NUS-NDKE-USA

INSTRUCTION BOOKLET

DARK RIFT

™

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ESRB

NINTENDO 64

DARK RIFT

Contents

DARK RIFT

THE SECRET OF THE PRIME ELEMENT

ACCORDING TO LEGEND, WHEN THIS UNIVERSE WAS CREATED, A MASTER KEY WAS FORGED TO LOCK AWAY ALL ANCIENT SECRETS AND INFINITE POWERS THE COSMOS HAD TO OFFER. The key was then divided and cast into different circles of reality for safe keeping. These realities are joined together by one-way portals, or Dark Rifts, and only the individual who possesses a piece of the Master Key may cross the threshold into the next dimension. Upon crossing, the Dark Rift will seal itself and disappear.

It is said that when the pieces of the Master Key are reunited, the dimensions will converge to reveal the true center of the universe. The point of convergence is known as the Vortex. However, only the holder of the entire, re-forged Master Key may enter the Vortex and claim its immeasurable power.

STORY

When the Hyperions accidentally acquired a piece of the Master Key, now named the Core Prime Element, they abused its power and proclaimed themselves the Chosen Ones. After many years of tyrannical rule, their society became morally destitute and internally corrupt. In the midst of this political and social chaos, Sonork Nezom arose as the Chosen One's demented Emperor. With the help of his sordid followers, Sonork enslaved the mass populace, murdered any possible opposition, and claimed the Core Prime Element as his own.

For many years, the Chosen Ones' malevolent rule was noted throughout the universe, and while many desired the Core Prime Element, only one entity sought the prize with vigilant fervor. Demitron, the Lord Demon of the Dark Dimension, waited until the time was right to demand the invaluable prize from the envied Chosen Ones. When Sonork Nezom came into power, Demitron knew his chance had come.

In an effort to retrieve the Core Prime Element and assassinate Sonork, Demitron sent his most hideous servant, Demonica Gkroux, through the dimensional portal to do his bidding. When the Arch Demon Demonica failed her mission to murder Sonork, she unhesitatingly exchanged secret information for her life. She told Sonork that, aside from his Core Prime Element, there were at least two other known pieces of the Master Key. Demonica also revealed that while the Light Prime Element's location had never been discovered, the Dark Prime Element was imbedded in her lord master's head.

After listening to Demonica's tale, Sonork resolved to procure the Light Prime Element and combine its powers with the Core Prime Element already in his possession. He reasoned that if he had two pieces of the Master Key, his powers would be so ominous that he would be able to seize Demitron's Dark Prime Element effortlessly.

The Tournament

Because warriors from around the universe have continuously failed in their attempt to obtain the Core Prime Element and usurp Sonork, he is confident that there is no being who can overpower him in his dimension. With this belief, Sonork has created the most lethal and prestigious battle, The Tournament. Using his piece of the Master Key as the ultimate prize, Sonork is confident that the holder of the Prime Light Element will be

lured to his realm. When he battles the desired holder and secures the Light Prime Element, Sonork plans to challenge the formidable Demitron and ascend to absolute and universal supremacy.

Game Modes

Tournament Mode

Fulfill your character's destiny by fighting through 10 stages of challengers and reclaim the Prime Element from the dark dimension to the neutral dimension.

2 Player Mode

Head-to-head competition.

Options

This main option screen will allow you to adjust and reconfigure your game environment.

Difficulty Level: Easy, Normal, Hard.

Timer: Set the duration of the Fight: 90, 60, or 00 seconds.

Rounds: Select from 1 to 5 rounds per opponent.

Audio: Stereo or Mono

Music Volume: Set the desired volume of the background music from 0 to 9 (loudest).

SFX Volume: Set the desired sound effects volume from 0 to 9 (loudest).

Controls: Reconfigure your attacks on the controller. Simply use the control pad to move the cursor over an attack name and tap left or right to change the button Icons to your desired settings. Exit will take you back to the main option screen.

Rankings: Allows you to see a data sheet of your characters overall performance.

Stats: Toggle through brief biographies

Title Screen

Option Screen

Controller Emulation64.fr

of characters in the game.

Exit: Back to the main menu.

Practice Mode

Learn and practice your chain combo attacks. Controller symbols will display below the screen to help you go through selected combos. While in this mode, pressing start will take the player to the practice menu.

Cancel: Takes you back to the arena.

Button Display:

ON. Turn button pressing icons on.

OFF. Turn button pressing icons off.

COMBOS. Display series of combos for your selected character to practice from.

Opponent:

OFF. Combo will stay idle.

COMBOS. Display series of combos for your selected opponent to practice from.

Player Select:

Takes player back to practice character selection screen.

Damage counter displays the amount of damage for each impact attack.

Button and directional icons update commands from the controller pad at the lower half of the screen.

AUTO PLAY will flash above the button symbols if the opponent's combos are turned on in the practice menu. Pressing A button, the AI will automatically perform the selected combo move for you to practice with. This feature is perfect for practicing your blocks from incoming attacks.

Selection Screen

Select up to eight characters by flipping left or right on the control pad and confirm by pressing the Start button.

Practice Menu Screen

Practice Screen

Selection Screen

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Fighting Rules:

1. Fighting rounds are a duration of 90, 60, or 00 (infinity) seconds.
2. The character with the most health is victorious.
3. A Draw is called when both players have equal health after the timer runs out.
4. Player 2 can join in anytime during Tournament mode.
5. Fulfill your quest within the Dark Rift and defeat all competing opponents.

In two player mode only. After pressing start, a health bar will display for players to adjust their handicap from 10% (min.) to 100% (max.)

Game Screen

Arena Screen

Fundamental Skills

Shuffle: Hold down left or right on the controller pad or control stick to move back and forth within the arena.

Run: Double tap and hold the controller pad or control stick towards the direction of your opponent.

Dash: Double tap forward or backward on the controller pad or control stick to quickly move in or retreat.

Side Stepping: Pressing L button or R button will allow player to avoid a weapon attack or projectiles. Vertical attacks can commonly be avoided if you side step out of the way. Horizontal attacks are a bit more difficult

because the swing is from left to right.

Turn Around: When not facing your opponent, any button will turn you around — attack buttons will turn you aggressively.

Jump and Hop: Tap up and diagonal up on the controller pad or control stick to hop in the air. Press up and diagonal up allows a jump. When in the air, use your attack buttons to initiate various rising and downward attacks.

Crouch: Press down to crouch.

Block: Hold C to block in-coming attacks. Guard standing will block all standing and air attacks, in addition, to projectiles. Guard low will block all low attacks and ground projectiles.

Get up: Using vertical and horizontal attack buttons while getting up will allow access to the respective combos. Pressing the kick button will result in a low knockdown attack.

Grab Attacks: Unique grabs moves can be performed by pressing the B button when your character is close enough to an opponent.

Combo Grabs: Most characters have a unique grab imbedded within a chain combo. To successfully perform this move, you must learn to complete a certain sequence of a particular chain attack.

Body Slam: As soon as your opponent is lying on the ground, immediately press up on the controller pad simultaneously with C.

Special Attacks: Each characters has a number of special skills, including projectiles. These special skills require a sequence of directional and action button combinations which are unique to every character.

Chain Combos: These chain combos are activated by pressing a series of buttons in a sequence to form a continuous attack. In order to master the combos successfully, the player must learn the timing of the moves.

There's More!!

While a large number of moves are described in this instruction manual, these do not represent the entire spectrum of moves available to you. We encourage you to experiment with each of the fighters to discover moves unique to them. Your willingness to experiment will be rewarded by the discovery of moves not known by your opponent.

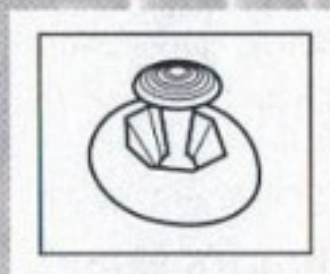# Controller Settings

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 its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture at right) 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 at right) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Start = Starts game/confirm character selection/continue game/pause game.

Controller Pad = Controlling the player within the 3D arena/selecting characters/option menu selection.

Controller Stick = Same functions as the Controller Pad.

L = Side step in.

R = Side step out.

B = Grab

A = Special (To activate projectiles and more specials with the combination of controller pad and A button)
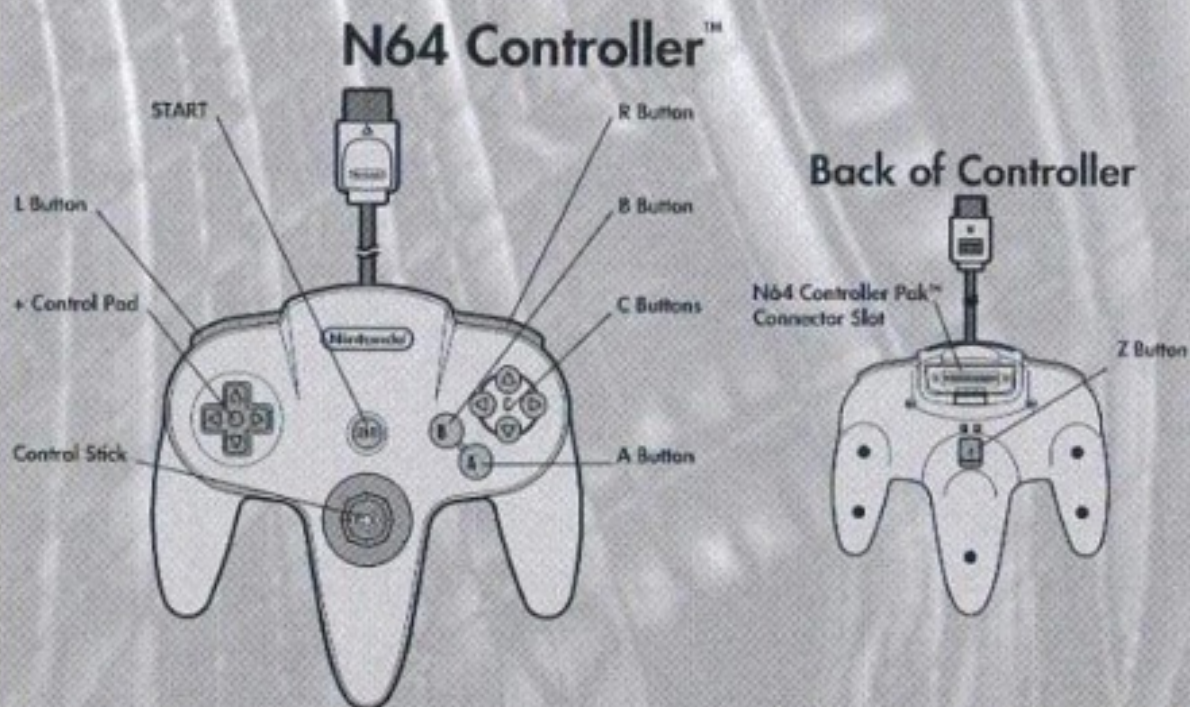
Z = Side step in. (useful if you are using the control stick instead of controller pad.)

C◀ = Vertical Attack (This initial attack strikes with up and down motion.)

C▲ = Horizontal Attack (This initial attack strikes from right to left motion.)

C▼ = Kick (Performs an attack to the mid section of the opponent.)

C▶ = Block (Reduces damage from an on coming attack.)

Additional moves and controls are explained in Fundamental Skills.

N64 Controller™

START
R Button
L Button
B Button
+ Control Pad
C Buttons
Control Stick
A Button

Back of Controller

N64 Controller Pak™
Connector Slot
Z Button

Character's Fighting Tactics

DARK RIFT

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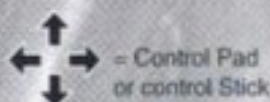## Aaron Maverick

Aaron is a weapons and explosives expert and the MFG-16 is one hell of a gun that never leaves his side. While Aaron is a master in Karate, he has a special affection for projectile weaponry. Without a doubt, he is a one-man killing machine.
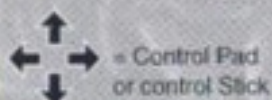
←↑↓→ = Control Pad or control Stick

▲◀▶▼ = C Buttons

Aaron

Horizontal Combos

1. ◀, ◀, ▶ + ◀
2. ◀, ◀, ▲, ▲, ← + ◀, ← + ◀

Vertical Combos

1. ▲, ▼, ◀, ▶ + ◀
2. ▲, ▼, ◀, ▲, ▲, ▼, ▼, ◀, Ⓑ

Kicks

1. ▼, ▼, ↓ + ▼

Specials

1. ➡, ➡ + ▲
2. ➡, ➡ + Ⓐ
3. ➡, ➡ + ◀
4. ⬇, ⬊, ➡ + Ⓐ
5. ➡, ➡ (hold) ◀   (Running Push)
6. ➡, ➡ (hold) ▼   (Running Slide)

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Demonica Gkroux

If Demonica's grotesque physical appearance does not ward off challengers, they will experience a bizarre and horrific battle. Some of Demonica's favorite long range weapons are the flaming breath tactic and the fiery projectile pelvic thrust. Her crouching, animalistic fighting style employs a frenzy of attack leaps, neck and face biting and poisonous body clawing.

↑ ← → ↓ = Control Pad or control Stick

▲ ◄ ► ▼ = C Buttons

Demonica

Horizontal Combos

1. ◄, ◄, ↓ + ▲
2. ◄, ↓ + ◄, ↓ + ◄
3. ◄, ◄, ▲, ◄, ↓ + ▲, Ⓑ
4. ◄, ◄, ▲, ◄, ▲, ↓ + ◄, ↓ + ◄, ▲

Vertical Combos

1. ▲, ▲, ↓ + ◄
2. ▲, ▲, ▲, ◄, ↓ + ▲, Ⓑ

Kicks

1. ▼, ▼

Specials

1. ↙, ◄
2. →, → + ▲
3. →, → (hold) ◄ (Running Push)
4. →, → (hold) ▼ (Running Slide)
5. →, → + Ⓐ
6. ←, ← + ◄

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Eve

Eve's Neural Network is a virtual library of military tactics and combat skills. Nevertheless, she prefers the classic technique of fencing.
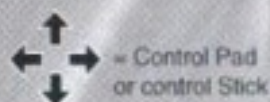
↑ ←→ ↓ = Control Pad or control Stick

▲ ◄ ► ▼ = C Buttons

Eve

Horizontal Combos

1. ◄, ◄, ↓ + ◄
2. ◄, ◄, ▲, ◄, ↓ + ◄
3. ◄, ◄, ▲, ◄, ◄, ↓ + ▲, → + ▲

Vertical Combos

1. ▲, ▲, ↓ + ▲
2. ▲, ▲, ◄, ▲, ◄, ↓ + ◄
3. ▲, ▲, ← + ◄

Kicks

1. ▼

Specials

1. ↙ + ◄
2. →, → + ▲
3. ↓, ↘, → + Ⓐ
4. →, → (hold) ◄   (Running Push)
5. →, → (hold) ▼   (Running Slide)

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Gore

Gore's fighting technique employs basic brute physical power. He can wield his massive battle-axe with unbelievable ease. While his body is a huge cumbersome mass, he is extremely powerful and will pulverize any opponent within reach. The Falling Tree technique emphasizes his weighty momentum and allows his deadly spin-slash attacks to do the most damage.

↑ ←→ ↓ = Control Pad or control Stick

▲ ◄ ► ▼ = C Buttons
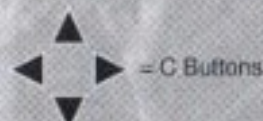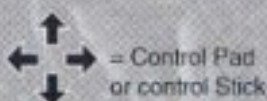
Gore

Horizontal Combos

1. ◄, ◄, ← + ◄
2. ◄, ▲, ▲
3. ◄, ◄, ↓ + ◄, ◄, ↓ + ▲, ▲

Vertical Combos

1. ▲, ▲, ↓ + ▲
2. ▲, ▲, ◄, ▲, Ⓑ (Grab)

Kicks

1. ▼, ↓ + ◄

Specials

1. ↘ + ▲
2. →, → + ▲
3. →, → + ◄
4. →, → (hold) ◄ (Running Push)
5. →, → (hold) ▼ (Running Slide)
6. ↓ ↘ → + Ⓐ

Morphix

Morphix's fighting style is quite unusual. He is similar to a huge food processor. His arms turn into blades and spin him around at amazing speeds. Morphix's physical structure is also quite different from other humanoids. He is multi-jointed and unnaturally flexible. Because of the peculiar fighting technique, his attacks are unpredictable and difficult to defend.

↑←↓→ = Control Pad or control Stick

▲◀▶▼ = C Buttons
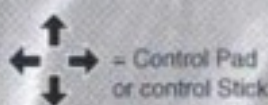
Morphix

Horizontal Combos

1. ◀, ◀, ↓ + ◀
2. ◀, ◀, ◀, ▲, ◀
3. ◀, ◀, ◀, ▲, ↓ + ◀, ↓ + ◀, ▲, Ⓑ

Vertical Combos

1. ▲, ▲, → + ▲, ↓ + ▲
2. ▲, ▲, ◀, ▲, ↓ + ◀, ↓ + ◀, ↓ + ▲

Kicks

1. ▼, ▼

Specials

1. →, → + ▲
2. ↘ + ▲
3. ↙ + ◀
4. ↓, ↘, → + Ⓐ
5. →, → (hold) ◀ (Running Push)
6. →, → (hold) ▼ (Running Slide)

Niiki

Niiki has been trained to fight by the best instructors in the expectation that one day she will succeed her father. Inverse Kinematics is a defensive fighting technique invented and specifically designed for Niiki. I.K. applies the principles of balance and leverage to transpose the strength, weight and momentum of the opponent against himself. Niiki has also been trained in a series of leap attacks that can prove to be very deadly.

↑ ← → ↓ = Control Pad or control Stick

▲ ◄ ► ▼ = C Buttons
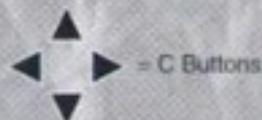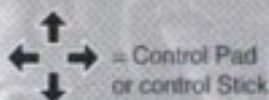
Niiki

Horizontal Combos

1. ◄, ◄, ↓ + ▼
2. ◄, ◄, ▼, ← + ▼, ▼, → + ▼
3. ◄, ◄, ▼, ← + ▼, ↓ + ▲, ↓ + ▲

Vertical Combos

1. ▲, ▲, ↓ + ◄
2. ▲, ▲, ▼, ← + ▼, ▼, → + ▼
3. ▲, ▲, ▼, ← + ▼, ↓ + ▲, ↓ + ▲

Kicks

1. ▼, ▼, ▲
2. ▼, ▼, ▼, ← + ▼, ▼, → + ▼

Specials

1. ↓ ↘ → + Ⓐ
2. →, → + ▼
3. ←, ← + ▼
4. ↙ + ◄
5. ←, ← + ◄
6. ↘ + ▲
7. →, → (hold) ◄ (Running Push)
8. →, → (hold) ▼ (Running Slide)

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Scarlet Zerai

Scarlet, like her ancestors, shuns all technological advancements and retains a great fondness for classic weapons such as the sword. The traditional Dragon Slayer Technique Scarlet employs is deadly and more than compensates for her weaker lower body. Despite their appearance, the Dragon Slayer sword and shield are extremely light and razor sharp. Heavy down-chops and up-thrusts are all typical of the classic moves Scarlet frequently manipulates.

↑←→↓ = Control Pad or control Stick

▲◀▼▶ ~ C Buttons
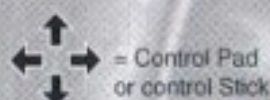
Scarlet

Horizontal Combos

1. ◀, ◀, ◀, ▼
2. ◀, ◀, ↓ + ◀, ▲, Ⓑ

Vertical Combos

1. ▲, ▲, ▲
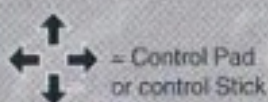2. ▲, ▲, ◀
3. ▲, ▲, ↓ + ◀, ▲, ▲, ↓ + ◀

Kicks

1. ▼, ◀

Specials

1. ↙ + ◀
2. ↘ + ▲
3. →, → + Ⓐ
4. →, → (hold) ◀ (Running Push)
5. →, → (hold) ▼ (Running Slide)
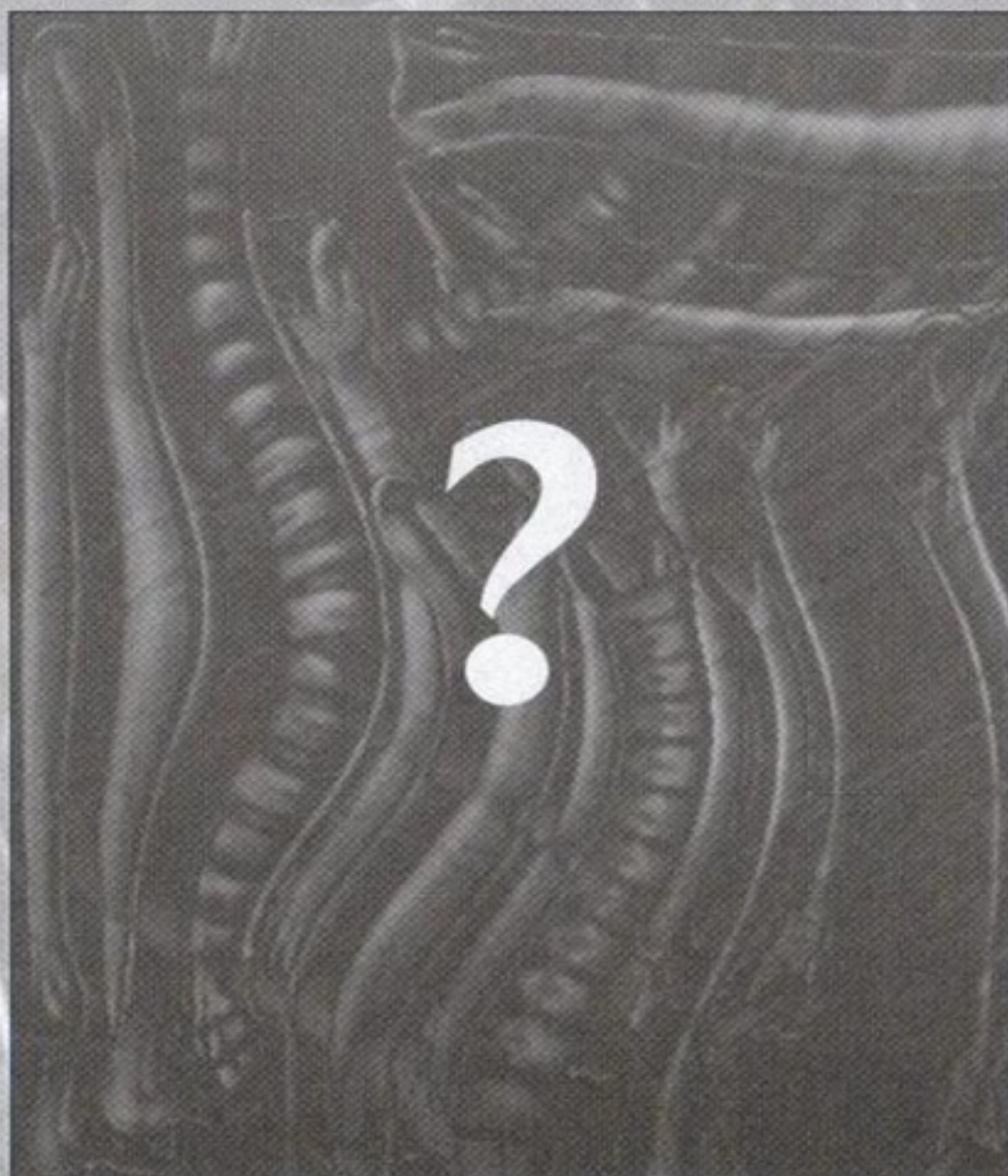6. ↓ ↘ → + Ⓐ

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Zenmuron

Because no one has battled against Zenmuron and lived, his fighting technique will remain a mystery until he is either conquered or he is the champion of the Core Prime Element. It is only then that his intentions will be evident.

↑↓←→ = Control Pad or control Stick

▲▼◄► = C Buttons

Zenmuron

Horizontal Combos

1. ◄, ◄, ▲, ▼, ▼, ▼, ← + ▼, ▼

Vertical Combos

1. ▲, ▲, ← + ◄
2. ▲, ▲, ▲, ▼, ▲, Ⓑ

Kicks

1. ▼, ▼, ↓ + ▼
2. ▼, ▼, → + ▼
3. ▼, ▼, → + ▼, ▲, ▼, ▲, Ⓑ

Specials

1. ↙ + ◄
2. →, → + Ⓐ
3. ↓, ↘, → + Ⓐ
4. →, → + ◄
5. →, → (hold) ◄ (Running Push)
6. →, → (hold) ▼ (Running Slide)

Sonork Nezom

Sonork's sociopathic tendencies make him one of the most treacherous opponents. He actually enjoys killing, pillaging, and general destruction. His enhanced manufactured trade-in body parts are quite powerful and, when used in battle, deadly. The upgraded Gatling Plasma Rifle Arm with attached Fork-Blades combined with his bionic leg are a serious threat to any opponent.