

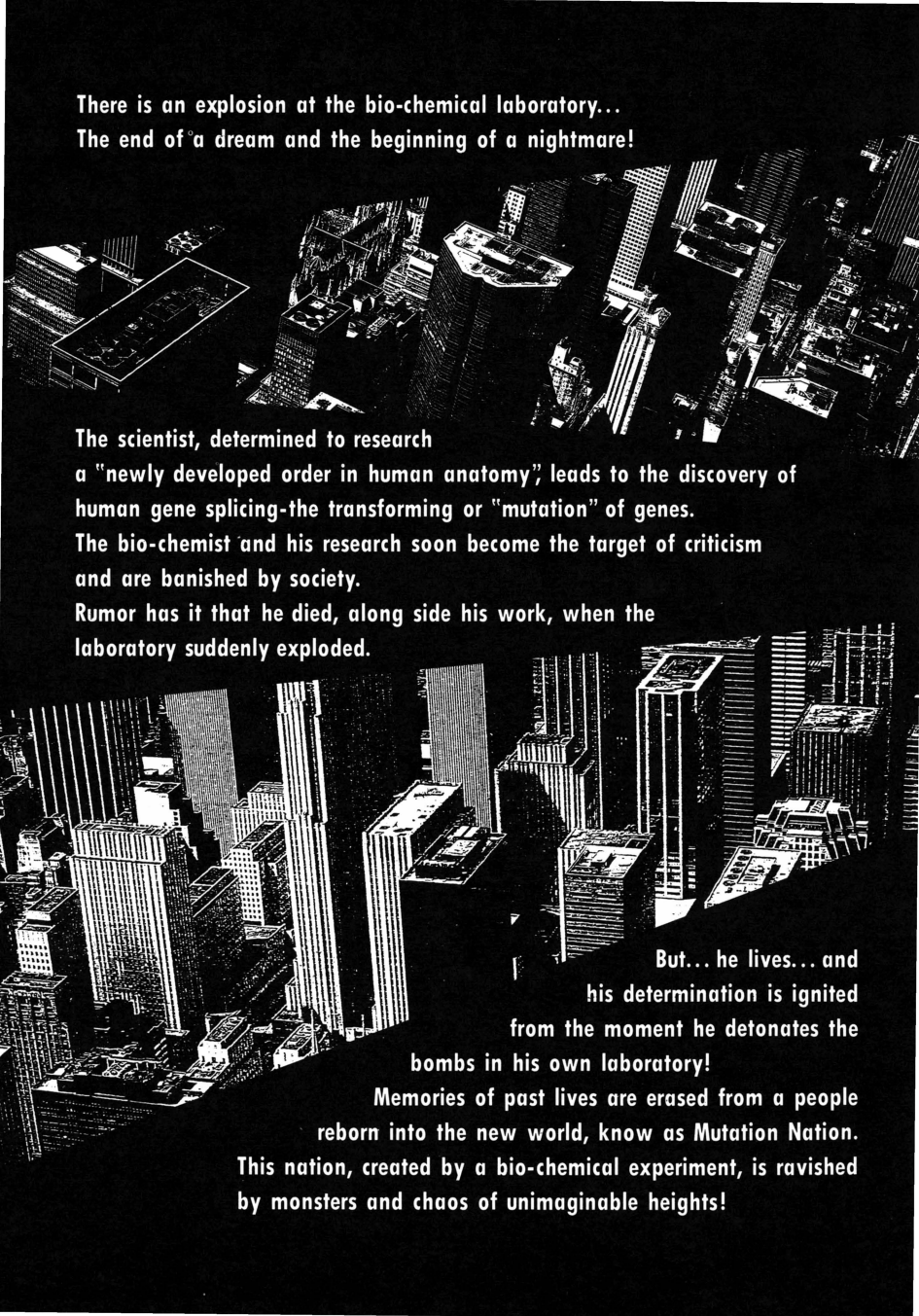
MUTATION NATION™



MUTATION NATION User's Manual

USER'S MANUAL

MUTATION
NATION™



There is an explosion at the bio-chemical laboratory...
The end of a dream and the beginning of a nightmare!

The scientist, determined to research a "newly developed order in human anatomy"; leads to the discovery of human gene splicing-the transforming or "mutation" of genes. The bio-chemist and his research soon become the target of criticism and are banished by society. Rumor has it that he died, along side his work, when the laboratory suddenly exploded.

But... he lives... and his determination is ignited from the moment he detonates the bombs in his own laboratory!

Memories of past lives are erased from a people reborn into the new world, know as Mutation Nation. This nation, created by a bio-chemical experiment, is ravished by monsters and chaos of unimaginable heights!

The world has fallen into a deep and
seemingly never-ending nightmare!



MUTATION NATION USER'S MANUAL

CONTENTS

Thank you for purchasing this
awesome NEO GEO cartridge,
"MUTATION NATION".
Please read the instructions
before playing game to fully
enjoy your NEO GEO.

4	GAME CONTENTS
6	GAME SCREEN
8	DEATHBLOW & ITEMS
10	STAGES & ENEMIES
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GAME OUTLINE

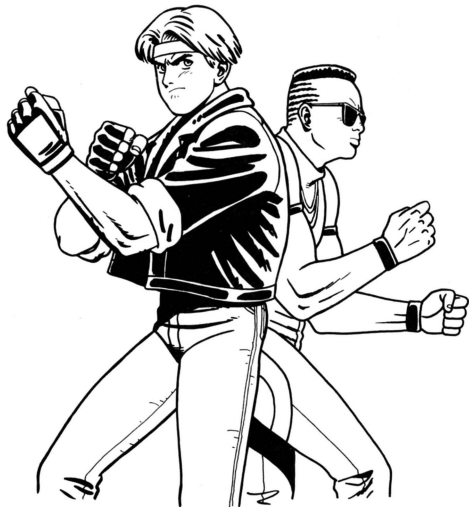
Two young fighters come home to a living nightmare...their hometown is infested with angry mutants! The young warriors fight, with true courage and strength, to save the town from the mad scientist. Save the nation from this mutation nightmare...or...Dream over!

How to Start

Press **START** to begin Play. Select difficulty level with the joystick; then hit **A** button to start the game.

Difficulty

- Easy Mode Easy.....for beginners
- Normal Mode Normal.....for moderately advanced players
- Hard Mode Hard.....for advanced players
- MVS Mode MVS.....same level as found in local arcades
(Normal to hard)



2P Simultaneous Play: Buy-in Play

2 Player simultaneous play.

As long as you have "continues" left, press the START button to "join-in".



Game Over

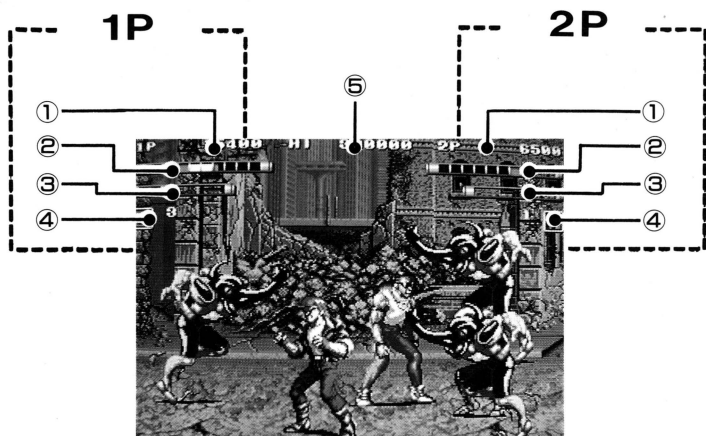
If your life gauge is at "0", your game is over.

Continue and Continue Limit

When your game ends, the continue countdown is displayed. You can continue from where you left off, if you press START, before the countdown reaches zero.

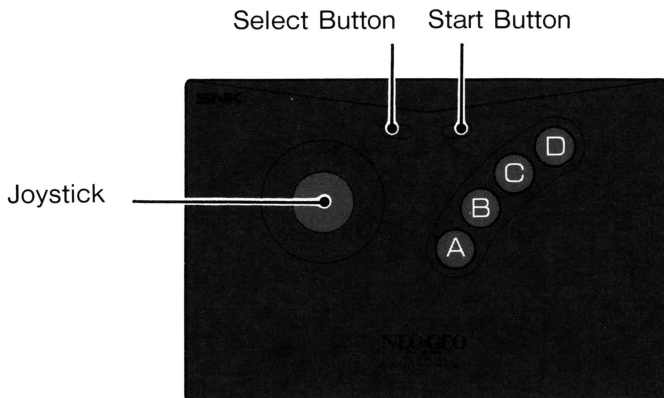
You are limited to 3 continues.

SCREEN INDICATION



- ① **Game Score**.....Score of the play in progress.
- ② **Life Gauge**.....Shows zero (0) when game is over.
- ③ **Power Gauge**.....Tapping the A button rapidly will increase power.
(Refer to "Deathblow Attacks and Items" on page 8)
- ④ **Deathblow Item Indication**.....Displays amount of time these items are usable.
(Refer to "Deathblow Attacks and Items" on page 8)
- ⑤ **High Score**.....The best score is the high score.

HOW TO CONTROL



[Start Button] To start play / Buy-in play

[Select] To pause the game

[Joystick] To move heroes

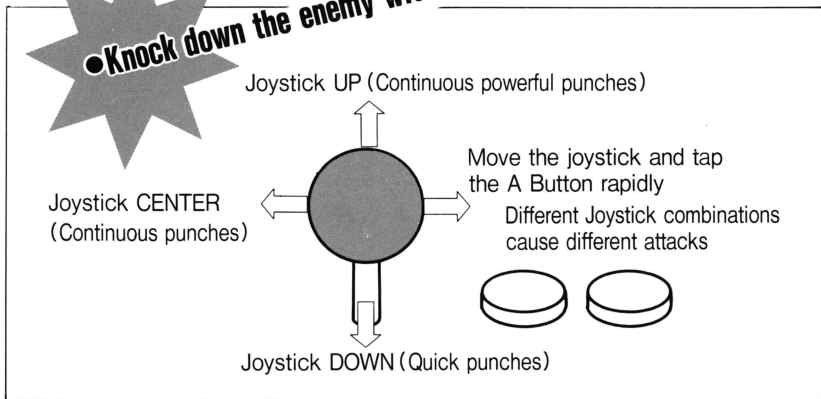
[A Button] Punches and Kicks

(Various attacks are available depending on the distance from enemies)

[B Button] Jump

[C & D Button] Not used

● Knock down the enemy with fatal blows!



NATION

DEATHBLOW/ATTACK & ITEM

To increase the power gauge, tap the A Button rapidly. After the power gauge is full, release A Button to attack with Deathblows. If you are hit while tapping the A Button, you must start over. Be careful, using deathblow attacks weaken your strength.

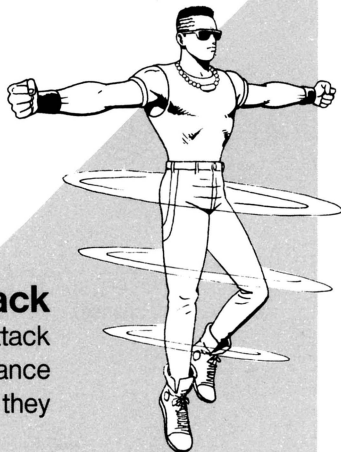


Master the Deathblow!



1P Quick-kick

Balancing on one leg, he can kick continuously. His attack is accurate and he has total control, even at high speeds.

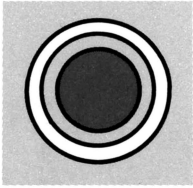


2P Whirlwind Attack

He spins with his arms open to attack all comers. Good rhythm and balance are essential in this killer dance, they call "The Break Dance of Death".



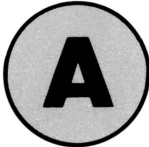


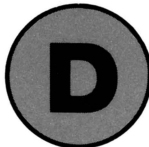
Deathblow will depend on items used.



Power Ball

Pick-up power balls, to increase you time gauge by one, for deathblow attacks.

A, B, C and D Balls available..... Each can be used three times.

	Split Attack Discharge of energy.
	Explosion Attack Explodes around ball at high speeds.
	Thunder Attack Throw the ball at the ground and beat the enemies with a flash of lightning.
	Tornado Attack Whirl and twirl to make an attacking swirl.

* In each item, life gauge will increase by 1 portion.


NATION

STAGES & ENEMIES


#1 & #2 areas: STREET & SEASIDE

This bio-chemical virus, wreaking havoc on the city... and its people...are dangerously awaiting the return of our 2 young heroes.


"What happened? What the hell..."
"I don't know, but this is making me hungry!"
"Let's go kick some."



Lower Bio-mutant:
Humanoid-type mutants that turn into green liquid when destroyed.
They are all drones.



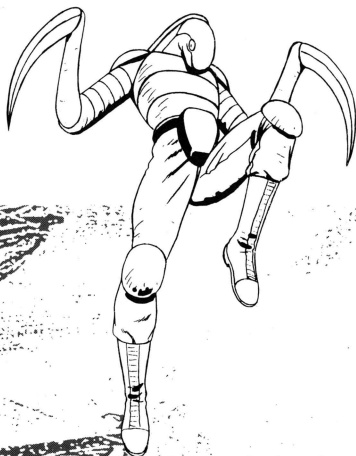
Transformable Bio-mutant:
They transform in battle and are extremely dangerous.
Their special attack is a headlong dash.



Plant Bio-mutant:
Women... turned into beautiful roses with sharp thorns and powerful kicks.

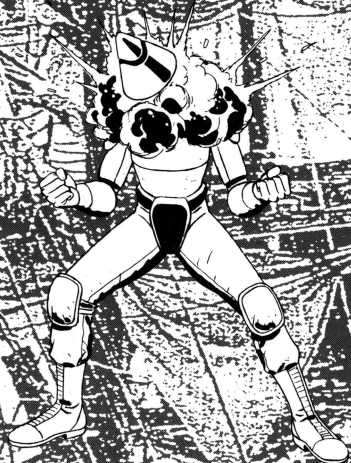
Insect Bio-mutant:

Agile and able to jump extremely high. They speak softly and carry a large and very sharp axe.

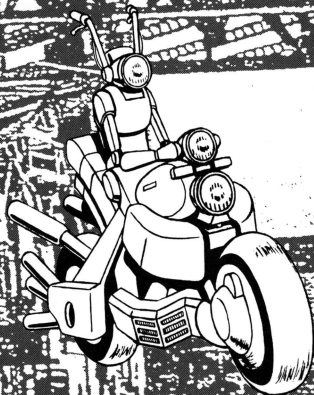


Mobile Mutant:

Motorcycle and rider are one....BUT....watch out because they DON'T carry a license!



Disposable Mechanized Mutants: Mutants that were converted from victims of a genetic operation. Some of them shoot their heads off.



#3 & #4 areas: CONVOY & PARK

After searching the city, the lone heroes receive important information, regarding the whereabouts of the bio-mutants.

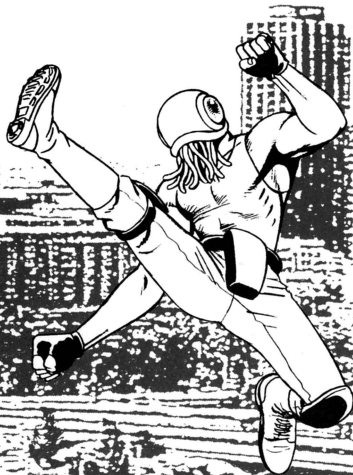
"It's too late to escape! The Mutants have invaded!"

"They're all headed Downtown!"

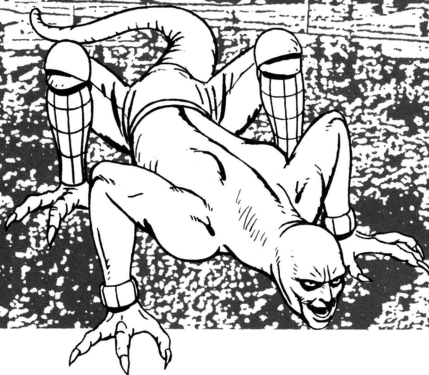
"I don't want to kill any of our friends!"



Animal Bio-mutant:
Almost completely transformed mutant. They are superior in muscular strength and quick reflexes.



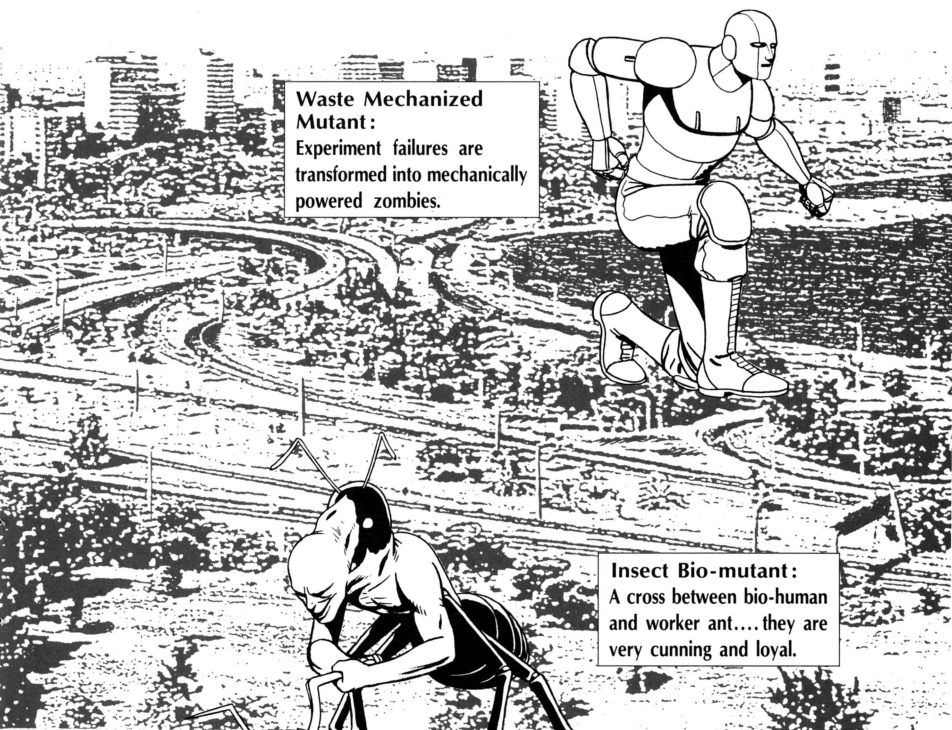
Lower Bio-mutant:
Jumping and kicking, they are the lowest. Use extreme caution!




Insect Bio-mutant:
Human joints make adaptability in mutant environment very difficult.



Bio-dog :
Modified bio-chemical
dog. He moves as fast
as lightning.



**Waste Mechanized
Mutant :**
Experiment failures are
transformed into mechanically
powered zombies.



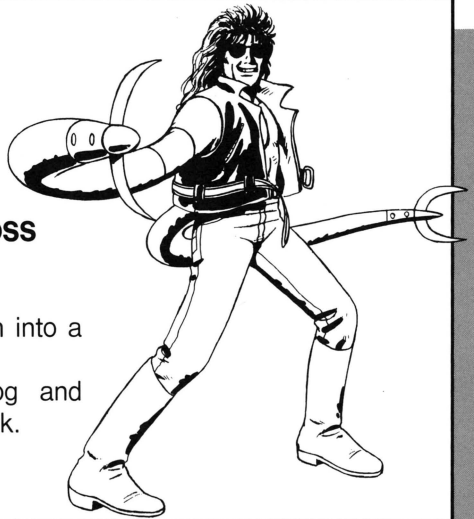
Insect Bio-mutant :
A cross between bio-human
and worker ant.... they are
very cunning and loyal.

NATION



1st Area: 2nd Boss

Heavy-weight biomutant:
Former weightlifting champion,
who uses powerful kneedrop
and twirling body-slam
techniques.



1st Area: 2nd Boss

Rock musician /
gangster biomutant:
Mutant arms transform into a
fierce weapon.
Appears with bio-dog and
uses his whip to attack.

SAVE & LOAD

—Save and Load can be done only with a Memory card—

● SAVE

Insert the Memory card into the hardware. When the countdown reaches 0, the SAVE selection screen will appear. Select "YES" with the joystick and press the A button to save. Game data is saved on the Memory card.

● LOAD

Turn on the unit and insert the Memory card before you start the game. The LOAD selection screen will appear if the card is properly inserted. Select "YES" with the joystick and press the A button and you can resume at the level you saved with the Memory card.



NATION

[ATTENTION]

- This product can only be used on the NEO GEO.
- Do not disassemble!!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.
Do not shut off the main switch!
- Keep water and dust away from the connector of NEO•GEO memory card.



SNK
Home Entertainment, Inc.