

NUS-NDHE-USA

INSTRUCTION BOOKLET

DUAL HEROES

SOLD BY:



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Heroes

GAI

GUN

HANA

HOE

JIUE

RETSU

KUMO

ZEN

10. Limited Warranty

Virtual Gamers

REIKO

ALAN & MILAN

ZARA

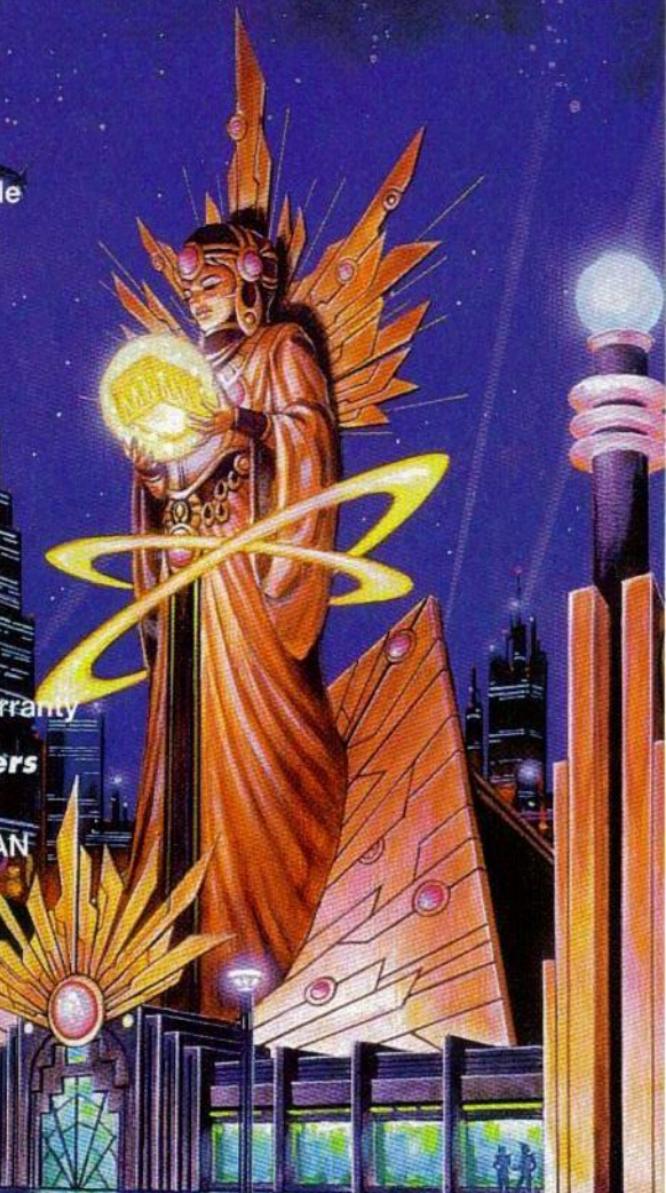
YAMAZAKI

TAKEMARU

JOHN

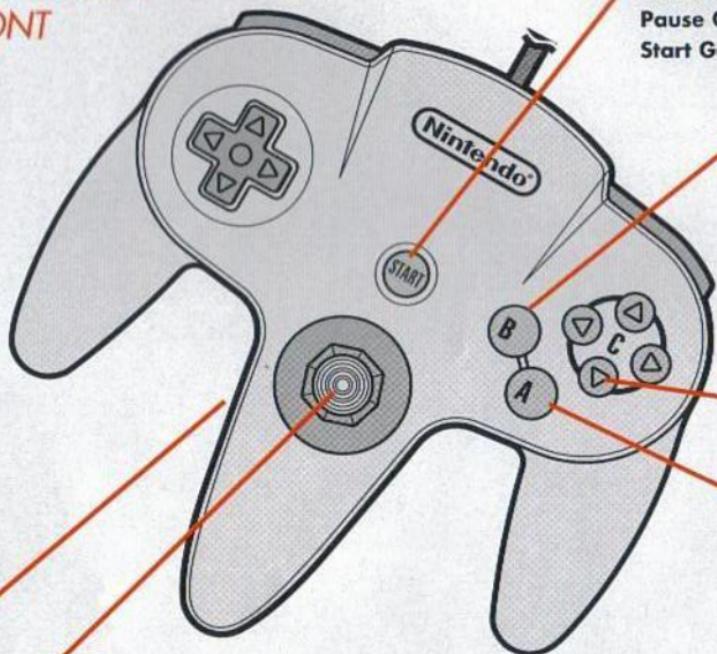
BILL

KINOSHITA



CONTROLLER FUNCTIONS

CONTROLLER FRONT



CONTROL STICK (Selections in the Menu Screen)

Used for basic movements of the Hero and Command Moves.

MOVE LEFT AND RIGHT: Press to the left to move left and right to move right.

DUCK: Press down.

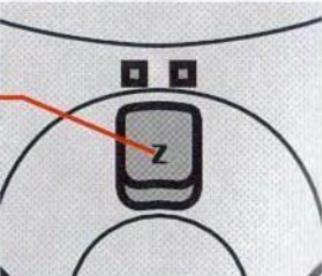
JUMP: Press up while pressing the B Button.

Z BUTTON

FREE 3D MOVEMENT: Press the Control Stick while pressing the Z Button to move freely in the 3D arena.

RUN IN 3D AREA: Press the Z Button twice and press the Control stick to run freely in the 3D arena. When the player is winning he/she will not be able to run.

CONTROLLER BACK



B BUTTON (Cancel in the Menu Screen)

GUARD: Guard against an attack.

JUMP: Keep the B Button pressed while pressing the Control Stick up to jump.

GETTING UP: When knocked down by an opponent, press the B Button repeatedly to get up more quickly.

LETHAL CHANGE: Press the B Button 3 times and hold to Lethal Change. During Lethal Change the Hero will be able to use his/her special move.

C BUTTON (down)

Kick

A BUTTON (Decide in the Menu Screen)

Punch

A+B BUTTON

Throw - when the opponent is standing.

Pounce on opponent when the opponent is down.

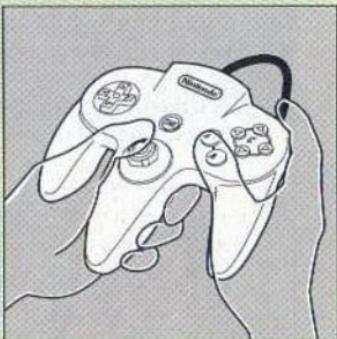
A+C BUTTON

Pounce on opponent when the opponent is down.

*Control Pad is not used in this game.

*Button configuration can be changed in the Option Mode. (Page 16)

Holding the Nintendo 64 Controller



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.

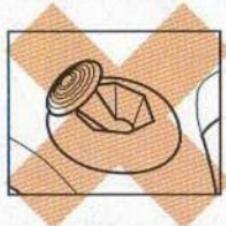


While playing Dual Heroes, we recommend you use the hand positions shown above.

CONTROL STICK FUNCTION

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 or place any foreign objects into it.

GETTING STARTED

MODE SELECT

Correctly insert the Dual Heroes Game Pak into your Nintendo 64 system and turn the power switch ON. When the title screen appears press START to enter the Mode Selection screen. Press the Control Stick up or down to select the Mode you wish to play and press the A Button to decide.



PLAYER REGISTRY

When the Controller is properly connected and there are 20 Pages free in the Controller Pak, the player may register the data. Follow the procedure below to register your data.



NAME

Press the Control Stick up or down to select letters or numbers. Press the Control Stick left or right to move the cursor to the next letter or number. 6 digits can be registered. Press the A Button when you are finished to register your name.

ICON

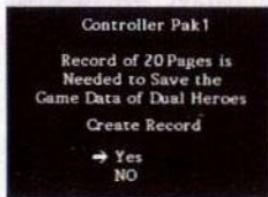
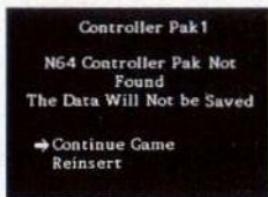
You can create your own icon by combining the different hair styles, eyes and facial structure. Press the Control Stick left or right to cycle through each facial feature and up or down to move to the next one. Press Start when you are finished. The game will begin. To change the name and Icon at any time, select USER in the OPTION mode and re-register your player.



Different faces can be created by changing the many parts.

N64 CONTROLLER PAK

Dual Heroes uses the Controller Pak for many of its game features. When entering the different Modes, messages for the Controller Pak will be displayed. It is possible to play the game without a Controller Pak but when the power of your Nintendo 64 system is turned OFF, the data will be lost. To save the data, please purchase the Controller Pak sold separately.



CONTROLLER PAK IS NOT INSERTED

If you have no Controller Pak you cannot save your game. Select Continue Game or Reinsert and press the A button when you are ready to begin.

CONTROLLER PAK IS INSERTED

Message 2 will be displayed. Select YES and create your Game Data in the PLAYER REGISTRY Screen. For instructions on how to register, see page 5.

RECORD IS FULL

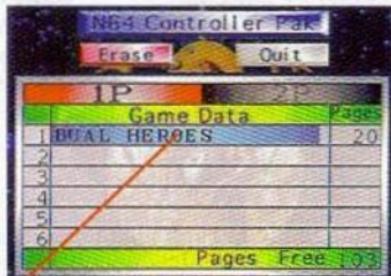
Dual Heroes uses 20 Pages of the Record. When there is less than 20 Pages left, please erase a Game Data in the N64 Controller Pak.

ERASING GAME DATA

Press the RESET on the N64 system while pressing the START on the Controller to display the N64 Controller Pak screen.

ERASE/QUIT

Press the Control Stick left or right to make a selection and press the A Button to decide. When ERASE is chosen, the cursor will move to the 1P/2P area.



The Game Data highlighted in blue can be erased. Press the Control Stick up or down to select the Game Data and press the A Button to decide. Choose YES to erase the Game Data. To cancel choose NO or press the B Button.

1P/2P

Press the Control Stick left to see the Game Data in Controller Pak 1 and to the right to see the Game Data in Controller Pak 2.

PAGES FREE

Please erase the other Game Data until this number reaches 20.

STORY MODE

CHARACTER SELECT

Press the Control Stick left or right to select the character and press the A Button to decide. A profile screen of the Hero will appear. If this is the Hero you wish to use press the A button again. Press the B Button or press the Control Stick down and select "Cancel" to cancel your selection.



GAME SCREEN

LIFE BAR

When this bar becomes 0, you lose the round.



TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

HIT COUNTER

Displays the total Combo hits.



WIN MARKER

Displays the number of rounds won during the match.

LETHAL CHANGE

Press the B Button 3 times and hold to have the Hero power-up for a limited time period. During Lethal Change, the Heroes will be able to use special moves they can not use during the normal mode (See Hero description). After a certain amount of time, the Hero will return to normal mode.



PAUSE MENU

The game can be paused by pressing the Start Button. Use the Control Stick to choose either CANCEL to continue the game or EXIT to quit the game and press the Start Button.



RULES



WINNING THE MATCH

A win is decided the following ways. You must win two Rounds to win a Match.

KO—Your opponent's Life Bar reaches 0.

Ring Out—Your opponent falls out of the fighting arena.

Time Up—Your Life Bar is greater than your opponent's when time runs out.



DRAW

The Round will be considered a Draw after a double KO, double Ring Out or when both player's Life Bar is equal at Time Up. When the Round is a Draw, neither player will receive a Win Marker.



CONTINUE

When the player loses the Match, a Continue Screen will appear. Press the Start Button while the 9 second timer is displayed to challenge that stage again. Press the A Button to cause the timer to count down rapidly.

GAME CLEAR

You will clear the game and see the Ending when you defeat all your opponents. The Ending may differ depending on the difficulty setting of the game. Increasing the difficulty setting may also enable you to use new Heroes.

Dual Heroes Staff

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RECEIVING A MEDAL

When you clear the game, you will receive a Dual Heroes Medal. You may bet this Medal against another player in the VS 2P Mode.



PLAYER NAME

CLEAR TIME

RANK

The rank of the Medal will differ from 1 to 10 depending on the difficulty setting and how you clear the game.

VS VR MODE

VIRTUAL GAMERS

In the year 20XX a group of Gamers are playing the fighting game "HEROES" in an arcade in Tokio. You will join the Gamers in a match of the game "HEROES". As with live Gamers these AI characters have different fighting styles and personalities. They are the Virtual Gamers.



This is the arcade in the year 20XX

VIRTUAL GAMER SELECTION

Press the Control Stick left or right to select the Gamer and press the A Button to decide. A profile screen including a graph which shows the fighting style of the Gamer will appear. AT: Attack/DF: Defense/TH: Throw/MV: 3D movement/CB: Combo/SP: Special attacks. The higher the peak of the graph the stronger the Gamer is in that ability. Press the A Button to fight the Gamer or press the B Button to cancel.



NEW VIRTUAL GAMERS

When you defeat the existing Gamers a few times, new Gamers will appear. There may be an ultimate Gamer.



CHARACTER SELECT

CONTROL THE CHARACTER YOURSELF

The Heroes next to the Player Icon are the ones you may play. Use the Control Stick to select and press the A Button to decide.



When controlling the character yourself.

HAVE THE ROBOT CONTROL THE CHARACTER

Press the R Button to have the Robot control your character. The word "Robot" will appear under the Player Icon.



When having the Robot control your character.

STAGE SELECT

SELECT THE STAGE

Use the Control Stick to select the Stage and press the A Button to decide. Press the B Button to cancel.



SELECT THE TYPE OF WALL

The type of wall which surrounds the fighting arena can be chosen.



WALL OFF—There are no walls around the arena and there are Ring Outs.

WALL ON—There are walls around the arena and there are no Ring Outs.

DAMAGE WALL—When the character touches the wall they will receive damage.

GAME SCREEN

LIFE BAR

When this bar becomes 0, you lose the round.

PLAYER ICON

When you receive damage, static noise will appear on the icon.

HIT COUNTER

Displays the total Combo hits.



TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

GAMER ICON

The expression of the face will change according to the situation.

WIN MARKER

Displays the number of rounds won during the match.

VS 2P MODE

CHARACTER SELECT

CONTROL THE CHARACTER YOURSELF

The Heroes on the top are the ones Player 1 may play and the bottom are the ones Player 2 may play. Use the Control Stick to select and press the A Button to decide. When the same Hero is chosen the Player who chooses last will play with the extra color Hero.



HAVE THE ROBOT CONTROL THE CHARACTER

Press the R Button to have the Robot control your character. The word "Robot" will appear under the Player Icon. Both Players may have the Robot control the characters.



* To save the data from the game, a Controller Pak is needed in both Controllers.

STAGE SELECT

SELECT THE STAGE

Use the Control Stick to select the Stage and press the A Button to decide. Press the B Button to cancel.



SELECT THE TYPE OF WALL

The type of wall which surrounds the fighting arena can be chosen.



WALL OFF—There are no walls around the arena and there are Ring Outs.

WALL ON—There are walls around the arena and there are no Ring Outs.

DAMAGE WALL—When the character touches the wall they will receive damage.

BET A MEDAL

When you clear the game, you will receive a Dual Heroes Medal. You may bet this Medal against another player. Press the Control Stick left or right to select the Medal you wish to bet (When you do not have a Medal the betting screen will not appear). Press the A Button to decide and the B Button to Cancel. When you do not wish to bet your Medal press the Control Stick until "NO" is displayed and press the A Button to decide. When only one Player is betting, then the game will be considered a No bet match.



RANK UP AND GETTING A MEDAL WHEN BETTING MEDALS WITH DIFFERENT RANKS

Higher rank wins the match

The winner will receive the loser's Medal.

Lower rank wins the match

The winner's Medal rank will increase by 1 and the loser's will decrease by 1.

WHEN BETTING MEDALS WITH A SAME RANK

The winner's Medal rank will increase by 1 and the winner will receive the loser's Medal.

WHEN THE MEDAL RANK BECOMES 20 AND OVER, THE MEDAL WILL BECOME A GOLD MEDAL

(See Page 17)

GAME SCREEN

TIMER

When the Timer reaches 0, the player with the greater Life Bar wins the round.

PLAYER 1 ICON

When you receive damage, static noise will appear on the icon.

HIT COUNTER

Displays the total Combo hits.



LIFE BAR

When this bar becomes 0, you lose the round.

PLAYER 2 ICON

When you receive damage static noise will appear on the icon.

WIN MARKER

Displays the number of rounds won during the match.

ROBOT MODE

The Robot can be trained to learn the fighting style of the player. Even without touching the Controller, the Robot will fight the opponent for the player.

ROBOT SCREEN



When the graph is longer and green, the better the Robot is at using that Hero.

TRAINING RATE

This shows which Hero the Robot can play with. The graph will be longer for the Heroes which the Robot can better control. The better the Robot is with a particular Hero the color of the graph will also change from Yellow to Orange to Green.

FIGHTING STYLE BAR

The bar shows the fighting style of the Robot in 6 different colors. The wider the bar, the more the Robot uses that style.

GAME SCREEN

TIMER

will be displayed. When you are finished training press START and EXIT.

PLAYER ICON

When you receive damage, static noise will appear on the icon.

HIT COUNTER

Displays the total Combo hits.



LIFE BAR

Even when the bar becomes 0, the training will be continued.

ROBOT ICON

The expression of the Robot will change according to the situation.

FIGHTING STYLE BAR

The bar shows the fighting style of the Robot in 6 different colors. The bar will increase while the Robot is trained.

HOW TO TRAIN THE ROBOT

The Robot will control the same Hero the Player chooses. When the Player makes a move, the Robot will learn that move. If the Player defends, the Robot will learn to defend and if the Player throws, the Robot will learn to throw. What the Robot learned will be displayed in 6 different colors in the Fighting Style Bar in the middle of the screen. Let's teach the Robot all sorts of different moves. Even if the Robot learns to punch using the Hero GAI, the Robot will not learn to punch using the Hero GUN. In order to teach the Robot to punch using the Hero GUN, you must train it with the Hero GUN and same for any other Hero. How well the Robot is trained for each Hero will be displayed in the Training Rate graph.

HAVE THE ROBOT FIGHT AN OPPONENT

VS VR MODE (Page 10)

Let's try to have your Robot play against a Virtual Gamer. Press the R Button in the Character Selection Screen of the VS VR MODE to have the Robot control your character. Select the character according to the Training Rate graph.



ROBOT VS ROBOT

Select the Robot in the VS VR MODE. In the Character Selection Screen press the R Button to have the Robot control your character. The opponent Robot will choose its favorite character. The Player will choose the character for the Player Robot.



VS 2P MODE (Page 12)

Let's have your Robot play against another Player's Robot. Press the R Button in the Character Selection Screen of the VS 2P MODE to have the Robot control your character. Both Player 1 and Player 2 can have their Robots control their characters. The Robot data will be saved in your Controller Pak. Let's take your Controller Pak to your friend's house and play against your friend's Robot.



PRACTICE MODE

Use this Mode to practice your moves. Your opponent will be the same Hero as the one you chose. The moves of the Control Stick and the Buttons which were pressed by the Player will be displayed on the screen. There is no Timer display. When you wish to quit practicing press START and EXIT.

GAME SCREEN

LIFE BAR

Even when the bar becomes 0, the training will be continued.

HIT COUNTER

Displays the total Combo hits.

CHARACTER

Normal color Hero.



OPPONENT CHARACTER

Extra color Hero.

BUTTON DISPLAY

The sequence in which the following Buttons were pressed is displayed.
G: Guard / P: Punch / K: Kick.

CONTROL STICK DISPLAY

Displays how the Control Stick was moved.

In this Mode the Player can change the different game settings. To choose the different settings, press the Control Stick up or down. To change the settings, press the Control Stick left or right. To change the Button Configuration or Player Registry, use the Control Stick to choose either 1P or 2P of BUTTON and USER then press the A Button to decide.



SOUND

Changes the sound between Stereo and Monoaural.

ROUNDS

Changes the Rounds per Stage.

LEVEL

Changes the difficulty setting.

TIME

Changes the amount of time per Round.

USER

Changes the information in the Player Registry. The new name will be displayed on the next Medal you receive after clearing the STORY MODE. The new Player Icon will be displayed in the next match. When finished with the changes, press the B Button to return to the Option Screen.

(See Page 6 for Player Registry instructions)

BUTTON



Each time you press a particular Button, the setting will scroll through Punch/Kick/Guard/3D Move/P+G/P+K/NO USE. When finished with the changes press START. Press the L Button to return to the default settings.

MEDAL MODE

Keeps a record of the Medal received from the STORY MODE or the VS 2P MODE.

SEE THE MEDALS

Up to 6 Medals can be displayed in 1 screen. There are a total of 5 Medal display pages and a total of 30 Medals can be recorded. When you receive over 30 Medals, follow the instructions displayed on the screen and delete an unwanted Medal.



GOLD MEDAL

When The Medal rank becomes 20 and over, the Medal will become a Gold Medal. When both Medals which were bet in VS 2P MODE are rank 19, the winners Medal will become a Gold Medal.



DELETING MEDALS

When the A Button is pressed while in the MEDAL MODE a [] will appear around a Medal. Move the [] to the Medal you wish to delete and press the A Button to decide. Select "Yes" and press the A Button and the Medal will be deleted.



HEROE'S PROFILE



LETHAL CHANGE: Though the opponent is guarding, the attack gives 1/2 of normal damage.

Height: 205cm
 Weight: 120kg
 Country: Guinbach
 Birthday: October 10th
 Age: 35
 Sex: Male
 Occupation: Spacy Soldier
 Blood Type: O
 Suit: DB-SPACY G-808 Commander custom RIV

MILITARY SOLDIER GUN



LETHAL CHANGE: Will not be knocked down by the attack of an opponent.

MOVES

BODY	→ P	MERRY-GO-ROUND	→ P + K
UPPER	→ G + P	AX	← G + K
BODY	◎ G + P	BOOMER	◎ G + P
HANGER	↘ P		↙ → K

LETHAL CHANGE

POWER	G.G.P	GEYSER	
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COMBO

IRON MUSCLE	→ K.K.P.P
BERG LEOPARD	→ P.K.K

MOVE INDEX

* = Press the Control Stick in this direction. → = Keep the Control Stick pressed in this direction.

*[G.P] = Press these buttons in the displayed order.

HEROE'S PROFILE

Height: 167cm
 Weight: 49kg
 Country: South Austreiria
 Birthday: march 3rd
 Age: 18
 Sex: Female
 Occupation: Botanist
 Blood Type: B
 Suite: Dyson P-303 HANA special T-1

CUTIE CHASER HANA



HANA EXTRA COLOR



LETHAL CHANGE



MOVES

PUNCH HIGH	← P	FAKE PUNCH	← K
THROW	G + P	BACK KICK	G.P
SCISSORS	→ G + P	BACK KICK	→ G + P
THROW	↓ P	PULL ARM	→ G

LETHAL CHANGE

HANA	G.G.P	GUARD WITH FLOWER
------	-------	-------------------

COMBO

FAKE PUNCH, KICK & PUNCH	P ↓ K.P
PUNCH, KICK COMBO	P.K.K.P.K

LETHAL CHANGE: Guarding an opponents attack will cause the opponent to falter and become defenseless for a short period of time.

DRAGON KUNG-FU HOE



HOE EXTRA COLOR



LETHAL CHANGE



Height: 182cm (191cm)

Weight: 70kg
 Country: Pong Kong
 Birthday: May 5th
 Age: 30
 Sex: Male
 Occupation: Millionaire
 Blood Type: B
 Suit: Hoe Industry H-703R-XXXX

MOVES

PUNCH HIGH	← P	PILE DRIVE	↓ ↑ K
HEEL KICK HIGH	↑ K	THROW	P + K
	G + P	THROW	↙ G+P
	→ G + P	WITH LEGS	↘ G+P

LETHAL CHANGE

THROW	G.G.P	THROW LIGHTNING BALL
-------	-------	----------------------

COMBO

LEFT GUARD, KICK COMBO	P.K → K.K
PUNCH KICK COMBO	P.K.P.K

LETHAL CHANGE: The speed of the movement increases and becomes easier to connect Combos.

*[G.P] = Press these buttons simultaneously.

*There are millions of moves and Combos not shown in the Instruction Manual. Please experiment with the different Heroes.

BIONIC BEAST JUIE



JUIE EXTRA COLOR



LETHAL CHANGE



Height: 177cm (181cm)
 Weight: 69kg
 Country: Floating Continent
 Birthday: Unknown
 Age: Unknown
 Sex: Unknown
 Occupation: Unknown
 Blood Type: Unknown
 Suit: Unknown

MOVES

JUMP PUNCH	↓ P + K	THROW	Running P
FLOG KICK	↙ P + K	SCRATCH	P + K
KICK	↓ G + P	RUN &	← G + P
THROW	→ G + P	PUNCH	

LETHAL CHANGE

THROW LITE	G.G.G.P	THROW LITE	G.G.K
------------	---------	------------	-------

COMBO

JUNGLE SQUALL	P.K.K
DESERT HURRICANE	→ P.P.K.P

Height: 187cm
 Weight: 77kg
 Country: Neo-Tokio
 Birthday: July 7th
 Age: 2
 Sex: Male
 Occupation: Cyborg Assasinator
 Blood Type: AB
 Suit: Hattori FS-019 (HIEN)R-sp

MOVES

PUNCH	↑ P	THROW	P + K
PUNCH KICK	↓ P + K	BIG JUMP	← P + K
KICK HIGH	↓ G + P	FLIP &	→ G + P
KICK SIDE	→ G	KICK	Back ↙ K

LETHAL CHANGE

GUARD	G.G.P	WITH ILLUSION
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COMBO

ELBOW PUNCH KICK COMBO	← P.P.K.P
KICK PUNCH COMBO	K.P.P.K.P

RETSU EXTRA COLOR



LETHAL CHANGE



LETHAL CHANGE: Disappears, but will reappear when attacking or when receiving damage.

MOVE INDEX

→ = Press the Control Stick in this direction. ← = Keep the Control Stick pressed in this direction.
 *G.P = Press these buttons in the displayed order.

HEROE'S PROFILE

Height: 177cm
 Weight: 53kg
 Country: Espariwood
 Birthday: November 1st
 Age: 21
 Sex: Female
 Occupation: Dancer
 Blood Type: A
 Suit: Dyson Q-606 KUMO Special t-3

DANCING LADY KUMO

MOVES

COME ON	↑ P	TANGO	↓ ↗ K
BABY	→ K	NOIR	G + P
TAIL BEAT	→ G+P	BACK FIRE	↙ G+P
CONCORD	◎ G+P	LEG WING	

LETHAL CHANGE

FLASH	G.G.P	DANCE	↙ G
-------	-------	-------	-----

COMBO

UN DUE TROIS	P.K.K
LOVE IS OVER	→ P → P → P → P

KUMO EXTRA COLOR



LETHAL CHANGE



LETHAL CHANGE: Guarding an opponents attack will cause the opponent to falter and become defenseless for a short period of time.

DIRTY FIGHTER ZEN



ZEN EXTRA COLOR



LETHAL CHANGE



Height: 194cm
 Weight: 79kg
 Country: Zodgierra Empire
 Birthday: Unknown
 Age: Unknown
 Sex: Male
 Occupation: Commander
 Blood Type: Unknown
 Suit: ZG-SPACY M-101 t-ZIV

MOVES

PISTON	→ P	K WHIP	↓ P + K
SPEED	→ K	FACE	↙ K
KICK	→ G + P	CRUSH	↙ G + P
TOMAHAWK	↖ K	FREEZE	Back ↙ G + P

LETHAL CHANGE

BLIZZARD	G.G.K
----------	-------

COMBO

BLUE IMPULSE	P.K.P. ↙ P
SPEED CIRCUIT	P ↙ K.K.K

LETHAL CHANGE: Though the opponent is guarding, the attack gives 1/2 of normal damage.

*[G.P] = Press these buttons simultaneously.

•There are millions of moves and Combos not shown in the Instruction Manual. Please experiment with the different Heroes.

Limited Warranty

Electro Brain Corp. warrants to the original purchaser of this Electro Brain Corp. 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 Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain Corp. 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 Electro Brain Corp. 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 Electro Brain Corp. 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 ELECTRO BRAIN CORP. 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 ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.

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FOR GAME TIPS CALL:

1-900-903-TIPS (8477)

\$0.99/MIN., MUST BE OVER 18 YEARS OR HAVE PARENTAL
PERMISSION. TOUCH TONE PHONES ONLY.

REIKO

Birthday: July 7th - Cancer
Age: 19
Height/Weight: 158cm / 42kg
Blood Type: B
Occupation: Pop Singer



ZARA

Birthday: November 11th - Scorpio
Age: 27
Height/Weight: 165cm / 49kg
Blood Type: AB
Occupation: Secretary to CEO



TAKEMARU

Birthday: August 8th - Leo
Age: 20
Height/Weight: 180cm / 69kg
Blood Type: A
Occupation: Concert Pianist



BILL

Birthday: May 5th - Taurus
Age: 30
Height/Weight: 200cm / 100kg
Blood Type: O
Occupation: Professional Mechanical Player



ALAN & MILAN

Birthday: October 10 - Libra
Age: 9
Blood Type: AB
ALAN
Height/Weight: 145cm / 30kg
Occupation: nothing
MILAN
Height/Weight: 149cm / 32kg
Occupation: Magician



YAMAZAKI

Birthday: June 6th - Gemini
Age: 30
Height/Weight: 185cm / 75kg
Blood Type: AB
Occupation: Master of Martial Arts



JOHN

Birthday: September 9th - Virgo
Age: 27
Height/Weight: 172cm / 56kg
Blood Type: B
Occupation: Race Car Driver



KINOSHITA

Birthday: February 3rd - Aquarius
Age: 45
Height/Weight: 165cm / 65kg
Blood Type: A
Occupation: Professional Gamer



ELECTRO BRAIN

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