

LEGENDARY WARRIOR

RYGGAR



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1. GAME STORY

Once there was a holy place called Argool which was founded by five legendary Indora Gods. One day, suddenly the darkest evil descended. The prosperous holy place of Argool was attacked by the beasts of a cruel king named Ligar, his evil castle covered the sky of Argool as he allowed his dangerous beast army to roam the land and commit atrocious cruelties.

In only a single day, Ligar established his kingdom of evil and captured the “Door to Peace” – a precious artefact that symbolizes the peace that had been created by Indora over many millennia.

The hope for peace disappeared with the loss of the “Door to Peace” and the tribes of Argool could then only pray for their salvation. In desperation they recited an ancient passage to counter the fulfilled prophecy of Ligar’s evil reign of terror. The ancient prophecy is written, “When the peaceful land is covered with EVIL SPIRITS, a brave soldier will be reincarnated from the dead to liberate the land from Evil.”

From their prayers the warrior Rygar was chosen for resurrection, the hero came back from the dead to restore peace to the land of Argool, battling the forces of evil everywhere.

Join forces with Rygar in his journey as he travels across 30 areas of Argool to reach the Evil kingdom of Ligar. During his journey the creatures of Argool must be avoided or destroyed to progress. A sanctuary exists between each area of Argool that can be reached to regain strength.

Tip: Do not spend too much time in an area of Argool as when darkness falls the immortal demons will descend.

2. CONTROLLER AND PREFERENCES

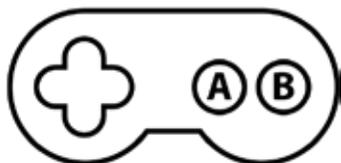
Rygar is a one (1) player game. Use the game options menu to select either a one or two button configuration.

CONTROLS



ONE BUTTON MODE

Button = Attack, Direction Up = Jump



TWO BUTTON MODE

First Button = Attack, Second Button = Jump

HOW TO OPERATE RYGAR

Move the  control pad to move Rygar. The following movements are available.



Rygar runs left



Rygar runs right



Rygar crouches
down



Rygar climbs up

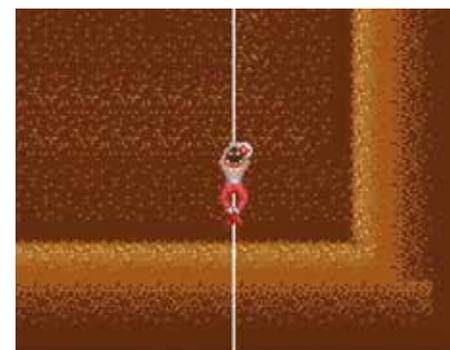


Some enemies will faint if trampled upon.



The weapon used frequently by Rygar is called Disk Armor.

When Rygar reaches a rope and you wish to climb, simply press the control pad's upper directional arrow to climb up, or press the control pad's lower directional arrow to climb down.



DIFFICULTY

The player can choose between a BEGINNER or WARRIOR, if WARRIOR mode is selected then enemies will be faster and the amount of time to reach a sanctuary will be shorter. An extra life for Rygar will be awarded at either 50,000 or 200,000 points depending on the difficulty selected.

3. CREATURES OF ARGOOOL



▼ Fögeru/Vogel - 150 points

An irritating enemy, they can leap over gaps and often kill you mid-jump. They mainly run at you and try to jump on you one at a time. If you attempt to jump over them, they will try to double back and kill you.

▲ Konbo/Combo - 350 points

Not a particularly dangerous enemy, it sits up on its tree throwing rocks down at you. If you don't have the Star power it may cause a few problems as you'll have to dodge the rocks. If you run under it, it will jump down and attack you.

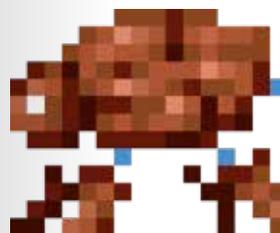


◀ Cave Bat - 330 points

It builds a nest in a den or on a high place. Once it finds Rygar, it will chase him tenaciously.

► Cave Lizard - 100 points

A very passive enemy which only appears on vertical rounds and doesn't threaten you much. They lash out at you with their long tongues which can block your shots if you don't have the Crown. Just swing out and hit them with an over head shot to safely remove them.



◀ Crab - 200 points

These strange creatures are embedded in the ground on certain rounds. If you walk over them they will jump high into the air and scuttle about after they land. They can be killed instantly by jumping on them even if you don't have the Tiger power. Be aware of these crabs as they can walk over water and through rocks.

► Death - Invulnerable

Death will appear on any round when you've run out of time. When your time is nearly up the music will change and the sky will darken. Death always appears from the left hand side of the screen and homes in on you. If he misses you he'll float off the screen and reappears at the left again only this time much faster. He keeps on attacking, gaining more speed until he is impossible to avoid or you finish the round. It is not possible to kill him. If you're good enough you can time a jump right so you bounce off him but this does no damage.



The key to getting a hi-score lies with rank, but Death makes getting points after a time out very risky. It's difficult to judge whether or not you're meant to duck or jump after a while. But if you jump a split second after Death leaves the screen he will float back in from the left more in the middle of the screen. This can increase your chances of surviving as you know where he will reappear. This won't keep you alive on that round forever though because Death eventually gets too fast to avoid at all. Death is also the only enemy that isn't affected by the game difficulty settings and will increase in speed equally whether the game is on easy or hardest.



◀ Dragon - 1,250 points

The Dragons are worth a lot of points and have no chance of really killing you on their own. Kill as many as possible as they're worth 1,250 points each. Note that killing a mounted Dragon while the rider is still on it counts as 1 kill when working out your rank.

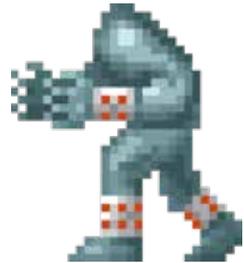
► **Bōgu/Borg** - 250 points

These enemies fly in on the dragons and drop down on you. Like a few other enemies they charge at you and can leap over pits and gaps. These guys ride the Rhinos on later rounds, but they never jump off and attack you. Instead, they will lob axes at you. You can bounce off the axe or shoot it. If you kill a Dragon Rider while he's still riding on a Dragon, he won't be worth any points.



► **Giant Flying Fish** - 150 points

These fish only appear in two late rounds and aren't difficult to deal with. They simply jump over the rafts every two seconds and the ripple in the water tells you when this is going to happen. On round 22 they can contribute to the difficulty with Dragon Riders dropping down and Blue Monkeys jumping onto the rafts.



◀ **Drone** - 100 points

These headless enemies appear in the first two rounds and then only reappear on round 13. They're easy to deal with in the early rounds, but on round 13 they speed up dramatically. They rush in large groups, usually from both sides of the screen at once and attempt to kill you by sheer force of numbers. They'll make it hard to get the 1,000,000 point parchment and stars which are on the same round.



◀ **Rorufa/Rolfer** - 100 points

These creatures wriggle out of the ground, curl up and then bounce across the screen and off the rocks. If left for a bit they'll tunnel their way back down under the ground and roll off the screen.



▲ **Flying Squirrel** - 250 points

Flying Squirrels wait to ambush you, usually close to the end of the round. When you get close to them they swoop down and then fly off the screen. Very rarely, they will wait until you've passed under them and then swoop to the right. These animals can't be killed with the Tiger power.

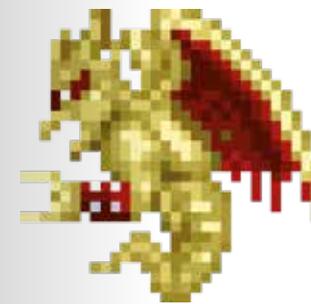
▼ **Sunaipā/Sniper** - 2,000 points



These giants called Sniper are waiting for you at the end of every 4th round and there's two guarding the final boss' chamber on round 27. They attack you by trying to stomp on you and can be deadly if covered by other enemies. You can pick up a special 50,000 point bonus if you kill them by jumping on them with the Tiger power. This is easy to do with a bit of practice.

▼ **Debin to kāneru/Devin and the Kernel** - 280 points

Another commonly found enemy. These can be tricky to get rid of, especially on round 20 where they'll appear in large numbers. They swarm all over the skies and some will swoop down at you occasionally. Some of the Griffins will drop rocks down on you.



► **Dororon/Lava Man** - 230 points

These foes emerge from the ground and shoot fireballs at you. They've only got one round of their own, round 8. Their tactic on round 8 is usually to come up on either side of you and try to shoot at you in a crossfire. You can bounce on the fireballs and also shoot them for 50 pts.





◀ **Zausā/Saucer** - 200 points

On the hardest difficulty settings these creatures are the most deadly foe in the entire game. They lurk on the outskirts of the screen and then they will suddenly leap across at you in the blink of an eye! They may even jump at you when they're off the screen. Stay on the ground while these are about. If you jump while they are lurking around they will leap across to try and kill you as you land. On default settings they are slow and can be spotted easily, but beware of them on the harder settings.

▶ **Mutant Tribesman** - 230 points

These mutants often form stacks which can be shot in one go for 10,000 bonus points. On some rounds they pretend to form a stack but then jump at you instead - learn which is which. On later rounds they also attack in groups in a long line formation from both sides of the screen.



◀ **Mutant with Tentacles** - 220 points

These are the least deadly of all the mutants, but they can often surprise you if you're not paying attention. They whip you with their long tentacles, but unless you're unlucky there's little chance of you getting hit by them. On the harder difficulty settings, their main tactic is to get close and force you to duck by lashing out at you. This prevents you from jumping away while the other mutants charge and try to kill you. These monsters are also harder to kill with the Tiger power than other enemies.

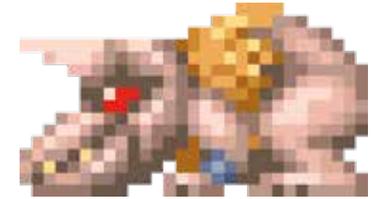
▶ **Hobito-zoku/Hobbit Tribe** - 200 points

These mutants live in the caves of the land. They jump out on you and charge in large groups, trying to kill you through sheer force of numbers. If you get caught under one of the cave entrances when they start spilling out, they can be difficult to cope with.

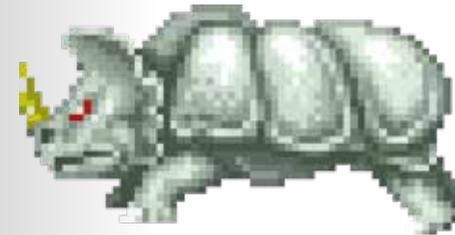


▶ **Rhino (small)** - 150 points

These small rhinos appear in nearly all of the levels. They charge at you in groups and they can often run through your shots when there's large numbers of them. They gradually speed up as you progress further into the game.



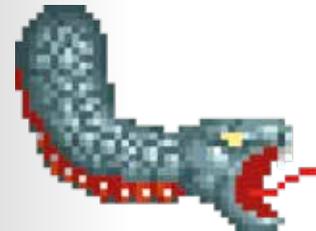
▼ **Rhino (large)** - 760 points (1,000 points with a rider)



Rhinos charge at you and will trample you to death if you not careful. On the later rounds they charge almost instantly. They take several hits to destroy and are very fast on the later rounds making it impractical to kill them without any power ups. Some of the Rhinos have riders that will throw an axe at you which can be difficult to avoid.

▼ **Snake** - 500 points

Snakes are very deadly. They dart out of small holes in the rocks and bite you. You can tell when they are about to strike as their red eyes glow in the hole just a split second before they attack. Beware when you kill one snake; another will sometimes immediately spring out of the same hole.



▼ **Ligar (Final boss)**

The most powerful enemy. No one has ever survived encountering him, so you'll have to face him without further hints.



4. ARTIFACTS

All the items below can be found hidden in the stones. Some like the explosion item are always hidden in set places every game, but most of the rest are placed randomly. The stones are always in the same places each game though and are never found in random locations.



200 point bonus. Instances of these that shoot out of fire pits on some levels can be shot instead of collected, but doing so will earn you only 100 pts.



500 point bonus.



1,000 point bonus. They will randomly appear after you've collected 4 powers.



Kills everything on the screen and gives you 10,000 point bonus. Note you don't get extra points for what you kill. These items are in the same set places every game, except the random ones on rounds 6 and 9.



This is very rare but can appear on any level. It's worth a random amount of points if collected or keep shooting at it and it will turn into the four items above (in that order) and then the Cross power.



Time Item. Adds twenty "seconds" to the clock. If you collect one after the timer has already reached zero the extra time is added on but doesn't go down again.



Extra life. These can sometimes be found in the stones on rounds 4, 12, 18 and 26. On the Japanese version there's one on round 14 on the right hand side of the log bridge. Grab it quick before it flies off the screen.



Collect any 7 stars for a 70,000 point bonus.



Hidden Parchment worth 1,000,000 points! There's only one of these in the game and it can only be found above the star tree on round 13 (see bonuses & scoring).

5. HIDDEN POWERS

How long it takes you get all the powers depends on the difficulty setting of the machine. On the hardest setting its possible to get 4 powers on one level if you've got enough time. On the lower difficulty settings it can take as long as 4-5 rounds before you get all 4.

If you get the Cross power while you have the other 4 powers you will earn a 160,000 point bonus. If you don't die and get another cross however, you don't receive another 160k. The Cross power only appears on set levels or in the question mark object. Once you have the other four powers, the blue 1,000 point objects start to appear in place of the power ups.



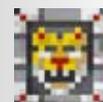
Star Power

Increases your weapons range to nearly the length of the whole screen.



Crown Power

Increases the fire power of your weapon, letting you kill several enemies with a single shot.



Tiger Power

Let's you kill any enemy instantly by jumping on it.



Cross Power

Limited invincibility lasting 10 - 45 seconds depending on the round. If you collect a second Cross power and the first hasn't expired extra invincibility time isn't added on nor do you score another bonus.



Sun Power

Allows greater control over vertical firing.

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