



SEGA OF AMERICA

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HELPFUL HINTS: BLACK BELT

Unlimited Men:

Power on

Push button #1

Amount of players will appear, then a blank screen will appear for about 30 seconds, quickly tap the reset button and you will receive unlimited men. The graphics will be a bit messed up, but only in screen #1.

Ryu:

Kick and punch his feet, get him in the corner, don't let him pass. By forcing him into the corner he will die.

Hawk:

Punch him when he is in the air. High kick, keep punching and keep running back and forth across the screen he will die.

Oni:

To kill him back up to the wall on the left side of the screen. When Oni punches, you must kick him. Don't try to punch or high kick. You only need to kick him once for every punch he delivers to you. It may look as if your power will run out first since he gets the first punch, but it won't.

Gonta:

This is a time factor fight. When he jumps, jump over him. When he charges, run away then attack him FAST!

Rita:

The only way to kill Rita is to kick her in the air while she is descending at an angle towards you. When you kick her in the air she will stay (for a brief time) suspended above the floor, about one and a half inches, at this time you must punch her. You should be able to get 4 or 5 punches in before she lands back down on the floor. The only way to finish her off is by kicking her in the air one last time.

Wang:

Right after you kill Rita the screen will change and you will be attacked by Wang! Get into the corner and squat down. He will jump in the air and land on top of you. Just keep punching (don't give up) until the power meter for Wang won't go down any further. Let him go, as he falls back give him one more good punch! That's it!

The RED FLYING SIGNS and the FLYING SUSHI are energy boosters, use the super jump to catch them.



continued

After defeating Wang and the Princess is rescued, but before the screen turns red, wiggle the joystick and press buttons #1 and #2 on the control pad. You will then enter the 7th round. Good luck!

HELPFUL HINTS: GHOST HOUSE

Killing Dracula:

The objective of Ghost House is to kill Dracula who has stolen the family jewels. In level #1 there are 5 Draculas' to be killed. Each one has a jewel hidden in his coffin. You'll have to capture a key to open each coffin. Once a key is used to open a coffin, you must capture another to open the next coffin.

Dracula can be killed by punching him 5 times or stab him 3 times with a knife. You can capture knives by jumping on them as they travel down the corridors. Once he has been killed he will turn into a skull and crossbones. Do not continue to stab or punch him after he has died or he will come back to life!

Freeze the Action:

At various places in the corridors, there are overhead lamps that can be touched by Mick's head. When he jumps up and hits the lamp it will cause all the Monsters and Dracula to "Freeze " for about four seconds. Since Dracula can only be destroyed while in human form, it is best to use this "Freeze Action" while Dracula is flying through the corridor as a bat and then maneuver close to him and begin your attack immediately after the flashing ends.

You can capture arrows by jumping on them as they travel down the corridors. If you jump over 16 arrows you will become momentarily invincible. Now you can walk through the Fire Blower, Death Ghosts and Bats. Each arrow you jump on is worth 200 points!

Treasure/Power Boosters:

Located throughout Dracula's mansion are small red and gold glowing "?" boxes. These boxes when you run over them will boost your energy on the power meter. These are also referred to as treasure boxes. Each time you run over these boxes you will receive points. The points are not always the same amount, they could be 800 one time and 2500 the next time, that's where the treasure comes in.

If you go near the candles on the wall, knives will appear. To kill Dracula increase the number of stabs and punches as the game progresses.