



## User Manual

### Caution

In order to ensure that this product may be used safely, please make sure that this manual is read and fully understood in advance. Following this, please keep the manual in a readily-accessible location for easy reference.



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# Introduction

Thank you for purchasing The Rumble Fish™.

This manual has been written for engineers and administrators of this product, and in addition to details regarding operation, maintenance, and inspection, it also covers instructions on how the product may be used safely. Please ensure that only persons having read and fully understood this manual be allowed to operate, manage, or maintain this product. Also, this manual should be kept in a secure place so that it may easily be referred to when necessary during routine operation.

Please note that the content of this manual is subject to change without notice in accordance with improvements to the product.

## Please read this manual before use.

In order to ensure that this product may be used safely, please ensure that this manual is read and fully understood in advance. Please contact one of the following if this manual is misplaced, if inaccuracies are noticed, or if you have any other comments or suggestions.

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# 1. Safety Precautions

## CAUTION

In order to avoid breakdown, please ensure that the power is turned off before insertion or removal of a ROM cartridge.

# 2. Accessories

- User Manual (this document): ..... 1
- Instruction Sheet B: ..... 1
- Instruction Sticker D: ..... 1
- Instruction Sticker E: ..... 1

### 3. Inserting and Removing ROM Cartridges

#### Note

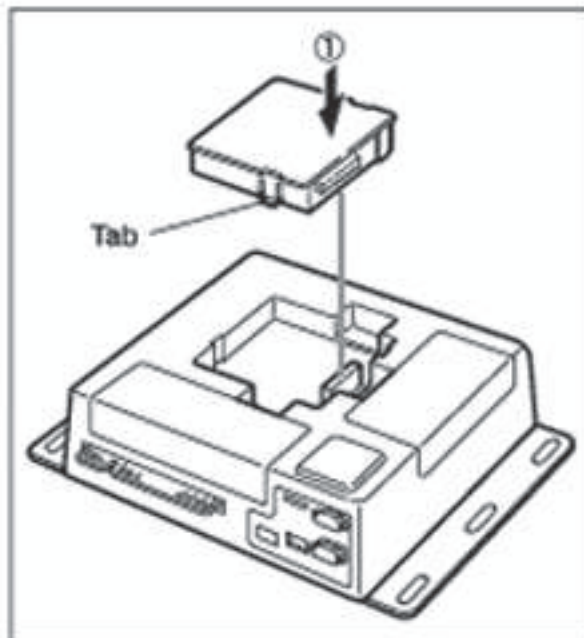
- Please ensure that the power is turned off before insertion or removal of a ROM cartridge.

#### Removal

Grip the ROM cartridge by its two tabs and lift out of the cartridge slot.

#### Insertion

Check that the ROM cartridge is correctly oriented then insert into the cartridge slot. Press down Point 1 until a clicking sound is heard.



#### Screen Transition After Insertion

If the ROM cartridge has been inserted correctly, screen transition will occur in the following sequence and the game will then be displayed.

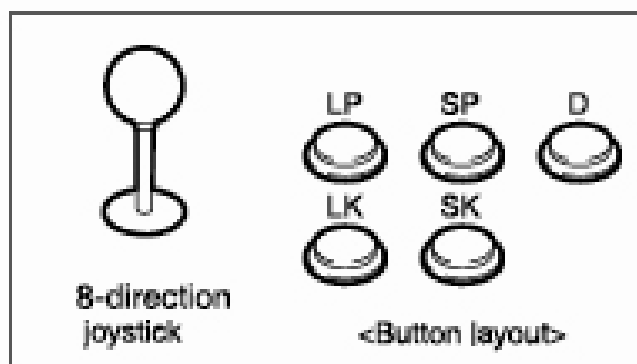


## 4. How To Play

### ● Operating Instructions

#### Control Panel

(\* Following commands are explained assuming the character is facing right.)



- 8-direction joystick right: Move forward
- 8-direction joystick left: Move backward or guard (when the opponent is attacking)
- 8-direction joystick down (Element): Crouch
- 8-direction joystick up (Element): Jump
- 8-direction joystick to right twice consecutively: Dash  
(\*Sustain the joystick direction)
- 8-direction joystick to left twice consecutively: Step back
- 8-direction joystick down then immediately right up: High jump
- LP-button: Light punch attack
- LK-button: Light kick attack
- SP-button: Strong punch attack
- SK-button: Strong kick attack
- D-button: Evade upper attacks (\*8-direction joystick down + D-button: Evade lower attacks)
- LP, LK, SP or SK-button while upper or lower attack evasion: Dodge attack
- LP, LK, SP or SK-button when blown off: Recovery (mid-air defence)
- 8-direction joystick right or left + SP-button: Throw (when close to the opponent)

## 4. How To Play

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- LP + LK buttons: Jolt attack  
(Undefendable attack, a portion of Offence gauge is consumed)
- SP + SK-buttons: Advanced attack  
(Special lunge attack, a portion of Offense gauge is consumed)
- D-button while blow damage: Quick recovery  
(Mid-air defence without height limitation. A portion of Defence gauge is consumed)
- D-button at the moment of defence: Impact break  
(Special defense, a portion of Defence gauge is consumed) \* Note 1
- Consume all offence gauge: Offensive art (Ultra mortal technique --- Attack type)
- Consume all defense gauge: Defensive art (Ultra mortal technique --- Defense type)
- Consume all Offence and Defence gauge: Critical art (Ultra mortal technique --- Ultimate type) \* Note 2

### \* Note 1: About Impact Break

There are two ways to use Impact Break: ← (Reverse) + D-button during upper attack defense, and ↙ (bottom left) + D-button.

Impact Break is formed even if the vertical attributes of the attack and the defence do not match, however, it is assumed as a failure (a portion of the Defense gauge is consumed and the special Break miss effect is displayed).

### \* Note 2: About the Arts

The Arts are the ultra mortal skills that can only be used when various gauges are full.

The player can use the Arts by entering any of the given commands using the 8-direction joystick and buttons.

Also, the commands differ for each character.

## 4. How To Play

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### ● Game Description

This product is an action fighting game for 1 or 2 players. The player will be able to use following characters.

#### ● Zen (Balance power type)

Zen's style is positively attacking, preferring aggressive standing fights.

His skill and speed are well balanced, suited for most fighting conditions.

An all-rounder character.



#### ● Hikari (Technical type)

Hikari's fighting style is to draw and parry the opponent's attacks, then answering with a countering throw.

Although she lacks in power, her skilled throwing technique makes her more than even against the other characters.



#### ● Typhon (Speed type)

Typhon has a vivid fighting style supported by his high athletic abilities and projectiles using Qigong skills.

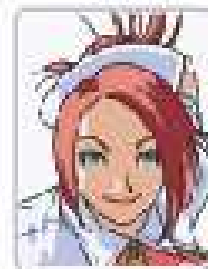
His tactic is to distract the opponent then charging with match-deciding attacks once he finds the opening.



#### ● Garnet (Speed type)

Garnet's fighting style specializes in long reaching kicks with superb agility.

She is adept in middle distance fights, and her various kicks have disturbing effects on opponents.





## 4. How To Play

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- **Orville (Throw & Power type)**

Orville excels in power, reach and endurance, using strong throwing skills.

His power more than compensates for his lack of agility, overwhelming the other characters.



- **Boyd (Fancy & Comeback type)**

Boyd's fighting style seems comical and elusive, but he can nurture the "seeds" of drastic damage.

Once Boyd accumulates the seeds of damage and triggers them all, he can even gamble on the upset victory.



- **Viren (Tricky type)**

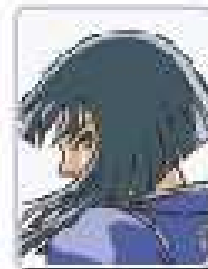
Viren is skilled in dirty and tricky fighting style using weapons.

He overwhelms the opponent with agile movements and varied skills, giving no chance for counterattacks.



- **Kaya (Balance type)**

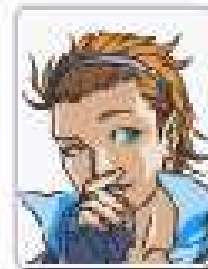
Kaya's fighting style excels in sharp chops and thrusts. She fights with elegant dance-like motions, using blow skills adept in both close and long distance attacks.



- **Aran (Balance - Rush type)**

With agile movements and combo attacks, Aran's fighting style mainly consists of blow skills which overwhelm the opponent.

He is a balanced fighter capable of a wide range of situations, regardless of the distance.



### ● Game Rules

#### ① Game outline

- The object of this game is to select a character and win all 8 rounds of the tournament.

#### ② Match Format

- The winner is decided by reducing the opponent player's energy gauge to 0. The winner is awarded a winning mark for the round.
- Each match consists of three rounds. The player who gets two winning marks is the winner of the match. \* Note 1

#### ③ Time limit

- Each round consists of 60 seconds. When this time is up, the player with more energy gauge at that point will become the winner. \* Note 2

#### ④ Draw

- If the energy gauges of both players become 0 at the same time or if the remaining energy gauges are equal, the match will be called a draw.
- If a round is drawn, both players get 1 winning point each.

#### ⑤ Game over

- When a player is lost by the winning points or the match is drawn, the game is over.

#### \* Note 1: About the Round

The number of the rounds can be changed in the game setting mode.

#### \* Note 2: About the Time Limit

The time limit can be changed in the game setting mode.

### ● Screen Description



- |                    |  |
|--------------------|--|
| ① Score            | : Current score  |
| ② Stage            | : Current number of stages (matches)   |
| ③ Time counter     | : Time limit of current round  |
| ④ Player Face/Name | : Player character's face graphic and name   |
| ⑤ Guard gauge      | : It displays the state of defence and is reduced each time the character is attacked. When the gauge is depleted, the character will not be able to defend temporarily. |
| ⑥ Energy gauge     | : Current energy of the character  |
| ⑦ Winning mark     | : 1 mark lights up each time player wins a round.  |
| ⑧ Damage rate      | : Cumulative damage by combo attacks   |
| ⑨ Offence gauge    | : The Player's offence power   |
| ⑩ Defense gauge    | : The Player's defence power   |
| ⑪ MAX gauge status | : When both offence and defence power become MAX, the shape of the gauge changes. *Note 1  |

\* Note 1: About ⑪

The gauge name remains unchanged during gauge transformation.

## 5. Settings

### ● Test Mode

The System Menu is displayed when the cabinet Test switch is pressed.

■ Test switch : Movement of the ► cursor

■ Service switch : Enters the selected option

\*: For more details regarding the System Menu, refer to the system-board manual.

#### ① Coin Settings

Select System Menu → Coin Settings

This product's initial coin settings are as described below, but each of these may be modified as required.

■ Game Mode : Normal

■ Coin Chute Type : Common

■ Coin Chute #A : 1 Coin = 1 Credit, 1 Coin Continue

■ Coin Chute #B : 1 Coin = 1 Credit, 1 Coin Continue

■ Preset Situation : Normal

■ Save & Exit

#### ② I/O Test

Select System Menu → Test Mode → I/O Test

The I/O Test can be used to confirm connection of the control panel's joystick and buttons. This product uses a multi-directional joystick and five buttons of 1~5. Press the Service switch to return from Test Mode.

### ● Game Settings

Various game settings can be made by selecting Game Settings from Configuration within the System Settings.

#### ① Operations on the Game Settings screen

■ Test switch : Movement of the ► cursor

■ Service switch : Changes the selected item

## 5. Settings

### ② Page description

■ The setting options on each of the setting screens are as follows.

#### 1. GAME SETTINGS screen

\* If a value other than the initial value is set, its display color will be changed.

[Unchanged GAME SETTINGS screen]



[Changed GAME SETTINGS screen]



- **GAME LEVEL** Difficulty setting in COM battle. 1 is the easiest and 8 is the strongest.
- **SINGLE TIME** Battle duration in COM battle. Select from SHORT, NORMAL or LONG.
- **VS TIME** Battle duration in versus battle. Select from SHORT, NORMAL or LONG.
  - \* Set time: SHORT: 45 seconds, NORMAL: 60 seconds, LONG: 90 seconds
- **SINGLE ROUND NUM** Number of rounds to be won in COM battle. Select from 1, 2 or 3.
- **VS ROUND NUM** Number of rounds to be won in versus battle. Select from 1, 2 or 3.
- **BGM VOLUME** Volume of BGM. Select from 0, 1, 2 or 3.
- **SE VOLUME** Volume of SE. Select from 0, 1, 2 or 3.
- **OTHER SETTING** Move to OTHER SETTING screen explained below.
- **RETURN TO FACTORY SETTINGS** Return all changed items on Game Settings screen to default.
- **SAVE & EXIT** Save the changed items on the Game Settings screen and exit the setting mode.

## 5. Settings

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### 2. OTHER SETTINGS screen



- **PASSWORD** Go to the PASSWORD SETTING screen explained below. If the set password is effective, "OK" is displayed.
- **KEY CONFIG** Go to the KEY CONFIG screen explained below.
- **RETURN** Return to the GAME SETTINGS screen.

### 3. PASSWORD SETTING screen



- **PASSWORD** Set a password with 10 characters to turn the hidden specification effective. Select characters with the TEST switch and enter them with the SERVICE switch.
- **SAVE & EXIT** Save the set password and return to the OTHER SETTING screen.

## 5. Settings

### 4. KEY CONFIG screen

[Unchanged Key Config Screen]



[Changed Key Config Screen]



\* Select from SW1, SW2, SW3, SW4, or SW5.

- LIGHT PUNCH Assign a switch for Light Punch.
- STRONG PUNCH Assign a switch for Strong Punch.
- LIGHT KICK Assign a switch for Light Kick.
- STRONG KICK Assign a switch for Strong Kick.
- DODGE Assign a switch for the Dodge.
- RETURN TO FACTORY SETTINGS Return all changed items on Key Config screen to default.
- SAVE & EXIT Save the changed items on the KEY CONFIG screen and return to the OTHER SETTING screen.