



The Frenatic Specialists

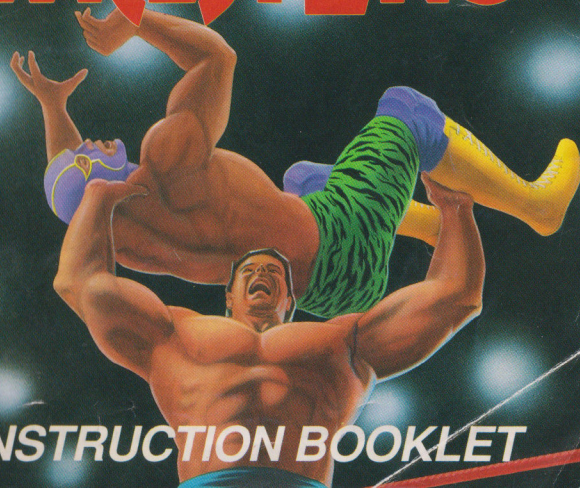
Printed in Japan

Nintendo[®]

GAME BOY[™]

HAL WRESTLING[™]

BMG - PR - USA



INSTRUCTION BOOKLET

LICENSED BY



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THANK YOU

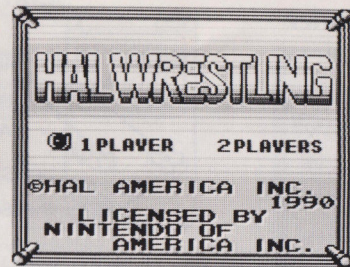
for purchasing this exciting new Hal
America Nintendo® Game Boy™ Game Pak,
"HAL Wrestling".™

Before you start playing, please read this
instruction booklet carefully, learn and
follow the correct operating procedures,
then save it for future reference.

AK

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Care of Your Game

1) Playing a video game is
supposed to be fun, not a test
of endurance. If you play for a
long time, try to take a break
each hour.

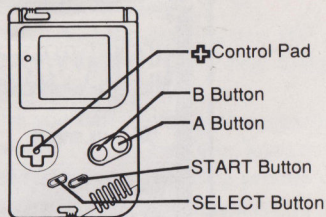
2) This is a precision Game
Pak. Do not store it under
conditions of extreme
temperature, or subject it to

rough handling or shock. Do
not try to take your Game Pak
apart.

3) Don't touch the terminals or
let them get wet.

4) Don't clean this equipment
with volatile solvents such as
thinner, benzene, or alcohol.

Use of the Controller



How to Use the Controls

A Button - Used to enter selections from menus.

B Button - Used to cancel selections.

START Button - Used to start a match.

SELECT Button - Used to pause the game.

+ Control Pad - Used to move your wrestler around, and to make selections.

Also used in Corner Post technique - upper arm to climb Corner Post, lower arm to jump down.

Controller Functions Are Different For Each Wrestler

Starting on page 14 is a chart that shows how the controls are used to take advantage of each wrestler's particular talents. Be sure to familiarize yourself with the strong and weak points of whatever wrestler you're using - you can use some of these special control functions to take advantage of strengths and overcome weaknesses.

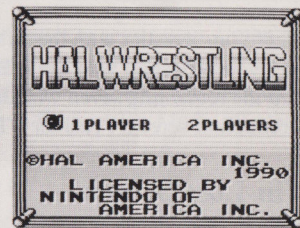
Starting the Game

When the game is turned on the screen at right will appear. Select the number of players, with the Control Pad and enter with the A Button.

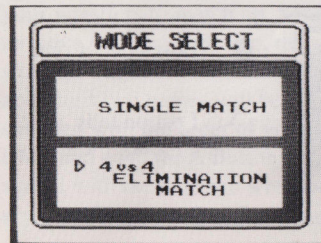
1 Player (1 Player vs. Computer)

2 Players (2 Players Head-to-Head)

NOTE - The 2 Player mode cannot be selected unless a GameLink cable is attached.



1 Player Mode



When the screen at left comes up, select SINGLE MATCH or ELIMINATION MATCH. In Single Match play, once you pick up your wrestler, the computer will pick your opponent for you. Matches are 10 minutes, best two out of three wins. In the case of a tie, the Player loses.

Selecting Your Wrestler

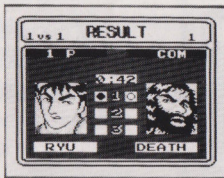
Select your wrestler with the left and right arms of the **+** Control Pad, and enter your selection with the A Button. The computer will select your opponent from the remaining seven wrestlers, and display both wrestlers on the Introduction screen. Press the START button and the match will begin.

Win-Loss Screen

After each match, a display appears showing your wrestler, your opponent, and the record of wins and losses. Here's what the symbols mean.

○ Won on falls

□ Won - opponent
out of Ring



● Lost - out of ring

△ Lost on falls

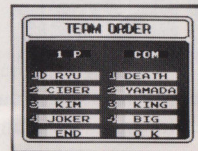
■ Draw - both out of the ring

Elimination Matches

In Elimination mode, you take turns with the computer to select your 4-man team (just like choosing up sides for baseball). After each of your selections, the computer will pick an opponent for you. When all the wrestlers have been chosen, a Team Order screen will be displayed. (NOTE: In Elimination Mode, all matches ending in a tie are void).

Selecting the Order of Wrestlers

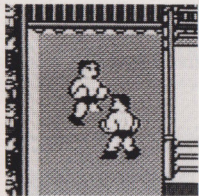
You can customize the order of your wrestlers to take advantage of their strengths and minimize their weaknesses. First decide in what order you want your wrestlers to match up. Select the wrestler you want to move with the A Button, then move the cursor to the slot you want to move him to. Push the A Button again, and those two names will be reversed. When you're satisfied with the order of your team, move the cursor to END and push the A Button. You will then be shown a screen with the first two wrestlers. After each match, a screen will appear showing the next two wrestlers.



Two Player Game

The rules for two-player mode are the same as one-player, with the second player taking the place of the computer. The length and number of matches, four-man teams, and rules of play are the same.

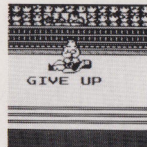
Out of the Ring



When either wrestler is forced out of the Ring, a small display will appear and count off the seconds until he is back in the Ring. The count will continue up to twenty seconds. If he's not back in the Ring inside the count of twenty, he will be disqualified.

If both wrestlers are out of the ring for a count of twenty, the match is a draw. Results are different in different modes of play.

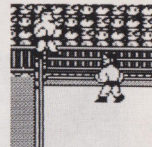
Arm Locks and Leg Locks



If a wrestler is caught in an Arm Lock or a Leg Lock and can't work himself free, the words GIVE UP will appear on the screen, and he loses the match.

Up On the Corner Post

You can climb up on the Corner Post by going up to one of the up-screen corners and pushing the upper arm of the **+** Control Pad. A display appears to count the seconds. The limit for standing on the Corner Post is five seconds.



The Count

When a wrestler is pinned, a display appears showing the count. If he can't break free in a count of three - well, we all know what that means!

MEET THE WRESTLERS!

KIM RIKI

Country of Origin - Korea
Height - 6 ft. 1 in.
Weight - 264 lbs.
Specialty - Scorpion Drop



KING SAMSON

Country of Origin - USA
Height - 6 ft. 6 in.
Weight - 341 lbs.
Specialty - Lariat



DEATH MONSTER

Country of Origin - Canada
Height - 6 ft. 4 in.
Weight - 264 lb.
Specialty - The Big Bite

SUPER CIVER

Country of Origin - Unknown
Height - 6 ft. 1 in.
Weight - 231 lbs.
Specialty - Flying Cross



RYU MASAKI

Country of Origin - Japan

Height - 6 ft. 4 in.

Weight - 225 lb.

Specialty - Capchude



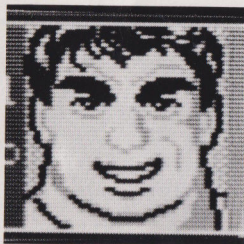
KANSUKE YAMADA

Country of Origin - Japan

Height - 6 ft. 2 in.

Weight - 244 lbs.

Specialty - Octopus Hold



JOKER

Country of Origin - USSR

Height - 6 ft. 7

Weight - 348 lb.

Specialty - Power Bomb



BIG CRUSHER

Country of Origin - USA

Height - 6 ft. 6 in.

Weight - 440 lbs.

Specialty - Hip Attack



Controller Function	Wrestler	Ryu Masaki
Facing opponent A Button		Punch
Facing opponent B Button		Kick
Grappling + Upper Arm + A Button		Brain Buster
Grappling + Lower Arm + A Button		Capchude
Grappling + Left Arm + A Button		Super Rex
Grappling B Button		Body Slam
Grappling + Left Arm + B Button		Hammer-through
Running A Button		Drop Kick
Running B Button		Jumping Knee Drop
On the Ropes A Button		X
Grappling START Button		Cobra Twist
On the Mat START Button		Sausalito Pin
Outside the Ring A Button		O
On the Mat B Button to Get Up		O

Yamada	Kim Riki	King Samson
Punch	Punch	Punch
Kick	Kick	Kick
Brain Buster	Brain Buster	Brain Buster
Piledriver	Piledriver	Piledriver
Back Drop	Back Drop	Back Drop
Body Slam	Body Slam	Body Slam
Hammer-through	Hammer-through	Hammer-through
Drop Kick	Lariat	Lariat
Shoulder Tackle	Shoulder Tackle	Shoulder Tackle
Flying Body Press	X	X
Cross Hold	Cobra Twist	Atomic Drop
Cross Arm Hold	Scorpion Drop	Sleeper Hold
X	O	X
O	O	O

Controller Function	Wrestler	Death Monster
Facing opponent A Button		Kick
Facing opponent B Button		Punch
Grappling + Upper Arm + A Button		Brain Buster
Grappling + Lower Arm + A Button		Secret Weapon
Grappling + Left Arm + A Button		Bite
Grappling B Button		Body Slam
Grappling + Left Arm + B Button		Hammer-through
Running A Button		Shoulder Tackle
Running B Button		Jumping Knee Drop
On the Ropes A Button		Flying Body Press
Grappling START Button		Atomic Drop
On the Mat START Button		Cobra Claw
Outside the Ring A Button		X
On the Mat B Button to Get Up		O

Super Cyber	Joker	Big Crusher
Punch	Punch	Punch
Rollover	Kick	Kick
Brain Buster	Brain Buster	Lift Slam
Piledriver	Power Bomb	Piledriver
German Hold	Backdrop	Back Drop
Body Slam	Body Slam	Body Slam
Hammer-through	Hammer-through	Hammer-through
Flying Chop	Lariat	Shoulder Tackle
Drop Kick	Drop Kick	Hip Attack
Flying Body Press	Flying Body Press	Flying Body Press
Cobra Twist	Back Breaker	Lift Slam
Sausalito Pin	Sleeper Hold	Sleeper Hold
O	O	X
O	O	X

Notes

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Hal America has made arrangements with most retailers to enable customers to return defective cartridges to place of purchase within ninety days of date of purchase. If you are unable to obtain satisfaction, your cartridge may be returned to Hal America under most circumstances. In order to receive this service, you must first call Customer Service at Hal America (503) 644-4117. If our Representative is unable to solve your problem by phone, and your cartridge is judged to be defective, you will be issued a Return Authorization (R.A.) number. Record this number on the outside packaging of your Game Pak and send, postage prepaid and insured against loss and damage, along with your sales slip or similar proof of purchase, to Hal America, 7873 S.W. Cirrus Drive, 25-F, Beaverton, Oregon 97005. If your cartridge is judged to be defective, you will be sent a new cartridge. Cartridges tested and found to be in good working order will be returned to the customer. Hal America will not be responsible for cartridges not received at the above address, nor will any cartridge be accepted without a prior assigned R.A. number.

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