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Nintendo

**GAME BOY®**

Item No. 6732  
DMG-AWJE-USA



**WORLD HEROES II**  
J&F™

KIDS TO ADULTS  
**KA**  
AGES 6+

**TAKARA®**

**INSTRUCTION BOOKLET**

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## STORY

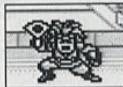
The world's greatest heroes have gathered from all over the globe for the ultimate fighting challenge - a five-day Tournament... But beneath all the glamour and spectacle an evil presence is at work, and the fighters are destined to be drawn into a battle beyond all their expectations. Just what kind of Tournament is this going to be? And who is the dark presence lurking behind the scenes?



The ultimate clash  
between the greatest  
warriors in history!!



Can you make it  
through alive?

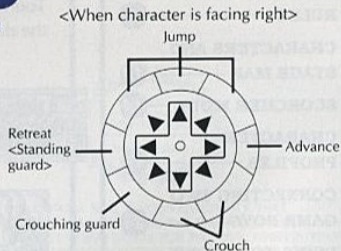


## GETTING STARTED

Insert the WORLD HEROES 2 JET Game Pak into the Game Boy, and turn the power ON. The Title screen will then appear. Press the Start button during the Title or Demo screens to move to the Game Mode Selection screen. Choose a mode with the  $\blacktriangleleft$  Control Pad, and press Start to begin playing.

## USING THE CONTROLLER

### Basic Controls



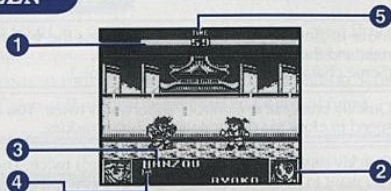
The longer you hold down an attack button, the stronger the attack.

\* Attacks for which you repeatedly press a button do not change in strength.

Throws:	Move in close to your opponent, then press the $\blacktriangleleft$ Control Pad left or right and the B button. (Some characters can also use the A button.)
Dashing:	Quickly press the $\blacktriangleleft$ Control Pad forwards twice. You can use this to speed in close to your opponent when attacking.
Dash retreat:	Quickly press the $\blacktriangleleft$ Control Pad backwards twice. This is useful when you want to put some distance between yourself and your opponent, and when dodging attacks.
Trick KO:	Press the $\blacktriangleleft$ Control Pad down and briefly press both the A and B buttons at the same time to trick your opponent into thinking you've been knocked out. This is great for getting some breathing space after being repeatedly attacked by your opponent.
Returning flying weapons:	Get into a guard position just before your enemy's flying weapon hits you. This will send the weapon flying straight back where it came from.
Taunting:	Briefly press both the A and B buttons at the same time to taunt your opponent (when not pressing the $\blacktriangleleft$ Control Pad). Use this to lure your opponent in towards you during battle!

\* In this game, you can't return opponents' throws back against them.

## GAME SCREEN



- 1 Strength gauge:** This decreases when you are injured by your opponent. When it reaches zero the match is over.
- 2 Character window:** Shows the face of the character.
- 3 Character name:** Shows the name of the character.
- 4 Match results:** Shows the results of previous matches. (In Training Mode and Versus Mode only the victory mark is shown.)  
[W] : Win [D] : Draw [L] :Lose
- 5 Time limit:** Shows how much time is left in the match. When it reaches zero the match is over, and the character with the most strength left remaining is the winner.

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## GAME MODES/GAME RULES

### 1. Tournament Mode



Select your character with the + Control Pad, and press the A button to set. The game will then begin.

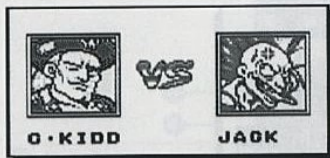
You are one of the many warriors from all over the world who have gathered for the five day Tournament. You will take on three opponents each day, fighting a one-round-bout against each one. You will progress to the next day of the Tournament if you defeat at least two of your opponents. On the fifth day of the Tournament you must fight three rounds against each opponent. Fight your hardest and prove you are a true World Hero!

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## GAME MODES/GAME RULES



### 2. Training Mode



This mode is a three-round battle against the computer. Select your opponent and start searching for their weaknesses!

Select your character with the **+** Control Pad, and press the A button to set. Then select the character you'll fight against.



### 3. Versus Mode



You can take on a friend by joining up two Game Boy units with the special connection cable. Check page 24 for details on how to connect two units.

There are three rounds in Versus Mode. The first player to win two rounds wins the match. (If the third round ends in a draw, a special fourth round will be fought. If this also ends in a tie, the match will be declared a draw.)

Each player selects a character with the **+** Control Pad, and presses the A button to set. You can choose END at this point if you decide you want to switch to a different mode. When both players have selected a character, the Status Select screen will appear. Choose the fighting style for your character out of the four styles shown below and press the A button to set.

**1 Normal style** This fighting style is a balanced mix of average attack strength, defensive power, and speed.

**2 Attacking style** An aggressive fighting style with stronger than average attack power. Characters with this style can sometimes turn the match in their favor with a single blow.

**3 Defensive style** This fighting style features strong defensive power. Characters with this style fight less aggressively, but in a persistent and determined way.

**4 Speed style** A speedy fighting style. Characters with this style like to tease and taunt their opponents when attacking.

## GAME MODES/GAME RULES

### Super Game Boy

You can play this game on your Super NES if you have a Super Game Boy unit.

- Insert the WORLD HEROES 2 JET Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and turn the power ON.
- Use the 1P controller to move to the Game Mode Selection screen and choose Versus Mode.
- Player 1 plays using the 1P controller, and Player 2 plays using the 2P controller. Check out the section on Versus Mode for details on how to play in this mode.
- Choose END at the Character Select screen if you decide you want to exit Versus Mode and switch to a different mode.
- If you choose to play in another mode, only one player will be able to play the game. Select Versus Mode when you want to take on a friend using the Super Game Boy.



### 4. Option Mode

Press the + Control Pad up/down to choose an option, and left/right to change it.

- Level** Changes the difficulty level of the game in Tournament Mode and Training Mode. Choose from Easy, Normal, and Hard levels.
- Time** Changes the length of time a round lasts. Choose from 45 seconds, 60 seconds, 99 seconds or no time limit.
- B.G.M.** Lets you listen to the background music used in the game.
- S.E.** Lets you listen to the sound effects used in the game.

### 5. Continue



If your opponent beats you, the Continue screen will appear. Press the Start button before the countdown reaches zero, and you can start playing again from the stage you were defeated.

# CHARACTERS AND STAGE MAP



**HANZOU**



**J. MAX**



**Tournament - Day 1**  
New York (U.S.A.)

**SHURA**



**ERIK**



**RYOKO**

**JANNE**



**RASPU**



**J. CARN**



**MUSCLE POWER**



**MUDMAN**



**Tournament - Day 2**  
Alhambra Palace (Spain)



**Tournament - Day 3**  
Brandenburg Gate (Germany)



**Tournament - Day 4**  
Seoul (South Korea)



**Tournament - Final Battle**  
World Dome (Japan)



**BROCKEN**

**FUUMA**



**JACK**



**C. KIDD**



**K. DRAGON**

**RYOFU**



## SCORCHER MODE

Sizzle and burn in Scorch Mode! Blast opponents with your character's Super Attack at any time! Select Zeus as your character! Do repeat attacks even when airborne! Use "Parameter Select" in Tournament Mode and Training Mode!

To be able to enter this mode, turn the Game Boy on, and input the following command when the Takara logo appears:  $\blacktriangle + \blacklozenge + A + B + \blacktriangledown + A + B + \blacktriangleup$ . If you have input the command correctly, you will hear a "clink" sound.

## CHARACTER PROFILES

All moves are for when character is facing right. Super Attacks can be used at any time in Scorch Mode, or when the character's strength gauge has gone critical and is flashing in other modes.



### HANZO

Rekko Zan	$\blacktriangledown \blacktriangledown \blacktriangledown + B$
Koh Ryu Ha	$\blacktriangleright \blacktriangleright \blacktriangleright + B$
Ninpo Koli Rin Kazan	$\blacktriangledown \blacktriangleright \blacklozenge + A$
Double Rekko Zan	$\blacktriangledown \blacktriangledown \blacktriangledown \blacktriangleright + B$
Ninja Leg Lariat	$\blacktriangleright \blacktriangleright \blacktriangleright + A$
Cloaking Attack	$\blacktriangleright \blacktriangleright \blacktriangleright + A$
Izuna Slash	Jump + $\blacktriangledown + B$
Double Jumping	Jump + $\blacklozenge$ or $\blacktriangleup$ or $\blacktriangleright$
(Super Attack) Spiral Slasher	$\blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright + AB$ together

Master of the dreaded Iga Ninja and Head of the Japanese Ninja Association, Chapter 199, Iga, Japan. "The true battle is yet to begin!"



### FUUMA

Reppu Zan	$\blacktriangledown \blacktriangledown \blacktriangledown + B$
En Ryu Ha	$\blacktriangleright \blacktriangleright \blacktriangleright + B$
Ninpo Furin Kazan	$\blacktriangledown \blacktriangleright \blacklozenge + A$
Double Reppu Zan	$\blacktriangledown \blacktriangledown \blacktriangledown \blacktriangleright + B$
Mid-Air En Ryu Ha	Jump + $\blacktriangleright \blacktriangleright \blacktriangleright + B$
Airborne Body Bounce	Near opponent, jump + $\blacktriangleright + B$
Double Jumping	Jump + $\blacklozenge$ or $\blacktriangleup$ or $\blacktriangleright$
Exploding Atomic Crash	$\blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright + B$
(Super Attack) Electric Punch	$\blacktriangleright \blacktriangleright \blacktriangleright \blacktriangleright + AB$ together

Hanzo's rival and master of the Fuuma Ninja. One tough guy, he says, "No wimp like Hanzo is going to beat me!"

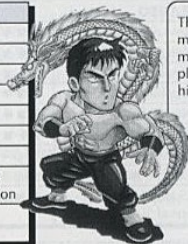




## CHARACTER PROFILES

### K. DRAGON

Dragon Kick	↓♦ + A
The Hundred Blows	Press B repeatedly
Leaping Foot Slice	↓↘↙ + A
The Hundred Kicks	↓↘↙ + A
Flying Dragon Kick	↓↘↙ + A
Mid-Air Body Bounce	Near opponent, jump + ↘ + B
Upper Kick	Jump + ↘ + A
Triangle Jump	Jump to side of screen then press ↘ Control Pad in opposite direction
(Super Attack) Dragon Blade	↘↙↘↙ + AB together



The Chinese Kempo master and martial arts movie star. "I've gotta please my fans or I'm history!"



### JANNE

Aura Bird	← Hold ↓ + B
Flash Sword	↓ Hold ♦ + A
Justice Sword	← Hold ♦ + A
Drop Slice	Jump + ↓ + B
Sliding Kick	↘ + A
Fire Bird	↓↘↙ + ↘ + B
(Super Attack) Aura Phoenix	←↘↙↘ + AB together

The Hundred Year's War fighting legend. "Ha, ha, ha! A peerless fencing hero like me can't lose!"

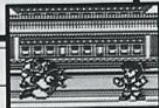


### J. CARN

Mongolian Tiger Flash	← Hold ↓ + B
Mongolian Dynamite	↓ Hold ♦ + B
Mongolian Press	↓↘↙ + A
Head Sliding	↘ + A
Mongolian Blitz	← Hold ↓ + A
Triangle Jump	Jump to side of screen then press ↘ Control Pad in opposite direction
(Super Attack) Rage of Carn	Near opponent, ↘↙↘↙ + AB together



The Mongolian tyrant who rules the world. "Gah, hah, hah! I'm gonna show you all what I'm made of — and it won't be pretty!"



### BROCKEN

Hurricane Arm	↓↘↙ + B
Spark Thunder	Press B repeatedly
Brocken Missile	↓↘↙ + A
Jet Attack	Jump + AB together
Long Spark Thunder	←↘↙↘ + B
Rocket Punch	↓↘↙ + B
Arm Punch	↓↘↙ + B
Rolling Heel Kick	Jump + ↘ + A
(Super Attack) Brocken Burner	←↘↙↘ + AB together



The invincible cyborg warrior with formidable weaponry. "With technology like this, nobody stands in my way!"



## CHARACTER PROFILES



### MUSCLE POWER

Muscle Bomber	← Hold → + A
Tornado Breaker	Near opponent, ↻ + B
Super Drop Kick	↘ ↘ ↘ + A
Anti-Aircraft Giant Swing	Near opponent, ↘ + AB together
Guillotine Drop	Jump + ↘ + A
(Super Attack) Blast of Power	↘ ↘ ↘ ↘ ↘ ↘ + AB together



The power fighter with muscles of steel. "Wherever I go and whatever I do, I am always number one!"

### RASPU

Fire Ball	↘ ↘ ↘ + B
Thunder Ball	↘ ↘ ↘ ↘ + B
Axle Spin	↘ ↘ ↘ + A
Mid-Air Fire Ball	Jump + ↘ ↘ ↘ + B
Cossack Dance	↘ ↘ ↘ + A
Mid-Air Axle Spin	Jump + ↘ ↘ ↘ + A
(Super Attack) Heart Burner	↘ ↘ ↘ ↘ ↘ + AB together



This cuckoo messenger of love and bruises. Is he in it for the fun or the bucks? "My love for the people of the world will never cease!"



### SHURA

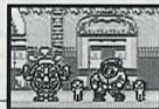
Tiger Fang	← Hold → + B
Tiger Claw	← Hold → + A
Muetai Kick	↘ ↘ + A
Double Knee Kick	↘ ↘ ↘ + A
(Super Attack) Tiger Dance	↘ ↘ ↘ ↘ ↘ + AB together



The legendary kickboxing hero who has mastered the devastating "Double Knee Kick". "Watch this, big brother! I'm gonna come out on top!"

### MUDMAN

Mudman Attack	↘ ↘ ↘ + B
Mud Cutter	↘ ↘ ↘ + B
Mud Gyro	↘ Hold ↘ + B
Mud Launcher	↘ ↘ ↘ + A
Head Sliding	↘ + A
(Super Attack) Mud Ascension	↘ ↘ ↘ ↘ ↘ + AB together



The mysterious warrior of the spirit lord. He fights for justice and environmental protection. "I hear the voice of my lord!"

## CHARACTER PROFILES



### ERIK

Thor's Hammer	↓↘↙ + B
Ygir's Halberd	↓↘↙ + A
Blizzard Breath	←↘↙↘ + B
Long Horn	← Hold → + B
Hurricane Drop	Near opponent, →↘↙↘↘ + B
(Super Attack) The Viking Smash	←↘↙↘↘↘ + AB together

The Viking tough guy who goes berserk in battle but is a loving husband and father. "I dedicate this fight to my family!"



### J. MAX

Shoulder Butt Crash	↓↘↙ + A
Head Crash	↓↘ + B
Lightning Tackle	→↘↙ + B
Sliding Kick	↘ + A
Johnny Special	Near opponent, ←↘↙↘ + B
(Super Attack) Blast Crasher	↓↘↙↘ + AB together



The cool and calculating linebacker with a will of steel. "Now can you see why they call me the Mean Machine?"



### RYOKO

Bosatsusho	↓↘↙ + B
Super Shoulder Throw	Near opponent, ←↘↙↘ + B
Palms of Destruction	↘ + B
Crunch Kick	↘ + A
Close Kick Crunch	→↘↙ + A
Triangle Jump	Jump to side of screen then press ↘ Control Pad in opposite direction
Flying Swallow Chop	Triangle Jump + B
Lariat Drop	←↘↙↘ + A
Orbit Toss	Near opponent, jump → + B
(Super Attack) Thunderbolt Throw	Near opponent, ↘↘↘↘ + AB together



This judo master is one fighter to be reckoned with. "Have I gotten stronger or are you just a weenie?"

### JACK

Iron Crawl	↓↘↙ + A
Jaws Attack	→↘↙ + A
Knee Smasher	↓↘↙ + A
Mixer Crush	↓↘↙ + B
Triangle Jump	Jump to side of screen then press ↘ Control Pad in opposite direction
(Super Attack) Hurricane Slasher	→↘↙↘ + AB together

One tough guy who you wouldn't want to meet in a dark alley. "It's hard work keeping long hair in shape, but having fingers like this sure helps."



## CHARACTER PROFILES



### C. KIDD

Shark Knuckle	← Hold → + B
Shark Upper	↓ Hold ← + B
Spiral Kick	← Hold → + A
Hyper Dash Kick	→ ↘ ↙ ← + A
Pirate Ship Blast	↓ ↘ → + B
Shark Kick	Jump + ↘ + A
(Super Attack) Spiral Cutter	↓ Hold ← → + AB together

The master of the seven seas, this pirate is nobody's landlubber. "Arrggh, watch ya backs, me mates!"



### RYOFU

Spear Head Boogie	↓ ↘ ← + B
Psychic Kick	→ ↘ ↙ ← + A
Fists of Flame	↓ ↘ → + B
Spear of Destruction	↓ ↘ → + A
(Super Attack) Spear Striker	Near opponent, ↓ ↘ ↙ → + AB together

The imperial tough guy of the Three Kingdoms. "I'm sure Mongolians fight well – but we Chinese invented fighting."



### ZEUS

Giga Smasher	→ ↘ ↙ → + B
Atomic Heat	← Hold → + B
Megaton Punch	↓ ↘ → + B
Buster Throw	Near opponent, ↓ ↘ ↙ → + A
(Super Attack) Eliminator Punch	↓ ↘ ↙ → → → + AB together

The supreme ruler of his age and the most powerful fighter in the world. Is anyone tough enough to beat him? "Fight me and learn the true meaning of defeat!"



### Special Mode

When playing on the Super Game Boy, there's a special mode you can enjoy - Jet Mode! In this mode your character can move twice as fast as normal!

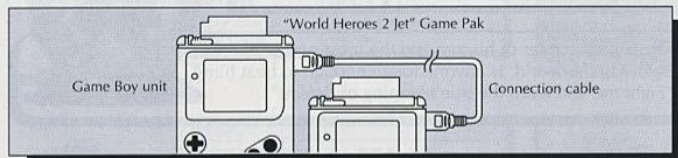
To be able to enter this mode, input the following command when the "World Heroes 2 Jet" title logo appears: → + ← + Select + A + ↓ + → + Select + B. If you have input the command correctly, you will hear a "boom" sound and the logo will turn blue. See if you can handle the pace of turbo-charged battle!



## CONNECTING TWO GAME BOYS

In Versus Mode, you can take on a friend by connecting another Game Boy. To do so, you need the following items:

- Two Game Boy units
- Two "World Heroes 2 Jet" Game Paks
- One connection cable



- ▶ Connect the cable as shown in the illustration above, and insert a Game Pak into each Game Boy. Turn the power ON.
- ▶ Select Versus Mode at the Game Mode Selection screen on each Game Boy.
- ▶ Player 1 then selects his/her character, followed by Player 2. Once both characters are set, each player sets the status for his/her character. The game will then begin.

## USING THE SUPER GAME BOY

**Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals. If you have a Super Game Boy and you want to play a versus battle with a friend on your SNES, select VS MODE.**

**MEMO**

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