SNSP-AKLP-AUS

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

Original Nintendo Seal of Quality ™

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Super Nintendo Entertainment System™ KILLER INSTINCT™* game pak.

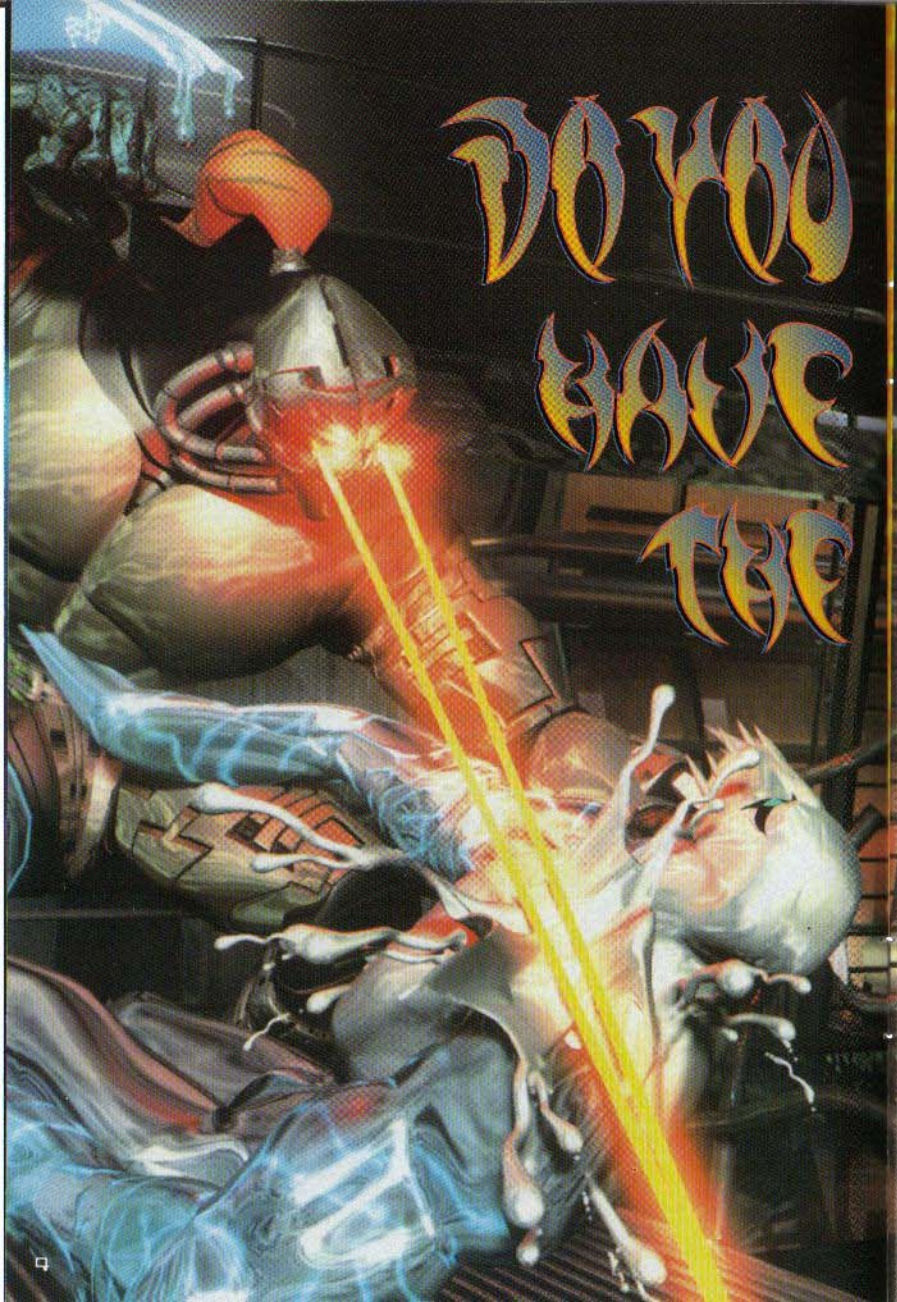
Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

*© 1994,1995 Nintendo /Rare.
™ and ® are trademarks of Nintendo Co., Ltd.
© 1995 Nintendo Co., Ltd.

killer contents

Do You Have The Instinct? > > > > > > > > 4
Control Yourself > > > > > > > > > > > > > > 6
Look Out! > > > > > > > > > > > > > > > > > > > 7
Killer Options > > > > > > > > > > > > > > > > 8
Basic Moves > > > > > > > > > > > > > > > > > > 10
Elementary Combo Theory > > > > > > > > 12
Intermediate Combo Theory > > > > > > > 14
Fighter Profiles > > > > > > > > > > > > > > 15
- T.J. Combo > > > > > > > > > > > 16
- Fulgore > > > > > > > > > > > > > 16
- Jago > > > > > > > > > > > > > > > 17
- B. Orchid > > > > > > > > > > > > 17
- Chief Thunder > > > > > > > > > 18
- Spinal > > > > > > > > > > > > > > 18
- Riptor > > > > > > > > > > > > > > 19
- Sabrewulf > > > > > > > > > > > 19
- Glacius > > > > > > > > > > > > > 20
- Cinder > > > > > > > > > > > > > > 20
- Eyedol > > > > > > > > > > > > > > 21

Advanced Combo Theory > > > > > > > > 22
Warranty > 27



DO YOU HAVE THE INSTINCT?

PROLOGUE: A wind-swept battlefield of the distant past, littered with the debris of war. Above the moans and cries of the defeated can still be heard the clashing sounds of a single titanic confrontation. Two great warlords, leaders of their now smashed armies, are locked in battle, with the world itself as the prize. But this epic battle is not to have a conclusion. Suddenly, the warlords were engulfed in a nimbus of light, and vanished from the face of the earth, banished to the realm of Limbo. The battle-weary heroes whose spell had trapped the warlords heaved a sigh of relief. Armageddon had been averted, for now.

THE FUTURE: The world has seen much progress in the centuries since the warlords were banished, not all of it for good. Pollution has weakened the environment. Governments have fallen. Chaos rules, with huge mega-corporations battling and destroying each other for shares of the world's wealth.

In this bleak world, a single corporation, Ultratech, rises above the others. Rather than joining in direct battles with their competitors, Ultratech has profited from their suffering by selling them the very weapons they use against each other. Sales of weaponry are not the only source of profit for Ultratech, however. Their entertainment division produces the top rated television broadcast of the future, the Killer Instinct tournament, which also serves as a testing ground for Ultratech's weapons. The winners of the tournament are promised whatever they desire. The losers suffer a significantly poorer fate.

It is into this bloody contest that our heroes have been drawn. T.J. Combo, disgraced heavyweight champion of the world who seeks redemption. Glacius, a captured alien fighting for his life and a chance to escape. And the deadly robot Fulgore, programmed by Ultratech with a Killer Instinct and the freedom to use it. Each fights for his or her own reasons, but each has the same goal: win the tournament and destroy all opponents.

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.

CONTROL YOURSELF

+ CONTROL PAD

Up (↑) = *Jump*

Down (↓) = *Duck*

Left (←) and Right (→) = *Move*

Back (← or →) away from opponent = *Block High*

Back and Down (↙ or ↘) away from opponent = *Block Low*

L Button = *Quick Punch*

R Button = *Quick Kick*

Start Button

Select Button = *Select Fighter*

X Button = *Fierce Punch*

A Button = *Fierce Kick*

Y Button = *Medium Punch*

B Button = *Medium Kick*

Default Settings

The control pad has the default settings as shown. It is possible to change the button settings using the controller configuration system. A more detailed explanation of the different attacks is found on page 10. Although the attacks are described as "punch" and "kick" above, some of the non-human combatants use other modes of attack, like bites, tail slaps and swords.

LOOK OUT!

The Killer Instinct tournament is organized into rounds. Each round lasts 100 seconds. During that time, each player must attempt to take away both of the other player's life bars by doing physical damage to him. The first life bar is green to yellow, the second life bar is yellow to red. Between life bars, there will be a brief pause as the fighter who lost his life bar gets up off the ground, but otherwise the action is continuous through the entire 100 seconds.

If the 100 second timer runs out, the fighter who has the most energy in his or her life bar will win.

You score points during the fight for pulling off combos or other special moves. Obviously, the more impressive combos, like Ultras and Ultimates, are worth the most points.

KILLER OPTIONS

One or Two Player

On the main title screen, you will have the choice of playing a one player or two player game. In the one player game, you choose a character and use him or her to fight against the other characters in the tournament, who are controlled by the computer. Your ultimate goal: a showdown with Eyedol.

In the two player game, you play against another human player. You can play either a single game at a time, or set up a Tournament.

Tournament Set-Up

In the tournament mode, you can enter the names of up to eight different players. The computer will then set up the matches between players and keep track of each player's win-loss record. The computer will also make sure everyone takes turns, just like in the arcade (loser goes to the end of the line, bub!).

Practice Mode

In this mode, you fight a defenseless character who simply stands there and takes whatever you can dish out.

Controller Configuration

On the Options Screen, you can configure the buttons so they are assigned to the move you desire. To change a button's assignment, use the Control Pad + to highlight the move you want to change (for example, Fierce Punch) and then press the button you want to assign to that move. Use this option if you have a joystick to make the game play exactly like in the arcade!

There are several other settings you can adjust on the Options screen:

DIFFICULTY: This setting can be tweaked to make the computer controlled characters tougher to defeat.

EASY BREAKERS: With this ON, Combo Breakers are easier to do.

RANDOM SELECT: Forces you to random select.

TIMER: Turn the timer off and your fights will last until one of the characters is defeated.

Selecting characters

Once you have the options set the way you want them, it's time to select your character. If you don't know the fighters, you should definitely study the fighter profiles on pages 16-21. Scroll through the fighters using the Control Pad. You can press Up and Down on the Control Pad to change the color palette of the character. Press any button to select the fighter you want to use. Once your opponent has selected his fighter, get ready to FIGHT!

BASIC MOVES

Each fighter in the Killer Instinct tournament has basic moves that are similar. In the human characters, these are usually punches or kicks of various degrees of ferocity. The non-human characters use other means of attacking. Each attack has three levels of intensity; quick, medium and fierce.

PUNCHES

QUICK PUNCH / KICK / BITE / SWORD

No matter what method of attack is used, a Quick attack is just that; it's fast but doesn't do a lot of damage. However, it can be difficult to get an attack in on an opponent who is unleashing a flurry of quick punches.

MEDIUM PUNCH / KICK / BITE / SWORD

A Medium attack is somewhere in between a Quick and Fierce attack in terms of speed and damage caused. It is possible to perform Medium attacks quite rapidly, but this requires some timing.

FIERCE PUNCH / KICK / BITE / SWORD

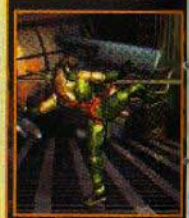
Fierce attacks are devastating, but are somewhat slow. It's possible to counter-attack after a Fierce attack if you time it correctly.

BLOCKING

Denying your opponent a clear strike is the best way to avoid damage (duh!) in any fighting game. In Killer Instinct, blocking skills are especially essential. To block a move, hold the Control Pad cross away from the attacking character. If correctly blocked, any normal move (Quick, Medium or Fierce) will not do any damage. To block correctly, you must master blocking high and low.

BLOCKING HIGH

If you just stand there and block, that will be good enough to block an attacker who is just standing there, or even one who is jumping in on you. However, if your enemy tries to get sneaky, and attacks low, blocking high will not be enough.



KICKS

BLOCKING LOW

Press Down and away from the attacker on the Control Pad and you will block low. Blocking low is necessary to block low attacks, such as sweeps. Sometimes you can also block standing attacks while ducking, but don't count on it. The only problem with blocking low is it leaves you open to a top attack.

TOP ATTACK

If your opponent is blocking low, you can top attack over the top of their defense. To do this, press away from your opponent on the Control Pad cross and press Fierce Punch.

UPPERCUT

Some characters can perform an uppercut by pressing Down on the Control Pad and Fierce Punch. This is especially useful when an attacker jumps at you. Several characters do not have uppercuts, but they have special move counter-attacks against jumping attackers.

SWEEP

Press Down and Fierce Kick next to a standing opponent to execute a sweep attack. If you hit, it will knock your foe down. Not every character has a sweep move.

DUCK

Press Down on the Control Pad and your character will duck. From this position, he or she can attack low. Some characters, like Sabrewulf, can actually avoid some attacks this way.

SPECIAL MOVES

Each character also has a fine selection of special moves to use in combat. Each character's special moves are different, and usually require the use of buttons in combination with the Control Pad cross. These techniques are introduced on page 15. The character bios starting on page 16 give the actual button combinations you need to execute to perform the special moves.

Block Low

Top Attack

Uppercut

Sweep

Special Moves

E.C.T. [elementary combo theory]

So, you've mastered the basics of pounding each other. Now it's time to learn a combo or two. Combos are basically a combination of buttons that produces multiple hits. Now, these hits aren't really free, as you must connect with the first one in order to activate the combo. However, a successful combo can give you many extra hits for the low price of just a few button presses. It's possible to get a 30 hit combo for a mere 6 button presses! But that will come later. First, you must learn the law of Jump-In Auto-Doubles.

JUMP-IN AUTO-DOUBLES

In order to perform a Jump-In Auto-Double, you must first jump-in and attack your opponent, successfully hitting them. Once you have scored the first hit, if you press the proper button next, you will not only get your first hit, but you will also get two or three bonus hits. The whole sequence will register as a Triple Combo or Super Combo. The trick is to know what pair of buttons will produce the Auto-Double. It's easiest to imagine the buttons on the controller as if they were connected as shown in the diagram below:

AUTO DOUBLE DIAGRAM USING SNES PAD

You can tell from this diagram (shown here using the default Control Pad layout) that if you jump-in and hit, for example with a Fierce Kick, pressing Medium Punch immediately after the first hit should trigger at least a Triple Combo. Note that although the arrows go both ways in the diagram (Fierce Punch to Medium Kick and Medium Kick to Fierce Punch) not every Auto-Double button combination will work with every character.

OPENERS

The jump-in attack is what is known as an "Opener" move. This means that if this initial attack is successful, your opponent is briefly open to whatever combo series you want to punish him or her with. Each character also has several special moves that function as openers. If you hit with an Opener move, there is at least one button (sometimes more) that you can press to get an Auto-Double.

TOP ATTACK AUTO-DOUBLE

Top Attacks are also Openers.

LINKERS

So what do you do once you have mastered Triple and Super Combos? You extend your combo tally using moves known as Linkers. After you have successfully hit your opponent with an Auto-Double, you can continue to combo them by following the last hit of the Auto-Double with a Linker move and another Auto-Double button.

END SPECIALS

The best way to finish a combo is an end special, which can be added after any Auto-Double or Linker. End Special are listed in each character's profile. An example of a complete combo sequence would be:

Jump-In hit
+
Auto-Double button
+
Linker
+
Auto-Double button
+
End Special.

I.C.T. [intermediate combo theory]

There's nothing that can make you feel quite as helpless as a multi-hit combo. So what can you do about it besides put the Control Pad down and grab some soda and chips? You can bust out a Combo Breaker, that's what!

Each fighter has a special move that will function as a Combo Breaker. A Combo Breaker can potentially interrupt any part of a combo— Auto-Double, Linker, and End Special (but not the final hits of an Ultra Combo). The key is to use the proper Combo Breaker to break the move. This takes practice and a keen eye, plus vast knowledge of every character's Openers, Linkers and Auto-Doubles.

Combo Breakers can be summed up as follows:

Quick breaks Medium.
Medium breaks Fierce.
Fierce breaks Quick.

The best way to envision Combo Breakers is like the game "Scissors, Paper, Rock." The correct combo breaker will beat your opponent's attack. To break an opener sequence or an end finisher, you must perform the combo breaker using the button that breaks the button your opponent is using. So if he hits you with a Fierce opener, you can break with your Quick combo breaker.

Since you can break a Linker with any of the buttons (Quick, Medium or Fierce), it's risky to do long combos. However, you still have to learn the timing to do the combo breaker and that only comes with practice.

Breaking a combo does several things. First of all, it gets you out of the humiliating sequence of hits and damage, and it throws your opponent for a loop! Second of all, all characters have some moves that are enhanced after they have broken a combo. We have left these advanced post-breaker moves for you to discover on your own.

FIGHTER PROFILES

Each of the character biographies on the following pages details the fighter's special moves. There are three general categories of Special Moves: Charge Moves, Roll Moves and Tap Moves.

Charge Moves
involve holding the Control Pad cross in the indicated direction for about two seconds (it can help to count 1-2), then pressing in the opposite direction with an attack button.

Roll Moves
are done by performing a rolling motion on the Control Pad cross, and then pressing an attack button. The instructions indicate the key directional points you must hit during the rolling motion, but you should always try to hit all points in-between. A smooth, even rolling motion is best; you don't have to do it super fast.

Tap Moves
are performed by tapping the control pad cross in the indicated direction and then pressing an attack button immediately afterward.

As you practice these moves (and it will take practice, especially if you haven't played a lot of fighting games before) they will become second nature. When you first do the moves, try to do them slowly and deliberately for maximum accuracy. Once you're proficient, you'll be able to pull them off second nature.

Here is the key to the symbols used in the bios:

Qp = Quick Punch Button
Qk = Quick Kick Button
Mp = Medium Punch Button
Mk = Medium Kick Button
Fp = Fierce Punch Button
Fk = Fierce Kick Button
← = Press Control Pad cross away from opponent
→ = Press Control Pad cross towards opponent
+ = A sequence of buttons
"Move Name" "Button" = Do the move using the indicated button

T.J. COMBO AGE: 25
HEIGHT: 6'1" WEIGHT: 220 lbs.

T.J. Combo was once the undisputed heavyweight champion of the world for five years straight. He was stripped of his title for his brutal methods of punishing opponents. He now fights to regain his fame and fortune.

Special Moves:

Powerline:	Charge ← then → and Fp
Rollercoaster:	Charge ← then → and Mp (Goes through fireballs)
Spinfist:	Charge ← then → and Qp
Flying Knee:	Charge ← then → and Fk
Knee K.O.:	Charge ← then → and Mk
Fast Flying Knee:	Charge ← then → and Qk
Turn Around Punch:	Charge → then ← and Qp
Cyclone:	Charge Fp then release

Example of Valid Opener: Rollercoaster + Fk
End Specials: Powerline, Rollercoaster, Spinfist
Combo Breaker: ← then → and any kick
Danger Moves: ←→→Mp = Chiropractor
Ultra Combo: →←Fp

JAGO AGE: 21
HEIGHT: 5'6" WEIGHT: 190 lbs.

Jago is a mysterious warrior-monk from a remote region of Tibet. Guided by the powerful Tiger Spirit to seek his destiny, he has been lead to the Killer Instinct tournament to destroy the evil within.

Special Moves:

Endokuken:	↓↘→ and any punch
Wind Kick:	↘↓↙ and any kick (goes through projectiles)
Laser Sword:	↘↓↙ Fp
Tiger Fury:	→↓↘→ and any punch

Example of Valid Opener: Wind Kick Fk + Mk
End Specials: Tiger Fury, Endokuken Qp, Wind Kick Mk
Combo Breaker: Tiger Fury
Danger Move: ←→→Qp Sword
Ultra Combo: Wind Kick Qk

FULGORE AGE: 1
HEIGHT: 6'5" WEIGHT: 560 lbs.

A prototype cybernetic soldier developed by Ultratech, Fulgore was entered into the Killer Instinct tournament as a final test of its combat capabilities. Once its abilities are proven, mass production will begin.

Special Moves:

Laser Storm (single):	↓↘→ and any punch
Laser Storm (two shots):	←←↓↘→ Qp
Laser Storm (three shots):	→←←↓↘→ Qp
Plasma-port:	←↓↙← and any button
Plasmaslice:	→↓↘→ and any punch
Eyelaser:	↘↓↙ Fk
Cyberdash:	Charge ← then → and any kick
Reflect:	↓↙← and any punch

Example of Valid Opener: Eyelaser Fk + Mk
End Specials: Laser Storm Mp, Plasmaslice Fp, Plasma-port Qp, Cyberdash Mk
Combo Breaker: Plasmaslice
Danger Move: ↓↘→Fk Gun 'em down
Ultra Combo: Plasmaslice Qp

B.ORCHID AGE: 23
HEIGHT: 5'6" WEIGHT: 125 lbs.

B. Orchid is a secret agent, sent by an unknown group to investigate the mysterious disappearances that surround the Killer Instinct tournament. Her true identity and abilities are shrouded in secrecy.

Special Moves:

Lasaken:	↓↘→ any punch
Flick Flak:	Charge ← then → and any kick
Fire Cat:	Charge ← then → and any punch
Spinning Sword:	↘↓↙ + Fp
Ichi:	↘↓↙ + Mp (or Qp)

Example of Valid Opener: Fire Cat Mp + Fp
End Specials: Spinning Sword Fp, Lasaken Fp, Flick Flack Mk
Combo Breaker: Flick Flak
Danger Moves: ↓→← Qk (press Fk to stomp) Frog
Ultra Combo: ←→ Mp

CHIEF THUNDER AGE: 42
HEIGHT: 6'2" WEIGHT: 280 lbs.

Mystical defender of Native American people, Chief Thunder enters the Killer Instinct tournament to solve the mystery behind the disappearance of his brother, Eagle, in the previous year's tournament.

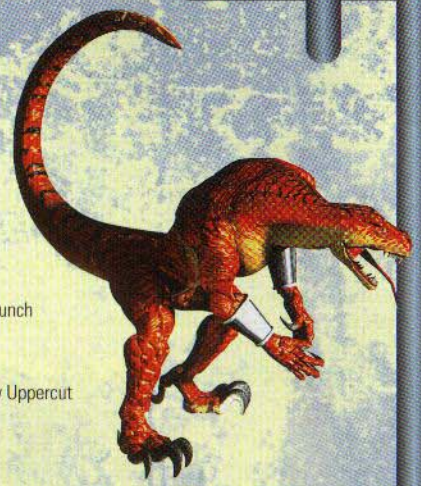
Special Moves:

Phoenix:	↓↘→ any kick
Sammamish:	→↘↓↙← and punch
Triplax:	Charge ← then → and any punch
Tomahawk:	While in mid-air, →↘↓↙← Fp
Reverse Triplax:	Charge → then ← and Mp

Example of Valid Opener: Tomahawk + Qk
End Specials: Triplax Fp, Phoenix Fk, Sammamish Mp + Fp
Combo Breaker: Sammamish
Danger Move: Phoenix Fp Lightning
Ultra Combo: ←→Qp

RIPTOR AGE: 9
HEIGHT: 7'0" WEIGHT: 700 lbs.

Riptor is a product of Ultratech's DNA Manipulation Project. By splicing human and reptilian genes, they have created a fighting creature with animal ferocity and human intelligence.



Special Moves:

Claw Uppercut:	↘↓↙ Qp
Tailflip:	↘↓↙ any kick
Flaming Venom:	↓↙← any punch
Dragon Breath:	↘↓↙ Fp
Jump Rake:	Charge ← then → any kick
Rampage:	Charge ←then → any punch
Reverse Jump.Rake:	→then ← Mk (or Qk)

Example of Valid Opener: Jump Rake Qk + Qp
End Specials: Flaming Venom Fp, Tailflip Mk, Claw Uppercut
Combo Breaker: Jump Rake
Danger Move: ←← Mk: Deadly Venom
Ultra Combo: ←→ Qk

SPINAL AGE: 2650
HEIGHT: 5'5" WEIGHT: 110 lbs.

Spinal's origin is a closely guarded secret of Ultratech. A secret branch of the corporation, using a variety of special techniques, have succeeded in reviving an ancient warrior. With only the vaguest memories of his past life, Spinal knows how to do only one thing; fight!

Special Moves:

Skeleport:	↓↓ any kick or punch
Power Devour:	← and hold Qp
Searing Skull:	↓↘→ and any punch (after charging shield with projectile)
Soul Sword:	←→ and Mp
Bone Shaker:	→→ and any punch
Super Searing Skull:	←↙↓↘→ Fp (after absorbing projectile)
Sliding Kick:	↙↓↘ Fk

Example of Valid Opener: Bone Shaker Mp + Mk
End Specials: Skeleport any punch, Bone Shaker + any punch
Combo Breaker: Bone Shaker
Danger Move: ←←→ Qk Stab
Ultra Combo: ↓↘→Fp

SABREWULF AGE: 95
HEIGHT: 5'11" WEIGHT: 900 lbs.

Sabrewulf is afflicted with the rare disease, Lycanthropy. Although he has spent most of his life as a recluse, he enters the Killer Instinct Tournament on the promise of a cure if he is victorious.

Special Moves:

Sabrespin:	Charge ← then → and any punch
Flaming Bat:	↓↙← and any punch
Howl:	↘↓↙Fk
Sabrepounce:	Charge ← then → and Fk
Sabreslap:	Charge ← then → and Mk
Sabreroll:	Charge ← then → and Qk
Reverse Sabrespin:	Charge → then ← and Mp

Example of Valid Opener: Sabrepounce + Mp
End Specials: Sabrespin Qp , Sabrepounce, Sabreroll, Sabreslap
Combo Breaker: ←→ Any Kick
Danger Move: ←← Mk Claw
Ultra Combo: →← Qk

GLACIUS AGE: UNKNOWN
HEIGHT: 6'3" WEIGHT: 300 lbs.

Glacius is an alien being from a distant planet. When his spaceship crash landed on earth, he was captured by Ultratech. Hoping to prove these alien beings to be inferior, Ultratech forces him to fight for his life in the Killer Instinct tournament.

Special Moves:

Shockwave:	↓↘→ and any punch
Cold Shoulder:	Charge ← then → and any punch
Ice Lance:	↘↓↙ Qp
Liquidize:	↓↘→and any kick

Example of Valid Opener: Cold Shoulder Fp + Qp
End Specials: Shockwave Fp, Liquidize Fk, Ice Lance
Combo Breaker: ← then → and any punch
Danger Move: ←↙↓↘→ Mp Ice Pick
Ultra Combo: ←→ Fp

CINDER AGE: 31
HEIGHT: 6'2" WEIGHT: 195 lbs.

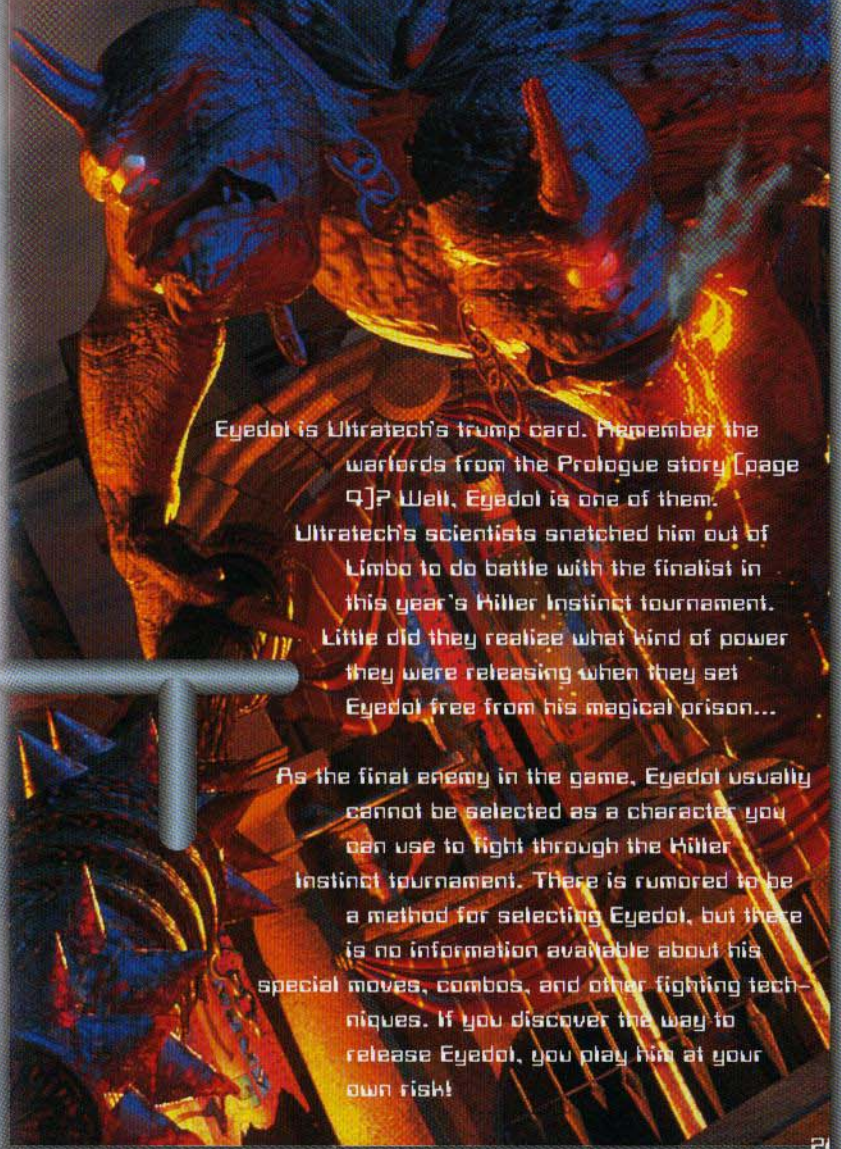
Cinder was a convicted criminal who agreed to participate in Ultratech's chemical weapons test in exchange for early parole. A failed experiment turned him into a being of living flame. He has now been offered freedom if he can defeat Glacius in the Killer Instinct tournament.

Special Moves:

Inferno:	→→ and any kick
Fireflash:	→↘↓↘→ and any kick
Heatfist:	←← Qp
Heatsink:	→↘↓↙← Fp
Mirage:	→↘↓↙← Mp
Trailblazer:	Charge ← then → and any punch
	In air, →→ and any punch

Example of Valid Opener: Trailblazer Mp + Qp
End Specials: Trailblazer Mp, Fireflash Fk, Fireflash Mk, Fireflash Qk
Combo Breaker: Fireflash
Danger Move: ↓↘→ Qk Inferno
Ultra Combo: ← then → Fp

EYEDOL AGE: that would be telling
HEIGHT: too tall WEIGHT: really heavy



Eyedol is Ultratech's trump card. Remember the warlords from the Prologue story [page 9]? Well, Eyedol is one of them. Ultratech's scientists snatched him out of Limbo to do battle with the finalist in this year's Killer Instinct tournament. Little did they realize what kind of power they were releasing when they set Eyedol free from his magical prison...

As the final enemy in the game, Eyedol usually cannot be selected as a character you can use to fight through the Killer Instinct tournament. There is rumored to be a method for selecting Eyedol, but there is no information available about his special moves, combos, and other fighting techniques. If you discover the way to release Eyedol, you play him at your own risk!

A.C.T. [advanced combo theory]

So you've mastered all the basic combos; jump-ins, openers, linkers and end finishers. Well that's far from all you'll find in Killer Instinct! Below you'll find some of the more advanced tricks, but we're going to leave it to you to find some of the really special moves (like Air Doubles, Shadow Moves and Post Breaker Specials). Keep building upon your knowledge of Auto-Doubles and you'll be surprised how many new moves you can discover.

Danger Moves

When you have your opponent on the ropes and basically defeated, you can perform a Danger Move on him or her. You will only have a few seconds to perform the move. Some of the Danger Moves require special timing, or that you stand a certain distance from your victim. We've only listed a few, you'll have to find the others!

Ultra Combos

If your opponent is almost defeated (his second life bar is almost gone and the bit that remains is flashing), you can perform an Ultra Combo. Basically, Ultra Combos are like special End Finishers that work when your opponent is almost defeated. Go into a combo sequence, and if you hit, finish it with the Ultra Combo move noted for the character you are using. If you do it correctly, you should get a double digit Ultra Combo, usually in excess of 20 hits. There is no way to combo break an Ultra Combo, but if you're getting hit by one, you were almost defeated anyway.

There are many other moves and hidden secrets in Killer Instinct. In the character profiles, we have not listed all of the possible Auto-Doubles for different openers, or the linkers,etc. There are also a few special moves that we didn't list. Try everything and see what you can find!

MEMO

you can keep track of any special moves you discover here

MEMO

MEMO

REV-B

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering 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 or attachment carefully to avoid bending, breaking or damaging the connectors 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 distributor.

- **NINTENDO HOTLINE** **1902 24 1001**
  (ITM CALL RATE AT 75 CENTS P. MINUTE)

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

WARNING

Copying of any Nintendo game is illegal and is strictly prohibited by national, local and international copyright laws (including section of the Copyright, Designs and Patents Act 1988 and the 1991 EC Directive on the Legal Protection of Computer Programs). Back-up copies are not authorized and are not required to protect your
software. Violators will be prosecuted.

REV-F

WARRANTY FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM (GAME PAK) BY NINTENDO AUSTRALIA PTY. LTD.

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this SUPER NES ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:

48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
Phone : (03) 9265-9900

• NINTENDO HOTLINE 1902 24 1001
(ITM CALL RATE AT 75 CENTS P. MINUTE)

Nintendo®

NINTENDO AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

PRINTED IN JAPAN