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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, you may bypass at any time by pressing START.

CONTROL STICK FUNCTIONS

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision 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 down 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.
Before you begin your game, familiarize yourself with the Controller.

**MENU SELECTIONS**
- Control Pad Up, Down, Left or Right to highlight options
- Press the A Button to select options

**DEFAULT CONTROLS**

**STANDARD ATTACKS**

- **Uppercut**: D + HP
- **Leg Sweep**: B + LK
- **Fierce Kick (Roundhouse)**: B + HK
- **Throw**: F + LP
- **Snap**: BL, BL
- **Evasive Get UP**: B + BL (While on the ground)
- **Get Up Attack**: F + HP + LP (While getting up)
- **Run**: F, [F]
- **Unblockable Pounce Attack**: U + HP (While opponent is down)
- **3D Jump**: [3D + BL], Up or Down
- **3D Walk**: [3D], Up or Down
- **3D Slide**: [3D], Up, Up or Down, Down

**Move Index**
- **B** = Back
- **D** = Down
- **F** = Forward
- **U** = Up
- **DB** = Down, Back
- **DF** = Down, Forward
- **UF** = Up, Forward
- **UB** = Up, Back

- ** HP** = High Punch
- **LP** = Low Punch
- **BL** = Block
- **HK** = High Kick
- **LK** = Low Kick
- **3D** = 3D Button
- **Hold Button(s)**
- **+** = and (hit at the same time)
Make modifications to your game's default options configuration. To make changes, press your Control Pad Up or Down to highlight the option you want to change, then press the Control Pad Left or Right to make changes. Here are the options:

**DIFFICULTY**
Set the game's difficulty to meet your level of expertise. Select settings ranging from **Very Easy** (easiest) to **Very Hard** (most difficult).

**CREDITS**
The amount of Credits (Continues) you select determines how many times you can fight a rematch following your defeat. Select from **0** to **5** credits.

**BGM VOLUME / SFX VOLUME**
Mix the game's background music (BGM) and Sound Effects (SFX) volumes to the levels you want. Level amounts are displayed on the adjustment bars.

**CONFIGURE PAD 1/2**
Configure your controller any way you like. Here's how:

Press your Control Pad Up or Down to select the control you want to modify, then press Control Pad Left or Right to cycle through the available actions. When the action you want for that button appears, repeat the process to make more changes, or press START to accept the changes and return to the Game Options Menu.

**FATALITIES**
Turn the game's Fatalities ON or OFF.

**EXIT**
When you've finished making changes within the Game Options Menu, select Exit to accept the changes and return to the Start/Options Screen.
Press the Control Pad Up, Down, Left or Right to highlight one of the 10 selectable gods in the game. As you highlight characters, they appear to the left or right of the screen, depending on which controller you're using. When you've found the character you want, press the A Button to select.

After you've been defeated in the arena, this screen will appear again if you use a Credit. Repeat the above procedure to select any god and continue the fight.

The main game screen displays each combatants name and Damage Meters, and a Timer is located in between. Read the following information to familiarize yourself with each item on-screen:

**Damage Meters** - As the battle ensues, your green Damage Meter will diminish (turning red) as you take on damage. As your condition turns critical, a voice will prompt "Danger". This is the time to avoid your opponents punches and counter attack, or put away your opponent. When your meter is completely red, you're finished. Tie matches move to Sudden Death.

**Win Marker** - When you fight and win, a marker will appear, representing each win. The first player to achieve two markers wins the bout.

**Combo Damage** - God's can inflict heavy damage with multiple punch combos. When you land a nice combo, the damage percentage will briefly appear on-screen. It displays the amount of hits landed and the percentage of damage that was inflicted.
In a vision, AHAU KIN, an evil high priest, learned that untold power lay at the bottom of his tribe's sacrificial well.

One by one, he sent his slaves to their death, diving to reach the Ore.

Finally, overwhelmed with desire, he plunged to the well's depths and retrieved The Ore. Mad with power, he will conquer anyone who would take it from him.

While searching for lost treasure in the Valley of the Kings, a grave robber uncovered a hidden burial chamber.

The thief tried to steal its treasures, unaware that The Ore had been placed in the chamber to destroy anyone who entered.

His body was destroyed by The Ore, but his soul is cursed to return as ANUBIS.
The power of The Ore is timeless. In the year 2096, scientists will implant The Ore into CY-5, an advanced cyborg, unaware that the Ore has life-giving power. CY-5 will kill the scientists. It will conclude that more Ore is needed for greater human consciousness. CY-5 will fight in a ruthless, systematic manner to achieve its goal.

Kabuki Jo

A feared medieval samurai discovered The Ore on the eve of a great battle. Overwhelmed by its power, he slaughtered his men in a rage of fire and fury. Shamed by the destruction he had caused, he became KABUKI JO, an outcast determined to master the power that consumes him.
Maximus

MAXIMUS, a mighty gladiator, fought for the entertainment of his masters.

During a great festival that celebrated the Ore, he battled to determine which master would possess it.

He killed his opponent, but slaughtered his masters as well. He took The Ore and escaped.

Consumed by its power, he fights for all who have been enslaved.

Pagan

Ancient manuscripts revealed the location of The Ore to PAGAN, a mistress of the black arts.

She arrived at the ruins of a cathedral where the Ore was once worshipped. Pagan summoned forth the hidden Ore by reciting the manuscript’s incantations.

The Ore increased her hunger for power and destruction. She will destroy anyone who stands in her way.
Tak

Thousands of years ago, a kingdom worshipped The Ore as a god.

A rival kingdom declared war to capture The Ore. In the face of defeat, the king hid The Ore in a stone idol.

The idol came to life as TAK, avenger of a lost civilization.

Voodoo

In a Caribbean village, a witch doctor enslaved his people with black magic and arcane spells.

One night in desperation, the villagers captured the witch doctor and burnt him to death. They threw his body into a forbidden swamp, unaware that it hid a deposit of The Ore.

The ore's energy brought his corpse back to life as Voodoo, god of the undead.
VALLAH, a warrior princess, became separated from battle during a great ice storm.

Taking shelter in a nearby cave, she saw a glowing green light trapped inside a translucent wall of ice. Hacking away at the ice, her sword finally made contact with The Ore.

Vallah was transformed into a Viking goddess, and rules the realm of ice.

Warhead

Government officials were worried that an experiment to merge nuclear weapons with The Ore was in jeopardy. They sent their top operative to investigate.

When he arrived at the research center, the building exploded, covering his body with fragments of The Ore.

The soldier was transformed into WARHEAD, a super-human fighter.
TECHNICAL SUPPORT

Assistance Via World Wide Web:
Get up-to-the-minute technical information at the GT Interactive Software web site at http://www.gtinteractive.com. 24 hours a day, 7 days a week.

Technical Assistance
If you encounter technical problems you should write to the address below or call our Technical Helpline which operates between the hours of 9am and 6pm (Central European Time) Monday-Friday.

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