

SNK



 sphero
symphony
STEREOPHONIC SOUND

RIDING HERO

NEO-GEO SYSTEM NGH-006 RIDING HERO USER'S MANUAL

*RIDING
HERO*

NGH-006

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RIDING HERO USER'S MANUAL

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RIDING HERO USER'S MANUAL



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A large, bold, black letter 'R' is the central graphic element, set against a white background. The 'R' is stylized with a thick stroke and a rounded top. It is positioned such that its vertical stem is on the left side of the frame, and its curved top and diagonal leg extend towards the right and bottom. The text is overlaid on the lower portion of the 'R'.

RIDING HERO
WORLD GRAND PRIX MODE

[RIDING HERO WGP VERSION]

■ CONTENTS

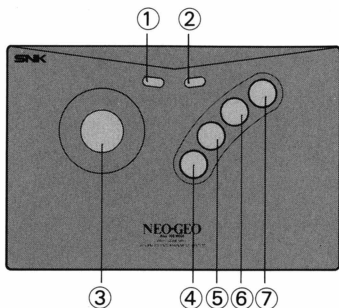
- In WGP (World Grand Prix) mode, there are 10 circuits worldwide. To advance to the next circuit, you must place 1st, 2nd or 3rd.

■ GAME STARTS

- At title screen, select WGP mode.
- Course map and data will be indicated.
- Press start button to begin.

■ CONTINUE

- Game will be over if you place 4th or run out of time.
- After your game is over, you will see your ranking and then a "continue" screen will appear giving you a count of 10 seconds to resume racing your current circuit.



WGP MODE CONTROLS

- ① SELECT BUTTON PAUSE.
- ② START BUTTON GAME START.
- ③ JOYSTICK BIKE CONTROL.
- ④ A BUTTON ACCELERATION.
- ⑤ B BUTTON BRAKE.
- ⑥ C BUTTON TURBO WORKS AT FIXED SPEED. ITS NUMBER IS LIMITED.
- ⑦ D BUTTON NOT USED.

WORLD GRAND PRIX MODE

SAVE & LOAD

- [SAVE]**
- Insert the memory card into console before beginning game.
 - You can save to the last course completed.
 - Select SAVE when you press START BUTTON.
 - You can save only one time at each mode.
- Last data is deleted when you save twice.

- [LOAD]**
- Make sure power is on when you insert memory card.
 - LOAD SELECTION SCREEN will be indicated when you press START BUTTON.
- After you select "YES", press A BUTTON to load data.
 (If you press START BUTTON before you insert memory card, load will not work.)

**RIDING HERO
STORY MODE**

[RIDING HERO STORY VERSION]

Become the young rider with the determination to race the top riders of the world.

Your dilemma is that you have recently been disowned by your father who feels that your aspirations of becoming a great rider are not worthy of your time and money.

He takes your motorcycle from you and you must move to a small apartment of your own where you have a limited amount of money and no bike to ride.

Walk the streets of this beautiful but unfamiliar new town where you'll meet "Jones" the owner of a bike shop who sees the burning desire you have to succeed as a world class rider. Jones will show you how to compete against other top riders where you can earn money to purchase the awesome four-turbo motorcycle, making you capable of beating the legendary Diamond Dave and finally going into the great 8 hour race to win what you have only dreamed of, making you the

RIDING HERO.

S TORY MODE

RIDING HERO USER'S MANUAL

■ STORY

You wake up in your apartment, located in the middle of a beautiful area of treacherous mountain curves and oceanside straight aways. Friends and foes will dare you to race them on these unfamiliar stretches of highway, where your strength, stamina and money is on the line. You're betting that you are a better rider and if you continue to win you'll gather more money, affording you the awesome four-turbo motorcycle....making you capable of beating the legendary Diamond Dave and going onto the final 8 hour race.

Speed, mystery, talent and skill will make you the Riding Hero.

Main Characters



YOU

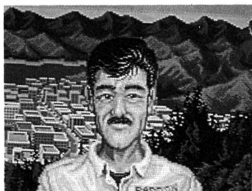
Hero

You are an 18 year old motorcycle fanatic willing to bet on races to prove your skills and go for the glory.



Susie

Jones' niece. 19 years old and very pretty. She tends the bike shop when her uncle is away.



Jones

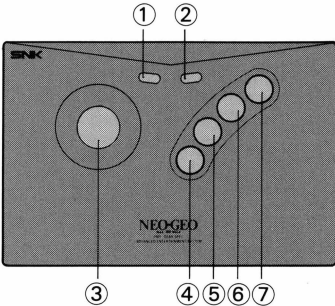
The 38 year old owner of the bike shop. He will support you and knows of your destiny and abilities.



Miller

He's 21 years old and a rider of the mountain course. Miller is slow and kind of funny. He will be your first competitor.

■ STORY MODE HOW TO PLAY



STORY MODE CONTROLS

- ① SELECT BUTTON ... PAUSE.
- ② START BUTTON ... GAME START.
- ③ JOYSTICK COMMAND & BIKE CONTROL.
- ④ A BUTTON CONFIRMATION OF COMMAND.
FORWARD CONVERSATION.
ACCELERATION.
- ⑤ B BUTTON COMMAND RELEASE / BRAKE.
- ⑥ C BUTTON TURBO / INDICATION OF
HERO'S INFORMATION.
- ⑦ D BUTTON NOT USED.

STORY MODE

SAVE & LOAD

- [SAVE]** • Insert the memory card into console before beginning game.
- In story mode, select "SAVE" at the apartment.
 - You can save only one time at each mode.
Last data is deleted when you save twice.

- [LOAD]** • Make sure power is on when you insert memory card.
- Data is loaded when you press START BUTTON.
(If you press START BUTTON before you insert memory card, load will not work.)

■ GAME CONTENTS

Story version consists of the following 2 scenes.

① Dialogue scene.

Talk with characters in each scene to get information on how to proceed.

② Race scene.

When you have a race as a result of your conversation, you will begin that race.

■ INDICATION OF MONEY & STRENGTH

When you want to know your hero's amount of money & strength, hit the "C" button at the end of your conversation at the dialogue screen.

You will then see the hero's information.

Press the "C" button again to go back to normal commands.

■ STATUS OF A HERO

① MONEY

You will see the amount of money by pressing the "C" button when on a "select screen", is it necessary to buy a bike or tune engine?

You get money when you win the race and you must save money so that you can buy a better-bike.

When you lose money, you go back to your apartment and sleep for a while to restore your strength.

@ STRENGTH

By pressing the "C" button when on a "Select screen" you will see a meter showing the hero's condition.

It will decrease after every race and bike control will vary due to his condition.

Gauge show his condition and its normal color is blue.

It will change into red through yellow depending on the damage of a crash.

In red color, max. speed will go down.

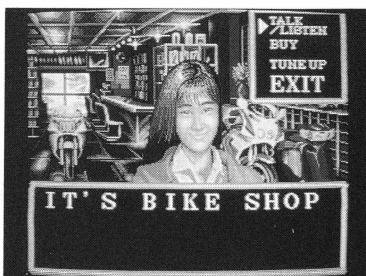
Gauge will reach max, if you go back to your apartment and sleep.

If you choose to "rest", gauge will increase by 10 points.

※ In either case, color of gauge will not change. Go to the hospital to receive medicine or get cured so that the color of the gauge will change.

○ Medicine for changing color of gauge into blue.

○ Cure for changing color of gauge into blue.



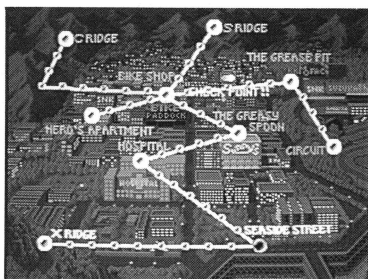
■ STORY MODE EXPLANATION OF SCREEN

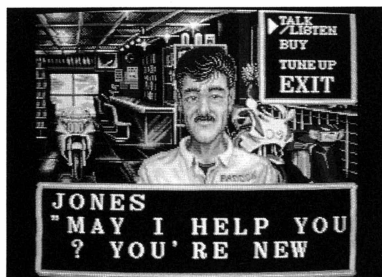
■ DIALOGUE SCREEN

- At this screen, hero talks with other characters.
- Use control stick to select among the commands on the right side of screen and confirm by hitting the "A" button.
- Select "EXIT" when you want to go back to the map screen.

■ MAP SCREEN

- Use your controller to designate the place in which the hero will move to. The flickering circle is where you, the hero, currently are.
- When you move the control stick, note that the flickering will move from place to place. When you are where you want to be, press the "A" button to go to that destination.
- There are some places that you will not be able to go unless certain conditions of the game are met.





■ BIKE SHOP SCREEN

- Choose

Speak & Listen... Dialogue proceeds by this command.

Buy ...Select when you would like to purchase a new bike.

Tuning ...Select for tuning your bike. Upon selecting this option, you will automatically go to "tuning screen".

EXIT ...Returns you to "map screen".



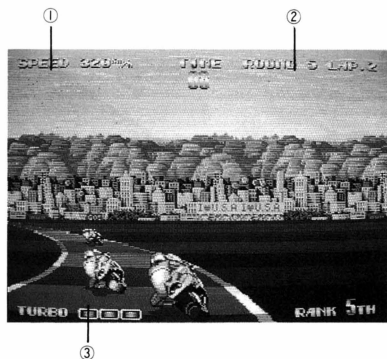
■ BIKE BUYING SCREEN

- Depending on your current money status, select a bike and confirm by hitting the "A" button.

- The more expensive the bike, the more efficient the bike is.

- After choosing your bike you will automatically go back to Jones and your conversation will continue.

- You cannot go to the bike shop at night because it is closed.



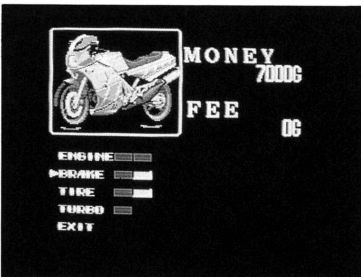
■ STORY MODE

- After betting on a race you will note.
 - ① Players present speed.
 - ② Competitors present speed.
 - ③ Present number of turbos.
- You will crash if you hit signboards or other obstacles on each side of the road. Your strength gauge will deplete according to how severely you crashed.
- You will win when you goal faster than your competitor.
- You will earn the money that was bet when you win.
- Other race scenarios can also be chosen and will not always deplete your money or strength.



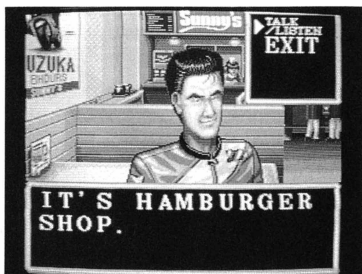
■ RIDER SELECTION SCREEN

- For the selection of your competitor on a mountain course.
- Select the rider you want to compete against by the control stick and confirm by hitting the "A" button.
- When you decide on a competitor, the rider selected will appear and ask if you want to race him. Answer by command.



■ TUNING SCREEN

- For improving your racing bikes performance.
- Move the stick up or down to select the item you wish to tune. After your decision, increase the gauge by hitting the "A" button and decrease by hitting the "B" button.
- Tuning fees and decrease or increase of your money will show on your money gauge.
- Tuning is completed when all items reach MAX.
- If you have no money, you will be unable to tune your bike.
- When you select "Exit", you will go back to the dialogue screen with Jones at the bike shop.



■ HAMBURGER SHOP SCREEN

- Visit the Hamburger Shop to hang-out with the various riders there who can give you tips and information on how to win money and find the elusive Diamond Dave.



■ HOSPITAL SCREEN

(EXPLANATION OF COMMAND)

- Speak & Listen: Dialogue proceeds by this command.
- Medicine: Select when you need it.
- Cure: Select when you want to get cured.
- Exit: Returns you to "map screen".
- When you select either "medicine" or "cure", price will be indicated. Select "yes" if acceptable and "no" if not. If you select "no", it automatically goes to "stand by for command". Press A button to confirm command.

RIDING



HERO

A large, stylized white letter 'R' is centered on a black background. The 'R' is composed of a thick vertical stem on the left and a curved top section on the right. The stem is divided into three horizontal sections by two white rectangular bars. The top section is a rounded rectangle, the middle section is a square, and the bottom section is a rectangle. The curved top section of the 'R' is also divided into three horizontal sections by two white rectangular bars, mirroring the structure of the stem.

**RIDING HERO
MULTI PLAY MODE**

[RIDING HERO COMMUNICATION RACE VERSION]

■ RIDING HERO COMMUNICATION MODE

■ The following is necessary for (2 Player) communication mode.

1. NEO•GEO console (with controller).....×2
2. RIDING HERO CARTRIDGE×2
3. COMMUNICATION CABLE×1
4. T.V. SET or COLOR MONITOR×2

-
- ① Connect two (2) T.V. sets or monitors with two (2) NEO•GEO systems in the normal way.
 - ② Connect cartridges to each other by communication cable.
 - ③ Connect two (2) cartridges to each other by communication cable.
 - ④ After "Power On" of second NEO•GEO, either must select "Multi-Play".
 - ⑤ If you do not select "Multi-Play" it is "Standing by for entry". You can make that entry by pushing the start button.
 - ⑥ Game starts after both players finish entry.

CAUTION

BE SURE TO USE ONLY COMMUNICATION CABLE WITH STEREO PIN JACK (NOT MONAURAL PIN JACK). PIN JACK SHOULD BE NON-RESISTANCE TYPE. OTHERWISE, IT MAY CAUSE DAMAGE TO CARTRIDGE.

[ATTENTION]

- This product can only be used on the NEO GEO Rental System.
- 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.