

KANEKO®

SEGA
GENESIS
16-BIT CARTRIDGE



DEADLY MOVES™

Instruction Manual

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INSTRUCTION

Thank you for purchasing KANEKO'S "DEADLY MOVES" Please read instructions carefully before attempting to play in order to fully experience the glory of victory.....

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Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis 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 recess during extended play, to rest yourself and the Sega Cartridge.

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.



The official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS SYSTEM.

STORY

Fighters became tired of common fighting matches therefore new forms of ferocious combat and unique fighting matches were born.

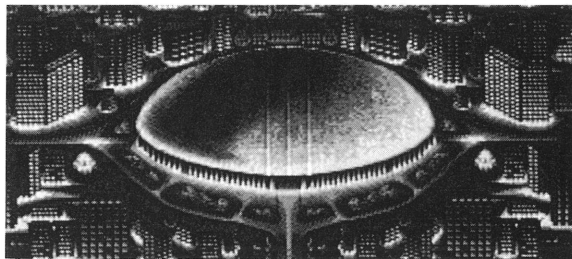
.....There was a young man growing-up in a small town in America who was destined to be a fighter. Training since childhood, he dreamt of becoming a strongman in the true sense of the word above and beyond traditional and institutional standards. But time continued to pass and all his training seemed to come to no avail.....

One day, however news of a new champion of the unique fighting matches was heard throughout the world. His sudden appearance and victories with overwhelming strength rewrote all records in a short period of time.

.....The young man felt that it was he who was supposed to be the one to show the world the prowess of fighting and be the true champion.

While training one day, the young man encountered a mysterious old man who bestowed his secret existence of the Fighting Masters in each and every part of the world.

His journey had begun. He vowed to challenge each champion.....to be victorious and to learn all "Deadly Moves" to become the champion of champions.



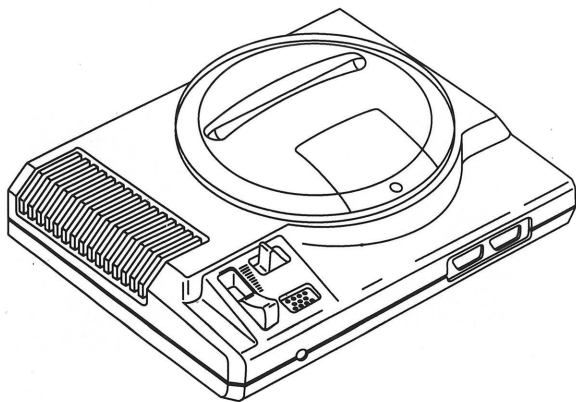
STARTING UP

1. Set up your Genesis System as described in its instruction manual.
Plug in Control Pad 1 and/or control pad 2.
(Deadly Moves is a one player or two player game.)
2. Make sure the power switch is OFF-Then insert the Deadly Moves cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

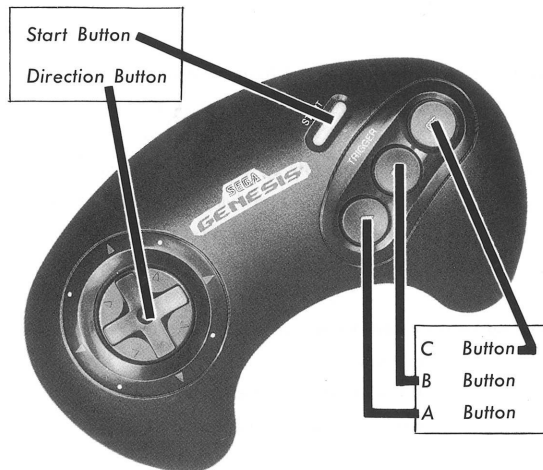
Important: If the Sega screen doesn't appear, turn the power switch OFF.

Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you.

Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



BASIC FUNCTIONS OF THE CONTROLLER



Direction Button.....mode selection and character's movement.
Start Button.....mode input character and stage for the
two player mode, and pause.

- C Button.....punch
- B Button.....kick
- A Button.....jump

※Button functions can be changed by utilizing the OPTION'S
"Control" mode.

HOW TO USE THE CONTROLLER

While in play, your character will always be positioned facing the opponent.

Movement.....Move right, left, up, and down via Direction Button

*Jumping.....Jump vertically up and down via Jump Button.
Push Direction and Jump Buttons simultaneously toward the desired directions, punching and kicking is possible while jumping.*

*Defending.....When being attacked, you can defend by retreating.
However, this is not effective against the opponent's special technique attacks.*

Special Technique Attack...Push the Direction, Punch, and Kick Buttons simultaneously. Each character's timing is different. (Details are given on the following pages in the "Introduction of Characters".)

HOW TO SET UP

Title Screen

The title screen will be displayed when game is turned on. Select one-player, V.S., or OPTIONS via Direction Button and press START.

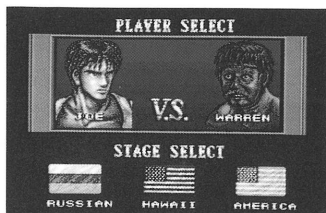
Opening can be viewed.

1PLAYER

- ☆ *One-player only*
- ☆ *You will challenge eight various fighters throughout the World.*
- ☆ *The countries may be chosen in any order, but the last must be America.*
- ☆ *Only by winning two matches in a row, can you advance to the next stage.*
- ☆ *Ties are not possible. No advancement to the next stage is possible until one of the various characters wins two matches.*
- ☆ *By victory over an opponent, one of their five superior parameters (speed, jump, attack, defense, or vitality) is obtained. As many matches desired with the same opponent may be played, yet only vitality increases.*
- ☆ *The game is finished when victory is won against the world champion in America.*
- ☆ *To continue the game after a loss, which is possible in accordance with credits left, select "continue" and the stage select screen will appear.*
- ☆ *After every victory in a stage, a password will be shown. By inputting this password at the one-player mode, the same stage may be played.*

V.S.

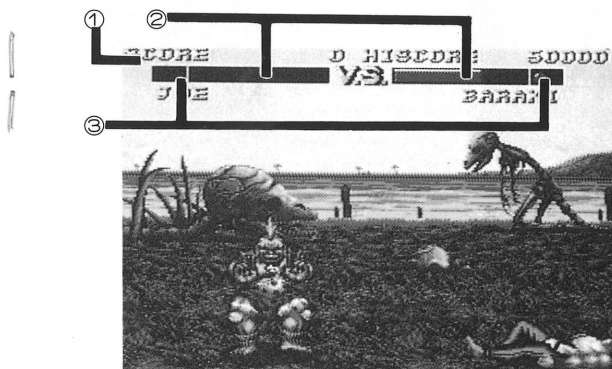
- ☆ Utilizing this mode, two-players may challenge one another.
- ※ Characters desired are chosen by individual players via Direction Button (right and left)
- ☆ One of the eight stages available may be selected for the match scene.
- ☆ Two wins must be obtained in order to finish the game.
- ※ No password is given, and no continue is possible.



OPTIONS

- ☆ Select items via Direction Button (up and down), and adjust numerical value via A and B Buttons.
- ☆ LEVEL Adjustment of the opponent's strength is possible in the one-player mode,
- ☆ CREDIT The number of credits may be altered.
- ☆ CONTROL ... Change of button's functions.
- ☆ SOUND TEST Game sounds may be selected via A and B Buttons.
- ☆ EXIT Return to title screen.

SCREEN INTERPRETATION



① Score Meter

- ☆ In the one-player mode, the present score is displayed on the left-hand side, and the highest score on the right.
- ☆ In the two-player one mode, player score is displayed on the left-hand side, and player two's score on the right.

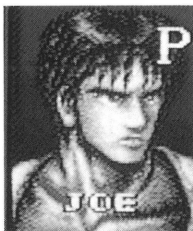
② Vitality Meter

- ☆ Vitality of the character is shown. This decreases when hit, and when the meter reaches "0", you lose.

③ Victory and Defeat Meter

- ☆ Victory is shown; via red mark. When a battle is won then one mark is shown, when two marks are shown, the player wins.

INTRODUCTION OF CHARACTERS



JOE : Main Character

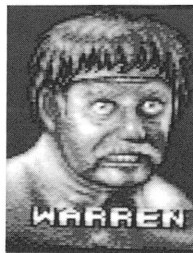
This is the young man from a small town in America who has been training to be a fighter, His fighting style consists of Karate, Aikido, and Boxing.

☆Inner-strength Power Attack (Kikou Ken) : Emits a bullet by thrusting out both arms. Good for distance attacking toward opponent.

→At first press Direction (backward), then press Direction (forward) with Punch and Kick Buttons.

☆Super Nova : Emits a bullet more powerful than Inner-strength one.

→Press Direction (forward), Punch, and Kick Buttons Simultaneously.



WARREN : Hawaii

During his childhood he was constantly ridiculed about his cowardice which was quite in contrast to his large physique. But, because of these experiences, he realized that although his techniques were simple, he could attack very effectively with his powerful body. He utilizes this knowledge during his journey.

☆Rolling Drop Kick : Does a "Jumping Sabut" by using both legs simultaneously.

→Press Jump, Punch, and Kick Buttons simultaneously.

☆Big Wednesday : Throws himself to the opponent.

→At first press Direction (backward), then press Direction (forward) with Punch and Kick Buttons.



GAO LUON : China

He has mastered the northern Chinese fighting style. With his swiftness, he attacks with Twin Flying Dragon from a distance. When using Moon-sault Kick at close range, he can attack with a powerful somersault kick to the opponent's jaw.

☆Moonsault Kick : Somersault Kick.

→Press+Key (up) punch, and Kick Buttons simultaneously.

☆Twin Flying Dragon : Throws boomerangs which is held in both hands. These two boomerangs are effective from two directions !

→Press+Key Punch (forward), and Kick Buttons simultaneously.



LI YONG : Thailand

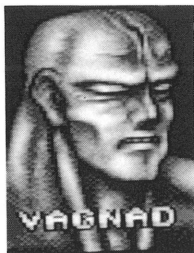
She is the only female fighter in the world, She was born in China, and is a master of the northern Chinese fighting style. But, while GAO LUON has mastered the hard-fist method, she has mastered the flexible-fist. Therefore, attempting to beat her techniques with mere strength is virtually impossible.

☆Shooting-down Kick(Hisho Kyoku) : Kick up the opponent from the sky.

→Press Direction (up) : Punch, and Kick Buttons simultaneously.

☆Dancing Crash : Step to the Opponent and smash against it.

→At first Press Direction (backward), then press Direction (forward) with Punch and Kick Buttons.



VAGNAD ROVNOSKI : Siberia

He was confined in a concentration camp as a political prisoner. Within the camp, prisoners are forced to fight to the death. He was one of the survivors and was freed from this terrible situation when the system collapsed. The techniques he acquired to survive the every day fights were wrestling and handstand attack.

- ☆Double-power Bomb : Holds opponent's head between his legs and hands and drops him down hard.
→Within short distance, Press the direction (down) with Punch, and Kick Button.
- ☆Double Arm : Consequential attacks with a lariat and backblows.
→Press Direction (forward), Punch, and Kick Buttons simultaneously.



BU-OH (King of Dance) : Japan

Claims to be the representative of Kabuki. He is a direct descendant of internal war era assassins. He inherited killing techniques of Ninjitsu, Kung-fu, Karate, Aikido and Kobudo which are enhanced to an art level by his movements.

- ☆Rolling Hair Attack :
→Press Direction (forward), Punch, and Kick Buttons simultaneously.
- ☆Dancing Smoke : Disappear from silent with smoke so that he could defend himself against the opponent.
→Press Direction (down), Punch, and Kick Buttons simultaneously.



BARAKI KIMERA : Africa

The head of the Opa Opa Tribe, and member of the secret organization, "Junk", Besides the traditional techniques, he uses ones which are not quite acceptable, But, as he is civilized now, he no longer has a soldier's pride.

- ☆Fire Storm : By his witch-doctor practices, he is able to emit fire from both hands. He burns and kills his opponent in this manner.
→Press Direction (forward), Punch, and Kick Buttons simultaneously.
- ☆Diving Roller : By holding his knees and rolling forward with great speed, he can send his opponents flying ! He can change directions to a certain extent.
→At First Press Direction (Backward), then press Direction (forward) with Punch and Kick Buttons.



NICK : Spain

He was a star matador, due to his extraordinary reflexes and senses during his matches, he was recruited as a member of the secret organization, "Junk". Although he has expertise in the use of the matador's spear, he uses a knife, which he has discovered he can use as well as a spear, while fighting.

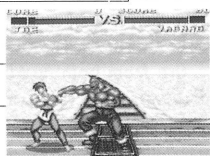
- ☆Dancing Storm : Continual Kick attack.
→Press Direction (down), Punch, and Kick Buttons simultaneously.
- ☆Killer Nails : Attack to throw 3 Knives.
→At first Press Direction (Backward), then press Direction (forward) with Punch, and Kick Buttons.

INTRODUCTION OF STAGES

In the one-player mode, the main character Joe will trek around the world looking for fighters to challenge in order to train and acquire new techniques so that he might become the world champion.



HAWAII



SIBERIA



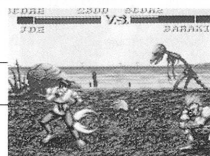
JAPAN



CHINA



THAILAND



AFRICA



SPAIN

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This Warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

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