DMG-AQFE-USA

Nintendo

GAME BOY

ENFORCER OF JUSTICE

Black Pearl
SOFTWARE

KIDS TO ADULTS
K·A
AGES 6+

SHAQ·FU

INSTRUCTION BOOKLET

CONTENTS

THE STORY OF SHAQ-FU

Long ago and far away, in a place called The Second World, there ruled the heartless sorcerer Sett Ra. His hunger for power still gnawed at him even though his dominance over the Second World was unchallenged; he longed to extend his grasp to the fair First World, Earth.

Sett Ra's plan was simple. He would destroy the Pharaoh of Egypt and usurp his throne. He created a perfect assassin from his own shadow who would serve him without question. This shadow became Beast, the mightiest and most loyal of all Sett Ra's minions. Beast destroyed the Pharaoh, and the disguised Sett Ra soon sat upon his throne.

However, the Pharaoh's son Ahmet was not deceived. He brazenly confronted the powerful sorcerer, threatening to reveal him. Sett Ra called forth Beast from his shadowy other domain. Ahmet barely escaped from the palace to the Great Desert, where his grandfather, Leotsu the Wise, dwelt as a monk and hermit. Leotsu and Ahmet united with a coven of powerful wizards from the lands beyond Egypt, and their combined power was able to send Sett Ra back to the Second World, comatose and imprisoned within a rune-encrusted pyramid. He slumbered for a millennium, bound by the wrappings of a mummy.

Beast roamed the Second World, dedicated to finding and releasing his dread master. Successful at last, Beast and Sett Ra vow to wreak havoc on those who stopped them before. They have gathered a battalion of formidable fighters to further this end.

To regain his full strength and to end his exile from the First World, Sett Ra must perform an ancient ritual upon a descendant of Ahmet. Beast has now returned from Earth with a child of royal blood. All is ready for the final cataclysmic battle — only the Chosen One can stop Sett Ra now. One who possesses strength, courage, agility, spirituality, intelligence and unsurpassed skill in the martial arts. Where will the world find such a one? Only Shaq Knows.

GETTING STARTED

1. Turn OFF the power switch on your Nintendo Game Boy®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Insert the Game Pak into the slot on the Game Boy. Press firmly to lock the Game Pak in place.

3. Turn ON the power switch. The title and credit screens appear. If you don't see them, begin again at step 1.

CONTROLS

A Button – Fast Punch
B Button – Fast Kick
Power Punch – Press the Control Pad away from your opponent + A Button
Power Kick – Press the Control Pad away from your opponent + B Button

PLAYER MOVEMENT
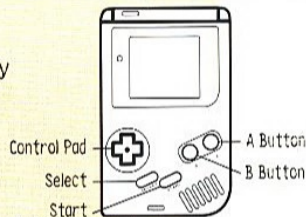**Control Pad Left/Right** – Forward/Backward
Control Pad Up – Jump Up
Control Pad Up + Left/Right – Jump Forward/Backward
Control Pad Down – Crouch
**Control Pad Down + Left/Right** – Defensive Crouch

Start Button – Pause the Game during a fight

Control Pad
Select
Start
A Button
B Button

CONTROLLING THE GAME

MOVEMENT

The diagram shows the seven basic Control Pad positions. Variations on these basic positions can produce special moves and more complex combinations. Not touching the Control Pad at all leaves the fighter in a neutral, or ready position.

Jump Up

Jump Backward — Jump Forward

Backward — Forward

Defense Crouch

Crouch
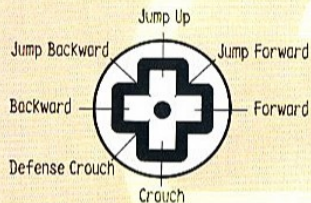
NOTE: Depending on which side of the screen you are fighting from, these positions will be reversed. These are correct for a player whose fighter stands on the left side of the screen and faces right.

• To move around the screen, press the Control Pad Left/Right. This moves your character forward or backward, depending upon your position on the screen.

• To jump straight up, press the Control Pad Up.

• To jump forward or backward, press the Control Pad Left/Right then Up.

The way your fighter reacts also depends on your opponent's position on the screen and what they're about to do. For example, if your opponent is far away from you and in an idle or ready position, when you press the Control Pad to move backward your fighter will just walk backward. If you are close to your opponent and they are attacking, moving backward triggers a defensive position.

FIGHTING

There are two basic fighting maneuvers: Punching and Kicking. Each character also has Special Moves you can discover on your own. When you press the Control Pad together with an attack button, the move can change depending on whether you are in an offensive or defensive position, and depending upon the sequence of presses. Try a variety of combinations with each character to discover all the different moves — some characters may surprise you with a weapon as well!

PUNCHES

• To throw a Power Punch, press the Control Pad away from your opponent and press the A Button.

• To throw a Punch from a crouching position, press the Control Pad Down, then press the A Button.

• To throw a Punch from the air, press the Control Pad Up, then press the A Button.
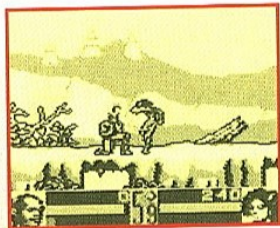
KICKS

• To deliver a Power Kick, press the Control Pad away from your opponent and press the B Button.

• To deliver a Jumping-Kick, press the Control Pad Up, then press the B Button.

• To kick from a crouching position, press the Control Pad Down, then press the B Button.

DEFENSE

The most effective defense is one which counters an attack on the same level. For example, if your opponent hits from a standing position, defend from a standing position.
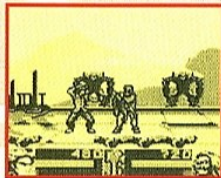
GAME SETUP SCREEN

From the Game Setup screen, you make your play mode selection, and can customize or change certain parts of the game. The play modes available are: SHAQ-FU, DUEL, and 2-PLAYER (Super Game Boy only).

DUEL is a one-on-one game mode.

SHAQ-FU mode will take you, as Shaq, on a dangerous quest through Sett Ra's domain.

2-PLAYER is a two-player contest.

→ SHAQ FU
DUEL MODE
2 PLAYER
OPTIONS

To make a selection:

1. Press the Control Pad Up/Down to highlight an option.

2. Press the Start Button or the A Button to select a highlighted option.

If you don't make a selection, a fight demo appears. Press the Start Button to exit the demo and return to the Game Setup screen.

To make changes and customize the game:

1. Select OPTIONS from the Game Setup screen. The Options screen appears.

2. Press the Control Pad Up/Down to choose the option you want to change.

3. Press the Control Pad Left/Right to change a highlighted option.

4. Press the Start Button to confirm your selections and return to the Game Setup screen.

Level: There are three levels of difficulty: **EASY, NORMAL,** and **HARD.** The easier the level, the easier your opponents are to defeat. Get the full Shaq experience and go for HARD!

Music: Turn the music ON or OFF by pressing the Control Pad Left/Right.

SFX: Turn the sound effects ON or OFF by pressing the Control Pad Left/Right.

Time: Adjust round times in the game. Time is measured in seconds and the settings range from 10 to 90 seconds and No Limit. When the Time option is at No Limit, the fights last until one of the fighters goes down.

Game Speed: Change the speed of the game. Choose between SLOW or FAST.

SHAQ-FU MODE

Why is Shaq in this strange land, and why must he fight these dangerous opponents? This mode allows for one player only, and you become Shaq.
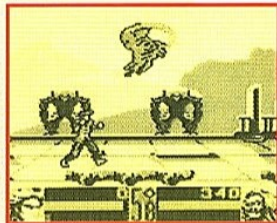
DUELS

Duels are best 2-out-of-3 contests. It is possible for a character to fight a duel against him-or-herself, such as Shaq vs. Shaq.

Duels continue indefinitely. If you lose a 2-out-of-three, your score will be reset, but you can keep on playing.

```
FIGHTER SELECT

YOU

VOODOO          SHAQ



      TO   CANCEL
  PRESS  SELECT
```
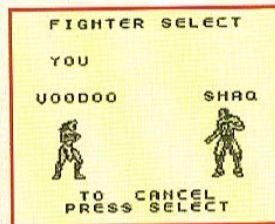
TO PLAY A DUEL ROUND

1. Select DUEL from the Game Setup screen. The Duel Selection screen appears.

2. Press the Control Pad Up/Down to view the character portraits.

3. Press the Control Pad Right to select your opponent. Press the Control Pad Up/Down to select a character then press the Start Button or the A Button to begin.

4. To select your opponent, press the Control Pad Right and then press Up/Down to change your opponent.

To cancel, press the Select Button.

2-PLAYER MODE (SUPER GAME BOY)

In 2-Player mode, two competitors play an elimination tournament to determine who is champion of the two worlds. Two controllers must be used, and two characters must be selected. In this mode, the Super Game Boy does not fight; the characters are controlled by you and your friend.

```
        FIGHTER SELECT
LEFT              RIGHT
CONTROL           CONTROL


PRESS             PRESS
START             START

        TO    CANCEL
        PRESS SELECT
```

1. Select 2-Player mode from the Game Setup screen. The 2-Player Player Selection screen appears. Press the Control Pad Down to view the characters.

2. Press the A Button or the Start Button to select a character.

3. After each player has selected a character, either player can press the Start Button to begin.

2-Player mode games are single elimination contests.

To exit the 2-player mode, press Select.

THE FIGHT SCREEN

The Fight Clock: The clock appears at the bottom center of the screen. It displays the time remaining in a fight in minutes and seconds. The clock flashes when time is about to run out.

PAUSING A FIGHT

• To pause a fight, press the Start Button.

CHARACTER

Character portraits appear at the bottom of the screen on either side of the clock. Player 1's portrait appears on the left, and Player 2's on the right.

HEALTH BAR

As your character's health decreases, his or her health bar gets shorter.

Fury Bar: A pulsing bar with the word "FURY" on it appears, your character becomes more aggressive and stronger for a period of time.

Score: Your score appears just above your health bar. Below your health bar, an X appears in the victory tally for every fight you've won in a current match.

Winning a Fight: Fights are won either when one fighter loses all their health and their health bar is empty, or when time expires. The character with the most health left when the clock runs out, wins the fight.

WARRIORS OF THE SECOND WORLD

SHAQ

AGE: 22
HEIGHT: 7'1"
WEIGHT: 301 lbs.
ORIGIN: U.S.A.

A dominating force on and off the court; Rookie of the Year, perennial all star, and founder of Shaqido... an extremely advanced form of martial art.

FAVORITE MOVE: The mighty Shaq-uriken — By summoning a devastating whirling blade, Shaq can strike evil fiercely from afar.

KAORI

AGE: 23
HEIGHT: 5'3"
WEIGHT: 123 lbs.
ORIGIN: Cimotha

Forced to obey Sett Ra's will by the power of an enchanted ring, Kaori is the martial art champion of an alien feline race.

FAVORITE MOVE: Cyclone — The force of this mighty twister leaves Kaori's opponents reeling.

VOODOO

AGE: 27
HEIGHT: 5'8"
WEIGHT: 143 lbs.
ORIGIN: Haiti

Many have fallen to Voodoo's dark magic. She uses her power to hunt Sett Ra's enemies.

FAVORITE MOVE: Eagle Claw — Out of thin air, Voodoo conjures an Eagle to damage her enemies.

RAJAH

AGE: 38
HEIGHT: 5'11"
WEIGHT: 210 lbs.
ORIGIN: Second World

A young mystic and skilled swordsman, Rajah fell prey to Sett Ra's magic while exploring the nether planes with his spirit.

FAVORITE MOVE: Sword Shockwave — By striking the ground with both swords Rajah can launch a pulsating wave of power toward his foe.

MEPHIS

AGE: Unknown
HEIGHT: 5'7"
WEIGHT: 165 lbs.
ORIGIN: Unknown

A mighty, undead sorcerer who was once Sett Ra's apprentice thousands of years ago.

FAVORITE MOVE: Lightning Jaws — Lightning is the source of Mephis' greatest power: Beware his jaws of electric fire.

BEAST

AGE: Eternal
HEIGHT: 6'10"
WEIGHT: 410 lbs.
ORIGIN: Unknown

Created by Sett Ra from his own shadow, Beast is the mightiest of Sett Ra's servants.

FAVORITE MOVE: Spitfire — Beast launches destruction long range with a ball of flame.

SETT RA

AGE: 3000
HEIGHT: 6'10"
WEIGHT: 212 lbs.
ORIGIN: Unknown

An entity of ancient evil, Sett Ra was defeated and entombed in another dimension millennia ago.

FAVORITE MOVE: Mummy Wrap — Sett unleashes tendrils of terror to smite those who oppose him.

USING YOUR SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.

Control Pad

Select Button   Start Button   B Button   A Button
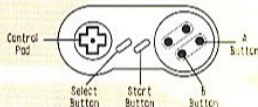
LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

    BLACK PEARL SOFTWARE Consumer Service Department,
    5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the $10.00 payment refundable.

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