

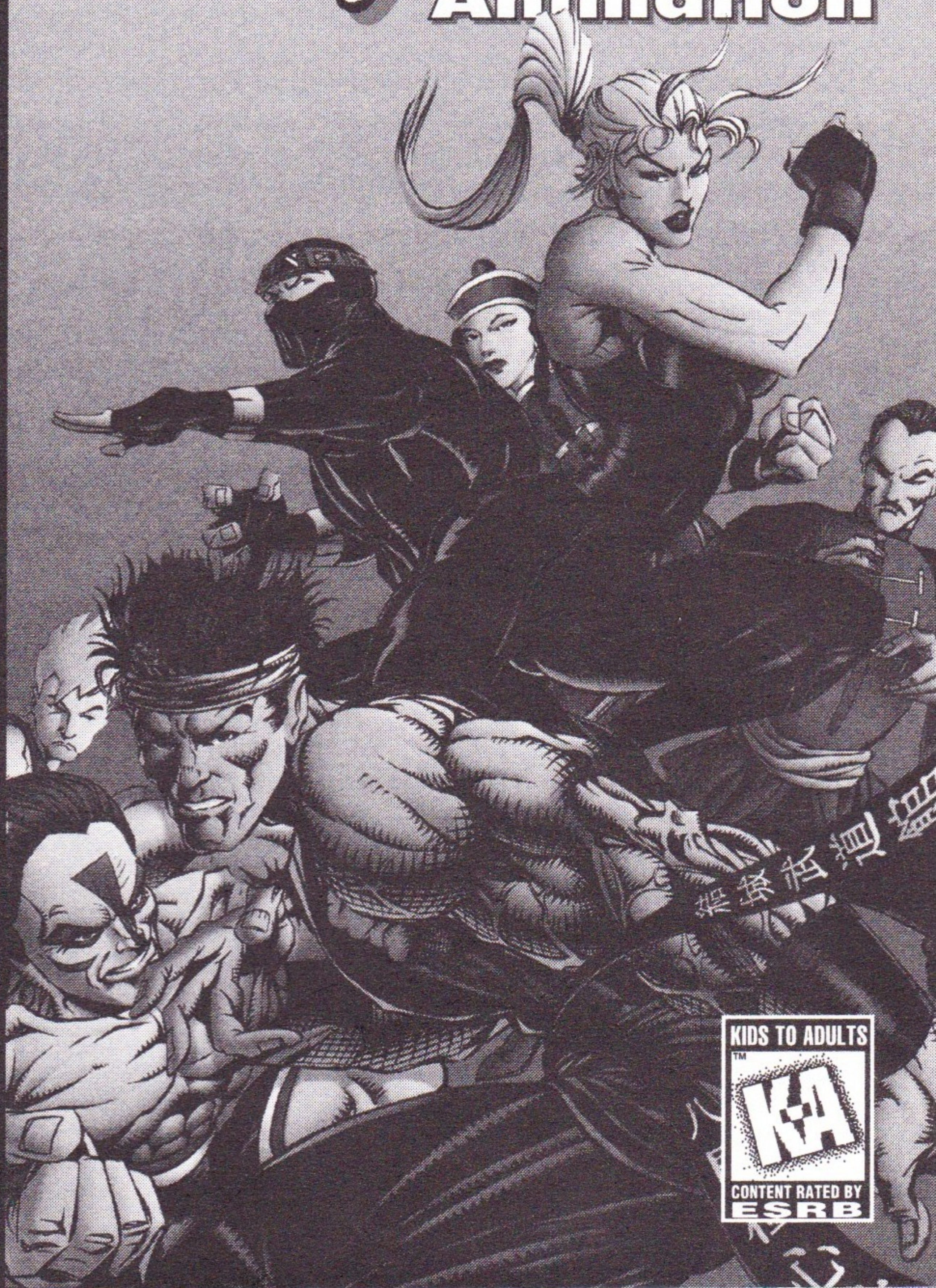
SEGA®

Virtua Fighter™

Animation

GAME GEAR™

INSTRUCTION MANUAL



EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.sega.com>

email: webmaster@sega.com

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CONTENTS

| | |
|--------------------------------------|----|
| Akira's Adventure | 2 |
| Starting Up | 3 |
| Take Control! | 4 |
| Getting Started | 5 |
| Choose Your Controls | 5 |
| Story Mode | 6 |
| VS Computer Mode | 7 |
| Ready... Fight! | 8 |
| Screen Signals | 8 |
| The Rules (All Modes) | 8 |
| Game Over/Continue (All Modes) | 9 |
| Fighting Moves | 9 |
| Basic Moves | 10 |
| About Blood Types... .. | 11 |
| The Fighters | 12 |
| Akira | 12 |
| Pai | 14 |
| Jacky | 16 |
| Sarah | 18 |
| Kage | 20 |
| Wolf | 22 |
| Lau | 24 |
| Dural | 26 |
| Notes | 27 |
| Credits | 28 |

AKIRA'S ADVENTURE

Martial arts expert Akira Yuki, wandering far from home, walks into Hong Kong in search of enlightenment and adventure. What he finds is a very unlikely damsel in distress... a feisty young fighter named Pai Chan, who is the unwilling bride of the leader of Hong Kong's most formidable outlaws: the Koenkan Gang.



Akira hadn't planned to get involved, but sometimes Fate has other things in store. One by one, Akira encounters five other remarkable characters: Jeet Kune Do experts Jacky and Sarah Bryant, the ninja Kagemaru, the undefeated pro wrestler Wolf Hawkfield, and the formidable master of Koen-ken Kung-fu, Lau Chan.

Join Akira as he makes friends and rivals and battles his way through an animated adventure. Challenge the computer to a series of individual matches and see who rules the ring! Use some of the classic Virtua Fighter moves straight from the original Arcade version!

Ready? Fight!

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Insert the *Virtua Fighter Animation* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Sega logo appears.
4. If the Sega logo doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Turn the power switch ON again.

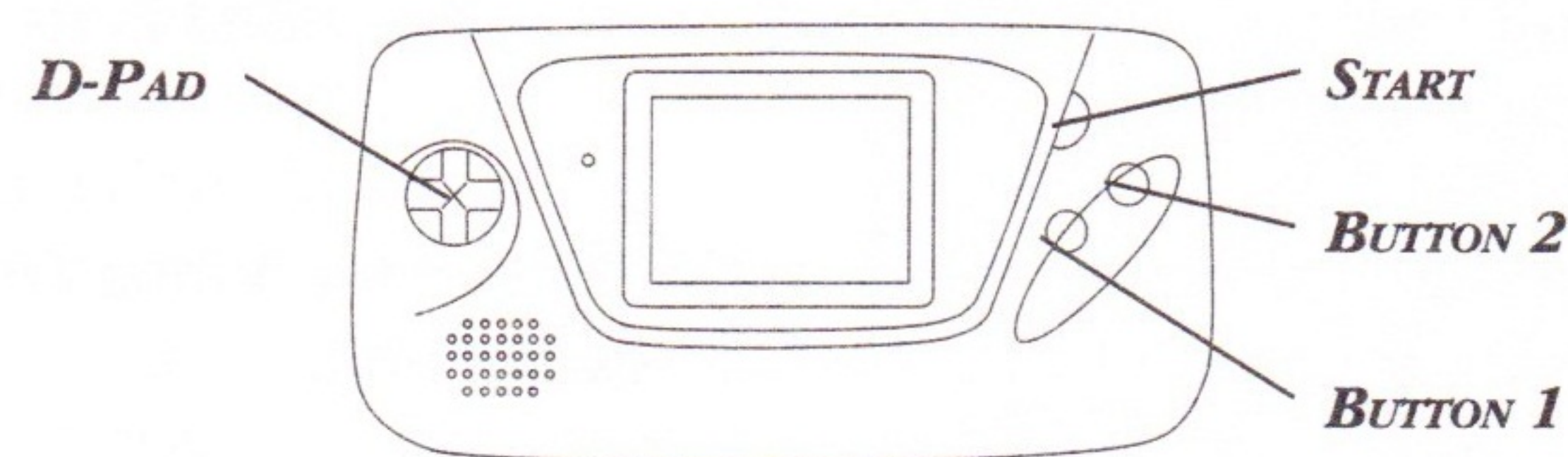
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Virtua Fighter Animation* is for one player.

INSERT SEGA CARTRIDGE



TAKE CONTROL!



Directional Pad (D-Pad)

- Selects characters and options
- Directs character movement (see page 9 for details)

Start

- Chooses options
- Skips past story segments in Story Mode
- Makes character **Guard**

Button 1

- Chooses options
- Makes character **Punch**

Button 2

- Chooses options
- Speeds up story progression in Story Mode
- Makes character **Kick**

Note: You can also use these buttons to perform special fighting moves. See pages 10-25 for details.

The buttons used to Punch, Kick and Guard can be changed in the Option screen. See the opposite page.

GETTING STARTED

When you turn ON your Game Gear, the Sega logo appears followed by a game introduction and the Title screen. Press Start at any time to call up the Title screen, then press again to see your game choices:



Story: Begin a special adventure as Akira. The computer selects your opponents. See page 6.

VS Com: Select a character and battle a list of computer opponents. See page 7.

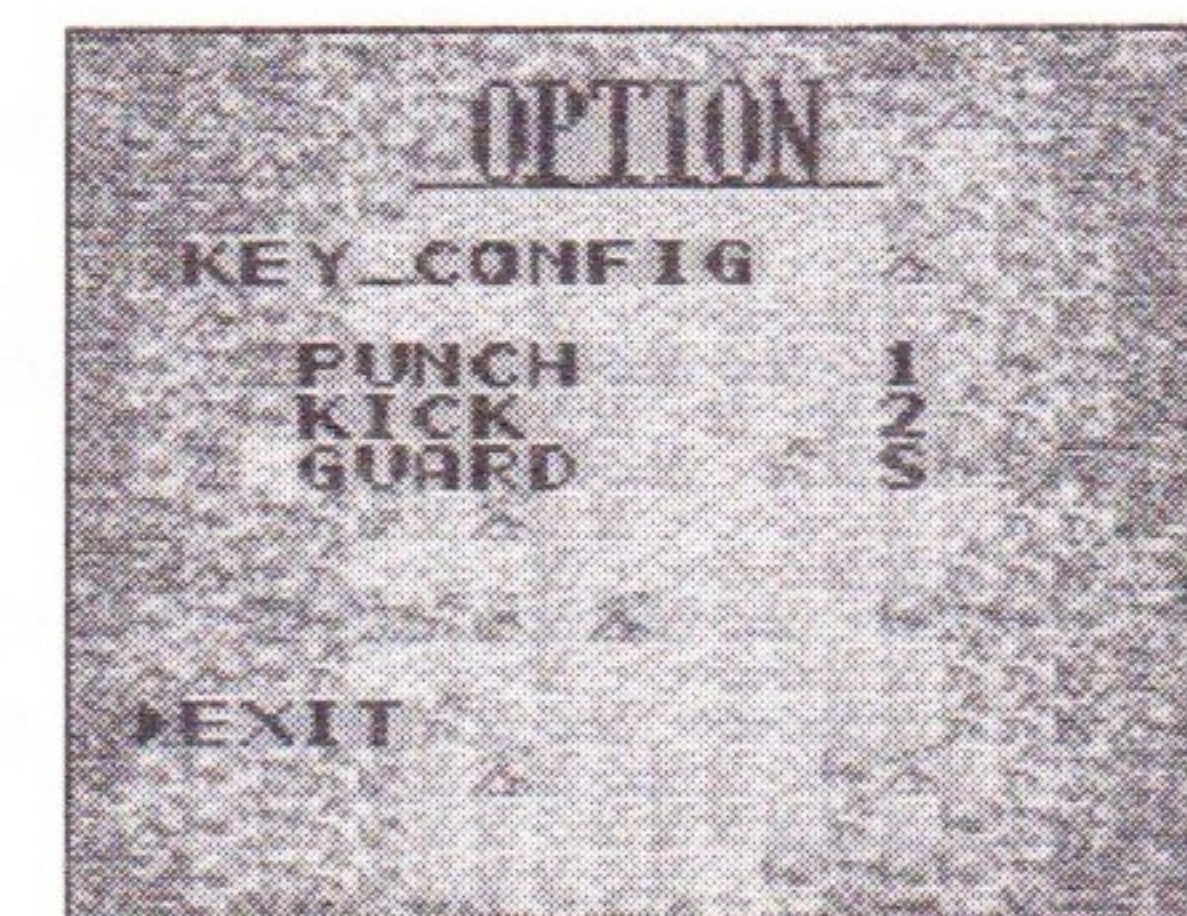
Option: Configure your button controls. See below.

Select a mode by pressing the D-Pad UP or DOWN, then press Start, Button 1 or Button 2.

CHOOSE YOUR CONTROLS

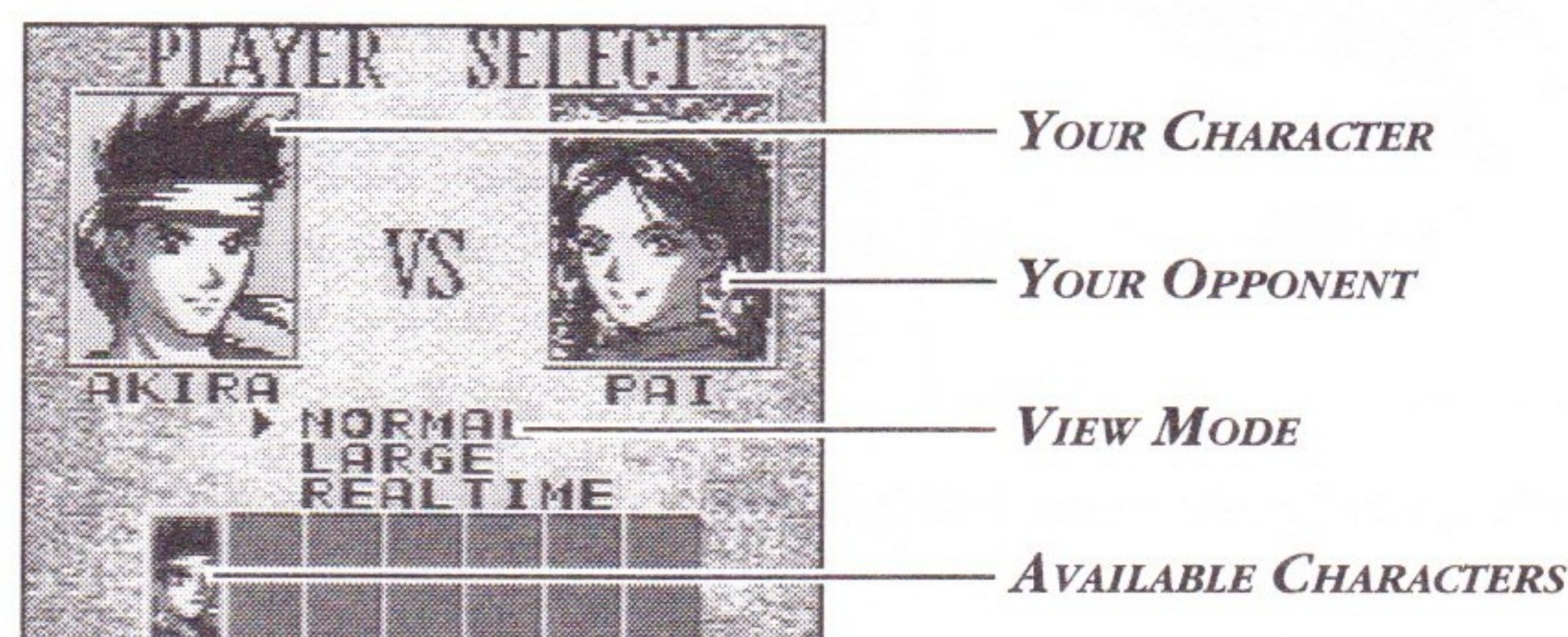
In the Option menu, choose the controls to Punch, Kick and Guard. Press the D-Pad UP or DOWN to highlight a function, then press the button you want to use for that function. One button cannot be used for two different functions.

To exit the Option screen select Exit and press Button 1, 2 or Start.



STORY MODE

When you choose this mode, you'll see the story introduction followed by a Player Select screen. Speed up the story by pressing Button 2, or skip the story by pressing Start. You start the adventure as Akira. The computer selects your opponent.

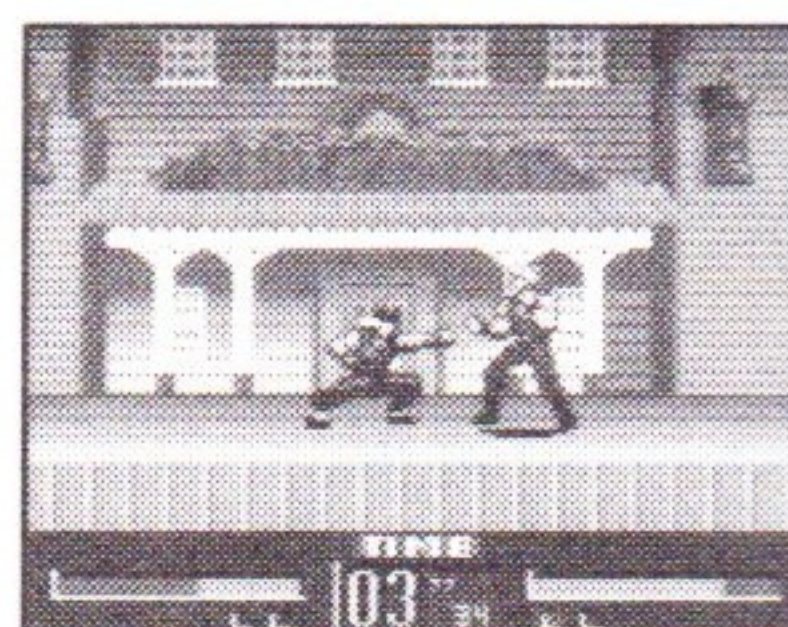


View Mode: Choose a view by pressing the D-Pad UP or DOWN. Press Start and get ready to fight!

Normal: View the battle from a distance.

Large: View the battle up close.

Realtime: This mode changes the view according to how close the characters are to each other.



NORMAL VIEW



LARGE VIEW

As you win each match, your opponent becomes an ally. Choose an ally from the **Available Characters** bar in future matches. If you lose a match, the character you were using is taken from the list of allies. The game ends when you defeat the final opponent or when you run out of allies.

VS COMPUTER MODE



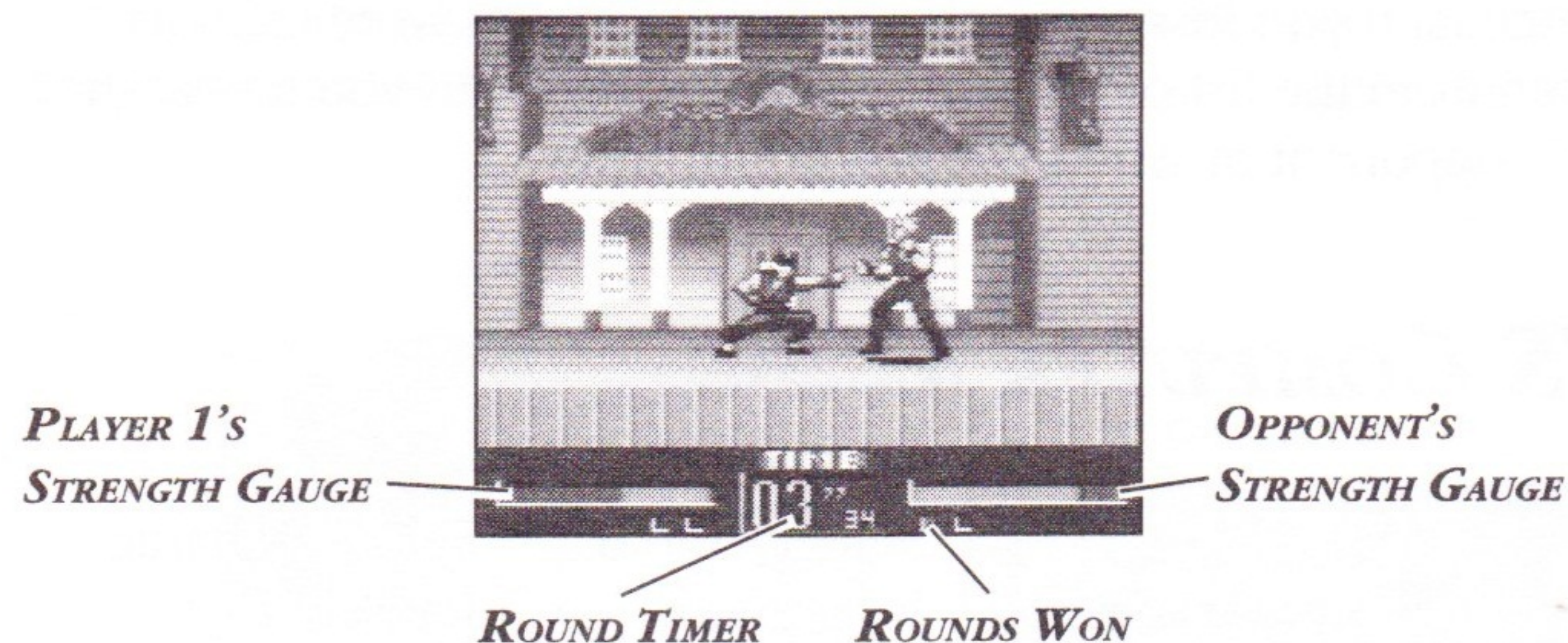
Select Character: Select a character by pressing the D-Pad LEFT or RIGHT. Press Start, Button 1 or Button 2.

View Mode: Select a Normal, Large or Realtime view as in Story Mode.

The Computer selects your opponents. If you lose a match, the game ends and the Continue screen appears. You have an unlimited number of Continues.

READY... FIGHT!

SCREEN SIGNALS



THE RULES (ALL MODES)

- A character's Strength Gauge becomes smaller every time he or she is hit. When the Strength Gauge disappears, the character is knocked out and loses the round.
- A character who steps or falls out of the ring (Ring Out) loses the round.
- Each round is 30 seconds long (Computer time). If there is no knockout within that time, the character with the most Strength remaining wins the round.
- The first character to win two rounds wins the match.

GAME OVER/CONTINUE (ALL MODES)

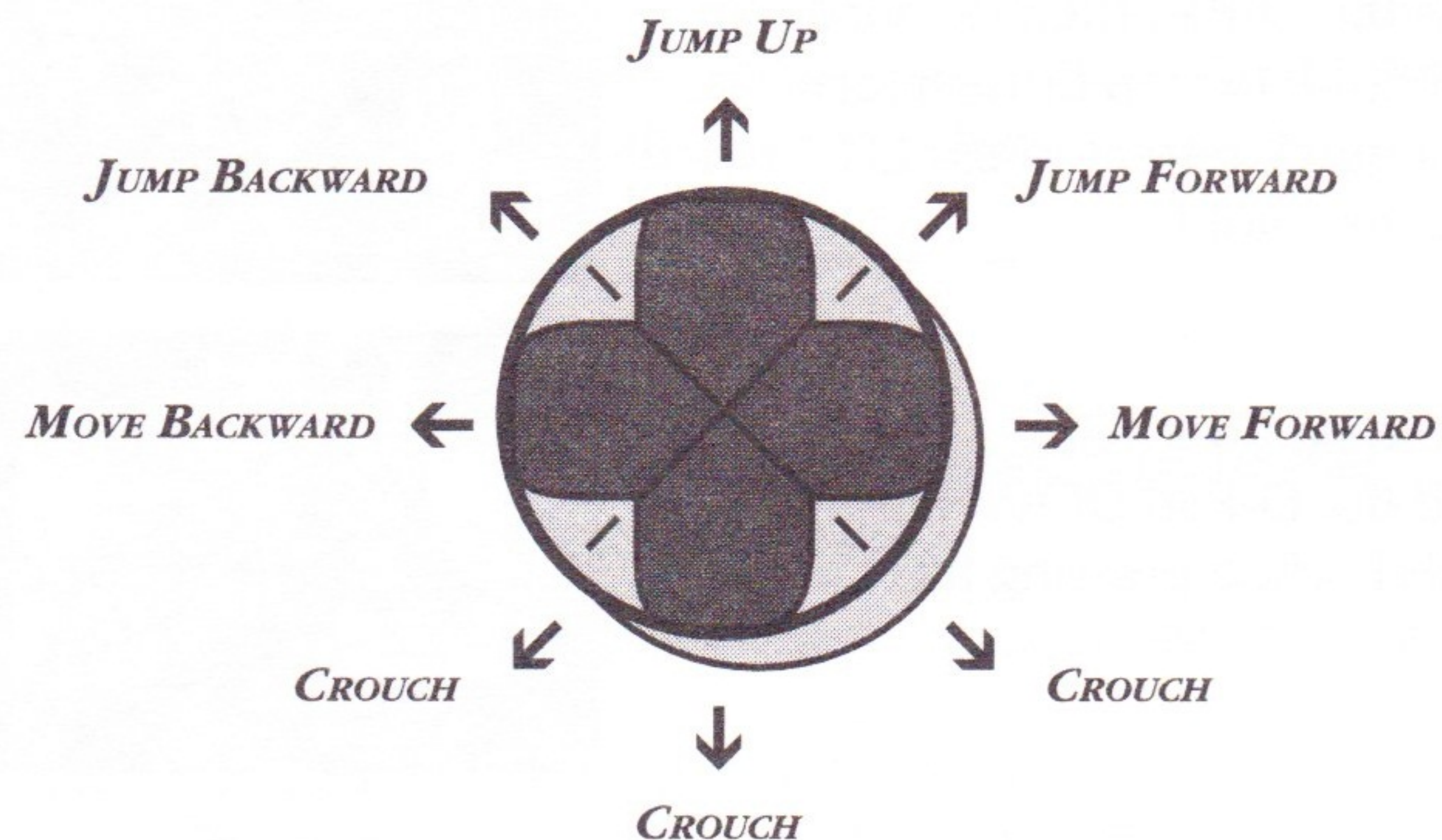
When you lose a match (Vs Com Mode) or run out of characters (Story Mode), the Continue screen appears. Press Start before the timer runs out to continue your game where you left off. You have an unlimited number of Continues.



FIGHTING MOVES

Below are the D-Pad functions for a character facing RIGHT. Reverse the instructions for a character facing LEFT.

Key:



Grey arrow (⇨): Tap the D-Pad in the direction shown.
Black arrow (→): Press and hold the D-Pad in the direction shown.

P = Punch (default Button 1)

K = Kick (default Button 2)

G = Guard (default Start)

[+] = Press these controls at the same time.

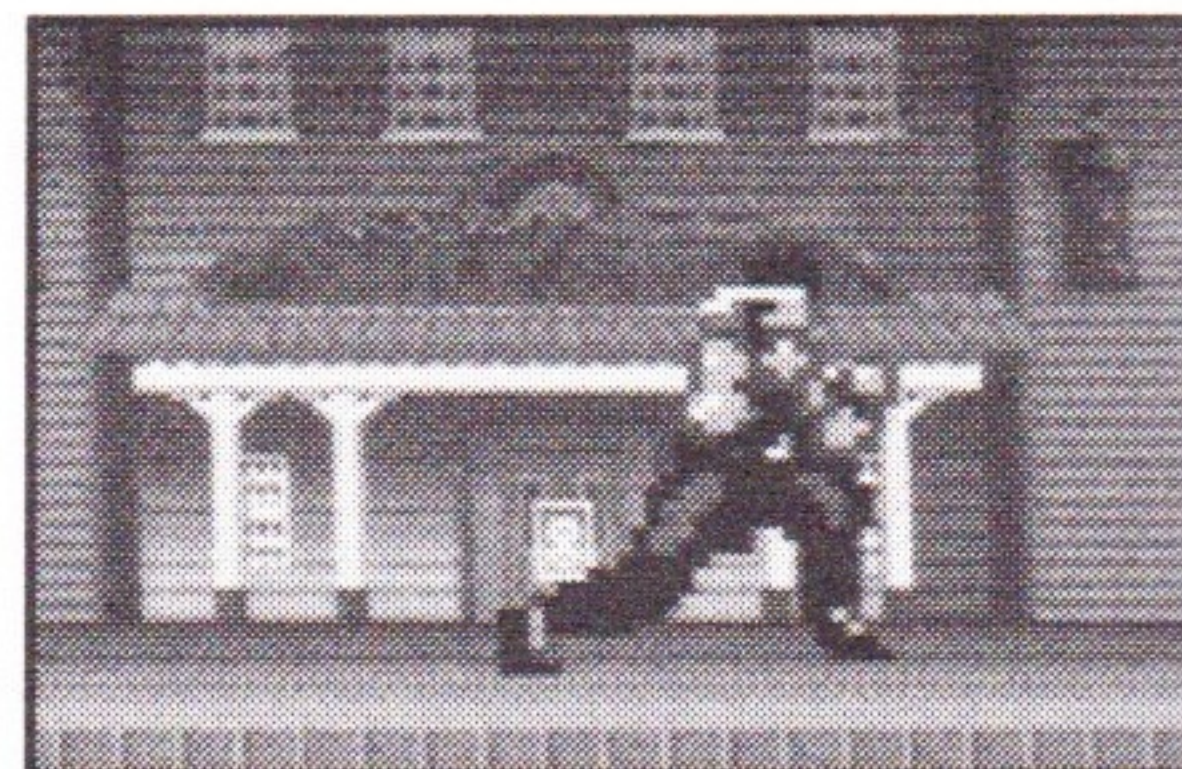
PPP... = Tap the control quickly and repeatedly.

BASIC MOVES

Quick Step: → →

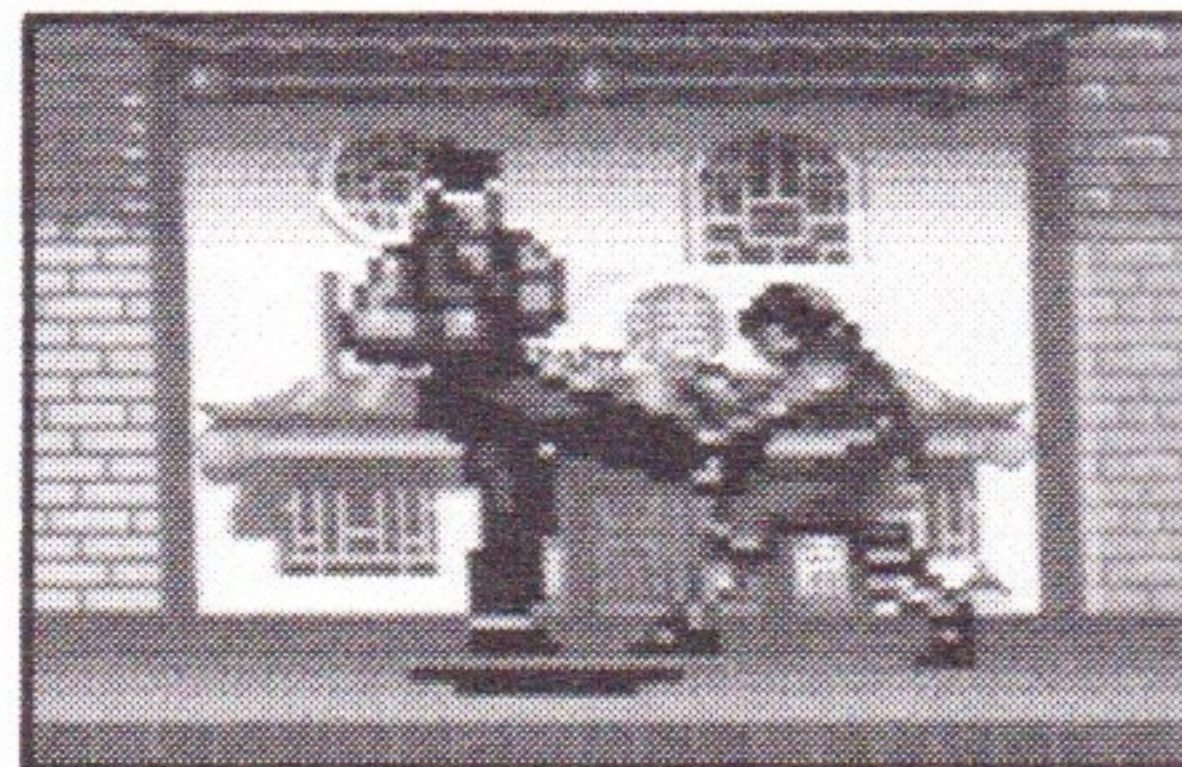
Quick Retreat: ← ←

Press the D-Pad RIGHT twice (tap, then hold) to step or rush forward. For a quick retreat, press LEFT twice (tap, then hold).



Side Kick: [↘ + K]

Hold the D-Pad DOWN and RIGHT while pressing the Kick button.



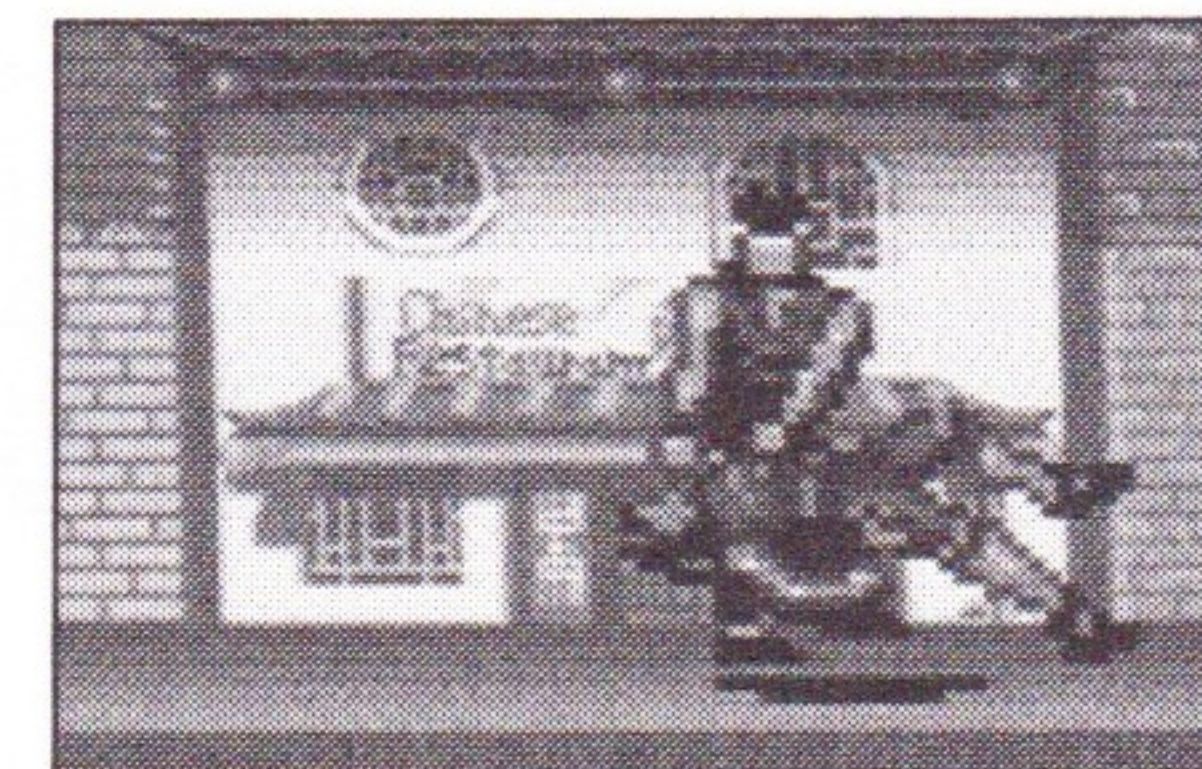
Ground Attack: ↑ K

Jump, then press the Kick button to attack an opponent you've just knocked down.



Throw: [P + G]

Move close to your opponent and press the Punch and Guard buttons simultaneously to throw. Follow up with a Ground Attack for maximum damage!



Quick Recovery: PPP... or KKK... or GGG...

When knocked down by an opponent, tap one of these buttons repeatedly and get up quickly before you get hit! Tap the Punch or Kick button to recover with a counterattack.

ABOUT BLOOD TYPES...

In Asia, it's believed that a person's blood type reveals his or her personality. For example:

Type A: Technique-oriented but nervous; a perfectionist

Type B: Creative and unpredictable

Type AB: Sensitive and open; usually popular

Type O: Strong-willed, with plenty of stamina

Akira

Full Name: Akira Yuki
Country: Japan
Birthday: September 23
Blood Type: O
Technique: Hakkyoku-ken



Akira is the heir to a famous martial arts school that dates back to Japan's Meiji Era. From a very young age he has studied an ancient Chinese technique called Hakkyoku-ken ("Eight Point Fist"), and is nearly a master of the art. Akira's grandfather sent him traveling, intending that Akira learn more about the world and about himself before he takes over the school. Akira soon became involved in more of an adventure than either he or his grandfather had expected...

Punch Attacks

| | |
|------------------|---------|
| Chuusui | P |
| Jouho Chouchuu | → P |
| Rimon Chouchuu | → → P |
| Hachimon Kaida | P P |
| Housui | ↓ P |
| Mouko Kouhazan | ↓ → P |
| Hyakko Soushouda | ↓ ← → P |

Kick Attacks

| | |
|---------------|---------|
| Shoutai | K |
| Migi Tankyaku | → → K |
| Renkantai | → → K K |
| Sokutai | ↘ K |
| Youzentai | ↓ K |

Jump Attacks

| | |
|----------|-----------------|
| Toukyaku | ↑ K (on way up) |
|----------|-----------------|

Ground Attacks

| | |
|------------|-----|
| Gekihousui | ↑ P |
| Soukahou | ↘ P |

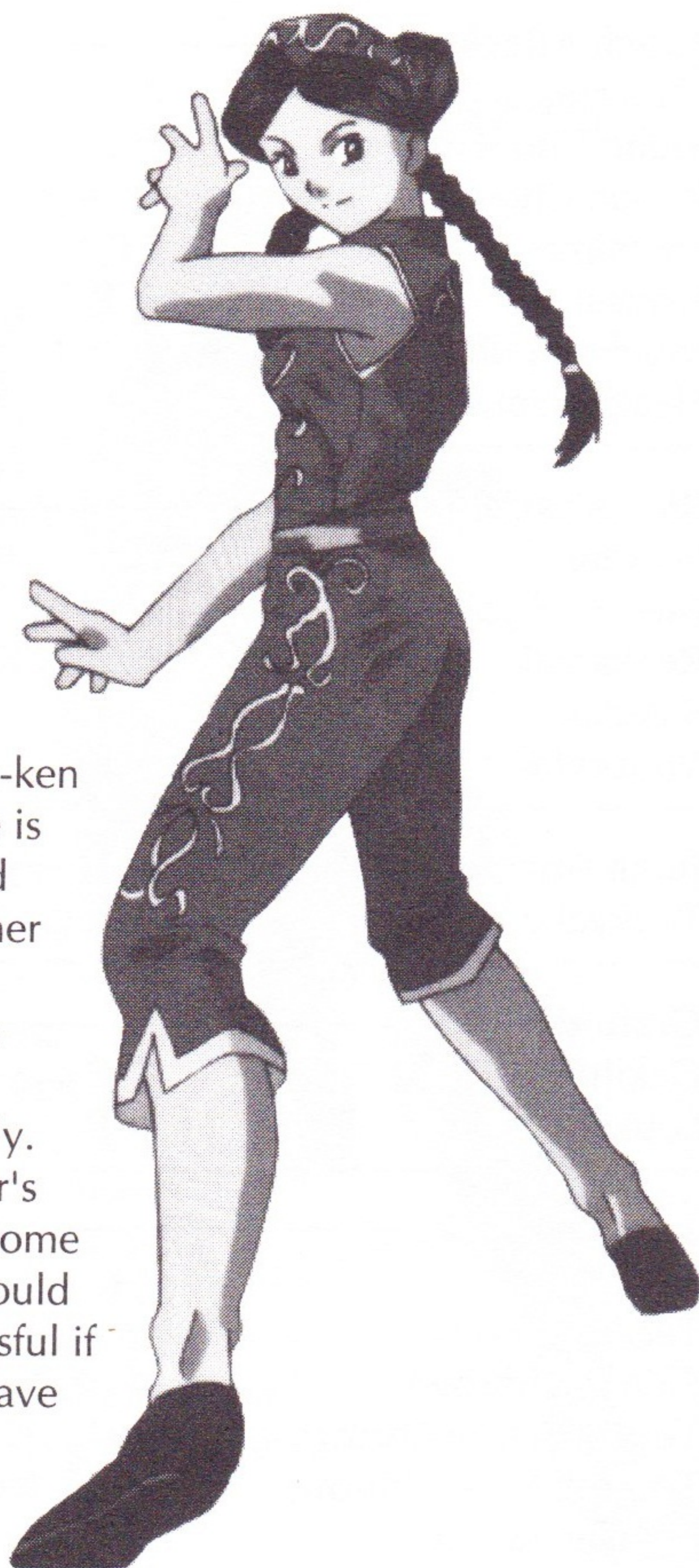
Special Attacks

| | |
|------------------------|---------------------------------|
| Kansui Tai | P K |
| Tetsuzan Kou | ← → → [P + K] |
| Shin Iha (throw) | ↙ → P (close to opponent) |
| Youshi Senrin (throw) | ← ↘ [P + K] (close to opponent) |
| Toushin Soutai (throw) | P + G (close to opponent) |
| Honken (throw) | [P + K + G] (close to opponent) |

Pai

Full Name: Pai Chan
Country: Hong Kong
Birthday: May 17
Blood Type: O
Technique: Ensei Ken

Pai is the daughter of Koen-ken master Lau Chan, but there is no love between father and daughter. When Pai's mother became seriously ill, Lau refused to cease his studies and care for his wife, and therefore deserted his family. Blaming Lau for her mother's death, Pai ran away from home to lead her own life. Pai would have been perfectly successful if only Liu Kowloon would have left her alone....



FIGHTING MOVES: PAI

Punch Attacks

| | |
|--------------|-------|
| Chuu Ken | P |
| Renshou | P P |
| Raigeki Shou | P P P |
| Souchuu Ken | ↓ P |

Kick Attacks

| | |
|--------------|-----|
| Koushuutai | K |
| Kensai Tai | ↓ K |
| Senchuu Tai | ↘ K |
| Hai Tenkyaku | ↖ K |

Jump Attacks

| | |
|---------------|-----------------|
| Hien Toukyaku | ↑ K (on way up) |
|---------------|-----------------|

Ground Attacks

| | |
|----------------|-----|
| Enshuu Raigeki | ↑ P |
| Rai'inshouda | ↘ P |

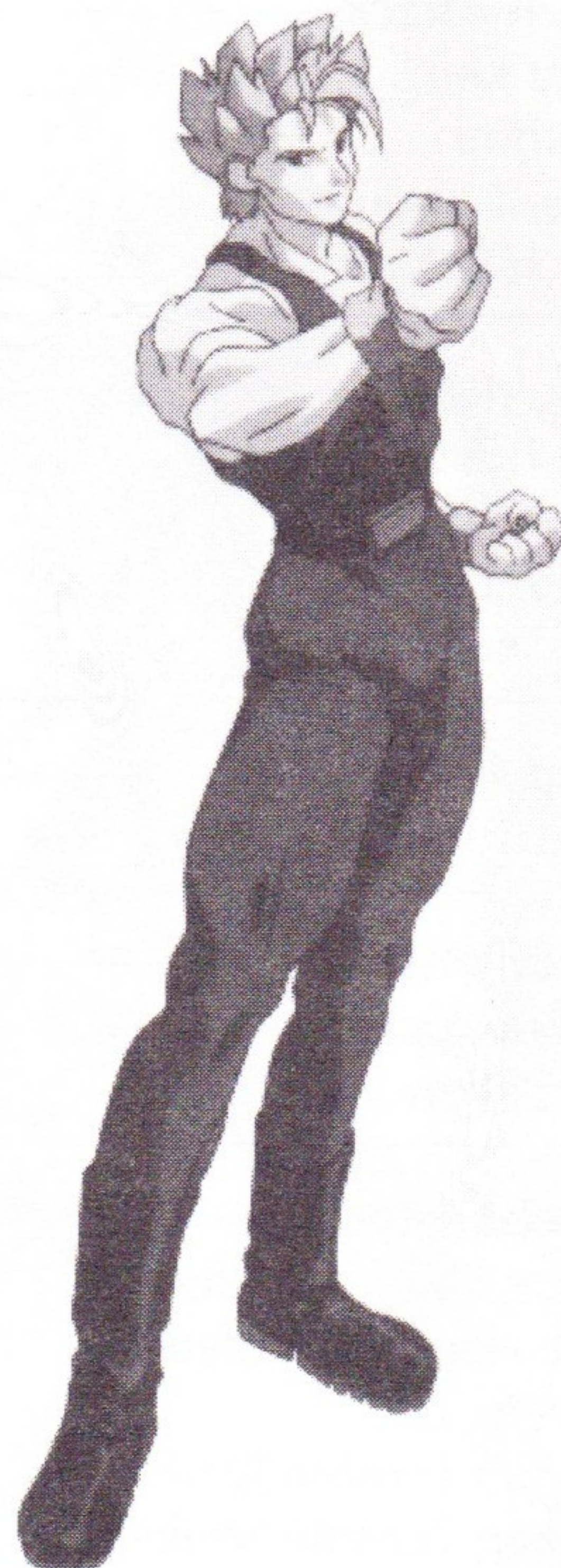
Special Attacks

| | |
|-------------------------|---------------------------------|
| Ensen Hairyuu (defense) | ← P (to counter opponent punch) |
| Rasen Anshou (defense) | ← P (to counter opponent kick) |
| Renken Tai | P K |
| Renkan Tenshin Kyaku | P P P K |
| Renkan Tenshin Soukyaku | P P P ↓ K |
| Renkan Hai Tenkyaku | P P P ↖ K |
| Tenshin Soutou (throw) | [P + G] (close to opponent) |
| Sempuuga | [K + G] |
| Ensen Shou | ↓ [K + G] |

Jacky

Full Name: Jacky Bryant
Country: America
Birthday: August 28
Blood Type: A
Technique: Jeet Kune Do

Jacky is the eldest son of the wealthy Bryant family. When he was young, Jacky was greatly influenced by Bruce Lee and took up Lee's technique of Jeet Kune Do. He soon became one of the most powerful Jeet Kune Do masters in the United States, but then left home to take up Indy car racing. At the moment, Jacky is doing odd jobs and searching for a sponsor who will support him and his race car.



Punch Attacks

| | |
|-----------------------|-------|
| Straight Lead | P |
| Jab & Straight | P P |
| Flash Piston Punch | P P P |
| Spinning Back Knuckle | ← P |
| Double Spin Knuckle | ← P P |

FIGHTING MOVES: JACKY

Punch Attacks (Cont'd)

| | |
|-----------------------------|---------|
| Jab, Straight, Back Knuckle | P P ← P |
| Rising Elbow | → P |
| Combo Elbow | P P → P |
| Squatting Straight | ↓ P |

Kick Attacks

| | |
|----------------------|---------|
| Vertical Hook Kick | K |
| Middle Kick | ↘ K |
| Low Kick | ↓ K |
| Somersault Kick | ↖ K |
| Spinning Kick | [K + G] |
| Double Spinning Kick | K K |

Jump Attacks

| | |
|-----------|-----------------|
| Jump Kick | ↑ K (on way up) |
|-----------|-----------------|

Ground Attacks

| | |
|--------------------|-----|
| Jumping Knee Stomp | ↑ P |
| Soccer Ball Kick | ↘ K |

Special Attacks

| | |
|-----------------------------|-----------------------------|
| Punch & Spin Kick | P K |
| Punch & High Kick | → P K |
| Double Punch & Snap Kick | P P K |
| Elbow Spin Kick | → P K |
| Punch & Low Spin Kick | P ↓ K |
| Combo Elbow Spin Kick | P P → P K |
| Neck Breaker (throw) | → → P (close to opponent) |
| Northern Light Bomb (throw) | [P + G] (close to opponent) |

Sarah

Full Name: Sarah Bryant
Country: America
Birthday: July 4
Blood Type: AB
Technique: Jeet Kune Do

Sarah studied Jeet Kune Do along with her brother Jacky. She is a formidable fighter with skills and talents comparable to her brother's. Sarah accompanied Jacky on his travels until she was captured by the Koenkan Gang. Now she's being held hostage in exchange for Pai Chan... and is a test subject for a twisted scientist with dark designs on her future.



FIGHTING MOVES: SARAH

Punch Attacks

| | |
|--------------------|-------|
| Straight Lead | P |
| Jab & Straight | P P |
| Flash Spin Punch | P P P |
| Rising Elbow | → P |
| Squatting Straight | ↓ P |

Kick Attacks

| | |
|--------------------|---------|
| Vertical Hook Kick | K |
| Knee Kick | → K |
| Dash Knee | → → K |
| Middle Kick | ↘ K |
| Low Kick | ↓ K |
| Illusion Kick | ↘ K K |
| Mirage Kick | ↘ K K K |
| Somersault Kick | ↖ K |

Jump Attacks

| | |
|-----------|-----------------|
| Jump Kick | ↑ K (on way up) |
|-----------|-----------------|

Ground Attacks

| | |
|--------------------|-----|
| Jumping Knee Stomp | ↑ P |
| Soccer Ball Kick | ↘ K |

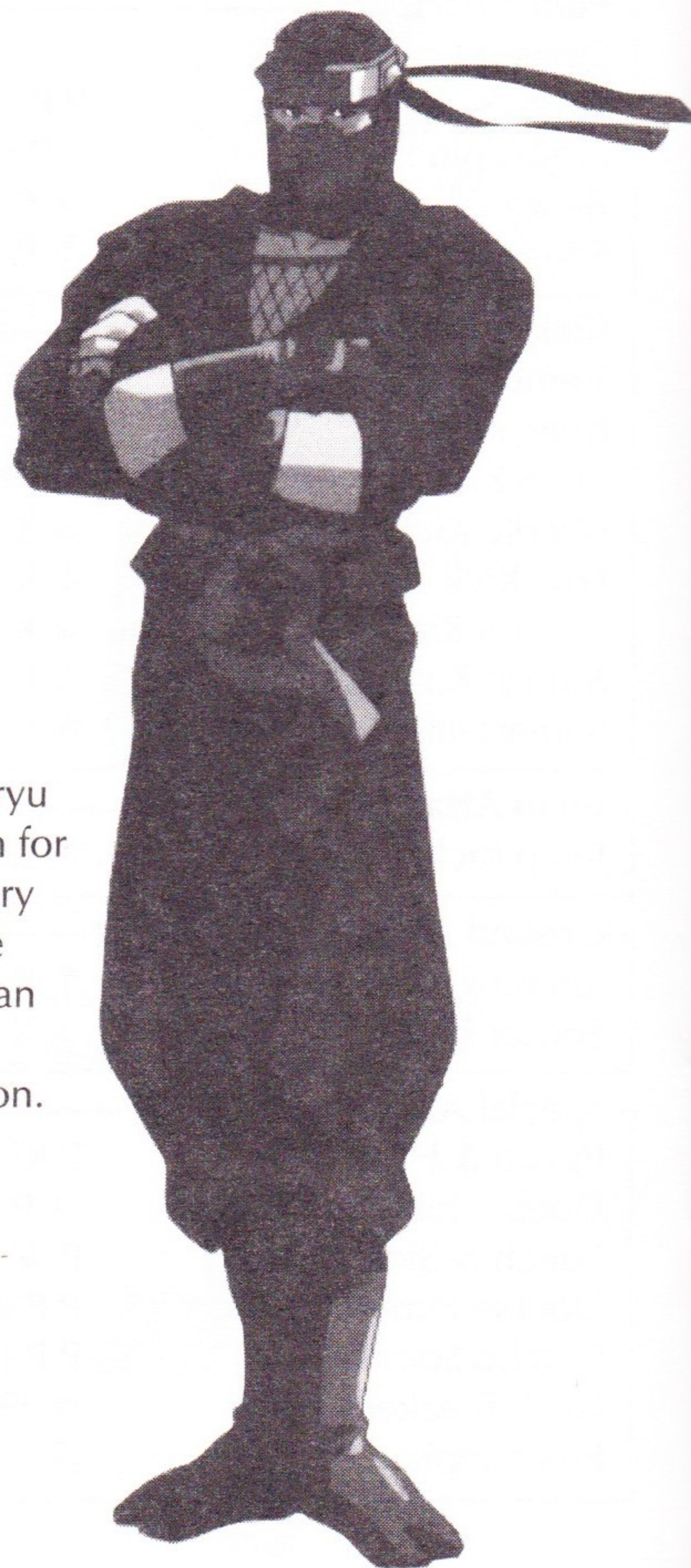
Special Attacks

| | |
|--------------------------|-----------------------------|
| Punch & High Kick | P K |
| Double Joint Butt | → P K |
| Punch & Side Kick | P ↓ K |
| Double Punch & Snap Kick | P P K |
| Combo Somersault | P P P ↖ (or ←) K |
| Neck Breaker (throw) | → → P (close to opponent) |
| Front Suplex (throw) | [P + G] (close to opponent) |

Kage

Full Name: Kagemaru
Country: Japan
Birthday: June 6
Blood Type: B
Technique: Hagakure-ryu Jujitsu

Kage belongs to the Hagakure-ryu clan, a ninja family well known for the successful kidnapping of very important people. Currently the clan is employed by the Koenkan Gang, and Kage himself was responsible for Sarah's abduction.



FIGHTING MOVES: KAGE

Punch Attacks

| | |
|-------------|-------|
| Danken | P |
| Resshou | P P |
| Sandan Geki | P P P |
| Jizuri Dan | ↓ P |

Kick Attacks

| | |
|---------------------|-----------------|
| Tsukikaeshi Geri | K |
| Ryuei Kyaku | → → K |
| Naka Geri | ↘ K |
| Surigeri | ↓ K |
| Sempuu Geri | ↖ K (on way up) |
| Kaiten Jizuri Kyaku | ← ↙ ↓ ↘ → K |
| Kouten Jizuri Kyaku | → ↘ ↓ ↙ ← K |

Jump Attacks

| | |
|------------|-----------------|
| Hijou Geri | ↑ K (on way up) |
|------------|-----------------|

Ground Attacks

| | |
|---------------|-----|
| Asuka | ↑ P |
| Kakato Otoshi | ↘ K |

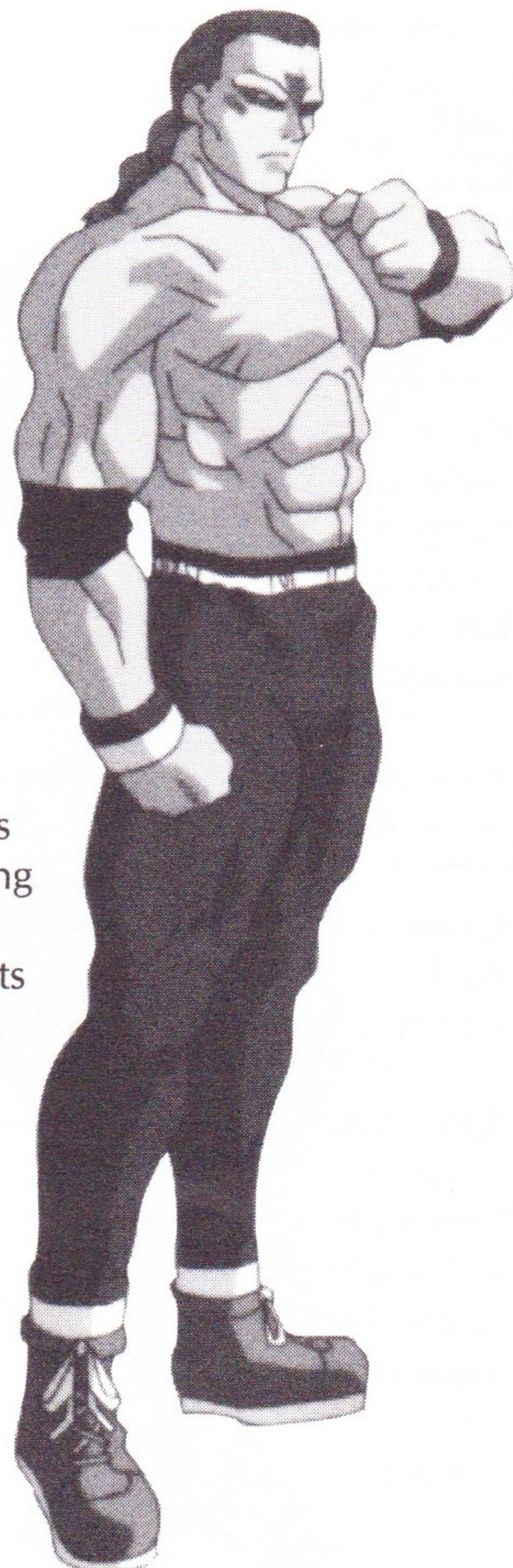
Special Attacks

| | |
|----------------------|-----------------------------|
| Hagasane | P K |
| Sandan Fuujin Kyaku | P P P ↖ (or ←) K |
| Rairyuu Hishou Kyaku | → → [P + K + G] |
| Koenraku (throw) | ← P (close to opponent) |
| Taitou (throw) | [P + G] (close to opponent) |
| Senten | ← ↙ ↓ ↘ → |
| Kouten | → ↘ ↓ ↙ ← |

Wolf

Full Name: Wolf Hawkfield
Country: Canada
Birthday: February 8
Blood Type: O
Technique: Pro Wrestling

Wolf worked as a hunter and lumberjack in the Canadian mountains until his talent for brawling was discovered by a professional wrestling scout. Wolf joined the pro wrestling circuit, but soon ran out of opponents to fight. Undefeated, he gave up his championship belt and began traveling in search of the legendary World Fighting Tournament and a suitable rival.



FIGHTING MOVES: WOLF

Punch Attacks

| | |
|-----------------|-------------------------|
| Straight Hammer | P |
| Jab & Straight | P P |
| One-Two Upper | P P P |
| Vertical Upper | ↘ P |
| Sonic Upper | ↘ P (close to opponent) |
| Low Hammer | ↓ P |
| Shoulder Attack | ← → P |

Kick Attacks

| | |
|---------------|-----|
| High Kick | K |
| Facelift Kick | ↘ K |
| Low Smash | ↓ K |

Jump Attacks

| | |
|------------|-----------------|
| Rising Toe | ↑ K (on way up) |
|------------|-----------------|

Ground Attacks

| | |
|------------|-----|
| High Elbow | ↑ P |
| Elbow Drop | ↘ P |

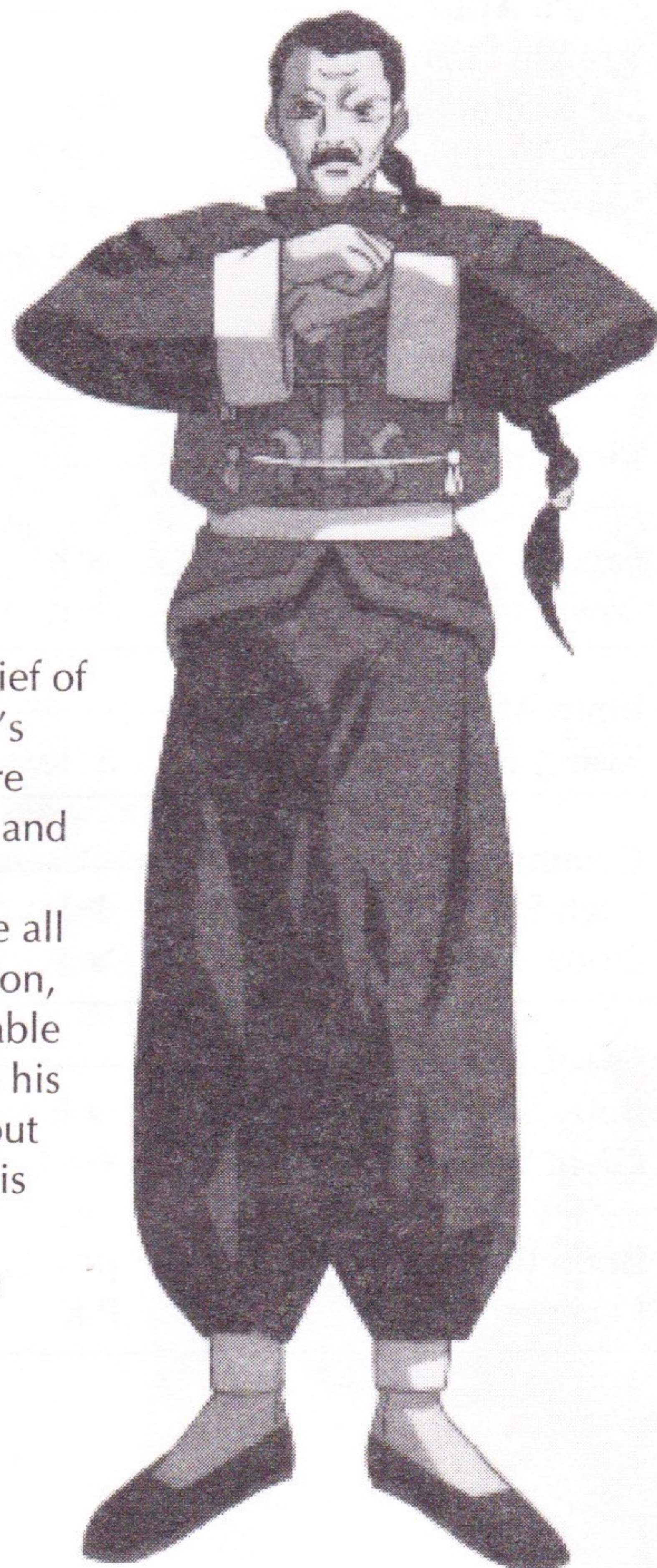
Special Attacks

| | |
|----------------------|------------------------------------|
| Body Slam (throw) | → P (close to opponent) |
| Giant Swing (throw) | ← ↙ ↓ ↘ → P (close to opponent) |
| Brain Buster (throw) | [P + G] (close to opponent) |
| Hammer Kick | P K |

Lau

Full Name: Lau Chan
Country: Hong Kong
Birthday: October 2
Blood Type: B
Technique: Koen-ken

Lau is the Commander-in-Chief of the Koenkan Gang and is Pai's father. He wants nothing more than to perfect his own skills and spread the teaching of the powerful Koen-ken technique all over the world. In his obsession, Lau permitted two unforgiveable things to happen: he allowed his ailing wife to die alone without his support and he allowed his star pupil, the vicious Liu Kowloon, to run loose on the world.



FIGHTING MOVES: LAU

Punch Attacks

| | |
|--------------|---------|
| Chuukun | P |
| Renshou | P P |
| Raigeki Shou | P P P |
| Shakashou | ↘ P |
| Renshou | ↘ P P |
| Renkan Shou | ↘ P P P |
| Souchuu Ken | ↓ P |

Kick Attacks

| | |
|----------------|-----------------|
| Katsumen Tai | K |
| Senchuutai | ↘ K |
| Sensai Tai | ↓ K |
| Kokyaku Haiten | ↖ K (on way up) |

Jump Attacks

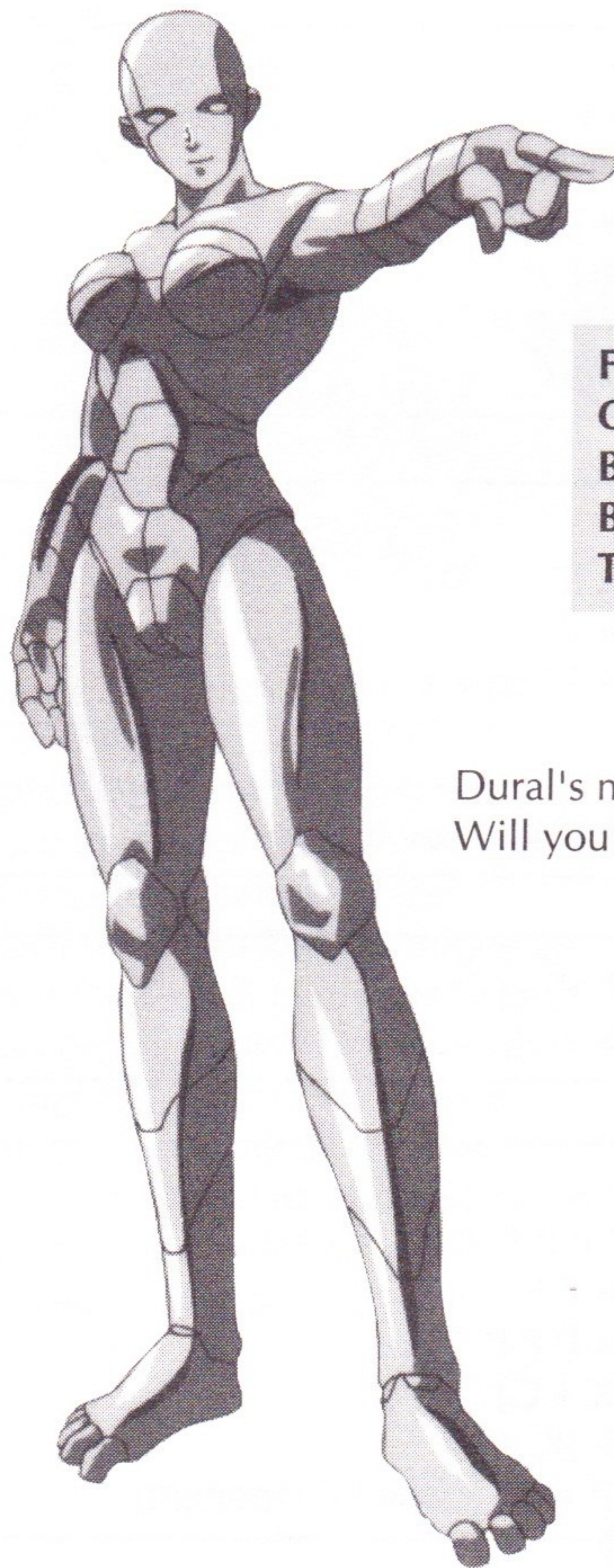
| | |
|-----------|-----------------|
| Hishuutai | ↑ K (on way up) |
|-----------|-----------------|

Ground Attacks

| | |
|---------------|-----|
| Kosou Raishuu | ↑ P |
| Toushuugeki | ↘ K |

Special Attacks

| | |
|--------------------------|-----------------------------|
| Renken Tai | P K |
| Renkan Hai Tenkyaku | P P P ↖ K |
| Renshou Tenshin Soukyaku | ↘ P P P K |
| Renshou Hai Tenkyaku | ↘ P P P ↖ K |
| Sempuuga | [K + G] |
| Ensen Shou | ↓ [K + G] |
| Kensha Touraku | [P + G] (close to opponent) |



Full Name: Dural
Country: Unknown
Birthday: Unknown
Blood Type: N/A
Technique: Unknown

Dural's mystery remains to be solved.
Will you succeed?

CREDITS

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LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

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