



GAME INSTRUCTIONS FOR LEGEND OF SUCCESS JOE

Moving:

You can move up, down, left or right in the stage to escape from enemies momentarily. You can't jump [this is a Boxing game, not a beat'em up].

Attacking:

Press the A button to throw a punch. The attack will depend on which direction on the joystick you were holding and if you pressed the B button or not along with the A button. Please see the "Offensive Techniques" section to see the various attacks that Joe can execute.

Defending:

Press the B button to guard. Depending on which direction you were holding, you can either block high, low, or sway [evade]. Please see the "Defensive Techniques" section below for more information.

Time:

You only have three minutes to clear a stage. If the time runs out, you'll lose the match immediately. Even if the enemy has a bit of life left and you haven't been touched, you'll lose. Kinda lame, but that's how it is.

Energy Gauge:

You essentially have three lives per credit. The energy bar shows a picture of Joe and his energy, split into three bars. When one of the bars is depleted, Joe will go down for the count. Once all three bars are gone, you lose the game.

The way they work is a bit different than what you would expect. If you win the fight but lose one half of your energy gauge, it will be filled up when the next fight begins. But if you lost one gauge, it will not be filled up. You'll start up with two bars [if you lost one], or even one bar [if you've lost two].

3 - How to Play

Joystick Layout

UB	U	UF	Walk up-backwards	Walk up	Walk
up-forward					
\		/	[Up-back]	[Up]	[Up-
forward]					
\		/			
B--	*	--F	Walk back	Neutral	Walk
forward					
/		\	[Back]		
[Forward]					
/		\			
DB	D	DF	Walk down-backwards	Walk down	Walk
down-forward					
			[Down-back]	[Down]	[Down-
Forward]					

Button Layout

B	C	D	Block	Not Used	Not
Used					
A		Punch			

Offensive Techniques:

Jab: Back / Up+Back / Down+Back + A
It can only be blocked with a high guard. Doesn't do much damage.

Straight: A
It can only be blocked with a high guard. Does regular damage.

Power Straight: A+B
It can only be blocked with a high guard. Makes about three times as much damage as a normal Straight.

Hook: Forward + A
It cannot be blocked, only evaded with a sway. It has very little range. Does regular damage.

Power Hook: Forward + A+B
It cannot be blocked, only evaded with a sway. It has very little range. Does three times more damage than the regular Hook.

Uppercut: Up/Up Forward + A
This cannot be blocked, but can be evaded with a sway.
Very effective if the opponent is crouching or blocking low. It does regular damage, but has a very low range.

Power Uppercut: Up/Up Forward + A+B
This cannot be blocked, but can be evaded with a sway.
Very effective if the opponent is crouching or blocking low. It does three times as much damage as a normal uppercut, and it doesn't have as little range as the normal uppercut. This attack is extremely effective as a counter attack.

Body Blow: Down/Down Forward + A
Cannot be blocked high, only low, and cannot be swayed.
Does moderate damage.

Power Body Blow: Down/Down Forward + AB
Cannot be blocked high, only low, and cannot be swayed.
Does high damage, especially if used as a counter attack.

Defensive Techniques:

Sway: Back / Up+Back / Down+Back + B
Useful for evading most attacks.
You'll find yourself using this very often.

Guard: Up/Up Forward / Forward / Down
Forward + B
Blocks most attacks headed for your face, except kicks, hooks, and uppercuts.

Low Guard: Down + B
Blocks blows headed for the lower part of your body.

Note: "Back" means that you should move the control lever towards the back of your character. Since you never change sides, "Back" is "Left".
"Forward" is "Right".

Counter Punches:

If you manage to hit a Power attack while the enemy is throwing a punch, your attack will make twice the damage! Unfortunately, this holds true for their attacks as well... so watch out!

4 - Game Walkthrough

Stage 1: Fight in Toko Special Boy's [sic] Reformatory

Intro Quote: "They were battling each other for the
"boss" position at the
Toko special Boy's Reformatory."

This stage is easy. It's basically a training level so
you can get used to
the controls.

Joe walks into the screen and there are three thugs
waiting for him there.

The first one has a badly done tan and is wearing a
pair of sunglasses, a
gray shirt and a purple suit. The second one is a dead
ringer for Gerald

Ford. Gerry's wearing a blue suit. Thug #3 is wearing
a white shirt. Hit Thug

#1 with any kind of punch immediately after the stage
starts and the impact

will take out Thug #2 [Gerald] as well. Thug #3 will
get up, and yet again,

one punch will knock him out. Keep going, and hit the
thugs with straight
jabs.

Two guys, one wearing a gray suit and one wearing a
black suit will come

towards you. These guys can take two punches each.
Behind them there's a

sixth thug; he can only take one punch.

Boss: ??? [A shirtless fat guy]

The easiest way to defeat him is to keep swaying backwards to provoke an attack, hitting him with a Power Straight after he throws the punch.

Occasionally, he'll lunge towards you; if he does this, try to land a Power

Body Blow. If you manage to corner him, keep attacking with Power Blows until he falls down.

After you win, an old man with a patch in his eye will say some stuff in

Japanese, while Joe shows off his punches. This ends the stage.

Note: If this is a boy's reformatory, why are the inmates using suits?

They're too old to still be in one!

Stage 2: The fight against Shohei Inagaki

Intro Quote: "Joe Yabuki graduated from the boy's reformatory and was trained hard in boxing by Danpey Tange. He took the test for professional boxing and competed with Inagaki."

A 1-on-1 boxing match, you have to fight Inagaki in order to win...

something. The game is vague as to what is the purpose of this fight, so...

Boss: Shohei Inagaki

Use almost the same strategy as with the shirtless fat

guy; keep swaying, and
when Inagaki misses a punch, hit him with Power
Straights or Power Body
Blows. Repeat until he's down.

When you win by TKO, Danpey will cheer, the camera
will move upwards, and a
shot of the last punch you connected on Inagaki will
show up on the huge TV
screen at the top of the arena. This ends stage 2.

Stage 3: Wolf Kanagushi

Intro Quote: "Joe Yabuki had the qualifications of a
professional boxer, and
soon he provoked Wolf Kanagushi, a new
Bantam weight champion,
to a fight."

You start off the stage by fighting Wolf himself,
while two of his bodyguards
see the fight. Wolf attacks mostly with rapid jabs and
uppercuts to the face.
He keeps doing this until you land a punch. When you
hit him, he'll pull back
for a moment and then resume his attack.

When you first see him, he'll fight you until either
you hit him three times
with Power Straights, deplete 2/3rds of his life, or
he depletes 2/3rds of
your life bar. If your life is less than three bars,
he'll also leave. After
this, his two bodyguards will attack you.

From now on, the enemies you fight have one new
attack: A face kick. This is
an unblockable attack, so use straight punches to keep

all enemies in this

stage at bay. Block low; they will run and hit you in the stomach, like Stage

1's boss.

The two bodyguards wearing blue suits have a combination attack which begins

with a stomach attack, then they hit you with a kick in the face. The bald

one has a two kick combination attack, as well. Keep them at bay with

Straight attacks; they can only take two of these. The bearded guy in the

back has a double stomach attack plus a mean uppercut. Block low to evade the

stomach attacks. Keep him away too. He can take three attacks.

After they are down, Wolf will come at you again.

Repeat the strategy I wrote

above until you defeat him. Be aware, though, that now he is especially weak

against Power attacks for some reason. Two or three of them in straight

succession will knock him down.

Again, Danpey will cheer, you'll show off your skills at him, and the stage

ends.

Stage 4: Joe's rival, Toru Rikiishi

Intro Quote: "Mr. Rikiishi, (Joe's Rival) reduced his weight from Feather Weight to Bantam Weight. He planned to obstruct Joe's success."

Another boxing match. Rikiishi is very fast, and his uppercuts take out one quarter of your life. Again, keep swaying, and when he misses, counter with a Power Attack. When you knock him down for the second time, he'll become somewhat faster, and more powerful. He'll attack more too. So keep swaying, and hit him as fast as you can.

After Rikiishi is defeated, he dies due to the massive injuries he sustained through the fight against Joe.

Stage 5: The Ruffian.

Intro Quote: "Joe Yabuki regretted the last fight because Mr. Rikiishi died from his punch. In desperation, Joe provoked a ruffian."

When the stage starts, a bald, bearded guy will attack you in the stomach; block low and hit him once to knock him out. The Ruffian will leave, and you'll be attacked by another person in a red jacket. A jab will KO him too.

Then, another guy in a light bluish jacket will follow, repeat the same attack with him. These last two are especially fond of kicks to the face, so kill them as fast as you can.

Two shirtless guys in red pants and a bald guy in a neon pink suit will come up to you. The first shirtless guy can only be hit with Power Straights and Hooks; Body Blows will rarely hit. Three of these will take him out. His double can only take one hit, thankfully. Both of them start up their attacks with a body charge, then they hit with three jabs to the face. The bald guy takes a bit of time to wind up for his attacks, so take advantage of that and hit him with two jabs to the face to knock him out.

After they are done, three more enemies will appear. Attack the first one and try to make him take down the others when he falls down. All three of them can take two attacks.

Boss: The Ruffian
He plays very dirty. Evade as usual, and attack him when he misses a punch. He has two special attacks: He ducks for a split-second, and then he either uppercuts you or kicks you in the face. Sway backwards to evade them. His other one consists of a jump which takes him off the screen, and he dropkicks you when he falls down. Again, sway backwards or crouch and block to evade this attack. Crouching is a lot more effective. Repeat until he loses.

When you win, Joe walks off and the stage ends.

Stage 6: Tiger Ozaki

Intro Quote: "Joe made a successful comeback to the ring. He challenged Tiger Ozaki who was the Bantam Weight Champion in Japan."

Hoo boy, is he cheap or what? He is TOO FAST. He'll pummel you with quick hooks and jabs, and if you try to sway, he may hit you in the gut, draining half of a life gauge. And if that wasn't enough, he has an uppercut that does the same! And he has a nearly unblockable charge attack that is definitely illegal by real Boxing rules!

But his weak spot is that he likes to crouch a lot. Because of this, Power Uppercuts do heavy damage. He also tends to retreat if you walk towards him. The problem is, he dodges most of your punches and counters with an uppercut of his own, following with the charge attack. The charge attack -can- be evaded, but it's more by chance than by skill. To do this, you have to evade at the same time he attacks. Difficult, but possible with good reflexes. Also, when he drops his guard, he can be hit to stop the charge attack.

The pattern to his combo attack is simple: First he crouches for half a second, and then he'll perform his uppercut. Afterwards, he'll drop his guard for a split second, and when he lifts his arms, he'll do the charge attack.

When he lifts them, sway and you'll be pushed back but won't receive any damage.

There's a way to kill him easily, if he falls into the trap. At the beginning of the fight, walk towards him to make him touch the ropes. Now, hit him with a Power Uppercut; he'll be sent back, bounce off the ropes, and fall in front of you, ready to hit him again! I've hit him up to three straight times with this tactic. On the fourth he'll do his Uppercut/Charge combo and try to knock you down.

Stage 7: Carlos Rivera

Intro Quote: "Joe Yabuki rose to a world ranked boxer. But he wanted to settle out of the ring with the Venezuelan hero, Carlos Rivera."

Another street fight, this one pits Joe against Carlos and a blonde boxer.

When the stage starts, don't move. Keep pressing backwards and sway when you see the blonde guy move. After that, tap the A button rapidly to keep throwing jabs. The blonde guy will keep running into them. 10 hits should be enough. He may connect one or two punches if he's lucky. If he starts hitting you rapidly, you'll be knocked down really fast. His power uppercut takes out half a life bar!

If you don't defeat him [the blonde guy] in less than 20 seconds, Carlos will

jump in and hit you with his right elbow. Just sway when you see him coming.

You can't hit Carlos until you beat the blonde guy first.

Carlos is tough, but not unbeatable. As usual, keep swaying to evade his

normal punches. When you see him crouch, wait until he's starting to get up

to sway. He'll either hit you with a kick or with the elbow, taking out half your life.

His weakness is crouching. When he does so, he's vulnerable to Power Body

Blows. A well timed one will drain almost half his life!

When you win, Joe walks off and the stage ends.

Stage 8: Kin Ryuhi

Intro Quote: "Joe fought Ryuhi Kin(from Korea), who was the Bantam Weight
Champion in the Orient and the Pacific.
He was named The "Cold
Computer"."

Oh yeah. He's the champ, and it shows. He is vicious!

He mostly follows a pattern of high attack, body blow. Sway the high attacks

and block the body blows. After you do so, hit him with one power uppercut,

body blow or hook. Keep doing that and watch out, if

he hits you once, he'll
keep pummeling you until you go down!

One problem when you fight against him is that he
sometimes times the body
blows to hit right after you've stopped blocking.
Annoying. Also, when you
hit him right after you block the body blow, he will
attack as soon as he
regains control of himself after receiving the punch.

Stage 9: Harimao

Intro Quote: "Miss Yoko is chairman Shiraki Jim's
daughter. She promoted the
fight between Joe and Harimao, the
wildest boxer in Malaysia.
But they couldn't stop from fighting
each other outside the
ring at the airport!"

You begin by fighting Harimao himself; keep swaying
when you see him coming
at you. If he jumps up, he may hit you with a dropkick
just like The Ruffian
did on Stage 5. If he doesn't come down with a kick,
sway again to evade a
standing kick to the face. If you see him roll, don't
block - sway again and
hit him with a power Uppercut or Body Blow when he is
defenseless. After he
drains 2/3rds of your first life bar or you do the
same to him, he'll retreat
and let his two bodyguards attack.

They're simple to beat - keep throwing jabs and
they'll run into them. The
black haired one starts off with a blockable charge

(block low) and follows

up with a face kick. The bald one attacks with two successive face kicks. They

can only take two hits each. After they are down, Harimao comes back and

fights in the same way. Repeat the above procedure to defeat him.

When you win, Joe walks off and the stage ends.

Stage 10: Hose Mendoze [Jose Mendoza]

Intro Quote: "At last, Joe Yabuki had the chance to win the world Bantam

Weight Championship Belt! But first he must meet his rival, the strong Champion, Hose Mendose."

Again, sway sway sway. José's not too hard to beat, but he has some special

moves up his arm, gloves. He has -powers- :P His jabs, uppercuts and body

blows glow green sometimes, and when they do, they dish out half a life bar

in damage. Also, if he hits you with a glowing body blow, he'll follow up

with two glowing uppercuts, if he hits you with a jab, he'll throw three

uppercuts, and if he hits you with an uppercut, he'll follow up with two more!

Strangely, when you knock him down twice, his hair color will change from

brown to ... white? Keep repeating the above treatment

until Mendoza is
knocked out. Once he's beaten, the game credits roll!

Note: BLARGH, STUPID JAPANESE TRANSLATORS! It's José
Mendoza! >_<

... *cough* Sorry.

5 - Game Ending

Joe runs as he does in the intro, with the sun to his
back, as the credits
roll.

Game Credits

The Original Author
Asao Takamori

The Original Picture
Tetsuya Chiba

A Chief Programmer
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Assistance Programmer
Takashi Iehara

A Chief Character Designer
Koji Tomoto

Assistance Designer
Kenichiro Matsumoto

Total Producer
Teruo Ohira

6 - Dip Switch Information

Accessing the Dip Switches

To access them in a real machine, go to the back of
the machine and turn on
the test Dip Switch.

Dip Switch information

Continue:

 This is the amount of times the player can
continue the game. It can be
 set to Infinite, Without, or from one to ninety-
nine times.

Difficulty:

 It can be set from 1 [easiest] to 8 [hardest].
The default is 4.

Credit:

 Turns on/off displaying the amount of credits
the machine has. Default
 is On.

Demo Sound:

 Turns on/off the sound while the game is running
and no one's playing.
 Default is On.

Instruction:

 Turns on/off the instructions before starting
the game. Default is On.

Blood:

 Turns on/off the blood when someone gets hit in
the game. Default is
 Off.

 Note: This doesn't control the display of blood
in the character's
 faces, both in the players and the faces in the
energy bars. Weird.