

This is the Manual for "Little Fighter" and is written by Steven Wong  
([ste\\_wong30@yahoo.com](mailto:ste_wong30@yahoo.com)) for the Underdogs (<http://www.theunderdogs.org>)

### Main Menu

When you start the game you will be presented with this screen:



The first row means: *Begin Fighting*.

The second row means: *Difficulty*. The default setting (shown above) is set to *Medium Difficulty*. To change to *Hard difficulty* press any fire key (see below) or enter.

The Third row means: *Quit Game*

### Game Screen

After starting the game the following menu will be shown:



The first section means: *Individual Fighting*. The following numbers are the number of players you want.

The second section means: *Team Fighting*. The number in the first row is the number of teams, and the number in the brackets are how many players in a team.

The third section means: *Tournament*. The "1 on 1" is and one-verses-one fight in an elimination contest. The other is a three-man fight in an elimination contest.

### Player Select

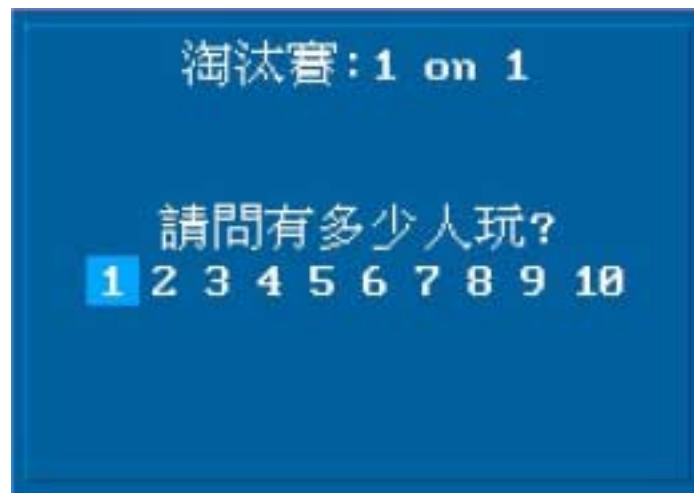
1) If you select *individual* or *team* battles, the following screen will be shown:



This screen shows the keys for each player.  
The words below the arrows are: *Attack* and *Jump*.

To begin to select your character press your fire key. You will then be presented with characters, and to scroll press your *left* or *right* key. Each character will have three special moves and the "cost" is also shown (see below). Press fire to select and begin playing. Each character is detailed below.

2) If you selected to play the tournament, then this screen will be presented:



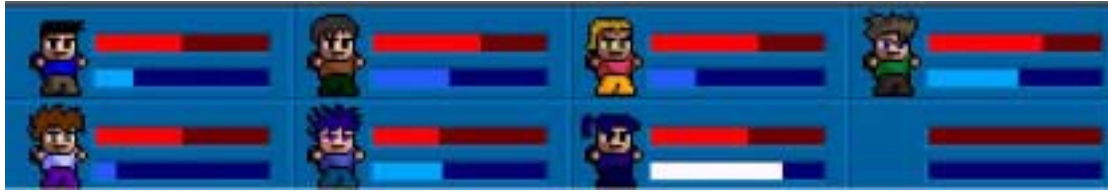
The words in the middle of the screen means: *How many human players do you want?*  
In tournament mode there will be a total of ten human and computer players. Select the number of players you want press fire.

Note: In three-man fights, there is only a maximum of nine players.

Once selected, select your character and you will be randomly put on the tournament tree. When it is your turn, select which player's key you want to use by pressing the fire key.

After the end of the tournament a screen will present the winner.

### Battle Screen



Once you start fighting all the players participating will be shown on the top of the screen. This shows their life and power. The red bar represents the characters life and the blue their power. Power is needed to perform the characters special moves and depending on how much is available, some moves may not be able to be performed.

If your life bar reaches the end then you will become an angel and leave the battlefield. Your power bar will be recharged over time when depleted or with a successful hit.

Player one is in the left-top corner counting along with player eight on the bottom-right.

### Power



Power is needed to perform the characters special moves. Your character will start with a small amount of power but it will be gained with time. Every successful hit lets you have more power.

You will lose power when you run or use special moves. The more the move “costs” the more power that will be used up. A full bar is approximately 100p.

You can also gain power by drinking the bottles that drop (see below for more details).

### Items

Items are randomly dropped from the sky so watch out for the rock or the crate as they can land on you! To pick up the item, move over it and press *fire*. To use it press *fire* again or *jump* to throw it. Some items can be kicked to stop them from hitting you. This will differ from item to item and is detailed below.

Picture	Description	“Fire”	“Jump”	Notes
	Boomerang	Throw	Throw	If it misses the first time it will turn back and try again.
	Bat	Hit	Throw	
	Crate	Throw	Throw	Can hurt you if it falls on you.
	Scythe	Hit	Throw	
	White Bottle	Drink	Throw	When drunk, gives you ¼ life and power.
	Brown Bottle	Drink	Throw	When drunk gives you ¾ power.

	Rock	Throw	Throw	Can hurt if it falls on you.
---	------	-------	-------	------------------------------

## Characters

Here is a detailed description of each player. *Fire* must be pressed after the directions to perform the special moves.

### Davis



Special Moves: **Fireball**  $\leftarrow \rightarrow \rightarrow$  10p



**Grab**  $\rightarrow \leftarrow \rightarrow$  20p

**Uppercut**  $\rightarrow \uparrow \downarrow$  70p



Once you grab a player, you can punch them by pressing *fire* or throw them by pressing *jump*.

### Woody



Special Moves: **Fireball**  $\leftarrow \rightarrow \rightarrow$  10p



**Teleport**  $\rightarrow \downarrow \uparrow$  10p

**Charge**  $\rightarrow \leftarrow \rightarrow$  70p



When you teleport, you will instantly be transported to nearest opponent.

### Rudolf



Special Moves: **Teleport**  $\rightarrow \downarrow \uparrow$  10p



**Throwing Stars**  $\leftarrow \rightarrow \rightarrow$  20p

**Invisibility**  $\uparrow \downarrow \leftarrow \rightarrow$  50p



When you teleport you will be teleported to the nearest opponent. While invisible you can still hit opponents, use items, use special powers etc but you will also be invulnerable. However while trying to become invisible, you can be hit and lose your power.

### Louis



Special Moves: **Super Punch JUMP**  $\rightarrow \rightarrow \rightarrow$  30p



**Super Flying Kick**  $\rightarrow \leftarrow \rightarrow$  40p

**Explosion**  $\leftarrow \rightarrow \rightarrow$  60p



The flying kick can hit several opponents in a row. The explosion move works to the left and right of you, it will 'push' your opponents outwards including any incoming fireballs or items.

### John



Special Moves: **Fireball**  $\leftarrow \rightarrow \rightarrow$  10p



**Frisbee**  $\rightarrow \downarrow \uparrow$  30p

**Explosion**  $\uparrow \downarrow \leftarrow \rightarrow$  80p



The Frisbee will automatically home in on an opponent and if it misses it will take another round; even if it does not miss it will try to hit an opponent again. It can go through more than one person. To throw the Frisbee press *fire* or *jump*, but you can be hit while holding it and lose the Frisbee. The explosion will hit anyone that touches you.

### Deep



Special Moves: **Fire Sword** FIRE 5p



**Summon Sword**  $\rightarrow \leftarrow \rightarrow$  20p

**Grenade**  $\uparrow \downarrow \leftarrow \rightarrow$  50p



Once you summon the sword you can use it to fire by pressing *fire* but the range is very short. You can also throw it by pressing *jump*. The grenade will hurt anyone in front of you at the time of the attack.

### Henry

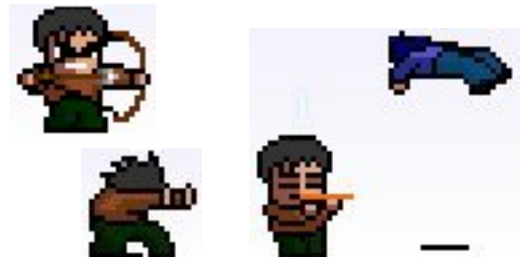


Special Moves: **Use Bow** FIRE 5p



**Push**  $\leftarrow \rightarrow \rightarrow$  50p

**Levitate**  $\uparrow \downarrow \leftarrow \rightarrow$  60p



The bow can be thrown when it is held by pressing *jump*. To access all the other moves the bow must not be held. The push move affects all players, items and fireballs indefinitely in the direction you are facing. The levitate move can affect more than one opponent but only works for those close to you.

### Freeze



Special Moves: **Snowball**  $\leftarrow \rightarrow \rightarrow$  20p



**Summon Ice Sword**  $\rightarrow \downarrow \uparrow$  40p

**Ice Tornado**  $\uparrow \downarrow \leftarrow \rightarrow$  60p



If the snowball hits an object or fireball, it will split in two and will keep doing so if hit further. The Ice Sword can be used to hit an opponent by pressing *fire*, this will freeze him, or thrown by pressing *jump*, this will also freeze him but will disappear after two hits.



Dennis



Special Moves: **Fireball** ←→→ 10p



**Grab** →←→ 20p

**Spinning Kick** →↓↑ 70p



When you grab someone, you can throw him by pressing *jump* or hit him pressing *fire*. The kick can hit more than one person in a row.

Firen



Special Moves: **Fireball** ←→→ 10p



**Explosion** →↓↑ 40p

**Fire Run** →←→ 70p



Anyone next to you while you do the explosion will get hit. The fire run can hit more than person in your path.