



NTSC U/C

PlayStation®



拳皇 KENSEI

SACRED FIST™

聖 闘





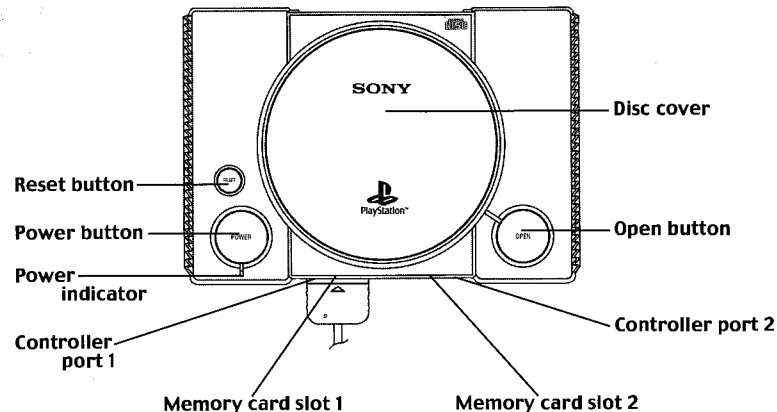
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SETUP

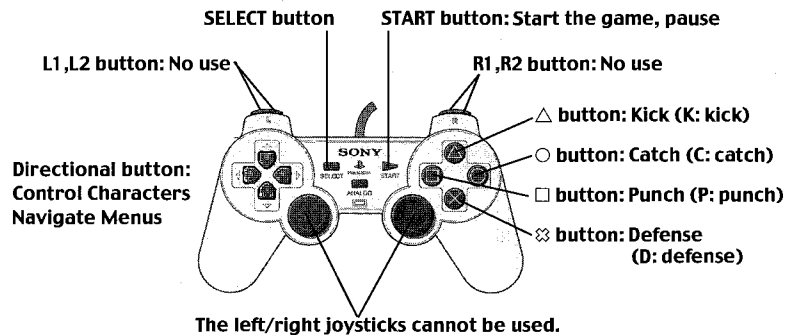
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® power is off before inserting or removing a compact disc. Insert the KENSEI™: Sacred Fist disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's KENSEI™: Sacred Fist. Before playing, please read this manual carefully to ensure correct use.



USING THE CONTROLLER

This section will only cover the basics of controller use. For detailed controller operations, please see the "General Controls" and "Characters" sections.



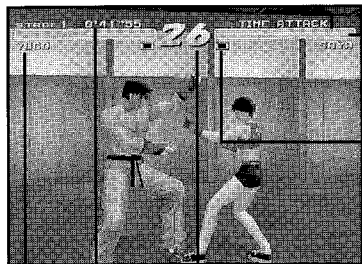
NOTE: Button operations can be changed in the "KEY CONFIGURATION" setting in the Option Mode.

NOTE: Pressing the start and the select buttons together during a game will take you back to the title screen.

ABOUT THE DUAL SHOCK™ CONTROLLER

The Dual Shock controller will vibrate whether or not the analog switch is ON or OFF. The vibration function can be set to SOFT, HARD or OFF in the "KEY CONFIGURATION" setting in the Option Mode.

ON-SCREEN INDICATORS



Power Gauge

The character's power reserve. Reduce the opponent's gauge to 0 in order to win the round.

Round

The number of rounds needed to win are shown by the number of indicators displayed. An indicator will light up for each round won. When they are all lit, you have won the match.

Play time

Time elapsed since the start of the game.

Time Remaining

When the counter reaches "0" you are out of time. The player with the highest power reserve wins.

Character name

ABOUT THE PAUSE MENU

Pressing the start button during a game will display the pause menu. Use the Directional Buttons to highlight an option and press the  Button to select.

CANCEL

return to the game.

COMMAND

displays a complete list of techniques available to your current character.

SELECT

return to the character selection screen.

RESET

ends the game and returns to the title screen.

THE RULES

GAME STRUCTURE

Launching attacks will enable you to drain the opponent's power reserve. Reducing the gauge to "0" results in a win for that specific round. The player that wins the required number of rounds will win the match.

TIME LIMIT

There is a time limit on all matches. If the time limit is reached without a KO, the player with the highest power reserve wins.

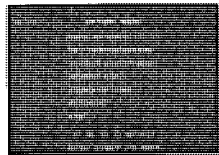
CONTINUES

Once the game is over, press the START BUTTON on the Continue Screen to get back into the game without changing characters. It is possible to switch to a new character in the Normal Mode by pressing the select button.

TIES

Both players will be awarded a round win in the following cases: 1) the time limit has been reached and both players have the same power reserve, and 2) double KO's. If there is a tie in the final round, "game over" will be declared in a VS.CPU battle (Normal Mode). The victory will be awarded to the player who entered the game first in the 2P battle, and the match will end in a tie in Vs. Mode.

THE OPTION MODE



Adjust various game settings according to the player's preferences.

GAME OPTIONS

Sets the difficulty level of the game, rules of the match and other options. Highlight an item with the up-down directional buttons, and make changes with the left-right directional buttons.

KEY CONFIGURATION

Configures the controller (buttons as well as the vibration option). Select an item using the Up and Down Directional Buttons, and make changes with the Left and Right Directional Buttons.

SCREEN ADJUST

Adjusts the display position of the screen. The select button will return the setting to the original default position.

MEMORY CARD

Used to save and load options settings and game records. Please select an item with the directional buttons, and press the enter button. Please use the left-right directional buttons to change the settings of the "Auto Save" item.

- <Warning>
- Only Memory Card Slot 1 can be used.
 - Please do not insert or remove the memory card during loading or saving.
 - When choosing "Yes" for the "Auto Save", please do not shut down power except from the title screen, or insert/remove the memory card. This may destroy the saved data.

SOUND OPTIONS

Sets various options related to sound.

RECORDS

Displays game records and character profiles.

Please select an item with the directional buttons, and press the Δ , \square , or the \otimes button. Exit with the start button.

GAMING MODES

SELECTING MODES

Press the Start Button on the title screen to go to the Mode Select Screen. Select the Mode by using the Up and Down Directional Buttons, and enter your selection with the Δ , \square , \otimes , or \circ button.

SELECTING CHARACTERS

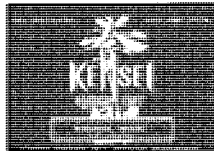
Select a character using the directional buttons, and enter your selection with the Δ , \square , \otimes , or \circ button. Pressing the Δ or the \square button to select the character will use the primary color scheme for each character, the \otimes or the \circ button will use the secondary color scheme.

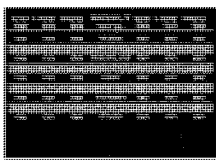
NORMAL MODE (1P/2P)

This mode allows you to fight against the CPU; there is no limit on the number of 'continues'. Pressing the start button on the second controller during a game will allow another player to challenge Player 1. Once the match is over, the winner will return to the vs. CPU battle.

TIME ATTACK MODE (1 PLAYER)

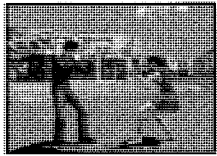
In this mode, the objective is to finish the game against the CPU in the shortest time possible. It is not possible to change the difficulty level, time limit, or the number of required rounds. Continues are allowed at the conclusion of a game, but you cannot change characters. Player 2 cannot challenge in this mode.





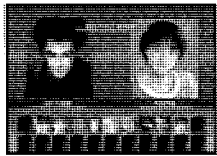
VS. MODE (2PLAYERS)

This is a player 1 vs. player 2 battle mode. The character selection screen will be displayed once the match is over. Pressing the Start Button while on the character selection screen will allow you to see the record of past matches.



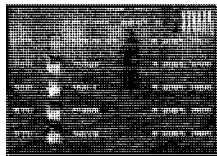
TRAINING MODE (1 PLAYER)

Practice your different fighting techniques in this mode. Please select your character and an opponent character. Pressing the start button will display the Menu.



WATCH MODE

You can watch two CPU controlled characters fighting against each other in this mode. You can select the character you want to watch.



SURVIVAL MODE (1 PLAYER)

This mode allows you to pit your strength against the CPU by defeating as many opponents as possible before your power gauge reaches zero. You will recover a set amount of power each time you defeat the CPU. The game will be over when you lose a round. Continues are not allowed. It is not possible to change the difficulty level, time limit, or the number of required rounds. Player 2 cannot challenge in this mode.

GENERAL CONTROLS

Use the Directional Buttons and other buttons in combination to perform different moves.

BASIC MOVEMENTS	
Forward	⇒
Backward	⇐
Downstage (Away from the screen)	↑
Upstage (Towards the screen)	↓

SPECIAL MOVEMENTS	
Forward dash	⇒⇒
Backward dash	⇐⇐
Downstage dash	↑ (while moving downstage)
Upstage dash	↓ (while moving upstage)
Run	⇒⇒

NOTES

- The directional buttons should be pressed briefly for the (⇒), and kept held down for the (⇒⇒).
- Press the buttons in the order indicated for notations such as "PK".
- Press the buttons simultaneously for notations such as "P+K".
- All notations assume that the character is facing to the right. They should be reversed for left-facing characters.
- In all notations, the "P"unch corresponds to the □ button, the "K"ick to the △, the "D"efense to the ✖, and the "C"atch to the ○. (Default Button Configuration.)



OFFENSIVE AND DEFENSIVE MOVES

1. P button (punch)
2. K button (kick)
3. C button (catch)



RUNNING ATTACKS

P button during a run:
Jump kick
(upper range attack)



K button during a run:
Sliding
(low range attack)



STEPPING ATTACKS

It is possible to step on a downed opponent by moving in close to them and pressing the Directional Button towards them.



DOWN ATTACKS

These can only be used when the opponent is down.

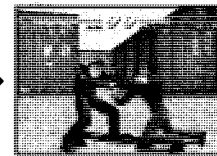
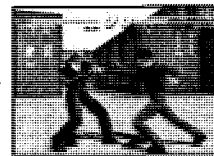
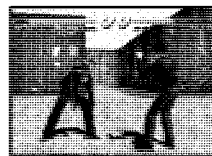
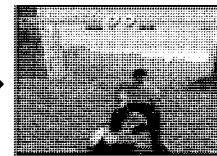
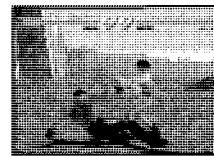
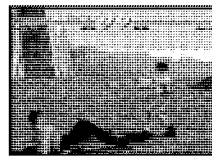
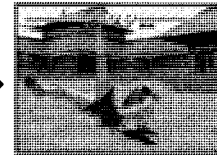
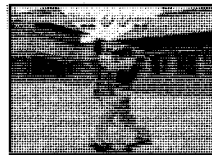


RECOVERING FROM A KNOCKDOWN

Stand up	Stands up directly from the downed spot. The fastest way to get up. (↑)
Roll towards enemy	(Directional Button towards opponent)
Roll away from enemy	(Directional Button away from opponent)
Downstage Side-roll	Rolls sideways away from the screen. (D button)
Upstage Side-roll	Rolls sideways towards the screen. (C button)
You can move into forward/backward roll or a rising attack from the side-rolls.	
Rising mid-range attack	Executes a mid-range attack while rising. (P button)
Rising low-range attack	Executes a low-range attack while rising. (K button)

CATCH "C" (● Button)

This type of attack involves catching an opponents attack, and takes the form of a throw most of the time. It is necessary to come within a close range of the opponent and expose your character to possible attacks in order to successfully launch a Catch move. Despite these disadvantages, the Catch move is effective against opponents in defensive stances, and when pulled off, can inflict heavy damage. There are different Catch moves for each character.



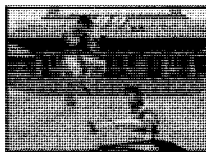
DEFENSE "D" (× button)

What is the Defense button?

Engaging the Defense button at a critical point in the defensive maneuver can give you enough of an edge to move into a stronger position.

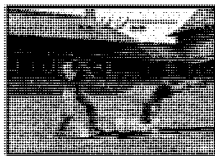
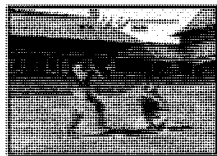
A moment before making moves, you can make other actions with the use of directional buttons:

- If the D button is pressed, you can avoid or block enemy attacks damages.
- If D button and ↓ are pressed, you can avoid or block a low attack.



BREAKING A FALL

Press the appropriate command as you hit the ground in order to break the fall and get back on your feet quickly. However, depending on the amount of damage sustained and the use of certain throws, breaking a fall is not an option.



P button (□ button)	Gets up while moving away from the opponent.
K button (△ button)	Gets up towards the back of the screen
D button (× button)	Gets up to towards the front of the screen.
C button (○ button)	Stands up on immediately.

SPECIAL DEFENSIVE CONTROLS

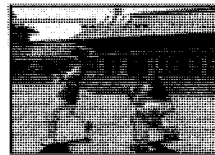
USING THE DEFENSE BUTTON



BREAKING A FALL



EVADING



COUNTERING



CHARACTERS

YUGO SANGUNJI

He was forced into fighting his twin brother as a result of their parents' disagreement over training methodologies. Now, Yugo finds himself leaving home and embarking on a journey in a bid to test his own strength.

Place of Birth Japan
 Age 18
 Blood Type O
 Height 178cm
 Weight 75kg
 Style Karate
 Occupation None
 Hobbies Naps, fishing.
 Likes The great out doors.
 Dislikes His father's training regimen.



Technique name	Commands
White Tiger	⇨⇨P
Lightning Smash	PP⇨K
Karate Kick Combo	⇨PKK
Hatchett Kick	⇨KK
Stream Axle	⇨KKP
Back Spin Kick	⇨⇨K

HONG YULI

Became curious about the true art of Drunken Fist Fighting while training under a Drunken Kung Fu master called Su Tzing Tao. Yuli is determined to prove herself as a first-class Drunken Kung Fu artist.

Place of Birth China
 Age 17
 Blood Type B
 Height 170cm
 Weight 49kg
 Style Drunken Fist
 Occupation Girl from a nice family
 Hobbies Collecting foreign coins, taking walks
 Likes Freedom
 Dislikes Family traditions



Technique name	Commands
Drunk Dancing Combo	PPPK
Fairy Flick Combo	⇨PPP
Twist Arrow	⇨⇨P
Dancing Viper	(facing away from the opponent) PPPP
Riot Cask	⇨PPP
Red Scissors	⇨⇨K

DOUGLAS ANDERSON

He has spent years trying to hunt down a global crime syndicate. After a major breakthrough in the case, his partner Jim was gunned down in cold blood. Douglas is looking for a little payback...

Place of Birth America
Age 45
Blood Type AB
Height 190cm
Weight 90kg
Style Jeet Kune Do
Occupation Narcotics officer (government agent)
Hobby Looking good
Likes Japanese culture
Dislikes Crime



Technique name	Commands
Super Great Combo	PPPP
Pretty Attack	⇐PK
Sexy Attack	⇒PPPK
Marvelous Mischief	⇐KPP
Back Hand Catch	⇐⇐P
Foot Stomp	K (With opponent on ground)

ALLEN

Parentless since infancy, and raised in an orphanage. His Muay Thai expertise was acquired to defend himself against a dangerous and pitiless world. He fights only for survival, one day at a time.

Place of Birth Asia?
Age 23
Blood Type ?
Height 178cm
Weight 55kg
Style Muay Thai
Occupation An underground Muay Thai fighter
Hobby Destruction
Likes Solitude
Dislikes Legit society

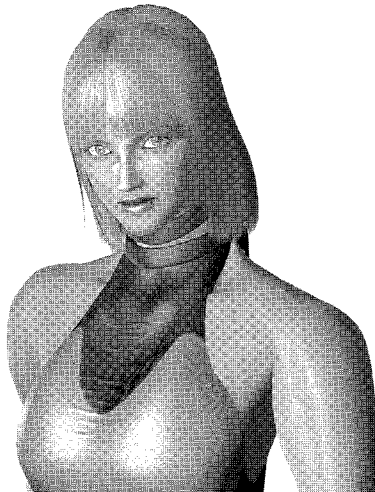


Technique name	Commands
Elbow Rush	⇒PPPP
Double Knee Combo	↘Lower right (arrow) KK
Heel Kick Combo	⇐KKK
Triple Back Spin Elbow	⇐PPP
Leg Cannon	⇒⇒K
Heel Kick	↘+K

ANN GRIFFITH

Loves amateur wrestling, and plans to expand public interest in amateur wrestling by staging a street fight event.

Place of Birth Great Britian
 Age 17
 Blood Type O
 Height 168cm
 Weight 56kg
 Combat Style Amateur wrestling
 Occupation Student at Briston Academy
 Hobby Combat sports
 Likes Motorcycles
 Dislikes Exams

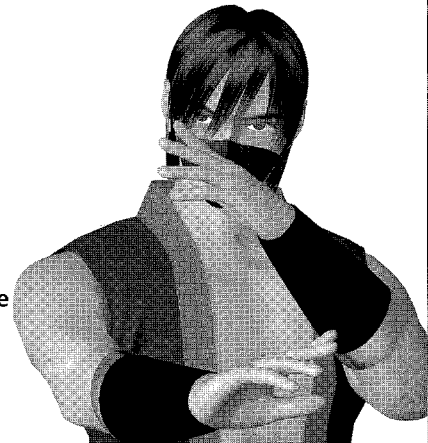


Technique name	Commands
Combo Elbow Kick	PPPK
5 Slaps	⇐PPPPP
Dash Elbow	⇒P+K
Knee Bazooka	⇒⇓⚡ P+K
Tackle	⚡⚡ P+K
Soccer Ball Kick	⚡K

HYOMA TSUKIKAGE

Left as an infant at Oomiwa Temple, along with his older sister Fuune, by their parents who subsequently disappeared. Hyoma has been in training at the Temple since that day. But one day, he comes across a clue to his parents' possible whereabouts and decides to search for them.

Place of Birth Japan
 Age 17
 Blood Type A
 Height 173cm
 Weight 69kg
 Style Ninjutsu
 Occupation High school student
 Hobby Listening to classical music
 Likes His sister Fuune
 Dislikes Noisy places



Technique name	Commands
Imperial Combo	PPPP
Moon Cutter	↻ K
Tornado Kicks	KKK
Comet Elbow	⇒PP
Tengu Storm	⇓KKK
Meteorite Impact	⚡K (When opponent is on ground)

HEINZ STREIT

Was born into a family of known aristocratic ancestry but quickly grew tired of his wealthy and pampered life. Now spends his days picking and joining fights; enjoys the status of the black sheep of the family.

Place of Birth Germany
Age 24
Blood Type B
Height 177cm
Weight 67kg
Style Pit Fighting
Occupation Unemployed (mercenary)
Hobby Fights
Likes Weiner schnitzel
Dislikes Home (relatives), people



Technique name	Commands
Back Shot Combo	PPPP
Rush Uppercut	⇒PPP
Rush Kick	⇒KKK
Body Blow	↓↘⇒P
Middle Kick Uppercut	P+KP
Finishing Fist	↘P

DAVID HUMAN

A popular pro wrestler, he hears rumors that his friend and rival Mark has joined forces with an underground organization, and decides to find out the truth.

Place of Birth America
Age 29
Blood Type A
Height 185cm
Weight 102kg
Style Professional wrestling
Profession Pro Wrestler
Hobby Developing cool techniques
Likes The sound of fans cheering
Dislikes Weaklings



Technique name	Commands
Double Chop	⇒P
Side Step Tackle	↑↑C
Texas Rush	PPPP
Slip Kick	↘K (moves to a lying stance)
Ground Catch	C (from a lying stance)
Elbow Drop	↑P

SAYA TSUBAKI

Has a father who walked out five years ago, and a family who avoids answering her questions about him. Tired of the evasions, she decides to search for him herself, despite her grandfather's attempts to stop her.

Place of birth Japan
 Age 16
 Blood Type O
 Height 158cm
 Weight 45kg
 Combat Style Kenpo
 Occupation Second year student at the private Kogugakuen High School
 Hobby Watching sporting events (especially Pro Baseball)
 Likes Grandpa, scary stories, and festivals
 Dislikes Homework



Technique name	Commands
Gull Levitation	PPKK
Phoenix Kick	PKK
Heron Dance	↑PKKPP
Big Bird Kick	KKKKKKKKKK
Hawk Claw Attack	⇒P+K
Foot Stomp	K (When opponent is on ground)

ADVANCED TECHNIQUES

YUGO



Perfect Circle
P during Savaki



Lightning Counter Kick
Evade low-range attack; middle K



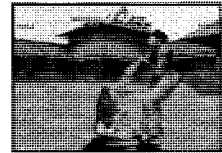
Counter Jump Kick
Jump and evade low-range attack; middle K

Savaki Break an upper right-hand attack with ⇒D

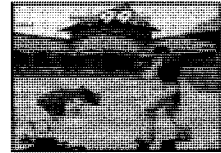
YULI



Invisible Turn
C during a Reversal Back Roll



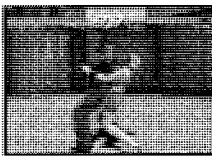
Grappling Venom Kick
(while down on her back) direction of head+P



Setdown
(during a stomach-clutch) ↓P

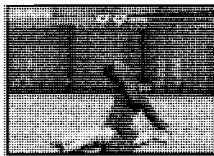
Pommel Kick Lie Down ↓KP or ↓KKP or ↓KKKP

DOUGLAS



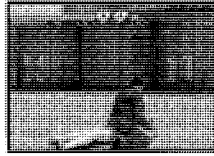
Bitter Catch

C



The Face Punch

add commands KDCK



The Mount

add commands
P+K

The Arm Break

add command C

ALLEN



Neck Hold Knee Kick 1

C



Neck Hold Knee Kick 2

add commands ↑↓P+K



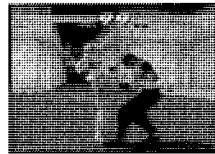
Neck Hold Knee Kick 3

add commands
P+K+D

Counter Thrust

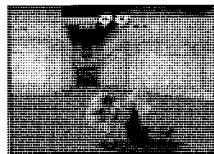
↔C

ANN



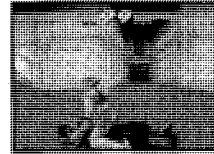
Middle Kick

P+K



Switch to Mount

add commands P



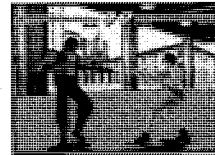
Mount Punch

add commands P

Galactica Phantom

P+K during a run

HYOMA



Ice Fang

P+K
(Stance Change)



Ninja Blade Combo

PPPPPP from
Ice Fang stance



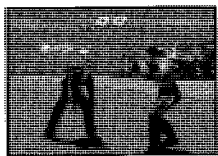
Celestial Demon

C from Ice Fang stance

Triple Thunder Combo

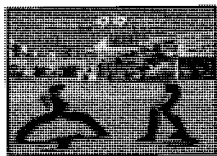
↔KKK

HEINZ



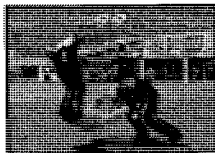
Come on Baby!

⇐C



Final Smite

⇒P+K



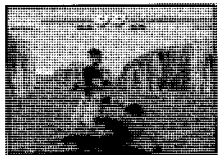
One Hand Throw

P while landing a Body Blow

Foot

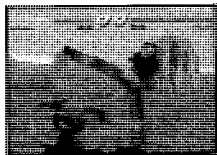
⇓P+K+C during a hand throw

DAVID



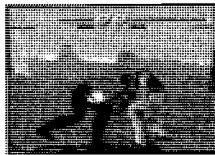
Leg Scissors

⇓⇓C



Squatting Escape

D (in response to specific techniques)



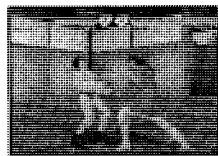
Damaging Tackle

P during a Squatting Escape

Ground Stance

⇓P while down on his back

SAYA



Big Bird Wing

While arching back:
P to launch Big Bird Wing



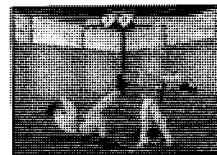
Eagle Wing

⇓⇓⇓P



Big Bird Claw

During damage to the stomach:
K to launch Big Bird Claw



Bulbul Wing

⇓⇓⇓P

Provoke

P+K+C