

TITUS

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INSTRUCTION BOOKLET

XENA WARRIOR PRINCESS™

THE TALISMAN OF FATE

SOLD BY

TITUS

NINTENDO 64

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TSC-14386-MAN-0899-03.06

TEEN (13+)
ANIMATED VIOLENCE

DEVELOPED BY

SAFFIRE

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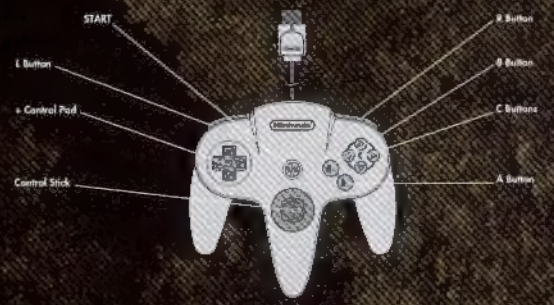
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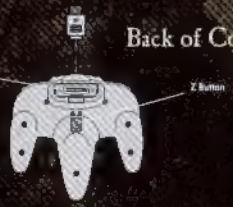
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Nintendo® 64 Controller





Back of Controller

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad. When turning the Control Deck power **ON**, do not move the Control Stick from it's 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 the L and R buttons.

Holding the Nintendo® 64 Controller



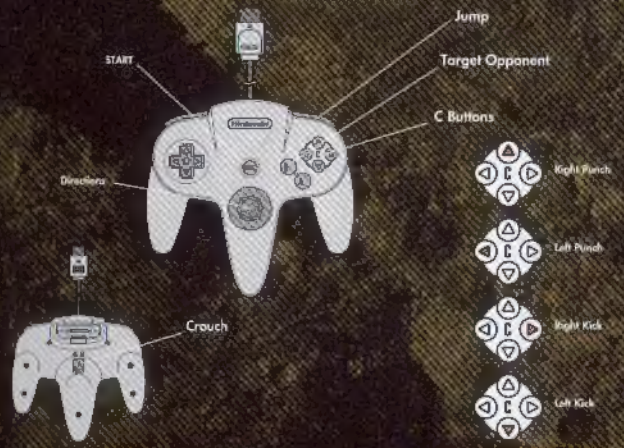
Connecting the Controller



Nintendo 64 Rumble Pak™

This game is compatible with the Rumble pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

Controls



Standard Attacks

Move	Buttons
Standing Weak Punch	Left Punch
Standing Strong Punch	Right Punch
Standing Weak Kick	Left Kick
Standing Strong Kick	Right Kick
Jumping Weak Punch	R Button + Left Punch
Jumping Strong Punch	R Button + Right Punch
Jumping Weak Kick	R Button + Left Kick
Jumping Strong Kick	R Button + Right Kick
Crouching Weak Punch	Z Button + Left Punch
Crouching Strong Punch	Z Button + Right Punch
Crouching Weak Kick	Z Button + Left Kick
Crouching Strong Kick	Z Button + Right Kick
Crouch Jumping Weak Punch	R Button + Z Button + Left Punch
Crouch Jumping Strong Punch	R Button + Z Button + Right Punch
Crouch Jumping Weak Kick	R Button + Z Button + Left Kick
Crouch Jumping Strong Kick	R Button + Z Button + Right Kick
Throw	Toward Opponent + Left Punch + Left Kick
Offwall	Toward Wall + Left Kick + Right Kick
Punch Strong Lying	Left Punch + Right Punch
Kick Strong Lying	Left Kick + Right Kick
Taunt	Left Punch + Right Punch + Left Kick + Right Kick

Game Introduction

Xena has fought fiercely to save the stolen Talisman of Fate from Despair, the Champion of Dahak. In the midst of heated battle, both have laid their hands on the Talisman and claimed control over the Destiny of the World. We, the Fates, declare that a contest must decide.

Xena has the task of choosing the defenders of the world. We have seen them in her mind! The battle for the right to control Fate itself will be fought by Earth's greatest heroes and greatest villains. Plus Joxer! And the last who remains must then challenge... Despair.

Main Menu



Select the different options with the control stick. Press A Button to accept, Press B Button to cancel and return to the previous menu.

Quest Mode

Quest Mode allows a player to compete in the full tournament for the ultimate prize, the Talisman of Fate. The player battles each opponent in turn up, to the final enemy, Despair. This mode can also be played cooperatively with two players. This is the only mode that does NOT allow four humans to play simultaneously. Winning Quest mode in a short amount of time will also let the player enter his or her initials for the high score screen.

VS. Mode

Vs. Mode allows up to four human or computer players to compete against each other in a single fight consisting of several battles. In this mode, players can team up (using the C buttons) with each other or with computer players to vary the game play and difficulty. For example, a single human player could play against a team of three computer-controlled opponents. As another example, two humans could play on one team against a human and computer opponent teamed against them.

Roster Mode

Roster Mode is similar to Vs. Mode and allows the same options, but it also allows the player to select more than one character before the battle begins. In the battle, when the player's first selected character is killed, the next character selected joins the battle in progress and fights in place of the defeated character.

Practice

Practice mode has no time limit and allows human and computer players to practice basic moves, combos, special attacks, etc. The health of any warrior in practice mode is automatically raised to maximum after a warrior is wounded. By pressing Start during the play, you will access to the practice option menu where you can set up your opponent behavior and strength.

Option Menu



Game Option :	Allows you to set up the difficulty level of the game, the round length, and the number of rounds. Changing the difficulty level will change your opponents' behavior and the number of opponents per round in the Quest mode. Make sure you unlock the Titan level.
Audio Option:	Allows you to modify the music and sound effects volumes.
Controller Config:	Shows the standard controller configuration and allows you to set up your own configuration.
Controller Pak :	Allows you to load and save settings on the controller pak.
High Scores:	Displays the high scores chart.

XENA
WARRIOR PRINCESS

Primary Weapon:
SWORD

Xena's title "Warrior Princess" refers to her unequaled fighting prowess. She is the consummate warrior, able to perform amazing physical feats and deal deadly blows whether armed or not. Xena is especially dangerous with her chakram which she can bounce off walls in order to strike her foes.

*** All Special Attack diagrams are shown as if the character is on the left side of the screen. It is inversed if the character is positioned on the right.

Special Attacks:
Chakram: a bladed metal ring which Xena can throw with perfect accuracy.

Standing:



Torch: Xena uses this to blow fire at her opponents.

Standing:



GABRIELLE
XENA'S BARD COMPANION

Primary Weapon:
STAFF

Gabrielle is Xena's best friend and accompanies her on all her adventures. Though Gabrielle loves peace, she is willing to fight for the greater good. She has become a very effective staff fighter. Her moves are quick with good reach.

Special Attacks:
Staff: Great for throwing.

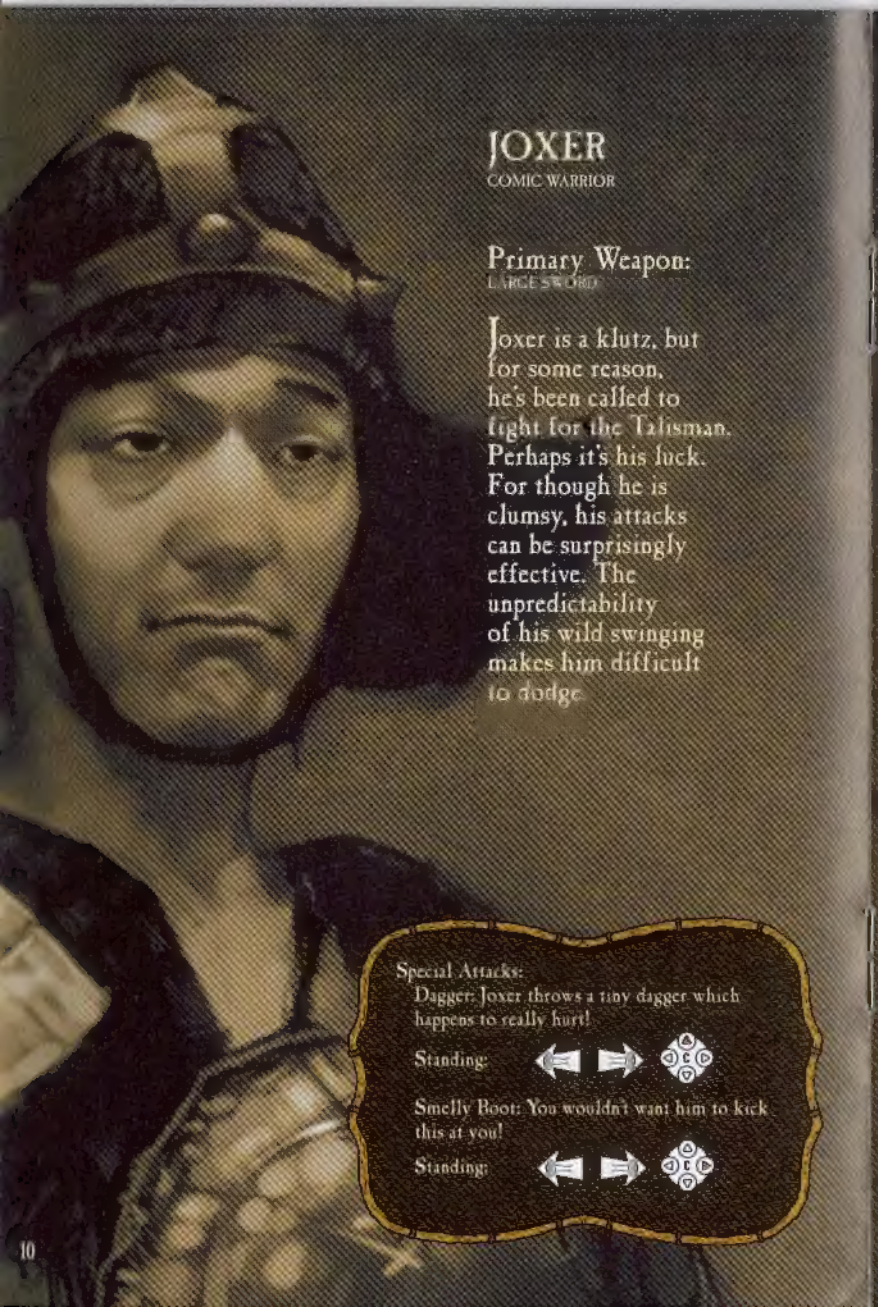
Standing:



Mystic Blast: Gabrielle can summon magical charms of power to pummel her opponents.

Standing:





JOXER
COMIC WARRIOR

Primary Weapon:
LARGE SWORD

Joxer is a klutz, but for some reason, he's been called to fight for the Talisman. Perhaps it's his luck. For though he is clumsy, his attacks can be surprisingly effective. The unpredictability of his wild swinging makes him difficult to dodge.

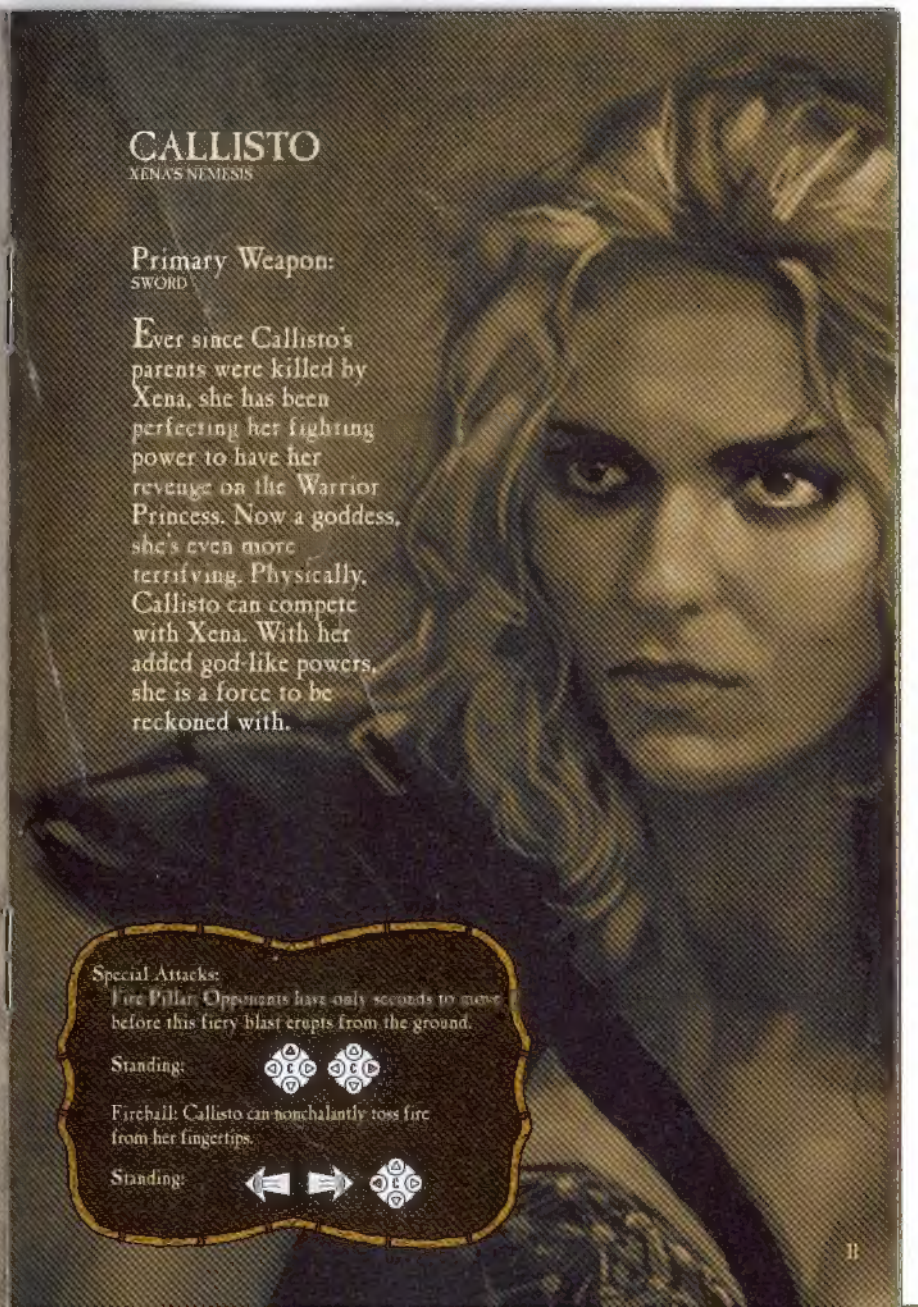
Special Attacks:

Dagger: Joxer throws a tiny dagger which happens to really hurt!

Standing:

Smelly Boot: You wouldn't want him to kick this at you!

Standing:



CALLISTO
XENA'S NEMESIS

Primary Weapon:
SWORD

Ever since Callisto's parents were killed by Xena, she has been perfecting her fighting power to have her revenge on the Warrior Princess. Now a goddess, she's even more terrifying. Physically, Callisto can compete with Xena. With her added god-like powers, she is a force to be reckoned with.

Special Attacks:

Fire Pillar: Opponents have only seconds to move before this fiery blast erupts from the ground.

Standing:

Fireball: Callisto can nonchalantly toss fire from her fingertips.

Standing:

AUTOLYCUS
THE KING OF THIEVES

Primary Weapon
SWORD

Autolycus is the dashing, self-styled "King of Thieves." Despite his ego and occupation, he has a good heart and is useful to have around if you are in a jam. His moves are fast and tricky making him a worthy fighter.

Special Attacks:

Toothpick: Autolycus has bragged that he could kill with even a toothpick.

Standing:



Grapnel: Watch out for this weapon: Autolycus throws it swiftly.

Standing:



ARES
GOD OF WAR

Primary Weapon
SWORD

Being God of War puts Ares in opposition to Xena more often than not. Ares fights with powerful blows that will quickly subdue an opponent. He is also intimidating at long range with his variety of special attacks.

Special Attacks:

Lightning Strike: Ares calls down a bolt from the heavens on unsuspecting enemies.

Standing:



Force Bolt: Ares can toss a ball of lightning at will.

Standing:



EPHINY
NOBLE AMAZON WARRIOR

Primary Weapon:
STAFF

Ephiny is a powerful amazon warrior who helped to teach Gabrielle how to use the staff. She is a versatile fighter combining powerful staff blows with acrobatic kicks and flips.

Special Attack:
Crossbow: Ephiny can spray the field with the bolts from this weapon.

Standing:



LAO MA
FAR EASTERN SAGE

Primary Weapon:
FAN

Lao Ma was instrumental in pushing Xena towards the paths of good. She taught Xena much about the power of inner peace. Lao Ma has a graceful, rhythmic fighting style. The speed of her kicks and punches can overwhelm her opponents.

Special Attacks:
Hairpin: A normally innocent item, it is deadly when Lao Ma throws it.

Spirit Powers: Lao Ma is one with her spiritual force and can use it as a weapon.

VELASCA
VENGEFUL GODDESS

Primary Weapon
SWORD

Velasca hoped to become the amazon queen, but when Gabrielle claimed the crown, she set out to destroy Xena's companion. After eating the mystical ambrosia, she became immortal, imbued with god-like powers. Velasca is an aggressive fighter, power-hungry, and incautious.

Special Attacks:

Tornado: Velasca's spin is so powerful, she can launch a deadly funnel of air.

Standing:



Wind Breath: This terrible wind can fell enemies from a short distance.

Standing:



CAESAR
RULER OF THE ROMAN EMPIRE

Primary Weapon
SWORD

Ceasar is Rome's emperor and his armies are ready to aid him in battle. He will not hesitate to call forth on their might to finish his opponents. Alone, he is a surprisingly skilled fighter.

Special Attacks:

Boulder: At Caesar's command, his armies will catapult a great boulder down on his enemies.

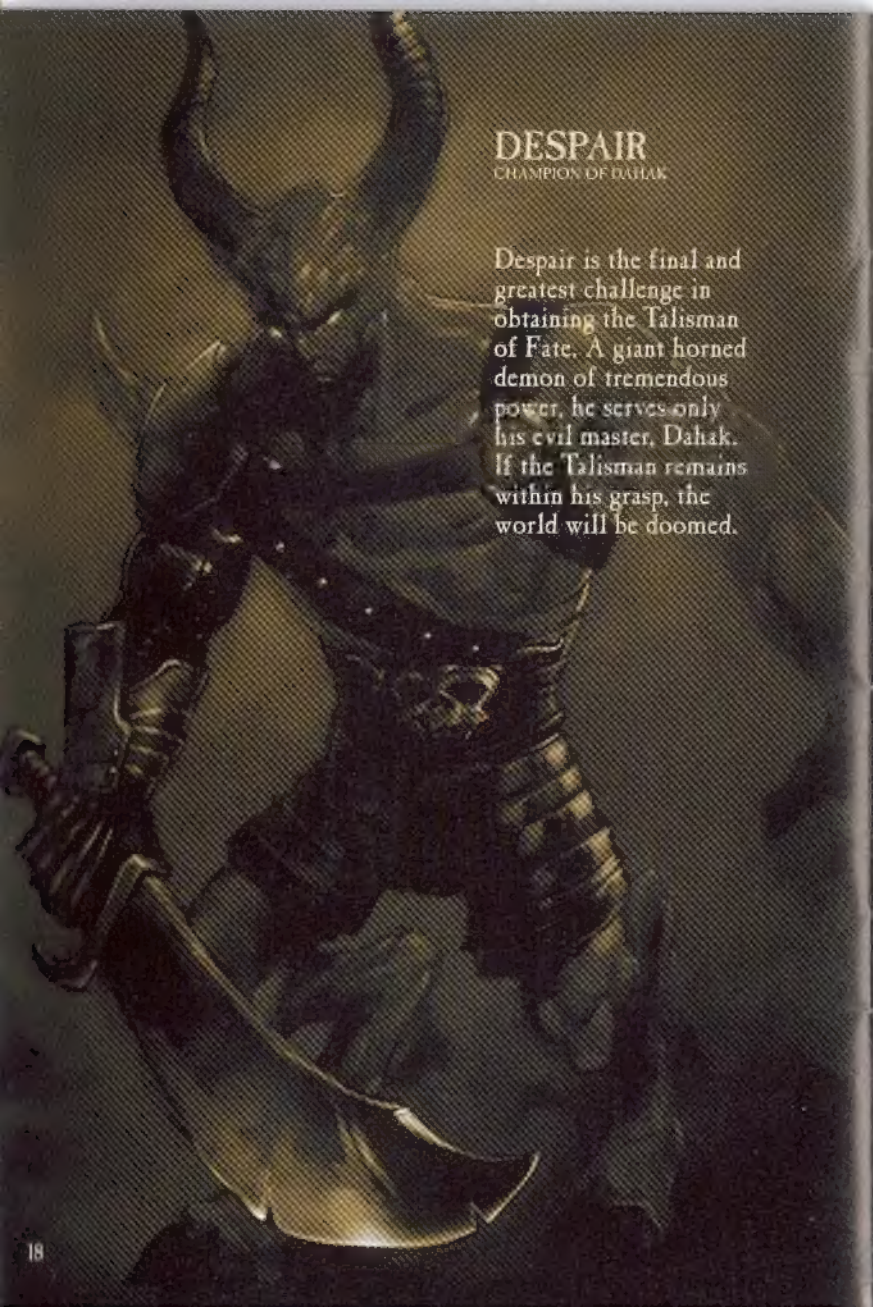
Standing:



Crowd Shake: The jubilant cries of "Hail Caesar!" from Rome's citizens knock foes to the ground.

Standing:





DESPAIR
CHAMPION OF DAHAK

Despair is the final and greatest challenge in obtaining the Talisman of Fate. A giant horned demon of tremendous power, he serves only his evil master, Dahak. If the Talisman remains within his grasp, the world will be doomed.

NOTES

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818-709-3692