



# LAST BRONX™

Windows® 95  
PC CD-ROM

TEEN  
AGES 13+  
CONTENT RATED BY  
ESRB

85065



# WARNINGS

## Read Before Using Your Sega Entertainment CD-ROM


### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on on monitors or television screens while playing games on a computer 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 CD-ROM 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 COMPACT DISC**

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. 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.

## CHECK OUT SEGA ON THE INTERNET



web site: <http://www.sega.com>  
email: [webmaster@sega.com](mailto:webmaster@sega.com)  
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## GAMEPLAY ASSISTANCE

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.



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U.S.: 1-900-200-SEGA \$ .95/min (recorded), \$1.50/min (live)  
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# LAST BROWNY





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# THE LAST TOKYO BRONX

Tokyo was riding high on the tsunami of global economic supremacy when the bubble broke in '91. Then things fell apart. Hundred billion yen building complexes were left half-finished, and salarymen started having instant ramen for lunch as the slush-money supplies dried up. And slowly, the hidden Japan began to emerge, crawling in from the shadows on the outskirts of town. Biker gangs and Chinese mafia; loansharks and slave-traders; Doomsday cults, madmen and thieves.

Those were the days of the first All-Tokyo StreetWar - where young gangs met and clashed and slid into run down streets, slick with their own blood. Then a single crew of unstoppable riders appeared to put an end to the violence and bloodshed. Through fair-handed dealings and iron-fisted fighting skills, the Soul Crew gang blazed a path for the future of Tokyo's young...

...until, under circumstances still riddled with doubt and accusations, the leader of the Soul Crew was viciously killed. The tenuous balance of power was thrown out of whack, and every street tribe with pride, dreams or ambition felt the shockwave of his fall like a call to arms. The Second StreetWar was ignited.

At the height of the fighting, an ominously worded challenge to the leaders of the toughest gangs appeared in graffiti scrawls all over town:

## FELLOW CITIZENS:

WE ALL GROW WEARY OF THIS BETTER STRIFE. AND SO NOW I CALL ON EACH OF YOU IN THE NAME OF PEACE. YOU ALL KNOW HOW USELESS THESE RECENT SQUABBLES ARE. I HAVE A MODEST PROPOSAL TO REMEDY THIS UNFORTUNATE SITUATION: I CALL FOR A FIGHTING TOURNAMENT, SOLELY BETWEEN THE CHOSEN LEADERS OF EACH WORTHY GANG - A DECISIVE BATTLE THAT WILL SPARE THE LIVES OF THE YOUNG WHILE SETTling THE QUESTION OF WHICH GROUP HAS THE POWER TO RULE TOKYO. OF COURSE THE FIGHTS WILL BE HELD IN SECRECY, AND THE RESULTS WILL NOT BE MADE PUBLIC. THIS IS A FIGHT FOR HONOR NOT FAME.

A FINAL WORD: I REGRET THAT UNDER NO CIRCUMSTANCES CAN A REFUSAL TO PARTICIPATE BE ACCEPTED. IN THE EVENT THAT ANY OF YOU DO NOT ATTEND, I WILL MAKE ARRANGEMENTS TO HAVE FLOWERS SENT TO THE FUNERAL. I LOOK FORWARD TO MEETING EACH OF YOU AT THE APPOINTED HOUR.

SEVERAL OF THE RECIPIENTS OF THIS VERY PECULIAR CHALLENGE SHRUGGED IT OFF AS A PRACTICAL JOKE OR THOUGHT IT WAS A TRAP SET BY A RIVAL GANG. BUT WHEN MEMBERS OF THEIR CREWS WERE FOUND FACE-DOWN IN TOKYO BAY, THE TRUTH OF ITS WARNING BECAME VERY CLEAR.

THERE WILL BE NO RSVPS TO THE LAST BRONX.



# System REQUIREMENTS

**Operating system:** Windows 95

**CD-ROM:** 2x (4x recommended)

**Minimum CPU Type:** Pentium processor,  
133 Mhz

**Memory:** 16MB

**Graphics:** SVGA, supports 16 bit  
high color  
(256 colors required)

**Sound Card:** Sound Blaster 16  
or compatible

**Other:** Keyboard, Windows 95  
Compatible joystick or  
Game Pad



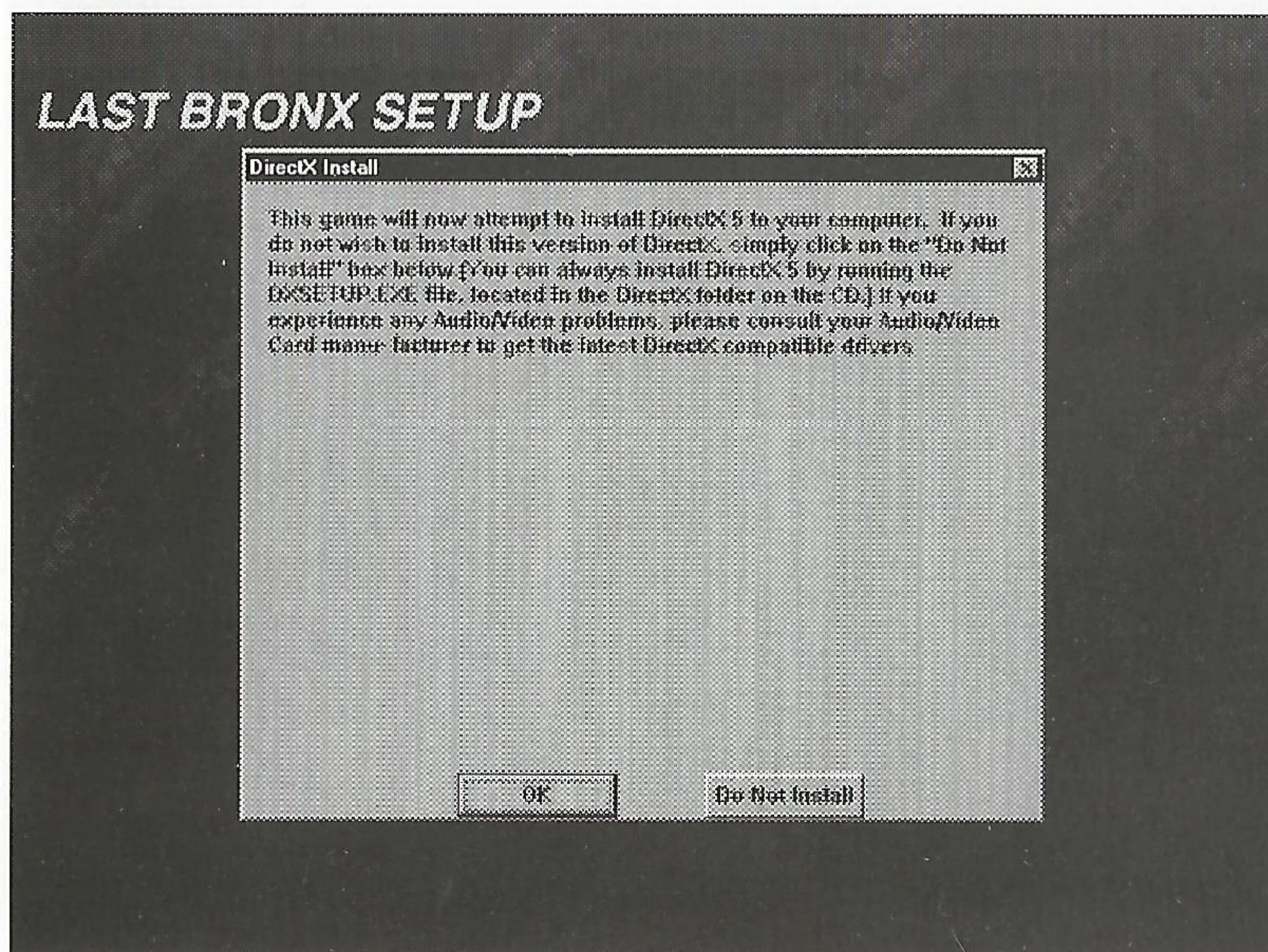
# Getting STARTED

## Last Bronx runs under WINDOWS 95 ONLY.

To Play Last Bronx under Windows 95, follow these steps:

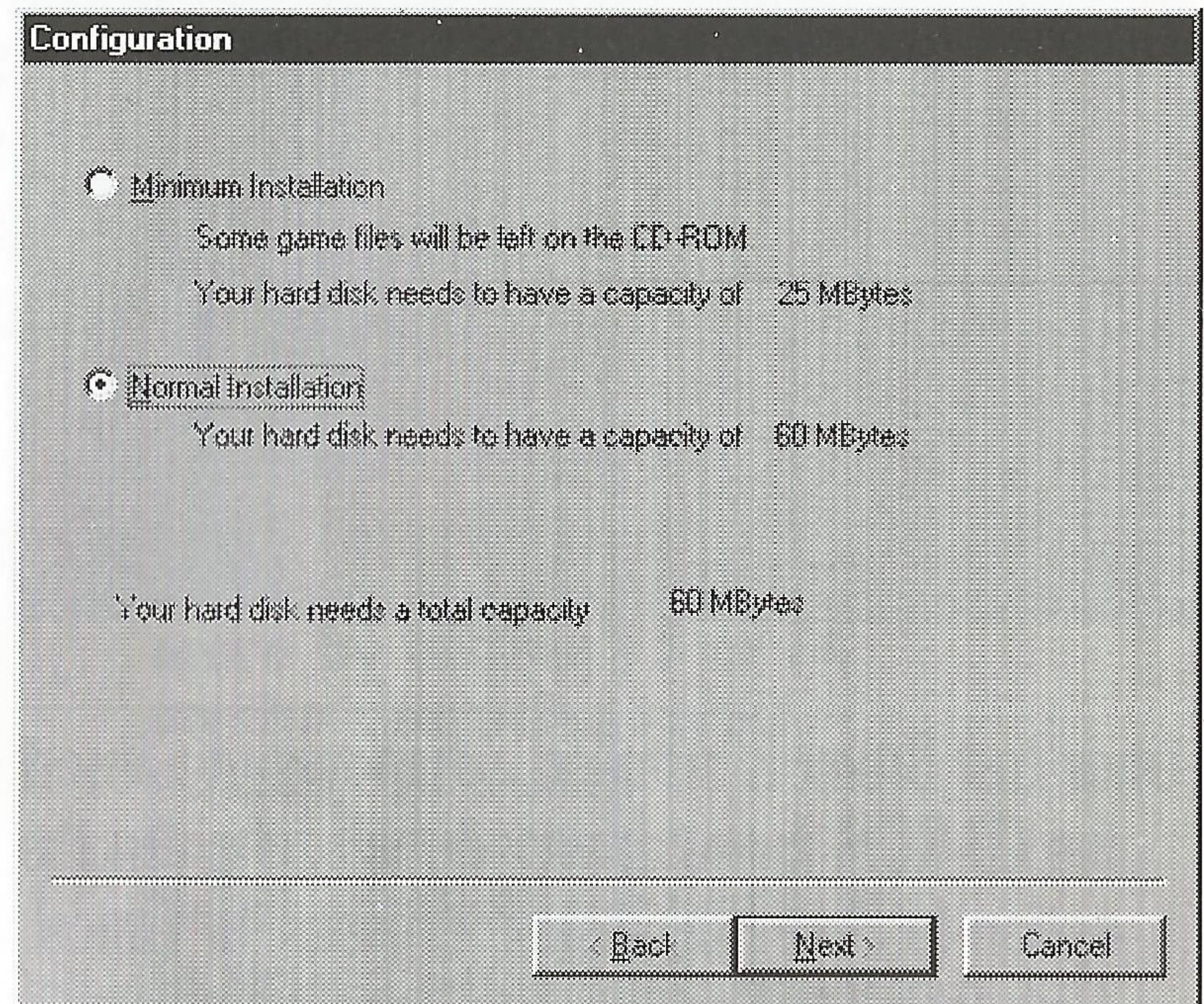
**1. Place the Last Bronx CD in the CD-ROM drive, label side up. Close the tray.**

**2. After a few moments, a dialog box will appear, giving you a choice of options.**



The first time you insert the Last Bronx CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select INSTALL to begin the installation process. Here you can elect to perform a "Normal" install (most of the program is stored to your hard drive for better performance) or perform a "Minimum" install (part of the program runs from your hard drive and the rest runs on the CD). If you do not wish to install Last Bronx at this time, select CANCEL.

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

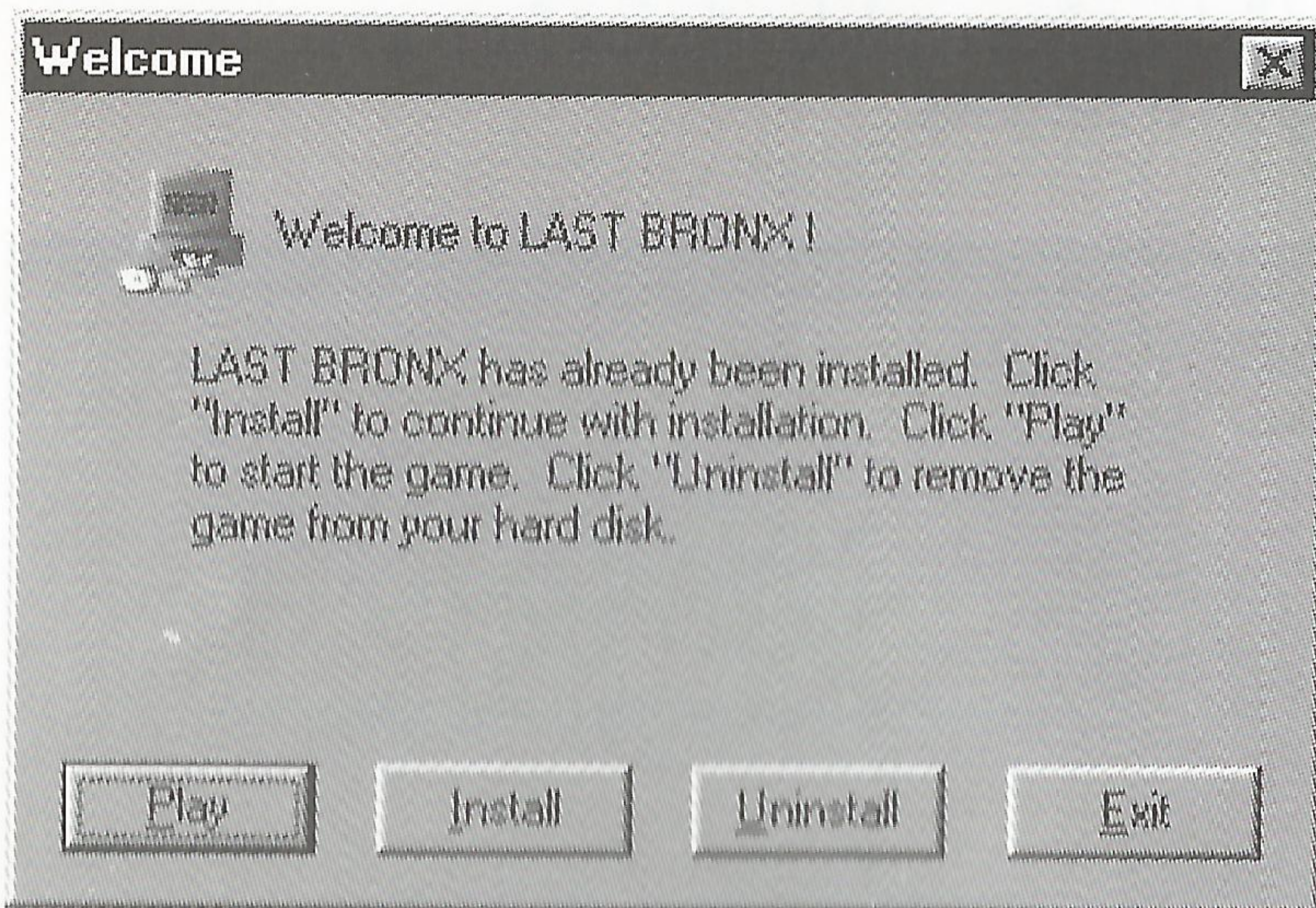


This program uses Direct X5. If you already have Direct X5 installed, choose, "Do not install Direct X." If you do not have Direct X5 installed, choose "install Direct X." Direct X5 has been known to overwrite certain video and sound drivers improperly. If you experience any video or sound problems with Last Bronx, go to the trouble shooting section of this manual on page 33. If you have an earlier version of Direct X installed, you'll need to install Direct X5.



# Welcome SCREEN

Here you elect to Play, (Re) Install, Uninstall and/or Exit the Last Bronx program.

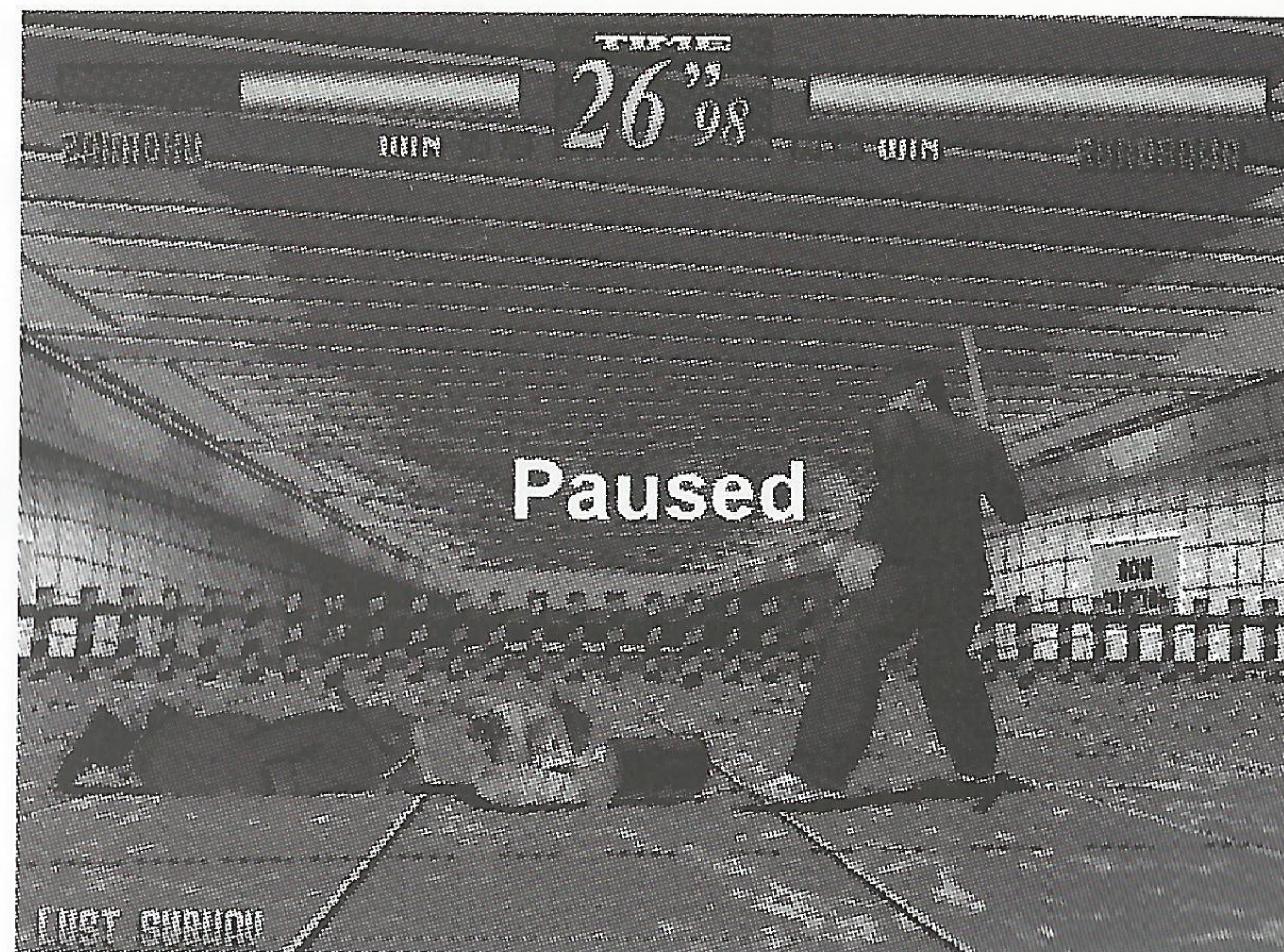


Once Last Bronx is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, (Re) Install, Uninstall or Cancel. Click Install to Reinstall Last Bronx; Uninstall if you wish to remove Last Bronx from your system, or CANCEL to take no action.

1. Configuration: Minimum Installation, 25 Megabytes; Normal Installation, 60 Megabytes.
2. Get Installation Path: Choosing Directory-Where you want to install game.

# Main GAME MENU

To get to menu structure, first pause game by hitting F3, then use the mouse or Alt to bring up the menu options.





# **HOT KEYS**

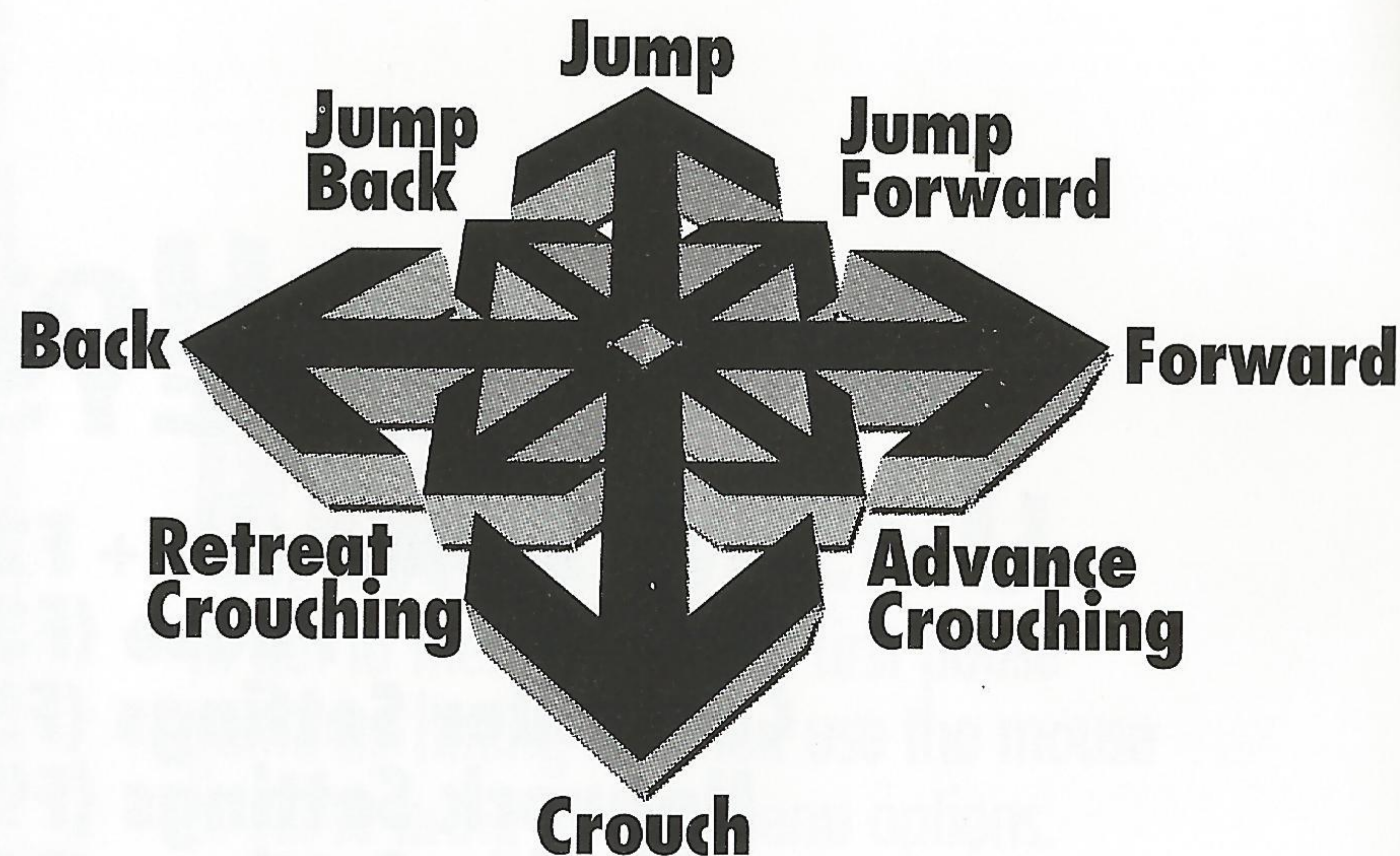
<b>Restart (Alt + F2)</b>	Restart the game at any time.
<b>Pause (F3)</b>	Pause the game at any time.
<b>Controller Settings (F5)</b>	Brings up key settings screen.
<b>Network Settings (F9)</b>	Brings up Link game options.
<b>Display Settings (F4)</b>	Brings up display settings screen.
<b>Exit (Alt + F4)</b>	Exit the game at any time.

**Note: You can access all of these options and more by hitting F5 or F4 on the character select screen. To access Controller Settings and Game Options press F5. To access Graphical Options press F4.**



# The Moves

Here are the basic moves for the keyboard and Gamepad/Joystick. All instructions for a fighter facing RIGHT. For a fighter facing LEFT, reverse the directions shown.



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

Walk: Press the Arrow Keys or D-Pad in the direction you want your fighter to walk.

Quick Step: LEFT LEFT or RIGHT RIGHT {Quickly}

Dash/Retreat: LEFT Hold LEFT or RIGHT Hold RIGHT

Jump: UP

Climb: UP and Left or UP and Right {Near a wall}

Crouch: DOWN

Move Crouching: DOWN and LEFT or DOWN and RIGHT



# The ATTACKS

There's a right and a wrong way to do everything. The key below shows the right way to utilize the specific weapons that the fighters have and basically teaches you how to use your Keyboard or D-Pad to kick some major tail.

**DARK ARROWS:** Press and Hold key/button in that direction.

**REGULAR ARROWS:** Press and Release in that direction.

**A:** Guard

**B:** Punch

**C:** Kick

**PUNCH** Press B to attack with your fighter's weapon or bare hand.  
Press  $\blacktriangledown$ +B for a low blow.

**KICK** Press C to kick. Press  $\blacktriangledown$ +C to kick somewhere below the belt.

**GUARD** Press and hold A to assume a standing defense vs. Upper and mid-body attacks.  
Press  $\blacktriangledown$ +A to guard against low attacks.

**GROUND ATTACK** Press  $\blacktriangle$ +B to jump in the air and come down hard on your fallen opponent.  
Press  $\blacktriangle$ +B from close range to attack from a standing position.  
Some characters have additional ground attacks.  
(See the moves lists for each character p.17-32).



**THROW** Press B+A when in close range to throw your opponent, or  $\blacktriangledown$ +B+A to throw a crouching opponent.  
(Some characters can perform a variety of throws. See p.17-32)





# SAVE YOURSELF


**Escape** Press B+A to escape your opponent's throw.

**Get Up** Press any key repeatedly to get up quickly when you've been floored.

**Roll to Side** When you're down, press A repeatedly while holding either  or  to roll away from your opponent to either side.

**Roll Away** Press  when down to roll away from your opponent. Press A repeatedly while holding  to roll away and off to the side.

**Headspring** Tap  repeatedly when down to spring up off the ground.

**Get Up Kicking** Press C repeatedly to get up off the ground with a high kick. Press C while holding  to kick low when getting up.



# Special FEATURES

**Attack Cancel** Press A during an attack to cancel the maneuver mid-way. This feature allows you to break off a time-consuming attack sequence in order to block or launch a quicker move.

**Combat Roll** Press Guard + Punch + Kick to roll forward toward your opponent. The Combat Roll is a good way to evade upper and mid-body attacks while reducing the distance between you and your foe.

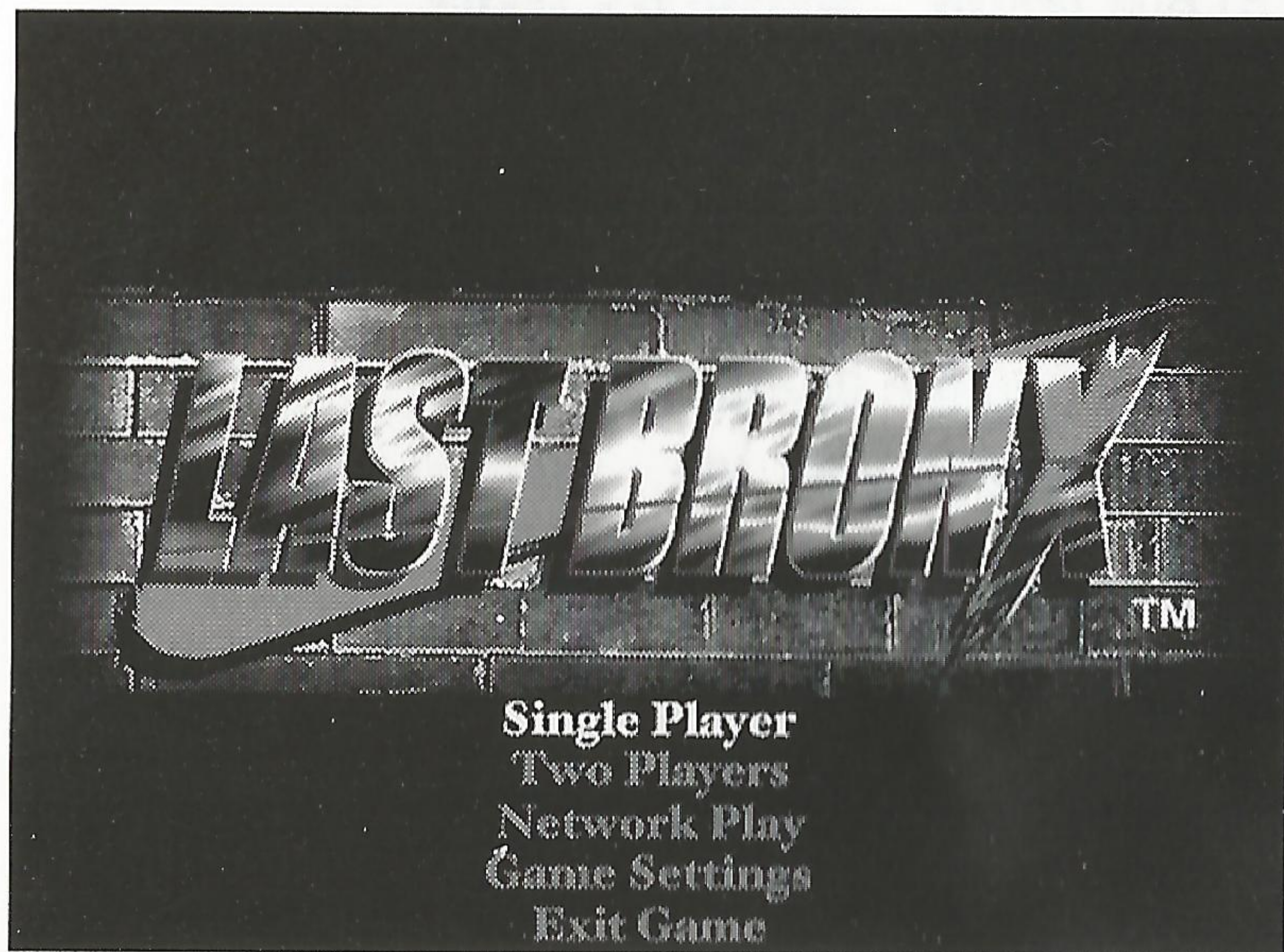
**Aerial Combo** Launch your foe into the air with a powerful shot, then take the opportunity to acquaint him with your fighter's multiple-hit attack techniques.

**Taunt** Press Guard repeatedly to mock and ridicule your opponent. The resulting loss of self-esteem could tip the odds in your favor.



## Game MODES

Press the Arrow Keys or D-Pad UP or DOWN to highlight the name of a mode, and Enter to select the highlighted mode. The following modes are available:



## 1 PLAYER MODES

### **Arcade Mode:**

All the arcade game action without waiting in line.

### **Survival Mode:**

One round per opponent. No warm ups, no regained lives, just show time.

### **Team Battle Mode:**

Battle the computer with two teams of three or five fighters.

## 2 PLAYER MODES

### **VS Mode:**

You and a friend choose your favorite characters and play head to head until the bitter end.

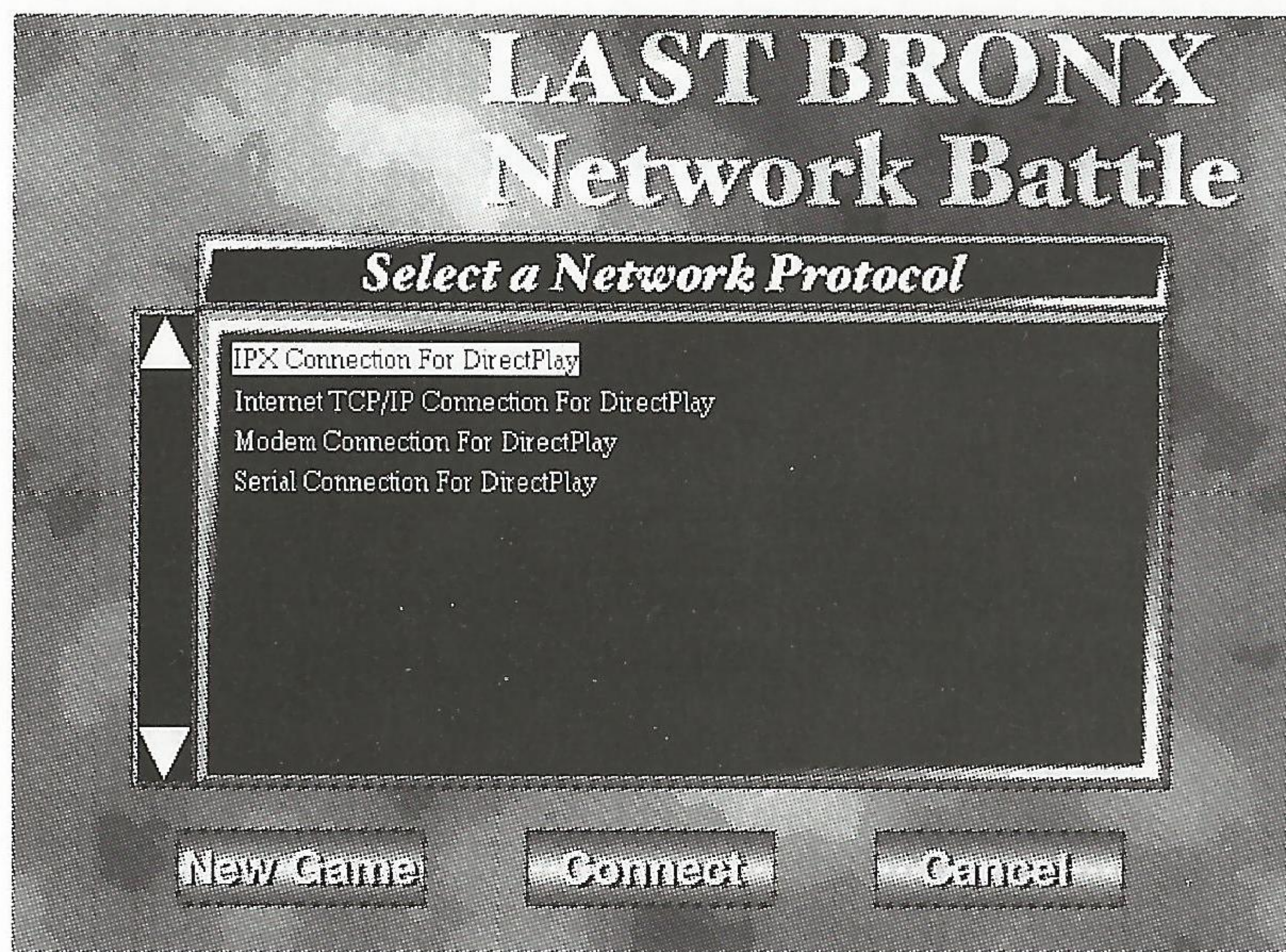
Note: A VS game can be cancelled during play by holding DOWN the Guard, Punch, Kick, and the Start keys/buttons simultaneously or pressing Punch on the Character Selection Screen.

### **2 Player Team Battle Mode:**

Allows you to organize a match between two teams of three or five players with your friends or set up a tournament with up to nine people.



# NETWORK Play



## **VS Mode for Multiplayer Matches:**

Allows you to play head to head via IPX/LAN, TCP/IP, modem or serial link.

## **Team Battle Mode for Multiplayer:**

Allows you to organize a match between two teams of three or five players over IPX/LAN, TCP/IP, serial link or modem.

## **IPX:**

Link up with a friend over a local network.

## **TCP/IP:**

Play anyone over the internet or on local area network. Enter the IP address of the session host you wish to challenge or to see a listing of anyone looking for a game. Run "winipcfg" to get your IP address. (Note: You must have the TCP/IP protocol installed for Windows 95 (under Network Properties) to have winipcfg installed.)

## **Serial Link:**

Play head to head over a cable link between two communication ports.

## **Modem:**

Play against a friend over the phone lines. We recommend at least 14.4K Baud Modem for modem play.

You can access all of these options and more by hitting F5 or F6 at any time. To access Controller Settings and Game Options press F5. To access Graphical Options press F6.



"Life was easy back in the old days - Soul Crew ruled the streets, and nobody gave us any trouble. But since our leader got wasted, you gotta watch your back around here. Now I'm the boss of Neo Soul, but I have to fight to get any respect. Joe split off to do his own thing, and Zaimoku went back home to work for his dad. Now every punk on the street wants to challenge me for the chance to be the new Number One. But I've got three big sticks that say I'm here to stay.

**ATTACK**  
 Quick Tune Up  
 Quick Tune Up-Low  
 High Kickstart  
 Kickstart Low  
 Kickstart

**COMMAND**  
 Punch  
 ↓+Punch  
 Kick  
 ↓+Kick  
 ◁+Kick

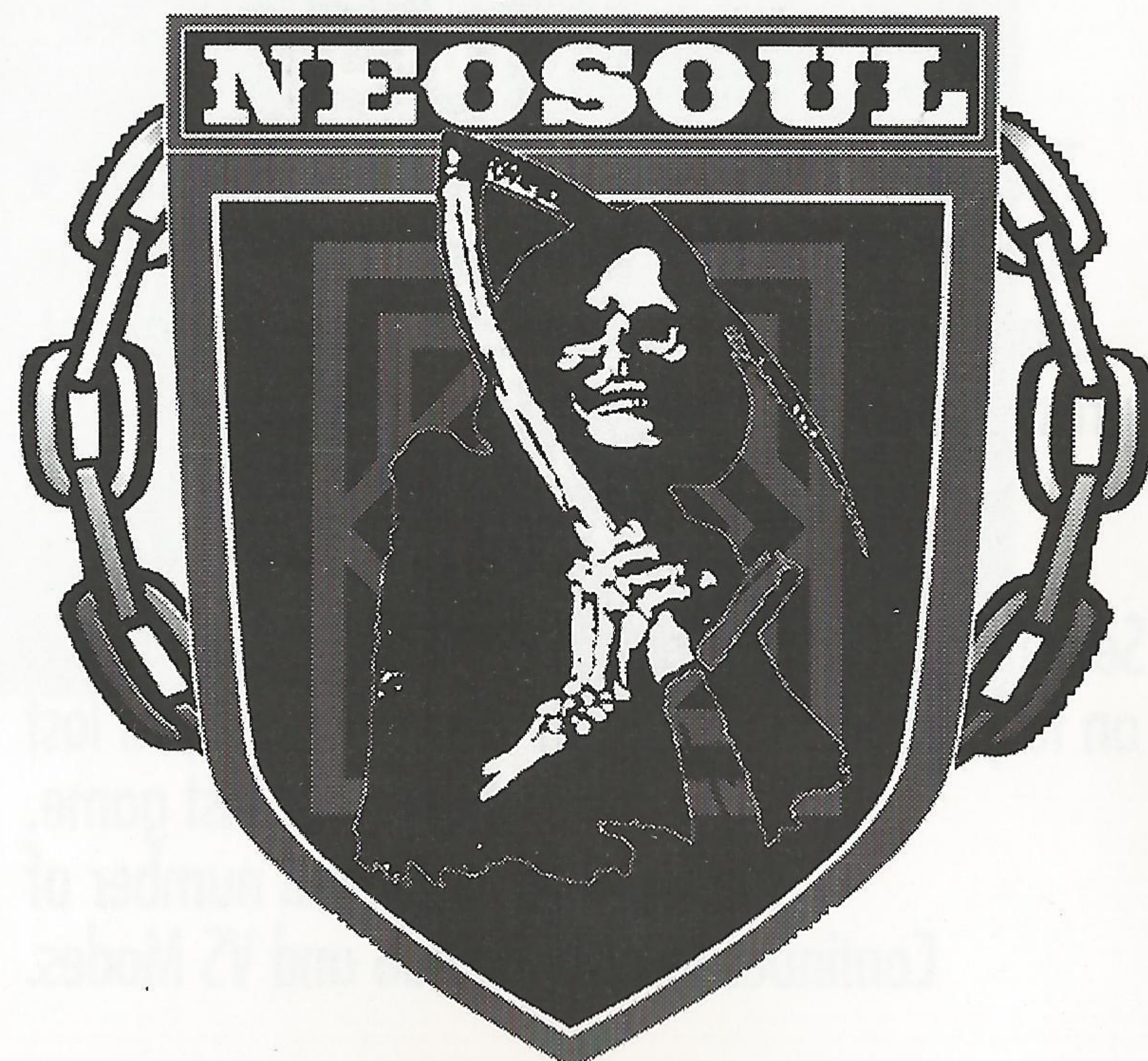
**GROUND ATTACKS**  
 Hard Landing  
 Two Wheel Shoot

↑+Punch  
 ◁+Punch

## THROWS

Hi-Speed Brainbuster  
 Crank Throw  
 Two-Stroke V Impact  
 Full Tune Up

Punch + Guard  
 ▷◁↓+Punch  
 ▷◁+Punch  
 ▷◁▷+Punch + Kick





# SPECIAL ATTACKS

Yellow Zone	Punch Kick
Red Zone	Punch Punch
Full RPM	Punch Punch Kick
Top Speed	Punch Punch Punch
Combo-Over Top	Punch Punch $\triangle$ +Punch
Combo Backspin	Punch Punch Punch Kick
Combo-Low Dropkick	Punch Punch Punch $\nabla$ + Kick
Shoulder Tackle	$\leftarrow$ $\rightarrow$ $\rightarrow$ +Punch + Kick
Snake Through Traffic	$\triangle$ $\triangle$ +Punch
Legbreaker	$\leftarrow$ $\triangle$ +Punch + Kick
Dual Knock	$\triangle$ +Punch + Kick
Exhaust Storm	$\nabla$ $\triangle$ $\leftarrow$ +Punch + Kick
Headbash Kick	$\triangle$ + Kick
Rev Kick	Kick + Guard
Rev Kick-Double R	Kick + Guard Kick
Highway Buster	$\nabla$ $\triangle$ $\rightarrow$ +Punch
Accelerated Turn	$\leftarrow$ $\rightarrow$ +Punch
Sonic Elbow	$\leftarrow$ $\triangle$ +Punch
Open Throttle	$\triangle$ +Punch
Pedal to the Medal	$\triangle$ +Punch Kick
Tornado Starter	$\rightarrow$ +Punch
Red Tornado	$\rightarrow$ +Punch Punch
Uppercut Swing	$\triangle$ +Punch
Power Loop	$\triangle$ +Punch
Low Spin Kick	$\nabla$ +Kick + Guard
Neo Soul Swing	$\leftarrow$ + Punch
Soul Swing Double	$\leftarrow$ +Punch Punch
Burning Soul	$\leftarrow$ +Punch Punch Punch
Flywheel Kick	$\rightarrow$ $\rightarrow$ +Kick



SPECIAL ATTACKS





Yusaku's a good kid - Maybe a little wet behind the ears - but he'll do alright. I coulda taken over the Soul Crew after the shakeup, but that's not my thing. So I told Yusaku it was time for him to step up and be a man. Then I hit the road.

Just give me some clear streets and room to ride and you won't hear any complaints from me. That's why I started Shinjuku Mad. We're into the same things: bikes, brawls and bad attitudes. It's not that we go out looking for trouble, it just seems to come out way. Never seems to hang around for long though. Hard to cause a beef on two broken knees.

Anyway, that's my story. I'm not too interested in this whole fighting game, but I've got time to kill. And somebody's gotta show Redrum what it means to be bad."

## ATTACK

Swing Lead  
Low Swing  
High Kick  
Squat Low Kick  
Midriff Kick

## COMMAND

Punch  
↓+Punch  
Kick  
↓+Kick  
◇+Kick

## GROUND ATTACKS

After Dark Dive    ⬆+Punch  
Sundown Swing    ⬇+Punch

## THROWS

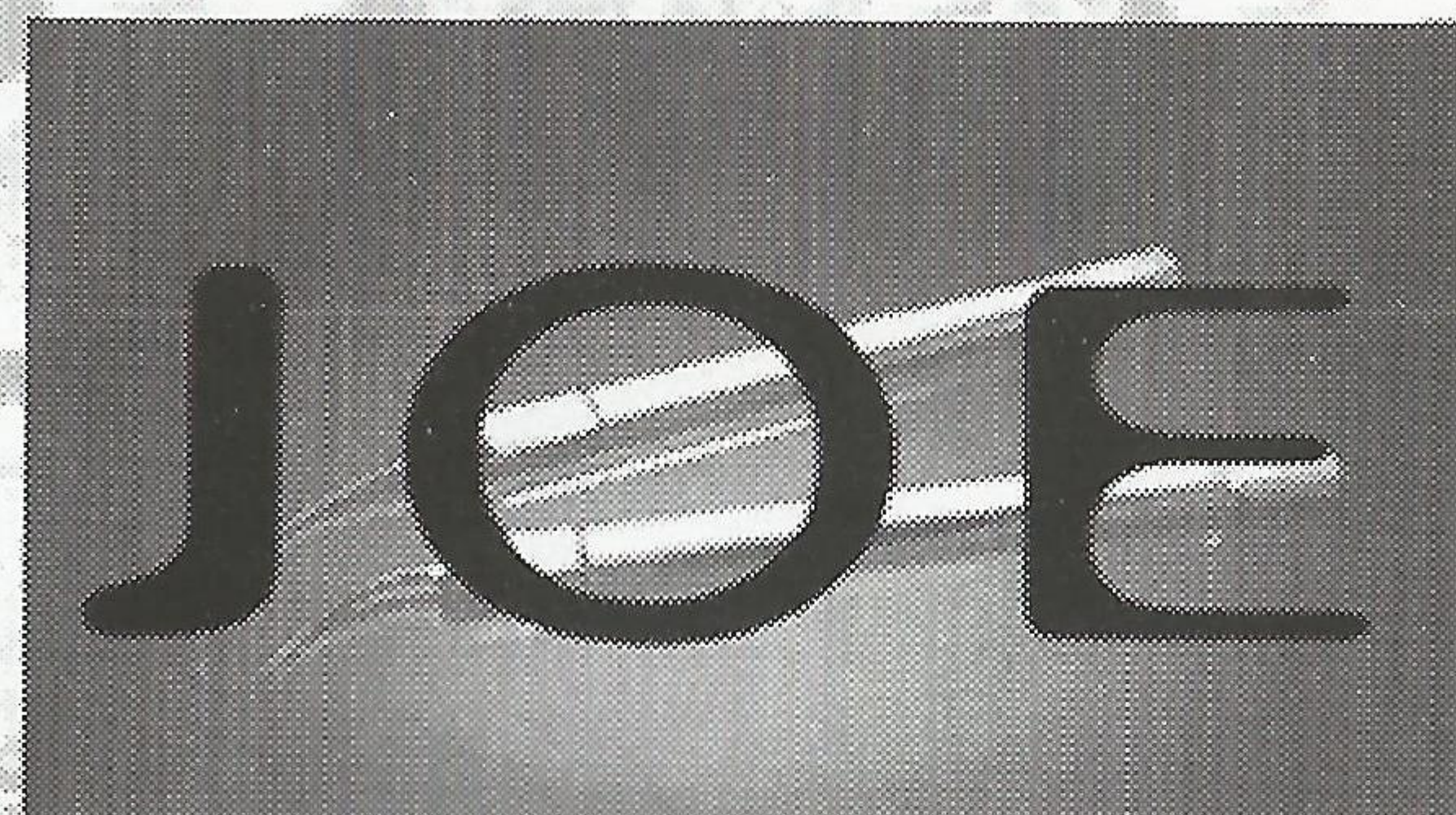
Shoulder Throw    Punch+Guard  
Fangs of the Beast    ⬅+Punch+Guard  
Skullhead Crush    ⬅➡+Punch+Kick  
Gallows Pole    ⬅➡↓◇➡+Punch+Kick



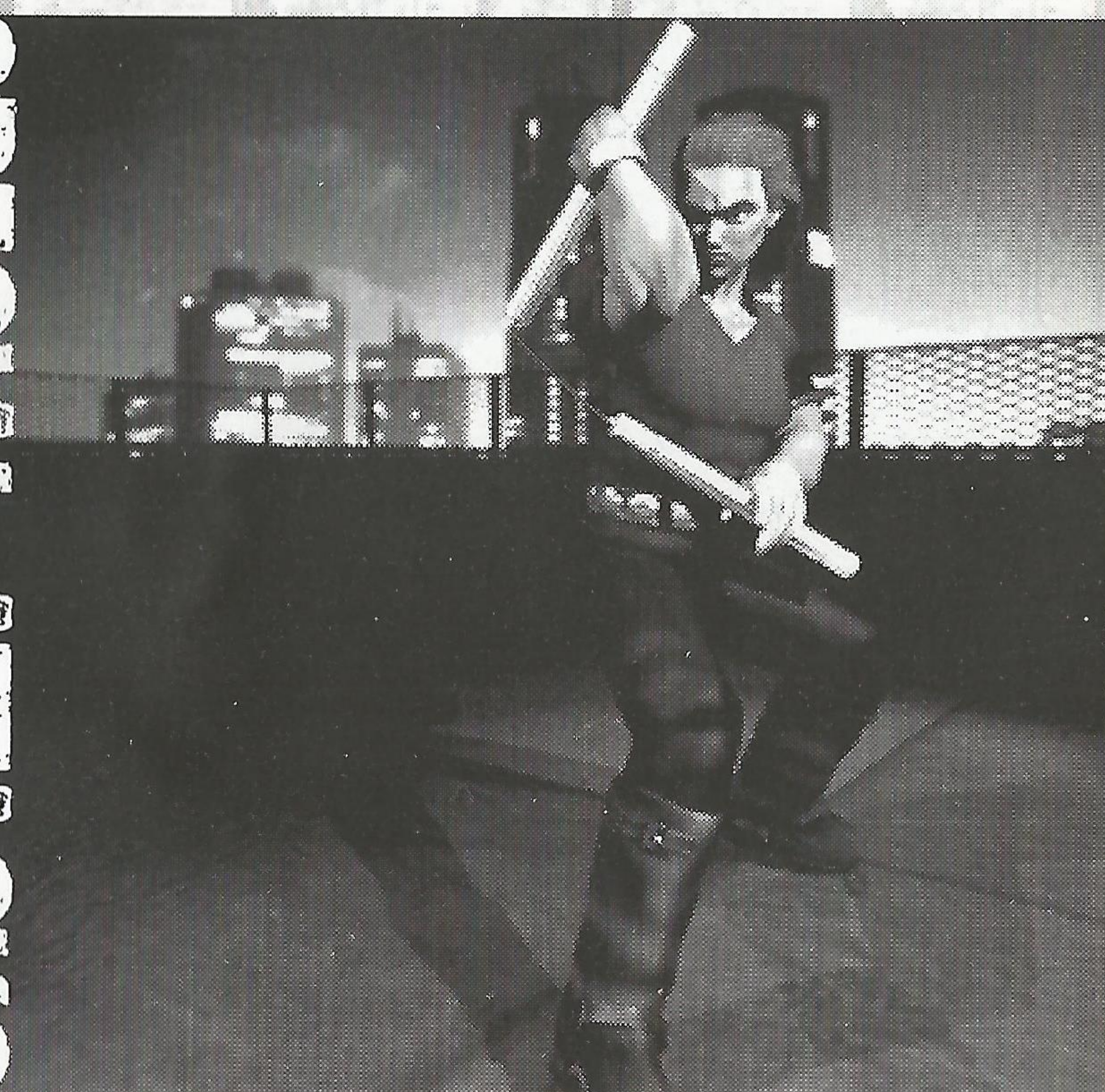


# SPECIAL ATTACKS

Swing High	Punch Kick
Pitch-Double	Punch Punch
Triple Swing	Punch Punch Punch
Double Swing-Front	Punch Punch Kick
Triple Swing-Spin High	Punch Punch Punch Kick
Four Swing-Combo	Punch Punch Punch Punch
Upward Shot	◁◁+Punch + Kick
Comin' Atcha	▷+Punch + Kick
Stealth Bomber	◁◁+Punch + Kick
Lights Out Backspin	Kick + Guard
Midnight Buster	▼▷+Punch
Black Tornado	▷▷+Punch
Side Slasher	◁◁+Punch
Slash Axle	◁◁+Punch + Kick
Chop Down	▼▼+Punch
Hurricane Shot	◁◁+Punch
Double Hurricane	◁◁+Punch Punch
Hey Moe	▷▼+Punch
Cracked Ribs	◁+Punch
Broken Clavicle	◁+Punch Punch
Multiple Fracture	◁+Punch Punch Punch
Cutting Elbow	▷+Punch
Cutting Spin	▷+Punch Kick
Hard Shoulder-Rumble	Punch + Kick
Hard Shoulder-High	Punch + Kick Kick
Hard Shoulder-Crawl	Punch + Kick ◁+ Kick
Wild Uppercut	◁+Punch
Long Midriff Kick	▷▷+ Kick
Standing Kick	Kick (while rising)



SPECIAL ATTACKS





"Grandpa Kusanami's OK I guess... he taught me everything I know about using my sticks. But I wish he wasn't so old fashioned about things. He doesn't understand that a high-school girl's got to have time to have fun too. He's always nagging that I should spend more time in the dojo and less time hanging out with the Orchads. I just let him talk, then I go and do what I want. After all, since my mom ran off to America with that lawyer, I'm all the family he's got. What's he gonna do - disinherit me?"

**ATTACK**

- Drum Beat
- Sitdown Beat
- Hip Action Kick
- Low Kick
- Pivot Kick

**COMMAND**

- Punch
- ↓+Punch
- Kick
- ↓+Kick
- ⬇+Kick

**GROUND**

- Showstopper
- G Clef Assault
- Loop Kick

**ATTACKS**

- ⬆+Punch
- ⬇+Punch
- ⬆+Kick

**THROWS**

- Lisa's Overthrow Punch+Guard
- Lisa's Fly High Flip ⬅➡+Kick+Guard
- Lisa's Drop Kick ⬆➡+Punch+Kick
- Lisa's Twist ⬅⬇+Kick+Guard

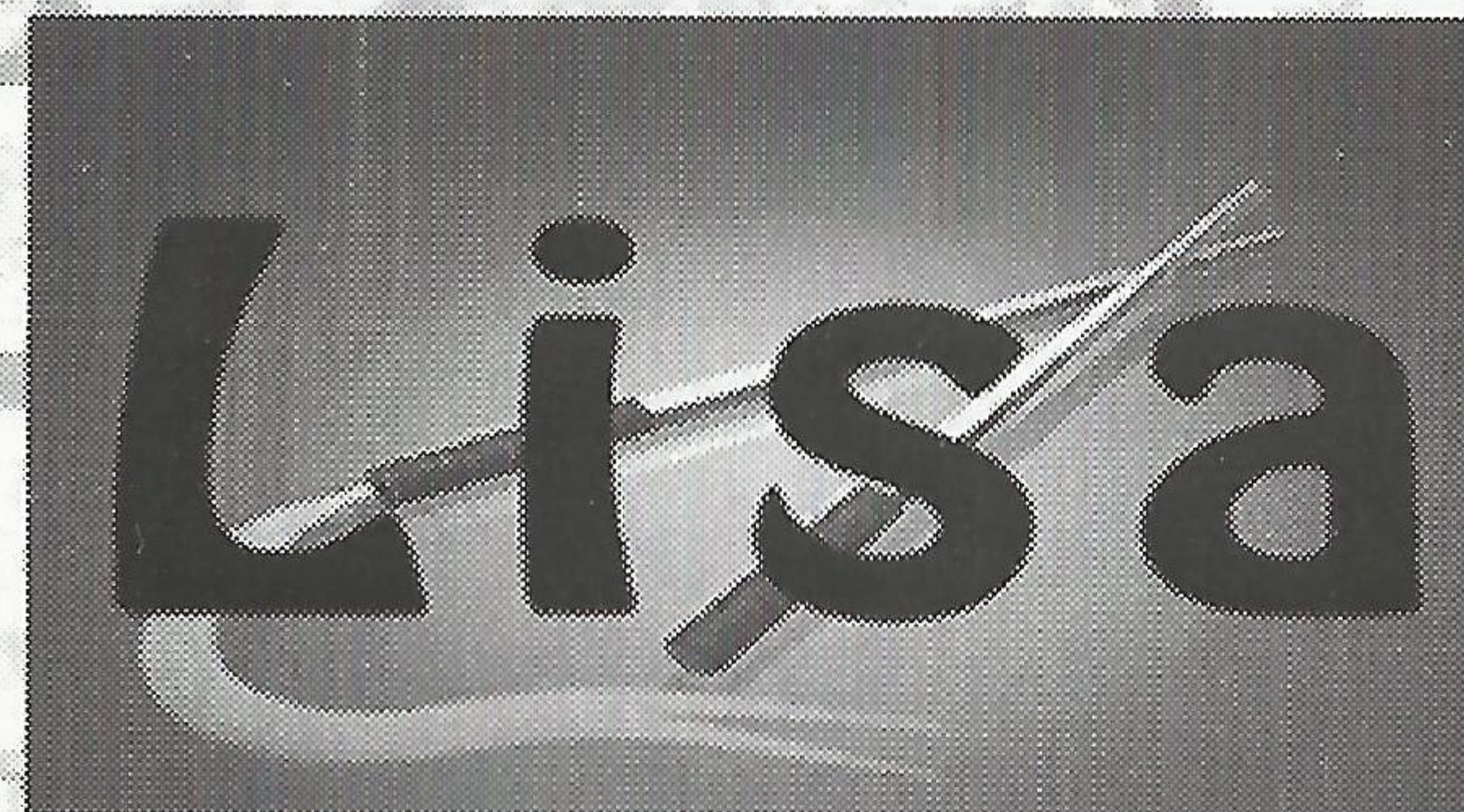


**ORCHIDS**



# SPECIAL ATTACKS

Bongo Beat-High Spin	Punch Kick
Quaver	Punch Punch
Hemiquaver	Punch Punch Punch
Hemisemiquaver	Punch Punch Punch Punch
Hemisemidemi-quaver	Punch Punch Punch Punch Punch
Sonic Wave	↩↪+Punch +Kick
Snaredrum Shot	↪↪+Punch +Kick
Tom-Tom Rush	↩↩+Punch +Kick
High Hat Shot	↪+Punch +Kick
High Hat Snare	↪+Punch +Kick Punch
Buddy Rich Tribute	↪+Punch +Kick Punch Punch
Baton Twirl	Punch + Kick
Baton Twirl-Extra	Punch + Kick Punch
Swing Low	↵↪↩+Punch + Kick
High Kick Inside	Kick + Guard
Percussion Strike	↪↪+ Punch
Tympanic Blast	↪+Punch
Tympanic Roll	↪+Punch
Orchid Cutter	↩↪+Punch
Back Beat	↩+Punch
Double Back Beat	↩+Punch Punch
Slant Back Beat	↩+Punch ↵+Punch
Low Back Beat	↪+Punch
Back Beat-Double Low	↪+Punch ↵+ Punch
Quick Elbow	↪+Punch
Drumroll Please	↪+Punch
Drumroll-Mule Kick	↪+Punch Kick
Rockette Kick	↵+Kick



SPECIAL ATTACKS





"Thrashing the streets of L.A., shredding the slopes in Vale, chilling out back home in Osaka. Yeah, you could say I've been there and done that. I don't ask much out of life. Just have a good time all the time. But that doesn't mean I can't get serious when I need to. Old man Kusanami taught me about that, about finding a center and trusting myself. About using my stick.

I learned a lot at the Kusanami-dojō. And I met Lisa there. Man, is that girl hot or what? But she looks through me like I'm the Invisible Man. Can you believe it?

So I quit the dojo and got together a couple of guys in Helter Skelter to tear up the streets of Tokyo and generally get it on. And when I win this tournament, I think Lisa will begin to see why she and I were meant to be."

## ATTACK

Staff Thrash

Low Thrash

High Kick

Low Kick

Mid Kick

## COMMAND

Punch

↓+Punch

Kick

↓+Kick

◁+Kick

## GROUND ATTACK

Skay-Bo Smash

↑+Punch

Point First Jab

◁+Punch

Whirl Down

◁+Punch +Kick

## THROWS

Over Easy

Punch + Guard

Over Hard

↓◁◁+Punch

Pushover Thrash

◁◁◁+Punch +Kick

Round the World

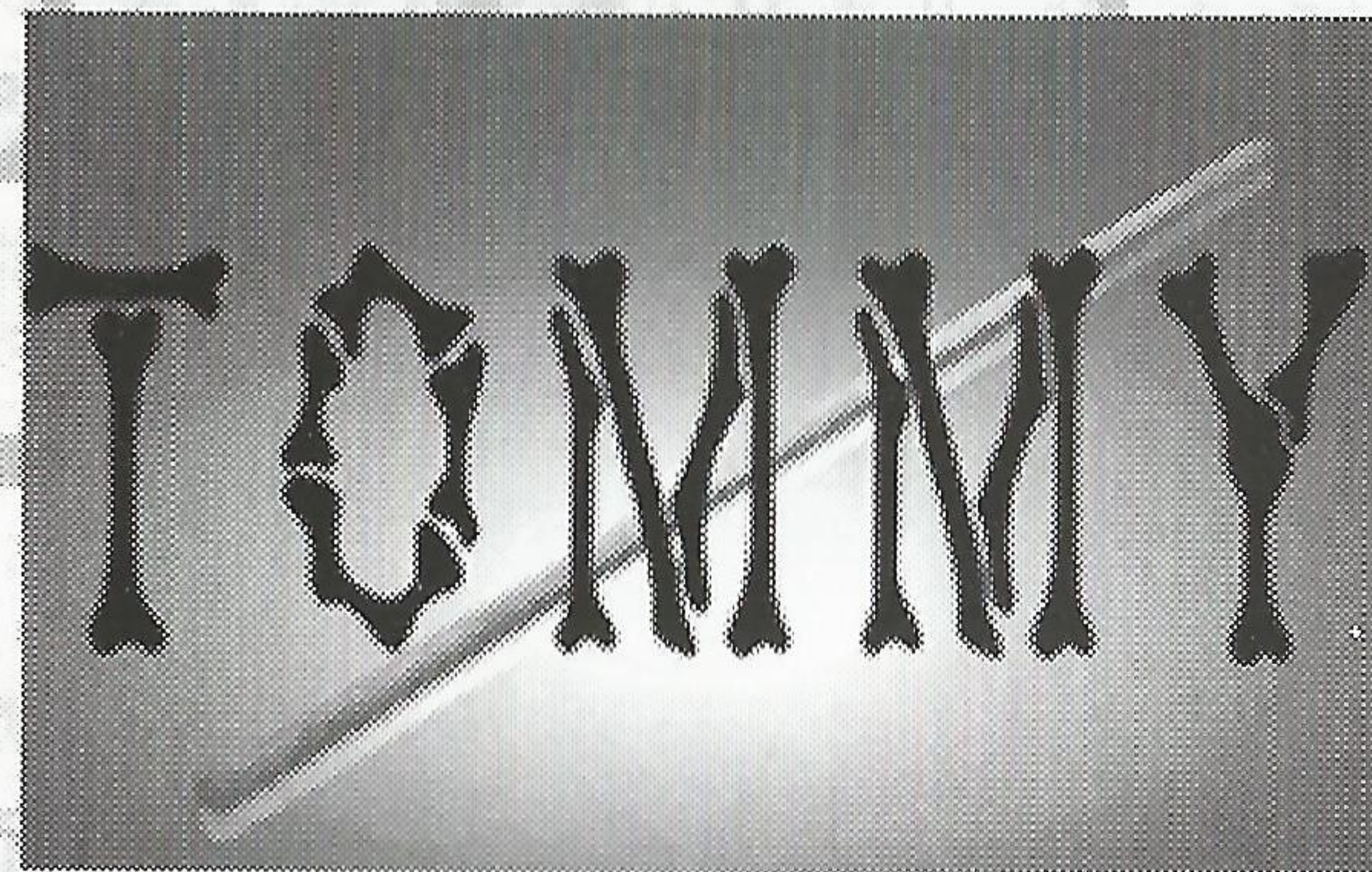
◁◁↓◁◁+Kick +Guard



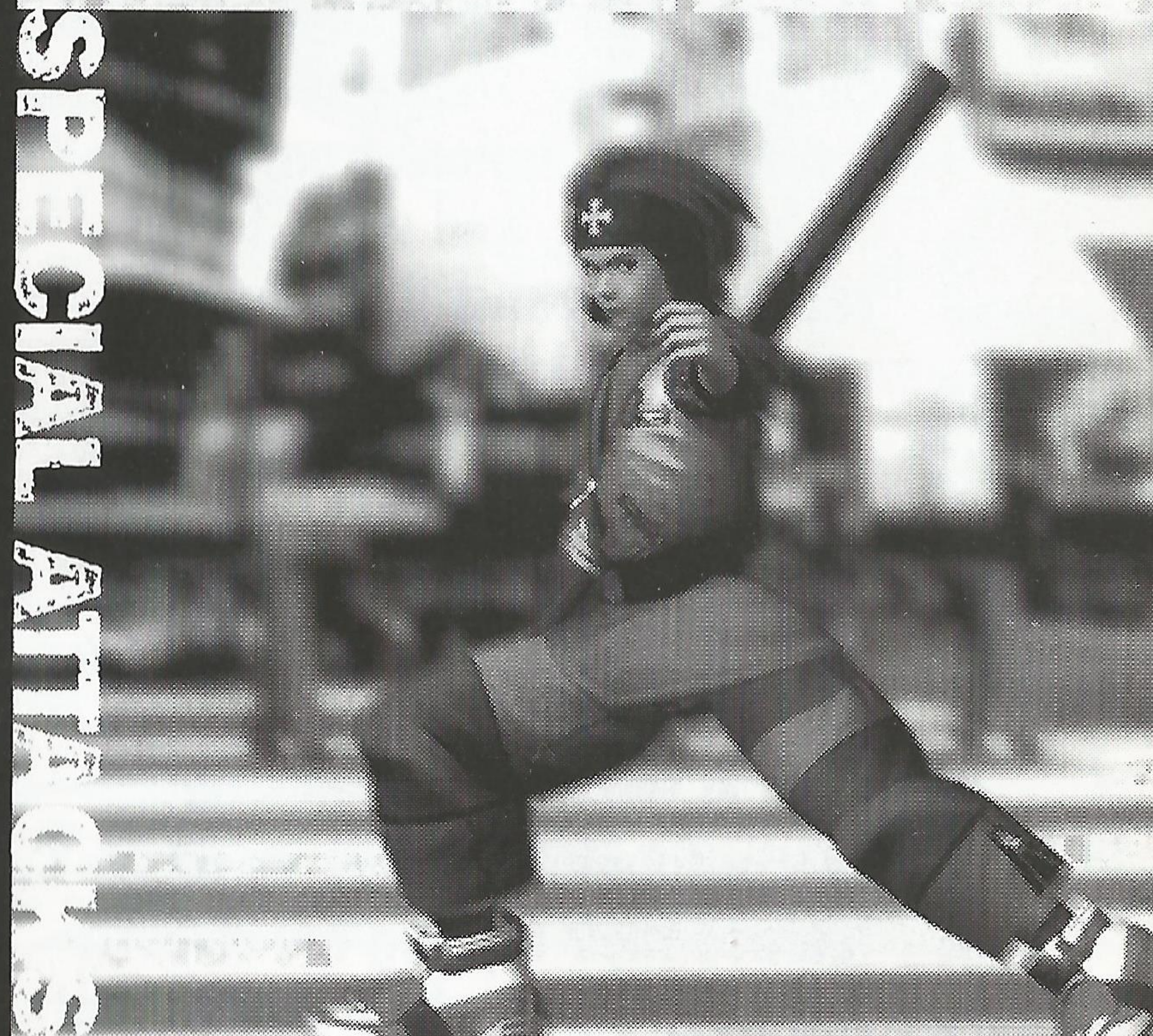


# SPECIAL ATTACKS

Headbanger	Punch Punch
Headbanger-Slash	Punch Punch Punch
Headbanger-Kick	Punch Kick
Headbanger-Roundhouse	Punch Punch Kick
Wishbone Lunge	←→↔+Punch +Kick
Quick Jab	↔+Punch +Kick
Whirlybird	Punch + Kick
Whirlybird Special	Punch + Kick ↘+ Punch + Kick
Angle Kick	↘↘+Kick + Guard
Extreme Backlash	↔↗↘+Punch
Getting Air	↑+Punch
Air with a Vengeance	↑+Punch Punch
One Big Stick	↔↔+Punch
360	←↔+Punch
360-Smashdown	←↔+Punch Punch
Radical Launcher	←+Punch +Kick
Ankle Breaker	←↗+Punch
Double Ankle Breaker	←↗+Punch Punch
Backhand Thrash	↔+Punch
Forehand Thrash	↗+Punch
AC-DC Thrash	↗+Punch Punch
AC-DC Cartwheel	↗+Punch Punch Kick
Torsion Stick	↗↗+Punch
Upshot	↗+Punch
Double Upshot	↗+Punch Punch
Smack	←+Punch
Smack-Crack	←+Punch Punch
Smack-Crack-Whack	←+Punch Punch Punch
Skater's Squat Thrust	↓↔+Punch
Cartwheel Kick	↗+Kick



SPECIAL ATTACKS





“When my brother and I started the G-Troops, all we wanted to do was practice our skills: survival game tactics, hand-to-hand combat, some commando weapons techniques. But the whole thing was training. Nobody was supposed to get hurt.

But I guess word got out that the G-Troops could rock hard with the best of them. Then my brother got that ‘invitation’ from the Redrum gang, and when he refused, they messed him up pretty bad. I haven’t seen him since. So now there’s nobody to take his place but me.

I’ve been in some scrapes before, but nothing like this. The other guys in this tournament look pretty tough, and they’ve all learned their reps on the street. But I don’t care about any of that - they can keep the stupid tournament. All I want is to get my hands on Redeye for what he did to my brother.”

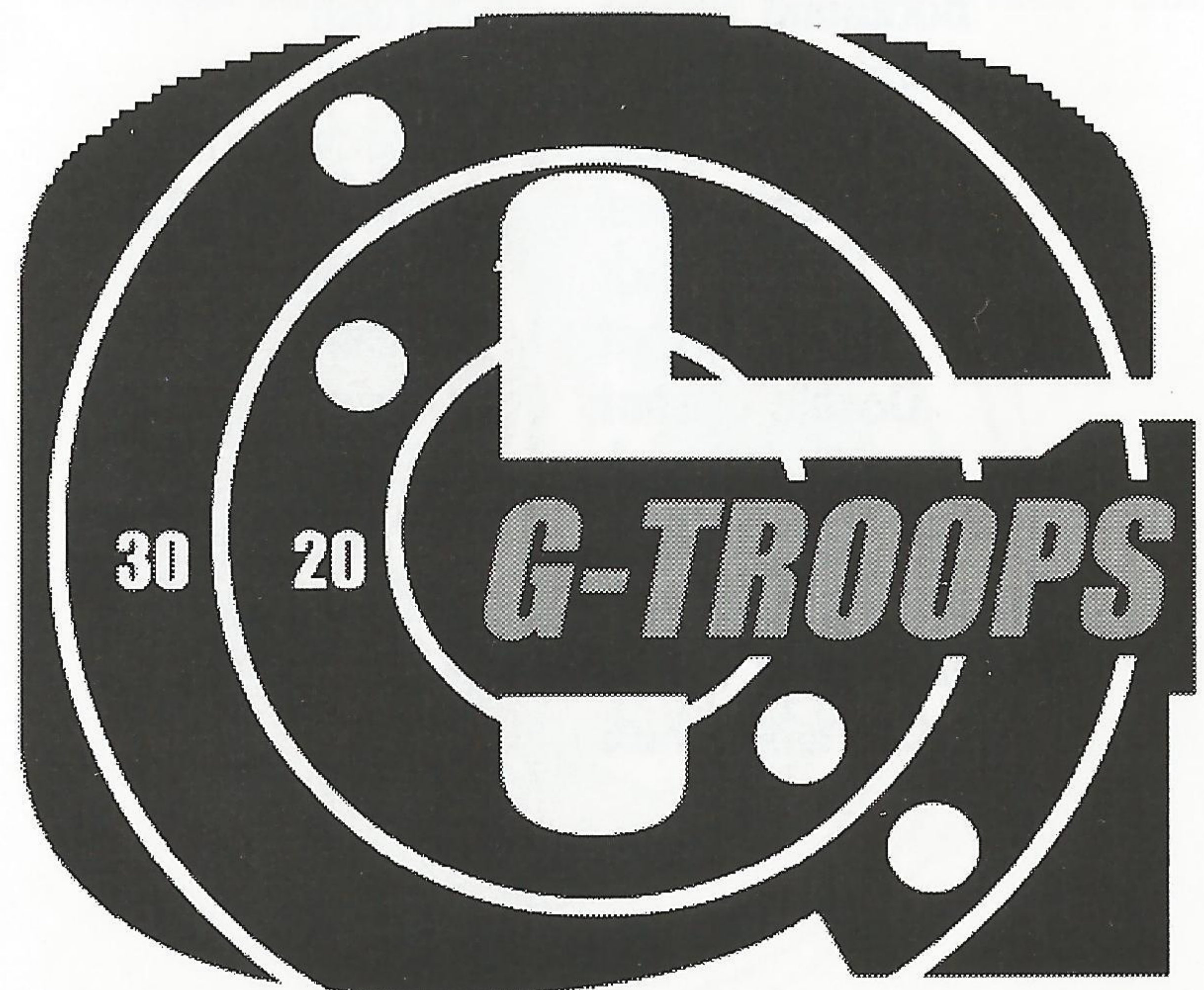
<b>ATTACK</b>	<b>COMMAND</b>
Lead Knock	Punch
Squat Straight	↓+Punch
High Kick	Kick
Low Kick	↓+Kick
Middle Upper Kick	◁+Kick

<b>GROUND ATTACKS</b>
Paratrooper Attack
Circular Swing

↑+Punch
◁+Punch

**THROWS**

Lightning Strike	Punch + Guard
Stay Down!	↩+Punch + Guard
Geronimo Drop	↩↪+Punch + Guard
Rollover Hard	↩↪↓↩↪+Punch





# SPECIAL ATTACKS

Knock High Kick	Punch Kick
Double Knock	Punch Punch
Double Knock-Hook Kick	Punch Punch Kick
Combo-Double High	Punch Punch Kick Kick
Combo-Catch Kick	Punch Punch Kick ↙+ Kick
Triple Knock	Punch Punch Punch
Combo-High Spin Kick	Punch Punch Punch Kick
Combo-Low Spin	Punch Punch Punch ↘+ Kick
Combo-Air Raid	Punch Punch Punch ↗+ Kick
Double Hammer	Punch + Kick
Step Kick-Inside	Kick + Guard
Step Kick-High	Kick + Guard Kick
Step Kick-Low	Kick + Guard ↘ Kick
Low Spin Kick	↘+Kick + Guard
Middle Straight	↗ ↗+Punch
Vertical Hammer	↖ ↖+Punch
Vertical One-Two	↖ ↗+Punch Punch
Smash Elbow	↗+Punch
Back Blow	↖+Punch
Double Back	↖+Punch Punch
BB Spin	↖+Punch Kick
Scratch Hammer	↗+Punch
Scratch Side	↗+Punch Kick
Twist Shot	↗+Punch
Running Heel Trap	↗ ↗+Kick
Air Raid Kick	↗+Kick
Toe Kick	↘+Kick
Knee Assault	↖+Kick



SPECIAL ATTACK





"I thought I could give up all this king of the streets tough-guy baloney when I came back to work for my pop. All I wanted to do was put in an honest day's work at the yards, and set a good example for the rest of the Dumpsters."

Then this whole stupid StreetWar thing had to flare up again. That's the reason I quit Soul Crew to begin with. But now Redrum is making threats to my boys. They say there's gonna be trouble if I don't show. I say there's gonna be trouble when I do."

**ATTACK**  
 Hammer Down  
 Ankle Hammer  
 Kick-Head  
 Kick-Leg  
 Kick-Torso

**COMMAND**  
 Punch  
 ↓+Punch  
 Kick  
 ↓+Kick  
 ◁+Kick

**GROUND**  
 Dumpster Drop  
 Driving Iron

**ATTACKS**  
 ↑+Punch  
 ◁+Punch

**THROWS**

Working Overtime  
 Clothesline Clout  
 Wrecking Crew  
 Workingman's Blues  
 Clean-Up Crew

Punch + Guard  
 ⇐⇨⇩+Punch + Kick  
 ⇩⇩+Punch + Kick  
 ⇨⇩⇩⇨⇩⇨+Punch + Kick  
 ⇨⇩⇩⇩⇨⇩⇨+Punch + Kick  
 (near wall)



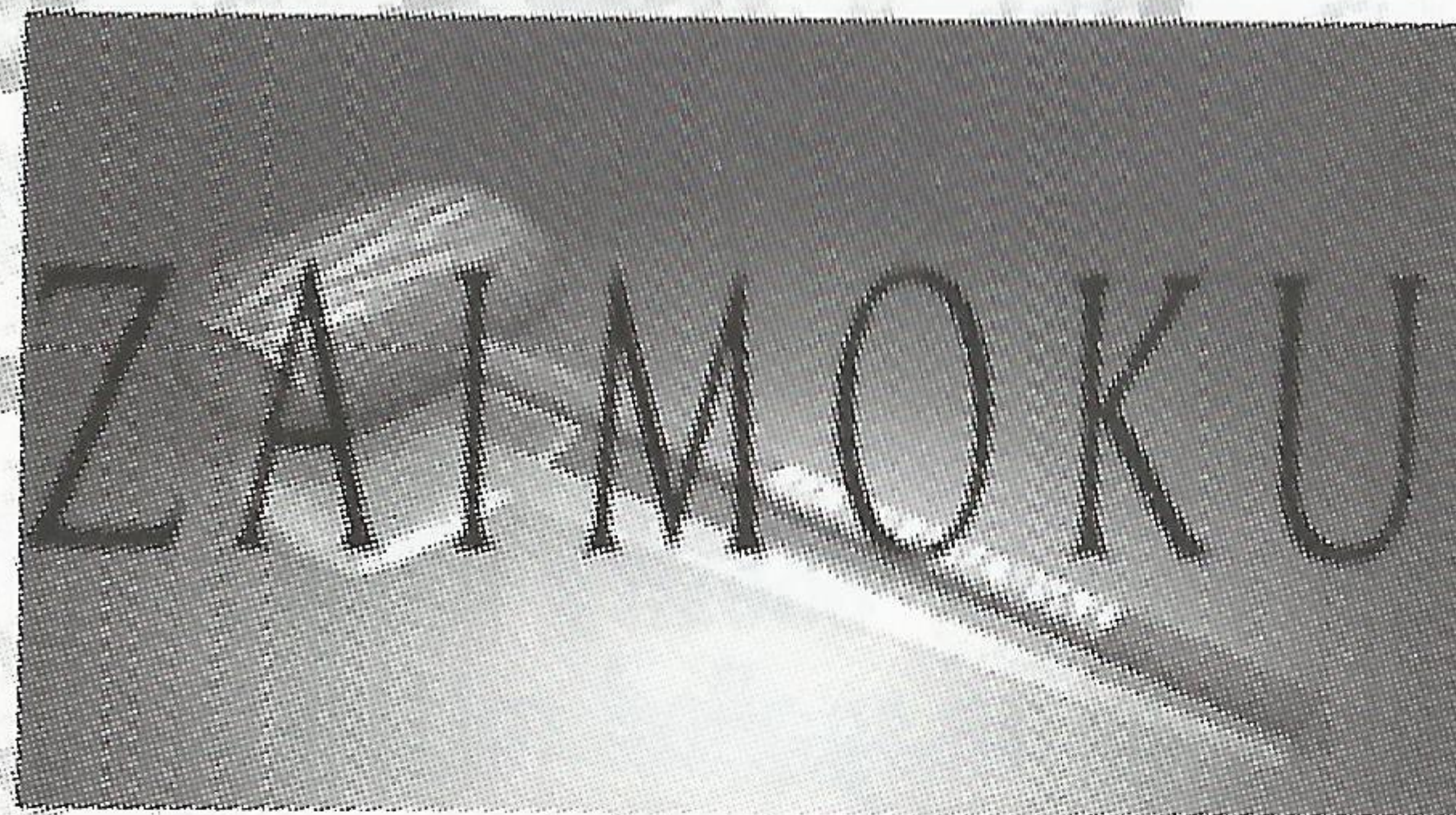


## SPECIAL ATTACKS

Hammer Down-Kick	Punch Kick
Double Hammer Down	Punch Punch
Triple Hammer Down	Punch Punch Punch
Zaimoku Wind Up	↵↶↷↸↹+Punch
Titanium Headbutt	↵↶+Punch + Kick
Round Hammer	↶+Punch + Kick
John Henry	Punch + Kick
John Henry-Launcher	Punch + Kick Punch + Kick
Megaton Hammer	↶↷↸+Punch
To the Moon	⬇↶+Punch
Side Hammer	↵↶+Punch
Big Tool	↶↷+Punch
Jaw Breaker	↶↷+Punch
Leg Hammer	↶↷↸+Punch
Tamp Down	↶+Punch
Tamp Down-Launcher	↶+Punch Punch
Smash Hammer	↶+Punch
Ravin' Hammer	↶+Punch Punch
Upper Hammer	↶+Punch
Katsushika Hambone	↵+Punch
Junkyard Dog Kick	↶↷+Kick
Steamroller Kick	↵↶+Kick + Guard

## COUNTER ATTACKS

High Body Counter	↵↶ Guard [vs hi/midPunch]
Low Body Counter	↵↷ Guard [vs lowPunch]
Up Ramp Detour	Guard ↶↵ [vs hi/midKick]
Down Ramp Detour	↶↷ Guard [vs lowKick]



SPECIAL ATTACKS





"Just because I'm the only daughter of a zaibatsu director's family doesn't mean I have to be spoiled rotten and nasty... but I am anyway. I formed the Dogma crew with one rule only - 'No boys allowed.' I don't hate men, I just expect them to serve me. And if pigs like Kurosawa can't handle it, they can tell it to the business end of my sai. That tomboy Yoko on the other hand is welcome to join us whenever she wants."

### ATTACK

Quick Snap  
 Low Snap  
 High Kick  
 Low Kick  
 Mid-Body Kick

### COMMAND

Punch  
 ↓+Punch  
 Kick  
 ↓+Kick  
 ◁+Kick

### GROUND

Dagger Down  
 Lowdown Double Snap  
 Up and Over

### ATTACKS

↑+Punch  
 ◁+Punch  
 ↑+Kick

### THROWS

Ice Queen  
 Crab Claw Legdrop  
 Head Scissors

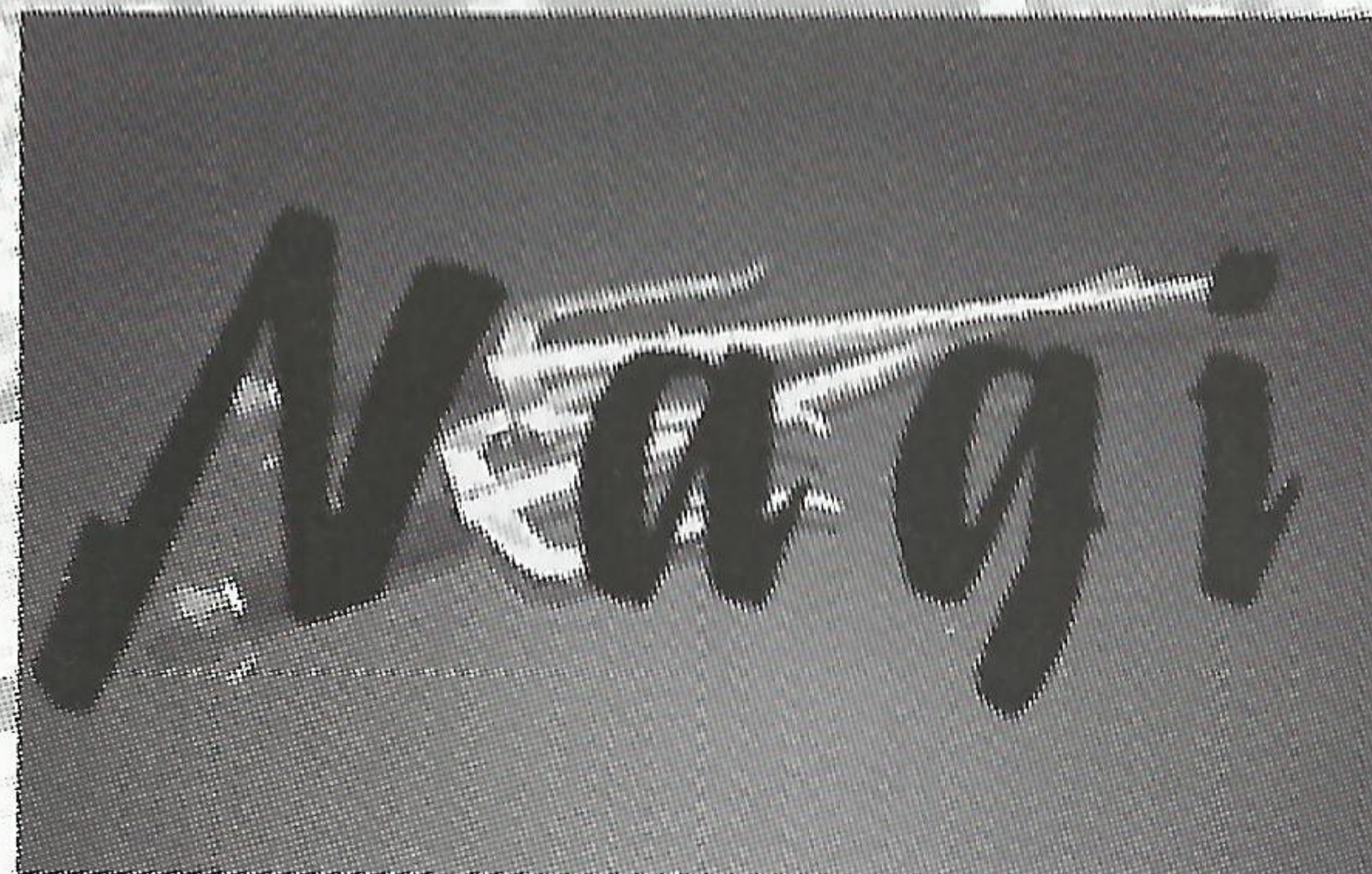
Punch + Guard  
 ⇐⇒+Kick + Guard  
 ⇐⇒↓⇐⇒+Punch + Kic



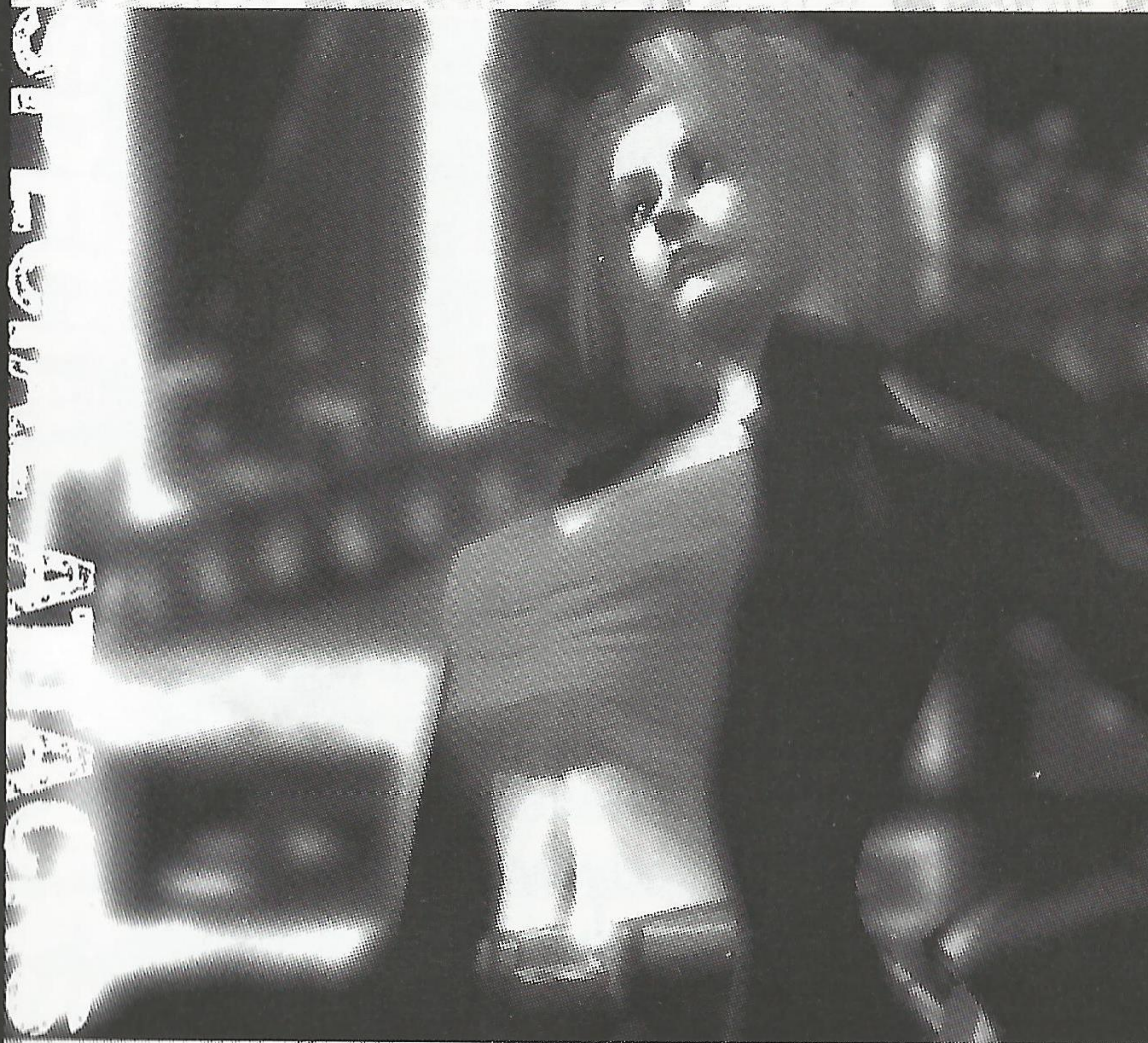


# SPECIAL ATTACKS

Snap-High Kick	Punch Kick
Snap-Knock	Punch Punch
Snap-Knock Turn	Punch Punch Punch
Spiny High Kick	Punch Punch Punch Kick
Sadistic High Kick	Punch Punch Punch Kick Kick
Head Trauma	⇨+Punch + Kick
Nasty Fork	⇨⇨+Punch + Kick
Bad Girl Jump	Kick + Guard
BGJ-Low Spin Kick	Kick + Guard ⇩ +Kick + Guard
Low Spin Kick	⇩⇩+Kick + Guard
Double Spin Kick	⇩⇩+Kick + Guard Kick
Triple Spin Kick	⇩⇩+Kick + Guard Kick Kick
Hysteric Spin Kick	⇩⇩+Kick+Guard Kick Kick⇩+Kick
Cross Cutter	⇨⇨+Punch
Double Hand Charge	⇨⇨+Punch
Double Hand Smash	⇨⇨+Punch Punch
Hardbody Snap	⇨⇨+Punch
Middle Thrust	⇨⇨+Punch
Middle Thrust Side	⇨⇨+Punch Kick
Middle Slash	⇨+Punch
Slash Rush	⇨+Punch Punch
Rush Edge	⇨+Punch Punch Kick
Rush Body Piercing	⇨+Punch Punch Punch
Half Moon Cutter	⇨⇨+Punch
Half Moon Falling Star	⇨⇨+Punch Punch
Cutthroat Upper	⇨+Punch
Hardbody Twist	⇨+Punch
Back Somersault	⇨+Kick
Stiletto Heel	⇨⇨+Kick
Hook Kick	⇨+Kick
Rising Kick	⇩+Kick
Middle Hook Kick	⇨+Kick Kick
Step Edge	⇨+Kick
Screw Fall Kick	⇩+Kick + Guard



SPECIAL ATTACKS





"Welcome to Roppongi...now get out. This is my turf, my town. You wanna walk on my streets, yer gonna hafta pay the piper. That's me. And I'm packin' a pretty big pipe if ya know what I mean. This whole fightin' tournament is a joke. Nobody gets over on Kurosawa.

Yusaku, Joe, Zaimoku - the whole buncha them - they're running around playing kids games, trying to decide who's King of the Hill. Last time I checked the crown it said 'Roppongi Hardcore Boys rule'.

If the whole town wants to scuffle for the top spot, I'm game. Never walk away from somebody when you can walk all over them. And if that punk Redeye wants a taste - well let's see how he likes sucking down three feet of hardwood with no teeth.

## ATTACK

Hack  
Guts Punch  
Roppongi Kick  
Lowball Kick  
Guts Kick

## COMMAND

Punch  
↓+Punch  
Kick  
↓+Kick  
◇+Kick

## GROUND ATTACK

Hard Comedown    ⬆+Punch  
Mr. Niceguy        ⬆+Punch  
Pungee Stick        ⬆+Kick

## THROWS

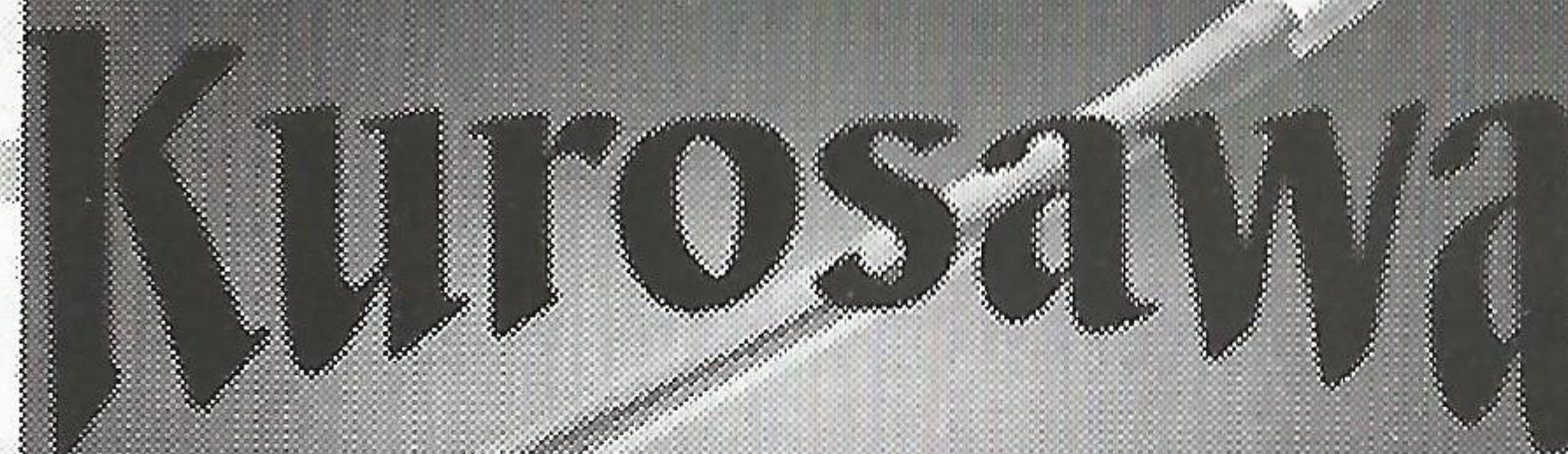
Face, Meet Floor    Punch +Guard  
Lobotomy            ⬇⬆⬇+Punch +Kick  
Sorry, I'm Just Evil    ⬇⬇+Kick + Guard  
That'll Leave a Mark    ⬇⬇⬆+Punch + Guard  
Kurosawa's Anger      ⬇⬆⬇⬆⬆+Punch + Kick





# SPECIAL ATTACKS

Hack-Kick	Punch Kick
Hack-Hack	Punch Punch
Violent Brutal Hacking	Punch Punch Punch
Roppongi Kiss	↩↩+Punch +Kick
Forehead Dink	↩+Punch +Kick
Faster Than Lightning	Punch + Kick
Pommel Dink	↩+Punch + Kick
Hey You!	↩+Punch + Kick
Where's My Money?	↩+Punch +Kick Punch
Angry Young Man	↩↩+ Punch
Spill Yer Guts	↩↩+Punch
Take That	↩↩↩+Punch
Yakuza Kneebreaker	↩↩+Punch
Greetings From Tokyo	↩+Punch
Boys School	↩+Punch
Boys School-Dropout	↩+Punch Punch
Expressing My Hostility	↩↩+Punch
Misdemeanor Assault	↩+Punch
Felonious Assault	↩+ Punch Punch
Assault With Intent	↩+Punch Punch Punch
Choirboy Shuffle	↩↩+Kick
I'm Just A Punk	↩+Kick



Kurosawa

SPECIAL ATTACKS





# Trouble SHOOTING

## QUESTION #1:

**Does Last Bronx require an MMX processor, or will it work on a Pentium-class processor?**

Answer:

Last Bronx will work with either an MMX processor in your computer or a native Pentium class processor without MMX.

## QUESTION #2:

**After installing the game, I am experiencing Video problems. What could have caused this and how can I fix it?**

Answer:

What most likely happened is Microsoft's Direct X overwrote your video drivers. Since Last Bronx uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.
- 4) Choose Direct X Drivers and then hit the Add/Remove Programs Button.
- 5) Click on the "Restore Display Drivers" button.

If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.

Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:

1. Some ATI brand video cards ([www.atitech.com](http://www.atitech.com))
2. Chips and Technologies ([www.chips.com](http://www.chips.com))
3. Diamond Multimedia ([www.diamondmm.com](http://www.diamondmm.com))

4. Matrox ([www.matrox.com](http://www.matrox.com))
5. Number 9 ([www.nine.com](http://www.nine.com))
6. Simply the Best ([www.stb.com](http://www.stb.com))
7. Silicon Integrated Systems "SiS" ([www.sis.com.tw](http://www.sis.com.tw))
8. Tseng Labs ([www.tseng.com](http://www.tseng.com))

If you have trouble finding Direct X drivers, you can also get drivers at [www.drivershq.com](http://www.drivershq.com) or [www.windows95.com](http://www.windows95.com).

## QUESTION #3:

**I get sound effects, but no music during gameplay? How do I fix this?**

Answer:

The music in Last Bronx is CD Audio. You should try to play tracks 2 or higher on the Last Bronx CD-ROM to see if your CD audio is properly set up. If you cannot hear the CD Audio under the Windows 95 CD Player (Start Button Æ Programs Æ Accessories Æ Multimedia Æ CD Player), you need to:

- 1) Make sure that the CD Audio volume is not muted (under Windows 95 Volume Control)
- 2) Make sure that your CD-ROM drive is connected to your Sound Card.

## QUESTION #4:

**During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?**

Answer:

- 1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
- 2) Direct X could have overwritten your Sound Drivers. Since Last Bronx uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:
  - 1) Double Click on the "My Computer" icon.
  - 2) Double Click on the "Control Panel" icon.
  - 3) Double Click on the "Add/Remove Programs" icon.
  - 4) Choose Direct X and then hit the Add/Remove Programs Button.
  - 5) Click on the "Restore Audio Drivers" button.

If this does not fix your sound issue, you should download the lat-



est Direct X compatible sound drivers from your sound card manufacturer's web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer's web site:

- 1) Aztech Labs - standard in most Packard Bell computers  
([www.aztechca.com](http://www.aztechca.com))
- 2) Crystal Semiconductor ([www.crystal.com](http://www.crystal.com))
- 3) MWAVE (<http://watson.mmb.sfu.ca/new.html>)
- 4) OPTi ([www.opti.com](http://www.opti.com)) or (<ftp://ftp.opti.com/pub/multimed/>)
- 5) Sound Blaster 64 AWE or Sound Blaster 32 AWE  
([www.soundblaster.com](http://www.soundblaster.com))

If you have trouble finding Direct X drivers, you can also get drivers at [www.drivershq.com](http://www.drivershq.com) or [www.windows95.com](http://www.windows95.com).

#### **QUESTION #5:**

**I want to play a head to head network game using TCP/IP protocol, but I do not know my IP address. How do I find out my IP address?**

Answer:

If you have TCP/IP installed under Network Properties, Windows 95 has a built in command called "winipcfg". Go to the Start Button, choose "Run" and then type "winipcfg" and a dialog box will appear with your IP address. The person who creates a new game should enter in the IP address of their computer and the person joining the game should enter in the IP address of the computer where the game was created.

#### **QUESTION #6:**

**I inserted the Last Bronx CD into the drive and am getting a message: "Line 253 = COMMON..." and the game will not install - what do I do?**

Answer:

The solution is to download the Windows 95 CD-ROM drivers from your CD-ROM drive either from your CD-ROM manufacturer or from [www.windows95.com](http://www.windows95.com).

#### **QUESTION #7:**

**How can I optimize Last Bronx to run faster on my PC?**

Answer:

We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making Last Bronx run faster are:

- 1) Make sure you have the proper Direct X video drivers - this is the #1 cause of slow down. (See answer to Question #2)
- 2) Make sure all other programs are closed or disabled.
- 3) Try playing with low detailed background and stage textures.
- 4) Try playing in quarter screen mode.
- 5) Try playing in low resolution or 256 colors.

#### **QUESTION #8:**

**I am having trouble hooking up my gamepad/joystick. What do I need to do?**

Answer:

Last Bronx uses Direct Input, so all you should need to do is properly configure and calibrate your joystick/gamepad under the Joystick icon in the Windows 95 control panel. Once you have done this, start Last Bronx, go to the Options Menu in the menubar and choose "Device Settings." Choose the input method you want to use "Keyboard, Joystick and Keyboard, 2 Joysticks, Microsoft Sidewinder (both Player 1 and Player 2 can play head to head with MS Sidewinder gamepads), etc.



# JAPAN SEGA OF CREDITS

# ENTERTAINMENT SEGA CREDITS

Executive Producer  
**Matt Wolf**

Producer  
**Scott Hawkins**

Product Manager  
**Kristi Walker**

Copywriter  
**Josh Braff**

Package Illustration  
**Masud Husain**

Manual Design  
**Brian Camarao**

Creative Services  
**Eric Smith**

Special Thanks  
**Shinobu Toyoda, Bernie Stolar, Greg Suarez, Jill Braff, Sue Price, Marc Hamel, Mike Lopez, John Goodale, Jadelyn Chang, John Cheng, Karin Reid, Dan Stevens, Marci Ditter, Angela Edwards and Andrew Stein.**

Director  
**Akinobu Abe**

Programmers  
**Seiji Fujiwara  
Hirofumi Okamoto  
Mitsuyoshi Ono  
Bungo Ishida**

Designers  
**Seiichi Yamagata  
Kiyohiko Yamashita  
Masaki Takahashi  
Minori Hisamatsu  
Sayaka Ishiyama**

Character Design  
**Yoshitsugu Sato**

CG Design  
**Koji Ono**

Sound  
**Tomoyuki Kawamura**

Coordinator  
**Noriaki Yatsuzuka  
Nobuhiko Shimizu**

Executive Producer  
**Hisao Oguchi**

Producer  
**Akinobu Abe**

# PC

# Edition STAFF

Programmers  
**Tatsuya Satoh (HIC)  
Takashi Yonemori (HIC)  
Tensei Ueda (HIC)  
Hiroki Kawashima (HIC)**

Graphic Designers  
**Katsufumi Yoshimori  
Takeo Kimata  
Ryuhei Arai (HIC)**

Producer  
**Toshinori Asai**

Assitant Producer  
**Shun Arai**

Director  
**Tadashi Kuroi**

Special Thanks  
**Original LAST BRONX  
Staff  
AM#2 Dept. Sound Team  
SEGA Digital media  
Studio**



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DO NOT RETURN YOUR PC COMPACT DISC TO YOUR RETAIL SELLER. Please contact the Sega Consumer Service Department for 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 disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser. Sega Entertainment cannot offer credit or exchanges for merchandise purchased through your retail store, which is deemed to be free from defects in material and workmanship.

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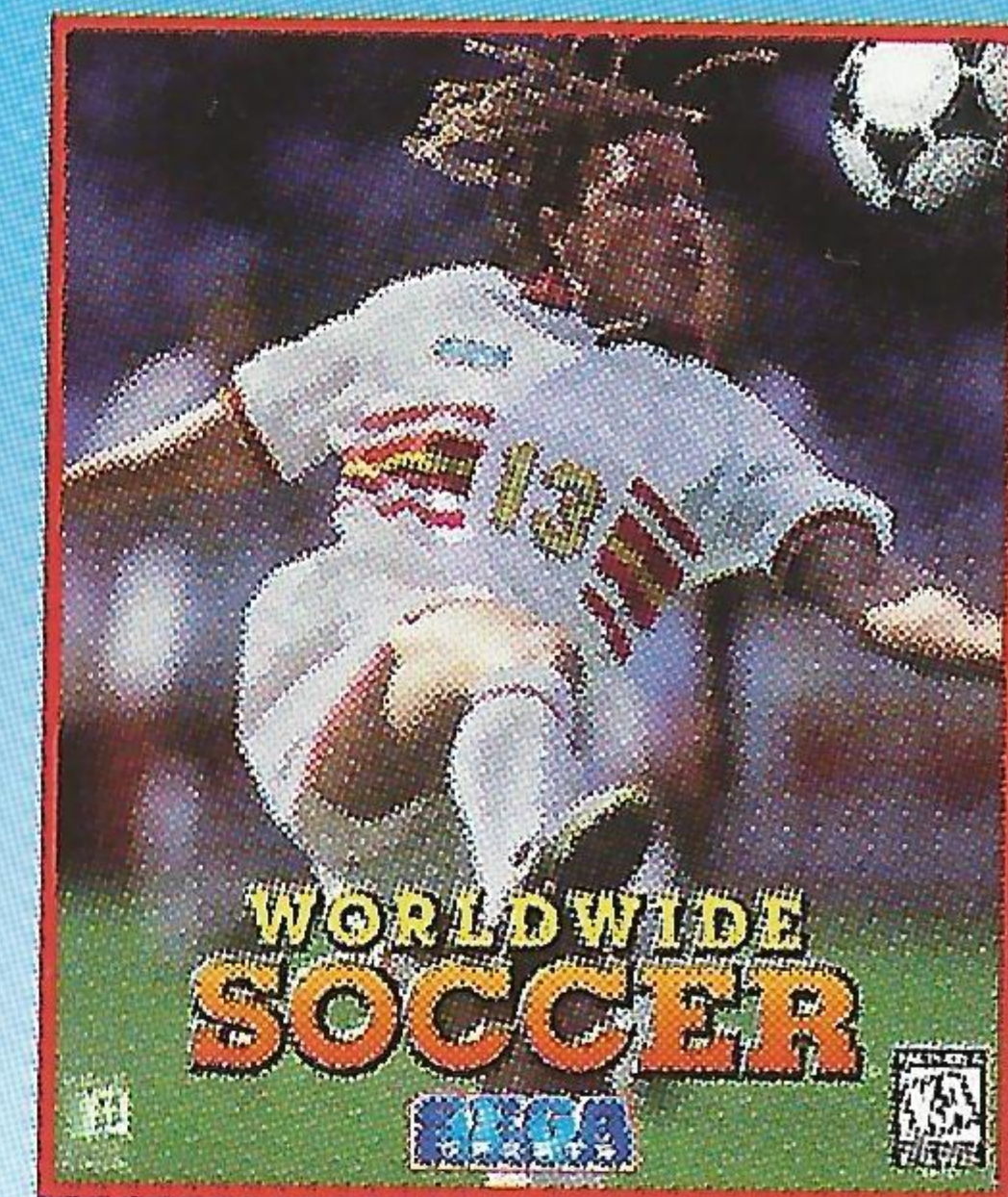
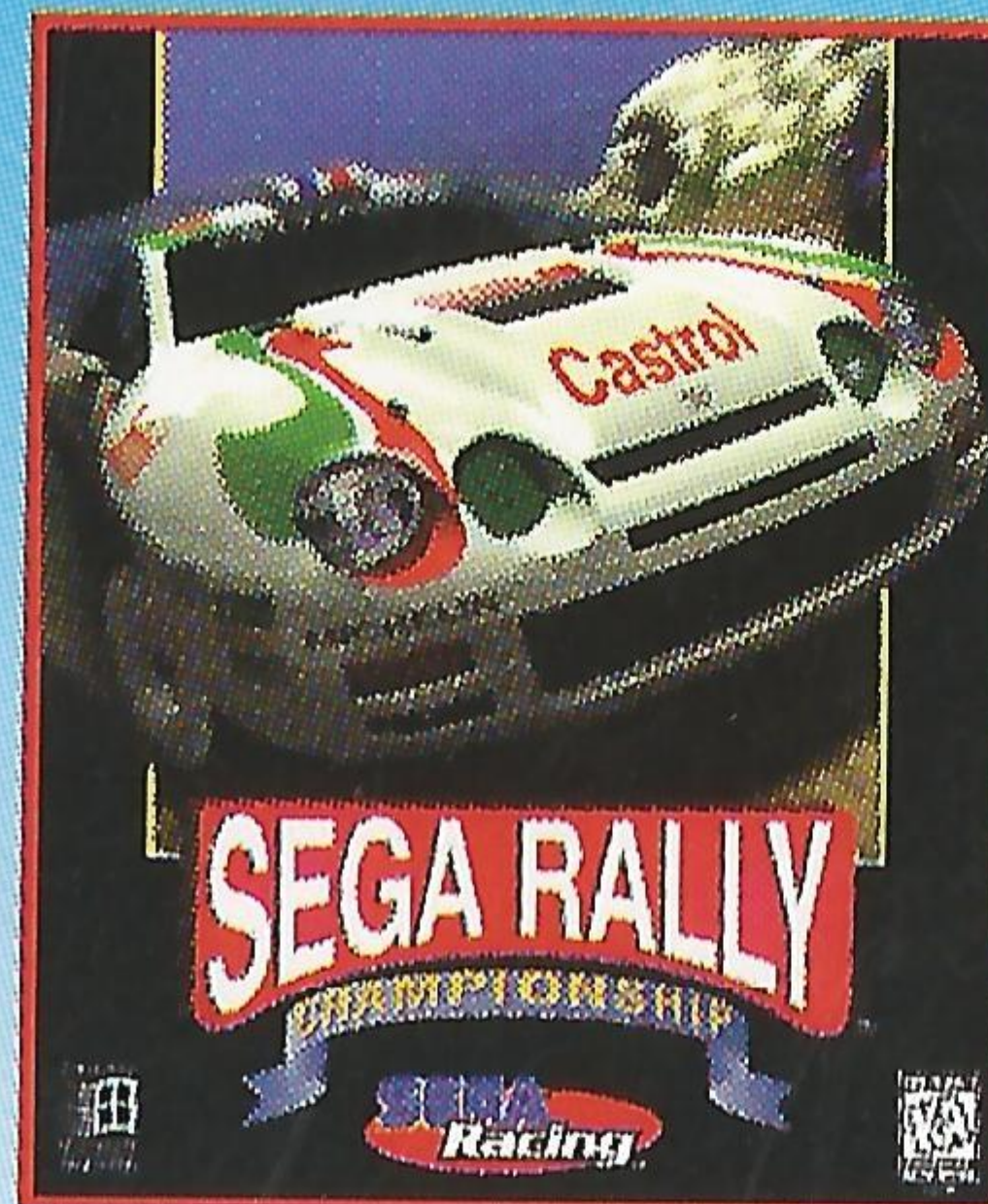
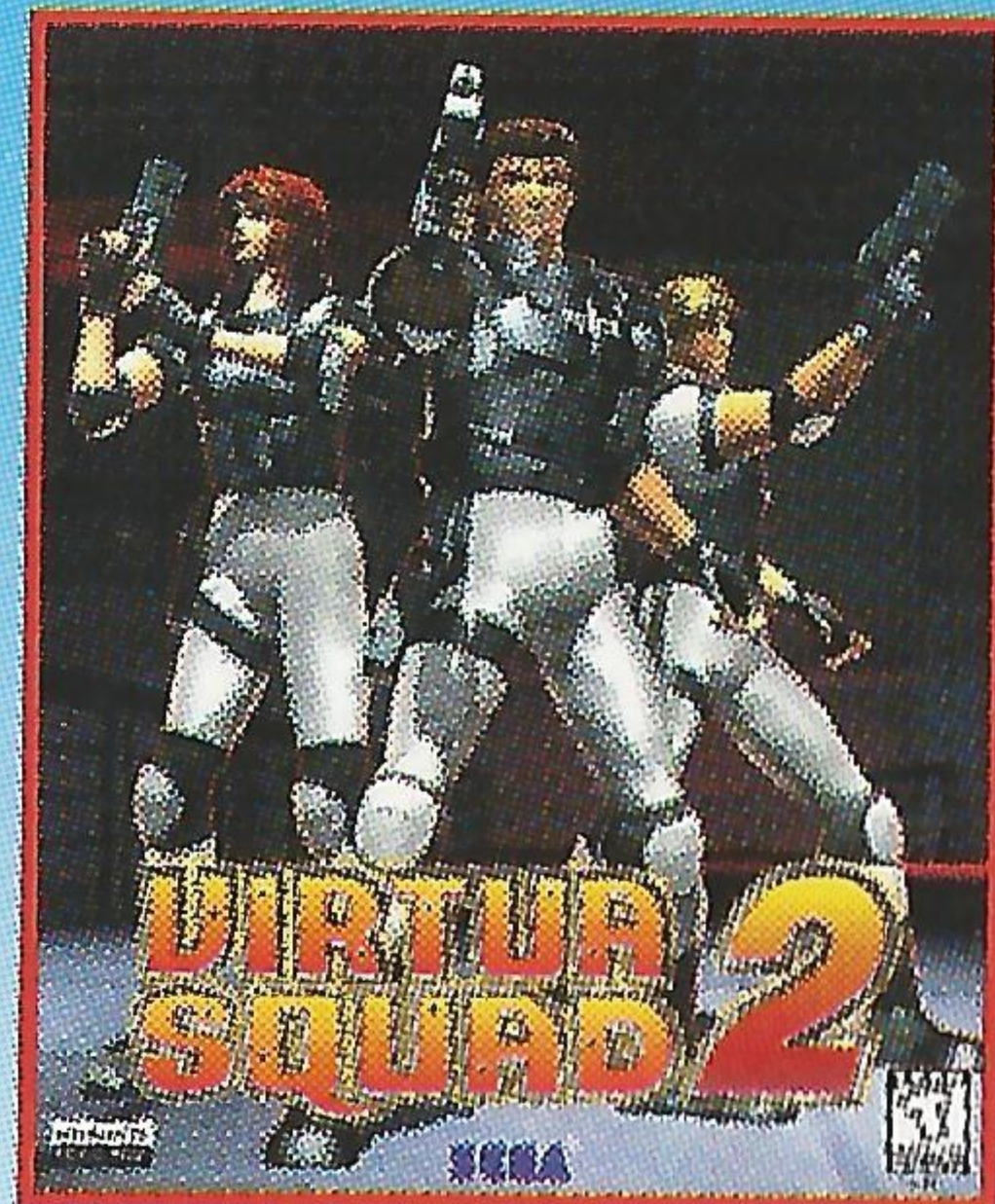
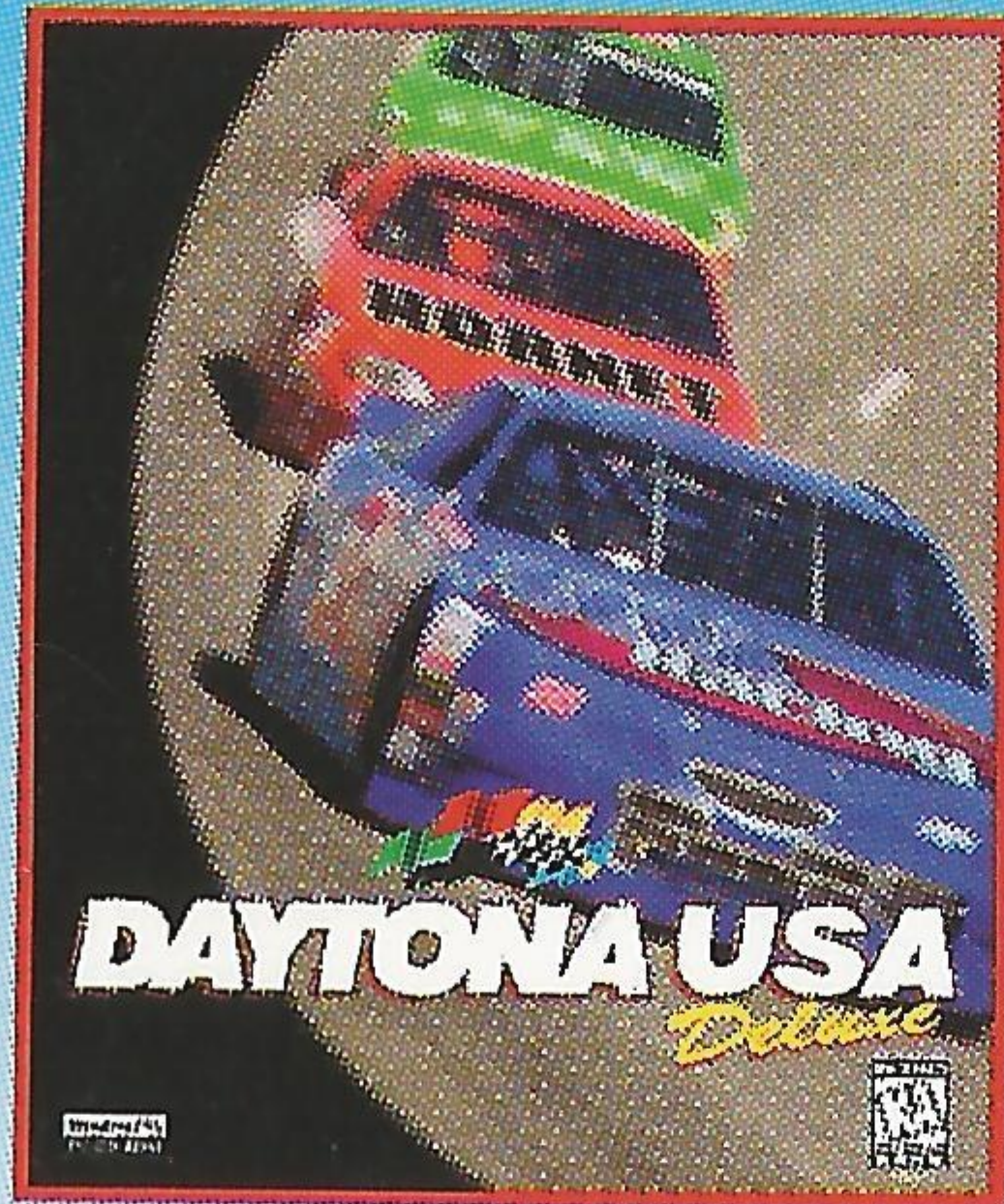
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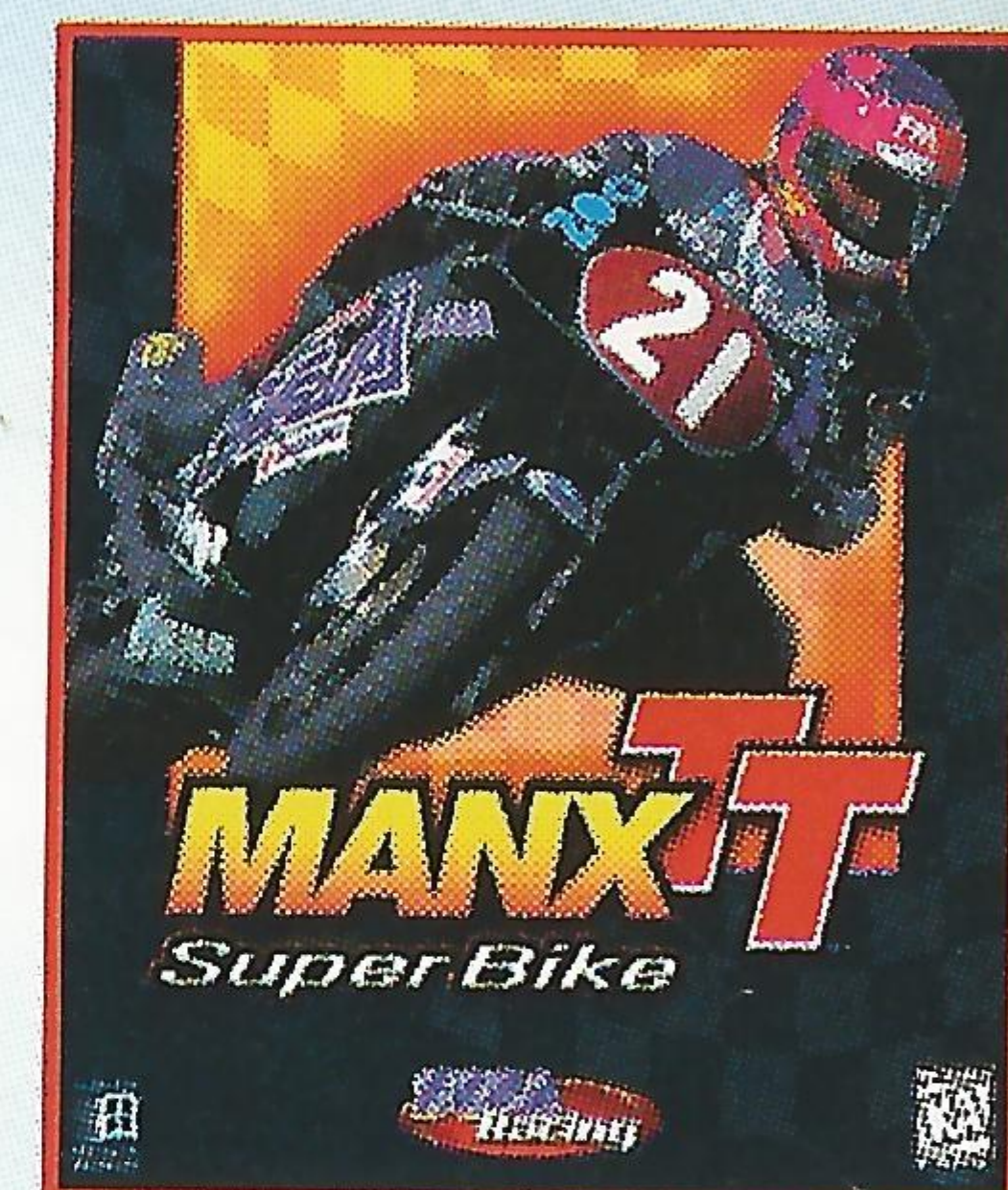
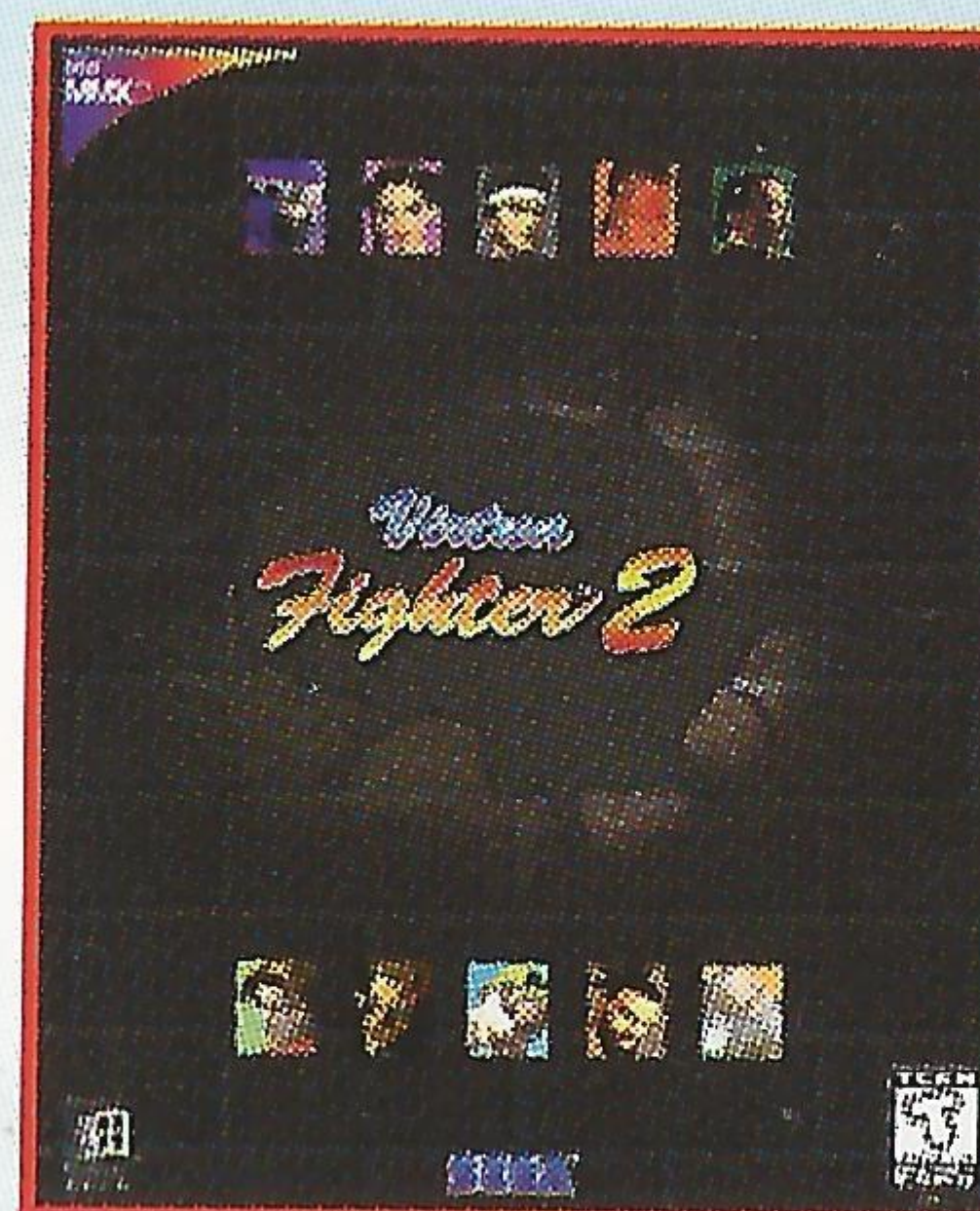
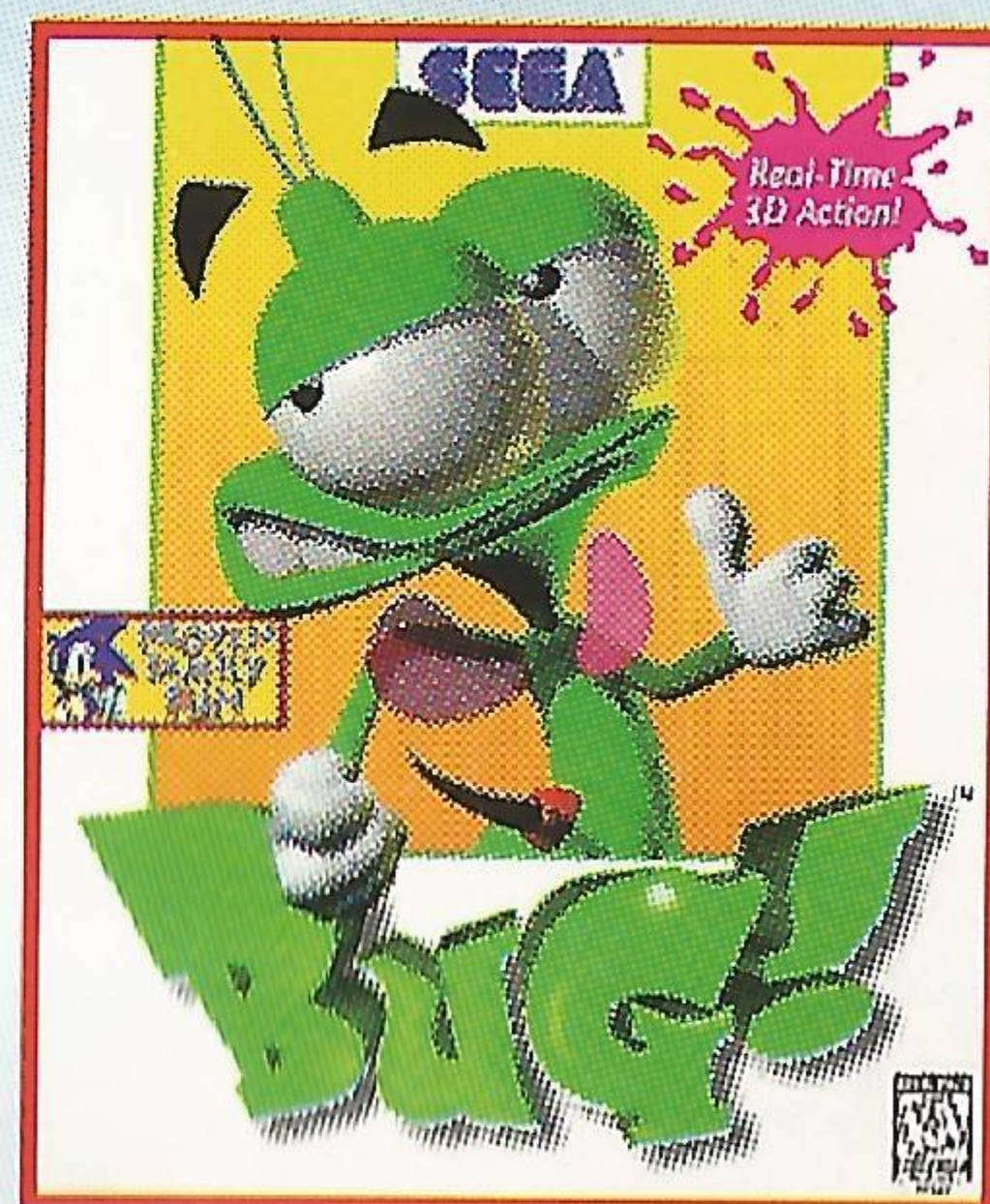
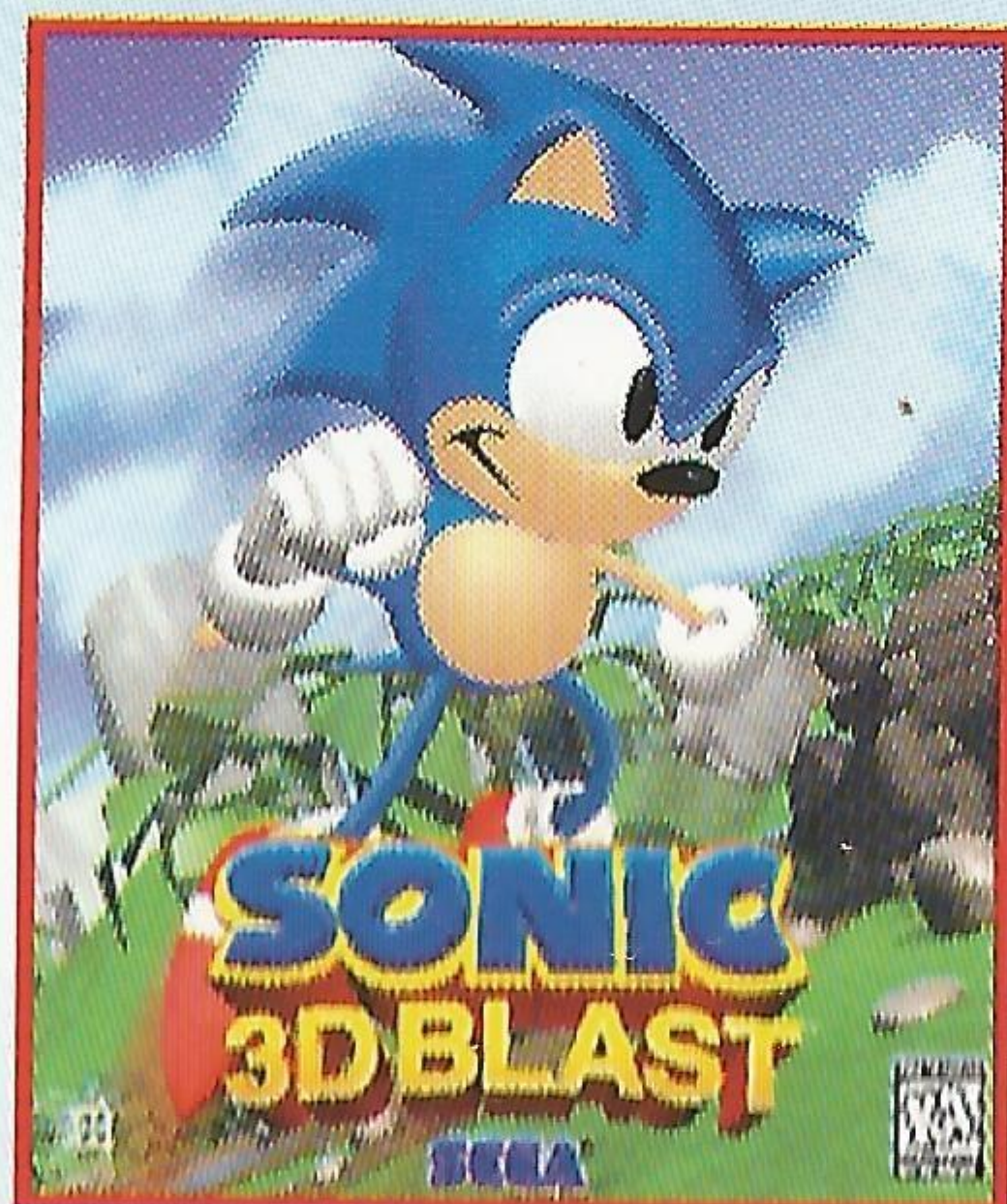
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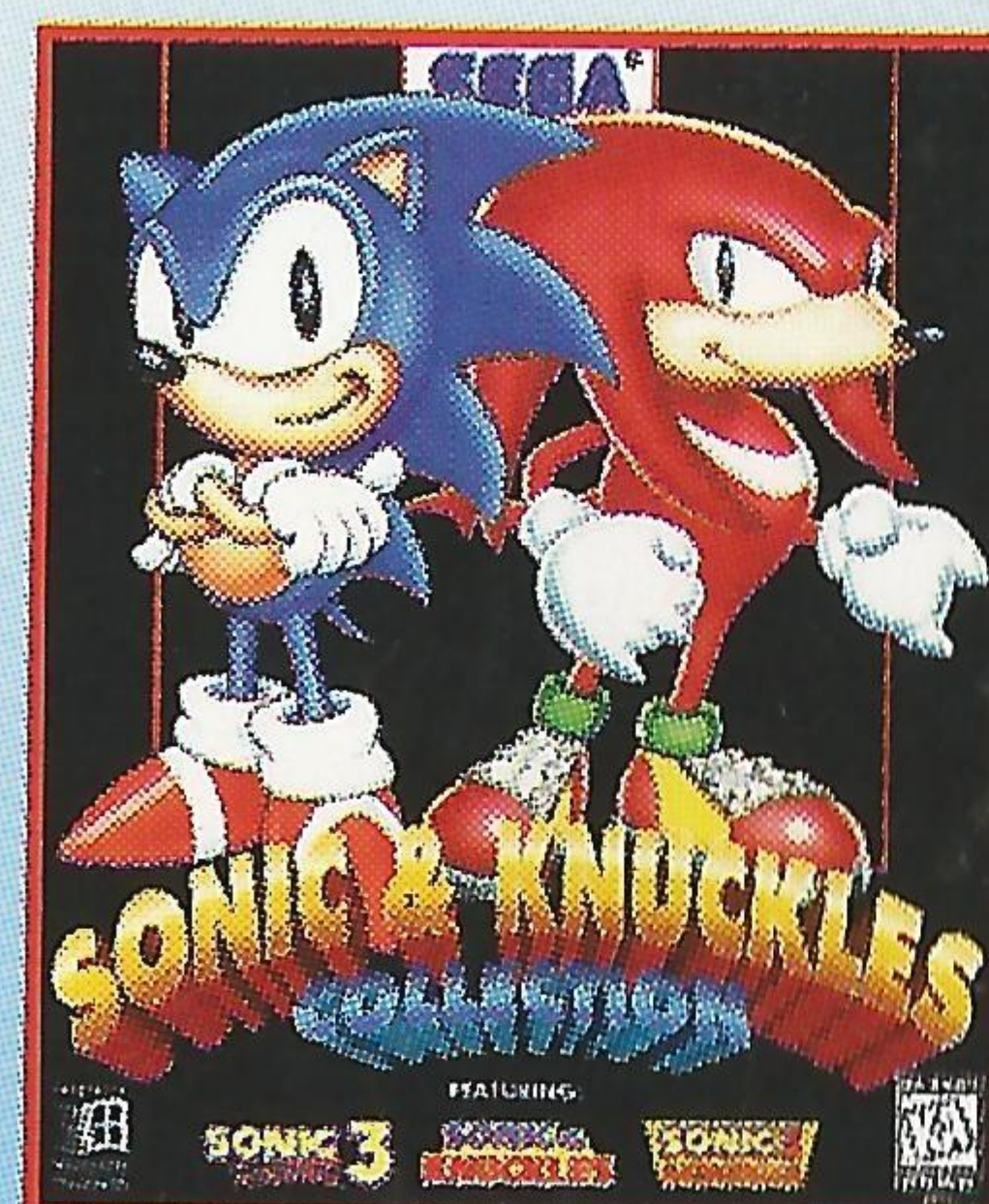
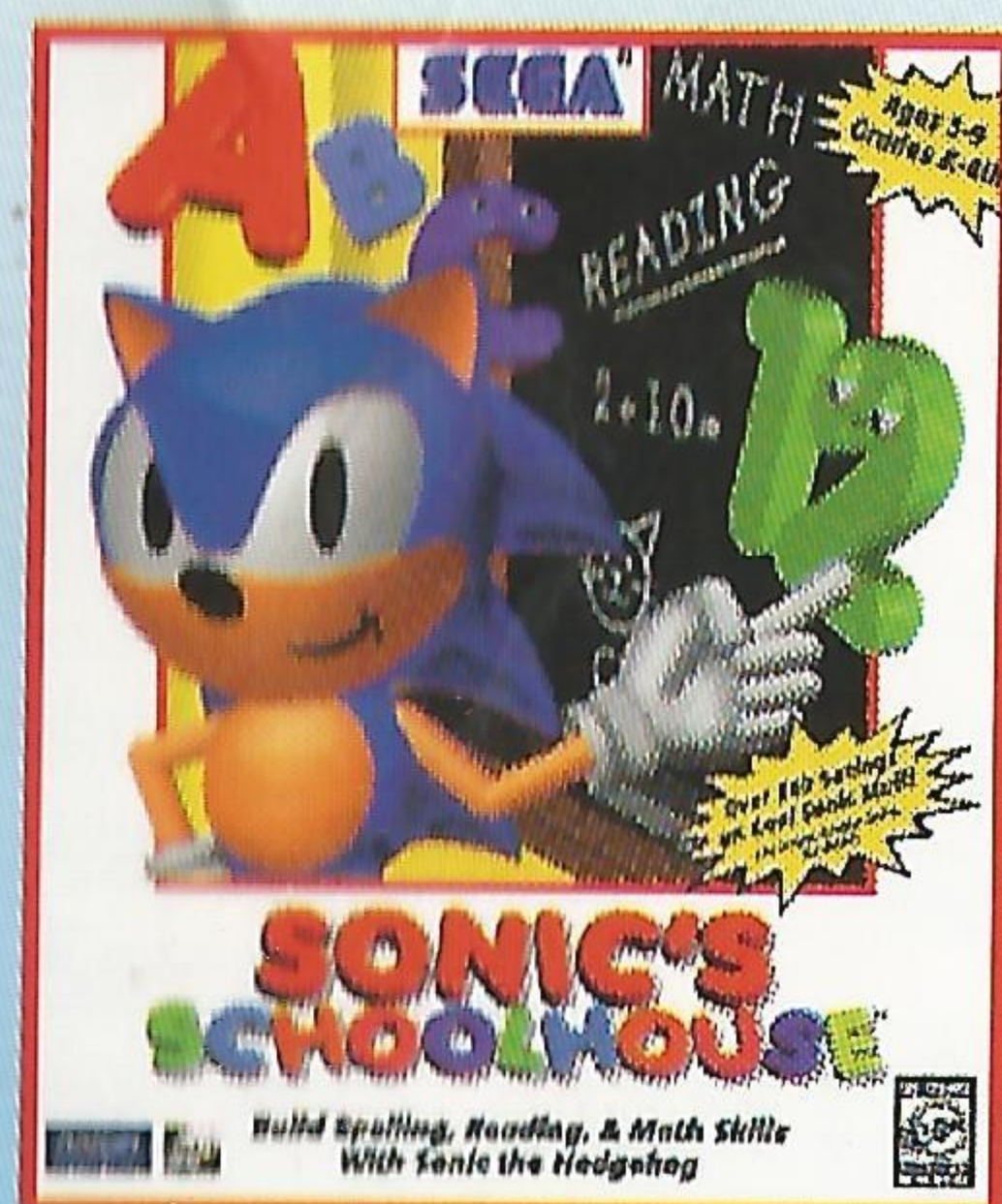
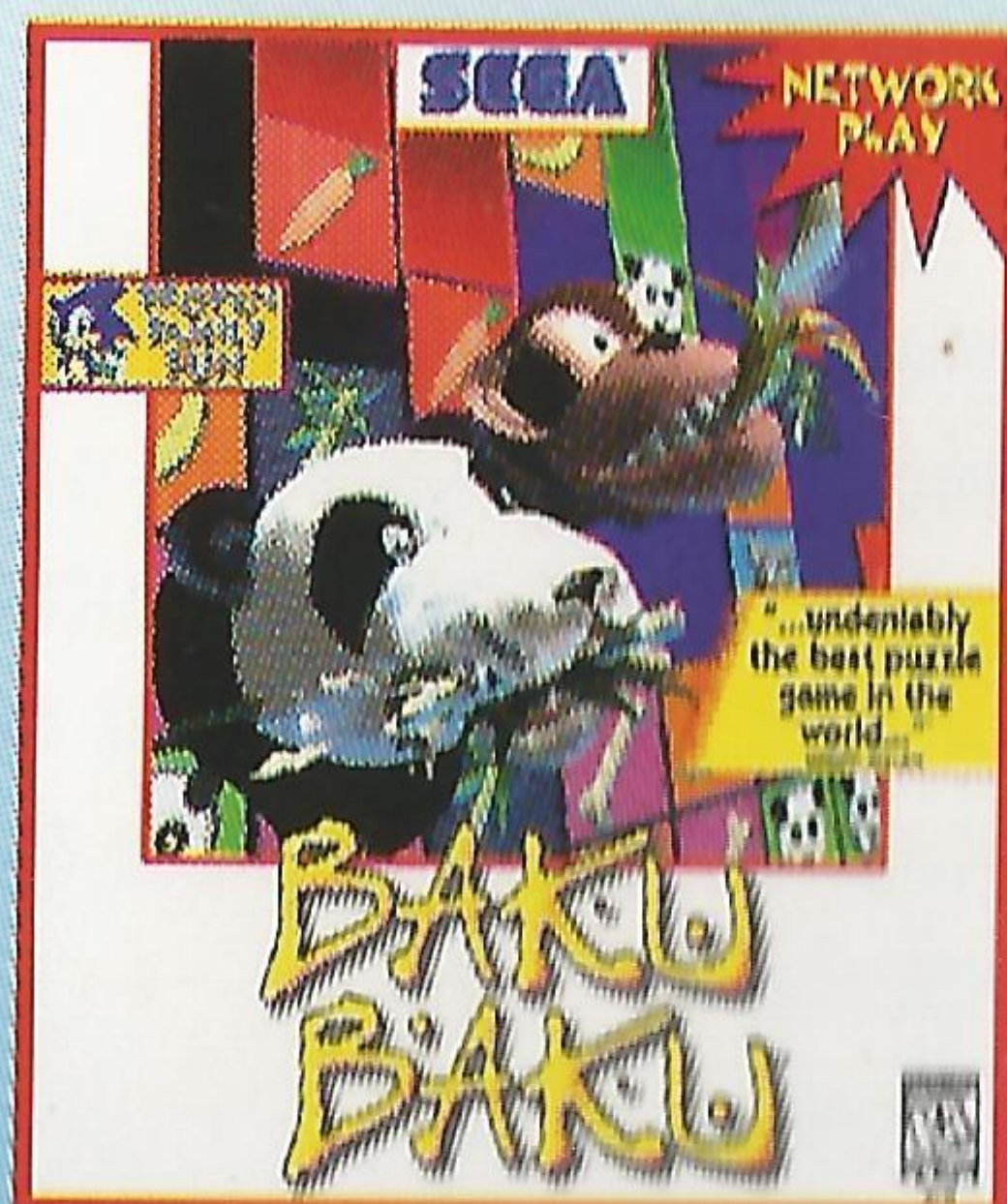
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