

INSTRUCTION BOOKLET

FIGHTER DESTINY 2

NINTENDO⁶⁴



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TEEN (13+)
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OVERVIEW



Fighters, Meet Your Destiny!

Fighters from around the world train all their lives for this opportunity. This is your destiny, your chance to try your skills against the best in the world, to learn from the Master, and to win global martial arts fame.

True Martial Arts Tournament Drama

Fighter Destiny 2 packs more excitement than any fighting game you've ever seen. Every match is a fierce and unpredictable competition to earn enough points for a win. With a well-timed relentless attack, you can quickly obliterate your opponent, but don't take anything for granted in the ring. Fighters can make surprise come-backs with powerful throws, counter attacks and single-hit knock-downs.

Global Cast of Characters

Meet the finest fighters from around the world, and learn the different fighting styles from all Four Corners of the Earth. Begin with a choice of eleven fighters. As you become more accomplished, you unlock a bonus cast of special characters.



Spectacular Fighting Techniques with Clear Scoring Rules

Score points by executing judo-style techniques on your opponents. When you throw your opponents, force them out of the ring, knock them down, or pull special techniques (the judges award points). If the clock runs out before anything decisive happens, the judges give a point to whoever fought better. The first player to score 7 points wins the round.

Five Different Games

- Fight the cast of computer-controlled opponents on their home turf in VS COM.
- You and a friend can pit your fighters against each other in VS BATTLE.
- Beat the current records for survival, speed, and rodeo endurance in RECORD ATTACK.
- The roulette wheel picks your opponents, as you battle to earn new skills and greater abilities in FIGHTER'S ARENA.
- Practice and perfect your fighter's arsenal of techniques in a complete TRAINING section.





GETTING STARTED

With the power OFF, insert the Fighter Destiny 2 Game Pak into the slot on the N64™ Control Deck. Press firmly to lock the Game Pak into place.

Connect one or two N64™ Controllers in the sockets at the front of the Control Deck. You must connect a controller to the socket on the left in order for the game to work. That is the socket for Player 1. The Controller connected to any of the three remaining sockets will be for Player 2.

Turn the Control Deck ON. Press **START** if you want to skip through the credit screens. Press **START** at the title screen to get to the **MAIN MENU**.

Choose a game mode or set **OPTIONS** from the **MAIN MENU**.

When you have picked a mode and responded to the on-screen Controller Pak questions, you will find yourself at the Character Select Screen. Use the arrow keys to move through the character choices, and set your choice by pressing the **A** Button.



Each character has a "double" who wears a different outfit. This is to avoid confusion in the rounds where characters fight their "doubles." You can select your character in the alternate outfit by holding down the **R** Button when you make your choice.

Press **START** to start fighting.

CONTROL STICK

The N64™ Controller contains a Control Stick that uses an analog system to read the angles and direction of its movement. Fighter Destiny 2 has a default setting of **CONTROL STICK [OFF]**. If you prefer the Control Stick to the conventional Control Pad, you can make it active by choosing **OPTION → BUTTON CONFIG** and changing the setting to **CONTROL STICK [USE]**. You can still use the conventional Control Pad while the analog Control Stick is active.

Note: Unless you save your Control settings to a Controller Pak, the Buttons will return to their default settings after you turn off or reset the Control Deck

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 when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

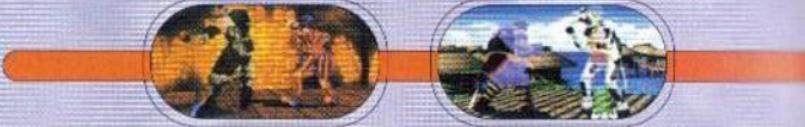
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position, then press **START** while holding down the L and R Buttons.

NOTE: With Fighter Destiny 2, the Control Stick does not provide true 360-degree analog control. Because many fight techniques require an exact direction as part of the command (for example all characters use \leftarrow A+B as the command for the Inashi throw skill), the game does not recognize gradations of movement beyond the eight basic digital control directions ($\leftarrow\leftarrow\leftarrow\uparrow\uparrow\rightarrow\rightarrow\downarrow\downarrow$). You have the choice of using whichever controller function is most comfortable for you.

Accessories and Save Options

This game is compatible with the Nintendo64[®] Rumble Pak and Controller Pak accessories. Please carefully read the instruction booklets that come with these accessories. Follow on-screen instructions that will prompt you when to insert or remove the Rumble Pak or Controller Pak accessories.

Although you can play Fighter Destiny 2 without using a Controller Pak, you will not have access to all of its functions without it.



Without the Controller Pak, you can:

- Save high scores
- Save option settings
- Save only one character's progress in FIGHTER'S ARENA
- Set Controller Button modifications. These will revert to the default settings after you reset or power off the Control Deck.

With the Controller Pak you can:

- Store characters with increased fighting abilities and additional skills acquired in FIGHTER'S ARENA mode.
- Store Controller Button setting modifications
- Play WIN OR LOSE in VS BATTLE mode.

To load a character saved in a Controller Pak, choose the icon on the far left from the Character Selection screen.

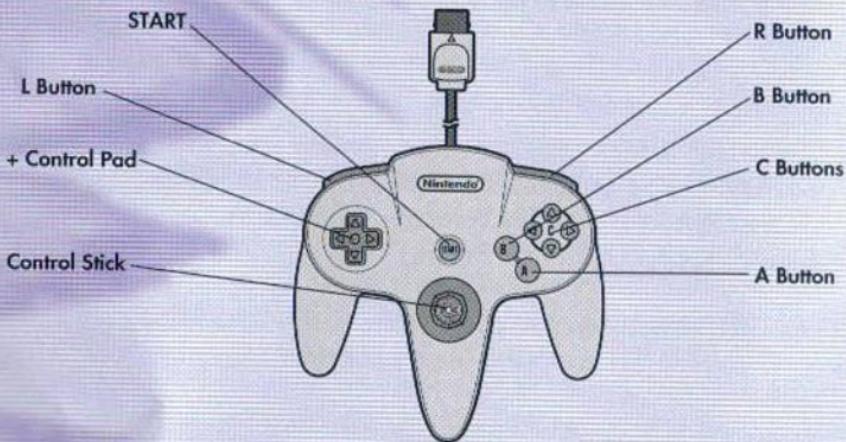
NOTE: You cannot restart FIGHTER'S ARENA with a character saved to your Controller Pak. You have to continue from the place in the arena where your character left off. Otherwise, your character would be able to hoard new skills without advancing very far in the arena.

The Rumble Pak adds a vibration effect that lets you feel the full impact of certain moves like Mind Attack (Pierre and Ninja).

You can change your Rumble Pak anytime before you start a round, except when you are playing Win or Lose in VS BATTLE mode.



N64® Controller



Back of Controller



BASIC CONTROLS



Menu Navigation

To do this:

Highlight a menu option

Scroll through choices within a menu item

Set the highlighted option

Cancel a menu selection, return to previous menu

Use this:

Move Up or Down with Control Stick (\uparrow, \downarrow)

Move Left or Right with Control Stick (\leftarrow, \rightarrow)

Press the **A** Button

Press the **B** Button

Fight Controls

To do this:

Move forward or back, jump or duck

Low attack

High and middle attack

Throw opponent/escape throw

Guard (block high or low attacks)

Hirari (dodge high and low attacks)

Start, Pause, or Select settings

Use this:

Control Pad or Control Stick

A Button

B Button

A + B Buttons (at the same time)

R Button

(**R** Button + \downarrow for low guard)

L Button (or **Z** Button)

START

Note: You can change any of these control settings by choosing **OPTIONS** → **BUTTON CONFIG**





MENU OPTIONS

From the main menu, you can choose **OPTIONS** to change game and controller settings. You can also choose from five game modes:

- **VS COM**

Fight against computer-controlled opponents. You face each of the 11 fighters from the Character Select Screen plus a final formidable fighter named Fabien.

- **VS BATTLE**

Play head-to-head against a friend.

- **RECORD ATTACK**

Beat the current records in three different kinds of competition:

- Survival-Defeat as many opponents as you can for the record.
- Fastest-Try to clear four stages in the fastest time.
- Rodeo-Avoid getting thrown or knocked down for as long as you can with Mou, the unstoppable cow.

- **FIGHTER'S ARENA**

Fight your way through a maze of opponents, including the Master himself. If you do well, the Master will reward you with increased fighting ability and additional skills.

- **TRAINING**

This is the place to learn and to practice your moves with the Teaching Samurai before trying a real competition.

THE GAME SCREEN



During a fight, your screen will look something like this with the following features:

- **Point Gauge** Current number of points acquired for each fighter. One star equals one point.
- **Round Time** Displays the time elapsed in the round. Most rounds last 30 seconds.
- **Vitality Gauge** Indicates the stamina of the character. When the gauge goes to zero, the character turns purple and goes into a Piyori state.
- **Total Time** Displays the total time of all the stages played.



Definition: Piyori - a vulnerable state in which a fighter cannot attack. This occurs when a fighter's vitality gauge runs out and the character turns purple. Piyori lasts for several seconds while vitality is recovered.



- **Escape Indicator**

This yellow meter is only displayed during the brief time you have to escape an opponent's throw and return a throw. The type of throw being used determines the amount of time you have to escape.

- **Game Over/Continue**

When you lose a match in VS COM mode, the GAME OVER/CONTINUE message appears and the counter starts counting down. For a rematch with the last opponent, press **START** or the **A** Button. Otherwise your game will be over after the clock has counted down to zero. Tapping the **B** Button makes the counter go down faster.

RULES AND SCORING



In VS COM and VS BATTLE, the first fighter to score 7 points wins the round. The rules for FIGHTER'S ARENA vary from one stage to the next, and are announced as you play.

Fighters have six ways of scoring points by getting the upper hand on their opponents:

METHOD	POINTS	DESCRIPTION
Ring Out	1	Force your opponents to fall out of the ring.
Throw Down	2	Using a Throw skill, lift your opponents and throw them to the mat.

Knock Down	3	Deplete your opponents' vitality until your final blow sends them sprawling to the mat. You can do this either with a single Knock Down attack, or with a series of less powerful attacks.
Counter	3	Send your opponents to the mat with a powerful Counter attack.
Special	4	First beat your opponent into the helpless purple Pyrori state, then you can wow the judges with a spectacular Special Attack.
Judge	1	If the 30-second timer runs out before any of the above events happen, the judges award one point to the fighter that performed better.

Note: You can change any of the VS COM or VS BATTLE scoring, timing and ring-size settings by choosing OPTION → RULE CONFIG.



FIGHTING TECHNIQUES

Fighter Destiny 2 Characters bring a wide variety of fighting styles and technique into the ring from all over the world. To view the complete list of techniques that your chosen character can do, press **START** during any of the game modes and select **COMMAND LIST** from the Paused Game Screen.

For every fight technique, there is an item on the **COMMAND LIST** that tells its name, the Button or sequence of Buttons you need to press, the skill category, and any conditions necessary for performing the technique, such as "when very close to opponent" or "while hanging."

Notes on entering commands:

In order to make your character execute a fight technique successfully, you need to enter the sequence of Buttons very quickly. Some of these sequences require a lot of practice, and you will want to use the **TRAINING** mode to learn them.

The commands listed here and in the **COMMAND LIST** assume your character is facing the right side of the screen. So the left arrow translates as toward your opponent, and the right arrow translates to away from your opponent. When your character is facing the left side of the screen, just swap \rightarrow , \uparrow and \downarrow for \leftarrow , \nwarrow and \swarrow . For example, if your character is facing left, you will have to press $\leftarrow \uparrow \downarrow \text{BB}$ in order to enter the command identified as $\rightarrow \nwarrow \swarrow \text{BB}$.



A+B means press the **A** and **B** Buttons at the same time. For commands that contain an arrow followed by an **A** or a **B**, you can either press the arrow direction immediately before the letter Button or at the same time.

Attack Techniques

There are ten general categories of attack techniques: Throw Skill, Upper Attack, Lower Attack, Middle Attack, Knock Down, Counter, Reel, Move, Lock, Floating, and Special. To learn the sequences of Buttons to press (commands) for each character's unique arsenal of techniques, study the COMMAND LIST for your chosen character.

• Throw Skill

Most throw skills involve picking up your opponents and throwing them down on the mat for a 2-point score. There are many variations of these throws for each character. However every character has the following five throw skills:

Name	Command	Description
Side Hold	A+B	A basic throw-down technique.
Throw	(press A and B at the same time.)	This is the easiest throw to escape.



Name	Command	Description
Drug Down Fall	A+B	When your character is hanging from the side of the ring, and if the opponent is within reach, this move will let you grab the opponent by the legs for a 2-point throw down.
Jump Over Fall	$\rightarrow \rightarrow \rightarrow$	Hop over your opponent so that you can attack from behind. This is especially useful for techniques that require you to be behind your opponent.
Inashi	$\leftarrow \mathbf{A+B}$	You grab and turn your opponent to face away from you. Like "Jump Over," this lets you attack from behind.
Side Throw Shoulder return	$\downarrow \mathbf{A+B}$	If you use this move when your opponent uses a "Side Hold Throw," not only will you escape the throw, you'll retaliate with an inescapable throw when your feet are back on the mat.

• Upper Attack

Use the **B** Button, by itself and in combination with the arrow controls, for the many variations of upper attacks. Use these techniques to hit your opponent's head and upper body. Although these attacks can inflict heavy punishment, your opponent can block them or duck to avoid them, so it is best to use a mix of technique categories.



- **Lower Attack**

Use the **A** Button, by itself and in combination with the arrow controls, for the many variations of lower attacks. These techniques hit your opponent's lower body. Your opponent can block these attacks or jump to avoid them.

- **Middle Attack**

These attacks hit the opponent's vulnerable mid-section. These attacks generally involve a combination of arrow controls and the **A** and/or **B** Buttons. Besides a pre-emptive attack, the only defense from middle attacks is to back out of range.

- **Knock Down**

These techniques include upper, lower and middle attacks. They all have the effect of scoring you a 3-point knock down. When you enter a Knock Down command, there is a delay accompanied by a blue flash and the announcer's warning before you land the blow. This gives your opponent an opportunity to block or counter.

- **Counter**

Like Knock Downs, Counter techniques often involve a complex combination of controls and diminish your opponent's vitality dramatically. Every character has one or more different Counter Attacks.

- **Reel**

Characters that have a Reel technique aren't afraid to use their heads. This head-but^t skill is another high-impact attack that will require some practice in TRAINING mode.



- **Move**

Characters that have Move Skills are able to assume stances that can disorient their opponents or position them for surprise attacks. These skills are always a combination of arrow Buttons.

- **Lock**

Characters with Lock Skills, can grip their opponents in a debilitating lock hold. To escape a Lock hold, tap the **A** and **B** Buttons rapidly. If your opponent can't escape the hold before losing all vitality, you score a 2-point throw.

- **Floating Techniques**

All characters have Floating techniques. You "float" your opponent, by knocking him or her airborne, usually with an Upper Attack from below like "Vertical Ducking Upper" (\downarrow **B**). Then, before your opponent hits the ground, you can use whatever attacks you want to land up to three more undefended hits. Use the AERIAL section of TRAINING mode to perfect your Floating techniques.

- **Special**

Every character has at least one Special Skill. You can only use these skills after you have worn your opponent down to the Piyori state. Special attacks have spectacular special effects and score four points. To learn these moves, take your chosen character to the SPECIAL section of TRAINING mode. Special moves have very complicated commands that you are not likely to learn by accident.

Defense Techniques

It is true that "the best defense is a good offense," but Fighter Destiny 2 offers a variety of blocking, dodging and escape techniques for fighters to defend against attacks:



Move	Command	Description
High Guard	R	Block high attacks. This defense leaves you vulnerable to throws and low and middle attacks.
Low Guard	↓+R	Block low attacks. This defense leaves you vulnerable to throws and high and middle attacks. You cannot escape throws while using this defense.
Ducking	↖ or ↓ or ↘	Time your crouch just right to avoid high attacks.
Jumping	↖ or ↑ or ↗	Time your hop just right to avoid low attacks.
Hirari	L or Z (H)	Hirari is a defense technique for dodging low and high attacks. This still leaves you vulnerable to throws and middle attacks.
Side step left Side step right Forward step Backward step	H + ↑ H + ↓ H + → H + ←	While pressing the Hirari Button (L or Z Buttons) you can use the arrow Buttons to move sideways or to step toward or away from your opponent.
Dash	→→	Move quickly toward your opponent.
Backward Dash	←←	Move quickly away from your opponent.
Throw escape	A+B	Use this defense to escape a throw while the escape indicator is still yellow.



CHARACTERS



Saeki - Japan

This young warrior seeks someday to be a Master. One look at his upper body shows that he has dedicated himself to strength training. He has also worked hard to develop quickness and agility. In fact, many of his attacks, like "Mach Hook," "Mach Punch" and the devastating special attack, "Mach Buster" are named after Mach 1, the speed of sound.



Adriana - Brazil

Adriana learned her skills dancing in the Brazilian Carnaval. She brings a colorful Samba dance style into the ring, converting flashy dance moves into punishing Judo techniques. Opponents beware her special attack throws, "You and I and the Burning Summer" and "Sun's Hug." The last thing they remember is a beautiful dance.



Abdul - Mongolia

Abdul comes from a long line of Mongolian Warriors dating back to the great Kubla Khan. Don't underestimate him because of his rounded body shape. He is skilled in strange and obscure moves developed in contemplation of Heaven, Hell and the creeping creatures on the Earth. Among Abdul's strange powers are the ability to throw fireballs and a deadly head-butt or Reel called "Trepang Heaven."



Federico - Italy

This Scientific Genius has cooked up some deadly moves in his fight laboratory. In his research into inflicting pain he has developed an impressive catalog of punishing moves. He takes his opponents to school with his "Dragon Riser" Knock Down skill and his electrical special skill, "Plasma Heel Break."



D-Dog - United States

D-Dog is a funky-fresh Basketball Star who was banned from the sport for unnecessary roughness in the extreme. His most vicious moves include the "Blasphemy Chop," the "Stomp" and the dreaded "Hammer Knuckle." D-Dog uses his height, speed and power to slam-dunk his opponents.





Kate - Great Britain

Bored with the life of a super-model, Kate has taken to the ring with a stunning style. She mixes a mean cocktail blend of upper and lower attacks. Try the "Spinning Cocktail" Counter technique or the "Earth Cocktail" Knock Down to give your opponent a permanent hangover.



Ninja - Japan

The Ninja warrior has dedicated his very soul to becoming a human fighting machine. Like any Ninja, he is cloaked in dark mystery and possessed of secret powers. His Knock Down skills are the mysterious explosive "Mine Palm" and the powerful "Tsumuji." By using the startling magic of "The Art of Transform" he can instantly switch positions with his opponent.



Ziege - Germany

Part man, part machine, this hulking brute is a blue mountain of destructive power. Ziege is not the quickest fighter, but his blows land with incredible force. He enjoys pummeling his opponents into the Piyori State so he can give them a ride to dreamland with his "Giant Swing" Special technique.



Pierre - France

Pierre loves to freak out his opponents. He trained as a circus tumbler, but he prefers making other people tumble. He surprises his opponents with acrobatic spins, flips and somersaults and with crazy attacks. Pierre's "Transform" Technique (**LL or ZZ**) inflates his nose and increases his attack power. If he uses "Transform" six times, his nose explodes and his power drops down to normal.



Dixon - Great Britain

This British street punk doesn't need a reason to fight. He just likes it. Anger is the energy behind his vicious Knock Down skills, "I'm a Negative Creep" and "Angry Fist." His Special attack, "Heal a Million, Kill a Million," is a merciless skull-cracking display of pure rage.



Meiling - China

Meiling is a polite China girl who has crafted delicate skills of crushing power. With the grace of a swan and the speed of a humming-bird, she teaches her opponents a lesson in good manners. Meiling shows off her swiftness and grace with Knock Down skills like the beautiful "Spiral Jump" and the lightning-fast "Tenkakuhosho."

Additional fighters appear throughout the game to challenge you. You can earn the right to assume the identity of each of these special characters from the CHARACTER SELECT screen. But first you have to prove yourself worthy by completing certain difficult ordeals for each.



Mou

Mou is a cool-headed milk-gulping cow who will test your endurance in the Rodeo option of RECORD ATTACK and in FIGHTER'S ARENA.



Cherry

This trashy flashy fighter is no lady. You'll fight her in the Fastest section of RECORD ATTACK. Her obnoxious style will also plague you throughout FIGHTER'S ARENA mode.



Master

The Master oversees your development as a fighter. You get a chance to fight him in FIGHTER'S ARENA mode and, if you're good enough, in the Fastest section of RECORD ATTACK.



Samurai

Samurai will help you learn your moves in PRACTICE mode. When you meet him again in RECORD ATTACK and FIGHTER'S ARENA, he won't be quite so friendly. The Samurai is a tough and ruthless fighter.



Fabien

Fabien is a French Medieval knight with elegant fencing-style fighting techniques. He is the last challenge in VS COM and he will test you in RECORD ATTACK and FIGHTER'S ARENA as well.

VS COM



You fight against the computer as it plays each of the 11 fighters from the Character Select Screen. If you fight your way through all of them, you will meet Fabien. If you beat Fabien, you will be able to select his character from the Character Select Screen. Plus, the Master will award you an extra skill if you can win all 12 fights.

VS BATTLE



Fight with a friend!

The NORMAL game is a contest to determine the better fighter. This is the only game available in VS BATTLE without a Controller Pak.

The Win or Lose game requires both players to use a Controller Pak. In this game, you and your friend use characters you have developed and saved from previous games. Your characters fight to win skills from each other. If you lose all your saved character's skills to your friend in Win or Lose, your character will be erased from your Controller Pak.





RECORD ATTACK

Set a record and win fame in three challenging games:

- **Survival** - Defeat as many opponents as you can in progressively harder sudden-death 1-point matches. Set a new record for the number of opponents you defeat.
- **Fastest** - Win as many quick 4-point matches as you can. Set a new record by beating the most opponents in the shortest time.
- **Rodeo** - Stay vertical in the ring with Mou the cow. How long can you last with this unbeatable animal? You can't hope to win, but you can set an endurance record.



FIGHTER'S ARENA

Like in a board game, you spin a wheel (called a Roulette) to determine how far your character moves along the board. To win, you must pass the Master's seven checkpoints and a final test at the end. As you win these tests, the Master rewards your character with added Health, Attack Power, Recovery Power, and Skills. After you pass the final test, and if you have a Controller Pak installed, you can save your character, with all the acquired skills and improved abilities. Then you can use this saved character in future fighting contests.



Game Screen

When you play in FIGHTER'S ARENA mode, your game screen will look something like this:

- **Map screen** - You can scroll to see all areas of the map using the Control Stick/Control Pad. At the top of the screen are your current levels of Attack, Health, Recover and Skills. The flashing **A** Button at the bottom right of the screen reminds you to press the **A** Button for the Roulette.
- **Roulette** - When you press the **A** Button from the Map Screen, the Roulette wheel appears on the screen already spinning. To stop the Roulette, press the **A** Button. The number where the Roulette stops is the number of squares your character moves on the board. When your character comes to a square where the path branches, select a direction with the Control Stick/Control Pad and press the **A** Button. Your character will continue in that direction.
- **Progress screen** - From the Map screen, Press the **C** Button (any of the four yellow Buttons on the controller) to check your progress.
 - Radar Graph - Orange indicates your character's current development in fighting attributes and skills:
 - A-Level of attack force
 - H-Vitality level
 - R-Recovery ability (of vitality)
 - S-Skills obtained in the Arena.



- **RANK**-These are the grades you have earned at each of the Master's checkpoints. The grading scale is S, A, B, C, and F.
- **CHERRY**-This is a record of your encounters with Cherry. Red is for your wins and blue is for your losses.
- **M.C.**-This is a record of your battles at the Master's checkpoints. Yellow is for your wins and blue is for your losses.

Regular and "!" Squares

- Move your character the number of squares indicated when you spin the Roulette.
- Regular squares lead to a 4-point match with the character who owns the square.
- If you win the fight for that square, you spin the Roulette again and move forward.
- If you lose, then the number of points your opponent scored minus the number of points you scored is the number of squares your character has to move backwards.
- When you land on a "!" square, special rules apply. Your fight will be either a 1-point sudden death match or a 15-second speed match

Master checkpoints

No matter what number you spun on the Roulette wheel, your character will stop on reaching a Master's check point. Your character must fight a 7-point match against the Master. At the end of the fight, the Master ranks your performance (grade S, A, B, C, F). If you defeat the Master, he gives you a new skill.

The rank the Master gives you determines the amount he will add to your Health level, Attack Power and Recovery Power.

Whether you win or lose, your progress is saved after each Master checkpoint.

Cherry checkpoints

As with a Master checkpoint, your character must stop at Cherry's checkpoints no matter what number shows on the Roulette wheel. If you beat Cherry, your character gets a new skill plus added Health, Attack Power and Recovery Power.

The final challenge

When your character reaches the end of the board, you face one of three final challenges. You'll recognize these contests from the RECORD ATTACK game option. However, you cannot change the settings of the contests when you are in a final challenge. Here's what you'll face:

- **Survival** - You must defeat 20 opponents one at a time.
- **Fastest** - You must clear four stages within 60 seconds.
- **Rodeo** - You must stay in the ring without stopping the clock for 30 seconds.

If you win your final challenge and you have a Controller Pak, your character is saved with all the new abilities you acquired during the FIGHTER'S ARENA game.

TRAINING

When you select this option from the main menu, you can learn and practice your techniques against Samurai. To see all your character's current techniques, press **START** to pause a training round, then select **COMMAND LIST** from the Paused Game Screen.

The combination of Buttons you enter will appear at the bottom left corner of the screen. Each time you use a skill successfully, the skill is named at the top of the screen.



You can practice four different skill categories:

- **Normal** - Practice your basic moves and your Counters, Knock Downs, Reels, and Throws.
- **Aerial** - Practice mid-air combination moves. The first time you select this mode, you'll be given suggestions about mid-air combinations.
- **Special** - The Training Samurai remains in the Piyori state, so you can practice your special techniques.
- **Escape** - Practice dodging and blocking punches and kicks, escaping throws and choke holds, and attacking an opponent in defense mode:
 - Punch - Samurai tries to punch you.
 - Kick - Samurai tries to kick you.

- Throw (escape) - Samurai attempts to throw you.
- Choke (escape) - Samurai tries to catch you in a choke hold.
- Guard High - Samurai blocks high attacks.
- Guard Low - Samurai blocks low attacks.
- Hirari - Samurai dodges high and low attacks.

OPTIONS



Select this from the MAIN MENU to change game settings. When you select this option, you'll have these choices:

- **RULE CONFIG** - Change the rule settings.
Here, you can change how long a round lasts, the size of the ring, the number of points required to win, and the number of points awarded for each throw, knock down, ring out and special attack.
- **GAME CONFIG** - Change difficulty level and other game-related settings.
 - **Specify a difficulty level:** Easy, Normal, Hard, or Crazy.
 - **Toggle the Escape Indicator:** When active, this is a bar that appears at the bottom of the screen when a throw or lock hold is being executed. The bar indicates how long a fighter has to escape the throw.
 - **Toggle Attack Frame:** When active, this feature causes fighters to appear red when attacking.
 - **Toggle Controller History:** When this feature is active, a record of the sequence of controls you have used is displayed down the edge of on the screen.

- **SOUND CONFIG** – Remix the sound to your tastes by changing the volume of background music, sound effects, voices, and environmental sound.
- **BUTTON CONFIG** – Change the Button settings. You can save these settings to a Controller Pak if you have one attached. If not, the settings will only remain active until you reset or power OFF the game console.
 - **Button Edit:** Select this option to change Button assignments on your controller.
 - **Control Stick:** If you want to use the analog Control Stick, you can select the **Control Stick [OFF]** line and change it to **Control Stick [USE]** with either the ← or the → on your Control Pad.
 - **Control Stick Edit:** If the Control Stick is active, you can use this feature to be sure the Control Stick is properly oriented. Test all the directions on your Control Stick making sure the proper direction arrows turn white on the picture.

TECHNICAL SUPPORT

Please visit SouthPeak Interactive's web site at
<http://support.southpeak.com>

Email: support@southpeak.com

Phone: 1-888-774-6918

Monday through Friday 8 am to Midnight E.S.T.

Saturday and Sunday 8 am to 8 pm E.S.T.

Please have the following information available when you call Technical Support:

- Name
- E-mail address
- Product name and platform
- Description of your problem and when it occurs

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