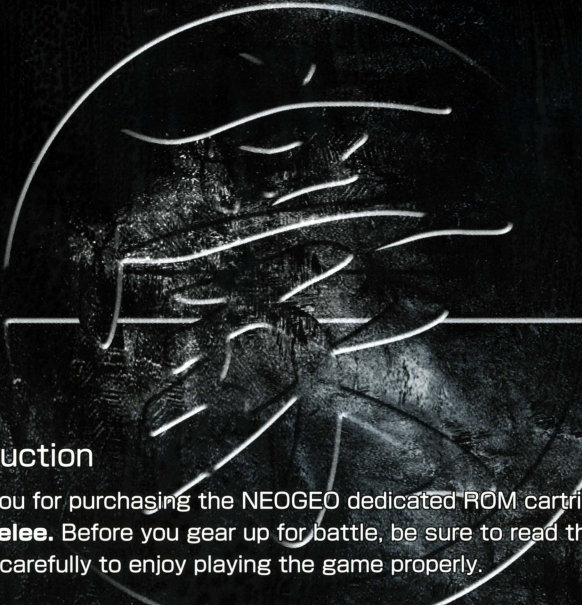


NEO
ADVANCED ENTERTAINMENT SYSTEM
GEO™

闘姫
Matrimée™

ROM
CARTRIDGE





Introduction

Thank you for purchasing the NEOGEO dedicated ROM cartridge entitled: **Matrimellee**. Before you gear up for battle, be sure to read this User's Manual carefully to enjoy playing the game properly.

- * You may want to also refer to the NEOGEO User's Manual while playing.
- * A parent or guardian should read the manual and explain the contents to younger players.





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WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY WARNING]

Please read before playing
the NEO GEO system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. PLAYMORE and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with your projection television.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne vous tenez pas trop près de l'écran
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR] L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

MEMORY CARD-BACKUP

With a NEOGEO Memory Card (sold separately), you can easily return to where you left off during a game. Securely insert the memory card into the console's memory card slot and follow the procedures below to save and load game data.



■ TO LOAD (Retrieving Data)

If the NEOGEO Memory Card is inserted correctly, the "LOAD DATA" screen will appear. Use the joystick to select "YES" and push Button A to resume play where you left off.

■ TO SAVE (Recording Data)

If the NEOGEO Memory Card is inserted correctly, after a game has ended, the "SAVE DATA" screen will appear. Use the joystick to select "YES" and push Button A to save data at the point where you finished. (With certain software data is saved automatically during play.)

※As a rule, you cannot save data for a game more than once. Consequently, when saving data for a game on a memory card, be aware that previous data for the same game will be erased automatically.

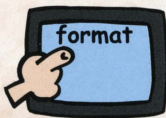
■ FORMATTING CARDS

Newly purchased NEOGEO Memory Cards are not formatted. Before using a new card, follow the procedures below to format it.

① Correctly insert a NEOGEO game cartridge and memory card into the console.



② While holding down all the buttons (A to D) on the Player 1 controller, push the RESET button on the Home System console.



③ When the "MEMORY CARD UTILITY MENU" appears on the screen, select "FORMAT" and follow the on-screen instructions.



④ Press Button A to completes formatting.

NOTES ON USING MEMORY CARD

- A NEOGEO game cartridge must be inserted into the console to save and load data on the memory card.
- While loading and saving data, under no circumstances should you either remove the memory card and game cartridge or turn the console off.
- Insert the memory card into the slot with its arrow mark facing upward.
- The memory card is sold separately. Make sure you purchase and use only NEOGEO Memory Cards with the NEOGEO Home System.

NOTES ON USING CARTRIDGES

- This cartridge is for use only with the NEOGEO Home System.
- Turn the machine off before inserting or removing the game cartridge.
- Because this cartridge is a high-precision device, do not expose it to extreme temperatures or severe shock. Never attempt to take this cartridge apart as it may damage sensitive components within it.
- Do not touch the cartridge's connector or get it wet.
- Do not clean the cartridge with cleaners such as thinner, benzine, or alcohol.
- When not in use, unplug the console's AC adapter from the outlet.
- Do not connect the NEOGEO Home System to a screen-projection TV. It may cause image burn-in on the screen.



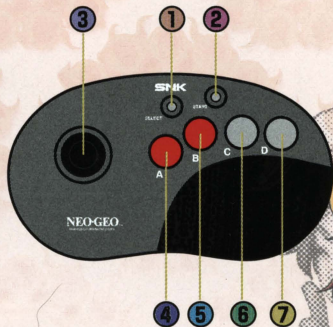
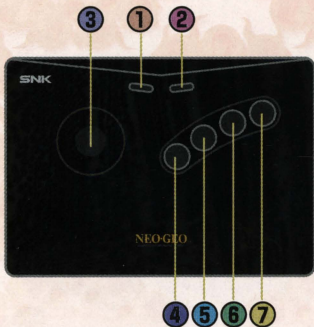
The Goketsuji clan has been appeared newly! Who will survive to be joined in marriage with the successor to the throne?

The playoff for the leadership of the "Goketsuji" clan that is proud to be more famous (?) than the Olympics. A request to enter an event that was sponsored by a certain country came into the hands of the Goketsuji clan. The actual purpose of this event was to select a suitable marriage partner for the successor to the throne. Within in this certain country, it seemed that they considered this to be prodigious for the strongest fighters recognized by the world (?), the Goketsuji clan. There is only one condition to be a suitable marriage partner, and that is to be the strongest! Into whose hands of the clan will the succession of the throne fall? The trigger to start the marriage battle, "MATRIMELEE", has been pulled!!





The basic operation at each Select screen as well as during a fight is as follows:



- 1 Selection Button** ... Pause / (Canceled by pressing again)
- 2 Start Button** ... Starts game / Participate Partway / Continue Invoking Bloodline Battles (During battle)
- 3 Joystick** How to operate characters (During battle) / Selects modes and items
- 4 Button A** Weak Punch / Selection settings
- 5 Button B** Weak Kick
- 6 Button C** Strong Punch
- 7 Button D** Strong Kick



How to view the Fight Screen



- ① **Round Time** Judgment made when 0 is reached. The fighter with the most stamina remaining is the winner.
- ② **Stamina Gauge** Shows the amount of stamina of the character. If it becomes 0 before the opponents' does, then the round is lost.
- ③ **Character Panel** Displays the face of the character.
- ④ **Character name** Displays the name of the character.
- ⑤ **Victory Marks** Displays the amount of rounds won during the match.
- ⑥ **Stress Meter** (*) ... Rises every time damage is received or an attack is blocked and is stocked when it reaches MAX.
- ⑦ **Stock Amount** Displays the presently stocked amount from the Stress Meter (Maximum Stock Amount = 3).

※For more details on the Stress Meter, please see page 12.

1 Game start

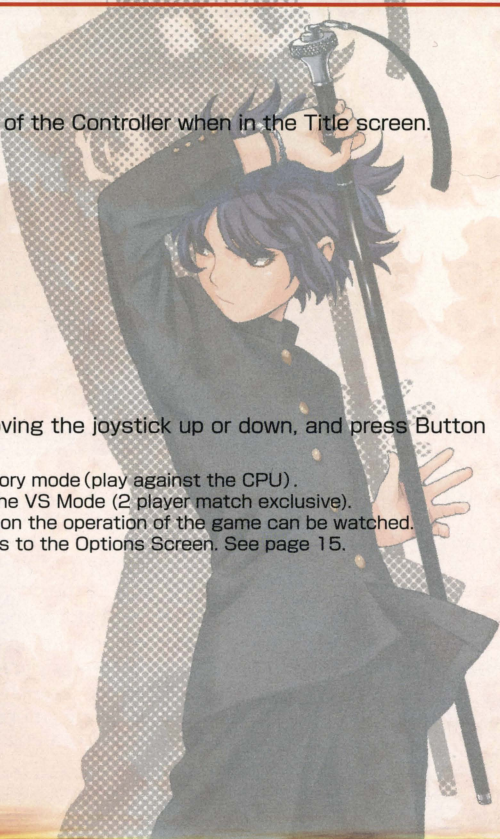
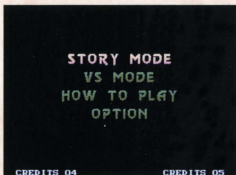
Press the Start Button of the Controller when in the Title screen.



2 Mode selection

Select the mode by moving the joystick up or down, and press Button A to confirm.

- **STORY MODE** :Enter story mode (play against the CPU).
- **VS MODE** :Starts the VS Mode (2 player match exclusive).
- **HOW TO PLAY** :A demo on the operation of the game can be watched.
- **OPTION** :Switches to the Options Screen. See page 15.



3 Player selection

The character to be used is selected. Select the character with the joystick, and confirm by pressing the button **A**, **B**, **C** or **D** (The color of the character changes depending on the button pressed).



1 Start fighting!



<How to Jump in Partway>

When the Start Button of a controller that is not being used is pressed during the Story Mode (playing against CPU), the CPU match is interrupted and switches to the 2 player match mode.

<Continue>

After defeat during story mode (play against the CPU), the Continue Screen is displayed and a countdown starts. To continue playing, push the controller Start button before the countdown reaches 0.

About the Operations during Battle

All the descriptions assume that the character is facing right.

[→] shows the direction that joystick movement causes and "A B C D" show the button that is used.

1 Basic Commands

Forward	→ (tap the joystick quickly →→)
Backward	← (tap the joystick quickly ←←)
Jump	↖ or ↑ or ↗
Crouch	↙ or ↓ or ↘
Guard	when under attack ← or ↙
Punch	A (weak) or C (strong)
Kick	B (weak) or D (strong)

2 Special Commands

Front roll	(→+) Press A B together.
Back roll	←+ Press A B together.
Crush attack	Press C D together.
Two-tier jump	Move the joystick up (↑) during jumps
Guard Cancel Attack	Press C D together when on guard (1 Stress Meter consumed)

3 About the Stress Meter

Every time damage is received or an attack is blocked, the Stress Meter builds up.

When it becomes MAX, then the "Exploding Anger" is put into motion and 1 bar is stocked (Maximum Stock = 3).



Consumption of 1 Stress Meter bar

Stress Shoot & Guard Cancel Attack

Consumption of 2 Stress Meters

Special Moves

④ About the “Bloodline Battle”

“Bloodline Battles” is a mode to compete to see if the buttons can be correctly pressed in the order as displayed. Put it into motion by pressing the START button during battle!

1

By pressing the START button during a battle, the bout operation will be invoked. In regards to this, if the opponent player also invokes the bout operation, then the “Bloodline Battle” mode will begin (※)!

2

It is a contest to see which player can press the buttons in the correct order as displayed on the screen. For example, if “ABBDC” has been displayed, then quickly press the buttons in that order!

3

If the buttons are pressed properly, then the opponent will be attacked! If not pressed properly, then you'll be damaged! However, if both players have properly pressed the buttons till the end, then the bout will go into overtime! It will continue until one of the players makes a mistake!

※ In the case the opponent doesn't respond to the Bloodline Battle operation, then the Stress Meter will increase.

5 On how to use Enabler

Enabler Call

When the Enabler is in the background, press **B** **C** together.

Summons the Enabler to the same line as the player. Offensives and defensives utilizing the Enabler becomes possible.



Enabler Guard

When the Enabler is in front of the player, press **←** or **→** + **B** **C**

The Enabler will become a shield and guard your character. If it succeeds, doing a Guard Cancel Attack also becomes possible.



Enabler Toss

When the Enabler is in back of the player, press **←** or **→** + **B** **C**

Hurl the Enabler against the opponent (damaging).



Options

You can change various game settings. Use the joystick to move up-down between the option items and to move left-right to change the settings.



- **LEVEL** : Changes the level of difficulty (1 to 8) of the Story Mode.
- **ROUND** : Sets the amount of rounds (1/3/5) for each stage.
- **PLAY TIME** : Sets the time limit (30/60/90/No Limit) of each round.
- **S.GAUGE** : Sets the condition of the Stress Meter (NORMAL = Usual / MAX = Constant MAX) during battles.
- **LANGUAGE** : Changes the language of the messages (JAPANESE / ENGLISH) in the game.
- **FLASH** : Determines whether the screen flashes are shown (ON / OFF) during the game.
- **EXIT** : Returns to the Mode Select Screen by pressing Button A.

Command information

[→]=Joystick Input Direction

[A·B·C·D]=Button Abbreviations

"Stress Shoot" ...1 Stress Meter consumed

"Special Moves" ...2 Stress Meters consumed

※ All the descriptions assume that the character is facing right.



闘姫

™

Matrimicele



Olof Linderode

New Face

Shocking Foray

↓↙←+B or D

Punitive Measures

→↓↙+B or D

Rencounter

↓↙→+A or B or C or D

Stress Shoot

↓↘→↘↓↙←+D

Special Moves

←↘↔+C



Buntaro Kuno

New Face

Buntaro's Kick!

→↓↙+B or D

Impulse! Slider!

→↓↙↘←+B or D

Baku! Otokogji!

→↓↙↘←+A or C

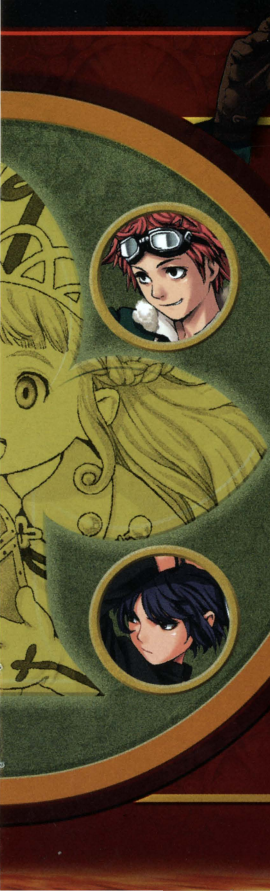
Stress Shoot

↓↘↙↘↓↙→+D

Special Moves

←briefly, D·B·D·B





New Face

Stuttering Kick

→↓↘+B or D

Power Dunk

→↘↓↙+A or C

Ah! Ta! Ta! Ta! Ta! Tah!

→↘↓+A or C

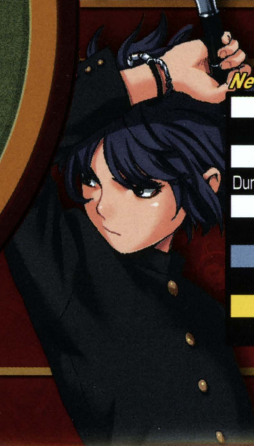
Stress Shoot

↓↘→↓↙+C

Special Moves

←briefly, C·A·C·A

Shintaro Kuno



New Face

Chronograph

→↓↘+A or C

Batting Branbass

During jump ↓↙↘+B or D

Incubus

→↓↘+B or D

Stress Shoot

↓↙↘↙↓↘→+A C

Special Moves

↓N↓↘→+D ※

※N = Joystick in neutral position

Hikaru Jomon

Clara Hananokoji

Dream Mind Boomerang

↓↘→+A or C

Dream Turn Attack

↓↘←+B or D

Miracle Death Kiss

→↘↙↓↘→+B D

Stress Shoot

↓↘→↓↘→+C

Special Moves

←↘↓↘→↓+C·C



Otane Goketsuji

Gansaishi

←briefly,→+A or C

Ikakugan

←briefly,→+B or D

Ryusei Ranbudan

Near opponent →↘↓↘→+A or C

Stress Shoot

↓↘→↓↘→+C

Special Moves

←↘←→+C





Annie Hamilton

Annie Dynamic

Keep pressing **D**, then release.

Swanee Crush

↓↘→+**A** or **C**

Rainbow Rise

→↓↘+**A** or **C**

Stress Shoot

(→↘↓↙←)×2+**C**

Special Moves

(←→+**A**)·(↘↙+**C**)

Oume Goketsuji

Gansaishi

↓↘→+**A** or **C**

Ikakugan

→↓↘+**A** or **C**

Tenbu Kyaku

During jump ↓↘→+**B** or **D**

Stress Shoot

↓↘→↓↙→+**A** or **B** or **C** or **D**

Special Moves

↘↙←→+**A****C**

Pochi

Whimpering Bow-wow

↓↘→+A or C

Growling Bark!

During jump ↓↘→+B or D

Attacking Bark!

↓↘→+A or C

Stress Shoot

While pressing A, press B, then C

Special Moves

→←→←→←→←→

Keith Wayne

Lightening Slash

↓↘↙+A or C

Knuckle Bomber

←briefly, →+A or C

Rolling Canon

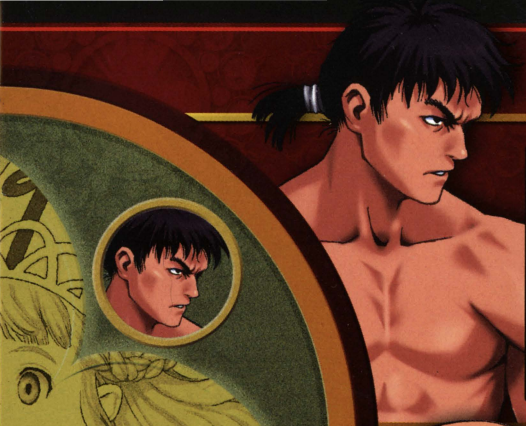
↓↘↙+B or D

Stress Shoot

↓↘↙↘↓↘→+C

Special Moves

↓↘→↓↘→+C



Reiji Ohyama

Raikoukyaku

Press **C** or **B** repeatedly

Gekisho Hadoha

↓ ↘ → + **A** or **C**

Ryu-Ensho

→ ↓ ↘ + **A** or **C**

Stress Shoot

→ ↘ ↓ ↙ ← → + **C**

Special Moves

↓ ↘ → ↓ ↘ → + **C**



Chin Nen

Rekkoken

→ ← → + **A** or **C**

Senko Rekkkyaku

← ↙ ↓ ↘ → + **B** or **D**

Jubakufu

← ↙ ↓ ↘ → + **A** **C**

Stress Shoot

While pressing **A**, press **D**, then **C**

Special Moves

↓ ↘ → ↘ ↓ ↙ ← + **B**

Kanji Kokuin

Genmei Kikoudan

→↘↓↙←+A or C

Gekijou Juji Tsuki

Press A or C repeatedly

Isshaku Fuda

←↙↓↘→+B or D

Stress Shoot

←briefly, →+B D

Special Moves

B D • B • B • D

Saizo Hattori

Ryu-Enha

↓↘→+A or C

Shinku Senpuzan

During jump ↓↙←+A or C

Sei-En Resshozan

←↙↓↘→+B or D

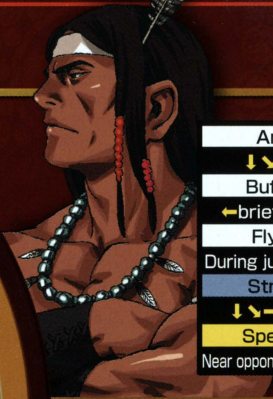
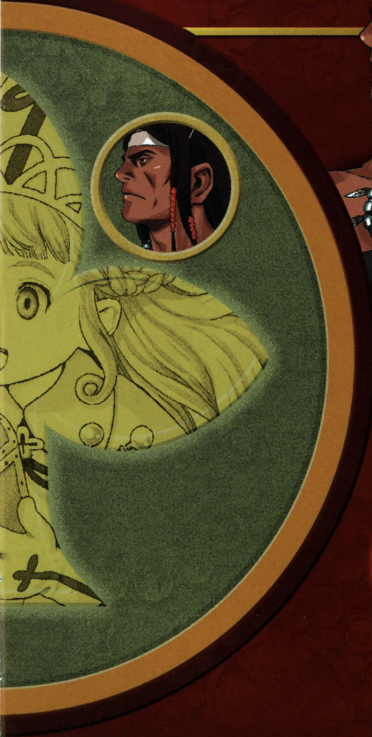
Stress Shoot

↓↘→↘↓↙←+C

Special Moves

↘↘↘↘+D





- Arrow Shot
↓↘→+A or C
- Buffalo Storm
←briefly, →+B or D
- Flying Elbow
During jump ↓↙←+A or C
- Stress Shoot
↓↘→↓↙←+C
- Special Moves
Near opponent(→↘↓↙)×2+C

White Buffalo



How to Select Princess Sissy

- 1) Select and confirm one of the characters through the Player Select Screen.
- 2) Press the buttons **A**, **B**, **C**, **D** at the same time immediately afterwards.
- 3) Continue to press during the Demo that comes up after the player selection.
- 4) When the VS presentment screen is displayed after the Demo, the selected character will change to Sissy.

Misdirection

↓↘→+A or C

Ambitious Card

↓↘→+B or D

Ratsel Reve

→↓↘+A or C

Espoir

↓↙←+B or D

Stress Shoot

↓↙←↘↓↘→+A

Special Moves

↓↙←↘↓↘→+C



WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen, möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

- Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!
- Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

- Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symtome während des Spielens mit Videospiele bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

- Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.
- Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE EPILEPSIA] POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugar video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico ; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.



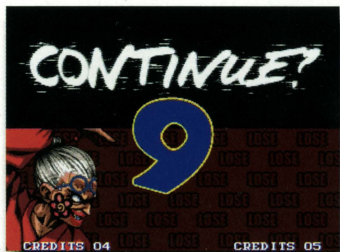
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SUN

SUN AMUSEMENT Co., Ltd.

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