DemolishFist ™

User Manual

⚠ Caution
In order to ensure that this product may be used safely, please make sure that this manual is read and fully understood in advance. Following this, please keep the manual in a readily-accessible location for easy reference.

⬤ Sammy

●Contents●

Introduction

Thank you for purchasing Demolish Fist ™.

This manual has been written for managers and administrators of this product, and in addition to details regarding administration, maintenance, and inspection, it also covers instructions on how the product may be used safely. Please ensure that only persons having read and fully understood this manual be allowed to operate, manager, or maintain this product. Also, this manual should be kept in a secure place so that it may easily be referred to when necessary during routine operation.
Please note that the content of this manual is subject to change without notice in accordance with improvements to the product.

Please read this manual before use.

In order to ensure that this product may be used safely, please ensure that this manual is read and fully understood in advance. Please contact one of the following if this manual is misplaced, if inaccuracies are noticed, or if you have any other comments or suggestions.

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1. Safety Precautions

<table>
<tr><td align="center">⚠ CAUTION</td></tr>
<tr><td>In order to avoid breakdown, please ensure that the power is turned off before insertion or removal of a ROM cartridge.</td></tr>
</table>

2. Accessories

- User Manual (this document): 1

- Instruction Sheet B: 1

- Instruction Sticker D: 1

- Instruction Sticker E: 1

# 3. Inserting and Removing ROM Cartridges

Note ● Please ensure that the power is turned off before insertion or removal of a ROM cartridge.

Removal

Grip the ROM cartridge by its two tabs and lift out of the cartridge slot.

Insertion

Check that the ROM cartridge is correctly oriented then insert into the cartridge slot. Press down Point 1 until a clicking sound heard.
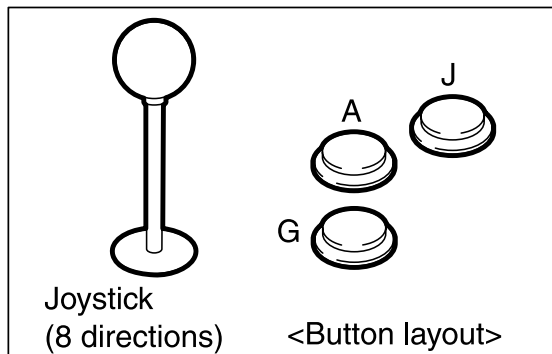

① Tab
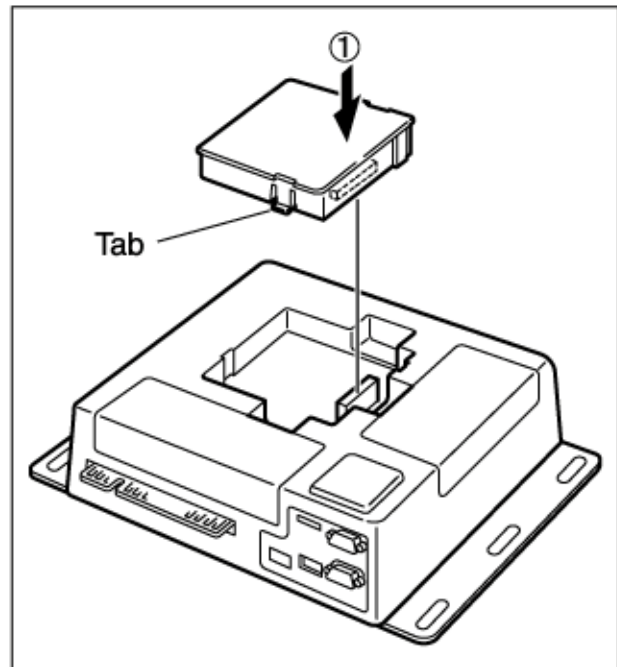
Screen Transition After Insertion

If the ROM cartridge has been inserted correctly, screen transition will occur in the following sequence and the game will then be displayed.

Power on
↓
Sammy logo
↓
Notice: All Backup Data Was Cleared
↓
AW logo
↓
Game title
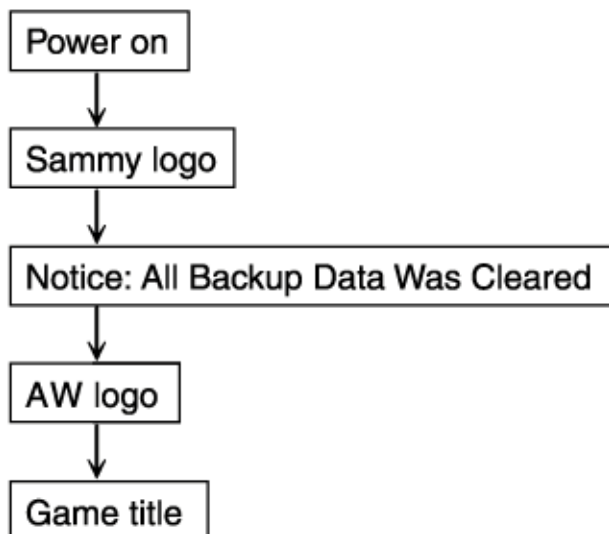
4. How To Play

●Control System

Joystick
(8 directions)　　　<Button layout>

Control Panel

(Please rearrange the button layout if so required. See Button Settings on page 9 for more details.)

■8-direction joystick: Character movement

■8-direction joystick: Character step-in (or enter direction twice consecutively for dash)

■G button: Guard against attack from the front

■A button: Attack

■A button (repeated): Simple combo

■A button (hold down and release): Charge attack

■J button: Jump

■G button held + Joystick + A button: Guarded attack (i.e., attack while guarding against attack from the front)

■G button + J button: Flash attack (i.e., surrounding enemies are knocked down but consumes some HP)

■G button + A button (+ joystick in neutral position): Get object or grab enemy

■Joystick after grabbing enemy: Throw

■A button after grabbing enemy: Grab attack

■Button G + Button A + Button J (when V Gauge is at MAX): Vertigo Mode (Note)

Note: Vertigo Mode
This special attack mode can only be used when the V Gauge is at MAX. The enemy movements are slowed down while player character's movements are accelerated, allowing rapid succession of attacks in a given amount of time.

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●Game Description

DEMOLISH FIST™ is a stage-clear type 3D action game for 1 or 2 players. Players can select one of the following characters.

●Leoneed Burns (Balance-type)
Hero of his old FDNY Rescue 3 Division, Leoneed Burns' style of fighting is self taught. Nevertheless, his natural talent sets him apart even from other members of the Missionaries.

●Vanessa Mei (Speed-type)
Although previously an FBI undercover agent, Vanessa Mei was recruited to the Missionaries thanks to her unbelievable speed and agility.

●Enzo Vecchio (Power-type)
Enzo Vecchio is not particularly agile and his attacks can seem clumsy, but his reach and power are unrivaled. Even a glancing blow will feel like a powerful, knockout punch. Where he lacks in speed, Enzo easily makes up in pure power.

●Undead (Technique-type)
Named on account of his ability to return alive from certain-death missions, Undead works alone and plays a unique role among the Missionaries.

●Rules

① Game overview

■The aim of this game is to fight the various enemies which appear and to defeat the boss character at the end of stage.

■There are five levels in total (with one final boss stage).

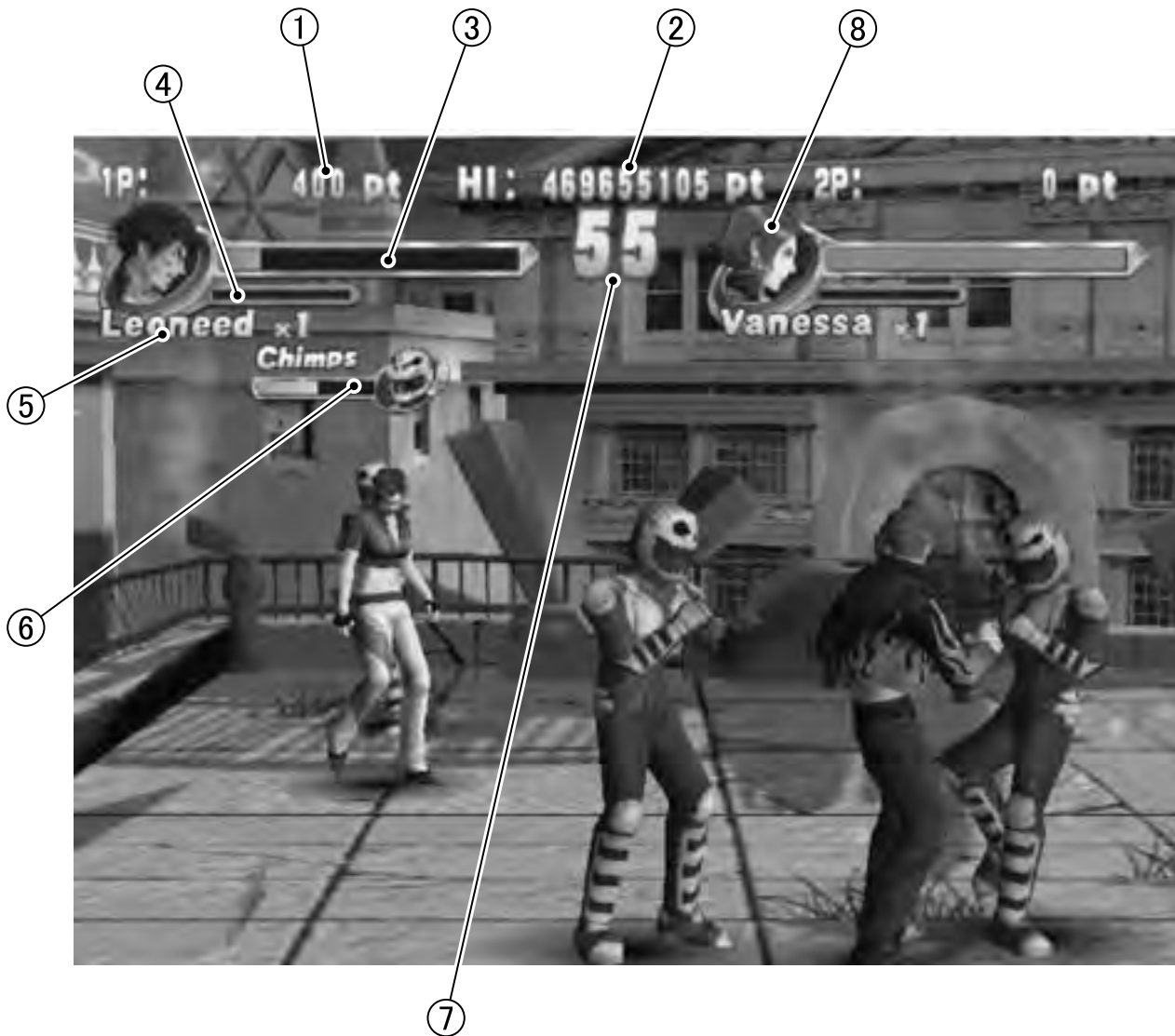■Each level is divided into a number of sections, and each of these sections has a time limit.

② Conditions for losing a life

■HP drop to 0.

■The time limit for the current section expires.

③ Conditions for game over

■Player loses life while remaining life is displayed 0.

●Screen Settings

① Score: Displays the current score.

② High Score: Displays the highest score so far.

③ HP Gauge: Displays the current HP.

④ V Gauge: Indicates whether or not Vertigo Mode can be used. (Usable when the gauge is at MAX.)

⑤ Name Plate: Indicates the name of the character in use and the number of lives left.

⑥ Enemy HP Gauge: Displays the face and HP of the last enemy attacked.

⑦ Time Counter: Counts down the time limit for the current section.

⑧ Face Graphic: Displays the face of the character being played.

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5. Settings

●Test Mode

System Menu is displayed when the case's Test switch is pressed.

■Test switch: Movement of ▶ cursor.

■Service switch: Execution of the selected item

*: For more details regarding System Menu, please refer to service manual.

① Coin Settings

Select System Menu a Coin Settings

This product's initial coin settings are as below, but these may be modified as required.

■Game Mode: Normal

■Coin Chute Type: Common

■Player Mode: 2 Players

■Coin Chute #A: 1 Coin = 1 Credit, 1 Coin Continue

■Coin Chute #B: 1 Coin = 1 Credit, 1 Coin Continue

■Preset Simulation: Normal

② I/O Test

Select System Menu a Test Mode a I/O Test

The I/O Test can be used to confirm connection of the control panel's joystick and buttons. This product uses an 8-direction joystick and three buttons - A, G, and J. Press the Service switch to return from Test Mode.

●Game Settings

Various game settings can be made by selecting Game Settings from Configuration within the System Settings.

① Operations on the Game Settings screen

■Test switch: Movement of cursor

■Service switch: Modification of selected item

② Setting options

■Difficulty: Determines the strength of enemy characters and is initially set to "Normal."

[Very Easy] - [Easy] - [Normal] - [Hard] - [Very Hard]

■Player Lives: Determines the number of lives at the beginning of game and is initially set to "2 (Lives displayed: 1)."

[1 (Lives displayed: 0)] - [2 (Lives displayed: 1)] - [3 (Lives displayed: 2)] - [4 (Lives displayed: 3)] - [5 (Lives displayed: 4)].

■Extend: Determines the score at which an extra life is awarded and is initially set to "No Extend."

The five possible types of setting are
[No Extend] - [Every 2,000,000] -[3,000,000 / Every 5,000,000] - [Every 5,000,000] - [5,000,000 & 10,000,000].

■Time Count: Determines the speed at which time limits from the game are counted down and is initially set to "Normal."

[Normal] - [Speedy]

■SE Volume: Determines the SE volume and is initially set to "2."
The three possible types of setting are [1] - [2] -[3].

■Continue: Determines whether or not continue is allowed and is initially set to "On."

The two possible types of setting are [On] - [Off].

■Button Settings: Modifies the button configuration and is initially set as follows:

[Attack] - [Push 2]
[Jump] - [Push 3]
[Guard] - [Push 1]

■Return to Factory Settings: Resets all settings to default settings.

■Save & Exit: Saves the settings and closes the Game Settings screen.

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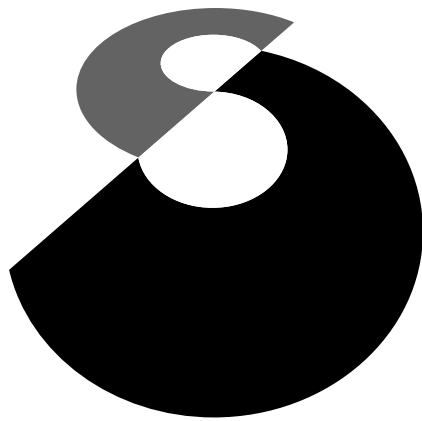
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