SOUL FIGHTER™

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REDORB entertainment™

TEEN
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CONTENT RATED BY ESRB

SEGA®

T-41401N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

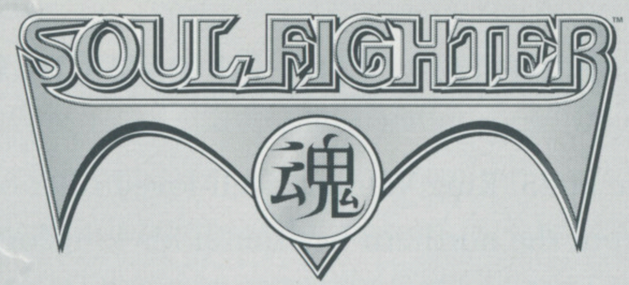
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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 DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance 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.



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Soul Fighter: The Curse Of Gomar

At the age of 25, King Valmek, well-loved ruler of Gomar, wed a princess from the northern frontier of his kingdom. In time, his beautiful Queen Antea bears him two sons, Sedan and Felies.

All is well in the Kingdom of Gomar, until the day a royal hunt is organized to celebrate the birthday of Sedan, Valmek's eldest son. During the days' events, Sedan is found at the bottom of a cliff, having fallen to his death. The Curse of Gomar begins...

Overcome with grief, Antea and Felies are prepared to try anything to bring Sedan back to life. In their desperation, they turn to the forces of evil in the ill-founded belief that they can defy death. During the struggle to stop Antea and Felies as they muster the powers of Darkness, Valmek's Chief Swordsman is slain by Felies. His son, Altus, can only watch helplessly.

Horrified by their madness and in profound despair, Valmek banishes Antea and Felies from Gomar, sending his Royal spy Sayomi to follow them and discover any knowledge of their fate.

Sayomi's efforts reveal that Antea and Felies have pledged their eternal allegiance to each other and, using their ill-gotten powers of Evil, Antea has become capable of dissolving into a mist that transforms men into beasts and monsters, while Felies has turned into a monstrous dragon to assail the kingdom of Gomar. Sayomi warns the King of her dark news from her place of observation. As Antea turns the might of her power against the kingdom, Gomar's Chief Wizard, Orion, battles to save Altus and Sayomi from the onslaught, but cannot save Valmek from his doom.

The kingdom's salvation now lies in the hands of Orion who explains to Altus and Sayomi that the only way to reverse the curse upon the kingdom is to capture the souls of those under Antea's spell in a magic phial and return to where it all began. Let the search for souls begin...



SETTING UP

Set up your Sega Dreamcast™ game console according to the instructions in the Sega Dreamcast™ Instruction Manual. Make sure the power is OFF before inserting or removing a Sega Dreamcast™ Specific GD-ROM or peripheral device.

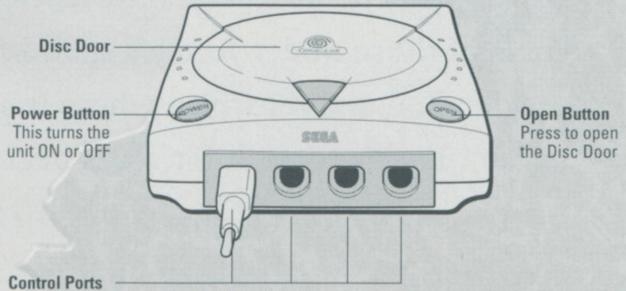
Insert the **SOUL FIGHTER™** DISC and close the Disc Door. Insert a Sega Dreamcast™ Controller in Control Port A and turn the Sega Dreamcast™ console power ON. Follow the on-screen instructions to start the game.

Note: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast™ power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast™ power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

Using a Sega Dreamcast™ Visual Memory Unit
Follow the Sega Dreamcast Visual Memory Unit (VMU) instructions for installing and removing the VMU. For use with Soul Fighter™, the VMU must be placed in the first slot of controller A if you have more than one controller attached to your Sega Dreamcast™ console. The VMU uses ten blocks of memory. You can only save one Soul Fighter™ Adventure Mode game per VMU, and you can only save between levels in the adventure. **NOTE: Do Not attempt to remove the VMU while saving or loading a game, or damage may result to your Sega Dreamcast™ console and/or controller.**

SEGA DREAMCAST HARDWARE UNIT



Control Ports
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port**.

Sega Dreamcast™ Controls

SOUL FIGHTER™ is a 1-player game. Before turning the Sega Dreamcast™ power ON, connect the Controller or other peripheral device to the Control Ports of the Sega Dreamcast®. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast™ to soft reset the software and display the title screen.

Directional Buttons (D-Button) / Analog Thumb Pad

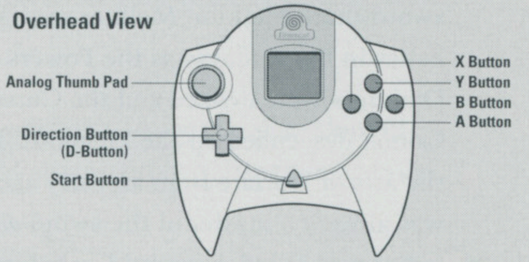
Walk . . . . . .Directional Button Partial △
Run . . . . . .Directional Button Full △
Go to the left . . . . . .Directional Button ◁
Go to the Right . . . . . .Directional Button ▷
Turn Around . . . . . .Directional Button ▽

Punch / Swing Weapon . .X Button (X)
Kick . . . . . .Y Button (Y)
Block . . . . . .A Button (A)
Jump . . . . . .B Button (B)

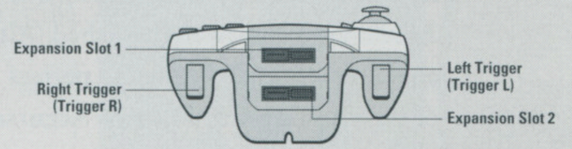
Switch to 1st person perspective mode . .Right Trigger (Trigger R) (if corresponding weapons have been collected)

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Reset camera . . . . . .Left Trigger (Trigger L)
Start Game/Pause Game (Return to Game) . . . . . .Start Button

Take out Weapon / Put away Weapon . . . . . .A + △

Collect power up (if power up is highlighted with a green circle) . .A + ▽

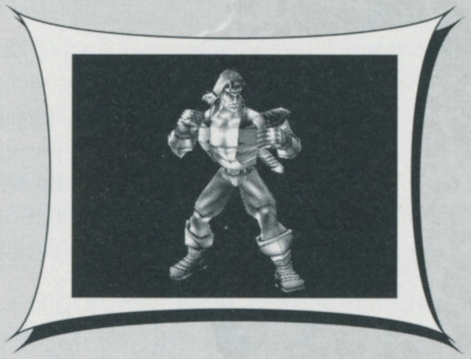
Reverse Punch (with or without weapon) . . . . . .X + direction of enemy
Reverse Kick . . . . . .Y + direction of enemy

Jump + Punch (with weapon) . . . . . .B, X Buttons
Jump + Kick . . . . . .B, Y Buttons

CHARACTERS

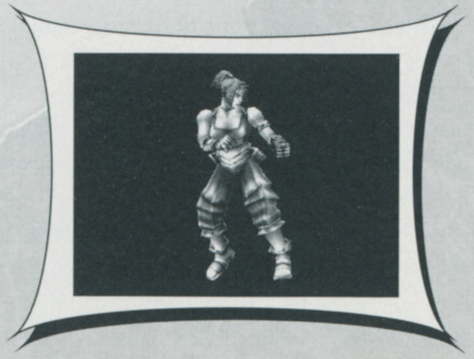
In Soul Fighter, you can choose to play one of three main characters, each with their own distinctive weapons and fighting styles.

ALTUS



Altus is the son of King Valmek's chief swordsman, Melkior. Melkior was slain by Felies in his madness as the Powers of Darkness were evoked and the Curse of Gomar descended on the kingdom. Trained in the arts of Warfare from an early age, Altus was already a master of the sword when his father was killed, but could only watch , held in thrall by the powers of Evil, while the deed was committed. Since the day that Antea and Felies were banished, Altus has sworn to avenge the death of his father, abandoning other studies to perfect his sword-fighting skills and prepare for the Day of Reckoning when the two Accursed Royals would be brought to justice.

Though Altus is not the fastest fighter on two legs, learning to control his brute strength and combat techniques with the sword should stand you in good stead against the evil minions as you fight to save their souls.



SAYOMI

As a trusted servant of King Valmek, Sayomi was chosen to spy upon Queen Antea and her son Felies after their banishment from the Kingdom of Gomar. Renowned for her swiftness of foot and cunning in hand-to-hand fighting, Sayomi proved more than a match for the enemies she encountered during her mission to discover the fate of the Accursed Royals.

It was Sayomi who warned the Kingdom of the return of Antea and Felies and would have been transformed into an animal herself by Antea's evil mist Saved from the initial onslaught of the dark powers by the skills of the Wizard, Orion. Sayomi acts as the perfect counterpart to the brute force of Altus - swift where he is slow and cunning where he is apt to be ruled by anger as he runs to meet danger head-on.

ORION

When Antea and Felies made their initial onslaught against the Kingdom of Gomar, only the magical skills of Orion proved successful in halting their advance. The powers of Evil have since regrouped and enlarged their army...while the warrior characteristics of Altus and Sayomi may be better suited to out and out combat, Orion alone possesses the power to finally lift the curse from the kingdom and restore it to its previous state.



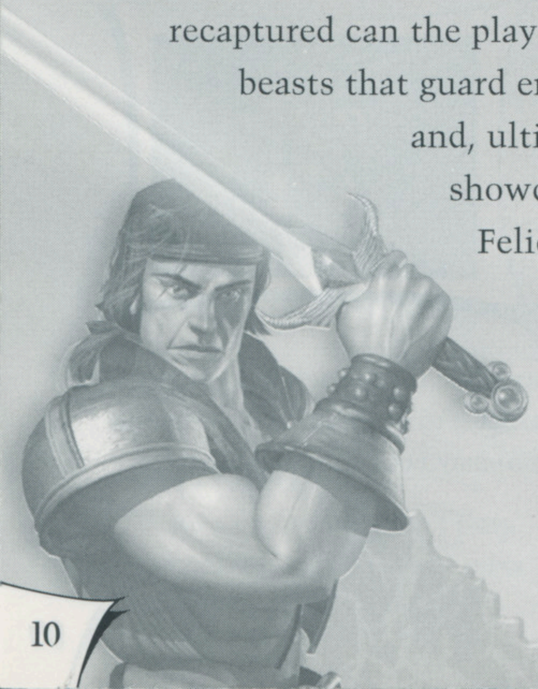
Though not skilled in the arts of swordplay like Altus, nor swift like Sayomi, his magic staff is a lethal weapon when used properly. Use the magical firebolts to cut through the enemy when they attack in swarms. Remember, as with all of the main characters' weapons, to be careful not to run out of weapon-energy in the middle of the melee, or you may not live to tell the tale.

THE CAUSE

Whichever Hero you choose, their goal is the same. Those humans who have been transformed into animals must be defeated in order for their souls to be released from the powers of Evil. Once released, the souls are automatically captured in a magic phial.

Only when all of the enemies have been defeated on each level and all of the souls recaptured can the player take on the mighty beasts that guard entry to the next stage and, ultimately, to the final showdown with Antea and Felies in his draconian form.

Only by conquering the dark powers can the Curse of Gomar be lifted, and the souls of the hero's kinsmen find their eternal peace.



GAME SCREENS

Once you reach the title screen use the direction buttons to choose Start or Option and press the A button to continue. Soul Fighter™ has two ways to play, Arcade or Adventure. Pressing the A button with Start highlighted launches you into the Arcade mode the first time you play. Each time after that, Start launches the game as either Adventure or Arcade based on the last game you played. In other words, your Sega Dreamcast™ console remembers the last type of game played and launches Soul Fighter™ as that kind of game.



OPTIONS

To change game type, highlight Options and press the A button to open the Options screen. On the Options screen you can use the direction buttons to change the Game Mode, the Controls, the Audio, or Exit back to the Start screen.

Game Mode

Selecting the Game Mode setting lets you choose to play in either Arcade or Adventure mode by highlighting the appropriate selection with left- or right- direction keys.

Arcade Mode

The default mode of play is the Arcade Mode. Each level is timed, and you have the option to switch heroes in between levels. You also have five chances to continue the game if your hero is slain. Your game restarts exactly where your hero died. You only get five tries per game, however, so think carefully before charging into battle!

Adventure Mode

Using the Options screen setting, you can play in Adventure Mode. In Adventure Mode, levels have no time limits, but you must play the same hero throughout the game. When each level ends, you are given the choice to Save and Continue, or Continue Without Saving. Your hero only has one life in Adventure Mode, so if he or she dies, you must reload from the previous saved game. If you are playing in Adventure Mode, the Start screen presents you with the option to Load Game.

Scoring

Each mode of play has its own High Score screen, which displays the five highest scores in souls saved next to an icon of the hero being played. There is also an option to enter the initials of the player, arcade style, by using the left- and right- direction buttons to change letters and the A button to accept each choice.

CONTROLS

Selecting the Controls setting lets you reconfigure which buttons you press to activate the Punch, Kick, Jump, Action/Block, 1st Person View, and Reset Camera commands. The default settings are shown on page 7. You can change the control button assignments by using the direction buttons to select a command and pressing the button you wish to use for that command. For example selecting the Kick command and squeezing the Left Trigger button on the controller changes the Kick command from the Y button to the Left Trigger button.

Audio

Selecting the Audio setting allows you to choose whether to play Soul Fighter™ in Mono or Stereo. Highlight the appropriate setting and press the A button. Note: You must have a stereo television connected to your Sega Dreamcast™ console to hear the sound track in stereo.

Exit

Selecting Exit and pressing the A button returns you to the Start screen.

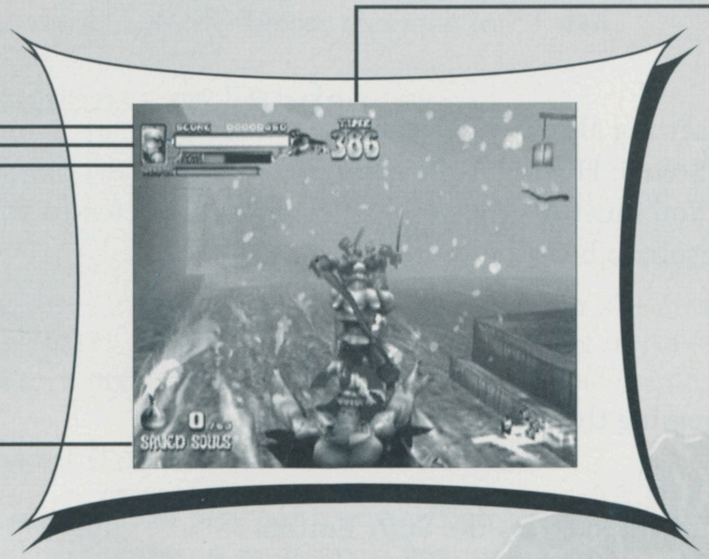
With Start Game highlighted, press the Start Button to begin a new game.

HEALTH BAR - Remaining Energy: this bar decreases when you are hit.

COMBO BAR - When the bar is FULL you have the ability to release a Super Combo.

WEAPON BAR - You temporarily lose the ability to use your weapon if this bar is fully depleted.

SOULS SAVED -The amount of souls saved from the curse of Queen Antea.



TIME - The amount of time remaining to complete the level in Arcade mode.

WEAPONS - Ranged weapons which you have collected. See POWER UPS on page 17.

MAP - Indicates your position and the position of enemies and Power-up chests. Also indicates other threats such as fireball attacks. Watch the skies as well as the ground..

FIGHTING SYSTEM

As the player enters into a melee situation, the speed of each move is determined by the movement recorded through motion capture, creating a real fighting environment.

The impact and damage caused by each hit is determined by the following factors, which apply to both the heroes and the enemies.

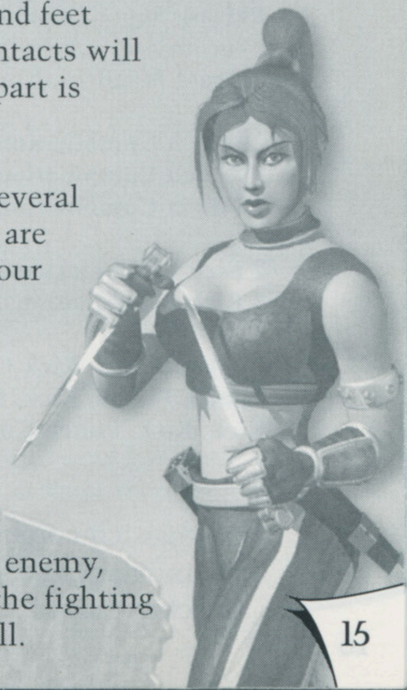
Timing: Time your attack carefully to get your shots in before the enemy does. Once the enemy is down, you can't actually cause any damage just by walking on them, but that doesn't mean you can't kick them while they're down.

Damage: In order to cause damage, weapons, fists and feet must reach a body part of an opponent. Different contacts will cause greater or lesser amounts of damage. The fun part is working out which ones hurt most.

Multiple Hits: If you succeed in hitting an enemy several times in a row your Combo Power Bar fills, and you are rewarded with some glowing praise. Listen out for your commendations.

Material: Flesh/wood/metal. The materials that enter into contact will determine the sound effect played. Be prepared for some bone-crunching sound effects.

The hero will always orientate towards the nearest enemy, making the fighting easier to begin. However, once the fighting begins, the player can switch to other enemies at will.



COMBOS

There are a variety of combos that can be performed by the main characters. These are not only extremely useful to know and great for scoring extra points, but they can also get you out of trouble when outnumbered by the enemy. Combo attacks are possible when the Combo Power bar is filled by successfully making consecutive hits on an opponent. When you hit an opponent repeatedly, each hit adds to the level on the bar.

Clear Crowd Attack (brings health down) . . . . . X + Y Buttons

Charge Combo-Power bar . . . . . .Successful consecutive hits on opponent(s).

Release Super Combo (with or without weapon)* . . . . . X + Y Buttons
(*Providing the Combo Bar is FULL)
Release Magic (with or without weapon) . . . . . *A Button (*Providing the Combo Bar is FULL)

2 Punch Combination (with or without weapon) . . . . . X, X Buttons
3 Punch Combination (with or without weapon) . . . . . X, X, X Buttons
4 Punch Combination (with or without weapon) . . . . . X, X, X, X Buttons

2 Kick Combination . . . . . Y, Y Buttons
3 Kick Combination . . . . . Y, Y, Y Buttons

Punch, Punch, Kick Combination (with or without weapon) . . . . . X, X, Y Buttons
Punch, Punch, Kick, Kick Combination (with or without weapon) . . . X, X, Y, Y Buttons
Kick, Kick, Punch Combination (with or without weapon) . . . . . Y, Y, X Buttons

During each combo, an autolock function is activated in order to follow the movements of the enemy throughout, creating a truly life-like attacking mode.

POWER UPS

PIG . . . . . .24 energy points
CHICKEN . . . . . .16 energy points
FISH . . . . . .16 energy points
WATER . . . . . .12 energy points
FRUIT . . . . . .8 energy points
HORSE . . . . . .Full energy back
GEM . . . . . .5000 points in score
RING . . . . . .5000 points in score
GOLD BAG . . . . . .5000 points in score
GOLD LINGOT . . . . . .10000 points in score

WEAPON POWER UPS

If you pick up any weapons along the way or from chests, you can access them by pressing the Right Trigger. This will switch you to 1st person perspective mode showing a cross hair that changes colour to red when an enemy is targeted.

Magic Weapon . . . . . .Magic Branch (used for Magic Combo)



Weapon 1 . . . . . .Throwing Knife (quick-low damage)



Weapon 2 . . . . . .Cross Bow (very quick-low damage)



Weapon 3 . . . . . .Throwing Axe (slow-medium damage)



Weapon 4 . . . . . .Oil Bomb (very slow-high damage)

Though it may seem that firing off a quarrel or throwing a knife would be more effective in fast-action combat situations, the slower weapons cause more damage, so choose wisely before you attack.

Cycle through to various weapons . . .A Button
Use selected Weapon . . . . . .X Button
Return to Normal View . . . . . .Right Trigger

ENEMIES

Queen Antea and her son Felies have not been idle during their time in exile. The kinsmen of Gomar have been transformed into animal images of their former selves and now serve the powers of darkness. Many of the enemies have distinctive fighting styles, as well as a variety of weapons at their disposal to stop the player from completing the quest.

Here is a selection of enemy-types you will meet on your travels.

Orgks: Though renowned for their supposed intelligence in real-life, there is nothing too smart about these pig-like creatures. Armed with vicious, spiked clubs, all they want to do is shed your blood at the earliest opportunity.



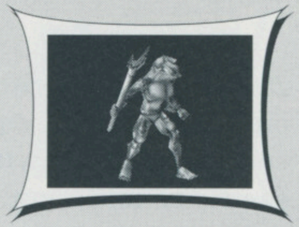


Rhinotor: Don't be fooled by the lack of weapons here. The rhino-like creature is a formidable foe, not least for his sheer size and physical prowess. One blow from those mighty paws could spell the end of your days of wandering.

Taytus: One of the most dangerous adversaries, as these are the transformed bodies of the elite of Gomar's former noble warriors, trained in the use of the sword and equipped with the cunning of their new fox-like creature form.



Slimnus: Inhabiting the foul swamps of the outlands, these evil smelling lizard-like creatures will try to drag you down into their damp dwellings. Armed with ferocious, electrically charged tridents, one touch could sink you and the hopes of Gomar.





Kalus: So far you've only met opponents on the ground, so be prepared to look up once in a while as well. Flying in from above, raven-like creatures will try to kick you to the floor using their taloned feet, as well as beat you with their mighty wings.

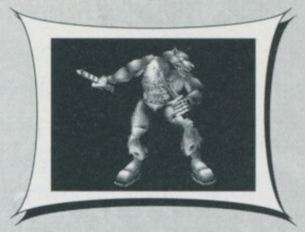
Paguos: Well-known for their deviousness, these rat-like creatures are heavily armed with long range crossbows, though are not as effective in close melee. Try to get in close as quickly as possible to attack them.





Mutabuzk: Like the ravens, these fly-like creatures will attack from above, but not only with vicious claws and feet. Stand back from them and they will spit vile, green and exceptionally damaging mucous at you. Avoid at all costs.

Zeenus: Armed with two short daggers, the wolf-like creature is ideally equipped for close, hand-to-hand combat. Coupled with its enormous strength, the wolf should be taken out from afar when at all possible.





Valtus: Most of Gomar's former sailing force has been transformed into these walrus-like sea-dwellers and, though not quick, they can do untold damage with their short pirate swords when they attack en masse.

Raymus: Obstinate, stubborn and always ready for a fight, the ram-like creatures are armed with double-headed Pugil Sticks that are difficult to get past in close combat. Be sure to line up some combo attacks to defeat them.

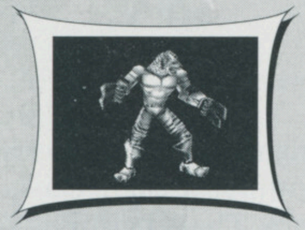




Schingles: Skilled in the arts of gladiatorial warfare, the skeletons may not be the strongest enemies you will come up against, but they will certainly slow your progress through each level.

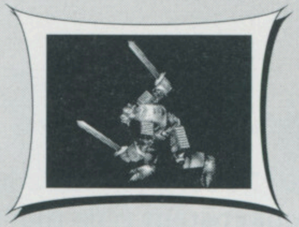
Scalous: As they slither across the floor, these snake-like creatures are notoriously difficult to defend against. Be prepared to use your defensive skills as they make random strikes against you.

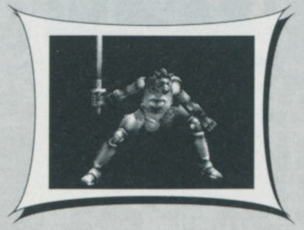




Klauticus: Carrying no weapons, these tiger-like creatures can be perceived as an easy target. Do not be misled. Their claws have mutated into razor-sharp killing machines, designed to inflict maximum damage on contact.

Viscus: Even more lethal than its normal counterpart, these white tiger-like creatures carry two short swords and is exceptionally skilled in their use. Again, long distance attacks are advised where possible.





Hiski: Like the real animal, these hyena-like creatures are fast and cunning. Extremely skilled with the short sword, be careful not to turn your back on the hyena, or you may find yourself literally stabbed in the back.

Volup: Like the raven, these vulture-like creatures will attack from above and, like its real-life counterpart, will usually join in a multiple enemy attack to pick you off when injured. Watch out for its clawed feet and wing combo attack.





Miscus: The most frightening of the aerial enemies, equipped with razor-sharp claws and incredible strong wings. These bat-like creatures are also capable of spitting firebolts from a distance, so evasive measures are essential to defend against them.

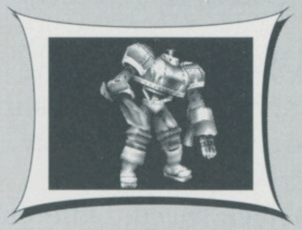
Morticus: Both the zombie monsters and the Frankenstein-type monsters have incredible strength and will knock you to the floor with a single blow. Beware of the vicious headbutts and foul, biting attack in close combat.





Gargant: Again, no weapons here, but these gorilla-like creatures are notoriously difficult to defeat, due to their sheer physical presence. The fact that they usually attack in numbers adds further to your problems.

MechMouss: Half mouse-half robot, do not be taken in by the minute size of this robotic freak's head. What it may lack in intelligence is more than made up for by the sheer bulk of its body and the lethal nature of its electronic discharges. Be warned.





As you progress through each level and gain mastery of the battle techniques, do not forget to practice your defensive skills. At the end of each level you will meet an exceptionally tough end of level boss who will test your skills to the limit. Not only are these bosses more aggressive than the other enemies, but they can also interrupt any combos you might prepare for them, which means you will have to rely on your skills and cunning to progress to the next stage.

COMBAT HINTS

Asleep/Awake: Some enemies may appear to be sleeping when you approach them. Be sure to attack those first, as they will be slower to react than those that are on guard

Attack speed: Different enemies take different times to respond to attack. Work out which ones are the slowcoaches and plan your attacks to perfection to make the most of any brief breathing space.

Energy level: Like the main characters, each enemy has an energy level. When the player hits an enemy, each hit takes away a certain amount of energy (this can be seen on the top right of the screen). The enemy is dead when its energy level reaches zero.

Aggression level: Each enemy has a certain aggression level which increases when the player fires weapons at them in the 1st person view mode or attacks continually at close range. Be warned, an angry animal is a deadly animal.

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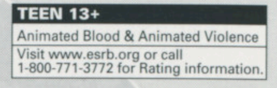
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