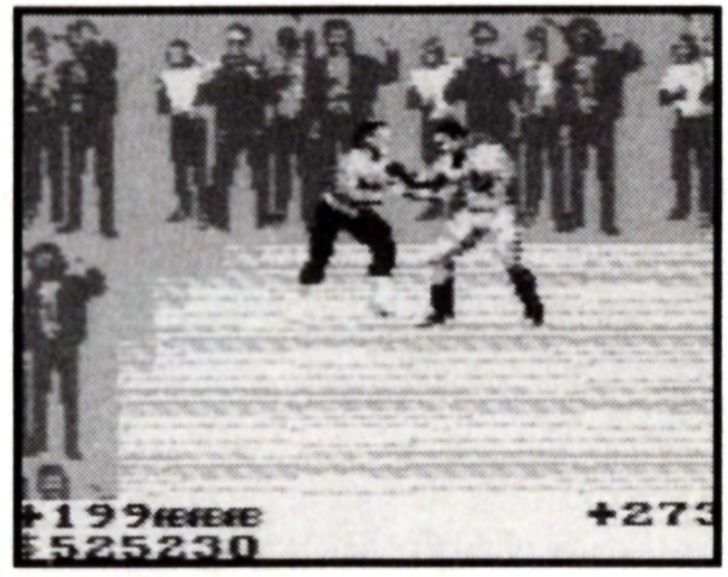
The Baddest of the Bad



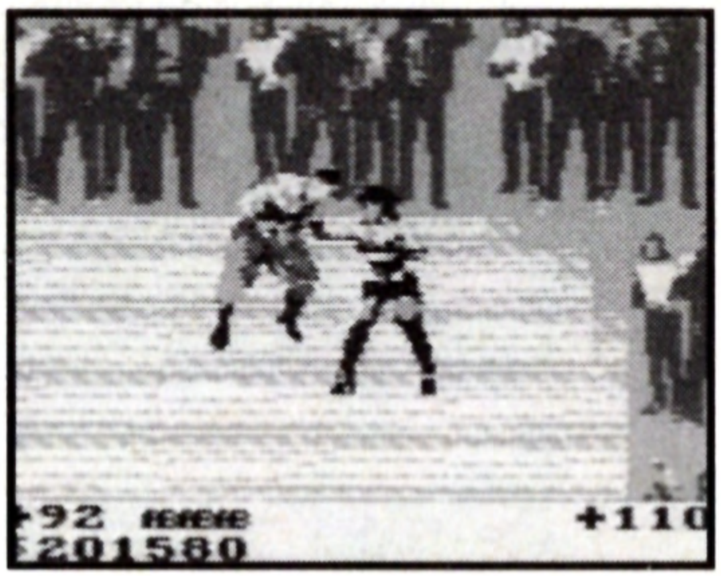
Executioner



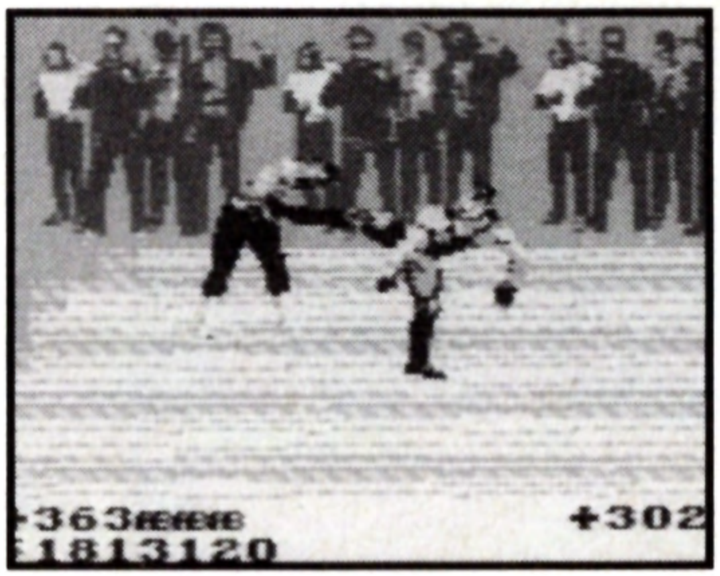
CC Rider



Chainman Eddie



Angel



Ultimate

Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) 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, THQ, Inc. 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 THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

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

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc, Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

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