

乙女烈拳

ブンガルー

MAIDEN'S EXTREME FIST
"BUN-GA-RUA"

USERS MANUAL
MSX Dev 24 EDITION
(Version 1.1.2)

RETROMIXIS
GAMES

パナアムューズメントカートリッジ

Pana Amusement Cartridge

1 2 3 4 5 6 7 8

S·C·C·



MSX2

REQUIREMENTS and Before starting the game

This game runs on any MSX2 compatible computer with 128KB of VRAM or higher.

Joysticks is able to use but not required.

Game saving to **Pana Amusement Cartridge(PAC)** supported,**but not required.**

The game itself is a 512KB SCC-MEGAROM.

This game Cartridge itself is in slot 1,
If you have a PAC, insert it into slot 2,Please.

**If a mouse is connected to joystick port 1,
it will not work properly and
must be disconnected to play.**

THE GAME

This game is available in two types



There are two versions of the game:

Simple version which is like a retro kung fu game.

Story version which adds exploration,growth elements,and a story.

The game rules are different for each version.

~HOW TO START~

After the title is displayed,use the left/right keys to select "**Start the Story**" or "**Start Simple version**".

Press Spacebar or Trigger 1 to go to the **NEW GAME/CONTINUE SCREEN**.

If you select Continue,you will be taken to password entry mode. Resuming the game with a password or saved data is described below.

1. Common Matter

Switching between NTSC and PAL



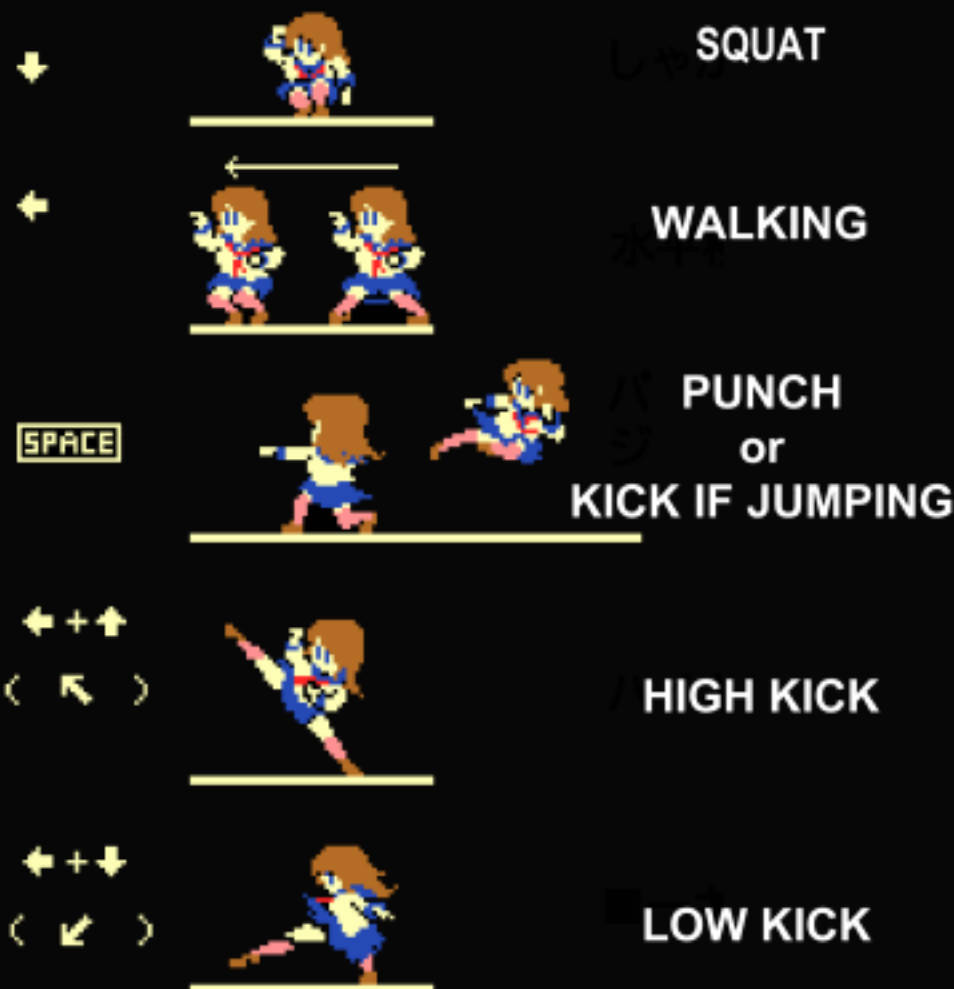
PAL (50Hz) or NTSC (60Hz) is automatically selected to correspond to the MSX of each country.

You can switch between PAL and NTSC by pressing the SELECT key.

This function is provided to reproduce the environment and game speed of the Japanese version in PAL.
If you have problems with operation,
please play the game in the automatically selected state.

1. Common Matter

Common operations for simple and story versions
(Figures in parentheses are for joypads)



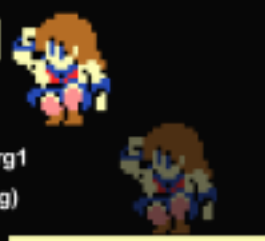
1. Common Matter

Common operations for simple and story versions
(Figures in parentheses are for joypads)



VERTICAL JUMP

GRAPH + **SPACE**



(**2**) + (**1**)

Hold Trg2 and press Trg1
(Simultaneous pressing)

Diagonally jump
in the direction
the player is facing.

GRAPH

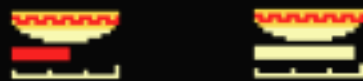


(**2**)

GRAPH 1

Ramen noodles
Switching between types

GRAPH



(**2**)



Press and hold,
and when the gauge fills,
use the ramen.

1. Common Matter

Ramen (4 types)

If you have it, you can choose it with the **Graphkey (TRG.2)**

It'll be ready to go after a long press for a little while!

It'll give you a helping hand while you need it.

The effect is different for each type, so choose wisely!

This is a great one to use in boss battles!



- ① Shoyu ramen
- ② Chow mein
- ③ Red hot ramen
- ④ Chilled noodles

Improved attack and defence
Particularly improved defence
Longer lasting effects than ①
Lighter movement.



note) The maximum number of each can be owned is 7.

1. Common Matter

Life gauge and oolong tea gauge



On the right is the player's life gauge.

At the bottom of the gauge is the number of oolong teas that will be used automatically when the life reaches zero.

If there is OOLONG TEA, one is consumed and AUTOMATICALLY RECOVERED.

The GAMEOVER when the number of lives and oolong tea is zero.

The left side

functions as a life gauge in the case of bosses and as their remaining number in the case of henchmen.

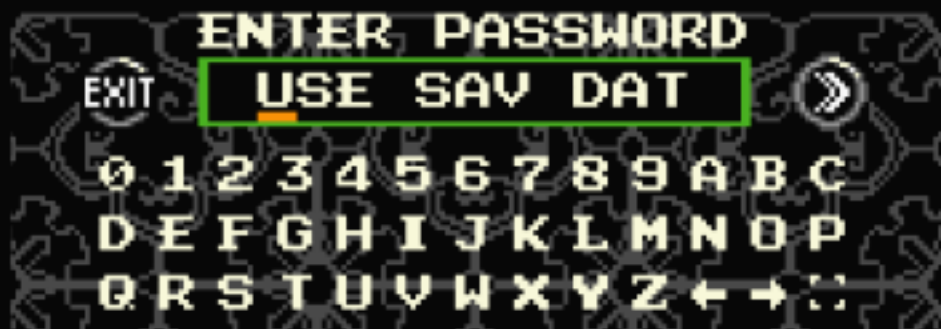
The name of the character appearing below the gauge is displayed.

In the story version, all henchmen will be restored if you leave the room without them.

1. Common Matter

Resume with PAC (or memory) saved data

Resume from password input mode.



If a PAC (or memory) save data exists, the password “USE SAV DAT” will be entered beforehand.

In this case, the transition button will be flashing.

Please press the space bar or trigger 1 and the game will resume without entering the second password entry mode.

It is also possible to restart the game by entering another password without making use of this string.

1. Common Matter

Gamesave



This game uses **Block 2**(for simple ver.) and **3**(for the story) of the PAC.

If you are using the same area for other games, please manage your save data in advance.

If there is no PAC (memory save) saved data is retained until the power is turned off.

2. Story version

Prologue

The first part of the "True Bungarua Manuscript", a book of dark kung-fu secrets said to have been in the possession of a gang leader during the Qing Dynasty, states.



The True Bungarua Manuscript

***"Revere the noodles as a sacred nectar,
and thus shalt thou be bestowed the Holy Grail."***

However, the text thereafter consisted of secret letters and was indecipherable.

—The present day,

—The descendant Liangah has succeeded in further deciphering it!

The contents of this horrifying message are!..

***"From the ashes shall arise the ancient urn,
to resurrect the great king of Bungarua.
When thou dost rule with fire over
the scholarly halls of the descendants
of the sun."***

The "Yen-chin",

a dark kung-fu and flame master

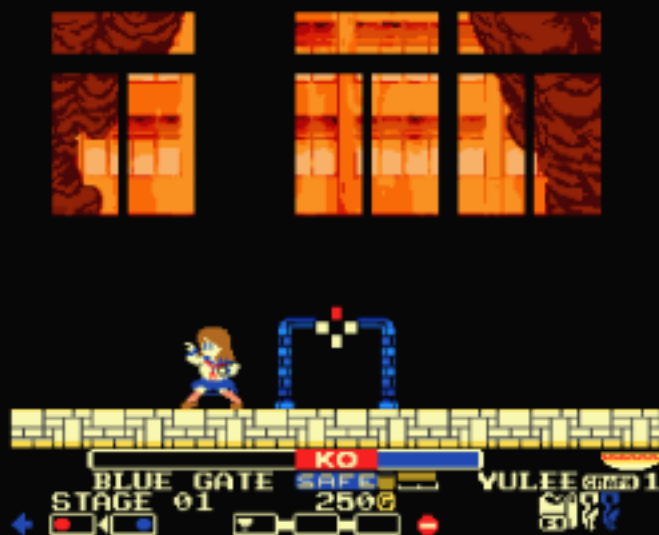
under the command of Liangah, has been repeatedly setting fires in search of the Sakyamuni Urn.



The maiden of a ramen shop, Yulee Menno, is also caught up in this calamity. But, During this time, She is given a technique by a mysterious ghost kung fu master, and her hidden power blossoms!



2. Story version



OVERVIEW

Once you've defeated all the bosses, you'll be ready to move on to the next stage!

Oh, but watch out! Some henchmen try to block your way and attack you.

If you manage to defeat all the henchmen, you'll be rewarded with a whole bunch of cool items!

You can buy them at the vending machines located somewhere in the stage. Get ready for the boss battle!

Once you've defeated the boss of the final stage, Liangah, the game will wrap up with a ending.

2. Story version

STATUS ICON



Depending on the situation, a status icon will appear below the life gauge.

ROGUE

Enemy appearance.

SAFE

Enemy absence.

TRAINING

Place of training.

SHOP

Vending machine.

BOSS

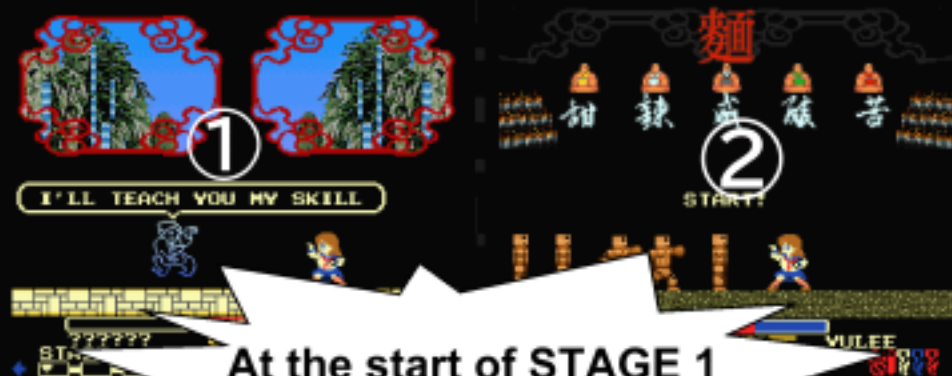
Boss Battle.

SAVED

Saved in PAC.(or MEM)

2. Story version

TRAINING Training improves the status.



①

~Training with the Ghost Kung fu master~

Unlike the simple version, the actions at the start of Stage 1 are limited. Let's learn the skills.

②

~Training with the Noodle Men~

Hey there! Just wanted to let you know that you won't lose any lives if you take damage from the noodle men.

But, sadly, the old masters will sit out one by one. So, try to win before they're all gone!

2. Story version

TRAINING Training improves the status.



③ ~Training with the Five Grand Masters~

One master will challenge you to a fight from the upper seat. Just like in the training with the noodle men, the masters will disappear one by one as they take damage. Try to win before they are all gone!

④ ~Training with the Dragon~

Punch or kick the teapot over the Oolong Dragon's head! You've got this! Let's succeed before the masters are gone.

2. Story version

Mini Map



A portion of the overall map of each stage is shown, and the player's position ● blinks.

● means the stage boss,

■ means the vending machine.

"!" means events, etc.

The leftmost and rightmost arrows allow movement to adjacent areas (called **ROOM**), respectively, and ● means a dead end.

Rooms can come and go as long as they are connected to each other. If there is a directional triangle between rooms, it means one-way traffic.

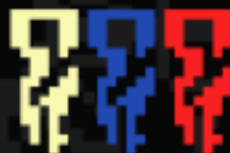
2. Story version

Gates and Keys



Each stage has a gate connecting the rooms.
The key corresponding to the color of the gate
allows access to and from the rooms.

No key is required for the train boarding gates.
(STAGE 3 only, How to ride the train is explained
on the next page.)



If you possess the key,
it opens when you approach the gate.
Overlay the player at the entrance to the gate,
player moves by pressing the directional key
indicated by the red cursor icon at the top of the gate.

2. Story version

About train traffic(STAGE3 only)



There are two types of trains in operation,

Depending on the conditions,
one of them will arrive at the station.

As players come and go between rooms,
trains will come and go.

No coins are required to board the train.

2. Story version

ENTIRE MAP



 ENTIRE MAP 

NO MAP

If you have the item "Map"
and the status icon is
in the **SAFE**, press *F1 to display it.



ENTIRE MAP in possession
and ready to display.

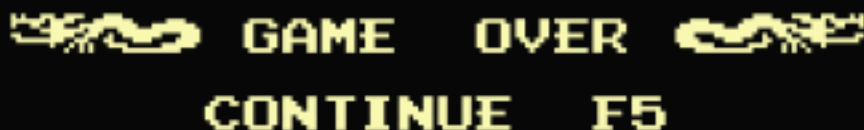


Entire map cannot be displayed.

*You can also press ↓ + Space bar(TRG.1)

3. Simple version

Game Over and Continue



Life is 0 and life recovery item (oolong tea) is 0,
The game is over.

You can try again by pressing the ***F5 key**
before the BGM ends.

If you do nothing,
the game will return to the title logo display.

***Pressing triggers 1 and 2 simultaneously works
the same way.**

About Continuation Location

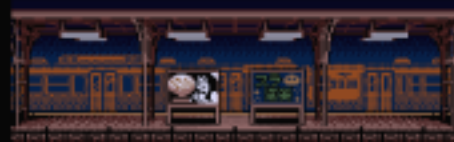
If you have saved,
The game will resume from the vending machine
or starting point of the stage.

If you have not saved
The game will resume from the starting point
of the stage.

2. Story version

SHOP

Shop and Gamesave



If you annihilate all the henchmen in each room, you may get coins.

If you annihilate enemies without taking damage as much as possible, more coins will appear!

Coins can be used at the vending machine.

When you approach a vending machine
The "SPACE" speech bubble will appear.
Press the SPACE key or trigger 1
to access the vending machine.

2. Story version

SHOP

Shop and Gamesave



VENDING MACHINE(Ramen machine)

If available for purchase, the lamp is lit.
Press the space key or the trigger 1 key
to Purchase.

Game saves

If you exit vending machine mode after saving,
The status icon will change to **SAVED**

Also, unlike other items,save items are restored
to inventory the next time you use
the vending machine.

2. Story version

SHOP

Shop and Gamesave



***Pana Amusement Cartridge (PAC) is supported;**
if a PAC has been inserted, a sign will be displayed
next to the vending machine.

To exit vending machine mode,
press the Graph key or trigger 2.

***Memory saving is possible even if there is no PAC,
As long as the power is not turned off,
it will be saved and can be used
when selecting continue.**

3. Simple version



Overview

Simple version has 99 stages, and you get to clear them all by defeating the enemies.
(except for the bonus stages)

Your score and remaining players are shown.
Earn items by landing consecutive hits without taking damage or in bonus stages. Win to convert lives to points, and gain one player for every 100,000 points.

Every 16 stages, you'll see a password.
After that display, you can save to the PAC(orRAM)
Once you clear the 99th stage, you'll reach the ending!

3. Simple version

BONUS STAGE Part 1



STAGE 13



BONUS CHALLENGE!
ROCKS
SCORE 0 HI-SCORE 57300 STAGE-13
REST-02

If you can defeat the number of enemies shown at the start without taking any damage, your remaining number will be increased by 1 and you'll get a bonus score!

Just a heads-up,
if you take any damage at all,
the game will end right away.

3. Simple version

BONUS STAGE Part 2



STAGE 09



BONUS CHALLENGE!
PICK ONE!
SCORE 0 HI-SCORE 0 STAGE-09
REST-02

you can get ramen noodles or bonus points by punching or kicking the treasure chest. Have fun!

Oh, but wait!



Oh my! If a ghost appears, it means this bonus stage is over. If you're lucky enough to succeed four times, this ghost will leave and the last treasure chest will be a hit and perfect!

3. Simple version

Game Over and Continue



Game over with 0 players remaining.
You can try again by pressing ***F5 key**
before the game over BGM ends playing.

Score and items in your possession will be reset.
***Pressing triggers 1 and 2 simultaneously
works the same as F5.**

Pause function by ***F1 key**

You can pause only during the period when
"STAGE XX" is displayed at the beginning of
each stage.

***Down + Spacebar works the same as F1.**

4. Enter the password

Enter the password



It consists of the following two parts

① 1st password

9 alphanumeric characters (separated by 3 characters)

② 2nd password

4x4 matrix with 4 types of icons

■ Story version

It is displayed when the last boss of each stage is defeated, and its contents record the number of items and other items remaining and the maximum value of the life gauge. (The starting point is the next stage and life is recovered.)

■ Simple version

It is displayed every time a stage is cleared 16 times. The saved contents are the next stage and the score at the time of clearing the stage.

4. Enter the password

Enter 1st password



the screen keyboard will appear shortly.

Just use the cursor to move around and choose the letters you want.

Once you've entered all the characters, you'll see the transition icon on the far right will automatically flash.

If you'd like to try something different, just select and move to the right on the screen keyboard. You'll see that the transition button will blink.

All you have to do is press the return key on the keyboard, and the transition button will flash right away.

Then, just press the space bar or trigger 1 to match.

4. Enter the password

Enter 2nd password



Move the **orange frame**, select the icon to be entered, and press the space key or trigger 1 to make the frame for input appear in the matrix column.

Then you can move within the matrix and press the space key or trigger 1 to place the selected icon.

You can leave the matrix and return to the icon selection column by pressing the Graph key or trigger 2.

If you keep moving to the right in the icon selection column, the transition icon will blink and you can match the icon in that state.

5. Characters, groups, etc.

YULEE MENNO

Let me tell you about this girl.
She's in high school
and comes from
a family that owns a ramen shop.



With the help of a mysterious ghost master who appears at the school when it's under attack, **She then discovers her kung-fu skill and, amazing "Bungarua-fist" power, which lets her transform herself by eating ramen noodles!**

SOLID NOODLE

He's a member of the folks over at
"Ramen Hound", a special organization of a certain superpower.
He's on a mission in Japan,
trying to capture the "Sakyamuni Urn",
which holds the key to the ultimate dark fist technique.



RAMEN HOUND

A special team formed
within a **secret organization directly**
under the president of a certain superpower.
Its mission is to gather information on dark kung-fu,
and to eradicate Liangah Park and its members.



Unit badge of RAMEN HOUND

5. Characters, groups, etc.

LIANGAH “Emperor”

He's the descendant of a gangster group that was destroyed by a certain kung-fu master at the end of the Qing Dynasty.

They've created their own lawless zones, called "Liangah Park", all over the globe! And their influence is growing in Japan, too.



He's so determined to master the ultimate dark art of the "True-Bungarua Fist"

He's got a strange way of looking at ramen — to him, it's more like a drink.

RamenZombie “Crazy Nails”

He failed to master the Bungarua Fist, or rather, he became a ramen addict as a test subject for Liangah.

Those who cannot be controlled are imprisoned in "Liangah Park".



“Qigong”



A kung-fu artist who follows some ramen zombies.

They use the Bungarua fist that turns ramen into a beam.

5. Characters, groups, etc.

The Ghost Master and the Five Grand Masters



They are the ancient martial arts masters, the position above the ghost kung fu master.

The five masters are: Sweet, Spicy, Acid and Bitter, led by Salt. They are otherworldly beings who help YULEE grow through their training.

“ADEPT”

Jar Collector.

He was the mentor of Liangah and Solid Noodle, as well as the mentor of a gang leader that was destroyed over 100 years ago, because of this, his actual age is said to be over 300 years old.



Sakyamuni Urn



Since time immemorial, this pot has been a chalice or a Pandora's box that has given special power to some and brought misfortune to others.

It is inscribed with Sanskrit characters meaning Buddha. It once belonged to a famous Chinese kung-fu master, but it was lost for a long time after it was taken out of the country during the turmoil of World War II.

5. Characters, groups, etc.

Liangah Corps

In those who stand before YULEE.

These include users of dark fist techniques accompanied by earthquakes, flames, and poison, AI-equipped deformable robots, and so on.



Bungarua Mates



These are the **cheerleaders** who add color to the victory dance. They come out of nowhere on their bowls to celebrate.

They cheer for the YULEE (players) behind the scenes.

SPECIAL THANKS

Thankful Tools

ZMA(HRA!), SZMFE(Suzumisaki kimitaka)
DDclub(T&E SOFT), EDGE2(TAKABO SOFT)
wav_scc.EXE(mdpc.dousetsu.com)
SEE(FUZSY LOGIC), S-Cube(Wiz.)

Japanese fonts in the games

Misaki-fonts(Makado Namu)

RETROMIXIS
GAMES

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