DISTRIBUTED BY **KONAMI UK LTD.**
KONAMI HOUSE, 54a COWLEY MILL ROAD, UXBRIDGE, MIDDLESEX UB8 2QE
DISTRIBUTED BY **KONAMI (DEUTSCHLAND) GMBH**
POSTFACH 56 01 80, 60406 FRANKFURT

RAKUGAKIDS™ IS A TRADEMARK OF KONAMI CO.,LTD.
KONAMI® IS A REGISTERED TRADEMARK OF KONAMI CO.,LTD.
© 1998 KONAMI ALL RIGHTS RESERVED.

KONAMI®

DEVELOPED BY KCEK KONAMI COMPUTER ENTERTAINMENT KOBE Co.,Ltd.

NUS-NKRP-EUU

KONAMI®

KCEK



RAKUGAKIDS™

NINTENDO 64

INSTRUCTION BOOKLET

LICENSED BY

Nintendo®

NINTENDO ®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO.,LTD.

Original Nintendo Seal of Quality ™

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.

CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVE CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIERE DE FABRICATION, DE FIABILITE ET SURTOUT, DE QUALITE.
RECHERCHEZ CE SCEAU LORSQUE VOUS ACHETEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITE AVEC VOTRE PRODUIT NINTENDO.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, UM SICHER ZU SEIN, DASS ALLES EINWANDFREI ZU IHREM NINTENDO-PRODUKT PASST.

QUESTO SIGILLO E' LA SUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO.
RICHIEDALO SEMPRE. ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITA CON IL SUO PRODOTTO NINTENDO.

ESTO SELLO ES SU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSQUE SIEMPRE ESTE SELLO CUANDO COMPRA VIDEOJUEGOS Y ACCESORIOS PARA ASEGURARLE UNA COMPLETA COMPATIBILIDAD CON SU PRODUCTO NINTENDO.

DIT ZEGEL WAARBORGT U, DAT NINTENDO DE KWALITEIT VAN DIT PRODUKT HEEFT GOEDGEKEURD. LET BIJ HET KOPEN VAN SPELEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN DE VOLLEDIGE VERENIGBAARHEID MET UW NINTENDO PRODUKT.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED NINTENDO PRODUKTER.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT NINTENDO PRODUKT.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMISTI NINTENDO YHTEENSOPIVIA TUOTTEITA.

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

ATTENTION : VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRECAUTIONS D'EMPLOI" QUI ACCOMPAGNE LA CONSOLE NINTENDO, LA CARTOUCHE DE JEU OU LES ACCESSOIRES AVANT DE LES UTILISER.

HINWEIS : BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE WIE AUCH JEDER SPIELKASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

ATTENZIONE : LEGGI ATTENTAMENTE LE INFORMAZIONI PER L'UTENTE E LE PRECAUZIONI INCLUSE NELLA CONFEZIONE PRIMA DI USARE IL TUO SUPER NINTENDO ENTERTAINMENT SYSTEM™ LE CASSETTE O GLI ACCESSORI.

ADVERTENCIA : POR FAVOR, LEE ATENTAMENTE LA INFORMACION AL CONSUMIDOR Y EL FOLLETO DE INSTRUCCIONES QUE ADJUNTAMOS CON ESTE PRODUCTO ANTES DE UTILIZAR TU CONSOLA, VIDEOJUEGO O ACCESORIO NINTENDO.

WAARSCHUWING : LEES EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR DIE BIJ DIT PRODUKT IS MEEVERPAKT VOORDAT HET NINTENDO-SYSTEEM, DE SPELCASSETTE OF HET ACCESSOIRE IN GEBRUIK WORDT GENOMEN.

OBS : LÄS NOGGRANT IGENOM KONSUMENTUPPLYSNINGARNA OCH FÖRSIKTIGHETSÅTGÄRDERNA I BRUKSANVISNINGARNA SOM MEDFÖLJER PRODUKTEN INNAN DU ANVÄNDER DEN MED ETT NINTENDO SYSTEM, SPELPAKETET ELLER TILLBEHÖR.

ADVARSEL : LÆS FORBRUGERINFORMATIONEN OG HÆFTET MED SIKKERHEDSREGLER, DER FØLGER, MED DETTE PRODUKT, FØR DU BEGYNDER AT BRUGE NINTENDO HARDWARE SYSTEM, GAME PAK ELLER TILLBEHØRET.

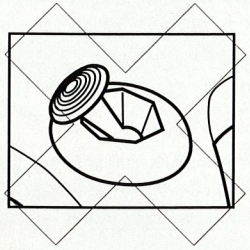
VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ.

THE NINTENDO 64 CONTROLLER

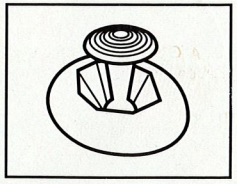
Control Stick Function

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.

STORY

You've arrived in 'Twinkle Town'. It's an enchanted place and legend has it that long, long ago it was inhabited by wizards. One day some children find some crayons on the outskirts of town. Drawings from the crayons come to life and create havoc in town with their mischief. For you see, they once belonged to a wizard...

CONTENTS

Controller Pak 5
Starting the Game 6
Game Controls 7
Game Screen 9
Story Mode 10
VS Mode 11
Training Mode 12
Practice Mode/Option Mode 13
Data Mode 14
Character Profiles 16

CONTROLLER PAK

Data can be saved and loaded using the Controller Pak (sold separately). Attach the Controller Pak to Controller 1 or Controller 2.

About Controller Pak Notes

[Character Notes] and **[System Notes]** are created in the Controller Pak.

[Character Notes] (40 pages required.)
Data from characters trained in Training Mode can be saved.

[System Notes] (2 pages required.)
Settings modified in Option Mode can be saved.

Controller Pak Menu

Hold down the Start Button and switch on the power to your NINTENDO 64 unit to display the Pak Menu. Point the Control Pad cursor to the data to be erased and select using the A Button. Select **[Yes]** on the Confirmation Screen and erase using the A Button.

★ **Caution:** erased data cannot be retrieved.

Controller Pak Error Messages

Controller Pak not inserted. To play game without saving, press the Start Button.

Insufficient empty pages. To play game without saving, press the Start Button.

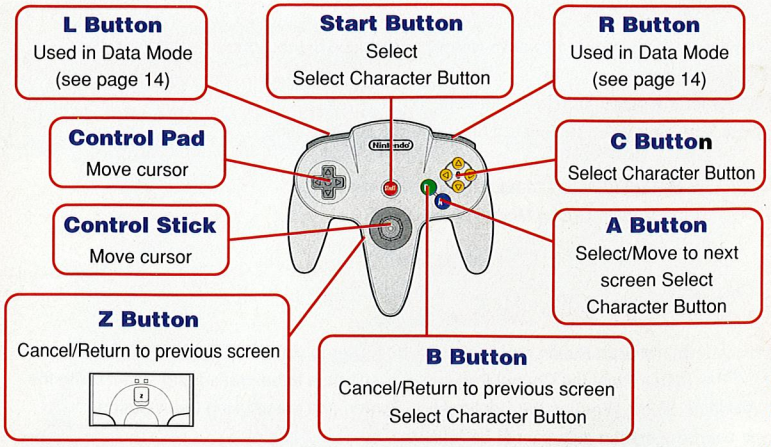
Controller Pak error. Reinsert and press Reset. To play game without saving, press the Start Button.

Controller Pak malfunction. Controller Pak not properly inserted or data damaged.

STARTING THE GAME

Select Screen Operation:

★Character color changes according to which Select Character Button you use.



1. Getting started

Insert the game pak into your NINTENDO 64 unit, check that the Controller and Controller Pak (sold separately) are correctly attached, then switch on the power.

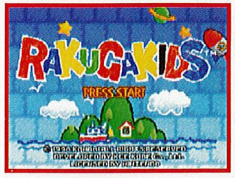
★ Do not touch the Control Stick at this time.

Amessage appears on screen if the Controller Pak is not attached. Be sure to attach the Controller Pak correctly. To start the game without a Controller Pak attached, push the Start Button.

★ **Caution:** If you play the game without using a Controller Pak, game data will be lost when you switch off the game unit.

2. Title Screen

After the demo the Title Screen is displayed. Push the Start Button to move to the Main Menu Screen.



3. Main Menu Screen

Scroll to desired mode and push the A Button to select.

GAME CONTROLS

These are the basic game controls. Button settings can be modified in Option Mode (see page 13).

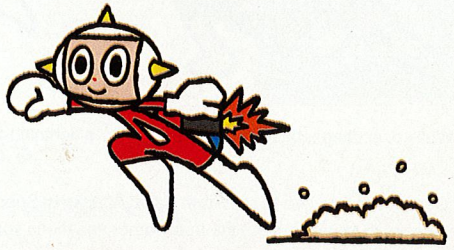
★ Commands shown are for when characters are facing right.

Basic Operation

Character movement	Control Pad (Control Stick)
Jump	↖ or ↑ or ↗
Double Jump	Repeat Jump operation while jumping
Punch	B (weak punch) (moderate punch) (strong punch)
Kick	A (weak kick) (moderate kick) (strong kick)
Guard	← or ↙
Aerial Guard	←↙↓ + B or or
Throw	← or → while pressing or
Aerial Throw	While both characters are jumping press ← or → while pressing or
Cyclone Attack	→↘↓↙← + B or or
Defensive Posture	During Cyclone Attack ←↙↓ + B or or
Provoke Opponent	Z Button
Magic	R Button (See page 8)
Display Pause Menu Screen	Start Button

Rules:

You win a round if your opponent's Life Gauge reaches 0 before time runs out. Default setting is three rounds per game. The first player to win two rounds wins the game. When time expires the player with the higher Life Gauge reading wins the game. In the event of a double K.O. or when Life Gauge readings are identical when time runs out, the round is drawn and replayed.



MAGIC

You accumulate Magic Power when you attack or incur damage. When the Magic Power Gauge reaches maximum a crayon is stocked. Magic can be used when you have a crayon.

★ A maximum of three crayons can be held.

★ Even if no Magic Power has been accumulated, Magic can be used if you have one or more crayons.

There are two types of Magic operation: **[Simple Input]** and **[Command Input]**. Both types are identical for all characters. Commands shown are for when characters are facing right.

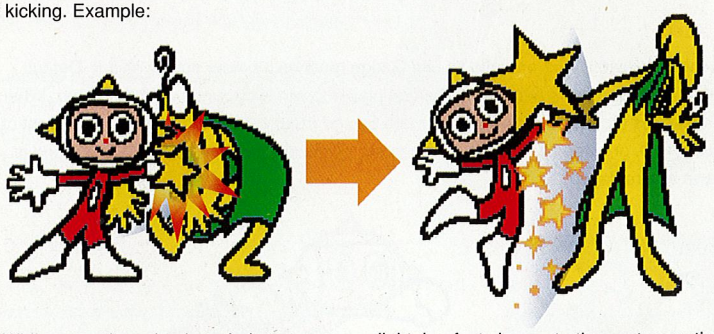
★"+" indicates buttons pushed simultaneously.

Attack Magic	Simple Input	→ + R
	Command Input	↓↘→↓↘→ + B
Counterattack Magic	Simple Input	R
	Command Input	←↙↓ + B
Defense Magic	Simple Input	← + R
	Command Input	↓↙←↓↙← + B

★ The 🟡 or 🟡 Buttons can be used instead of the B Button.

Cancelling

You can quickly proceed to the next operation by keying in the next attack during punching or kicking. Example:



While executing a basic technique…

…a lightning-fast change to the next operation!

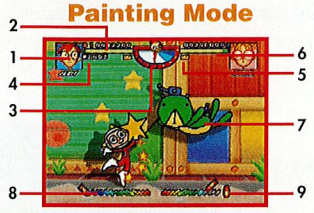
★ Cancel can be used to shift from Basic Attacks to Special Attacks and from Basic Attacks to Magic. Try out the many other variations yourself!

GAME SCREEN

You can select **[Painting Mode]** or **[Drawing Mode]** during the game. Settings can be modified in Option Mode (see page 13).

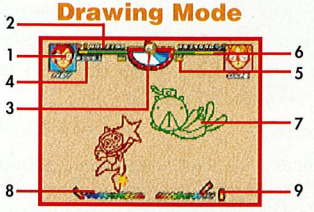
Game Screen:

Painting Mode



Full color characters fighting in a 3D setting

Drawing Mode



Outline characters fighting in a simplified setting

1. **Master** ..... Your Fighter's Master.
2. **Score** ..... Current score.
3. **Time Meter** ..... When the needle reaches the far right the round is over.
4. **Consecutive Victory Points** ..... Number of games won (displayed in Battle Mode only).
5. **Victory Points** ..... 1 point acquired with each round won.
6. **Life Gauge** ..... Gauge reading decreases each time damage is sustained.
7. **Fighter** ..... Your Fighter.
8. **Magic Power Gauge** ..... Shows your Magic Power level (see page 8).
9. **Crayon** ..... Magic Power stock (see page 8).

★ You can change the time limit and the number of victory points acquired each time you win a round in Option Mode.(see page 13).

Menu Screen

When the Start Button is pushed during play the Pause Menu is displayed.



[Return to Game]
Return to play.

[Key Configuration]
Change button settings (see page 13).

[Game End]
End current game and return to the Main Menu Screen.

STORY MODE

[Battle Mode] For trained characters only.
[Free Play Mode] For single player only.

Battle Mode

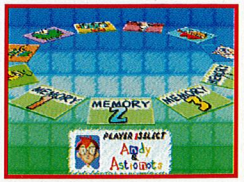
Watch characters previously trained in Training Mode fight in battle. (These characters cannot be controlled.)

★ Training Mode (see page 12)

To begin:

In Memory File scroll to the trained character you wish to see fight and select using the Character Select Button. The game begins after the demonstration.

★ If data has not been loaded, load in Data Mode (see page 14).

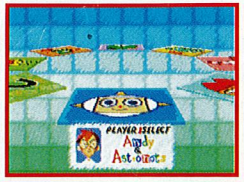


Free Play Mode

Select a favorite character and fight your way through a story scenario. (Trained characters cannot be selected.)

To begin:

Scroll to the character you wish to use and select using the Character Select Button. The game begins after the demo.



End of game

If you win one game you can advance to the next one. If you lose, the Continue countdown is displayed on screen. Select **[Yes]** using the Start Button or **[No]** using the B Button to either continue the game or quit playing. If the Continue countdown reaches 0 the game ends and the Main Menu Screen appears.

★ You can use Continue as many times as you want.

VS MODE

Characters trained in Training Mode can be used in VS Battle.

1. Select Player

Scroll to the character you wish to use and select using the Character Select Button. When using trained characters select 'Memory File'. Trained characters cannot be controlled.

★ If data has not been loaded, load in 'Data Mode' (see page 14).

★ When **[?]** is selected the character is selected at random.



To decide method of operation scroll to either 'User' or 'Com' and select using the A Button.

[User] The player operates.
[Com] The computer operates.



2. Select Stage

Scroll to the desired stage and select using the A Button. The game begins after the demo. (Press the Control Pad once to zoom in.)



End of game

The Player Select Screen appears at the end of the game. To continue, select a character using the Character Select Button and a stage using the A Button. To end the game, push the Z Button to return to the Main Menu Screen.

TRAINING MODE

Trained characters remember the player's favorite techniques and strategies and decide how to fight based on current conditions. You can observe this during battle. (Trained characters cannot be controlled.) Trained characters can be used in Battle Mode and VS Mode.

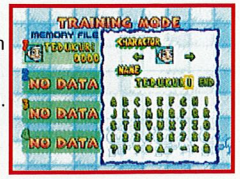
★ Try using the Controller Pak (sold separately) to change the data of characters trained by your friends to make competing even more fun.

1. Select File

Scroll to the desired Memory File and select using the Character Select Button.

● When playing for the first time...

Scroll to a character and select using the A Button. Next assign a name to the character. Move the Control Pad cursor. Select letters using the A Button and cancel letters using the B Button. The cursor can be moved across the name using the L Button and R Button. When the name is complete select **[End]**.



● When selecting a loaded file...

Scroll to the desired item and select using the A Button.

[New Character] Erase data from Memory File and train from the beginning.

[Continue] Continue to train using previous data.



2. Select Opponent

Scroll to the desired Opponent and select using the Character Select Button. When **[?]** is selected the Opponent is selected at random.

3. Select Stage

Scroll to the desired Stage and select using the A Button. The game begins after the demo. (Press the Control Pad once to zoom in.)

★Caution

Be sure to save data in Data Mode before switching off the Controller (see page 14). Failure to save data before switching off the Controller will result in loss of new data and the Character Notes data in the Controller Pak will not be revised.

PRACTICE MODE

Practice Mode is used to practice controlling characters. In this mode Magic can be used as often as desired regardless of Magic Power stock level.

1. Select Player

Scroll to the desired Player and Opponent for use in practice and select using Character Select Button. (Trained characters cannot be used).

2. Select Stage

Scroll to the desired Stage and select using the A Button. Practice begins after the demonstration . (Press the Control Pad once to zoom in).

OPTION MODE

Various settings can be changed during play.
Scroll to the setting to be changed by pressing the Control Pad (Control Stick) up/down and change by pressing left/right.
When finished select **[Exit]** to return to the Main Menu Screen.



Difficulty ..... Level of difficulty for play against the computer.

Handicap ..... Competitive handicap. The player with more points is the stronger.

Time ..... The time limit for one round.

Round ..... The number of rounds per game.

Screen Mode ..... Switch screen display during play.

Sound Mode ..... Television sound STEREO/MONO switch.

Key Configuration ..... Change button settings during play.

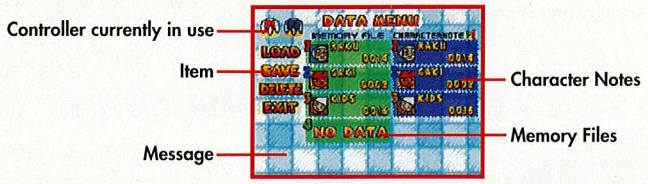
★ Select buttons by pressing the Control Pad (Control Stick) up/down and change by pressing left/right.

System Data ..... Save and load changed Option settings (see page 14).

★ When there are no System Notes in the Controller Pak notes are automatically created.

DATA MODE

Trained character data can be loaded, saved, and erased. Scroll to the item by pressing the Control Pad (Control Stick) up/down. Select using the A Button, and cancel using the B Button. Display contents of the Controller 1 Controller Pak using the L Button and contents of the Controller 2 Controller Pak using the R Button. Select **[Exit]** to return to the Main Menu Screen.



About Character Notes and Memory Files

When using trained character data load Character Notes data into the Controller's Memory Files.
Memory Files of characters trained in Training Mode are saved in the Controller Pak's Character Notes.

[Character Notes] ····· Each character's data is saved individually in the Controller Pak.
[Memory Files] ····· The Controller contains Memory Files 1 to 4. Data for one character can be loaded into each Memory File.
★ Memory File data is lost if the game unit is switched off.

★Caution

- Do not remove or insert Controller Paks while saving or loading data. Data may be lost.
- If an error message is displayed in Data Mode, refer to 'Controller Pak error messages' (see page 5).

Loading

Load Character Note data into the Controller's Memory File.

1. Scroll to the **[Load]** icon and select using the A Button.
2. Scroll to a saved Character Note and select using the A Button.
3. Select a Memory File in which to load the data and load using the A Button.
   If a Memory File which already contains data is selected during loading the existing data will be over-written. If you do not wish to overwrite existing data select an empty Memory File.

★ **Caution:** data which has been over-written cannot be retrieved.

Saving

Save Memory File data into a Character Note.

1. Scroll to the **[Save]** icon and select using the A Button.
2. Scroll to the Memory File to be saved and select using the A Button.
3. Scroll to the Character Note in which to save data and select using the A Button.
   If a Character Note which already contains data is selected during loading the existing data will be overwritten. If you do not wish to overwrite existing data select an unused Character Note.

★ **Caution:** data which has been over-written cannot be retrieved.

Erasing

Erase Character Note data.

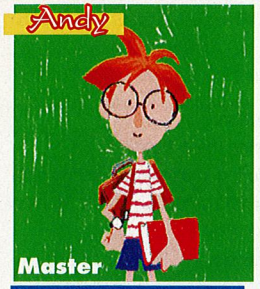
1. Scroll to the **[Erase]** icon and select using the A Button.
2. Scroll to the Character Note to be erased and select using the A Button.

★ **Caution:** data which has been erased cannot be retrieved.



CHARACTER PROFILES

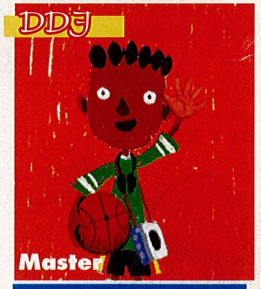
Characters consist of Masters and Fighters. You are the Master and the Fighter is the "Drawing" drawn with the wizard's crayon.



Andy's dream is to become an astronaut or adventurer. That's why his fighter is a dream opponent: an astronaut. Astronots is an all-round hero, fast and skilled on both offense and defense.



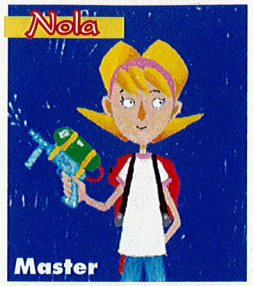
Astroshot	Astrojet	Astrokick
↓↘→P (Ⓑ、◁、△)	→↓↘P (Ⓑ、◁、△)	↓↙←K (Ⓐ、▽、▷)
Stardust Drop		
→P (◁)		
Planet Attack (Attack Magic)	**Space Shoot** (Counterattack Magic)	**Star Tours** (Defense Magic)



DDJ dreams of becoming a pro basketball player. His fighter is slightly built and moves rhythmically. He makes up for his lack of power with blindingly fast moves.



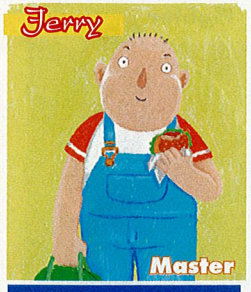
Big Big Typhoon	Giant Arc	Tom's Kick
→↓↘K (Ⓐ、▽、▷)	↓↙←K (Ⓐ、▽、▷)	←↓↙K (Ⓐ、▽、▷)
World in the Hoop	**Airforce Cat**	
→P (◁)	↓↘→P (Ⓑ、◁、△) or ↓↘→K (Ⓐ、▽、▷)	
Hello Mister DJ (Attack Magic)	**Good-bye Mister** (Counterattack Magic)	**First Scramble** (Defense Magic)



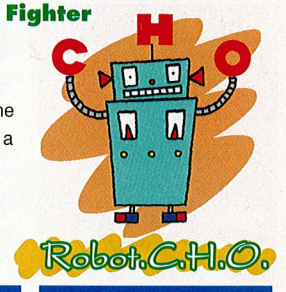
Nola's backpack is chock full of mysterious items. The young witch Marsa is just like Nola. She has lots of tricks and uses them all.



Marsa's Prized Possession	Rooster Step	Marsa Jump
↓↘→P (Ⓑ、◁、△)	(When airborne) ↓↘→K (Ⓐ、▽、▷)	↓↙←K (Ⓐ、▽、▷)
Peacock	**Rooster's Cracker**	
→↓↘P (Ⓑ、◁、△)	→P (◁)	
Jack-o-Lantern (Attack Magic)	**Marsa's Friend** (Counterattack Magic)	**Cute Flower** (Defense Magic)

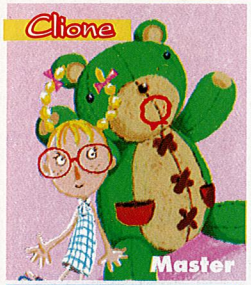


Jerry has surpassing strength to go along with a big appetite. He drew Robot C.H.O. on the school bus. The robot is a powerful attacker and excels at close-quarter combat.



Thunder Throw	Spark The Shock	Locomotive Attack
→↘↓↙←K (Ⓐ、▽、▷)	←↓↙P (Ⓑ、◁、△)	↓↘→P (Ⓑ、◁、△)
Thunder Cross		
→P (◁)		
Cutter Press (Attack Magic)	**Traffic Control** (Counterattack Magic)	**Press Factory** (Defense Magic)

Clione



Clione is willful, quick to tears, and just loves bears. Her fighter is a super bear with very fast moves. It is equipped with a tank that increases its power.

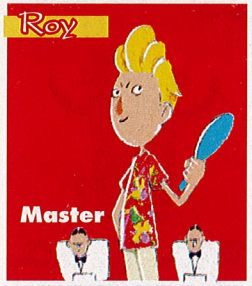
Fighter



Beartank

Bear Bomb	Bear Attack	Bear Spin
↓↘→P (B、◁、△)	↓↘→KKK (A、▽、▷)	→↓↘P (B、◁、△)
Bear Illusion	**Bear Flip**	**Bear Hip Attack**
↓↙←K (A、▽、▷)	↓↙←P (B、◁、△)	→K (▽)
Reo Marine (Attack Magic)	**Rabi Taxi** (Counterattack Magic)	**L.A.Jet** (Defense Magic)

Roy



Easy-going, talkative Roy wants to be a gentleman. His fighter is a cool guy with a stunningly executed, balanced blend of offense and defense.

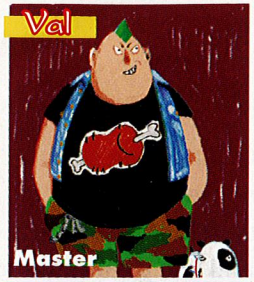
Fighter



Cools.Roy

Cool Gatling	Justice Attack	Rodeo Drive
↓↘→P (B、◁、△)	→↓↘P (B、◁、△)	↓↙←K (A、▽、▷)
Heavy Kick (When airborne) ↓↘→K (A、▽、▷)	**Wooden Horse** →K (▽)	
Crazy Bull (Attack Magic)	**Call Me Master** (Counterattack Magic)	**Seven Bridge Railway** (Defense Magic)

Val



Rambunctious Val is always mean to everyone. His fighter is evil and unleashes a vicious attack.

Fighter



Mamezo

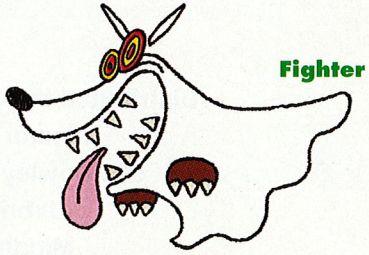
Flip Dynamite	Turkey Turkey	Rapid Missile
↓↘→P (B、◁、△)	↓↙←P (B、◁、△)	↓↘→K (A、▽、▷)
Air Snipe	**Hide and Seek**	**Mamezo Shock Attack**
↓↙←K (A、▽、▷)	←↓↙P (B、◁、△)	→P (◁)
Scramble Delivery (Attack Magic)	**Knock Knock Knock** (Counterattack Magic)	**Hell Express** (Defense Magic)

George



A member of Bloody Wolves, a gang of bikers with a bad reputation for causing trouble wherever they go.

Fighter



Darkness

The Bloody Wolf logo drawn by George. Not only more grotesque than Mamezo, but terribly powerful.

WARRANTY

Konami guarantees that this Nintendo 64 Game Pak is supplied by them in full working order and free from any defect. If this Game Pak fails to work or develops a fault either return it to the place of purchase or Konami will guarantee to replace it (If within 90 days of purchase). In such cases, return your Game Pak by post to the address below together with a till receipt or other proof of purchase. Please describe the problem as fully as possible. Do not forget to include your name, address and telephone number.

This guarantee applies only within the UK and Eire and does not apply if the Game Pak has been damaged by misuse, tampered with or through any reason other than a manufacturing fault.

Distributed by Konami UK Ltd.
Konami House,
54a Cowley Mill Road,
Uxbridge,
Middlesex,
UB8 2QE

NOTES

