

SEGA®

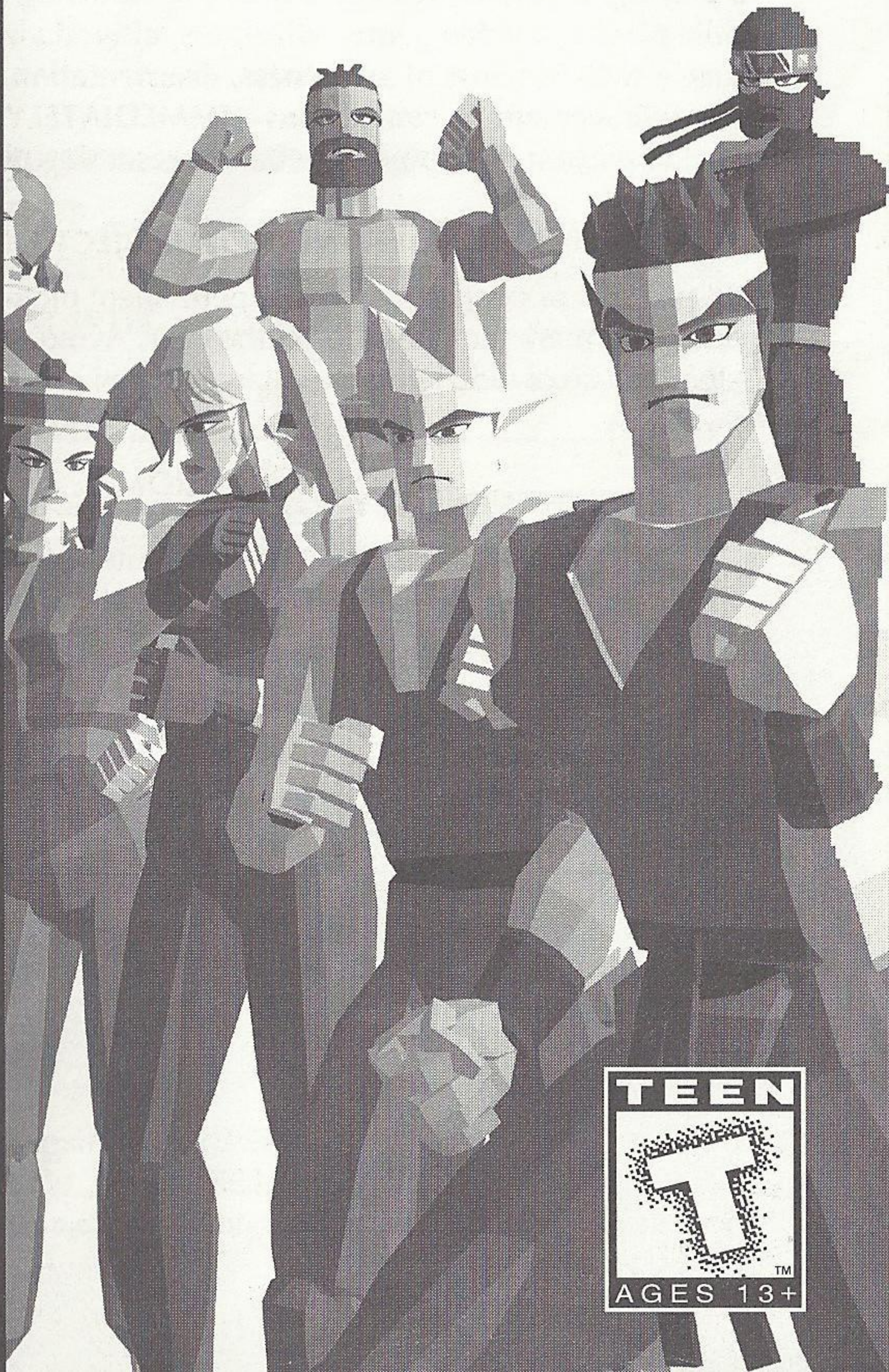
# Virtua Fighter™

™  
X  
2  
3

™

GENESIS

INSTRUCTION MANUAL



# **WARNINGS**

## **Read Before Using Your Sega Video Game System**

### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.**

### **WARNING TO OWNERS OF PROJECTION TV'S**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **HANDLING YOUR SEGA CARTRIDGE**

- The Sega Genesis 32X™ cartridge is intended for use exclusively on the Sega Genesis 32X System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

**For Gameplay Help, call 1-415-591-PLAY**

For French instructions, please call:

Instructions en français, téléphoner au:

1-800-872-7342

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

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# EIGHT FIGHTERS, EIGHT TECHNIQUES...

In ancient China, a powerful Kung Fu technique known as *Hakkyoku ken* ("the Eight Point Fist") was developed by the Imperial Guard. This technique won great admiration and many followers. Around the time of the Second World War, the Japanese army developed their own *Hakkyoku ken* techniques in order to create the ultimate fighting force.

Now, the only active master of *Hakkyoku ken*—a young man named Akira Yuki—sets off to travel the world in search of enlightenment... and worthy opponents.



He finds them in the World Fighting Tournament, where the strongest fighters have gathered to determine who stands supreme in the art of hand-to-hand combat. Any and all techniques are allowed, as long as the contestants use no weapons but their own bodies. After weeks of intense dueling, seven other warriors remain:

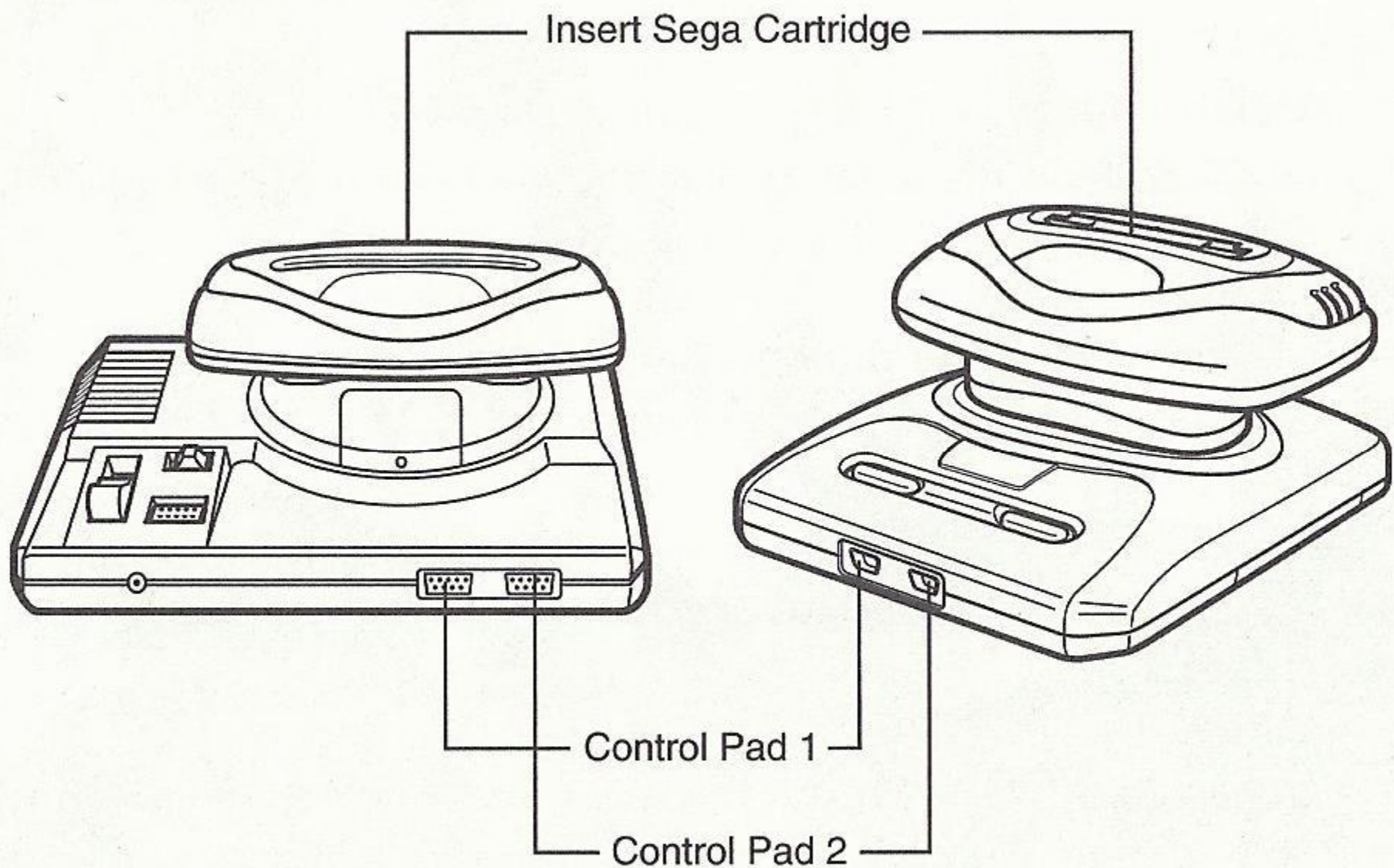
Sarah Bryant and her brother Jacky, both skilled in *Sekken Do*... Lau Chan and his daughter Pai and their special variations of Kung Fu... Jeffry McWild, master of the violent Greek fighting style known as *Pankratium*... The ruthless professional wrestler Wolf Hawkfield... The ninja Kagemaru and his mysterious techniques....

All eight of these fighters have arrived to test their methods and their might against each other. Who will stand victorious?

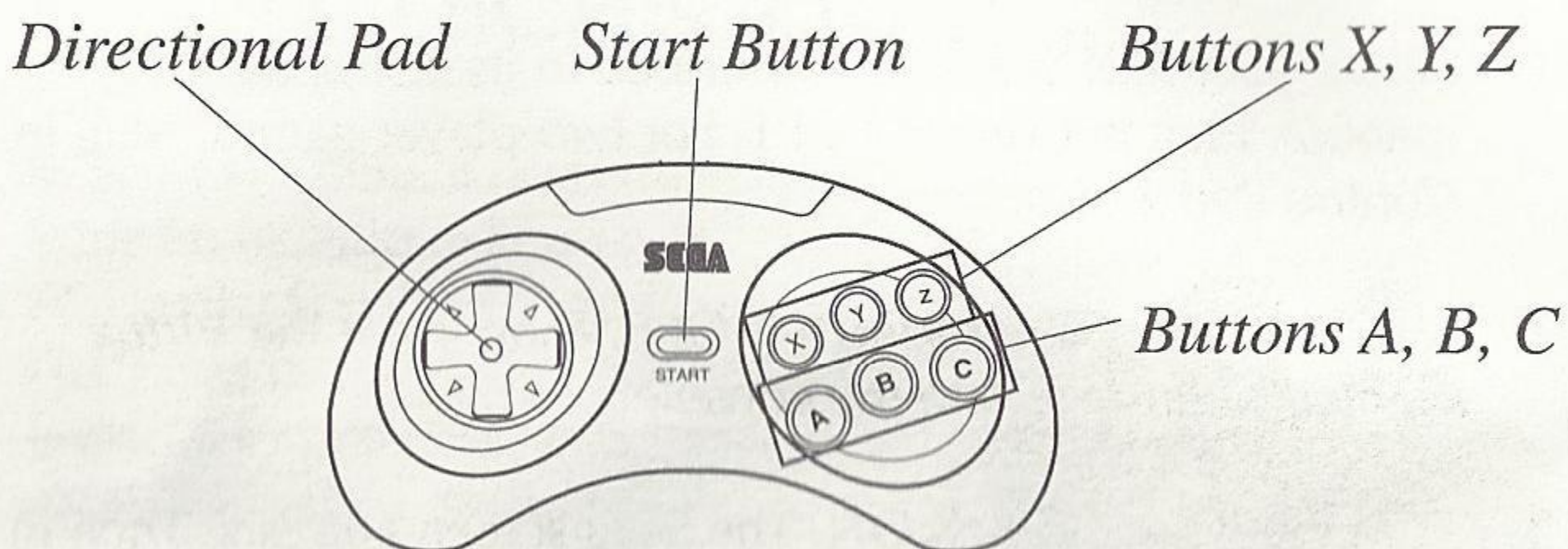
# STARTING UP

1. Set up your 32X System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Virtua Fighter*<sup>™</sup> cartridge into the console.
3. Turn the power switch ON. The Sega screen appears. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



# TAKE CONTROL!



## **Directional Pad (D-Pad)\***

- Makes selections on menu screens.
- Directs your fighter during game play. (See pages 12–30 for fighting moves.)

## **Start Button (Start)**

- Starts the game.
- Selects items on main menu screen.
- Pauses gameplay; resumes paused game.
- Skips Instant Replay after match.

## **Buttons X, Y, Z\***

- Not used in default configuration.

## **Button C\***

- Makes your fighter kick.
- Enters selections.

## **Button B\***

- Makes your fighter punch.
- Cancels selections.

## **Button A\***

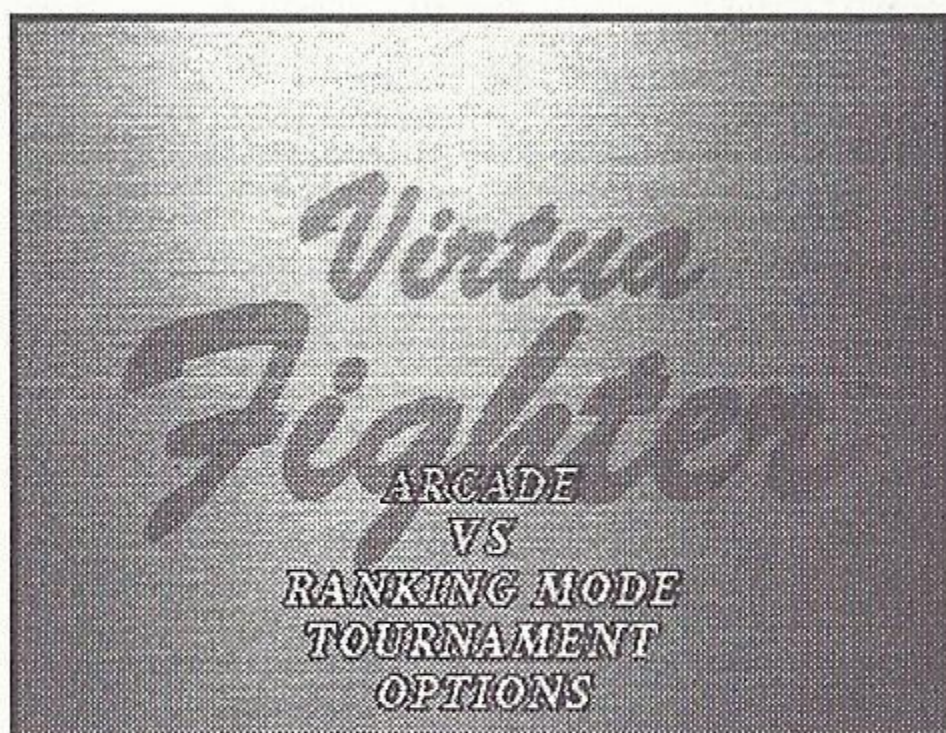
- Makes your fighter guard against attack.
- Enters selections.

\* Use these buttons to produce special attacks. See pages 12–30.

**Note:** Button configurations can be changed in the Option menu. (See page 6.)

# GETTING STARTED

A game demonstration and list of player rankings follow the *Virtua Fighter* Title screen. Watch the demo, or press Start at any time to return to the Title screen. Press Start again to bring up the game menu.



**Arcade** lets you select a character and take on all challengers—just like at the arcades.

**Note:** A second player can interrupt an Arcade match by pressing Start on the 2P Control Pad. Shortly, the Player Select screen appears. After both players have selected a fighter, the match begins. Once the match ends and neither player chooses to continue, the Arcade mode resumes at the same level as when the challenger entered the match.

**VS** lets you and a friend each pick a character and challenge each other. A VS game can be canceled during play by holding down Buttons A, B and C simultaneously and pressing Start. The game returns to the Title screen.

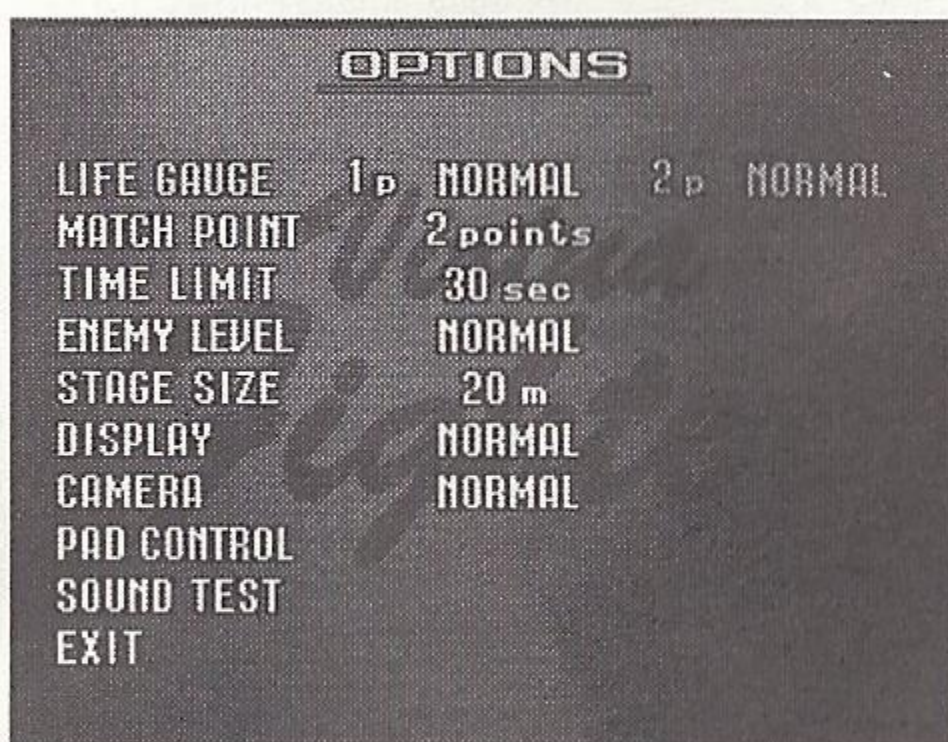
**Ranking Mode** is a one-player game similar to Arcade mode. When the game ends, you see a data sheet on your overall performance.

**Tournament:** This special 32X feature lets you and a friend select the contestants for a customized tournament. This mode is for up to eight players. For details, see page 8.

**Options** brings up the Option menu. (See page 6.)

Highlight the desired option by pressing the D-Pad UP or DOWN, then press Button A or C, or Start.

# OPTIONS



Press the D-Pad UP or DOWN to select an option. Press LEFT or RIGHT to make choices within that option.

**Life Gauge:** Alter the length of your fighter's Life Gauge. Choose from five settings. The "larger" the Life Gauge, the less damage your fighter takes per hit.

**Match Point:** Select the number of victory points you want to use to decide a match. Choose from one to five points.

**Time Limit:** Choose how long you want your match to last: 10, 20, 30 or 60 seconds. Choose NO LIMIT to turn the match timer off.

**Enemy Level (Arcade mode only):** How tough do you want your opponent to be? Choose from EASY to EXPERT.

**Stage Size:** Alter the size of the arena for an extra challenge. Choose 4, 8, 14, 20 or 24 meters.

**Display:** Choose a Normal or Squeeze display.

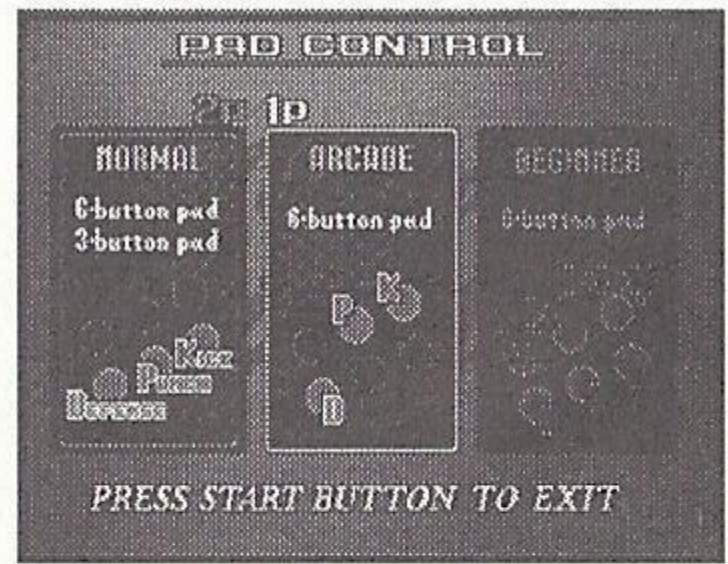
**Camera:** Use this feature to set the camera level during the Instant Replay. Choose from NORMAL, QUARTER, THREE QUARTER, HIGH ANGLE and SKYCAM views.

**Note:** You can change the camera angle during a match. Press Start to pause the game, then press the following. Press Start again to resume the match with the new camera angle.

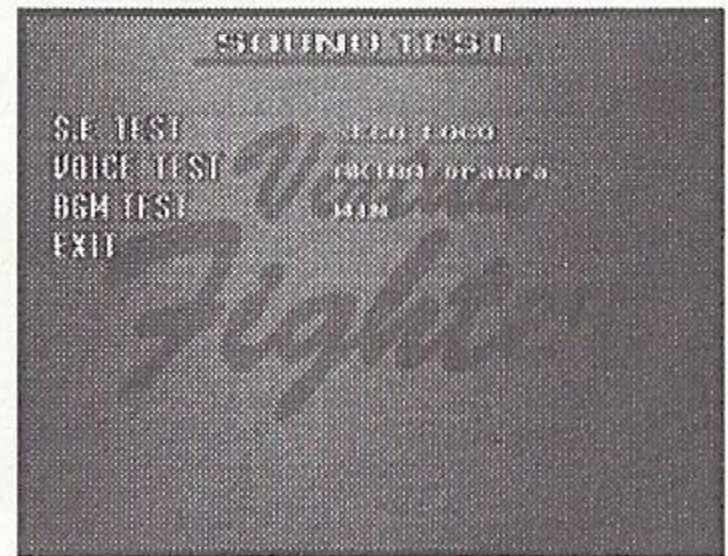
D-Pad UP:	Sky Cam
D-Pad DOWN:	High Angle
D-Pad LEFT:	Quarter
D-Pad RIGHT:	Three Quarter
Buttons A + B + C:	Normal camera angle.



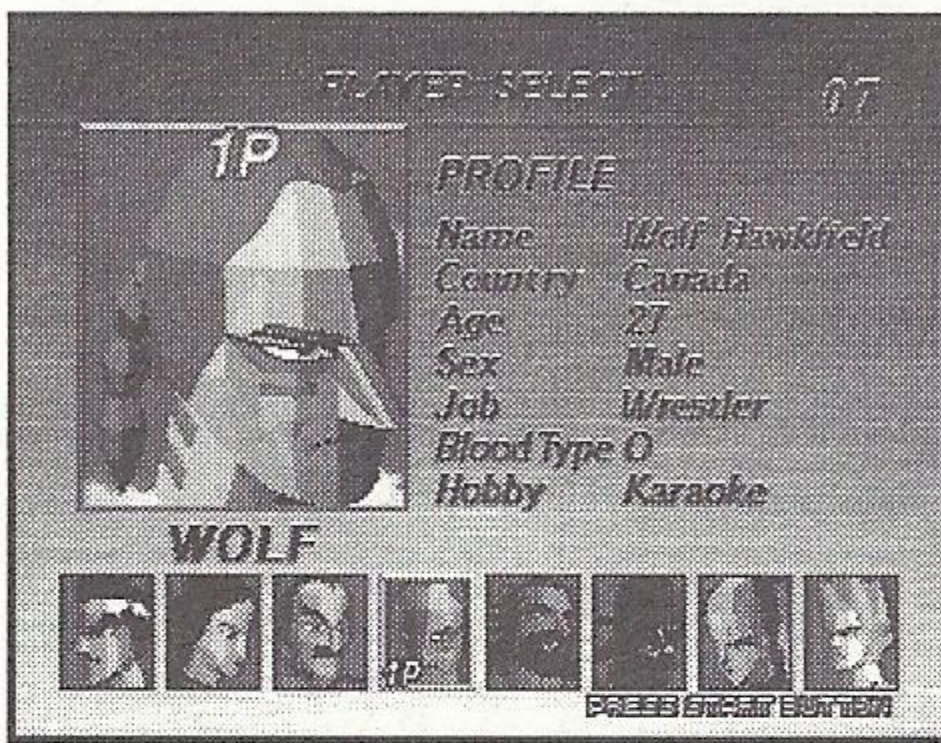
**Pad Control:** Use this feature to configure the buttons on your Control Pad. Select this option and press Button A or C to bring up the Control Pad screen. There are three settings available. Each player highlights the desired setting by pressing the D-Pad LEFT or RIGHT. Press Start to return to the Option menu.



**Sound Test:** Select this option and press Button A or C to call up the Sound Test screen and sample the sound effects, voices and music used in the game. Make selections as you would in the Option screen, and press Button A or C to play the track. Pressing Button B stops BGM.



## SELECT PLAYER



When you choose a mode of gameplay, the Player Select screen appears next. Highlight the desired player by pressing the D-Pad LEFT or RIGHT, and select that player by pressing Button A, B or C. You have 20 seconds to select a fighter. When the timer runs out, the highlighted fighter is automatically selected.

**Note:** In a VS game, both players can select the same fighter, if desired.

# TOURNAMENT MODE

Create your own special tournament between the fighters of your choice. The tournament takes place between eight positions, and plays through preliminary trials, semifinals and final matches, until a winner is declared.



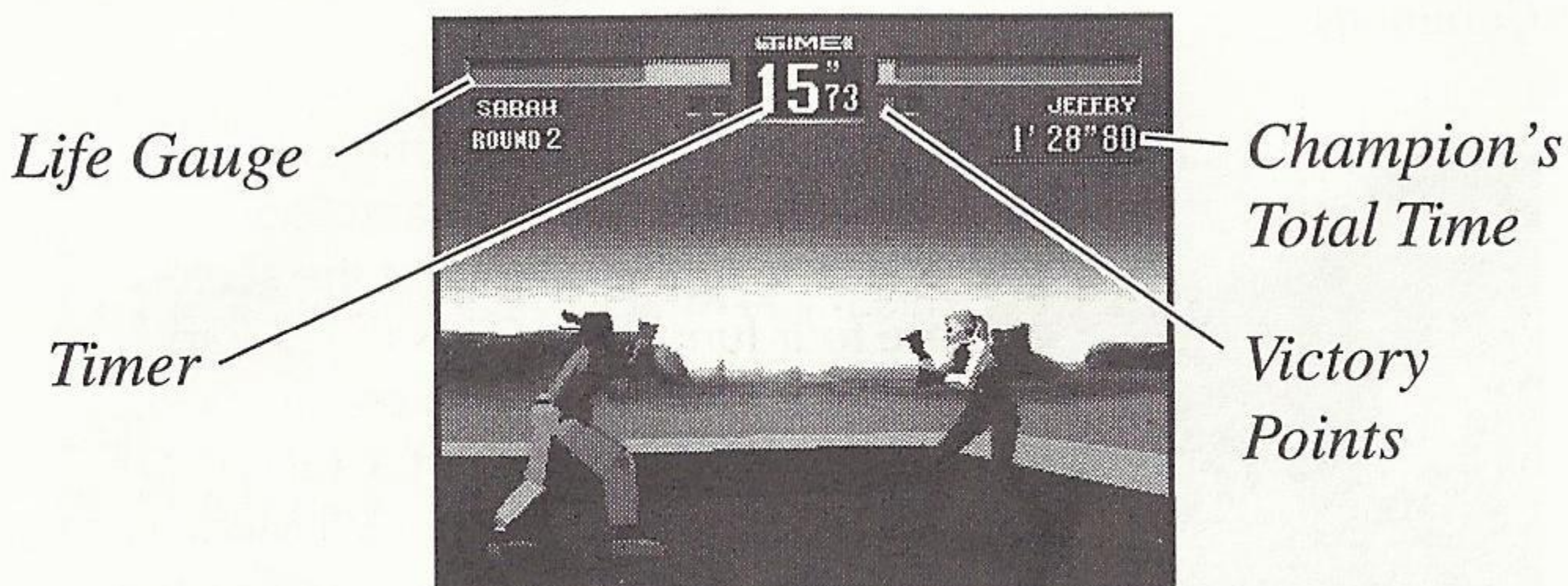
Once you select TOURNAMENT from the Game Menu, the Player Select screen appears. Control Pad 1 is used to make selections for up to eight players. Press the D-Pad LEFT or RIGHT to highlight a fighter, and press UP or DOWN to change costume color. Press Button A or C to

select. Press Button A or C again, then make your next selection. To cancel selections, press Button B. To exit the Player Select screen and begin the tournament, press Start.

You can choose up to eight participants. If you choose fewer than eight, the Computer supplies the rest. All characters you choose are controlled by Control Pads 1 and 2; those chosen by the Computer are played by the Computer. You can choose the same character more than once. Costume colors will vary on identical characters.

The Tournament Lineup screen appears first. Press Button A or C to begin the action. To skip a Computer vs. Computer match, press Start at the Tournament Lineup screen.

# THE ARENA



**Life Gauge:** The green bar on this gauge gets smaller each time your fighter takes damage. The fighter whose life gauge vanishes completely is knocked out and loses the fight.

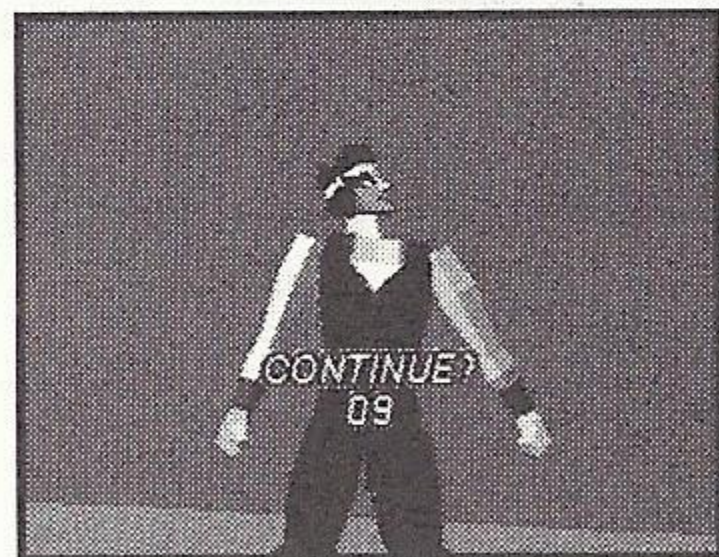
**Timer:** This shows the amount of time left in the fight. When the timer reaches zero, the fighter with the least amount of vitality left of his or her life gauge loses the fight. The timer can be adjusted or turned off in the Option menu. (See page 7.)

**Victory Points:** This shows the total number of rounds won by each fighter. In the default game, the first fighter to win two rounds wins the match. The number of rounds can also be set in the Option menu.

**Champion's Total Time:** This shows the total amount of time the current champion has lasted in the arena against his or her opponents. This feature is not available in Tournament Mode.

## GAME OVER/CONTINUE

**Arcade Mode:** The game ends as soon as your fighter loses a match. The Continue screen appears next. To continue with your current level and opponent, press Start before the timer runs out.



The Player Select screen appears next. Select your fighter, then press Button C to move on to your first round with the opponent you lost to in your last game. You have an unlimited number of Continues.

WIN	LOSE	1 <sup>D</sup>	2 <sup>D</sup> WIN	LOSE
0	1	AKIRA	0	0
0	0	PAI	1	0
0	0	LAU	2	0
1	0	WOLF	0	0
1	0	JEFFRY	0	0
0	1	KAGE	0	1
0	1	SARAH	0	0
0	0	JACKY	0	1
2	2	TOTAL	0	2

CONTINUE EXIT REPLAY RESET

**VS Mode:** When the game ends, a record screen for all characters appears. At the bottom of the screen are four functions. Press the D-Pad LEFT or RIGHT to highlight the next function, and press Start. CONTINUE lets you continue play in VS Mode (you have an unlimited number of Contin-

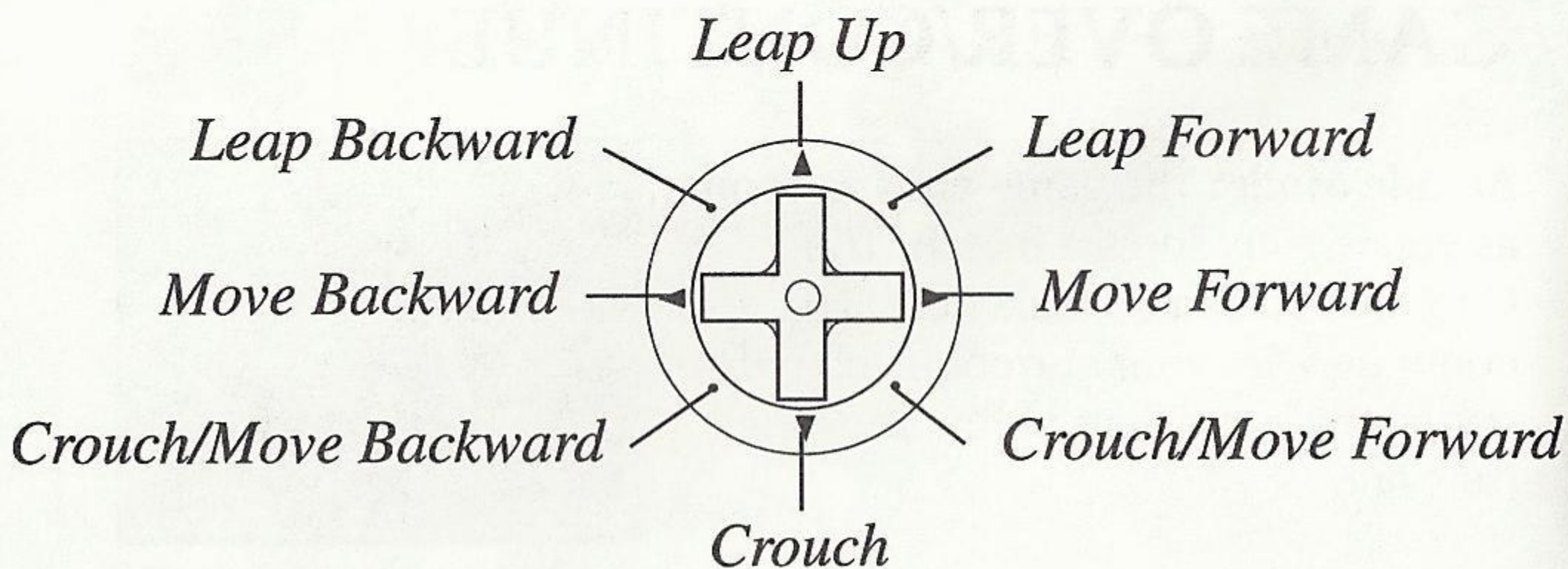
ues). EXIT brings you back to the Sega logo. REPLAY lets you view the entire match over. RESET sets the VS record screen back to zero.

**Ranking Mode:** The game ends as soon as your fighter loses a match. The Ranking screen appears, showing your progress. There is no Continue option for this mode.

**Tournament Mode:** The game continues until the Tournament ends and a winner is declared. There is no Continue option for this mode.

## THE BASICS

Here are the basic movements for the D-Pad. All instructions on the following pages are for a fighter facing RIGHT. Reverse the instructions for a fighter facing LEFT.



## KEY

Directions on the D-Pad are indicated by arrows.

**Light arrows** (⇒) = Press D-Pad in direction indicated

**Solid arrows** (→) = Press and HOLD D-Pad in direction indicated

**A** = Guard (Defend)

**B** = Punch

**C** = Kick

[ + ] = Simultaneously (e.g. [A+C] means "Press Buttons A and C simultaneously")

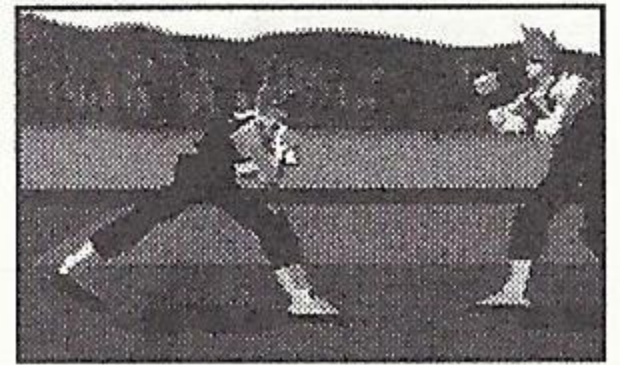
**BBB...** = Rapid tap (e.g. repeatedly tap Button B as fast as possible)

## MAIN MOVES

### Quick Step:

⇐⇐ or ⇒⇒

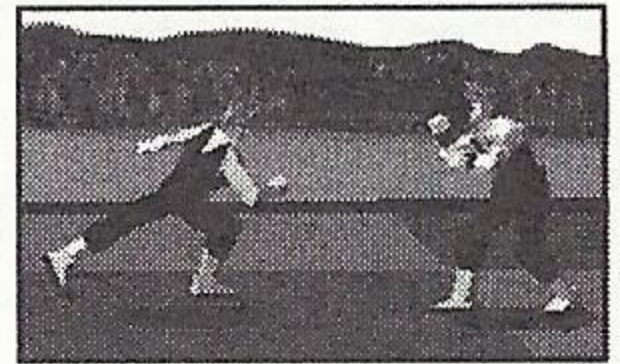
Quickly press the D-Pad TWICE LEFT or TWICE RIGHT for a quick step in those directions.



### Dash/Retreat:

→⇒ or ⇐⇐

Press the D-Pad TWICE RIGHT or TWICE LEFT and HOLD.



### Throw (except Akira): [A + B]

If you are within grabbing range of your opponent, press Buttons A and B SIMULTANEOUSLY to throw the opponent.

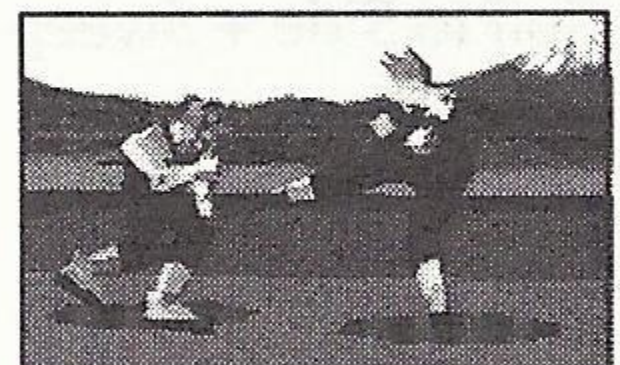
Throws vary according to fighter.



### Mid-Level Kick:

⇓C

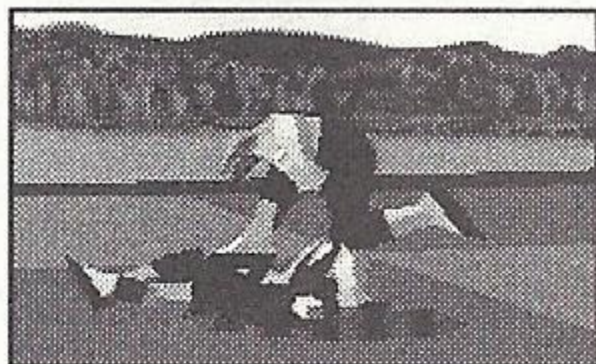
Quickly press the D-Pad DOWN/RIGHT, then press Button C. This kick can damage an opponent who is in a crouching guard position.



### Quick Stomp:

↑ B

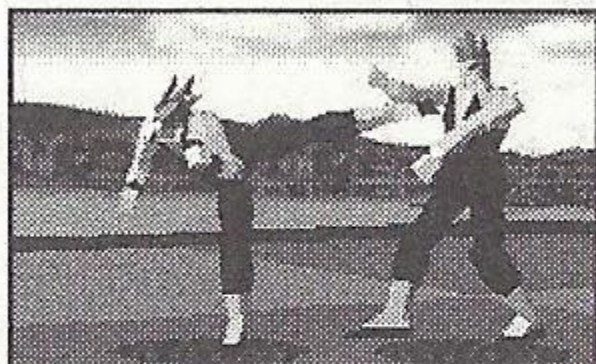
Quickly press the D-Pad UP, then press Button B to jump or stomp on a fallen opponent.



### Back Attack:

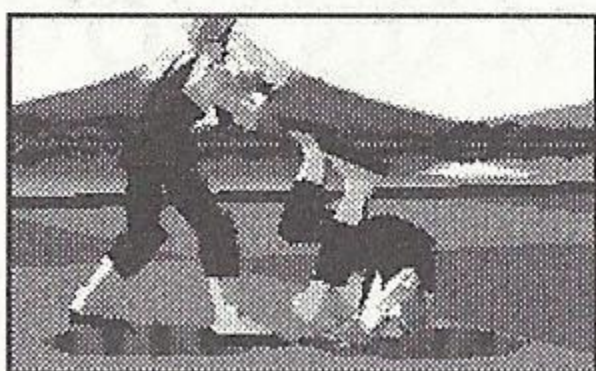
B or C

Surprise an opponent that's coming up from behind. Press Button B for a fist attack or Button C for a kick.



## QUICK SAVES

When you're knocked off your feet, you'll get up automatically after a few seconds, but during that time your opponent might try to stomp on you. Use these moves to save yourself:



### Recovery:

Quickly Stand Up Straight:

↔ (rapidly toggle D-Pad left and right)

Roll Backwards Away From Opponent:

←

Roll Away to Side:

AAA...

Spring Up Onto Feet:

↑

### Kick Recovery:

With High or Vertical Kick:

CCC...

With Sweep Kick:

↓ CCC...

Roll to Side + Sweep Kick:

A then C (Wait until completely on the ground before initiating)

# THE VIRTUA FIGHTERS

## AKIRA



**Full Name:** Akira Yuki  
**Nationality:** Japanese  
**Date of Birth:** September 28, 1968  
**Height:** 5'9" (176 cm)  
**Weight:** 167 pounds (76 kg)  
**Occupation:** Kung Fu Instructor  
**Hobby:** Kung Fu  
**Specialty:** Punches and hand blows

*Akira is an especially difficult character to use well, as most of his high-powered moves require pressing a number of button combinations while he is standing within grabbing range of his opponent. However, his Mouko Kohazan and Renkan Tai are formidable distance attacks. Learn some of his flashier moves such as the Toushin Sohtai and Youshi Senrin—the animations alone are worth the effort!*

### REGULAR ATTACKS

<b>Chuusui:</b>	<b>B</b>
<b>Housui:</b>	[↓ + B]
<b>Shiyoutai:</b>	<b>C</b>
<b>Youzentai:</b>	[↓ + C]
<b>Sokutai:</b>	↘ C

### SMALL-JUMP ATTACKS

<b>Rakuho Sousui:</b>	<b>B</b> (on way up)
<b>Rakuho Sui:</b>	<b>B</b> (on way down)
<b>Choushitai:</b>	<b>C</b> (on way up)
<b>Shitai:</b>	<b>C</b> (just before landing)

# AKIRA

## GIANT-LEAP ATTACKS

Rakugeki Sousui:	→ B (on way up)
Toukyaku:	C (simultaneously with jump)
Hidantai:	→ C (on way up)
Rakuho Tai:	C (on way up)
Fujintai:	C (on way down)
Fuumon Toukai:	← C (on way up)

## STOMP ATTACKS

Gekihousui:	↑ B
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## SPECIAL MOVES

Hachimon Kaida:	B B
Kansui Tai:	B C
Renkan Tai:	⇒ ⇒ C C
Rimon Chouchuu:	⇒ ⇒ B
Mouko Kohazan:	↓ ⇒ B
Toushin Sohtai: opponent)	⇐ B (Within grabbing range of an
Shin'iha:	↙ ⇒ B (or ⇒ ↙ B)
Youshi Senrin:	⇐ ↘ [B + C]



# PAI



**Full Name:** Pai Chan  
**Nationality:** Chinese (Hong Kong)  
**Date of Birth:** May 17, 1975  
**Height:** 5'5" (166 cm)  
**Weight:** 108 pounds (49 kg)  
**Occupation:** Action Film Star  
**Hobby:** Dancing  
**Technique:** Ensei ken  
**Specialty:** Intercept fighting style

*Unlike her father, Pai has learned that the best defense is a strong offense. She can grab her attacking opponents and throw them to the ground, and her stomp attack has a fairly high success rate. As a handicap, try playing without her rapid punch moves and concentrate on throws instead. Hei!*

## REGULAR ATTACKS

<b>Chuu Ken:</b>	<b>B</b>
<b>Souchuu Ken:</b>	[↓ + B]
<b>Sentai:</b>	<b>C</b>
<b>Sensai Tai:</b>	[↓ + C]
<b>Senchuu Tai:</b>	↘ C

## SMALL-JUMP ATTACKS

<b>Toukuu Soushou:</b>	<b>B</b> (on way up)
<b>Toudan Kensui:</b>	<b>B</b> (on way down)
<b>Hishitai:</b>	<b>C</b> (on way up)
<b>Sokushuu Tai:</b>	<b>C</b> (just before landing)

## GIANT-LEAP ATTACKS

Rakugeki Soutai:	→ B (on way up)
Hien Toukyaku:	C (simultaneously with jump)
Hien Youshuui:	→ C (on way up)
Hien Kaikyaku:	C (on way up)
Enshou Fujinkyaku:	C (just before landing)
Enhaishou:	← C (on way up)

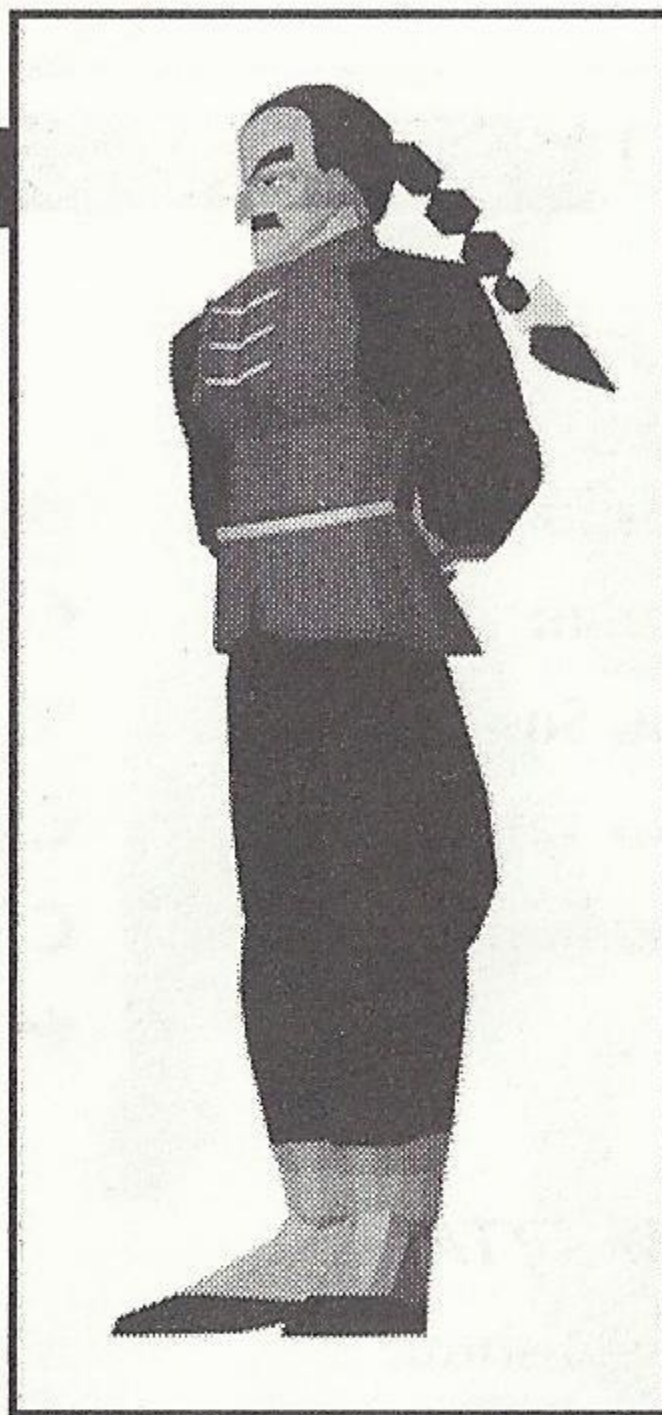
## STOMP ATTACKS

Enshuu Raigeki:	↑ B
Enshuu Kouraikeki:	↑ B (or ↑ BBB...)
Rai'inshouda:	↘ B (can be repeated indefinitely, but you must wait a moment between hits)

## SPECIAL MOVES

Renkentai:	B C
Renshou:	B B
Soukensenpuutai:	B B C
Raigekishou:	B B B
Renkan Hai Tenkyaku:	B B B, ↖ C
Senpuuga:	[A+C]
Renkan Tenshin Kyaku:	B B B C
Renkan Tenshin Soukyaku:	B B B ↓ C
Ensen Hairyuu: above)	↙ B (use to counter a punch from
Tenchi Tohraku:	⇒ ↓ B (close to opponent)
Senpuu Enjin:	↔ ⇒ B (close to opponent)

# LAU



**Full Name:** Lau Chan  
**Nationality:** Chinese  
**Date of Birth:** October 2, 1940  
**Height:** 5'6" (169 cm)  
**Weight:** 168 pounds (76 kg)  
**Occupation:** Cook  
**Hobby:** Chinese Poetry  
**Technique:** Koen ken  
**Specialty:** Punches and open-hand blows

*Lau has an amazing arsenal of moves. Like his daughter Pai, he is one of the game's fastest fighters, and his throws do a great deal of damage. Use his Renkan Tenshin Kyaku to surprise the unwitting. HAI!*

## REGULAR ATTACKS

<b>Chuu Ken:</b>	<b>B</b>
<b>Souchuu Ken:</b>	[↓ + B]
<b>Katsumentai:</b>	<b>C</b>
<b>Sensai Tai:</b>	[↓ + C]
<b>Senchuu Tai:</b>	↘ C

## SMALL-JUMP ATTACKS

<b>Toukuu Soushou:</b>	<b>B</b> (on way up)
<b>Toukuu Chuuken:</b>	<b>B</b> (on way down)
<b>Hishitai:</b>	<b>C</b> (on way up)
<b>Toukuu Soku Inkyaku:</b>	<b>C</b> (just before landing)

## GIANT-LEAP ATTACKS

Touraku

Sousuishou:

→ B (on way up)

Hishuutai:

C (simultaneously with jump)

Toukuu Soutai:

→ C (on way up)

Toukuu Tankyaku:

C (on way up)

Toukuu Fujinkyaku:

C (just before landing)

Kokyaku Haishou:

← C (on way up)

## STOMP ATTACKS

Kosou Raishuu:

↑ B (single stomp)

Kosou Renshuu:

↑ B (double stomp)

## SPECIAL MOVES

Renkentai:

B C

Renshou:

B B

Chuugeki:

⇒ B

Taitouri Senkyaku:

C (while standing from crouch)

Rekkako Senkyaku:

↗ C

Senpuuga:

[A + C]

Renkan Tenshin

Kyaku:

B B B C

Renkan Tenshin

Soukyaku:

B B B ↓ C

Tenshin Hainshou:

↔ ⇒ B (close to opponent)

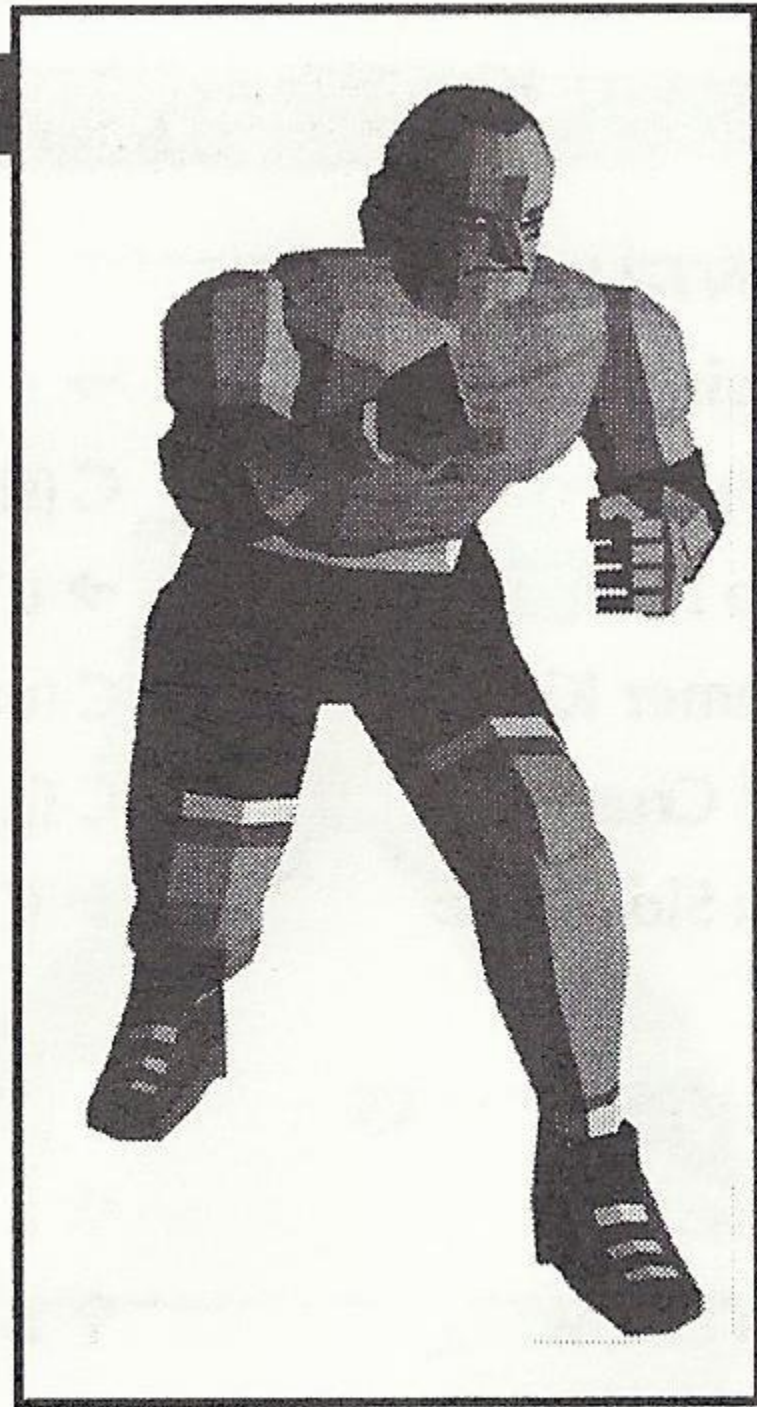
Shakashou:

↘ B

Shajoshou:

↙ B

# WOLF



**Full Name:** Wolf Hawkfield  
**Nationality:** Canadian  
**Date of Birth:** February 8, 1966  
**Height:** 5'11" (180 cm)  
**Weight:** 220 pounds (100 kg)  
**Occupation:** Pro Wrestler  
**Hobby:** Karaoke  
**Technique:** Pro Wrestling  
**Specialty:** Charges and Body Throws

*This human juggernaut is a power player's character. True to his wrestling background, Wolf moves with a slow but relentless brutality. Use his rushing moves (the Axe Lariat and Shoulder Attack) with caution—if your opponent blocks low, you could go flying off the edge of the ring! Wolf's Giant Swing, though difficult to pull off, is a joy to behold. Use it while standing near (but facing away from) the edge of the ring to give your opponent the bum's rush!*

## REGULAR ATTACKS

<b>Straight Hammer:</b>	<b>B</b>
<b>Low Hammer:</b>	[↓ + B]
<b>High Kick:</b>	<b>C</b>
<b>Low Smash:</b>	[↓ + C]
<b>Face-Lift Kick:</b>	↘ C

## SMALL-JUMP ATTACKS

<b>Step Hammer:</b>	<b>B</b> (on way up)
<b>Rock Punch:</b>	<b>B</b> (on way down)
<b>Toe Crush:</b>	<b>C</b> (on way up)
<b>Hammer Edge</b>	<b>C</b> (just before landing)

# WOLF

## GIANT-LEAP ATTACKS

Jumping Lariat:	→ B (on way up)
Rising Toe:	C (simultaneously with jump)
Drop Kick:	→ C (on way up)
Hammer Kick:	C (on way up)
Heel Crush:	C (just before landing)
Back Side Kick:	← C (on way up)

## STOMP ATTACKS

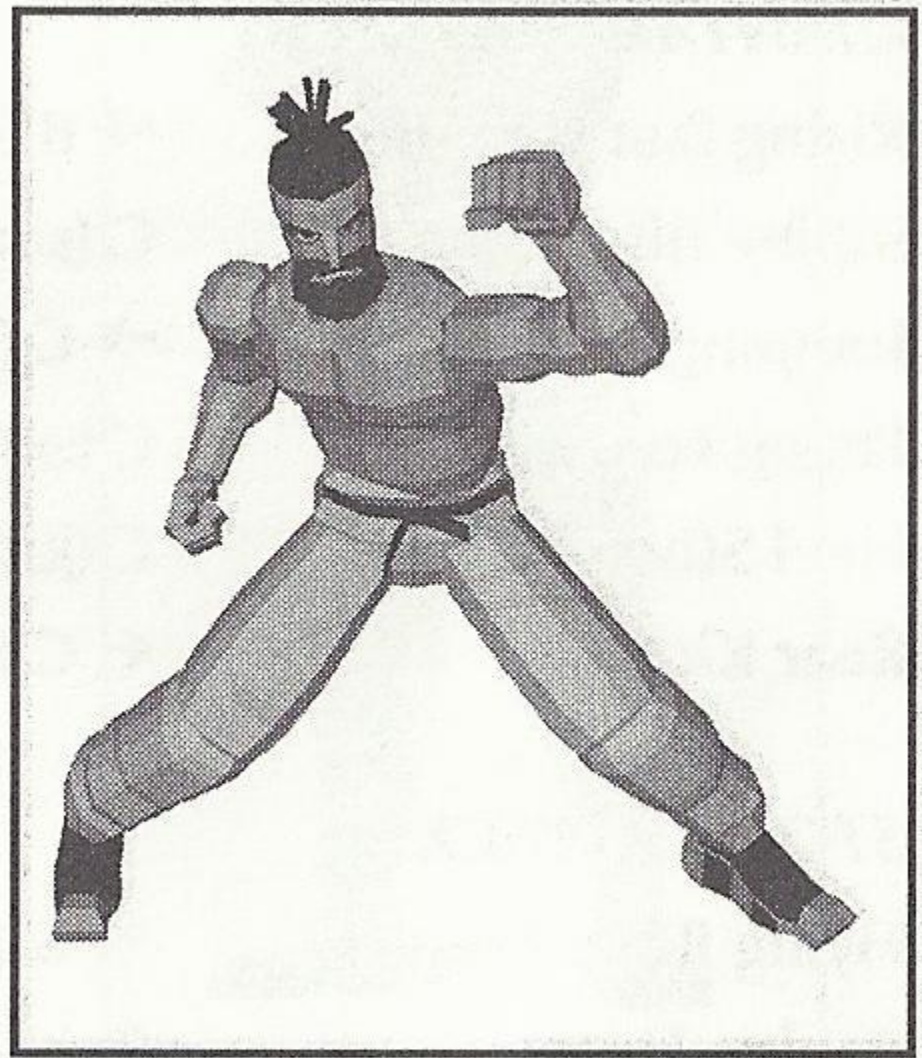
Elbow:	↑ B (or ↑ BBB...)
High Elbow:	↑ B (or ↑ BBB...)

## SPECIAL MOVES

Hammer Kick:	B C
Jab + Straight:	B B
Axe Lariat:	⇒ ⇒ B
Body Slam:	⇒ B (close to opponent)
Double Arm Suplex:	↙ [A + B + C] (close to crouching opponent)
Sonic Upper:	↘ B
Shoulder Attack:	← ⇒ B
Giant Swing:	← ↙ ↓ ↘ ⇒ B (close to opponent) or ← ↓ ⇒ B (close to opponent)
German Suplex:	[B+A] (while standing directly behind opponent)

# JEFFRY

**Full Name:** Jeffry McWild  
**Nationality:** Australian  
**Date of Birth:** February 20, 1957  
**Height:** 6'0" (183 cm)  
**Weight:** 244 pounds (111 kg)  
**Occupation:** Fisherman  
**Hobby:** Reggae Music  
**Technique:** Pancratiun  
**Specialty:** Body Throws



*What Jeffry lacks in speed, he makes up for in power, with single moves that take a quarter or more off his opponents' Life Gauge! This gargantuan warrior is unforgiving of his opponents' mistakes, and will take any advantage he can. Jeffry is also the proud wielder of a number of deceptive combos, made all the more surprising for his seeming slowness. An arcade favorite!*

## REGULAR ATTACKS

<b>Straight Knuckle:</b>	<b>B</b>
<b>Low Knuckle:</b>	[↓ + B]
<b>Uppercut Kick:</b>	<b>C</b>
<b>Vertical Kick:</b>	[↓ + C]
<b>Side Kick:</b>	↘ C

## SMALL-JUMP ATTACKS

<b>Hammer Down:</b>	<b>B</b> (on way up)
<b>Step Knuckle:</b>	<b>B</b> (on way down)
<b>Step Kick:</b>	<b>C</b> (on way up)
<b>Pushing Kick:</b>	<b>C</b> (just before landing)

# JEFFRY

## GIANT-LEAP ATTACKS

Rising Sun Hammer:	→ B (on way up)
Killing Bites:	C (simultaneously with jump)
Jumping Foot Stomp:	→ C (on way up)
Flying Low Kick:	C (on way up)
Heel Stomp:	C (just before landing)
Rear Kick:	← C (on way up)

## STOMP ATTACKS

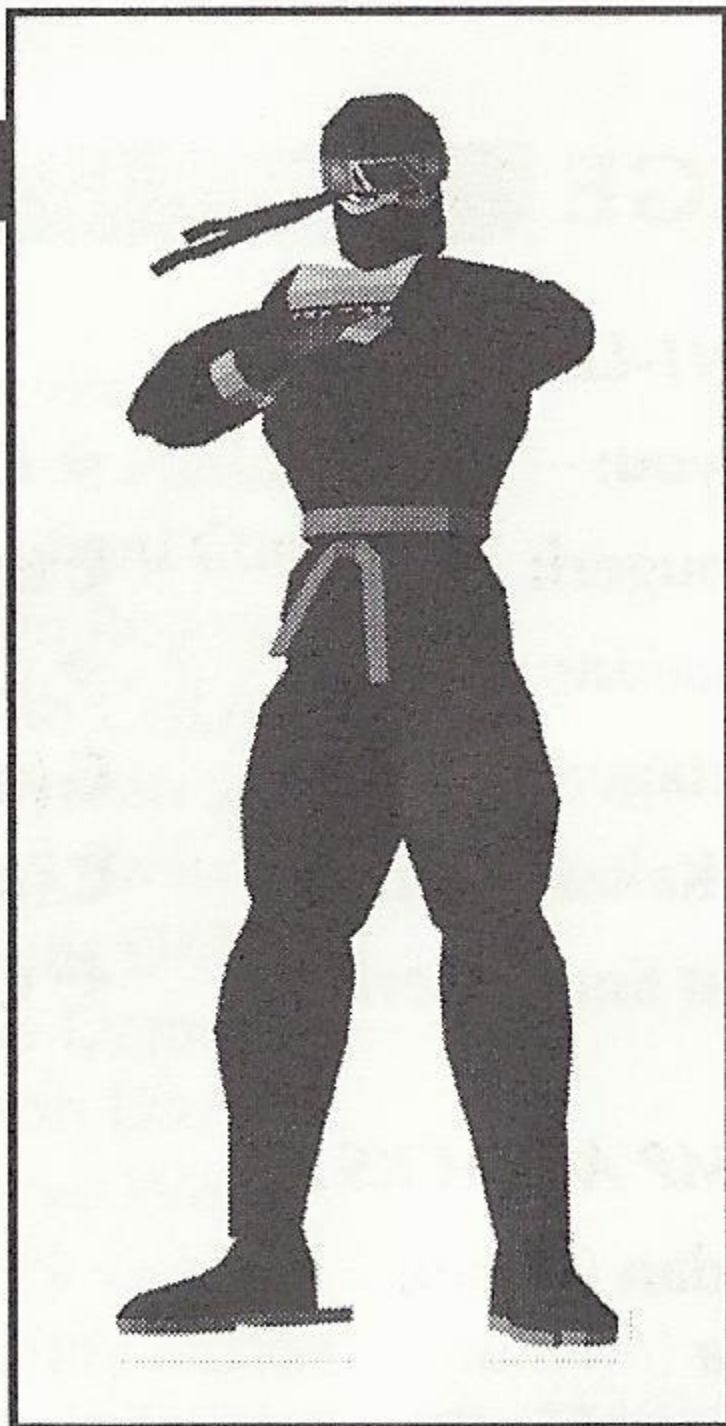
Flying Body Press:	↑ B (or ↑ BBB...)
Raiden Drop:	↑ B (or ↑ BBB...)

## SPECIAL MOVES

Double Knuckle:	B B
Knuckle Kick:	B C
Body Lift:	← ← B
Splash Mountain:	↘ ↘ [B + C]
Machine Gun Knee Lift:	↓ → C (close to crouching opponent)
Elbow Upper:	⇒ ⇒ B B
Power Slam:	⇒ B (close to opponent)
Power Bomb: opponent)	↘ [A + B + C] (close to crouching
Toekick Hammer:	↓ C B
Iron Claw:	↓ B (close to crouching opponent)



# KAGE



**Full Name:** Kagemaru  
**Nationality:** Japanese  
**Date of Birth:** June 6, 1971  
**Height:** 5'8" (173 cm)  
**Weight:** 141 pounds (64 kg)  
**Occupation:** Ninja  
**Hobby:** Mah-jongg  
**Technique:** Hagakure-ryu Jujutsu  
**Specialty:** Body Throws,  
Remote Attacks

*Kage is probably the most agile of all the fighters, and is a terror to watch when played well. His roll kicks combine defense with a surprise offense, while his somersault attacks make him a threat from halfway across the ring. Be careful, though, as abusing his Rairyuu Hishou Kyaku move could leave you high and dry outside the ring! Although his stomp attack frequently comes too late to do any damage, it does allow him to get behind opponents for a debilitating Haura Gasumi throw.*

## REGULAR ATTACKS

<b>Danken:</b>	<b>B</b>
<b>Jizuri Dan:</b>	[↓ + <b>B</b> ]
<b>Tsukikaeshikeri:</b>	<b>C</b>
<b>Surigeri:</b>	[↓ + <b>C</b> ]
<b>Naka Geri:</b>	↘ <b>C</b>

## SMALL-JUMP ATTACKS

<b>Shutou:</b>	<b>B</b> (on way up)
<b>Tobi Seiken:</b>	<b>B</b> (on way down)
<b>Tobi Kakato Otoshi:</b>	<b>C</b> (on way up)
<b>Tsuki Kakato Geri:</b>	<b>C</b> (just before landing)

# KAGE

## GIANT-LEAP ATTACKS

Rakuyou:	→ B (on way up)
Hishougeri:	C (simultaneously with jump)
Kuuhadan:	→ C (on way up)
Marutageri:	C (on way up)
Tobi Kakato Geri:	C (just before landing)
Kaiten Enzui Geri:	← C (on way up)

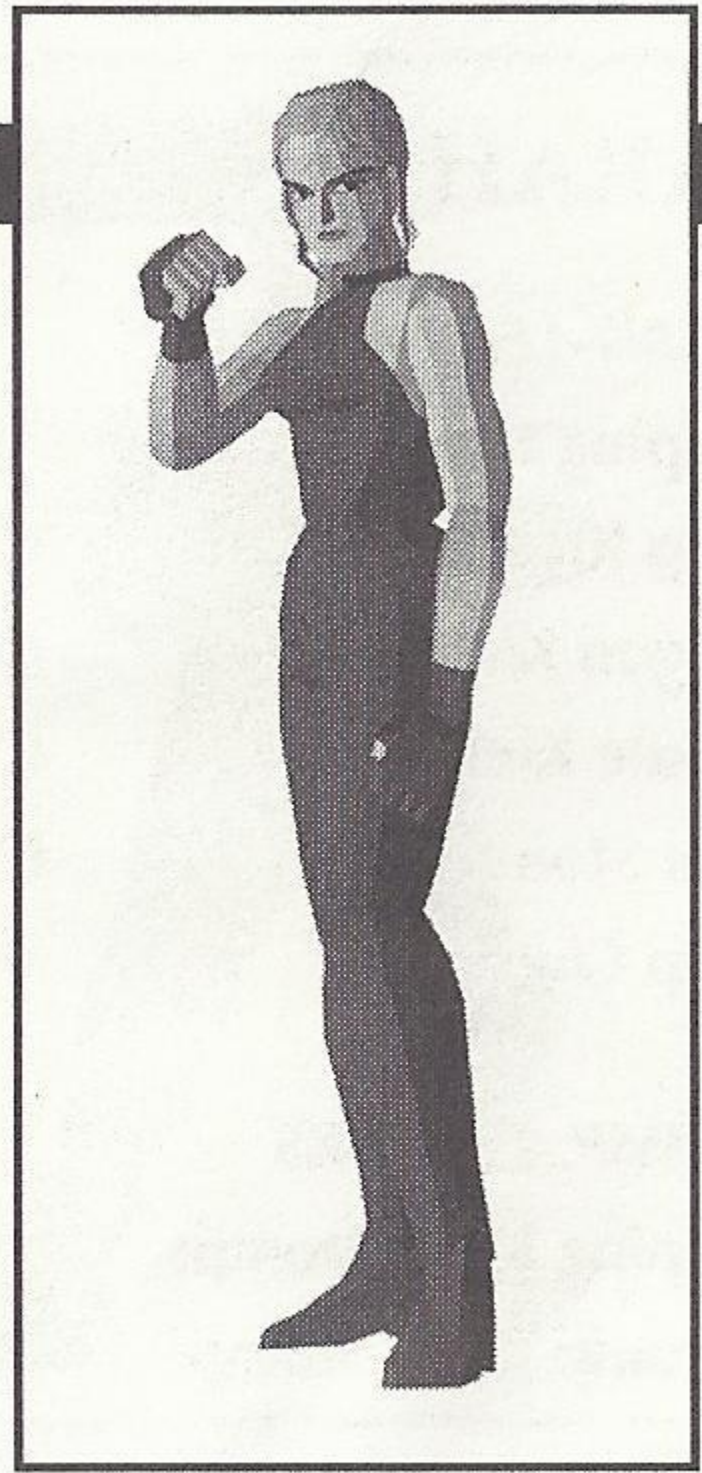
## STOMP ATTACKS

Hiendan (close), Asuka (medium), Hishougeki (distant):	↑ B (or ↑ BBB...)
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## SPECIAL MOVES

Hagasane:	B C
Resshou:	B B
Resshoukyaku:	B B C
Katana Gasumi:	[A + B + C]
Ryuuei Kyaku:	⇒ ⇒ C
Kagegasumi:	⇐ ⇒ B (close to opponent)
Koenraku:	⇐ B (close to opponent)
Suishageri:	↖ C
Kaiten Jizurikyaku:	⇐ ↙ ↓ ↘ ⇒ C
Haura Gasumi:	[B + A] (directly behind opponent)
Rairyuu Hishou Kyaku:	⇒ ⇒ [A + B + C]

# SARAH



**Full Name:** Sarah Bryant  
**Nationality:** American  
**Date of Birth:** July 4, 1973  
**Height:** 5'6" (168 cm)  
**Weight:** 119 lbs (54 kg)  
**Occupation:** College Student  
**Hobby:** Skydiving  
**Technique:** Sekken Do  
**Specialty:** Elbow and Knee Strikes,  
Barrage Attacks

*Although less powerful than her brother, Sarah is Jacky's equal in agility and speed, and is almost as quick with the stomp attack. Her knee attacks are formidable, but leave her vulnerable when missed. Use her Double-Step Knee to sucker in opponents who like to move in on "missed" attacks. Ya-ho!*

## REGULAR ATTACKS

**Straight Lead:** B  
**Squat Straight:** [↓ + B]  
**Vertical Hook Kick:** C  
**Low Kick:** [↓ + C]  
**Middle Kick:** ↘ C

## SMALL-JUMP ATTACKS

**Elbow:** B (on way up)  
**Step Straight:** B (on way down)  
**Step Hook Kick:** C (on way up)  
**Step Heel Kick:** C (just before landing)

# SARAH

## GIANT-LEAP ATTACKS

Jumping Hook Knuckle:	→ B (on way up)
Jump Kick:	C (simultaneously with jump)
Dragon Kick:	→ C (on way up)
Middle Kick:	C (on way up)
Heel Stomp:	C (just before landing)
Jump Over Kick:	← C (on way up)

## STOMP ATTACKS

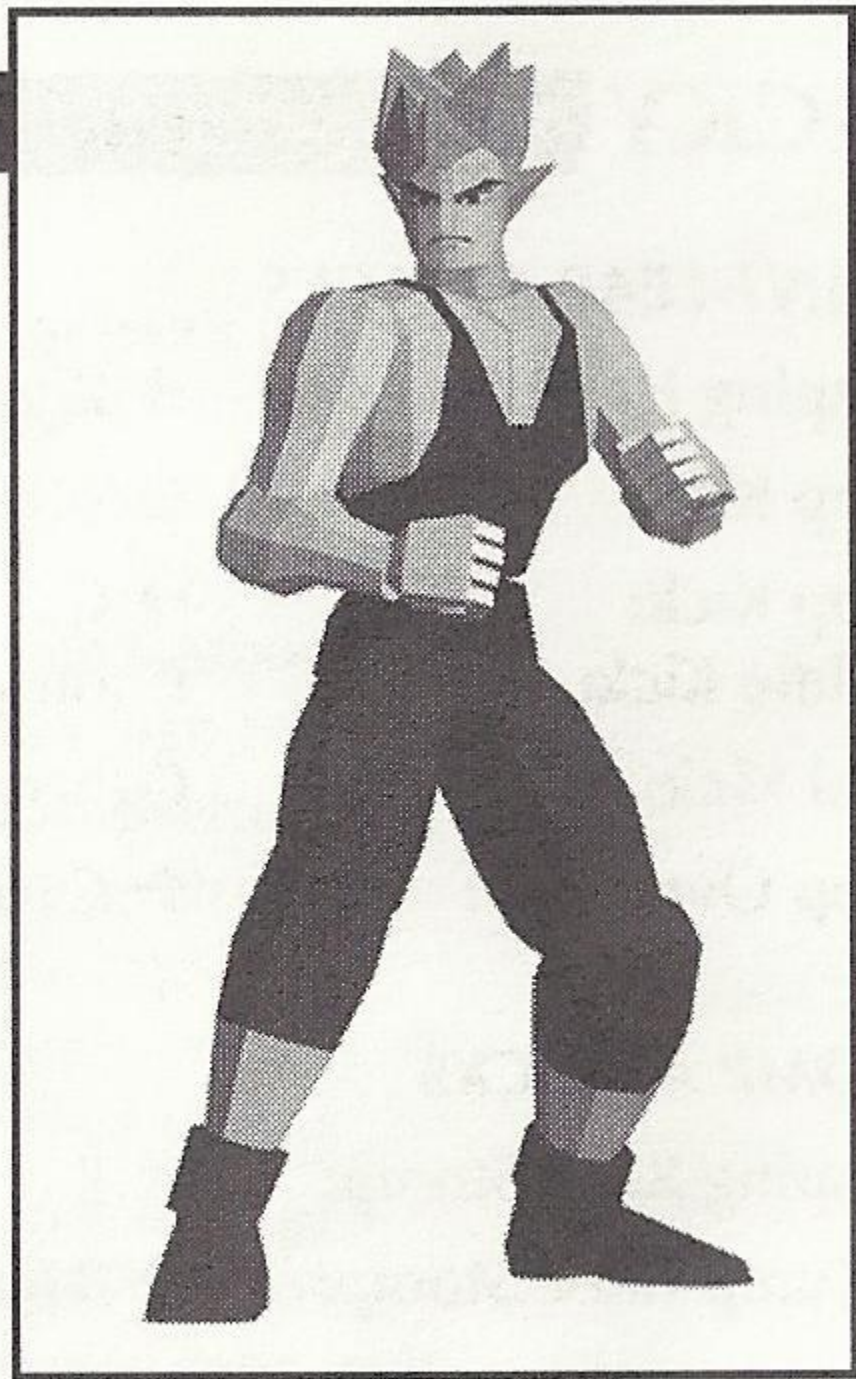
Jumping Knee Stomp:	↑ B (or ↑ BBB...)
Hi-Jump Knee Stomp:	↑ B (or ↑ BBB...)

## SPECIAL MOVES

Punch + High Kick:	B C
Punch + Side Kick:	B ↓ C
Jab + Straight:	B B
Double Punch + Snap Kick:	B B C
Back Drop: opponent)	[B + A] (standing directly behind
Illusion Kick:	↘ C C
Double Joint Slam:	⇒ B C
Combo-Rising Knee:	B B B C
Neck Breaker:	⇒ ⇒ B (close to opponent)
Somersault Kick:	↖ C
Double-Step Knee:	⇒ C ↘ C

# JACKY

**Full Name:** Jacky Bryant  
**Nationality:** American  
**Date of Birth:** August 28, 1970  
**Height:** 5'9" (177 cm)  
**Weight:** 158 lbs (72 kg)  
**Occupation:** Indy Car Racer  
**Hobby:** Training  
**Technique:** Sekken Do  
**Specialty:** Spin Kicks,  
Drop Attacks



Jacky is perhaps the best all-around character, with high rankings in speed, agility and power, plus a wide array of vicious combos. He also possesses some of the most brutal recovery moves, which will make his opponents think twice about sweeping or standing behind him. His stomp attack is almost impossible to avoid. Another arcade favorite!

## **REGULAR ATTACKS**

<b>Straight Lead:</b>	<b>B</b>
<b>Squatting Straight:</b>	[↓ + B]
<b>Vertical Hook Kick:</b>	<b>C</b>
<b>Low Kick:</b>	[↓ + C]
<b>Middle Kick:</b>	↘ C

## **SMALL-JUMP ATTACKS**

<b>Elbow:</b>	<b>B</b> (on way up)
<b>Step Straight:</b>	<b>B</b> (on way down)
<b>Step Hook Kick:</b>	<b>C</b> (on way up)
<b>Step Heel Kick:</b>	<b>C</b> (just before landing)

# JACKY

## GIANT-LEAP ATTACKS

- Jumping Hook Knuckle: → B (on way up)  
Jump Kick: C (simultaneously with jump)  
Drop Kick: → C (on way up)  
Middle Kick: C (on way up)  
Heel Kick: C (just before landing)  
Jump Over Kick: ← C (on way up)

## STOMP ATTACKS

- Jumping Knee Stomp: ↑ B (or ↑ BBB...)  
Hi-Jump Knee Stomp: ↑ B (or ↑ BBB...)

## SPECIAL MOVES

- Jab + Straight: B B  
Punch + Side Kick: B C  
Northern Light Bomb: [B + A]  
Face Crusher: [B + A] (standing directly behind opponent)  
Spinning Back Knuckle: ← B  
Elbow Spinning Kick: ⇒ B C  
Spinning Arm Kick: ← B C  
Neck Breaker: ⇒ ⇒ B  
Somersault Kick: ↶ C

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# NOTES



# NOTES

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