NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

Nintendo

GAME BOY

KIDS TO ADULTS
AGES 6+

Super GAME BOY GAME PAK

DMG-AKLE-USA



INSTRUCTION BOOKLET

KILLER INTRO

The arcade hit goes portable! **Nine** of the original arcade characters have been faithfully **recreated** to deliver arcade excitement on the Game Boy®. Test your **skills** versus the computer in the Killer Instinct **Tournament**, or Game Link® two Game Boys and go head-to-head with an opponent. But beware, it will take more than **radical** moves and **deadly** special attacks to win this tournament. It will take a **will**, a desire; it will take a **Killer Instinct**.



KILLER CONTROLS

Game Boy Controls



Up ↑ = Jump
Down ↓ = Duck
Left ← and Right → = Move
Back ← or → away from opponent = Block High
Back and Down ↙ or ↘ away from opponent = Block Low

A Button (Default Setting)
Tap = Weak Kick
Hold = Fierce Kick

B Button (Default Setting)
Tap = Weak Punch
Hold = Fierce Punch

Start = Pause /
Join-in 2 Player game (Super Game Boy only)

Select = NA



Player 1 Life Bar Timer Player 2 Life Bar

GROUND RULES

Each player begins the fight with two life bars. The first player to eliminate the opponent's life bars within 100 seconds wins the fight. At the end of 100 seconds, the player with the most energy remaining in his or her life bar wins.

FIGHT ON!

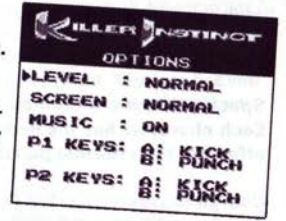


Start Game

Selecting this option will take you to the character selection screen. From here you can select your character and battle the computer in the Killer Instinct Tournament. If you are using the Super Game Boy®, a second player can join-in at any time by pressing START on his or her controller.

Options

Selecting this allows you to access the OPTIONS screen and customize the game. Use left and right on the Control Pad to change your options.



Level
Selects the difficulty level of the computer opponent.

Screen
Changes the screen display between LIGHT and NORMAL. The LIGHT option makes the characters easier to see on the Game Boy.

Music - Turns the music ON or OFF.

P1 - Allows player 1 to change his or her punch and kick buttons.

P2 - Allows player 2 to change his or her punch and kick buttons.

Practice

This mode allows you to practice moves on a defenseless computer opponent that cannot be defeated. Press START to exit PRACTICE mode and return to the main menu screen.

Game Link

This mode allows two players to play against each other using the Game Boy Game Link cable. This mode will only work if your Game Boy is connected to another Game Boy via a Game Boy Game Link cable. Once both players have highlighted the Game Link option, the first player to press START will be Player 1. FIGHT ON!

KILLER MOVES

Special Moves

Each character has his or her own set of Special Moves. Special Moves are more effective than normal punches and kicks, but are harder to execute.

Charge Moves

Require holding a direction on the control pad for one or two seconds then pressing the opposite direction on the control pad with a button.

Roll Moves

Rolls are done by performing a rolling motion on the control pad and then pressing a button. The instructions under the Character Profiles indicate the key directional points you must hit during the rolling motion, but you should try to hit all points in between.

Combos

Combos are basically a combination of buttons and moves that, when strung together properly, award the player with extra hits. The best way to start a combo is by performing an "Opener." Jump-In attacks, as well as some of the Special Moves (as described in Character Profiles), can act as "Openers." To open with a Jump-In attack, jump into your opponent with a jump punch or jump kick, and immediately follow it up with the opposite button to receive an Auto-Double. An Auto-Double produces multiple hits and can be performed by pressing the correct button after successfully hitting your opponent with an "Opener." Even more moves can be added to a combo after the Auto-Double to get 20 or more hits!

Combo Breakers

There is nothing worse than being on the wrong end of a big combo. But if you have what it takes, you can stop them cold with a Combo Breaker. Each character has a Special Move they use as a Combo Breaker (see Character Profiles for Combo Breakers). The Combo Breaker can be executed between the "Opener" and the "Auto-Double," as well as the extended hits of a combo. If you are getting hit with a kick (Auto-Double or Special Move) in a combo, use the punch button with your character's Combo Breaker move. However, if you are getting hit with a punch (Auto-Double or Special Move) in a combo, use the kick button with your character's Combo Breaker move.

Ultra Combos

The Ultra Combo requires a specific ending move on the end of a combo. The move depends on the character being used (see Character Profiles), and can only be done when the opponent's life bar is flashing. An extremely humbling experience, a victim can only watch as his or her character is beaten mercilessly.

T.J. COMBO



Age: 25
Height: 6'1"
Weight: 220 lbs.

Special Moves

Powerline: Charge ←, →, Hold Punch
Runstop: ←, Punch during run
Run to Roll: ↓, Punch during run
Rollercoaster: Charge ←, →, Tap Punch
Knee K.O.: Charge ←, →, Kick
Turn Punch: →, ←, Punch
Cyclone: Hold Punch 3 seconds and release + Punch again

Example of Valid Opener: Charge ←, →, Tap Punch, Kick
Combo Breaker: ←, →, (Knee K.O.)
Ultra Combo: →, ←, Punch

FULGORE



Age: 1
Height: 6'5"
Weight: 560 lbs.

Special Moves

Laser Storm: ↓, ↘, →, Punch
Double Laser Storm: ←, ←, ↓, ↘, →, Punch
Triple Laser Storm: →, ←, ←, ↓, ↘, →, Punch
Plasmaslice: →, ↓, ↘, Punch
Plasma-Port: ←, ↓, ↙, Punch (in front) or Kick (behind)
Reflect: ↓, ↙, ←, Punch
Cyberdash: Charge ←, →, Kick
Eyelaser: ↘, ↓, ↙, Kick

Example of Valid Opener: Charge ←, →, Kick, Kick
Combo Breaker: →, ↓, ↘, (Plasmaslice)
Ultra Combo: →, ↓, ↘, Punch

JAGO



Age: 21
Height: 5'6"
Weight: 190 lbs.

Special Moves

Endokuken: ↓, ↘, →, Punch
Tiger Fury: →, ↓, ↘, Punch
Wind Kick: ↘, ↓, ↙, Kick
Laser Blade: ↘, ↓, ↙, Punch

Example of Valid Opener: ↘, ↓, ↙, Kick, Kick
Combo Breaker: →, ↓, ↘, (Tiger Fury)
Ultra Combo: ↘, ↓, ↙, Kick
(when opponent's life bar is flashing)

B. ORCHID



Age: 23
Height: 5'6"
Weight: 125 lbs.

Special Moves

Lasaken: ↓, ↘, →, Punch
Ichi (Ni-San): ↘, ↓, ↙, Tap Punch
Niguu Giri: ↘, ↓, ↙, Hold Punch
Flik Flak: Charge ←, →, Kick
Fire Cat: Charge ←, →, Punch

Example of Valid Opener: Charge ←, →, Punch, Kick
Combo Breaker: ←, → (Flik Flak)
Ultra Combo: ←, →, Punch

CHIEF THUNDER

Age: 42
Height: 6'2"
Weight: 280 lbs.



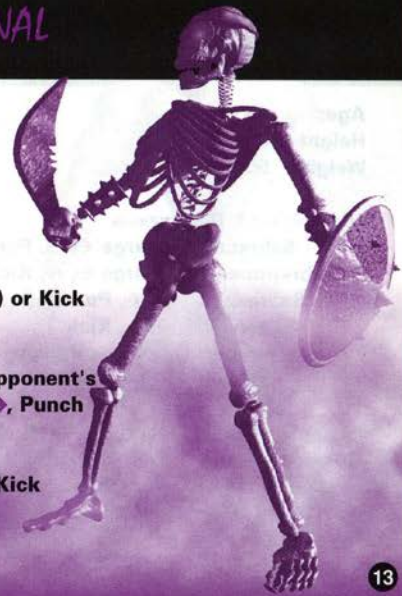
Special Moves

Triplax: Charge ←, →, Punch
Sammamish: →, ↘, ↓, ↙, ←, Punch
Phoenix: ↓, ↘, →, Kick
Tomahawk: (in air) ↓, ↙, ←, Punch

Example of Valid Opener: Charge ←, →, Punch, Kick
Combo Breaker: →, ↘, ↓, ↙, ← (Sammamish)
Ultra Combo: ←, →, Punch

SPINAL

Age: 2650
Height: 5'5"
Weight: 110 lbs.

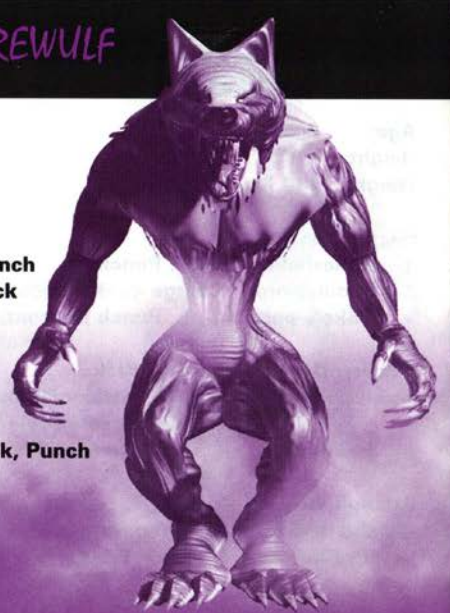


Special Moves

Boneshaker: →, →, Punch
Soulsword: Charge ←, →, Punch
Skele-port: ↓, ↓, Punch (in front) or Kick (behind)
Power Devour: Hold ←, Kick
Searing Skull: (after absorbing an opponent's special move) ↓, ↘, →, Punch
Sliding Kick: ↙, ↓, ↘, Kick

Example of Valid Opener: →, →, Punch, Kick
Combo Breaker: →, → (Boneshaker)
Ultra Combo: ↓, ↘, →, Punch

SABREWULF



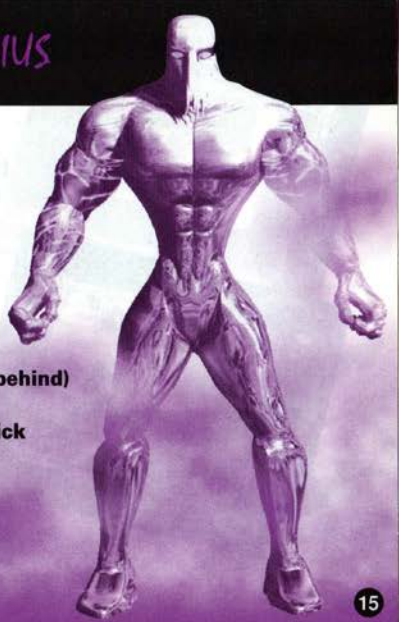
Age: 45
Height: 5'9"
Weight: 900 lbs.

Special Moves

Sabrecut: Charge ←, →, Punch
Sabrepounce: Charge ←, →, Kick
Sabrespin: →, ←, Punch
Sabreroll: →, ←, Kick
Firebat: ↓, ↙, ←, Punch
Howl: ↘, ↓, ↙, Kick

Example of Valid Opener: →, ←, Kick, Punch
Combo Breaker: ←, → (Sabrecut)
Ultra Combo: →, ←, Kick

GLACIUS



Age: Unknown
Height: 6'3"
Weight: 300 lbs.

Special Moves

Shockwave: ↓, ↘, →, Punch
Ice Lance: ↘, ↓, ↙, Punch
Cold Shoulder: ←, →, Punch
Liquidize: ↓, ↘, →, Hold Kick (in front) or Tap Kick (behind)

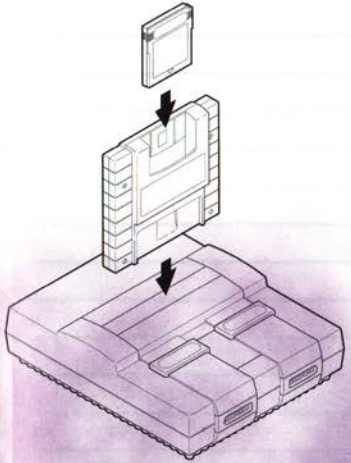
Example of Valid Opener: ←, →, Punch, Kick
Combo Breaker: ←, → (Ice Lance)
Ultra Combo: ←, →, Punch

SUPER GAME BOY

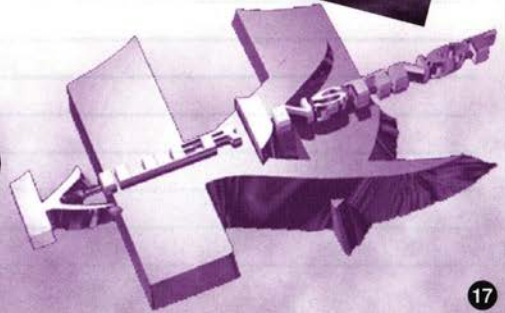


If you have a Super Game Boy® adapter, you can play Killer Instinct on your TV through your Super Nintendo Entertainment System. Not only will this make it easier to see the details of the fully rendered graphics of the game, you will also get a more varied color selection, and a fully rendered screen border!

Please see your Super Game Boy instruction manual for more details on how to use your Super Game Boy.







MEMO

MEMO

IMPORTANT:

REV-B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

REV-H

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States