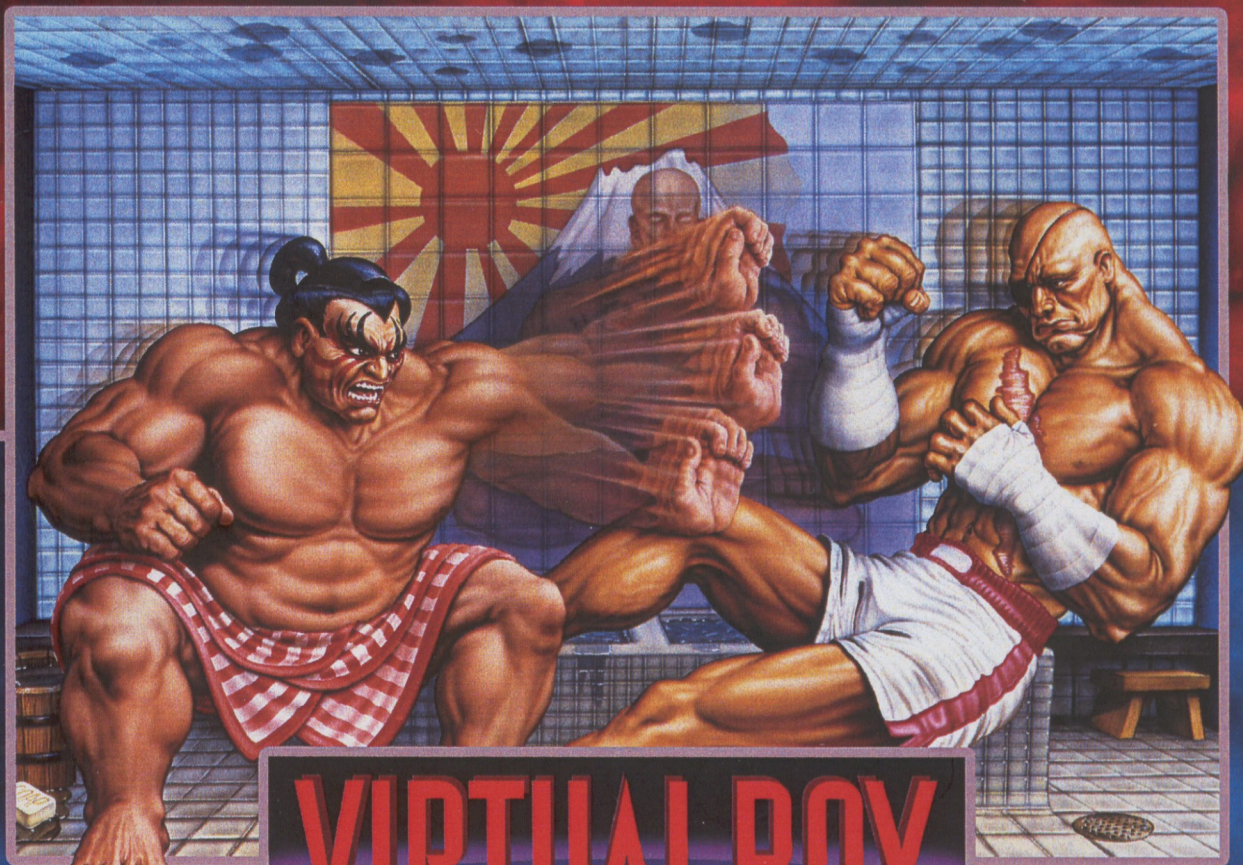


# ***HYPER FIGHTING***



**VIRTUAL BOY**

**INSTRUCTION BOOKLET**



Thank you for selecting the Hyper Fighting Game Pak for Nintendo Virtual Boy System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instructions Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Failure to follow all instructions could injure you and cause serious damage to your vision.

### CHOKES / SMALL PARTS

**NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS.** Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

**CAUTION:** Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your stored information.

To restore factory settings, press the following buttons while the precaution screen is being displayed:  
LEFT (on left D-pad) + SELECT + B + R



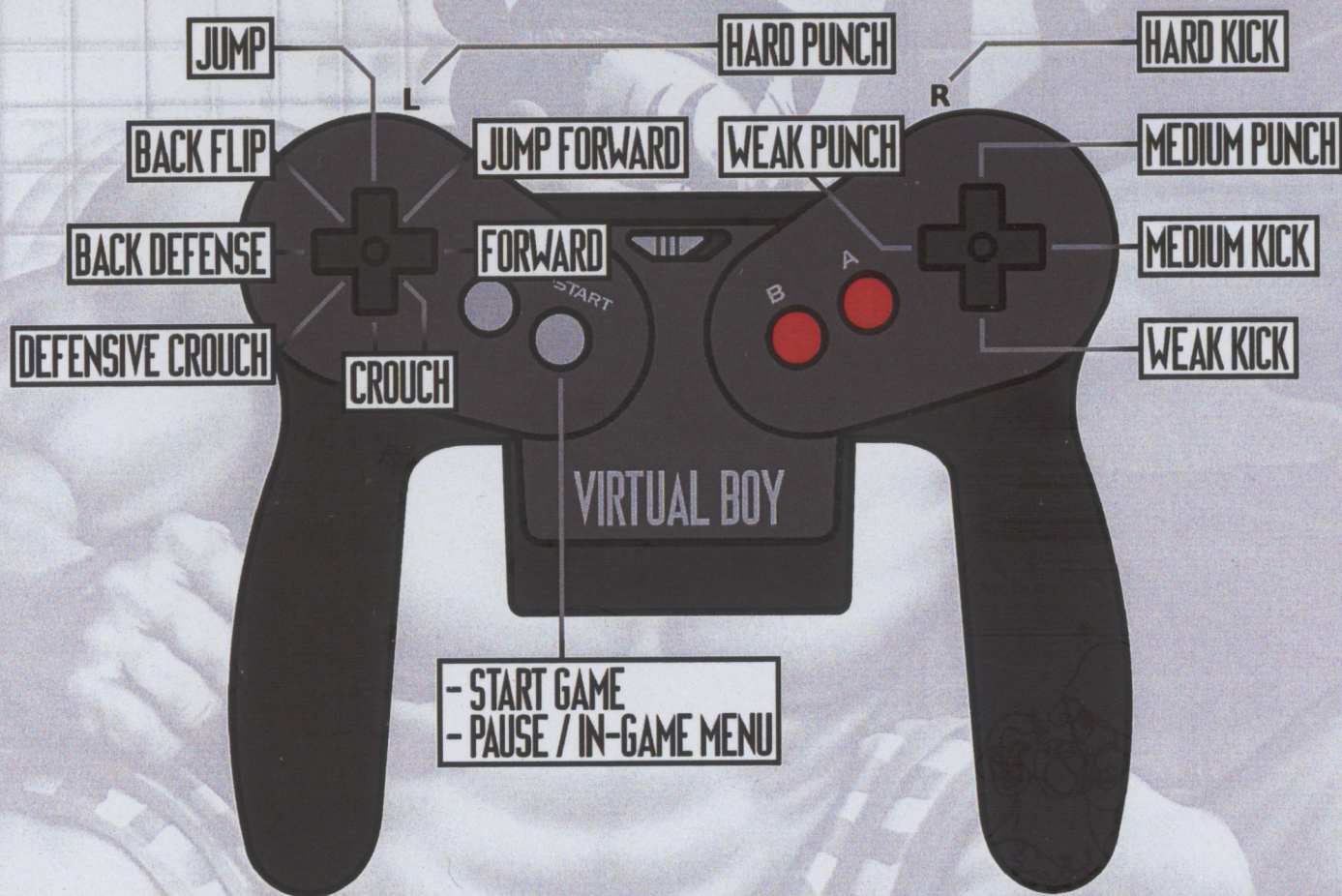
# TABLE OF CONTENT

Controls .....	4
Game Screen .....	6
Game Rules .....	7
Game Modes .....	8
Options .....	9
Characters .....	10
Ryu .....	11
E. Honda .....	12
Blanka .....	13
Guile .....	14
Ken .....	15
Chun Li .....	16
Zangief .....	17
Dhalsim .....	18
Balrog .....	19
Vega .....	20
Sagat .....	21
M. Bison .....	22



# BASIC CONTROLS

All commands are shown for a player facing right. The Controls are reserved when facing left.



## Important Note:

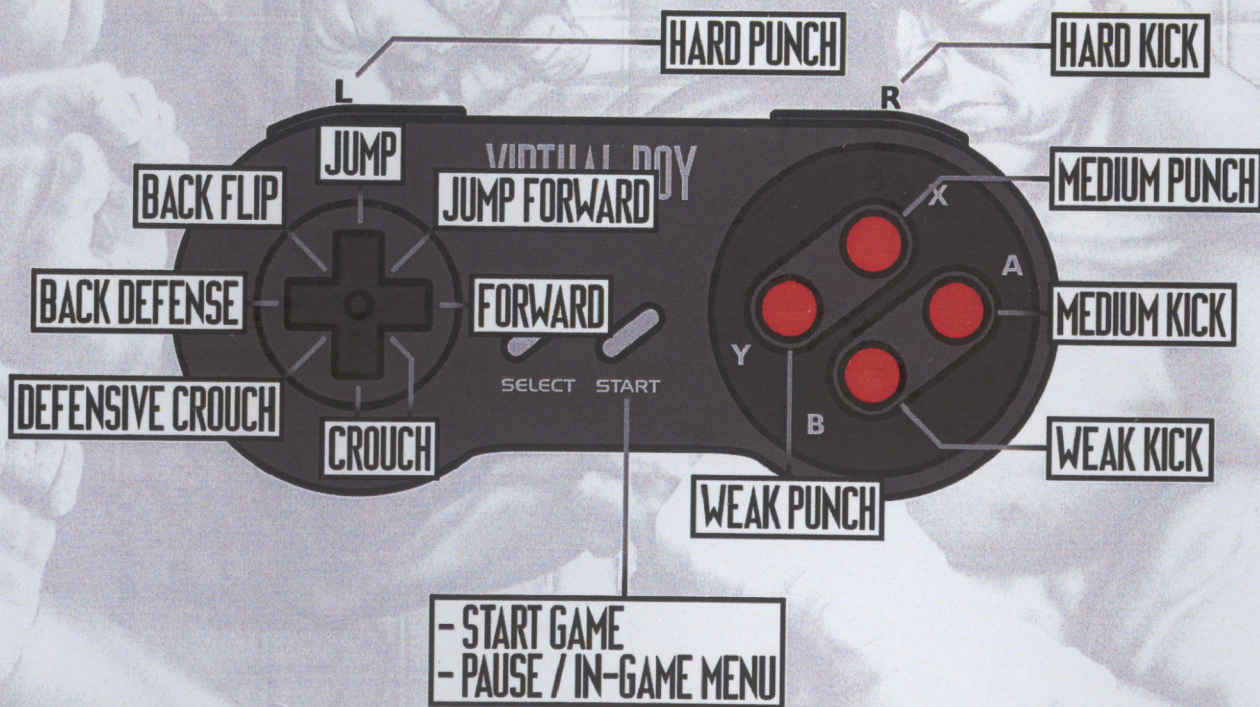
The button configuration can be change in the in-game options menu.



# BASIC CONTROLS

This game is compatible with SNES controllers:

(Note: A passiv adapter is required to connect a standard SNES controller to a Virtual Boy System.)





# GAME SCREEN





# GAME RULES

**Time** - The Time for each round is 60 seconds.

**Winning** - When one player's Vitality Gauge runs out, the other player wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.

**Win Mark** - When a fighter wins a round, a Win Mark appears beside his or her Vitality Gauge.

**Match** - The first player to win two out of three rounds wins the match. (In Survival Mode there is only one round per match)

**Draw Game** - A draw game occurs when both players Vitality Gauge drain out at the same time or both players have the same amount of vitality when time runs out.



# GAME MODES

**ARCADE** - Defeat 12 AI-controlled opponents to reach the ending.

**SURVIVAL** - With a limited amount of vitality, go up against a string of opponents and survive as long as you can.

(Note: To unlock this mode, you have to complete ARCADE MODE on normal (or hard) difficulty and normal (or higher) speed settings.)

**TRAINING** - Choose an AI-controlled opponent and practice your skills.

(Note: To unlock this mode, you have to complete ARCADE MODE on hard difficulty and normal (or higher) speed settings.)

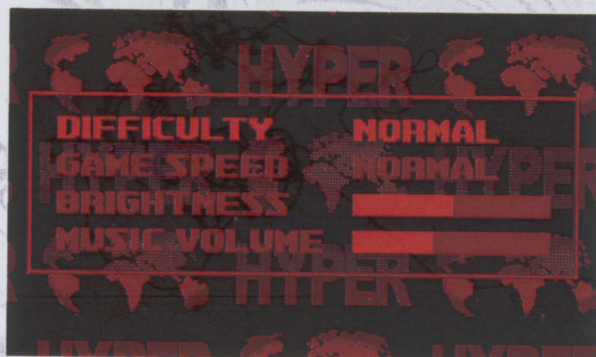
**VERSUS** - 2 Player head-to-head competition, lasting for one match.

(Note: This Mode requires 2 Virtual Boy Systems, 2 Hyper Fighting Game Paks and a VB Game Link Cable.)



# OPTIONS

There are two option menus:



Global Options - Accessible through main menu.



In-game options - Press START during a match.

**Difficulty** - Adjust AI skill level.

**Game Speed** - Set the game speed.

Note: There are no hi-scores for speeds slower than normal.

**Brightness** - Adjust screen brightness.

**Music Volume** - Adjust the volume of background music.

**3D Depth** - Adjust the depth of the 3D image.

## IMPORTANT:

The 3D depth has to be set for each stage separately!



# CHARACTERS

Hyper Fighting features a roster of twelve playable characters.

(Note: To unlock the 4 boss characters, you have to complete ARCADE MODE on normal (or hard) difficulty and normal (or higher) speed settings.)

















## Special Moves

Each character has developed his or her own special moves for use in battle. All the special moves are listed on the following pages.

Example: Chun Li's **Whirlwind Kick**   

Using the left D-pad, press DOWN and hold it for 2 seconds. Then press UP and push any kick button.

 Press D-pad in direction indicated	 /  Press two/three punch buttons at the same time
 Hold D-pad in direction indicated (for 1-2 sec)	 /  Press two/three punch buttons at the same time
 Press a punch button	   Press any punch button repeatedly
 Press a kick button	   Press any punch button repeatedly



# RYU

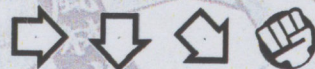
A student of Shotokan school of karate, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

## Special Moves:

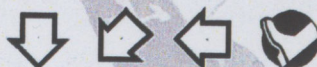
**Fireball:**



**Dragon Punch:**



**Hurricane Kick:**





# E. HONDA

Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of "Yokozuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.



## Special Moves:

**Hundred Hand Slap:**



**Sumo Head Butt:**



**Sumo Smash:**





# BLANKA

Very little is known about this bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming the rain forests. But, it has only within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare oppose him.

## Special Moves:

**Electricity:**

**Rolling Attack:**

**Vertical Rolling Attack:**





# GUILE

An ex-member of an elite Special Forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.



## Special Moves:

**Sonic Boom:**



**Flash Kick:**



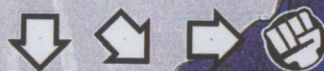


# KEN

A disciple of the Shotokan school of karate, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. Over the past few years Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from his old training partner, Ryu, has rekindled his fighting spirit and caused him to try and perfect his Dragon Punch and Hurricane Kick.

## Special Moves:

**Fireball:**



**Dragon Punch:**



**Hurricane Kick:**





# CHUN LI

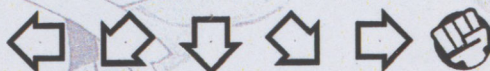
Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation known as Shadowlaw. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

## Special Moves:

**Lightning Kick:**



**Fireball:**



**Whirlwind Kick:**











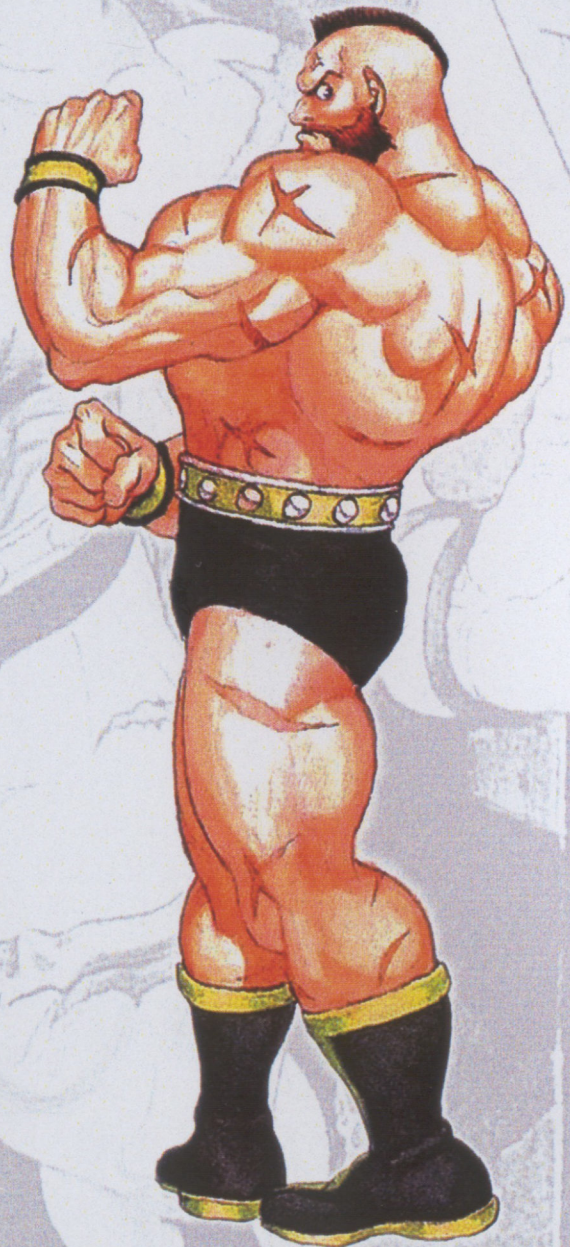
# ZANGIEF

Many believe that Zangief entered the tournament out of his fierce respect for his country, but they are only partially correct. Zangief loves his country, but he loves to stomp on his opponents even more. What else would you expect from a man who wrestles bears for fun?

## Special Moves:

**Double Lariat:**  (/)

**Quick Lariat:**  (/)





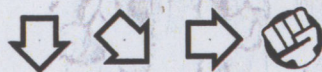
# DHALSIM

Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

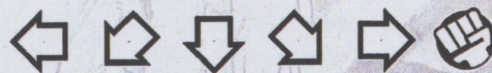


## Special Moves:

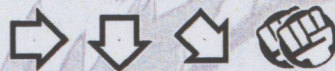
**Yoga Fire:**



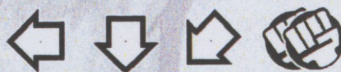
**Yoga Flame:**



**Teleport Forward:**



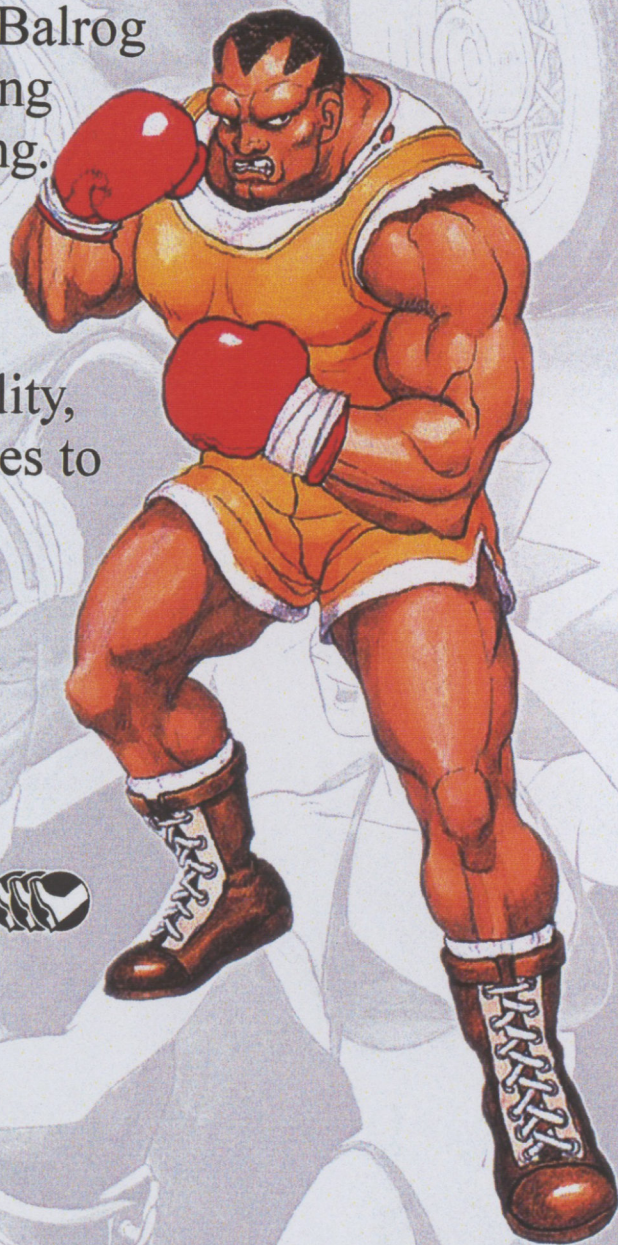
**Teleport Backward:**





# BALROG


A former heavyweight champion, Balrog was barred from professional boxing after he ignored the rules of the ring. Wild and aggressive, Balrog now makes a living as an enforcer for Shadowlaw. Once thought to be somewhat weak in his fighting ability, Balrog has learned some new moves to keep on top.



## Special Moves:

**Turn Punch:** hold  or 

**Dash Straight:**   

**Dash Uppercut:**   

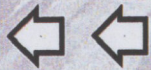


# VEGA

Of noble blood, Vega has successfully blended the Japanese art of Ninjitsu with the skills he learned as a matador. The result is a beautiful and deadly ballet which has earned Vega the nickname of the "Spanish Ninja". Vain and egoistical, Vega lives by the philosophy that beauty is strength and uses a mask to prevent his beautiful face from becoming scarred in battle.

## Special Moves:

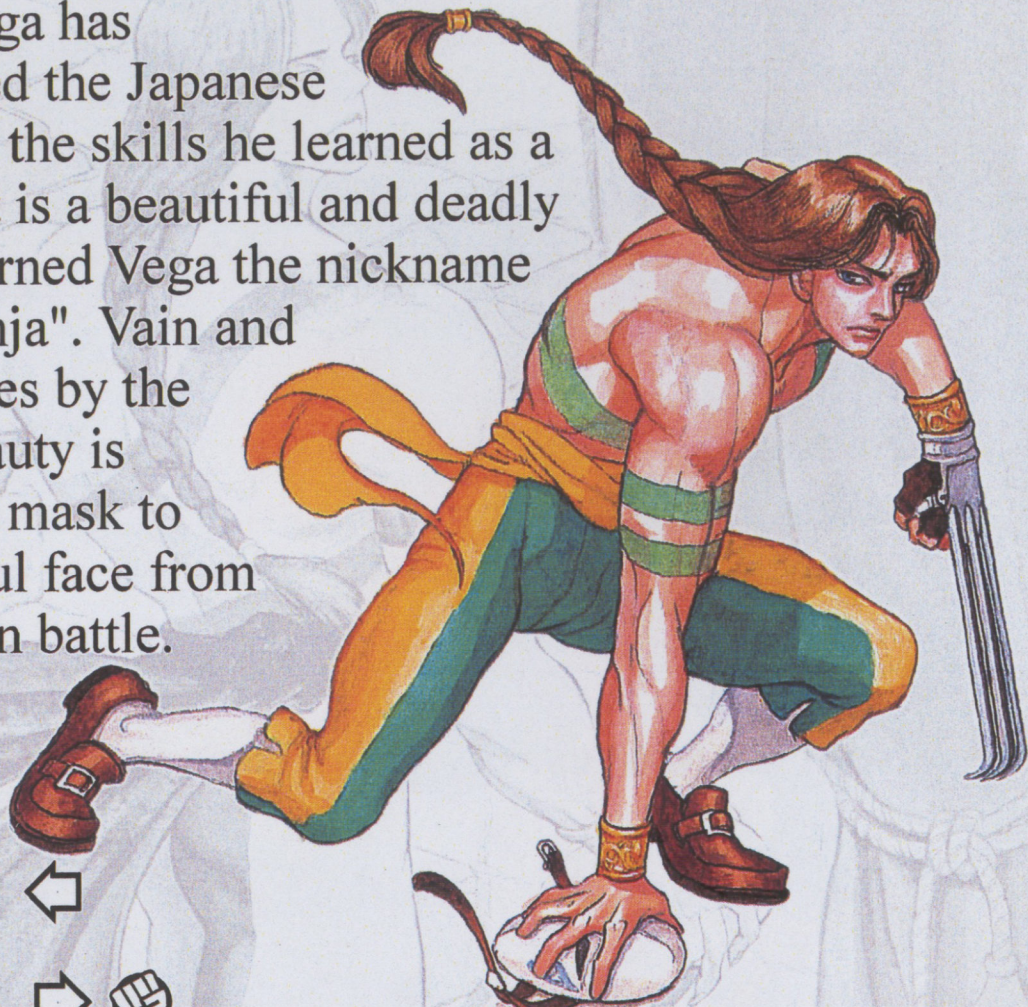
**Back Flip:**



**Claw Roll:**



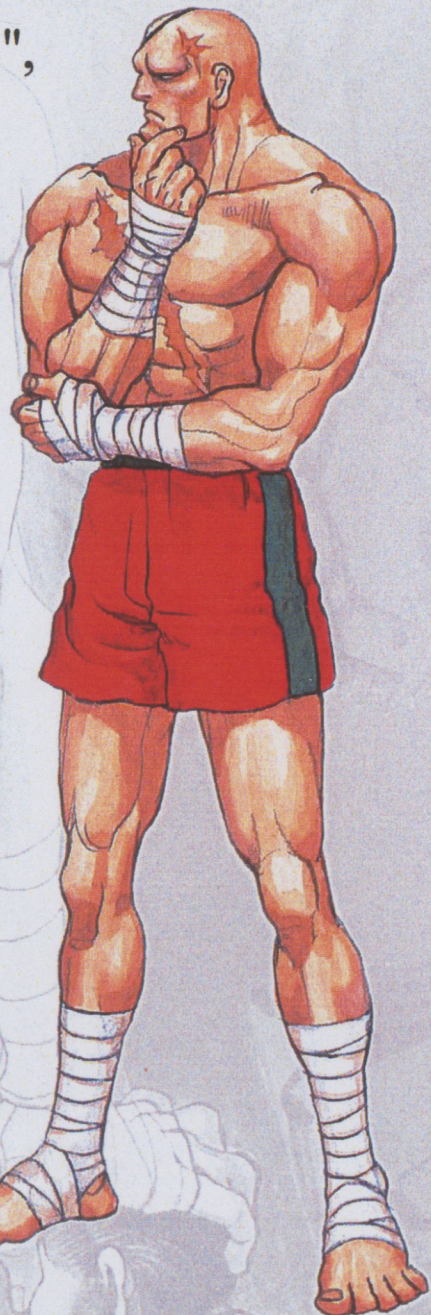
**Claw Dive:**





# SAGAT

Once called "King of the Street Fighters", Sagat reigned supreme until his narrow defeat at the hands of Ryu. Humiliated at his loss, he now plans to regain the title at any cost. With the exception of M. Bison, no other fighter comes close to his overall fighting ability.



## Special Moves:

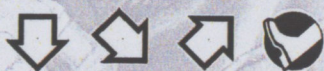
**Tiger Shot:**



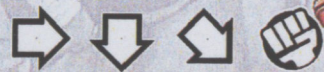
**Ground Tiger Shot:**



**Tiger Knee:**



**Tiger Uppercut:**





# M. BISON

Never has a man been more cloaked in secrecy than M. Bison. Ever since he emerged to lead the international criminal organization Shadowlaw, the world has been awed by the incredible power at his command. Unmatched in his power and agility, M. Bison reigns supreme as the greatest Street Fighter in the world.



## Special Moves:

**Psycho Crusher:**



**Scissor Kick:**



**Head Stomp::**



**Somersault Skull Diver:**  after Head Stomp



# NOTES





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