

Virtua Fighter™ PC

SEGA™ PC



WINDOWS 95
CD-ROM

Am2
AM P&S SEPT. '92

REQUIRES
PENTIUM®
PROCESSOR
75 Mhz+
90 Mhz+ recommended
Windows 95

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System Requirements

Operating System:	Windows® 95
Minimum CPU Type & Speed:	Pentium® processor, 90 Mhz
Recommended CPU Type & Speed:	Pentium® processor, 133 Mhz
Memory:	8 MB (16 recommended)
Graphics:	SVGA, 256 colors
CD-ROM Speed:	2X (4X recommended)
Sound Card:	Sound Blaster™ 16 or compatible
Other:	Keyboard, game pad, joystick or mouse

Getting Started

Virtua Fighter™ PC will run under Windows® 95. Read the Readme.txt file first as this will document changes to the printed manual.

INSTALLATION

To play Virtua Fighter™ PC follow these steps:

1. Place the Virtua Fighter™ PC CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the Virtua Fighter™ PC CD-ROM, the dialog box will give you the option of installing the game, or installing and playing the game. Select INSTALL to begin the installation process. If you do not wish to install Virtua Fighter™ PC at this time, select CANCEL.

Under Windows® 95, the Virtua Fighter™ PC installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Virtua Fighter™ PC will create a new program group called Virtua Fighter™ PC and place the Virtua Fighter™ PC program icon in that group.

Once Virtua Fighter™ PC is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. Click UNINSTALL if you wish to remove Virtua Fighter™ PC from your system, or CANCEL to take no action. See “Using Menus,” below for more information on starting or resuming games.

Using Menus

When you play Virtua Fighter™ PC you will be able to access the menu items during the demo or during gameplay. To access a menu, press F5, F6, or F7. Each menu and its options is described on the following pages.

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.

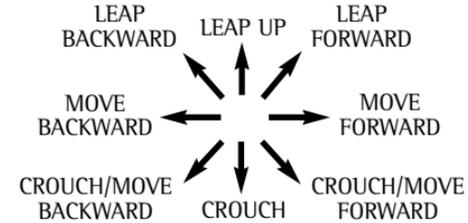
He finds them in the World Fighting Tournament, where the strongest fighters have gathered to determine who stands supreme in the art of hand-to-hand combat. Any and all techniques are allowed, as long as the contestants use no weapons but their own bodies. After weeks of intense dueling, seven other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

Sarah Bryant and her brother Jacky, both skilled in Sekken-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 Kagamaru 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?

The Basics

Here are the basic movements for the Keyboard and Gamepad/Joystick. All instructions for a fighter facing RIGHT. Reflect the instructions for a fighter facing LEFT.



Matrix

Action	Keyboard Player 1	Keyboard Player2	Game Pad/Joystick
Left	A	Left Arrow	Left
Right	D	Right Arrow	Right
Up	W	Up	Up
Down	S	Down	Down
Guard	V	Delete	Button 1
Punch	G	End	Button 2
Kick	H	Page Down	Button 3
Start	Z	Enter	Button 4

Key

Use the following key to read the control assignments in the Main Moves and Virtua Fighters sections. (Refer to the Matrix (page 4) for the corresponding button/key assignments on your controller type.)

Directions: Press key/button in direction indicated.

Underlined Directions: Hold key/button in direction indicated.

G: Guard P: Punch K: Kick

[+]: Simultaneously (e.g., “[A=C]” means “Press G and K simultaneously”)

BBB...: Rapid tap (e.g., repeatedly tap P as fast as possible)

Main Moves

Quick Step: LEFT LEFT OR RIGHT RIGHT.

Quickly press twice LEFT or twice RIGHT for a quick step in those directions.

Dash/Retreat: LEFT Hold LEFT or RIGHT Hold RIGHT.

Press twice RIGHT or twice LEFT.

Throw (all fighters except Akira): [G + P]

If you're within grabbing range of your opponent, press G and P SIMULTANEOUSLY to throw your opponent. Throws vary according to fighter.

Mid-Level Kick: RIGHT/DOWN K

Quickly press RIGHT/DOWN, then press K. This kick can damage an opponent who is in a crouching guard position.

Quick Stomp: UP + P or Hold UP + PPP...

Press UP and P simultaneously 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: LEFT RIGHT (rapidly toggle LEFT and RIGHT)

Roll Backwards Away
From Opponent: Hold LEFT

Roll Away To Side: GGG...

Spring Up Onto Feet: Hold UP

Kick Recovery

Recover With High Or Vertical Kick: KKK...

Recover With Sweep Kick: Hold DOWN KKK...

Roll Away To Side + Sweep Kick: GKKGK

Main Game Menu

The following is a list of the various game selections in VF Remix.

Arcade lets you select a character and take on all challengers – just like the arcade.

Note: A second player can interrupt an Arcade match by pressing Z for Player one, ENTER for Player 2. Shortly thereafter, the Player Select screen appears. After the challenger has selected a fighter, the match begins. Once the match ends and the clock times out, 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 the Guard, Punch and Kick keys/buttons simultaneously.

Option brings up the Option menu.

Ranking Mode is a one-player game similar to Arcade mode. When the game ends, you see a data screen which ranks your overall performance.

Team Battle Mode is where you can organize a tournament battle between two teams of three to five players. Play against the computer, or set up a tournament with up to nine friends.

Watch Mode is where you can watch randomly picked opponents battle it out. This mode is for viewing only.

Game/Control Configuration Menus

You can access the following menus during gameplay or demo mode only.

Controller Configuration Screen: (Press F5 to enter and exit menu)

PLAYER: Select which player will begin configuring his/her controller.

CONTROL: Reconfigure your input device for Player 1 and Player 2.

OK/CANCEL: Enter or cancel your configurations.

F5 KEY CONTROLS

Player 1P			
UP	W		
DOWN	S		
LEFT	A		
RIGHT	D		
GUARD	V	P+G	T
PUNCH	G	K+G	Y
KICK	H	P+K+G	U
START	Z		
OK	CANCEL		

Player 2P			
UP	↑		
DOWN	↓		
LEFT	←		
RIGHT	→		
GUARD	Del	P+G	Ins
PUNCH	End	K+G	Home
KICK	PgDn	P+K+G	PgUp
START	ENTER		
OK	CANCEL		

Control	Joystick
Button 1	Guard
Button 2	Punch
Button 3	Kick
Button 4	Start

Setting Configuration Screen: (Press F6 to enter and exit menu)

RESOLUTION: Choose to fight in high or low resolution.

MODEL TEXTURE: Choose from original VF character textures or new Remix character textures.

STAGE TEXTURE: Choose from original VF level textures or new Remix level textures.

BACKGROUND: Select from up to 8 different backgrounds.

SOUND: Turn the fight sounds on or off.

MOTION: Battle it out in slow or fast motion.

F6 CONFIGURATIONS

Resolution	Hi	Low
Mode Texture	On	Off
Stage Texture	On	Off
Background	1 2 3 4 5 6 7 8	
Sound	On	Off
Motion	Fast	Smooth
Note: Default settings are in bold text.		

Brightness Screen: (Press F7 to enter and exit menu)

BACKGROUND/PLAYER 1 OR 2: Here you can adjust the brightness of the arena and fighters.

CAMERA ANGLE: Here you can adjust the fight camera distance or direction.

SOUND: Here you can adjust the volume level of the game's sound effects.

F7 BRIGHTNESS	
Background	
	Stage
	Player 1
	Player 2
Camera	
	Distance
	Direction
Sound	
	Sound Effects Volume

Restart: (Press F8 to enter and exit menu)

Here you can restart the game.

Options Menu

Life Gauge: Alter the length of your fighter's Life Gauge. 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 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 a continuous challenge, 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.

Record: Displays the Record screen where you can view stats on all the fighters in the game.

Select Player

When you choose a mode of gameplay, the Player Select screen appears next. Highlight the desired player by pressing the RIGHT or LEFT keys, and select that player by pressing the Guard, Punch or Kick keys/buttons. You have 20 seconds to select a fighter. When the timer runs out, the highlighted fighter is automatically selected.

Note: 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 fight.

Timer: This shows the amount of time 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.

Victory: This shows the total number of rounds won by each fighter. In the default game, the first fighter to win two rounds win the match. The number of rounds can also be set in the Options 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 Z for Player 1, ENTER for Player 2 before the timer runs out.

The Player Select screen appears next. Select your fighter, then press Z or ENTER to move on to your first round with 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.

The Virtua Fighters

The following is a list of the various fighters along with their moves.

See Matrix for control conversions on page 6.

AKIRA YUK



Nationality: Japanese
Date of Birth: September 28, 1968
Height: 5'9" Weight: 167 pounds
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 key/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 Soutai and Youshi Senrin – the animations alone are worth the effort!

REGULAR ATTACKS

Chuusui: P
Housui: DOWN P
Shiyoutai: K
Youzentai: DOWN K
Sokutai: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Rakuho Sousui: P (on way up)
Rakuho Sui: B (on way down)
Choushitai: K (on way up)
Shitai: K

GIANT-LEAP ATTACKS

Rakugeki Sousui: RIGHT + K (on way up)
Toukyaku: K (simultaneously with jump)
Hidantai: RIGHT K (on way up)

Rakuho Tai: K (on way up)
Fujintai: K (immediately after apex)
Fuumon Toukai: LEFT K (jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Kenha Isui: P
Koushuutai: K

STOMP ATTACKS

Gekihousui: [UP + P]
Soukahou: RIGHT/DOWN P (can be repeated indefinitely, but you must wait a moment between hits)

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Katsumen Sentai: K (or KKK...)
Katsumen Soutai: DOWN K (or DOWN K K K...)

SPECIAL MOVES

Hachimon Kaida: P P
Kansui Tai: P K
Renkan Tai: RIGHT RIGHT K K
Rimon Chouchuu: RIGHT RIGHT P
Mouko Kohazan: DOWN RIGHT P
Toushin Soutai: LEFT P (within grabbing range of opponent)
Shin'iha: LEFT/DOWN RIGHT P Youshi
Senrin: LEFT RIGHT/DOWN [P+K]
Tetsuzankou: LEFT RIGHT RIGHT [P+K]
Rensui Haisentai: RIGHT RIGHT [P+K] P P K

PAI CHAN



Nationality: Chinese (Hong Kong)
Date of Birth: May 17, 1995
Height: 5'5" Weight: 108 lbs
Occupation: Action Film Star
Hobby: Ensei-ken
Specialty: Intercepting 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: P
Souchuu Ken: P
Sentai: K
Sensai Tai: K
Senchuu Tai: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Toukuu Soushou: P (on way up)
Toudan Kensui: P (on way down)
Hishitai: K (on way up)
Sokushuu Tai: K

GIANT-LEAP ATTACKS

Rakugeki Soutai: RIGHT P (on way up)
Hien Toukyaku: K (simultaneously with jump)
Hien Youshuui: RIGHT K (on way up)
Hien Kaikyaku: K (on way up)
Enshou Fujinkyaku: K (immediately after apex)
Enhaishou: LEFT K (jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Hai Housui: PHaichuu Tai: K

STOMP ATTACKS

Enshuu Raigeki: [UP + P]

Enshuu Kouraijeki: Hold UP P (or Hold UP PPP...)

Rai'inshouda: RIGHT/DOWN P (can be repeated indefinitely, but you must wait a moment between hits)

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Zen Sentai: K (or KKK...)
Zensou Sentai: DOWN K (or DOWN KKK...)

SPECIAL MOVES

Renkentai: P K
Soukensenpuutai: P P K
Renkan Hai Tenkyaku: PPP LEFT/UP
KSenpuuga: (G + K)
Renkan Tenshin Kyaku: P P P K
Renkan Tenshin Soukyaku: P P P DOWN K
Ensen Hairyuu: LEFT P (use to counter standing attacks)

THROW ATTACKS

Tenchi Tohraku: RIGHT DOWN P (close to opponent)
Senpuu Enjin: LEFT RIGHT P (close to opponent)
Toushin Inshou: RIGHT RIGHT [P + K] (close to opponent)
Taitouri Senkyaku: K (while standing from a couch)

Nationality: Chinese
Date of Birth: October 2, 1940
Height: 5'6" Weight: 168 lbs
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!

LAU CHAN



REGULAR ATTACKS

Chuu Ken: P
Souchuu Ken: DOWN P
Katsumentai: K
Sensai Tai: DOWN K
Souchuu Tai: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Toukuu Soushou: P (on way up)
Toukuu Chuuken: P (on way down)
Hishitai: K (on way up)
Toukuu Sokinkyaku Inkyaku:
K (just before landing)

GIANT-LEAP ATTACKS

Touraku Sousuishou: FORWARD + K
(on way up)
Hishuutai: K (simultaneously with
jump)
Toukuu Soutai: RIGHT K (on way up)
Toukuu Tankyaku: K (on way up)
Toukuu Fujinkyaku: K (immediately
after apex)
Kokyaku Haishou: LEFT K (jumping
over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Haichuu Ken: P
Haichuu Tai: K

STOMP ATTACKS

Kosou Raishuu: UP + B (single stomp)
Kosou Renshuu: UP PP (or UP PPP...)
(double stomp)

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Zen Sentai: K (or KKK...)
Zensou Sentai: DOWN K (or DOWN
KKK...)

SPECIAL MOVES

Renkentai: P K
Renshou: P P
Chuugeki: RIGHT P
Taitouri Senkyaku: K
(while standing from crouch)
Rekkako Senkyaku: RIGHT/UP K
Senpuuga: [G + K]
Renkan Tenshin Kyaku: P P P K
Renkan Tenshin Soukyaku: P P P
DOWN K
Renkanhai Tenkyaku: P P P LEFT/
UP K
Renkan Ritai: RIGHT RIGHT P P P K
Tenshin Haishou: LEFT RIGHT P(close
to opponent)
Shakashou: RIGHT/DOWN P
Shajoushou: RIGHT/DOWN K

Wolf



Nationality: Canadian
Date of Birth: February 8, 1946
Height: 5'11" Weight: 220 lbs
Occupation: Pro Wrestler
Hobby: Karaoke
Technique: Pro Wrestling
Specialty: Charges and body blows

A human juggernaut, Wolf 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 Rush) 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: P
Low Hammer: DOWN P
High Kick: K
Low Smash: DOWN K
Face-Lift Kick: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Step Hammer: P (on way up)
Rock Punch: P (on way down)
Toe Crush: K (on way up)
Hammer Edge: K (just before
landing)

GIANT-LEAP ATTACKS

Jumping Lariat: RIGHT P (on way up)
Rising Toe: K
Drop Kick: RIGHT K (on way up)
Hammer Kick: K (immediately after
apex)
Heel Crush: K
(immediately after apex)
Back Side Kick: LEFT K
(jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Rolling Hammer: P
Back Kick: K

STOMP ATTACKS

Elbow: UP + P
High Elbow: UP P (or UP PPP...)

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Rolling Clear: K (or KKK...)
Low Clear: DOWN K (or DOWNKKK...)

SPECIAL MOVES

Hammer Kick: P K
Jab + Straight: P P
Axe Lariat: RIGHT RIGHT P
Body Slam: RIGHT P (close to opponent)
Double-Arm Suplex: LEFT/DOWN [G + P + K](close to crouching opponent)
Sonic Upper: RIGHT/DOWN P
Shoulder Attack: LEFT RIGHT P
Giant Swing: LEFT LEFT/DOWN DOWN RIGHT/DOWN RIGHT P (close to opponent)
(alternate): LEFT DOWN RIGHT + P (close to opponent)
German Suplex: [P + G] (while standing directly behind opponent)

■ Nationality: Australian
Date of Birth: February 20, 1957
Height: 6'0" Weight: 244 lbs
Occupation: Fisherman
Hobby: Reggae Music
Technique: Pancratium
Specialty: Body blows

What Jeffry lacks in speed, he makes up for in power, with single moves that take off a quarter or more of this opponents' health! This gargantuan warrior could also be nicknamed, "The Punish," as he is unforgiving of his opponents' mistakes, Jeffry is also the proud possessor of a number of deceptive

JEFFRY MCWILD



combos, make all the more surprising for his seeming slowness. An arcade favorite!

REGULAR ATTACKS

Straight Knuckle: P
Low Knuckle: DOWN P
Uppercut Kick: K
Vertical Kick: DOWN K
Side Kick: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Hammer Down: P (on way up)
Step Knuckle: P (on way down)
Step Kick: K (on way up)
Pushing Kick: K (just before landing)

GIANT-LEAP ATTACKS

Rising Sun Hammer: FORWARD + P (on way up)
Killing Bites: K (simultaneously with jump)
Jumping Foot Stomp: RIGHT K (on way up)
Flying Low Kick: K (on way up)
Heel Stomp: K (immediately after apex)
Rear Kick: LEFT K (jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Spin Knuckle: P
Back Kick: K

STOMP ATTACKS

Flying Body Press: UP + P
Raider Drop: UP P (or UP PPP...)

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Spinning Up Kick: K (or KKK...)
Spinning Low Kick: DOWN K (or DOWN KKK...)

SPECIAL MOVES

Double Knuckle: P P
Knuckle Kick: P K
Body Lift: LEFT LEFT P (close to opponent)
Splash Mountain: RIGHT/DOWN RIGHT/DOWN [P + K] (close to opponent)
Machine Gun Knee Lift: DOWN RIGHT K (close to crouching opponent)
Elbow Upper: RIGHT RIGHT PP
Power Slam: RIGHT P (close to opponent)
Power Bomb: RIGHT/DOWN [G + P + K] (close to crouching opponent)
Toekick + Hammer: [DOWN + K] P
Iron Claw: [DOWN + P] (close to crouching opponent)
Elbow Hammer: RIGHT LEFT P

KAGE-MARU



Nationality: Japanese
Date of Birth: June 6, 1971
Height: 5'8" Weight: 141 lbs
Occupation: Ninja
Hobby: Mahjong
Technique: Hagakure-ryu Jujitsu
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: P
Jizuri Dan: DOWN P
Tsukikaeshikeri: K
Surigeri: DOWN K
Naka Geri: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Shutou: P (on way up)
Tobi Seiken: P (on way down)
Tobi Kakato Otoshi: K (on way up)
Tsuki Kakato Geri: K (just before landing)

GIANT-LEAP ATTACKS

Rakuyou: FORWARD P (on way up)
Hishougeri: K (simultaneously with jump)
Kuuhadan: RIGHT K (on way up)
Marutageri: K (on way up)
Tobi Kakato Geri: K (immediately after apex)
Kaiten Enzui Geri: LEFT K (jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Ura Ha: P
Gyaku Geri: K

STOMP ATTACKS

Heindan (close), Asuka (medium),
Hishougeki (distant): [UP + P] or UP
PPP...

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Tatsumaki Geri: K (or KKK...)
Tatsumaki Surigeri: DOWN K (or
DOWN KKK...)

SPECIAL MOVES

Resshoukyaku: P P K
Katana Gasumi: [G + P + K] (close to opponent) Ryuuei Kyaku: RIGHT RIGHT K
Kage Gasumi: LEFT RIGHT P (close to opponent)
Koen Raku: LEFT P (close to opponent)
Suisha Geri: LEFT/UP K
Kaitan Jizura Kyaku: LEFT LEFT/DOWN DOWN RIGHT/DOWN RIGHT K
Koutan Jizura Kyaku: RIGHT RIGHT/DOWN DOWN LEFT/DOWN LEFT K

Haura Gasumi: [P + G] (directly behind opponent)
Rairyuu Hishou Kyaku: RIGHT RIGHT [G + P + K]
Senpuu Geri: LEFT LEFT K

SARAH BRYANT



Nationality: American
Date of Birth: July 4, 1973
Height: 5'6" Weight: 119 lbs
Occupation: College Student
Hobby: Skydiving
Technique: Sekken-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: P

Squat Straight: DOWN P

Vertical Hook Kick: K

Low Kick: DOWN K

Middle Kick: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Elbow: P (on way up)

Step Straight: P (on way down)

Step Hook Kick: K (on way up)

Step Heel Kick: K (just before landing)

GIANT-LEAP ATTACKS

Jumping Hook Knuckle: RIGHT P (on way up)

Jump Kick: K (simultaneously with jump)

Dragon Kick: RIGHT K (on way up)

Middle Kick: K (on way up)

Heel Stomp: K (immediately after apex)

Jump Over Kick: LEFT K (jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Turn Knuckle: P

Turn Kick: K [UP + P]

STOMP ATTACKS

Jumping Knee Stomp: UP P (or UP PPP...)

Hi-Jump Knee Stomp: UP P (or UP PPP...)

RECOVERY ATTACK WITH OPPONENT NEAR FEET

Vertical Spin Kick: K (or KKK...)

Low-Spin Kick: DOWN K (or DOWN KKK...)

RECOVERY ATTACK WITH OPPONENT NEAR HEAD

Spring Kick: K (or KKK...)

SPECIAL MOVES

Punch + Side Kick: P DOWN K

Double Punch + Snap Kick: P P K

Back Drop: [P + G] (standing directly behind opponent)

Illusion Kick: RIGHT/DOWN K K

Double-Joint Slam: RIGHT P K

Rising Knee Combo: P P P K

Neck Breaker: RIGHT RIGHT P (close to opponent)

Somersault Kick: LEFT/UP K

Somersault Kick Combo: P P LEFT K

Double-Step Knee: RIGHT K

RIGHT/DOWN K

Toe Kick + Side: DOWN K K

JACKY



Nationality: American

Date of Birth: August 28, 1970

Height: 5'9" Weight: 158 lbs

Occupation: Indy Car Racer

Hobby: Training

Technique: Sekken-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: P

Squatting Straight: DOWN P

Vertical Hook Kick: K

Low Kick: DOWN K

Middle Kick: RIGHT/DOWN K

SMALL-JUMP ATTACKS

Elbow: P (on way up)

Step Straight: P (on way down)

Step Hook Kick: K (on way up)

Step Heel Kick: K (just before landing)

GIANT-LEAP ATTACKS

Jumping Hook Knuckle: RIGHT P (on way up)

Jump Kick: K (simultaneously with jump)

Drop Kick: RIGHT K (on way up)

Middle Kick: K (on way up)

Heel Kick: K (immediately after apex)

Jump Over Kick: LEFT K (jumping over opponent)

ATTACKS ON OPPONENTS BEHIND YOU

Turn Knuckle: P

Turn Kick: K [UP + P]

STOMP ATTACKS

Jumping Knee Stomp: UP P (or UP PPP...)

High-Jump Knee Stomp: UP P (or UP PPP...)

Vertical Spin Kick: K (or KKK...)

Low-Spin Kick: DOWN K (or DOWN KKK...)

RECOVERY ATTACK WITH OPPONENT NEAR HEAD

Spring Kick: K (or KKK...)

SPECIAL MOVES

Jab + Straight: P P

Punch + Side Kick: P K

Face Crusher: [P + G] (standing directly behind opponent)

Double Spin Knuckle: LEFT P LEFT P

Elbo + Spinning Attack: RIGHT P K

Spinning Arm + Kick: LEFT P K

Neck Breaker: RIGHT RIGHT P (close to opponent)

Somersault Kick: LEFT/UP K

Spinning Arm + Spin Kick: P P LEFT P K

Backspin Kick Combo: RIGHT RIGHT [P + K] P P K

Slant Knuckle + Low Spin Kick: LEFT/DOWN P DOWN K