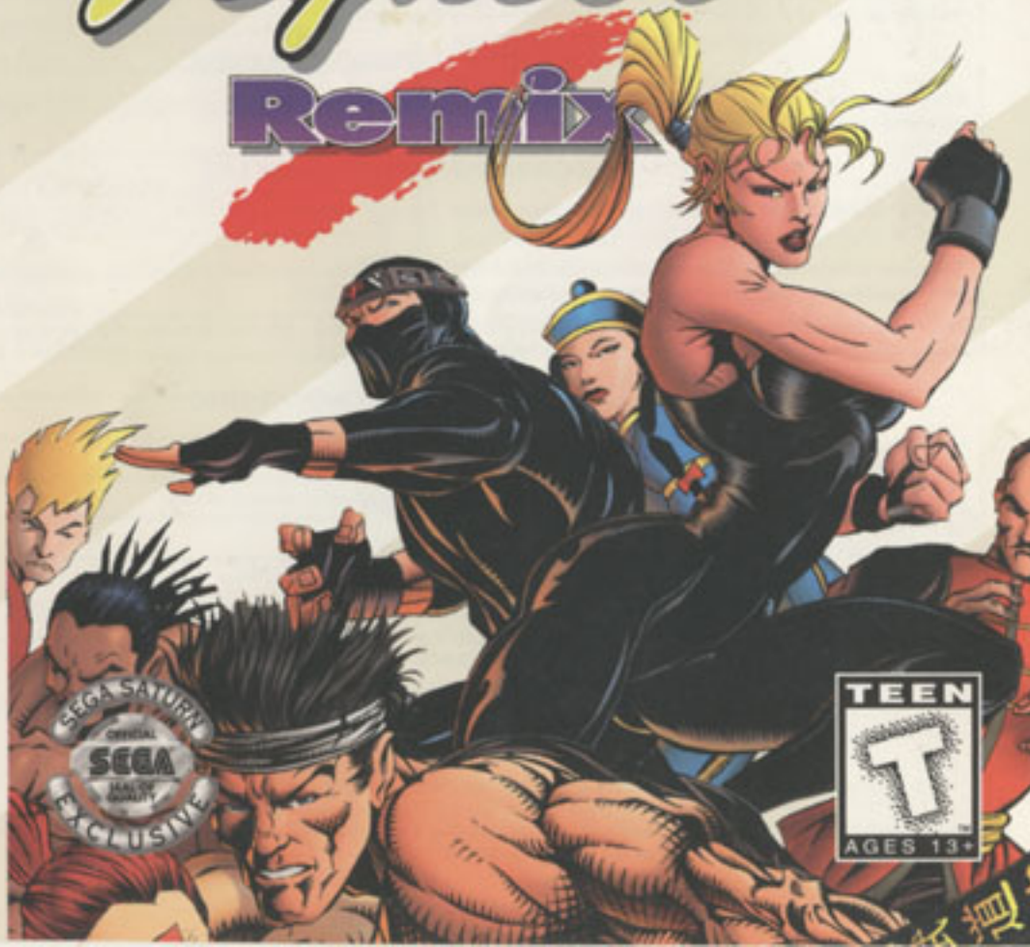


SEGA

SEGA SATURN™

81028

Virtua Fighter™ Remix



WARNINGS

READ BEFORE USING YOUR SEGA SATURN

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 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.

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 SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn 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 compact disc is intended for use exclusively on the Sega Saturn.
- ❑ 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.

FOR MORE INFORMATION...

Sega Gameplay Hotline.....**1-415-591-PLAY**
French Instructions/Instructions en français.....**1-800-872-7342**
For the Latest News on SEGA SATURN.....**1-800-SEE SATURN**

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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 produced by:



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EIGHT FIGHTERS, EIGHT TECHNIQUES...



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

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

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

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

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

STARTING UP: USING THE SEGA SATURN

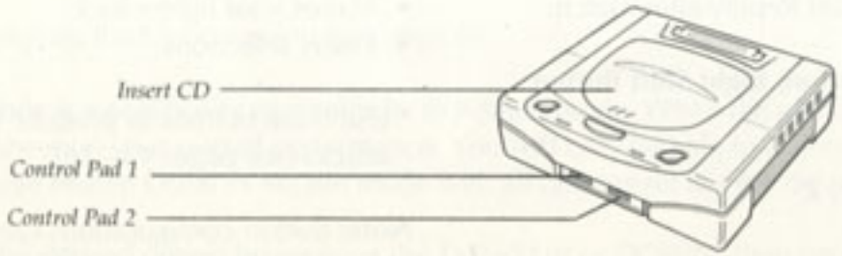
1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

2. Place the *Virtua Fighter™ Remix* disc, label side up, in the well of the CD tray and close the lid.

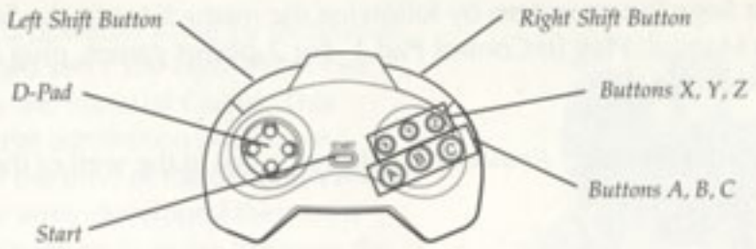
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system OFF and make sure it is set up correctly before turning it ON again.

4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code which 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!



Directional Pad (D-Pad)*
- Highlights selections on menu screens.
- Controls your fighter during game play. (See pages 10–28 for fighting moves.)

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

Left Shift Button, Right Shift Button
- Not used.

Buttons X, Y, Z
- Not used.

Button A*
- Makes your fighter guard against attack.
- Enters selections.

Button B*
- Makes your fighter punch.
- Cancels selections.
- Skips Instant Replay after match.

Button C*
- Makes your fighter kick.
- Enters selections.

* Use these buttons to produce special attacks (see pages 13– 28).

Note: Button configurations can be changed in the Option menu (See page 7).

GETTING STARTED



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

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

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

VS lets you and a friend each pick a character and challenge each other. A VS game can be canceled during play by holding down Buttons A, B, and C simultaneously and pressing Start. The SEGA logo screen appears.

Option brings up the Option menu (see page 6).

Ranking Mode is a one-player game similar to Arcade mode. When the game ends, you see a data sheet on your overall performance. You will only be able to access this mode after you have beaten Dural in Arcade mode with all options set to their default values.

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

OPTIONS

Press the D-Pad UP or DOWN to select an option. Press LEFT or RIGHT to make choices within that option. Press START at any time to exit to the Title Screen.



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

Match Point: Select the number of rounds you want to use to decide a fighter's victory. Choose from one to five points.

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

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

Continue: Turn this option ON for continuous play, just like at the arcades. Turn the option OFF to return to the Title screen after the game ends.

Sound Test, Voice Test, Music Test: Listen to the music, voices, and sound effects used in the game. Press the D-Pad LEFT or RIGHT to select the name of the track you want to hear, then press Button A or C to play the track. Button B stops the sound.



Record: Access the Record screen to see stats on all the fighters in the game. To review a detailed data sheet of a particular fighter, highlight the fighter's name by pressing the D-Pad UP or DOWN, then press Button A or C. To return to the main Record screen, press Button B or Start. Press again to return to the Option menu.

To clear the Records, Press Buttons L, X, Y, and Z simultaneously.



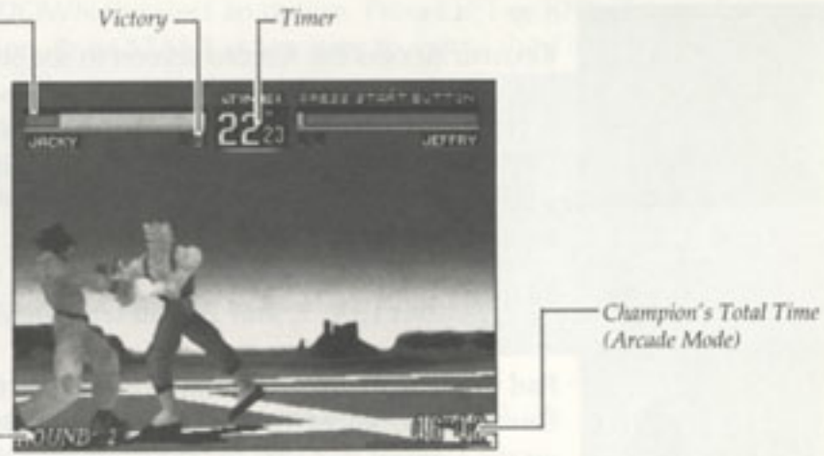
Pad Control: Use this feature to configure the buttons on your Control Pad. Select this option and press Button A or C to bring up the Control Pad screen. There are four different settings available. Each player highlights the desired setting by pressing the D-Pad LEFT or RIGHT. Press Button B or Start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

SELECT PLAYER

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



THE ARENA



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

Timer: This shows the amount of time left in the fight. When the timer reaches zero, the fighter with the least amount of vitality left in his or her life gauge loses the fight. The timer can be adjusted or turned off in the Option menu (see page 6).

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

Champion's Total Time (Arcade Mode only)**:** This shows the total amount of time the current champion has lasted in the arena against his or her opponents.

GAME OVER/CONTINUE



The game ends as soon as your fighter loses a match. The Continue screen appears next. To continue with your current level and opponent, press Start before the timer runs out. To speed up the timer, tap the A, B, or C button.

The Player Select screen appears next. Select your fighter, then press Button C to move on to your first round with the opponent you lost to in your last game.

You have an unlimited number of Continues in both Arcade and VS Modes.

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

FOR MORE INFORMATION...

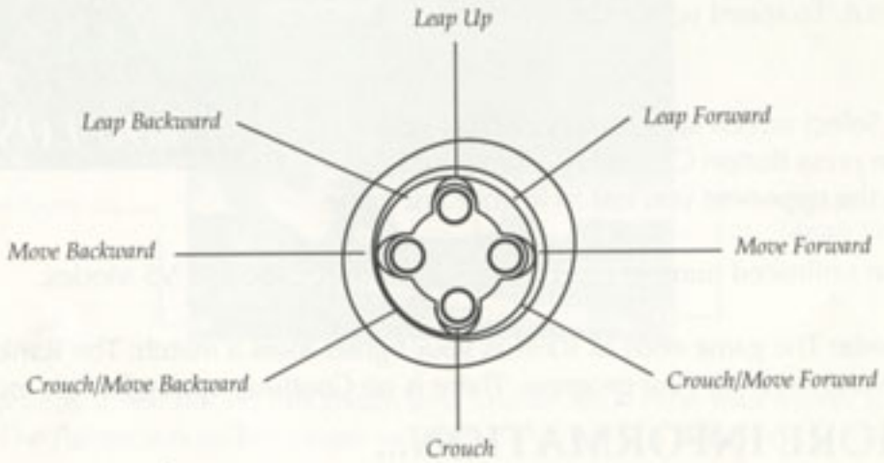
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ftp site _____ ftp.segaoa.com
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CompuServe _____ GO SEGA

THE BASICS

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



KEY

Directions on the D-Pad are indicated by arrows.
Light arrows (⇨) = Press D-Pad in direction indicated
Solid arrows (➔) = Press and HOLD D-Pad in direction indicated
A = Guard (Defend)
B = Punch
C = Kick
[+] = Simultaneously (*e.g.* "[A+C]" means "Press Buttons A and C simultaneously")
BBB... = Rapid tap (*e.g.* repeatedly tap Button B as fast as possible)

MAIN MOVES

Quick Step: ⇦ ⇦ or ⇨ ⇨
Quickly press the D-Pad TWICE LEFT or TWICE RIGHT for a quick step in those directions.



Dash: ⇨ ➔
Press the D-Pad TWICE RIGHT and HOLD.



Throw (all fighters except Akira): **[A + B]**
If you are within grabbing range of your opponent, press Buttons A and B SIMULTANEOUSLY to throw the opponent. Throws vary according to fighter.



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



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



QUICK SAVES

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



Recovery:

Quickly Stand Up Straight:	←→ (rapidly toggle D-Pad left and right)
Roll Backwards Away From Opponent:	←
Roll Away to One Side:	**AAA...**
Spring Up Onto Feet:	↑

Kick Recovery:

Recover with High or Vertical Kick:	**CCC...**
Recover with Sweep Kick:	**↓ CCC...**
Roll Away to Side + Sweep Kick:	**ACACAC...**

AKIRA



Full Name: Akira Yuki
Nationality: Japanese
Date of Birth: September 23, 1968
Height: 5'9" (176 cm)
Weight: 167 pounds (76 kg)
Occupation: Kung Fu Instructor
Hobby: Kung Fu
Specialty: Punches and hand blows

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

REGULAR ATTACKS

Chuusui:	**B**
Housui:	**[↓ + B]**
Shiyoutai:	**C**
Youzentai:	**[↓ + C]**
Sokutai:	**↘ C**

SMALL-JUMP ATTACKS

Rakuho Sousui:	**B** (on way up)
Rakuho Sui:	**B** (on way down)
Choushitai:	**C** (on way up)
Shitai:	**C** (just before landing)

AKIRA

GIANT-LEAP ATTACKS

Rakugeki Sousui: → **B** (on way up)
Toukyaku: **C** (simultaneously with jump)
Hidantai: → **C** (on way up)
Rakuho Tai: **C** (on way up)
Fujintai: **C** (immediately after apex)
Fuumon Toukai: ← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENTS BEHIND YOU

Kenhaisui: **B**
Koushuutai: **C**

STOMP ATTACKS

Gekihousui: **[B +** ↑**]**
Soukahou: ↘ **B** (close to fallen opponent. Can be repeated, but you must wait a moment between hits.)

RECOVERY ATTACK

Katsumen Sentai: **CCC...**
Katsumen Soutai: ↓ **CCC...**

SPECIAL MOVES

Renkan Tai: → → **C C**
Rimon Chouchuu: → → **B**
Mouko Kohazan: ↓ → **B**
Toushin Soutai: ← **B** (close to opponent)
Shin'iha: ↙ → **B** (close to opponent)
Youshi Senrin: ← ↘ **[B + C]** (close to opponent
Tetsuzankou: ← → → **[B + C]**
Rensui Haisentai: → → **[B + C] BBC**

PAI



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

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

REGULAR ATTACKS

Chuu Ken: **B**
Souchuu Ken: **[**↓ **+ B]**
Sentai: **C**
Sensai Tai: **[**↓ **+ C]**
Senchuu Tai: ↘ **C**

SMALL-JUMP ATTACKS

Toukuu Soushou: **B** (on way up)
Toudan Kensui: **B** (on way down)

SMALL-JUMP ATTACKS (cont'd)

Hishitai: **C** (on way up)
Sokushuu Tai: **C** (just before landing)

GIANT-LEAP ATTACKS

Rakugeki Souken: → **B** (on way up)
Hien Toukyaku: **C** (simultaneously with jump)
Hien Youshuu: → **C** (on way up)

GIANT-LEAP ATTACKS (cont'd)

Hien Kaikyaku:	**C** (on way up)
Enshou Fujinkyaku:	**C** (immediately after apex)
Enhaishou:	← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENT BEHIND YOU

Hai Housui:	**B**
Haichuu Tai:	**C**

STOMP ATTACKS

Enshuu Raigeki:	**BBB...**
Enshuu Kouraigeki:	↑ **BBB...**
Rai'inshouda:	↘ **B** (close to fallen opponent. Can be repeated indefinitely, but your must wait a moment between hits)

RECOVERY ATTACK

Zen Sentai:	**CCC...**
Zensou Sentai:	↓ **CCC...**

SPECIAL MOVES

Renkentai:	**B C**
Soukensenpuutai:	**B B C**
Renkan Tenshin Kyaku:	**B B B C**
Renkan Tenshin Soukyaku:	**B B B ↓ C**
Renkan Hai Tenkyaku:	**B B B ↖ C**
Senpuuga:	**[A+C]**
Ensen Hairyuu:	← **B** (use to counter a standing punch or kick)
Tenchi Tohraku:	→ ↓ **B** (close to opponent)
Senpuu Enjin:	← → **B** (close to opponent)
Toushin Inshou:	→ **[B+C]**
Taitouri Senkyaku:	**C** (standing up from a crouched position)



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

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

REGULAR ATTACKS

Chuu Ken:	**B**
Souchuu Ken:	**[↓ + B]**
Katsumentai:	**C**
Sensai Tai:	**[↓ + C]**
Senchuu Tai:	↘ **C**

SMALL-JUMP ATTACKS

Toukuu Soushou:	**B** (on way up)
Toukuu Chuuken:	**B** (on way down)
Hishitai:	**C** (on way up)

SMALL-JUMP ATTACKS (cont'd)

Toukuu Sokuinkyaku:	**C** (just before landing)

GIANT-LEAP ATTACKS

Touraku Sousuishou:	→ **B** (on way up)
Hishuutai:	**C** (simultaneously with jump)
Toukuu Soutai:	→ **C** (on way up)

GIANT-LEAP ATTACKS (cont'd)

Toukuu Tankyaku:	**C** (on way up)
Toukuu Fujinkyaku:	**C** (immediately after apex)
Kokyaku Haishou:	← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENT BEHIND YOU

Haichuu Ken:	**B**
Haichuu Tai:	**C**

STOMP ATTACKS

Kosou Raishuu:	**B**
Kosou Renshuu:	↑ **BBB...** (double stomp)

RECOVERY ATTACK

Zen Sentai:	**CCC...**
Zensou Sentai:	↓ **CCC...**

SPECIAL MOVES

Renkentai:	**B C**
Renshou:	**B B**
Chuugeki:	→ **B**
Taitouri Senkyaku:	**C** (while standing from crouch)
Rekkako Senkyaku:	↗ **C**
Senpuuga:	**[A + C]**
Renkan Tenshin Kyaku:	**B B B C**
Renkan Tenshin Soukyaku:	**B B B ↓ C**
Tenshin Hainshou:	← → **B** (close to opponent)
Shakashou:	↘ **B**
Shajoshou:	↘ **B**
Renkan Ritai:	→ → **B B B C**
Renkanhai Tenkyaku:	**B B B** ↖ **C**



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

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

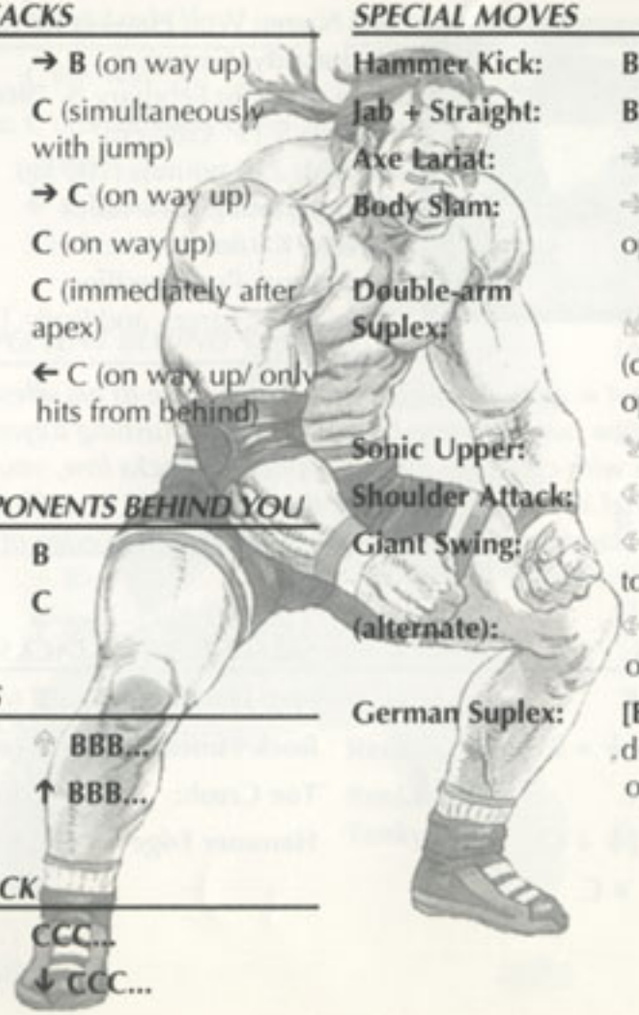
REGULAR ATTACKS

Straight Hammer:	**B**
Low Hammer:	**[↓ + B]**
High Kick:	**C**
Low Smash:	**[↓ + C]**
Face-Lift Kick:	↘ **C**

SMALL-JUMP ATTACKS

Step Hammer:	**B** (on way up)
Rock Punch:	**B** (on way down)
Toe Crush:	**C** (on way up)
Hammer Edge	**C** (just before landing)

WOLF



GIANT-LEAP ATTACKS

Jumping Lariat:	→ **B** (on way up)
Rising Toe:	**C** (simultaneously with jump)
Drop Kick:	→ **C** (on way up)
Hammer Kick:	**C** (on way up)
Heel Crush:	**C** (immediately after apex)
Back Side Kick:	← C (on way up/ only hits from behind)

ATTACKS ON OPPONENTS BEHIND YOU

Rolling Hammer:	**B**
Back Kick:	**C**

STOMP ATTACKS

Elbow:	**BBB...**
High Elbow:	↑ **BBB...**

RECOVERY ATTACK

Rolling Clear:	**CCC...**
Low Clear:	↓ **CCC...**

SPECIAL MOVES

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

JEFFRY



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

What Jeffry lacks in speed, he makes up for in power, with single moves that take off a quarter or more of his opponents' health! This gargantuan warrior could also be nicknamed, "The Punisher," as he is unforgiving of his opponents' mistakes. Jeffry is also the proud possessor of a number of deceptive combos, made all the more surprising for his seeming slowness. An arcade favorite!

REGULAR ATTACKS

Straight Knuckle:	**B**
Low Knuckle:	**[↓ + B]**
Uppercut Kick:	**C**
Vertical Kick:	**[↓ + C]**
Side Kick:	↘ **C**

SMALL-JUMP ATTACKS

Hammer Down:	**B** (on way up)
Step Knuckle:	**B** (on way down)
Step Kick:	**C** (on way up)
Pushing Kick:	**C** (just before landing)

JEFFRY

GIANT-LEAP ATTACKS

Rising Sun Hammer:	→ **B** (on way up)
Killing Bites:	**C** (simultaneously with jump)
Jumping Foot Stomp:	→ **C** (on way up)
Flying Low Kick:	**C** (on way up)
Heel Stomp:	**C** (immediately after apex)
Rear Kick:	← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENTS BEHIND YOU

Spin Knuckle:	**B**
Back Kick:	**C**

STOMP ATTACKS

Flying Body Press:	↑ **BBB...**
Raiden Drop	↑ **BBB...**

RECOVERY ATTACK

Spinning Up Kick:	**CCC...**
Spinning Low Kick:	↓ **CCC...**

SPECIAL MOVES

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

KAGE



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

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

REGULAR ATTACKS

Danken:	**B**
Jizuri Dan:	**[↓ + B]**
Tsukikaeshikeri:	**C**
Surigeri:	**[↓ + C]**
Naka Geri:	↘ **C**

SMALL-JUMP ATTACKS

Shutou:	**B** (on way up)
Tobi Seiken:	**B** (on way down)
Tobi Kakato Otoshi:	**C** (on way up)
Tsuki Kakato Geri:	**C** (just before landing)

KAGE

GIANT-LEAP ATTACKS

Rakuyou: → **B** (on way up)
Hishougeri: **C** (simultaneously with jump)
Kuuhadan: → **C** (on way up)
Marutageri: **C** (on way up)
Tobi Kakato Geri: **C** (immediately after apex)
Kaiten Enzui Geri: ← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENT BEHIND YOU

Ura Ha: **B**
Gyaku Geri: **C**

STOMP ATTACKS

Hiendan (close),
Asuka (medium),
Hishougeki (distant): ↑ **BBB...**

RECOVERY ATTACK

Tatsumaki Geri: **CCC...**
Tatsumaki Surigeri: ↓ **CCC...**

SPECIAL MOVES

Resshoukyaku: **B B C**
Katana Gasumi: **[A + B + C]** (close to opponent)
Ryuuei Kyaku: → → **C**
Kagegasumi: ← → **B** (close to opponent)
Koenraku: ← **B** (close to opponent)
Suishageri: ↖ **C**
Kaiten Jizura Kyaku: ← ↙ ↓ ↘ → **C**
Kouten Jizura Kyaku: → ↘ ↓ ↙ ← **C**
Haura Gasumi: **[B + A]** (directly behind opponent)
Rairyuu Hishou Kyaku: → → **[A + B + C]**
Koen Raku: ← **P** (close to opponent)
Senpuu Geri: ← ← **C**

SARAH



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

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

REGULAR ATTACKS

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

SMALL-JUMP ATTACKS

Elbow: **B** (on way up)
Step Straight: **B** (on way down)

SMALL-JUMP ATTACKS (cont'd)

Step Hook Kick: **C** (on way up)
Step Heel Kick: **C** (just before landing)

GIANT-LEAP ATTACKS

Jumping Hook Knuckle: → **B** (on way up)
Jump Kick: **C** (simultaneously with jump)
Dragon Kick: → **C** (on way up)

GIANT-LEAP ATTACKS (cont'd)

Middle Kick:	**C** (on way up)
Heel Kick:	**C** (immediately after apex)
Jump Over Kick:	← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENT BEHIND YOU

Turn Knuckle:	**B**
Turn Kick:	**C**

STOMP ATTACKS

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

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Vertical Spin Kick:	**CCC...**
Low Spin Kick:	↓ **CCC...**

RECOVERY ATTACK WITH OPPONENT NEAR HEAD

Spring Kick:	**CCC...**

SPECIAL MOVES

Punch + Side Kick:	**B** ↓ **C**
Double Punch + Snap Kick:	**B B C**
Back Drop:	**[B + A]** (standing directly behind opponent)
Illusion Kick:	↘ **C C**
Double-joint Butt:	→ **B C**
Rising-Knee Combo:	**B B B C**
Neck Breaker:	→ → **B** (close to opponent)
Somersault Kick:	↖ **C**
Double-Step Knee:	→ **C** ↘ **C**
Somersault Kick Combo:	**B B** ← **C**
Toe Kick & Side:	↓ **C C**



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

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

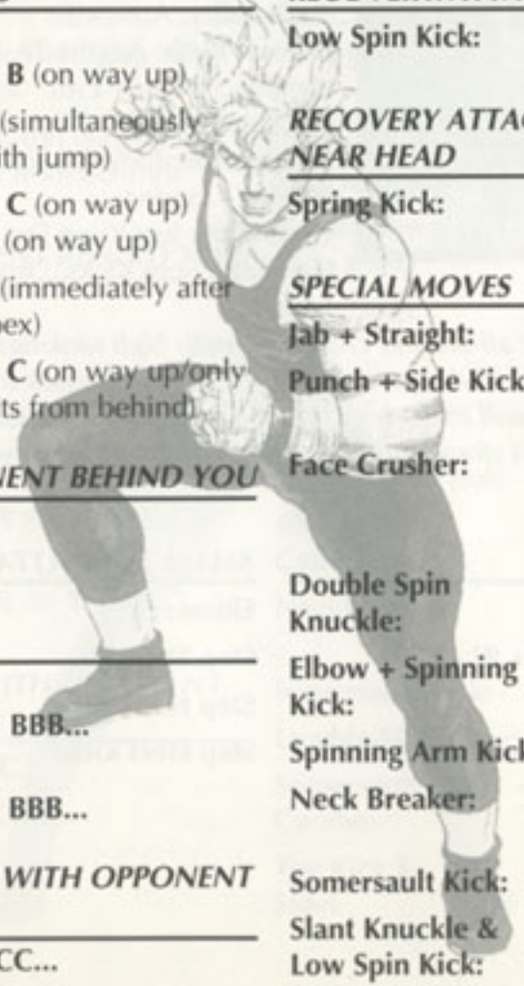
REGULAR ATTACKS

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

SMALL-JUMP ATTACKS

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

JACKY



GIANT-LEAP ATTACKS

Jumping Hook Knuckle:	→ **B** (on way up)
Jump Kick:	**C** (simultaneously with jump)
Drop Kick:	→ **C** (on way up)
Middle Kick:	**C** (on way up)
Heel Kick:	**C** (immediately after apex)
Jump Over Kick:	← **C** (on way up/only hits from behind)

ATTACKS ON OPPONENT BEHIND YOU

Turn Knuckle:	**B**
Turn Kick:	**C**

STOMP ATTACKS

Jumping Knee Stomp:	↑ **BBB...**
Hi-Jump Knee Stomp:	↑ **BBB...**

RECOVERY ATTACKS WITH OPPONENT NEAR FEET

Vertical Spin Kick:	**CCC...**
Low Spin Kick:	↓ **CCC...**

RECOVERY ATTACK WITH OPPONENT NEAR HEAD

Spring Kick:	**CCC...**

SPECIAL MOVES

Jab + Straight:	**B B**
Punch + Side Kick:	**B C** (close to opponent)
Face Crusher:	**[B + A]** (standing directly behind opponent)
Double Spin Knuckle:	← **B** ← **B**
Elbow + Spinning Kick:	→ **B C**
Spinning Arm Kick:	← **B C**
Neck Breaker:	→ → **B** (close to opponent)
Somersault Kick:	↖ **C**
Slant Knuckle & Low Spin Kick:	↙ **B** ↓ **C**

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