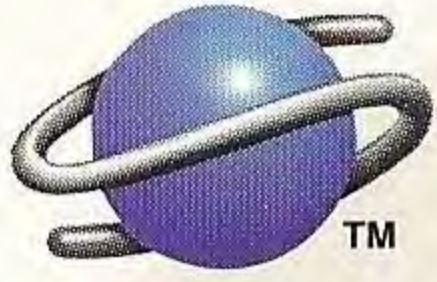


SEGA®

Virtua Fighter™



SEGA
SATURN
EXCLUSIVE



81049

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

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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Virtua Fighter™

Kids™

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USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

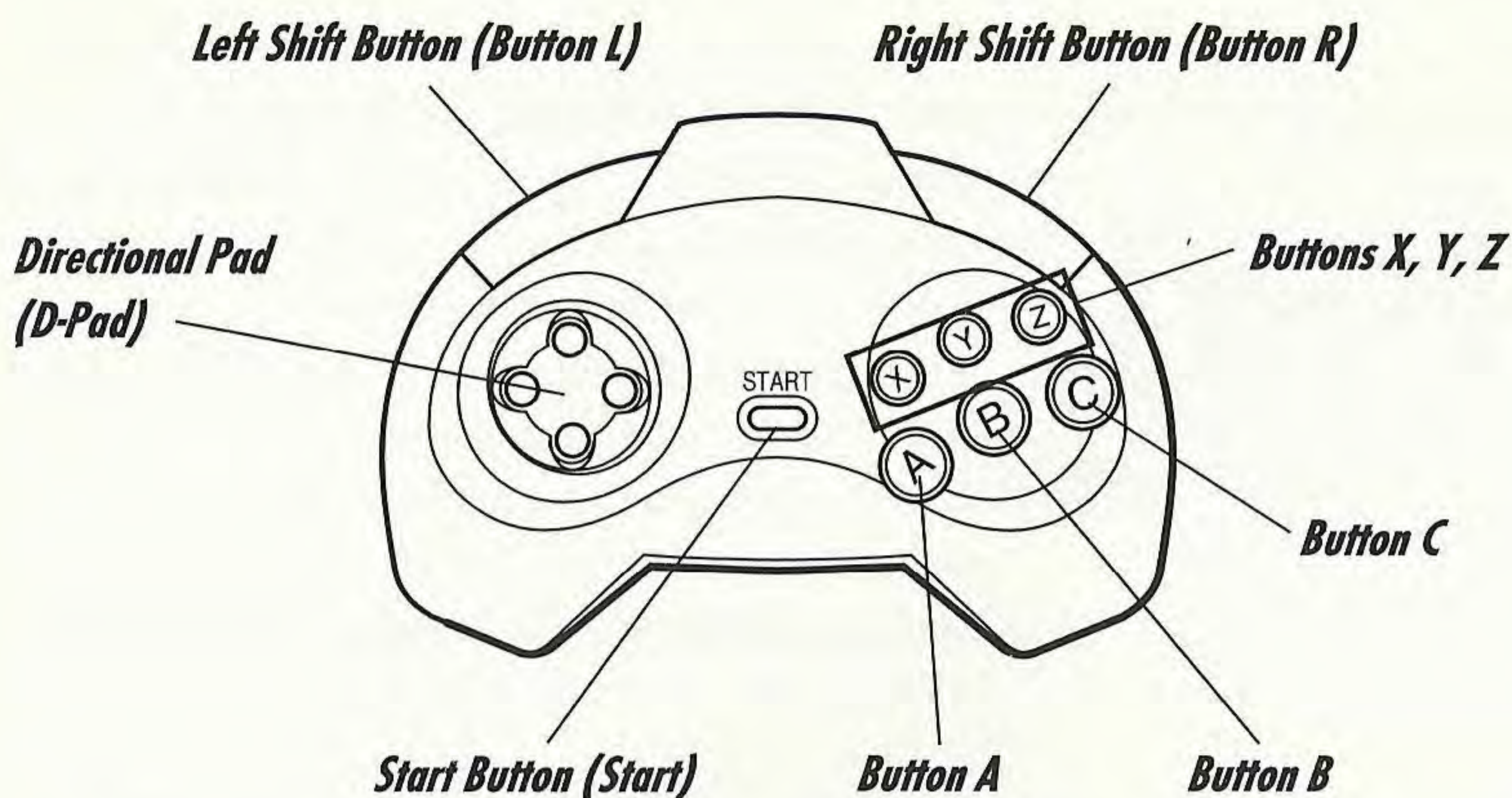
Note: *Virtua Fighter Kids™* is for one or two players.

2. Place the *Virtua Fighter Kids* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control Panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



TAKE CONTROL!



D-PAD

- Highlights items on menu screens
- Moves fighter during gameplay
- Enters directional arrow in combo maker

START

- Starts game
- Enters highlighted selections
- Pauses gameplay; resumes paused game
- Skips instant replay and introductory sequence

BUTTON L, BUTTON R

- Moves cursor in Combo Maker

BUTTONS X, Y, Z*

- Used in Combo Maker (pp. 8-12)

BUTTON A

- Enters highlighted selections
- Makes your fighter defend against attacks
- Enters [**D**]efend in Combo Maker
- Selects letter in Name Entry

BUTTON B

- Cancels highlighted selections
- Makes your fighter punch
- Enters [**P**]unch in Combo Maker
- Exits Records screens

BUTTON C

- Enters highlighted selections
- Makes your fighter kick
- Enters [**K**]ick in Combo Maker

*Use these buttons to produce special attacks and expert techniques. (See pp. 18-27)

Note: This page shows default functions only. All the buttons listed above except Start can be configured for other functions using Key Config (see pp. 7-8)

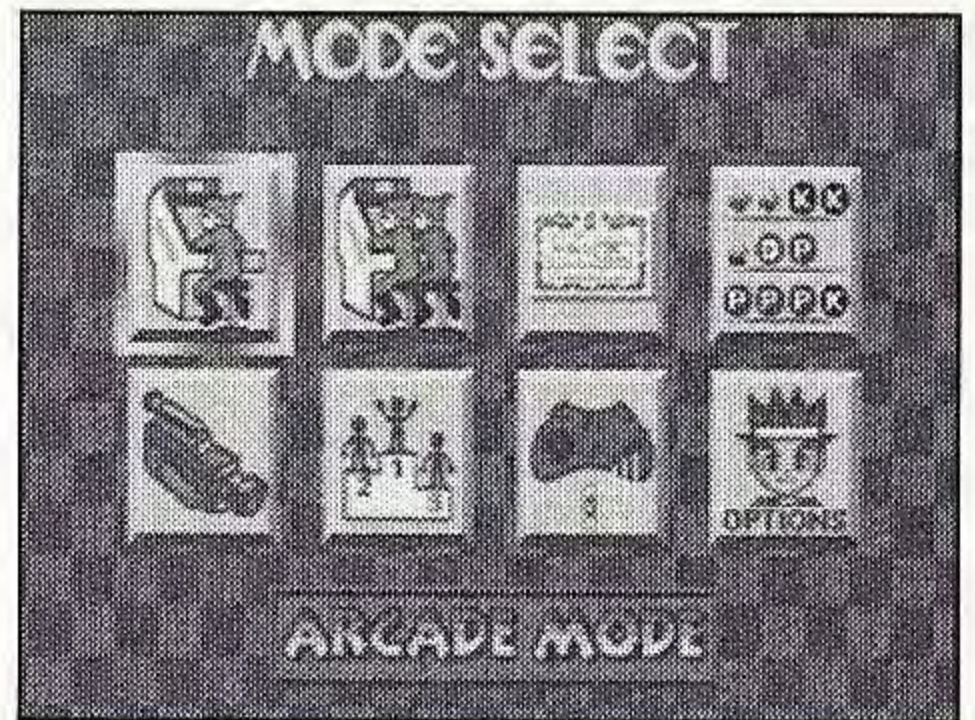
GETTING STARTED



After loading *Virtua Fighter Kids*, the Sega and True Motion logos appear, followed by an animated sequence of the game characters. Watch the sequence, or press Start at any time to skip to the Title screen. Press Start again at the Title screen to move to the Mode Select screen, or wait a few moments and watch the game demonstration and player rankings that follow. Press Start at any time to move to the Title screen.

MODE SELECT

Press the D-Pad LEFT or RIGHT to scroll through the modes, and press Button A, C or Start to select a mode.



ARCADE MODE lets you play against the computer. Clear all the stages to see a special animation sequence featuring your fighter.

VS MODE lets you and a friend test each other's skill.

Note: A second player can interrupt an Arcade Mode fight by pressing Start on the unused Controller. The Player Select screen appears, allowing the new player to select a fighter. After the fighter has been selected, the VS Mode game begins. When the VS Mode fight ends, and neither player chooses to continue, the Arcade Mode resumes at the same level as when the new player entered the game.

RANKING MODE is a one-player game similar to Arcade Mode. At the end of the game, you are assigned a skill ranking and ratings of several aspects of your performance. (See pp. 14-15.)

NOTE: See pp. 12-17 for details on the fighting modes.

COMBO MAKER lets you create and save your own special combination attacks. (See pp. 8–12)

VIEWING MODE allows you to watch any two characters in action against each other. You can select the fighter you want to watch by pressing the D-Pad LEFT or RIGHT and Button A or C, or let the computer pick two fighters randomly for you. Press Start during the fight to pause the game.

RECORDS shows the records of fighters in VS Mode competition, best Arcade Mode completion times, and highest Ranking Mode scores. (See p. 15)

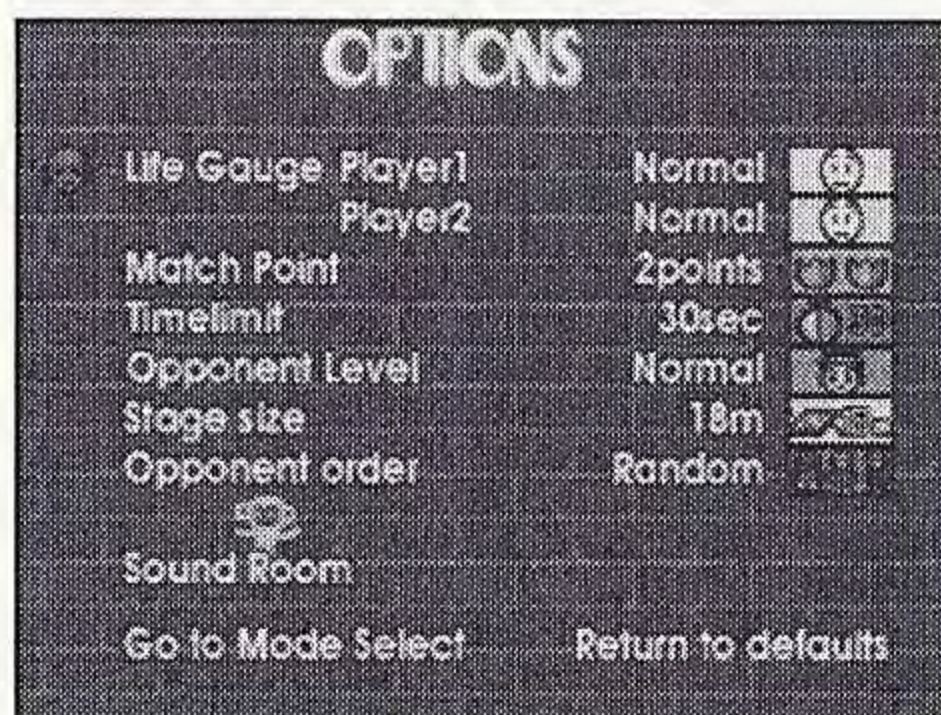
KEY CONFIG allows you to change button functions for the Controller. (See p. 7–8)

OPTIONS lets you change features of the game and sample the voice and sound tracks for each fighter. (See below)

Note: Any game mode can be canceled at any time by holding down Buttons A, B and C and pressing Start. This will automatically return you to the Title screen.

OPTIONS

Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to make changes within the selected option.



Life Gauge: Alter the strength of both fighters. Select from Largest, Larger, Normal, Smaller or Smallest. The larger the setting, the less damage you take per hit. Or choose NO DAMAGE for a fighter who can't be hurt. (Be careful though, you can still be knocked out of the ring.)

Match Point: Select the number of victories needed (1–5) to decide a match.

Time Limit: Choose how long you want each round to last – 10, 20, 30 or 60 seconds. Or choose NO LIMIT to turn the timer off.

Opponent Level: Set the level of the computer opponent in Arcade Mode. Choose Easy, Normal, or Hard for a real test of your fighting skill.

Select Practice to make the computer opponent your punching bag.

Stage Size: Set the area of the fighting ring to 8, 12, 18 or 22 meters.

Opponent Order: For Arcade Mode, you can choose a fixed order of appearance for your opponents or have them come at you in random order.

Go to Mode Select: Press Button A, C or Start here to return to the Mode Select screen. Alternately, you can return to Mode Select from any part of the Options screen by pressing Button B. The changes you have made will be retained in the internal memory.

Return to Defaults: Resets all options to the default values.

Note: The various options cannot be used in Ranking Mode play.

SOUND ROOM



Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to cycle through the choices within that option. Press Button A or C to sample the selected track. Press Button B or Start, or highlight EXIT and press Button A or C to return to the main Options menu.

Music, Sound, Voice: Sample the music, sound effects and voices used throughout the game. Press the D-Pad LEFT or RIGHT to select the track you want to hear, and Button A or C to play the track.

Output: Allows you to select Stereo or Monaural (MONO) sound.

Music Volume: Lets you adjust the volume (0 – 5) of the background music.

Exit: Press Button A, C or Start to return to the main Options screen.

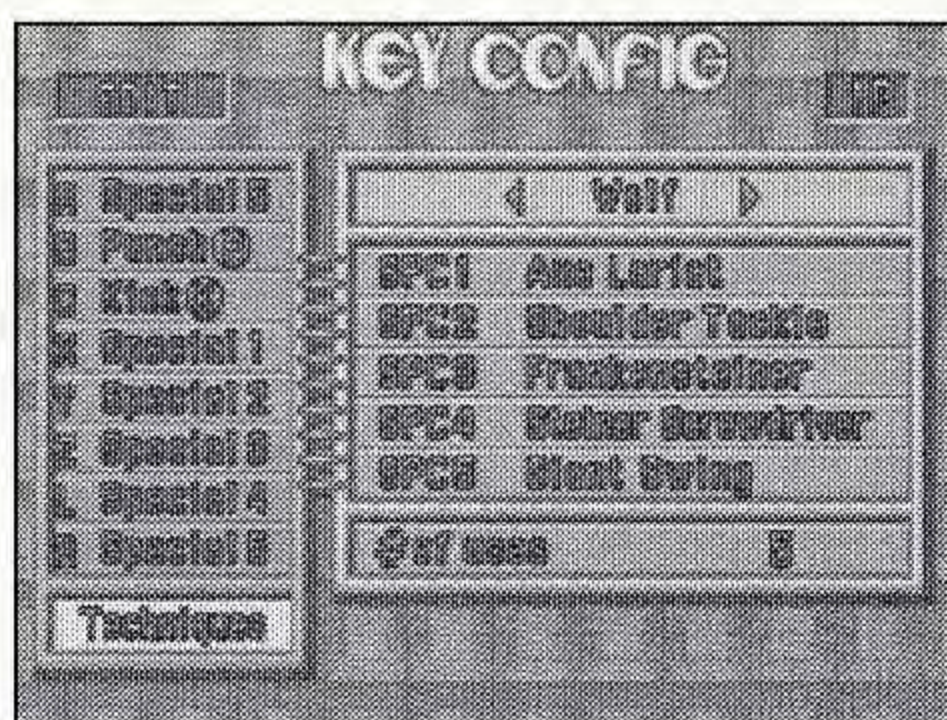
KEY CONFIG

When you open Key Config, a flashing selection window appears in the upper left of the screen. This window allows you to select from three different preset configurations for Controller functions. Press the D-Pad LEFT or RIGHT to select a configuration. When the Controller type you want to use appears in the window press Button B to return to Mode Select.

EDIT SCREEN

Optionally, you can customize your Controller with the Edit feature. To use this feature, select Edit in the selections window by pressing Button A, C or Start while Edit is highlighted, then press the D-Pad UP or DOWN to scroll through the Controller button names and their current functions. When you want to assign a new function to a button, press Button A or C while the desired button is selected, then move the cursor through the options menu on the right by pressing the D-Pad in any direction. When the cursor is flashing over the desired function, press Button A, C or Start.

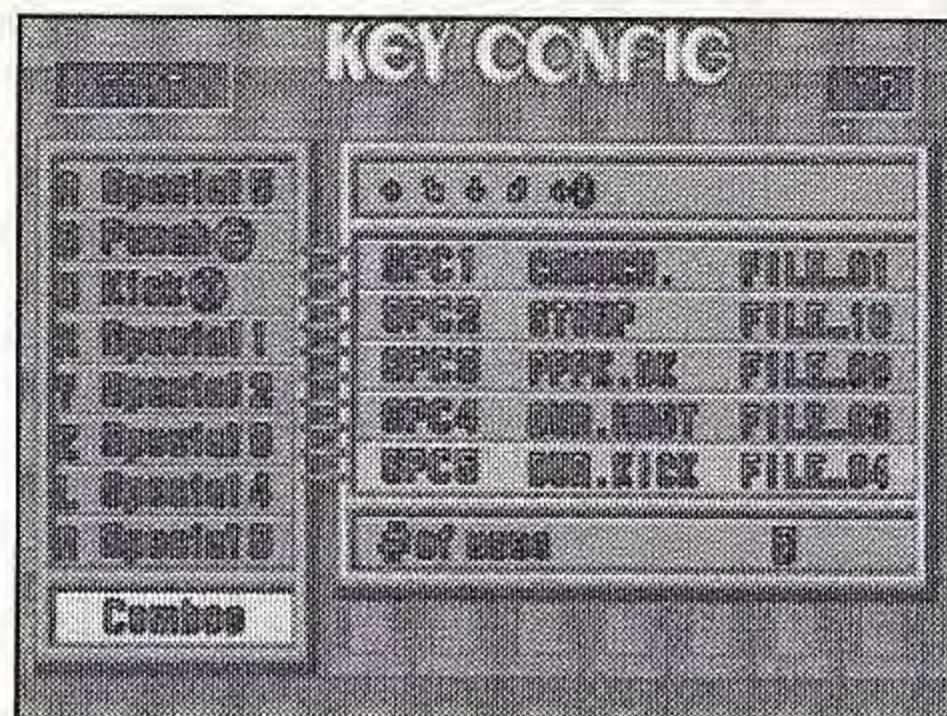
In addition to basic moves such as [D]efend, [P]unch and [K]ick, you can also assign special attacks and original combo attacks to individual buttons on your Controller. (For more about making custom combinations, see pp. 8–12). To make a special attack or combo a one-button operation, first move down to the bottom of the left-hand menu. By pressing the D-Pad LEFT or RIGHT, you can switch between *Techniques* and *Combos* select modes. To enter, press Button A, C or Start.



In *Techniques*, press the D-Pad LEFT or RIGHT, to scroll to the fighter whose special attacks you'd like to use. Once the fighter's name appears in the top box, press the D-Pad UP or DOWN to scroll through Specials 1–5. Change the special attack function by pressing the D-Pad LEFT or RIGHT. In the # of Uses window, you can set

a limit to the number of times (1–5) you can use the one-button special attacks per stage, or select the infinity sign for unlimited uses. The number of special attacks uses remaining appears in a small window under the fighter's name in fighting modes. When the special attacks are set, press Button B to return to the menu on the left.

In *Combos*, press the D-Pad UP or DOWN to cycle through to the Special number you want to assign a combo to, and LEFT or RIGHT to change the combo for the highlighted Special. The combos are listed in the same order as in the Combo Maker file select screen (see p. 9). As with special attacks, you can limit the number of times the combos can be used as one-button maneuvers by changing the number in the # of Uses window at the bottom of the screen. When you have the combos configured, press Button B to return to the menu on the left.



When all the desired functions have been selected, return to the window at the top left of the screen by pressing Button B, and then return to Mode Select by pressing Button B again.

COMBO MAKER

You can create up to twenty of your own combination attacks (combos) with up to 20 moves in this mode. The combos you make are automatically saved in the internal backup RAM and can then be entered as preset one-button commands in the Key Config mode (see above).

In the first screen of Combo Maker, a selections window appears. Highlight selections by pressing the D-Pad UP or DOWN and enter selections by pressing Button A, C or Start. Select "Create new file" to make a new combo, "Edit file" to change a previously saved combo and "End" to return to the Mode Select screen. Alternately, you can return to Mode Select by pressing Button B.

NEW COMBOS



Selecting "Create new file" opens the Combo maker screen. To enter commands, press and hold the D-Pad for directional arrows, Button A for [D]efend, Button B for [P]unch, Button C for [K]ick and Button X for no move [SPC]. Press Button R or L while holding the command button(s) to move the cursor forward and back. You can enter

multiple commands (e.g. P+K or \leftarrow D+K) by holding down the desired command buttons simultaneously and pressing Button L or R. Pressing Button Y twice in this screen moves the highlighted command(s) down one step. Pressing Button Z twice deletes the highlighted step. To exit the screen without making a combo, delete all steps and press Button L in the first step and select YES in the confirmation window that appears.

After entering the command(s) for a step, you need to specify how long that step will last. The basic unit of time in the game is 1 frame (1/60 second). You can set step durations from 1 – 255 frames (.0167 – 4.25 seconds). Press the D-Pad UP or DOWN to increase or decrease the duration in increments of one frame, and LEFT or RIGHT to increase or decrease in increments of ten frames.

NOTE: When making combos that include a string of steps (e.g. PPPK or $\Rightarrow\Rightarrow$), you have to insert a space [SPC] between steps to ensure that the individual steps are performed one by one. You also need to include spaces after special attacks that inflict high damage. For more on how to insert spaces in your combos, see the Combo Workshop (pp. 10–12).

FILE NAME

To save a completed combo, press Start and select YES in the confirmation window that appears. The file select screen appears. Press the D-Pad in any direction to highlight a file, and press Button A, C or Start to enter. Pressing Button B returns you to the combo screen you just exited. To enter a file name, press the D-Pad in any direction to move through the alphabet window that appears and press Button A or C to enter the letter. Select the \leftarrow or press Button B to delete the previous character. When you have finished entering the file name, select END or press Start to save your combo in the internal RAM.



EDIT FILE

When you select "Edit file," choose a file to edit from the file select screen. Highlight file names by pressing the D-Pad in any direction, and select by pressing Button A, C or Start. After you select a file, select YES in the confirmation window. The most recently saved version of the file appears in the Combo Maker screen. Now make alterations to any step in the combo by

using the same commands as in the New Combo Maker. When you finish, press Start and select YES in the confirmation window. The file select screen reappears. You can save the new version of the file under the same name, or under a new name using the same steps as in naming new files (see above).

COMBO WORKSHOP

Making a hard-hitting combo takes practice and patience, but once you master the art, you can make the most powerful *Virtua Fighter Kids* attacks your own secret weapons.

The first and most important point to remember when making combos is:

Don't forget the spaces.

When you make a combo that uses repeated commands like PPP or ⇒ ⇒K, you have to put spaces between them. Otherwise, the computer will only read the last of the commands. The space can be short (1 frame), but without it, you've got no combo. See Example 1.

1

	Commands	Duration
1	→ → →	↓ ↓ ↓
2	→ → →	↓ ↓ ↓
3	→ → →	↓ ↓ ↓
4	→ → →	↓ ↓ ↓
5	→ → →	↓ ↓ ↓
6	→ → →	↓ ↓ ↓
7	→ → →	↓ ↓ ↓
8		
9		
10		

No spaces between the punches means only the last punch and kick get delivered.

A one-frame space between each punch lets the computer deal them out one at a time.

The next big point is:

Some moves take more time than others.

For simple attacks like punches and kicks, one frame is plenty of time for a fighter to make his move. But, some moves, like crouching (↓), take a little more time. Allow 13–15 frames to get into a crouch. See example 2.

2

	Commands	Duration
1	↓	↓ ↓ ↓
2	→ → →	↓ ↓ ↓
3		
4		
5		

Give your fighter enough time (15 frames) to get down into the crouch.

Notice that there's no space between arrows pointing in different directions.

High-damage moves take extra time too. Your fighter needs a chance to recover after executing powerful attacks. Recovery time can take anywhere from 20–200 frames. Generally speaking, the more damage the attack inflicts, the longer the recovery time. See Example 3.

3

	Commands	Duration
1	→ B	001
2	↘	025
3	↙	001
4	↘ B	001
5		
6		
7		
8		
9		
10		

This front kick takes more time than basic kicks and punches. Each fighter has individual moves that require extra recovery time after they're performed. Experiment with a few combos to find out how long it takes to recover.

Before you can pounce, stomp or body slam (↑ P) onto a fallen foe, you have to give yourself some time to get airborne. You need at least 35–40 frames before jumping on a downed opponent. See Example 4.

4

	Commands	Duration
1	↘	001
2	↘	001
3	↘ B	001
4	↘	001
5	↘ B	001
6		
7		
8		
9		
10		

Allow about 40 frames before this stomp.

It takes around 15 frames for the 'press up and hold' (↑) part of a stomp (↑ B).

Sometimes, you don't need spaces.

When you're making a combo that uses a spin (← ↻ ↓ ↻ → or → ↻ ↓ ↻ ←), don't put spaces between the directional arrows. Spaces slow you down, and for spinning attacks you need the speed. See Example 5.

5

	Commands	Duration
1	↙	001
2	↘	001
3	↙	001
4	↘	001
5	↘ B	001
6	↘	190
7	→	001
8	↘	001
9	→	020
10	↘ B	001

No spaces between arrows in different directions.

Wait 190 frames after this 'big' move.

Press and hold → for dash.

Note: There are ten sample combos, one for each fighter, stored in Combo Maker when you start the game. You can use these combos for additional reference, modify them, or delete them to make space for your own creations.

THE FIGHT

PLAYER SELECT

When you choose a game mode (Arcade, VS or Ranking Modes), the Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight the fighter you want to use, and select by pressing Button A, C or Start. You can select an alternate costume for each fighter by holding the D-Pad UP while the fighter is highlighted. You have 20 seconds to select a fighter. When time runs out, the highlighted fighter is automatically selected.



In Arcade and VS Modes, once you have selected a fighter, you have the option of playing in Normal or Kids modes. In Normal play, you must execute special attacks by pressing the correct sequence of buttons. In Kids mode, pressing Buttons A, B or C rapidly produces random special attacks. Of course, you can still perform the special attacks by pressing the correct sequences as well. To select Normal or Kids modes, press the D-Pad UP or DOWN to highlight one, and Button A, C or Start to select.

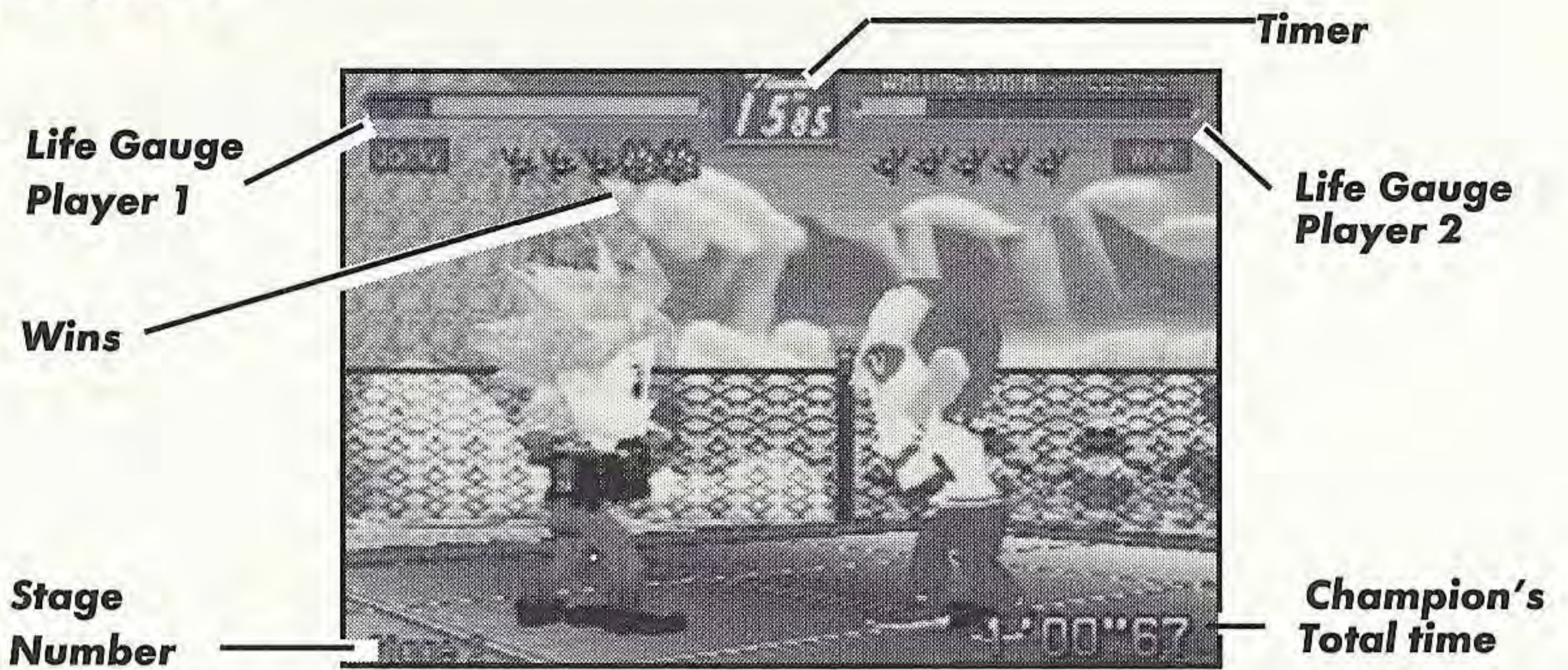
In a VS game, both players can select the same fighter (but not the same costume).

THE RULES

In all three fighting modes (Arcade Mode, VS Mode and Ranking Mode), the first fighter to win two sets is the winner of the stage. You can change the number of victories to decide a stage in Options (see p. 5-6). You can win a set by either reducing your opponent's Life Gauge to zero, or by forcing him or her out of the ring. If neither fighter is knocked out or forced from the ring, the fighter with more Life remaining when the Time Limit expires is the winner of the set.

In the event of a Draw, there is a one-round sudden death overtime period, of half the original Time Limit in a small-sized ring. If a second draw occurs, the Champion is declared the winner.

THE RING



Life Gauge: The green bar on this gauge gets smaller each time a fighter takes damage. Life Gauges can be adjusted in the Options mode. (See pp. 5-6.)

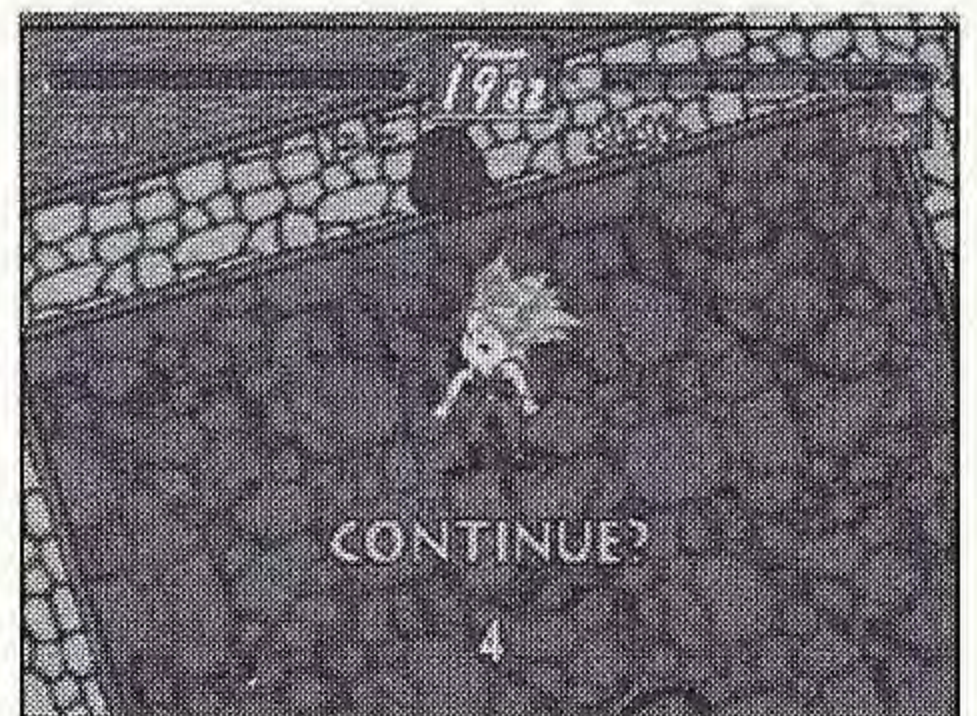
Timer: This shows the amount of time remaining in the set. The Timer can be adjusted in Options.

Wins: The flower blossoms show the number of wins achieved by each fighter thus far in the stage. The unopened buds show the number of set wins needed to win the stage.

Champion's Total Time: In Arcade Mode and Ranking Mode, this shows the amount of time the fighter has survived in the ring against all opponents so far.

GAME OVER/CONTINUE

In all fighting modes, the game ends as soon as your fighter loses a stage. In the Arcade and VS Modes, you have the option of continuing.

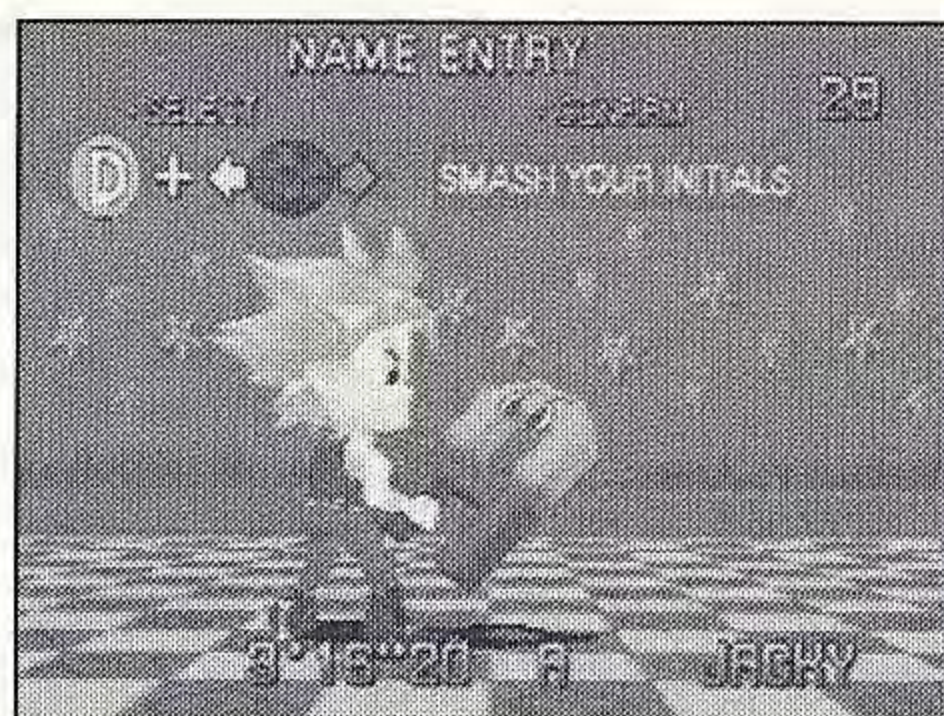


In Arcade Mode, you can continue a new stage against the same opponent at the same level. To continue, press Start before the timer runs out. You have an unlimited number of game continues in Arcade Mode.

In VS Mode, after the end of each stage the Player Select screen appears, allowing you to pick new fighters or go at it using the same fighters as before.

NAME ENTRY

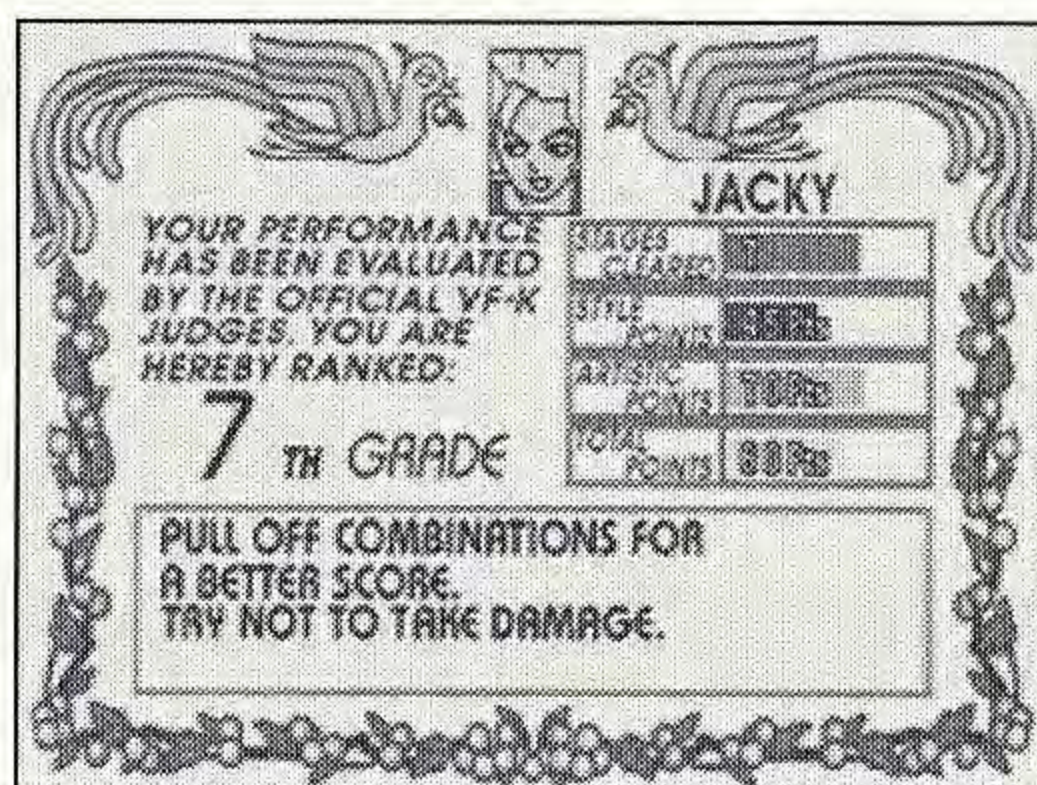
When you set a new record in Arcade or Ranking Modes, the Name Entry screen appears. In this screen, your fighter is facing an opponent in the form of an alphabet letter. Change the letter by pressing the D-Pad LEFT or RIGHT while holding down the Defend Button (Button A). To select a letter, knock the letter down using the Punch Button (Button B) or the Kick Button (Button C). Release the Defend Button to move to the next letter. (Wait till the letter stands up again to select the next letter.) To delete the previous letter, strike the ←. To enter your name, strike END. You have 30 seconds to complete the name entry. The name is automatically entered when time runs out. Alternately, exit the Name Entry screen by knocking the letter out of the ring.



Note: It's a lot easier to enter letters by kicking than by punching, but be careful not to knock the letter out of the ring before you're finished

RANKING MODE

Ranking Mode, like Arcade Mode, is a one-player-only fight against computer opponents. However, in Ranking Mode you cannot continue after losing a stage. After you lose, or after you clear all stages, the computer displays a ranking screen and rates your performance up until your loss in several areas:



- Stages Cleared:** This shows the number of matches you won.
- Style Points:** This score shows how often and well you used your fighter's special attacks and expert techniques.
- Artistic Points:** You are awarded points on how you finished off your opponents. You get more points for expert technique KO's, and for simultaneously knocking your opponent out and out of the ring.
- Total Points:** This gives you a comprehensive score based on your performance in the three areas above.

You also receive a rank based on your performance, from 15th to 1st Grade, and some advice from the computer on how to improve your ability and advance levels. The highest scores for each fighter are automatically saved in Records under Ranking Records.

RECORDS

The great scores and times of past battles are stored in the Sega Saturn internal RAM. To select a records screen from the main Records menu, press the D-Pad UP or DOWN to highlight a screen name, and press Button A, C or Start to enter. Press Button B or select EXIT to return to Mode Select.

VS RECORD



This screen keeps running track of how each of the fighters has fared against the other fighters in their past VS Mode encounters. To check the win/loss record for a fighter, press the D-Pad LEFT or RIGHT to cycle through until the fighter whose record you want to see appears in the frame on the left. There are different records for Controllers 1 and 2. The

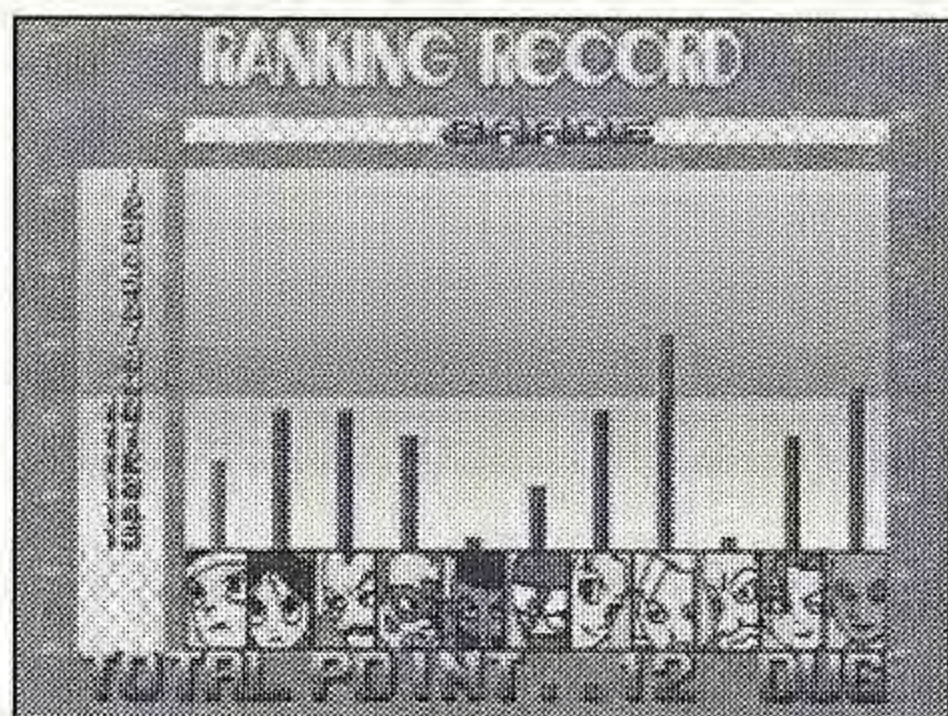
VS Record shows a total win/loss record under the fighter's picture, as well as a percentage showing how often that fighter has been used in VS Mode so far. The fighter's win/loss record against other individual fighters appears over the pictures of each fighter on the right.

TIME RECORD

Time Record lists the top 66 finishing times and fighters for players who have successfully cleared all ten stages in Arcade Mode.

RANK	TIME	NAME	CHARACTER
1	10'00"00	OSR	LAO
2	10'01"00	TRK	AK IAI
3	10'02"00	YUI	JACKY
4	10'03"00	ISD	SHUN
5	10'04"00	MMB	PAI
6	10'05"00	SBR	KABE

RANKING RECORD



Ranking Record displays a graph showing the highest grade achieved by each of the fighters in Ranking Mode combat. The highest Total Points score of each fighter can be shown by highlighting the small picture of that fighter at the bottom of the screen. Press the D-Pad LEFT or RIGHT to highlight fighters.

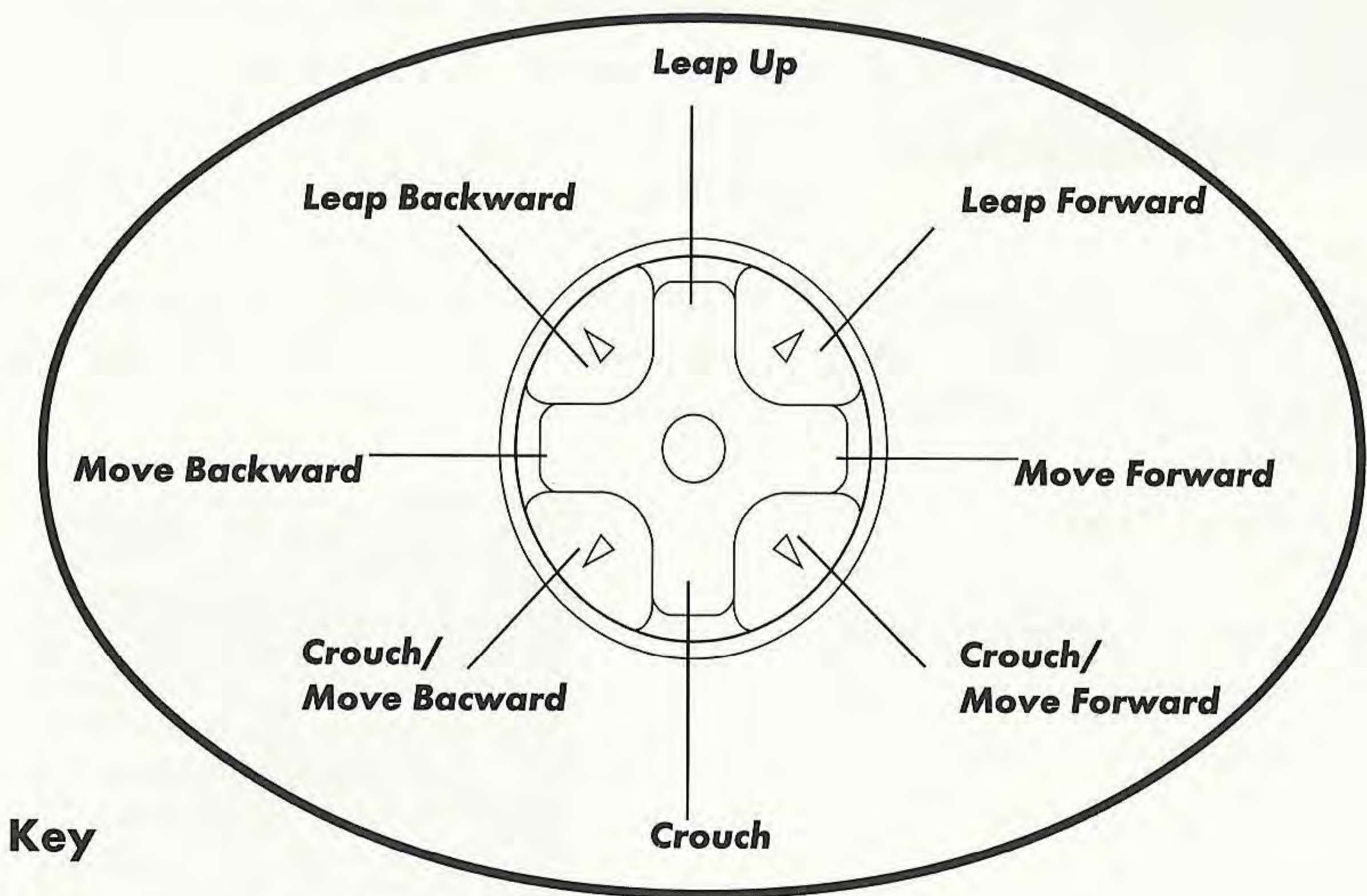
DELETE RECORD

Press the D-Pad UP or DOWN to select the group of records which you want to delete, and press Button A, C or Start. Then select YES in the confirmation window which appears. To delete all records, select ALL RECORD and press Button A, C or Start.

Note: To return to the main Records menu, press Button B at any time from any of the Records screens.

BASIC MOVES

Here are the basic moves for the D-Pad. All instructions in the Basic Moves section are for a fighter facing right. Reverse the instructions for a fighter facing left. The button functions can be changed in Key Config (see pp. 7-8).



Directions on the D-Pad are indicated by arrows.

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

Solid arrows (→) = Press and hold the D-Pad in the direction indicated.

A = Defend = [D] in Combo Maker

B = Punch = [P] in Combo Maker

C = Kick = [K] in Combo Maker

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

BBB... = Rapid tap (i.e., repeatedly tap Button B as fast as possible)

MAIN MOVES

QUICK STEP

←← or →→

Quickly press the D-Pad twice, LEFT or RIGHT to make short, fast moves in those directions.

DASH

⇒→

Press the D-Pad twice RIGHT and hold.

THROW

[A+B]

If you are within grabbing range of your opponent, press Buttons A and B simultaneously to throw the opponent. Each fighter has a different throw.

MID-LEVEL KICK

↘ C

Quickly press the D-Pad DOWN/RIGHT, then press Button C. Use this kick against an opponent in a crouching defensive position.

QUICK STOMP

↑ B

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

QUICK SAVES

When you get knocked off your feet, you get up automatically after a few seconds, but your opponent might try to hit you while you're down. Try these moves to save yourself some bruises.

RECOVERIES

Quickly stand up straight

←→...

Roll Backwards Away from Opponent

←

Roll Away to Side

AAA...

Jump to your Feet

↑

KICK RECOVERIES

Recover with High or Vertical Kick

CCC...

Recover with a Sweep Kick

↓CCC...

Roll Away to Side with Sweep Kick

AAA... then C

AKIRA

Full Name: Akira Yuki
Fighting Style: Hakkyoku-ken
Nationality: Japanese
Blood Type: O
Hobby: Kung-fu



Special Attack Name

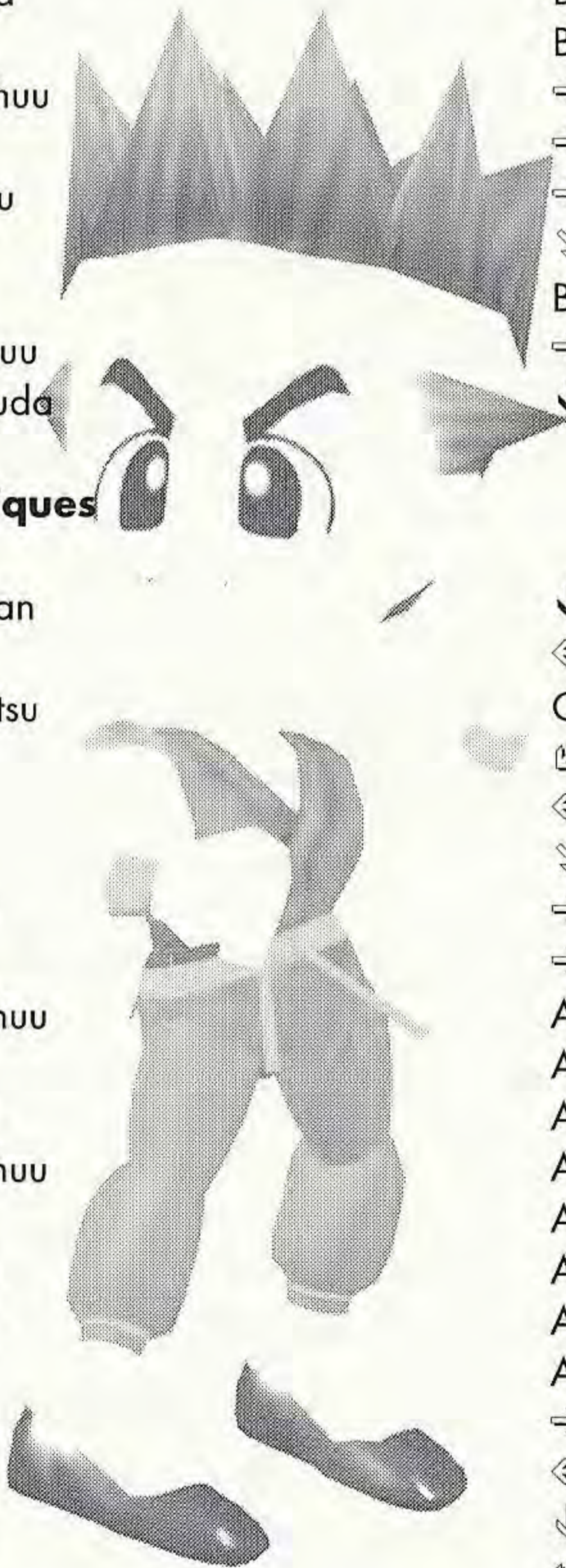
Hachimon Kaida
 Kansuitai
 Jyohou Chouchuu
 U-tan Kyaku
 Rimon Chouchuu
 Souka Hou
 Toushin Soutai
 Yakuho Chouchuu
 Byakko Soushouda

Button Commands

BB
 BC
 ⇒ B
 ⇒ ⇒ C
 ⇒ ⇒ B
 ↘ B (against downed opponent)
 B+A
 ⇒ ⇒ ⇒ B
 ↓ ⇐ ⇒ B

Expert Techniques

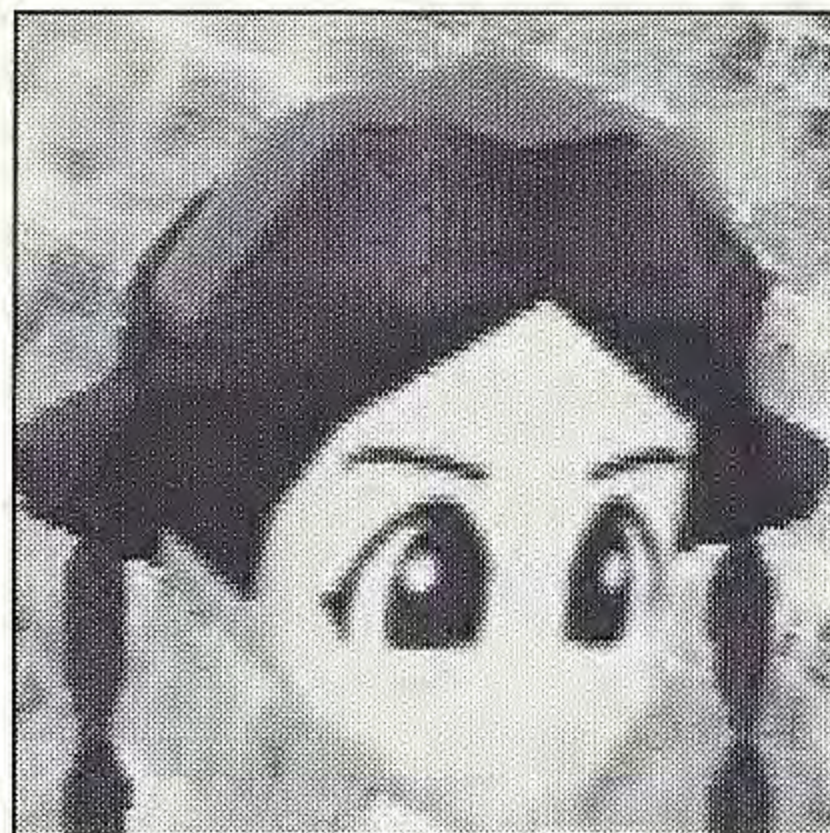
Mouko Kouhazan
 Tetsuzankou
 Doppo Choushitsu
 Shin'iha
 Youshi Sen-rin
 Youhou
 Daiden Housui
 Renkantai
 Gaimon Chouchuu
 Youhou
 Tan'yoku Chou
 Gaimon Chouchuu
 Haihorichuu
 Jouho Shoukou
 Honshin Tanda
 Souhakushu
 Kaiko
 Honko
 Gekiho Honko
 Shinpo Riko
 Junho Honko
 Hougeki Unshin Soukoshou
 Ban-ken
 Youshi Sen-rin
 Soushou



↓ ⇒ B
 ⇐ ⇒ ⇒ B+C
 C+A then quickly release A
 ↘ ⇒ B (close to opponent)
 ⇐ ↘ B+C (close to opponent)
 ↘ ↘ B (close to opponent)
 ⇒ ⇐ ⇒ B+C
 ⇒ ⇒ CC
 A ⇐ B (countering high punch)
 A ⇐ B (countering high punch)
 A ⇐ B (countering high kick)
 A ↘ B (countering mid-body punch)
 A ↘ B (countering mid-body kick)
 A ↘ B (countering mid-body kick)
 A ↓ B (countering low punch)
 A ↓ B (countering low kick)
 ⇒ B+A (versus high guard)
 ⇐ B+A (versus high guard)
 ↓ B+A (versus high guard)
 ↘ B+A (versus high guard)
 ⇐ ↓ B+A (versus high guard)
 (the following three moves in sequence)
 B+C+A (close to opponent)
 ⇐ ↘ B+C
 ↓ ⇐ B or ↓ ⇒ B

PAI

Full Name: Pai Chan
Fighting Style: Enseiken
Nationality: Hong Kong
Blood Type: O
Hobby: Dancing



Special Attack Name

- Renkentai
- Renshou
- Souken Senpuutai
- Raigekishou
- Renkan Tenshin Kyaku
- Renkan Tenshin Soukyaku
- Renkan Haiten Kyaku
- Renken Senpuuga
- Renken Ensenshuu
- Ensenshuu
- Rai'in Shouda
- Rasen Anshou
- Ensen Hairyuu
- Haishin Chuuken
- Senchuuken
- Rikensui
- Sokuchuukyaku
- Enjin Senpuukyaku
- Enpuu Rinshou
- Ensen Hairyuu
- Kakyaku Senten

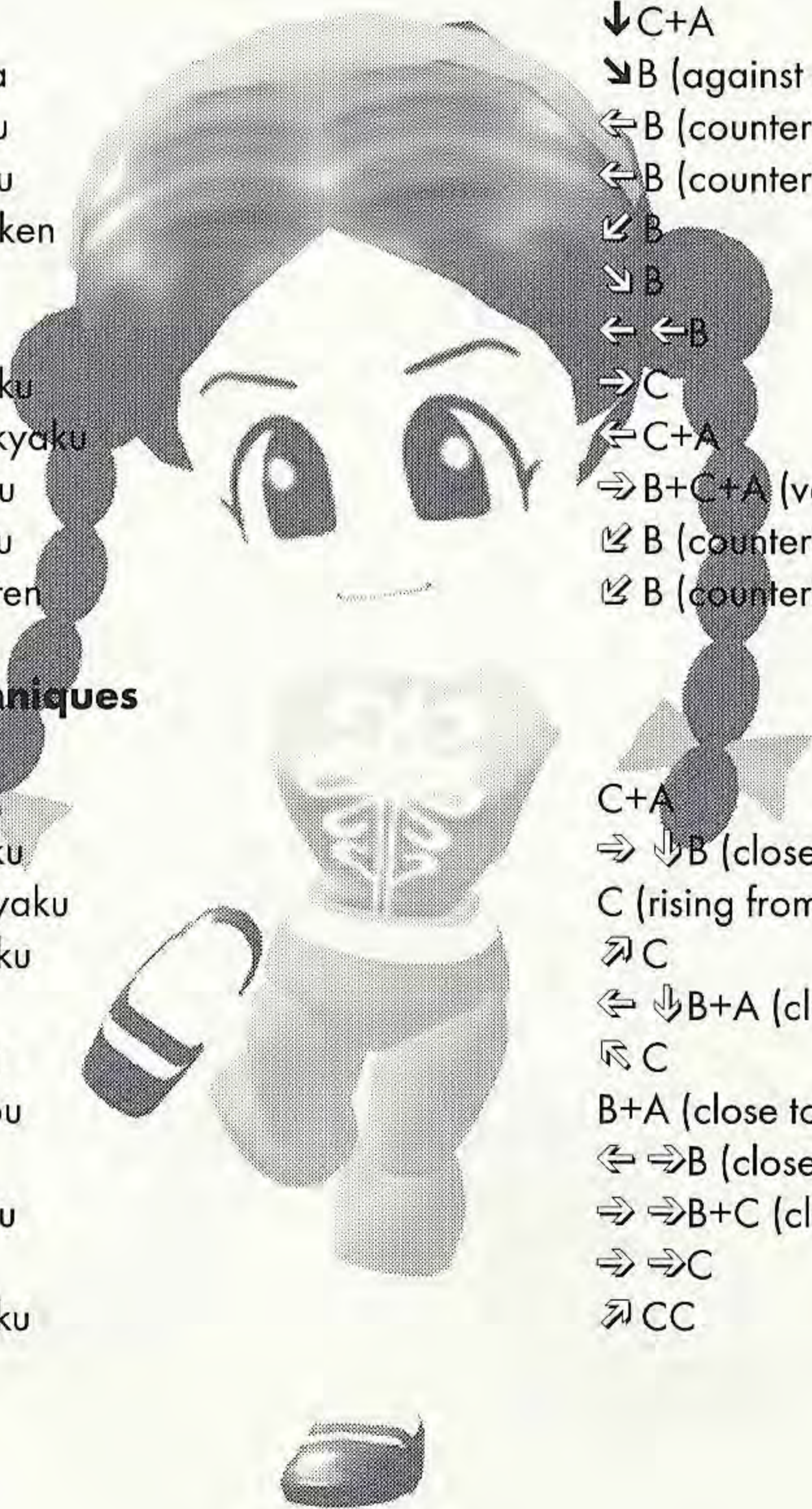
Button Commands

- BC
- BB
- BBC
- BBB
- BBBC
- BBB↓C
- BBB↻C
- C+A (after a punch hits)
- ↓C+A (after a punch hits)
- ↓C+A
- ↘B (against downed opponent)
- ←B (countering high punch)
- ←B (countering high kick)
- ↙B
- ↘B
- ←←B
- ⇒C
- ←C+A
- ⇒B+C+A (versus low guard)
- ↙B (countering mid-body attack)
- ↙B (countering mid-body attack)

Expert Techniques

- Senpuuga
- Tenchi Touraku
- Taitou Risenkyaku
- Hi'en Tankyaku
- Sei'en Katou
- Haiten Kyaku
- Tenshin Soutou
- Senbuu Enjin
- Toushin Inshou
- Koutankyaku
- Hi'en Rekkyaku

- C+A
- ⇒ ↓B (close to opponent)
- C (rising from crouch)
- ↻C
- ← ↓B+A (close to opponent)
- ↻C
- B+A (close to opponent)
- ← ⇒B (close to opponent)
- ⇒ ⇒B+C (close to opponent)
- ⇒ ⇒C
- ↻CC



LAU

Full Name: Lau Chan
Fighting Style: Koen-ken
Nationality: Chinese
Blood Type: B
Hobby: Chinese poetry



Special Attack Name

Renkentai
Renshou
Souken Senpuutai
Raigekishou
Renkan Tenshin Soukyaku
Renkan Haitenkyaku
Renken Ensenshuu
Shakashou
Renshou
Renshou Senpuutai
Renkanshou
Renshou Tenshinkyaku
Renshou Tenshin Soukyaku
Rensho Haitenkyaku
Shajoushou
Chuugeki
Senpuuga
Ensenshuu
Junbo Chuushou
Honshin Chuugeki
Sokuchuukyaku
Toushuugeki

Expert Techniques

Renkan Tenshinkyaku
Renken Senpuuga
Taitou Risenkyaku
Kokyaku Haiten
Kensha Touraku
Ryuusha Senten
Tenshin Ha'inshou
Chisoutai
Ryuushuu Katou
Kuukokyaku

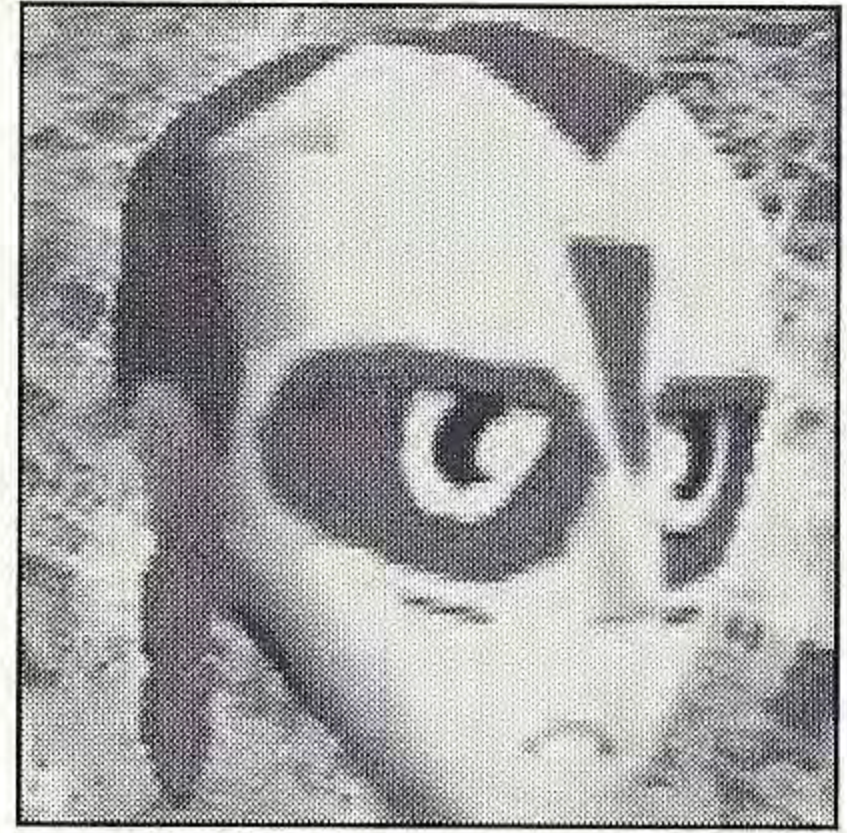
Button Commands

BC
BB
BBC
BBB
BBB↓C
BBB↖C
↓C+A (after a punch hits)
↘B
↘BB
↘BBC
↘BBB
↘BBBC
↘BBB↓C
↘BBB↖C
→B
⇒B
C+A
↓C+A
↘↘B
↘B
⇒C
↘C (against downed opponent)

BBBC
C+A (after a hit)
C (rising from crouch)
↖C
B+A (close to opponent)
↔B (close to opponent)
↔⇒B (close to opponent)
⇒↓C
↔↓B+A (close to opponent)
↗C+A

WOLF

Full Name: Wolf Hawkfield
Fighting Style: Pro wrestling
Nationality: Canadian
Blood Type: O
Hobby: Karaoke



Special Attack Name

- Hammer Kick
- Jab Straight
- One-Two Uppercut
- Sonic Uppercut
- Vertical Uppercut
- Knee Blast
- German Suplex
- Body Slam
- Level Back Chop
- Body Blow
- Elbow Smash
- Elbow Bat
- Elbow Drop
- Dragon Suplex

Button Comands

- BC
- BB
- BBB
- ↘B
- ↙B
- ⇒C
- B+A (behind and close to opponent)
- ⇒B (close to opponent)
- ⇐B
- ⇒B
- BB⇒B
- ↗B
- ↘B (against downed opponent)
- B+C+A (behind and close to opponent))

Expert Techniques

- Giant Swing
- Brain Buster
- Steiner's Screwdriver
- Side Suplex
- Frankensteiner
- Double Arm Suplex
- Tiger Driver
- Dragon Screw
- Axe Lariat
- Reverse Sledgehammer
- Shoulder Attack
- Drop Kick
- Low Drop Kick
- Neck Cut Kick
- Rolling Saw Butt
- Flying Kneel Kick
- Front Roll Kick
- Somersault Drop



- ⇐↘↙↘⇒B (close to opponent)
- B+A (close to opponent)
- ↘↘B+C (close to opponent)
- ↓B+A (close to crouching opponent)
- ↗C+A (close to opponent)
- ↘B+C+A (versus crouching opponent)
- ↘B+C+A (versus crouching opponent)
- ↘B (countering mid-body kick)
- ⇒⇒B
- ↓⇒B
- ⇐⇒B
- ↗C
- ⇒↓C
- C+A
- ⇒C+A
- ⇒⇒C+A
- ⇐⇒C+A
- ↑C (against downed opponent)

JEFFRY

Full Name: Jeffry McWild
Fighting Style: Pancratium
Nationality: Australian
Blood Type: A
Hobby: Reggae music



Special Attack Name

Knuckle Kick
 Double Knuckle
 One-Two Uppercut
 Smash Uppercut
 Double Uppercut
 Vertical Uppercut
 Dash Elbow
 Elbow Uppercut
 Elbow Hammer
 Toe Kick
 Toe Kick Hammer
 Knee Attack
 Back Breaker
 Splash Mountain
 Elbow Stamp
 Double Hammer Down
 Heel Attack
 Head Attack
 Stomach Crush
 Stomping



Button Commands

BC
 BB
 BBB
 ↘ B
 ↘ BB
 ↘ B
 → → B
 → → BB
 → B ← B
 ↓ C
 ↓ CB
 → C
 B+C (behind and close to opponent)
 ↘ ↘ B+C (close to opponent)
 ← → B
 ← ↘ B
 → ↓ C
 → B+C
 ↘ → B+C
 ↘ C (against downed opponent)

Expert Techniques

Back Flip
 Power Slam
 Machine Gun Knee Lift
 Iron Claw
 Power Bomb
 Hip Attack
 Body Lift
 Kenka Kick
 Hell Stab
 Front Back Breaker
 Head Butt
 Double Head Butt
 Triple Head Butt
 Toe Kick Splash Mountain



B+A (close to opponent)
 → B (close to opponent)
 ↓ → B (close to crouching opponent)
 ↓ B (close to crouching opponent)
 ↘ B+C+A (close to crouching opponent)
 B+C+A
 ← B+A (close to opponent)
 → → C
 ↓ B+C
 ← → → B+C+A (close to opponent)
 ← → B+C (close to opponent)
 → B+C (after Head Butt)
 → B+C (after Double Head Butt)
 ↓ K (↓ ↘ → B+C+A)



Full Name: Kage-maru
Fighting Style: Hagakure-ryu Jujutsu
Nationality: Japanese
Blood Type: B
Hobby: Mah-jongg

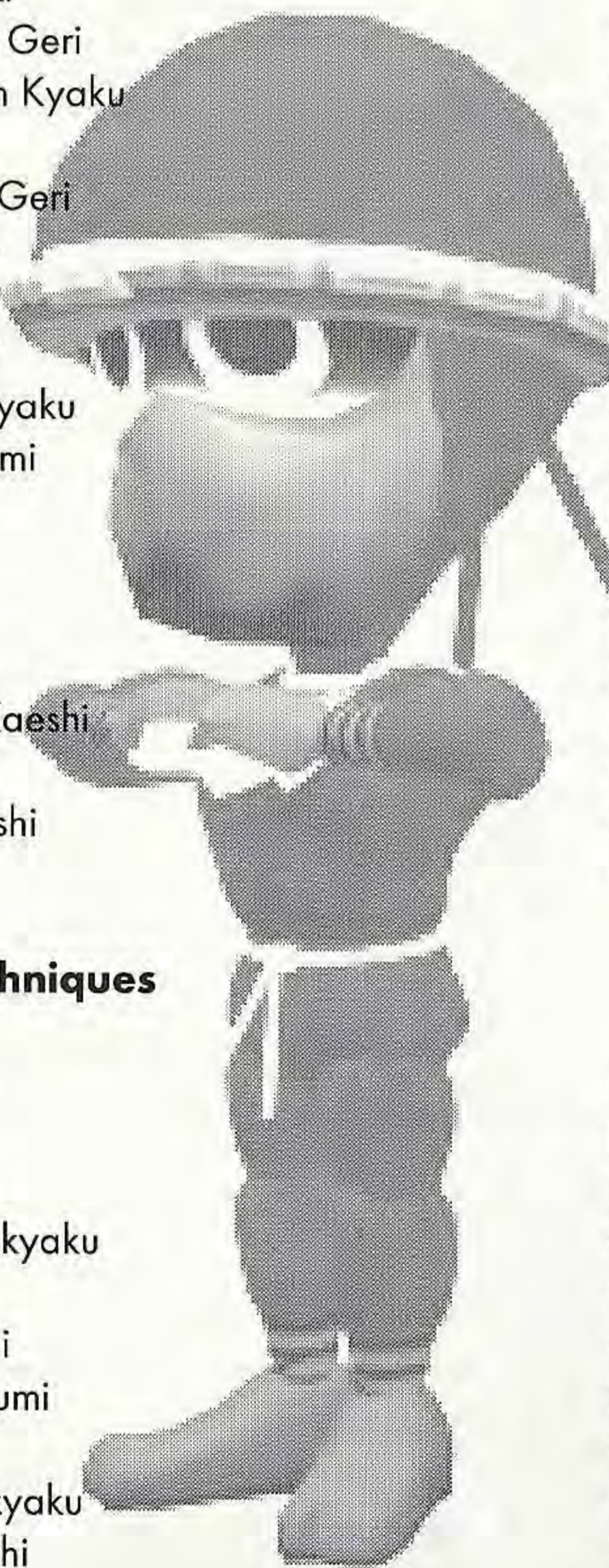


Special Attack Names

Hagasane
 Resshou
 Resshou Kyaku
 Sandan Geki
 Sandan Ura Geri
 Sandan Fujin Kyaku
 Hiji Uchi
 Fushin Hiza Geri
 Ryuei Kyaku
 Senpuu Geri
 Tsumuji Geri
 Koten Jisurikyaku
 Haura Gasumi
 Sokudan
 Genyo
 Jibashiri
 Rakusenjin
 Rakusenjin Kaeshi
 Risenjin
 Risenjin Kaeshi
 Fusenjin

Expert Techniques

Kotegaeshi
 Taito
 Suisha Geri
 Rairyu Hishokyaku
 Koenraku
 Kage Kasumi
 Katana Gasumi
 Haga-ryu
 Kaiten Jisurikyaku
 Kakato Otoshi
 Zenten
 Koten
 Rairyu Hishokyaku
 Shin Sodan



Button Commands

BC
 BB
 BBC
 BBB
 BBBC
 BBB ↻ C
 ⇒ B
 ↓ ⇒ C
 ⇒ ⇒ C
 ↻ C
 ↓ C+A
 ⇒ ↻ ↓ ↻ ⇐ C
 B+A (behind to and close to opponent)
 ↻ B
 ⇐ C+A
 ⇐ ↻ ↓ C
 ↓ ⇒ B+C
 ↓ ⇒ B+C + [B+C]
 ⇐ ⇒ B+C
 ⇐ ⇒ B+C + [B+C]
 ↓ B+C

↓ B (countering high punch)
 B+A (close to opponent)
 ↻ C+A
 ⇒ ⇒ B+C+A
 ⇐ B (close to opponent)
 ⇐ ⇒ B (close to opponent)
 B+C+A (close to opponent)
 ⇒ ⇒ C+A
 ⇐ ↻ ↓ ↻ ⇒ C
 ↻ C (against downed opponent)
 ⇐ ↻ ↓ ↻ ⇒
 ⇒ ↻ ↓ ↻ ⇐
 ⇐ ↻ ↓ ↻ ⇒ B+C+A
 ⇐ ↻ ↓ ↻ ⇒ B (3 times)

SARAH

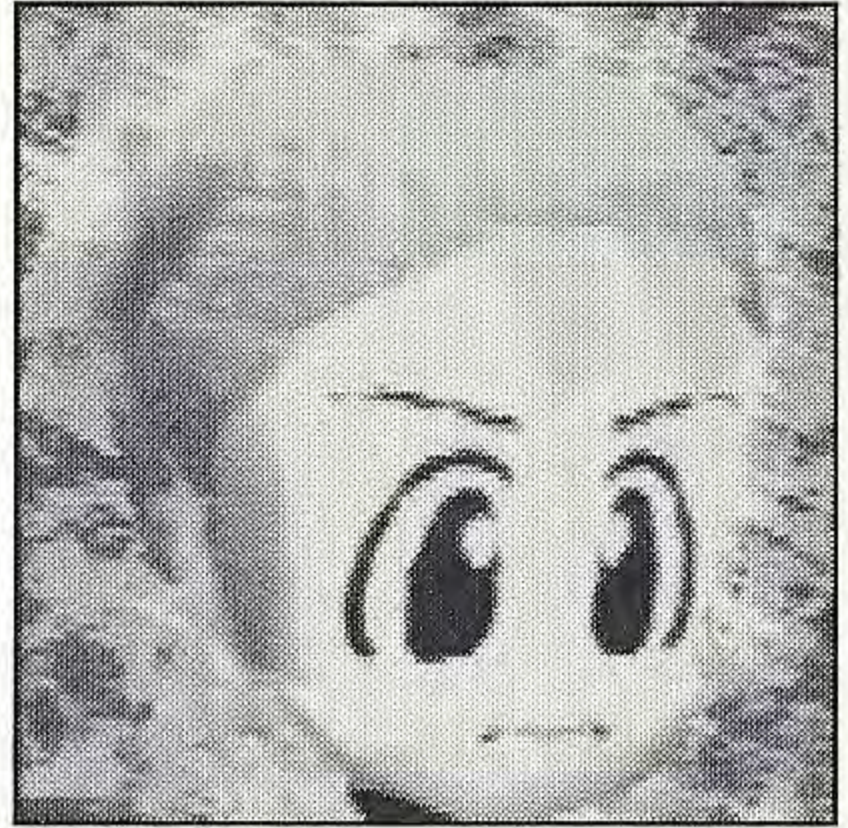
Full Name: Sarah Bryant

Fighting Style: Jeet kune do

Nationality: American

Blood Type: AB

Hobby: Skydiving



Special Attack Name

Punch High Kick
Punch Side Kick
Jab Straight
Double Punch Snap Kick
Flash Piston Punch
Combo Rising Knee
Combo Somersault
Rising Elbow
Double Joint Bat
Knee Kick
Jackknife Kick
Jackknife Kick Side
Mirage Kick
High Kick Straight
Rising Knee
Dash Knee
Leg Slicer
Snap Back Knuckle
Sway Smash
Double Kick
Spin Turn Kick
Double Spin Kick
Spinning Kick
Side Hook Kick
Step Roundhouse Kick
Soccer Ball Kick



Button Commands

BC
B↓C
BB
BBC
BBB
BBBC
BBB↖C
⇒B
⇒BC
⇒C
↓C
↓CC
↘CCC
CB
↓⇒C
⇒⇒C
↓C+A
↘B
↙B
↖C
↓↖C
↓↖CC
C+A
↙C+A
↗C
↘C (on downed opponent)

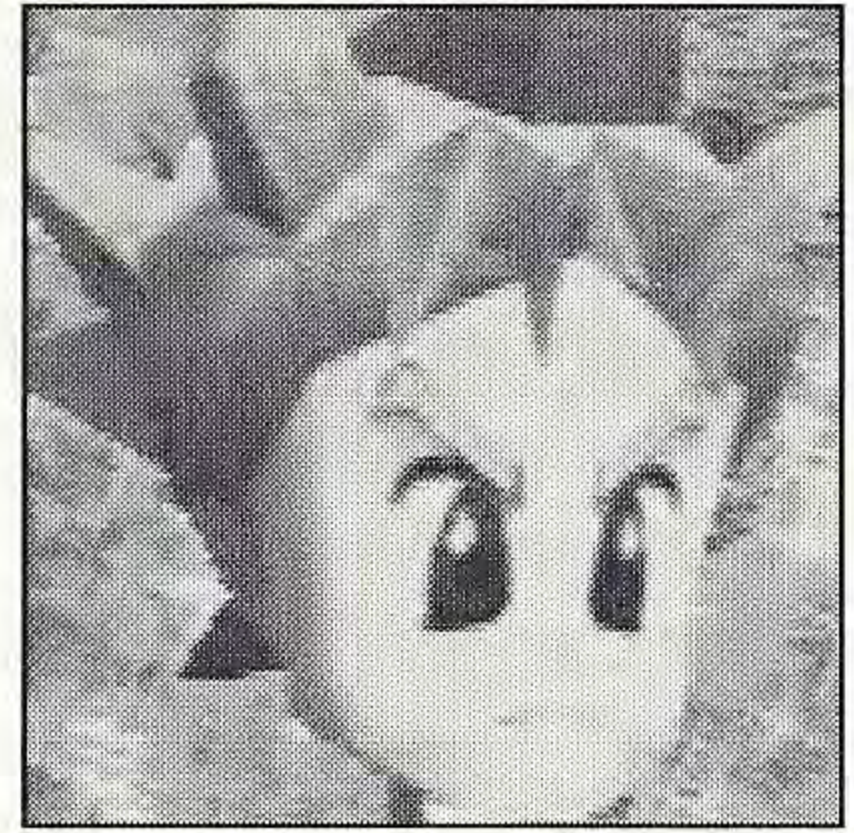
Expert Techniques

Front Suplex
Back Drop
Neck Breaker
Somersault Kick
Illusion Kick
Tornado Kick
Roundhouse Kick
Combo Rising Kick
Double Step Knee

B+A (close to opponent)
B+A (behind and close to opponent)
⇒⇒B (close to opponent)
↖C
↘CC
↗C+A
↑C
BBB↑C
⇒C↘C

JACKY

Full Name: Jacky Bryant
Fighting Style: Jeet kune do
Nationality: American
Blood Type: A
Hobby: Training



Special Attack Name

Punch Spin Kick
 Punch Low Spin Kick
 Jab Straight
 Double Punch Snap Kick
 Flash Piston Punch
 Combo Back Knuckle
 Combo Elbow
 Combo Elbow Spin Kick
 Spinning Back Knuckle
 Double Spin Knuckle
 Spinning Arm Kick
 Spinning Low Spin Kick
 Rising Elbow
 Elbow Spin Kick
 Slant Back Knuckle
 Slant Low Spin Kick
 Knee Kick
 Toe Kick
 Dash Hammer Kick
 Spinning Kick
 Leg Slicer
 Smash Hook
 Sway Hook
 Side Hook Kick
 Middle Spin Kick
 Spinning Slant Back Knuckle
 Spinning Kick + Low Spin Kick
 Soccer Ball Kick

Button Commands

BC
 B↓C
 BB
 BBC
 BBB
 BB↔B
 BB→B
 BB→BC
 ↔B
 ←BB
 ↔BC
 ↔B↓C
 →B
 →BC
 ↘B
 ↘B↓C
 →C
 ↓C
 →→C
 C+A
 ↓C+A
 ↘B
 AB
 ←C
 ↔→C+A
 ↔B↘B
 C+A↓ C+A
 ↘C (against downed opponent)

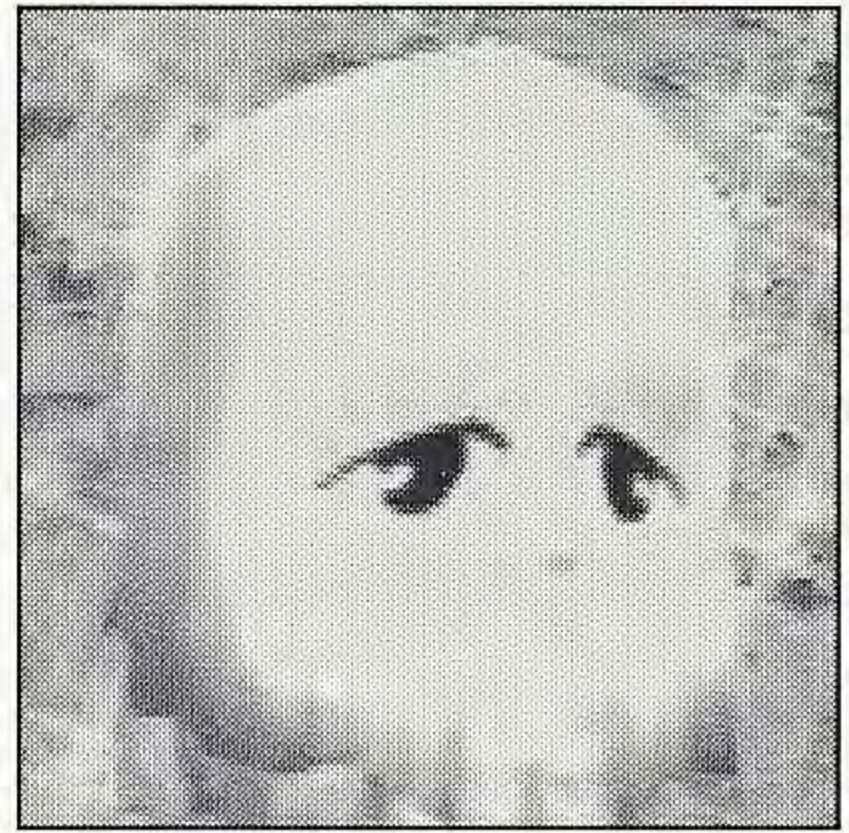
Expert Techniques

Northern Light Bomb
 Neck Breaker
 Knee Strike
 Face Crusher
 Punch Side Kick
 Lightning Kick
 Double Spinning Kick
 Somersault Kick
 Beat Knuckle

B+A (close to opponent)
 →→B (close to opponent)
 →↔B+C (close to opponent)
 B+A (behind and close to opponent)
 BC (close to opponent)
 ↓ [B+C] C CCC
 CC
 ↘C
 B+C

SHUN

Full Name: Shun-di
Fighting Style: Drunken kung fu
Nationality: Chinese
Blood Type: O
Hobby: Collecting medicinal herbs



Special Attack Name

Gekiten Sentai
 Rengeki
 Saishu Renkangeki
 Gyou'in Haishu
 Getsuga Saigeki
 Ousogeki
 Rensai Gakushu
 Haisenchuu
 Chouwan Ryoken
 Koushuu Katai
 Koushu Rentai
 Tanhi Chougeki
 Ousou Shu
 Toukyaku
 Koushinhi
 Koushinhi Futsushu
 Kousoku Kouhi
 Kousoku Kouhi Futsushu
 Kousoku Kouhi Soushu
 Kousoku Zenhi
 Toushu Richuu
 Zabantetsu
 Saikeikyaku

Button Commands

BC
 BB
 BBB
 ↘B
 ↙B
 ←B
 →B
 ↙B
 ↓ ↘ ⇒B
 ↙ C (A to lie down afterwards)
 ↙ CC (A to lie down afterwards)
 C+A
 [C+A]B
 ↓ C+A
 ←A (backward move)
 ←AB
 ↙ A (backward move)
 ↙ AB
 ↙ AB+C
 ↘ A (forward move)
 B+C+A (close to opponent)
 ↓ ↓ (dodge high attack)
 C (after Zabantetsu)

Expert Techniques

Suiho Tenshinchuu
 Gyoushin Toutai
 Tenshin Souchuushou
 Haito Rensenkyaku
 Hanshin Rensenkyaku
 Chuubuu Soutenkyaku
 Tentouritsu
 To-shin Ren-kyaku
 Zensen Soutai
 Renzensen Soutai
 Renkanzensen Soutai
 Senbuu Soutai

B+A (close to opponent)
 ←C
 B+C
 ↙ ↙C
 ←C+A
 → ⇒C
 ⇒ ↘ ↓ ↙ ←
 C (after Tentouritsu)
 ↓ B+C (after drinking once)
 ↓ B+CC (after drinking twice)
 ↓ B+CCC (after drinking three times)
 ↓ (↙ or ↘) C+A



Full Name: Lion Rafale
Fighting Style: Torou-ken
Nationality: French
Blood Type: AB
Hobby: Skateboarding



Special Attack Name

Rensuitai
 Koushu Rensui
 Renkan Senshou
 Sen'inshou
 Rakugekishou
 Soukoushu
 Rensoukoushu
 Banchuu
 Taizan Soukoushu
 Tougekisui
 Tougekirensui
 Touho Soushu
 Touho Haisoushu
 Souji Senbuu
 Koushu Teishitsu
 Zensoutai
 Tosentai
 Kousoutai
 Tenshin Ryouinkyaku
 Mabanshu
 Shazen Ho
 Shako Ho
 Renkoushu Haishuu

Expert Techniques

Hatoushu Shuutai
 Tenshin Soukoushu
 Senshippo
 Senkyuutai
 Shichi Soutai
 Shichisei Tenbuchuu
 Saishu Houkou
 Shaho Shasousui
 Juuchou Senshou

Button Command

BC
 BB
 BBB
 ↘ B
 ↘ BB
 ↘ B
 ↘ BB
 → B
 ← B
 ↙ B
 ↙ BB
 B+A
 ↘ B+A
 → B+A
 → C
 ↓ CC
 ↓ C[C+A]
 ↓ C+A
 → → C+A
 A → B
 ↘ A (forward move)
 ↙ A (backward move)
 B+A (behind and close to opponent)

B+A (close to opponent)
 → ↘ ↓ ↙ ← B+A (close to opponent)
 → → B
 ↓ ↓ C
 ↘ C+A
 ← B+C (close to opponent)
 → → B+A (close to opponent)
 A ↘ B
 ↑ B

CREDITS

Producer

Steve Hutchins

Assistant Localization Producer

Osamu Shibamiya

Product Manager

Matt Dunbar

Marketing Manager

Anne Moellering

Packaging Design

Bob Schonfisch, Eileen Sacman &
Scott Allen

PQ/A Test Lead

Rick Greer

Assistant Leads

Abe "Guy" Navarro, Michael
Dobbins, Chris Lucich

Testers

Matt Lucich, Jeff Junio,
Steve Wong, Len Jung,
Howard Gipson, Jeff Loney,
Karen Brown, Dennis Lee,
Peter Young, Alan Tan,
Kim Rogers, Dermot Lyons,
Darin Johnston

Special Thanks

Manny Granillo, Roger Hector,
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Frontline Marketing &
The SEEDY Crew

Manual

Douglas Sipp

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