


WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. 

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

The Fourth World Fighting Tournament had come down to one final bout between Kage-Maru and Shun Di. But as Kage-Maru launched his final offensive, the glowing, silver form of Dural interrupted the match.

“Mother...” Kage-Maru whispered, facing the transformed being that had once been Tsukikage. Knowing full well that it was too late to save his mother, Kage-Maru destroyed her with his own hands. But when he looked at her face, his expression froze. “This is...”

Concerned by Dural’s defeat, J6 captured Vanessa for the next phase of the Dural program. But before they could turn her into the next Dural, she disappeared—apparently with inside help. But they had already transplanted her combat data into the production-model Dural, and thus J6 announced the Fifth World Fighting Tournament to test the abilities of the new V-Dural and to determine the identity of the traitors within J6.

What is J6?

Judgment 6, or J6, is made up of six global corporations. Together, they exert enormous influence over areas ranging from weapons development to international politics. J6’s goal is to complete their subtle form of world domination.

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Thank you for purchasing *Virtua Fighter™ 5*. Please note that this software is designed for use with the Xbox 360 console from Microsoft®. Be sure to read this software manual thoroughly before you start playing.

GETTING STARTED

Host and Guest

After the initial start up of the game, the player who presses the START button at the Title Screen becomes Player 1 (or the Host Player) of the game. The Host Player is the only player who can select the Menu items. The Host Player's controller must be properly signed in with a valid gamer profile. The Host Player will then select the Game Data file to be used.

Normally, the Host Player plays the character on the left side of the screen. However, the Host Player may elect to play on the right side. To do so, press and hold the Right bumper while selecting a character (p.8).

In VS mode (p.11), the controller used to join in after the Host Player becomes the Guest Player. This will be in effect until the game exits VS. mode.

Saving and Loading

This game uses an autosave feature which can be enabled or disabled in the Options (p.21). The latest score ranking of the game, the progress of the Quest mode (p.14), and the Options settings will be saved whenever you leave the mode.

HDTV Settings

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port connector to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 480p or 720p.

Dolby Digital

The game is presented in Dolby® Digital 5.1 surround sound. Connect your Xbox 360 console to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the System area of the Xbox Dashboard, choose Console Settings, then select Audio Options, then Digital Output and finally select Dolby Digital 5.1 to experience the excitement of surround sound.

Xbox LIVE

Play anyone and everyone, anytime and anywhere on Xbox LIVE®. Build your gamer profile. Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Setting

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Achievements

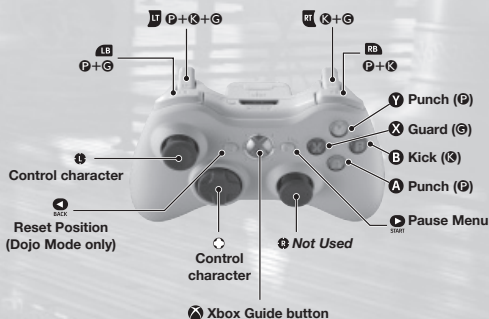
This game supports Achievements. As you play the game, you will earn medals and points which will be credited to your gamer profile as Achievements. Refer to the Xbox Dashboard to view the status of your Achievements for *Virtua Fighter™ 5*.

Content Download

Additional contents, including themes and gamer pictures for the Xbox Dashboard, and new items for character customization, are scheduled to be released via the Xbox LIVE Marketplace. For more information about what's available through the Xbox LIVE Marketplace, go to www.xbox.com/marketplace.

Registration required to access Xbox LIVE features. Internet connection required. Terms and condition are found at <http://www.xbox.com/live>. You must be 18 to subscribe to Xbox LIVE.

BASIC CONTROLS



Xbox 360 Controller

Button to use	Menu/Select Screens	During Match
D-pad	Move Cursor (↔: Change setting, where applicable)	Control character
Left Stick	Move Cursor (↔: Change setting, where applicable)	Control character
B button	Cancel	Kick (K)
A button	Enter selection	Punch (P)
Y button	Continuous play of Exhibition match/view gamer card of selected player (VF.TV Mode only)	Punch (P)
X button	Random play of Exhibition match/view where you stand in Leaderboard (VF.TV Mode only)	Guard (G)
Left bumper	Rotate view of the character (Customize Mode only)	Button Combination: P+G
Right bumper	Rotate view of the character (Customize Mode only)	Button Combination: P+K
Left trigger	Zoom out view of the character (Customize Mode only)	Button Combination: P+K+G
Right trigger	Zoom in view of the character (Customize Mode only)	Button Combination: K+G
START button	Switch costume type during Character Select Screen	Display Pause Menu
BACK button	Delete data during Character Select Screen (Customize Mode only)	Reset position (Dojo Mode only)

Note: The button configurations during the match (kicks, punches, and guards) can be changed in the Controller settings menu of the Options (p.21).

Command Display

The basic controls used during gameplay are displayed on the right. Note that the controls listed assume the character is facing right. If a character is facing left, the right and left controls of the D-pad/Left Stick must be reversed.

- ◆ Hold the D-pad/Left Stick in the direction indicated.
- ◻ Tap the D-pad/Left Stick in the direction indicated.
- P Press to punch.
- K Press to kick.
- G Press to guard.
- + Press two or more buttons simultaneously.

Basic Controls & Actions

With the D-pad/Left Stick, a character can advance, step back and crouch. Use **P** (A or Y button) to punch, **K** (B button) to kick, and **G** (X button) to guard. Also, by combining commands in various ways, you can make your character perform a variety of moves and actions.

Dash/Back Dash

↔ / ↔

Dash a short distance forward or backward. For forward dash, it's possible to hold the D-pad/Left Stick (↔) to make the character run.



Crouching Dash / Crouching Back Dash

↔ or ↕↔ / ↕↔ or ↕↔

Dash a short distance crouching forward or backward.

Note: Press **↓** to simply crouch.



Jump

Press and hold **↑+P** (or **K**)

The character can jump.



ARM (All Range Movement)

Walk any direction (except **↓**) and move in any direction you like.

If you press and hold the D-pad/Left Stick in any direction except **↓**, your character will begin walking. To command your character to walk towards the camera, tap **↕**, and immediately press and hold **↓** again.



Throw

P+G

When your opponent is close, you can perform a throw by entering **P+G**. There are also additional throw commands for each character.



Throw Escape

P+G

Evoke your opponent's throw. For other throws that use **P+G** and a direction, enter the last direction of the command simultaneously.



Down Attack

↑P (while your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have additional attacks as well.



Recovery

P+K+G (when you are about to fall)

When you are just about to hit the ground, press **P+K+G** to spring back up, and evade a Down Attack from your opponent.



Getting Up

P or **G** (while currently down)

When your character is knocked down, you can make him/her get up faster.



Rising Attack

K or **↕K** (while knocked down)

When getting up, you can make your character perform middle/low attacks.



Defensive Move

↵ or ↶ (release quickly)

You can dodge an attack by moving left or right.



Offensive Move

↵ or ↶ (release quickly) P+K+G

Move quickly towards the left or right, making it easier to get behind the opponent.



Other Actions

Some actions can only be performed by specific characters. A sample of commands can be found in the Character Profile on p.22. You can also view a complete list by opening the Pause Menu (p.9) and selecting Command List.

Reversals

Turn your opponent's attacks against them using these moves.



Deflecting

Deflect the opponent's attack. If you deflect successfully, the opponent will stagger, (see below) giving you a chance to attack.



Charge Attack

Hold down the last button pressed to make a strong Charge move.



Stagger

Some attacks will make the opponent stagger, giving you an opening to attack. If you stagger, alternate the D-pad/Left Stick ←↶ quickly to recover.



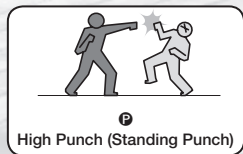
Tutorial

Learning the Basics

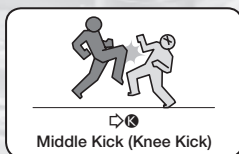
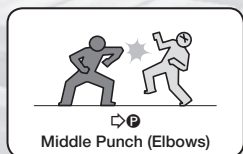
STRIKING ATTACKS

There are three types of attacks: High Attack, Middle Attack, and Low Attack.

- High — There are variety of high attacks, from quick checks to powerful, slower attacks.



- Middle — There are a lot of powerful middle attacks that form a core part of each character's arsenal.



- Low — Use low attacks to punish your opponent when they guard high.

Lows are especially effective in stopping your opponent's attacks!

↓ P

Low Punch (Crouching punch)

With long range lows, you can hit a distant opponent more easily!

↓ K

Low Kick

THROWS Throw your opponent for big damage!

You can even throw an opponent who is guarding.

P+G
Throw

You cannot throw if your opponent is crouching.

DEFENSE Guard against your opponent's hits and throws to setup a counterattack.

○ ← high
○ ← middle
X ← low

Standing Guard

◎ ← high
X ← middle
○ ← low

Crouching Guard

Avoid high attacks with crouching guard.

Make sure to guard and prepare for your counterattack.

Avoid throws by crouching or hitting.

Keeping distance is also effective.

↓ G

Crouching Guard

P

Attack to interrupt

↔

Keep distance

Attack Strategy

- Throw your opponents if they are standing and guarding.
- Use middle attacks against your opponents if they are using crouching guard.

Defense Strategy

- Defend yourself with standing and crouching guard!
- Defend against throws by crouching or hitting.
- When you avoid an opponent's attack, it's an opportunity for a counterattack!

Throws and Middle Attacks are your basics in attacking!

Understanding Advantages and Disadvantages

There are certain situations where you have a short lead time in which you can act before your opponent does and you have the advantage. The moments after your attack hits, you guard against an opponent's attack, or an opponent's attack misses are opportunities in which you're at an advantage.

- Advantages and Disadvantages will always switch during the flow of a battle.

Advantage

It's your turn — a chance to attack!

Disadvantage

It's your opponent's turn — you'll take damage if you don't defend yourself!

- There are "large" and "small" advantages and disadvantages. The opportunities differ with moves!

Basic moves (standing punch/kick) are faster, so give less opportunity for a counterattack.

- Even if the basic move hits, your advantage is small.
- Even if the basic move is guarded, your disadvantage is small.

<p>Advantage/ disadvantage is small</p>	<p>Quick Motions</p> <p>Less opportunity for counterattack.</p> <div style="text-align: center;"> <p>Input Attack Guard</p> <p style="text-align: center;">Opportunity</p> </div>
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Big moves (knees, tackles, etc.) have more opportunity for counterattack.

- If the big move hits, your advantage is large.
- If the big move is guarded, your disadvantage is large.

<p>Advantage/ disadvantage is large</p>	<p>Big Motions</p> <p>More opportunity for counterattack.</p> <div style="text-align: center;"> <p>Input Attack Guard</p> <p style="text-align: center;">Opportunity</p> </div>
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Big moves inflict greater damage on the opponent, but if you miss you will be at a large disadvantage. Use big moves only when you have the advantage!

- Learn to distinguish when you have the advantage! Don't miss your chance to attack!

<p>When your attack hits</p>	<div style="text-align: center;"> <p>Your attack hits! Opponent takes damage and briefly cannot move — Advantage! Your next attack hits!!</p> </div>
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<p>When you successfully guard your opponent's attack</p>	<div style="text-align: center;"> <p>You guard against the opponent's attack! Opponent briefly cannot move until he regains his stance — Advantage! Since he cannot move, your attack hits!!</p> </div>
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<p>When your opponent's attack misses</p>	<div style="text-align: center;"> <p>Opponent's attack misses! Opponent cannot move until he regains his stance — Huge Advantage! Since he cannot move, your attack hits!!</p> </div>
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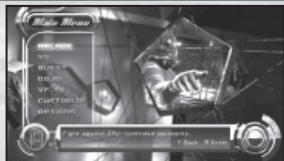
Summary of Advantages and Disadvantages

Advantages	<ul style="list-style-type: none"> • When your attack hits. • When you guarded an opponent's attack. • When an opponent's attack misses. 	<p>➡ It's your turn! It's your chance to attack.</p>
Disadvantages	<ul style="list-style-type: none"> • When you take damage. • When your attack is guarded. • When your attack misses. 	<p>➡ It's your opponent's turn! Defend yourself!</p>

STARTING THE GAME

Main Menu

From the Title Screen, have the Host Player press the START button to display the Main Menu. The following selections are available.



ARCADE P.9

Play Score Attack and upload your best score to Xbox LIVE and see where you stand against players from around the world.

VS. P.11

Play ranked and unranked matches on Xbox LIVE with players from around the world.

QUEST P.14

Play against your rivals at virtual arcades and tournaments to become the top VF player.

DOJO P.16

Play Command Time Attack and upload your fastest time to Xbox LIVE.

VF.TV P.18

View replays of VS. mode saved onto the storage device and promotional movies.

CUSTOMIZE P.19

Create and customize your own character, using the Fight money and items you collected in Quest mode.

OPTIONS P.21

Change various game options.

Character Select Screen and Character Data

In this game, with the exception of VF.TV and OPTIONS modes, you must select a character or Character Data. Select either Character Data you've created already, or select **Play without using data** (not available in Quest and Customize modes) and select a non-customized character. If you select **Create new data**, you will create new data for a character of your choice, but it must be customized later in Customize mode. Press and hold the START button while selecting a character to switch the costume type between Main and Sub(stitute).

In both Quest and Customize modes, you can customize your Character Data file with your own ring name, items and clothing to create a new look, and use them in Arcade, VS., and Dojo modes.



This is a mode where you play through seven stages against CPU-controlled characters, as with the Arcade version. Select one of the two modes, then select a character (or Character Data) to start the game.

Arcade Mode Menu

Normal

Play the game as you do in the arcade.

Arcade Mode Screen

1 Selected Character

The name and face of your selected character are displayed.

2 Health Bar Remaining

This decreases as your character takes damage. If it reaches zero, the character will be K.O.'d.

3 Player Information

The ring name of the player, the rank, and the emblem are displayed here (only when Character Data is in use).

4 Rounds Won

Displays how many rounds have been won by each player. One lamp lights up in red each time a round is won.

5 Time Remaining

When the time reaches zero, the round is over. If the match is undecided, the player with the highest remaining Health Bar wins.

6 Stagger Mark

When staggering, the Stagger Mark is displayed on your player's side. Press the D-pad/Left Stick and other buttons in quick succession to speed up your character's recovery.



7 Score

8 Drink Count (Shun Di only)

When the character is Shun Di, the drink count is displayed here. Please see p.32 for details.

9 Total Time Elapsed and Stage Count

Displays the total time elapsed since the game began and the current stage.

Pause Menu

Press the START button during the match to pause the game and open the Pause menu.

■ Return to the game

Close the Pause Menu to resume the match. Note that pressing the START button again has the same effect.

■ Command list

Displays the Command list of the character in use. Use the D-pad/Left Stick $\leftarrow \rightarrow$ to select between the command types, and $\uparrow \downarrow$ to scroll the list up/down.

■ Controller settings

Change button assignments (p.21).

■ Return to the Arcade Menu

Quit the match.

Fight Rules

In each match, you must win a predetermined number of rounds for overall victory. When you win a match, you move on to the next stage and fight the next character. Here are the ways to win a round:

K.O.

Inflict damage to lower your opponent's health bar. If his/her Health Bar drops to zero, you win the round by a K.O.

Ring Out

Some stages have no walls, and some have low walls. Knock your opponent out of the ring, regardless of the Health Bar, to win by Ring Out.

Time Up

When the time runs out, if neither side is K.O.'d, the player with the most Health remaining is the winner.

Draw

If both players have an identical amount of Health remaining at Time Up, it's a Draw. Both players are credited with a win for the round.

Sudden Death

When the game is at a match point for both characters and the round is a Draw, the game will continue in **Sudden Death** in which both characters fight with almost no Health remaining. If the game still cannot determine the winner and ends in a Draw, then the CPU (or the host player, in case of two-player game) wins the match.



Game Over & Continue

If you lose a match, the game ends, and the Continue screen will appear. Press the START button before the counter reaches zero to restart from the match you just lost.



Score Attack

Aim for a High Score and see where you stand against players all over the world.

In Score Attack, you select a character to use and the stage route to take, then play the same way as in Normal mode.

At the end of the game, you will be asked whether to permit upload of replay data, regardless of your score. Next, Xbox LIVE will be contacted, and if your score is among the top scores, your name and score will be registered. If your score is among the top 100 players and you permit uploading of your replay data, it will be uploaded. Your replay data will remain as long as your record remains in the top 100, and will be deleted once your rank drops below 100.



Note: To keep the situation equal among contestants, the Options settings cannot be changed in this mode. There will be no final boss.

End Menu of Ranking Mode

■ Retry

Play the Score Attack again with the same character and route.

■ Return to Route Select

Play again with a different route.

■ Return to Character Select

Play a match again with a different character.

■ Return to Arcade Menu

Exit Score Attack.

Normal

Duel against a human opponent in offline play.

After each player selects a character to use, Player 2 (or whoever lost the previous match) has the option to select the stage to play on. Select **RANDOM** to let the game choose the stage.

Note: Stage Select screen will be skipped, if Stage select setting in the Options (p.21) is set to Off. The stage will be selected randomly.



The rules are the same as in Arcade mode, except you only play one match. The player who paused the game has control of the Pause Menu (p.9); when selected, only the Command list and Controller settings of the player who paused will be displayed. After the match, a Result Screen and a menu will be displayed. Use the D-pad/Left Stick $\uparrow\downarrow$ to select a menu item, and press the A button.



- **Fight again**

Play a match again with the same characters and stage.

- **Change stage**

Play a match again with the same characters, but with a different stage.

- **Return to Character Select**

Play a match again with different characters (go to Character Select screen).

- **View replay**

View a replay of the match you just played. For information on how to use the Pause menu during a replay, please see p.18.

- **Save replay**

Save a replay of the match you just played onto the storage device. You can view the replays you have saved later in VF:TV (p.18).

Playing with Character Data

If you use Character Data, your performance in VS. mode will be reflected in your win/loss results and in your character customization. You will earn experience points to rank up. You may also see an Item Battle. Please see p.15 for details.

Using Your Character Data on a friend's Xbox 360 Console

You can take your Character Data and use it to play against your friend on his/her Xbox 360 console. To do so, you must first move your gamer profile and copy Virtua Fighter™ 5 Game Data onto a Memory Unit. Then, insert the Memory Unit into the Xbox 360 console you will be using to play (alternately you can choose to copy the data onto the Xbox 360 console), and sign in with the controller and the data you will be using. After you join in VS. Mode, select the storage device where your Virtua Fighter™ 5 Game Data is.

If the Guest Player is not signed in, the Guest Player can use only the default characters.

Ranked match

Duel on Xbox LIVE, with the results affecting rankings.

You play for a win/loss record and a rank, which are independent from the offline play. You will have one common record and rank per gamer profile, regardless of the Character Data used. At the end of the game, Battle Points are earned according to your performance, and when you have enough points, your rank will be raised.



Player match

Duel on Xbox LIVE without affecting rankings.

Enjoy a battle without worrying about your win/loss record or the rank, as they will not be affected. You can also invite a friend to play.



Xbox LIVE Play

You must be signed in with a Xbox LIVE Gold Membership in to order to play Xbox LIVE VS. Play

Session

Whenever you play an on Xbox LIVE battle, you must either create a session or join an existing one. If you choose to create a session, you will also set up conditions for the battle. This setting will also be used as an index for other players to search your session through Custom Match. Note that the player who creates the session plays on the 1P (left) side, while the player who challenges plays on the 2P (right) side.



Flow of the Match

● Character Select

Playing Ranked match or Player match, you will first select a character to use. Note that Ring Name and comments on your Character Data will not be reflected. Your gamertag will be used instead.



● Xbox LIVE Vs. Battle Menu

Select one of the following to either join an existing session or create a new one.

■ Quick Match

Find an available session without any preferences for search.

■ Custom Match

Find a session with one or more specific session settings (see below). With Ranked match, you can also choose to search for a player with a rank similar to yours. Select **Search for opponents** to begin search.

■ Create a session

Create a session and wait for a challenger to join in. You can make the following settings.

Stage Play on a stage with a specific wall height, or no wall at all.

Round count Number of rounds in a match.

Time limit Time limit for each round.

Private match Create a session for inviting a friend to play. Available with Player match only.

■ Return to Character Select

Change your character.

■ Return to the VS. Menu

Change the VS. mode to play.



Note: In Ranked match, you cannot change the Round count or Time limit, although they are visible (but dimmed).

Inviting a Friend

With Player match, you can invite a friend for a private match. First, create a private session with Private match setting set to **Yes**. Next, press the Xbox Guide button, and select a friend to invite, from the friend list on the community, and press the X button.

At the receiving end of the invitation, if you accept Game Invite, select and enter VS.→Player match. After you select a character, you will jump directly to the session.



● Search for Available Session

If you choose to search for a session, the game will look for any available session (Quick Match) or for specific conditions (Custom Match). If no session is found, try again a little later.

If more than one session that meets your search condition is found, use the D-pad \leftarrow to select one. Press the A button to challenge, the B button to cancel, or the Y button to view your opponent's gamer profile.

When ready, both players press the A button, and the battle begins.



● End Menu

After the match, the End Menu will be displayed. With Ranked match, the amount of Battle Points earned will also be displayed.

■ Fight again

Play again with the same opponent. Available only with Private match.

■ View opponent's gamer card

View the opponent's gamer profile.

■ Send a review of opponent

Submit a player review of the opponent. Prefer or avoid the opponent.

■ Return to Xbox LIVE VS. Play menu

End the match up.



Rich Presence

Rich Presence is seen when accessing a friends list on Xbox LIVE. This feature shows if friends are on Xbox LIVE or not, on Xbox LIVE and playing another game, or on Xbox LIVE playing *Virtua Fighter™ 5*. If a friend is on Xbox LIVE playing this game, Rich Presence provides additional information for viewer including the type of event being played.

QUEST

In Quest mode you battle against different rivals at the arcades to win the local tournaments and earn a chance to compete in the official tournaments. You can also improve your Ranking, and earn items to customize your character.

In Quest mode, you must use Character Data. On the Character Select Screen, select existing Character Data or create data. The selection **Play without using data** will not be available.

Map Screen

From the Map Screen, you can go to any arcade in town or the Event Square. Select your destination using the D-pad/ Left Stick, and press the A button to enter.



Home Menu

Home Menu can be accessed either by selecting HOME or by pressing the START button.

■ Customize

Customize your character by purchasing and equipping items or changing your Ring Name. See p.19 for details.

■ Status

View status of the game. You can also view a list of players you have defeated in Quest mode and Emblems you have collected.

■ Quest settings

Adjust the Quest mode difficulty and Commentary settings.

■ Save

Save the current game onto the storage device.

■ Return to Character Select

Change Character Data.

■ End Quest Mode

Return to the Main Menu.



Record Display

Your current record is displayed on the bottom half of the screen. It shows your ring name, your current rank (p.15), win/loss record, win ratio, your emblem, the number of orbs you have (p.15) and the amount of Gold (G) you have.



Entering an Arcade

Inside the arcade, there are three *Virtua Fighter*™ 5 video game units, each with the current player's name. A yellow star next to the player's name indicates that you have already met and defeated him/her before. If a local tournament is in progress, tournament information will be displayed instead. Select either one of the three players to challenge, the local tournament (if in progress), or **Customize** (p.19). To exit the Arcade, simply press the B button. If you battle against a player with Emblem and win, you gain the Emblem.

Note: Some high rank players are Arcade Aces. They can be identified by "Arcade Ace" and a Japanese language Ring Name in their personal comment.



Event Arena

Whenever an announcement for an Official Tournament is made, go to the Event Arena. Select the indicated Official Tournament to participate. This can only be selected when a tournament is being held until you clear it. If you have already cleared any of the Official Tournaments, select **List of official tournaments** to participate again at any time. You can also **Customize** (p.19) your character. Press the A button to exit.



Tournaments

There are two types of tournaments: Official Tournaments and Arcade-sponsored Local Tournaments. If you place within the top three, you earn a prize. Whenever you see an announcement for a tournament, visit the location where it will be held.

● Official Tournaments

Official Tournaments are held in the Event Arena. You can clear these events by placing in the top three, and you can keep trying until you clear the tournament.

Note: You can also re-enter a tournament you have already cleared by selecting it from List of official tournaments, but unless the current tournament is cleared, no new tournaments will be held.



● Local Tournaments

These are Arcade-sponsored tournaments on a smaller scale. In these tournaments, the rules (number of rounds needed to win a match and length of each round) could be different from the norm. Although you only have one try at each, these are held on a regular basis at each of the arcades.



Official Ranking and Ranking Match

Every player has an Official Ranking, and experience points (XP) gained by winning matches. When a Ranking Match message is displayed before the match, you may be promoted a rank by winning the match.

At higher ranks, you may lose experience points by losing the match. You may see a Ranking Match where your loss will cause you to be demoted to a lower rank.

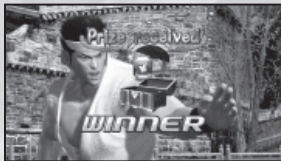
Note: Experience points can be earned in VS. mode as well. You must be using Character Data to earn experience.



Item Battle

Occasionally, there will be an Item Battle, where you can win a prize. This could be an item, fight money (Gold), or an orb (see below). Note that a Ranking Match and an Item Battle may occur at the same time.

Note: The Item Battle may also occur in VS. mode. You must be using Character Data to win the item.



Orbs and Orb Discs

As you create a Character Data, you are given an Orb Disc with seven seven holes, each of which can be filled by an Orb you win as a prize. When all seven holes are filled, a special reward is given, and the Orb Disc will disappear. You can then buy another Orb Disc at the Item Shop (p.18).

Orbs will not appear as a prize if you do not have an Orb Disc. You cannot hold more than one Orb Disc at a time. There is also a limit to the total number of Orb Discs you can buy.



Hone your fighting skills in Dojo mode.

Dojo Menu

Command Training

Practice different fighting moves according to commands displayed. If you enter the command correctly, you will advance to the next move.

1 Command in Training

The current move name and button combination are displayed.

2 Command Display

3 Input Display

4 Hit Display

Note: By default, Command and Input Displays are turned off.



Training Menu

Press the START button to display the Training Menu.

■ Return to the game

Close the Training Menu and resume training.

■ Command list

Displays the Command list. Use the D-pad/Left Stick $\leftarrow \rightarrow$ to select move types, and $\uparrow \downarrow$ to select a specific move. If you select the move with the A button, you will resume the training with the selected move as your new Command in training.

■ Display settings

Toggle On/Off the following displays on the screen.

Command Display

Displays button presses and frame count in real time.

Input Display

Displays button presses.

Hit display

Displays the location of hit (HIGH/MIDDLE/LOW) upon contact.

■ Reset positions

Resume training with initial character positions.

Note: Pressing the BACK button during the training has the same effect.

■ Controller settings

Change button assignments (p.21).

■ Return to Character Select

Select a different character to train with.

■ Return to the Dojo Menu

Exit Command Training.

Free Training

Select your character and sparring partner, and train freely in advanced fighting situations.

1 Number of Combo hits

The number of attacks hit in succession (combo).

2 Amount of Damage

Displays the amount of damage inflicted by an attack, or total amount in Combo hits.

3 Sparring Partner's Health Bar

4 Command Display

5 Input Display

6 Hit Display



Training Menu

Press the START button to display the Training Menu.

■ Return to the game

Close the Training Menu and resume training.

■ CPU settings

Set up the actions and reactions of the CPU character in various ways for more advanced training. Note that the Menu Items appearing in CPU settings change according to your setting selections.

■ Display settings

Toggle On/Off the following displays on the screen.

Command Display	Displays button presses and frame count in real time.
Input Display	Displays button presses.
Hit display	Displays the location of hit (HIGH/MIDDLE/LOW) upon contact.

■ Position settings

Change the default position against the sparring partner.

■ Ring settings

Change the height of the walls around the ring (No walls/Half fence/High fence).

■ Command list

Displays the Command list. Use the D-pad/Left Stick $\leftarrow \rightarrow$ to select between the command types, and $\uparrow \downarrow$ to view the commands.

■ Controller settings

Change button assignments (p.21).

■ Return to Character Select

Select a different character to train with.

■ Return to the Dojo Menu

Exit Free Training.

Note on CPU setting — Throw Direction

Some CPU settings allow your sparring partner to throw you a counterattack. If you see the Throw direction option, select any, or all, directional arrows indicated (turns orange when ON; "-" = no direction). The CPU character will counterattack with a randomly selected throw command it can perform, where the last directional input is one of the enabled directions (for example, $\leftarrow \rightarrow \downarrow \uparrow \text{P}+\text{G}$ or $\leftarrow \rightarrow \text{P}+\text{G}$ for the direction \rightarrow , if the character can execute them; "-" will execute a simple $\text{P}+\text{G}$ throw). Note that the directions of the arrows are based on initial position of CPU character — the left/right direction of the arrows will be reversed if the CPU's initial position is on the left (Player 1's) side.

Command Time Attack

Select a character, go through all commands, and see how quickly you can complete all commands.

How fast can you go through all available commands for a single character? Test your skills.

After you select a character, the Time Attack begins. Enter the command displayed inside the window at the top of the screen. If you enter successfully, the next command will be displayed. You complete the Time Attack when all commands are successfully executed. At the end, Xbox LIVE will be contacted, and you can see where you stand against players all over the world. If your time is among the top times, it will be registered on Xbox LIVE.

If you wish to quit, open the Pause menu and select either Return to Character Select (and restart Command Time Attack) or Return to the Dojo Menu. The Menu Items are the same as in Command Training.

① Time

Displays the Record Time (top) and Elapsed Time (bottom).

Note: All other displays are the same as in Command Training.



View replays of VS. Mode matches and short movies of *Virtua Fighter™ 5*.

Replays

View replays of the VS. mode matches you have saved.

Use the D-pad/Left Stick $\uparrow\downarrow$ to select the replay data to view, and press the A button. After confirmation, the replay starts.

During the replay, press the START button to display the Pause menu.

■ Return to Replay

Close the Pause menu and resume the replay.

■ Play from the beginning

View the current replay again from the beginning.

■ Replay settings

Display commands and button inputs (separately for 1P and 2P sides) on the screen. For each selection, use the D-pad/Left Stick $\leftarrow\rightarrow$ to toggle the setting On/Off. Select **End Adjustment** and press the A button to return to the Pause menu.

■ Return to VF.TV Menu

Quit the replay and return to VF.TV menu screen.



Exhibition matches

View pre-recorded match-ups of the selected characters.

Use the D-pad/Left Stick $\leftarrow\rightarrow$ to select a character, $\uparrow\downarrow$ for the opponent, and press the A button to play. Alternately, press the X button to play all at random, or the Y button to play continuously. The recordings of the Exhibitions give you an idea of how to fight against the opponent in various situations.

As in Replays, press the START button to display the Pause menu.



Movie Theater

View demos and promotional movies of *Virtua Fighter™ 5*.

Rankings

View Leaderboards of both Xbox LIVE and offline play.

First the top 10 players in the selected category will be displayed. Use the D-pad/Left Stick $\uparrow\downarrow$ to move the cursor, or press the X button to view where you stand. Press the Y button to view the gamer card of the selected player.

The top 100 players in Arcade Mode may also attach replay data. If you see a camera icon on the selected player, press the A button to view his/her replay.

Note: The Ring Name will not be shown in the replay. His/her Gamertag will be displayed instead.

Press the START button to Open Ranking Options. Press the BACK button to view Help on Rankings controls.

■ Rankings

View Leaderboard in the selected category.

■ Character

View Leaderboard with selected character.

■ Route

View Leaderboard with selected route (not available with Command Time Attack).

■ Toggle rankings

Close Ranking Options and display Leaderboard with new setting.



In Customize mode you can create and edit Character Data to be used in the Quest mode (p.14). The edited characters can also be used in Arcade, VS, and Dojo modes.

Character Select

First, select an open slot to create new data, or select an existing character to edit. If you create new data, you must next select a character to use.

Once the data is created, you cannot switch characters. To delete existing data, select the data and press the BACK button.



Customize Menu

Costume settings Change the appearance of the character.

■ Item Edit

Select from four available costume types (see Main/Sub costume settings below), and customize the appearance of the character by applying items you've obtained.

First, select one of the four types of character costumes. Note that some items can only be equipped with certain costume types.

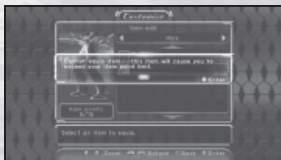


Next, use the D-pad/Left Stick $\leftarrow \rightarrow$ to select the area to equip items, and press the A button. Next, use the D-pad/Left Stick $\uparrow \downarrow$ to select the item, and press the A button to equip (or select **Return to default** to return style of the area to its default; **Remove** to remove item in the area). The areas you can equip, and the items the character can equip vary depending on the selected character and the costume type.



Note: Note: Rotate the view of your character using the Right/Left bumpers, or zoom in/out using the Right/Left triggers.

Each item has a value in item points. The total item points of the items equipped must not exceed the maximum allowed. Also, only one item can be equipped in one area. Note that some items may not be equipped together, even across different areas.



■ Main/Sub costume settings

Out of the four costume types, select one type as your Main costume, and another as your Sub costume. Only these two can be selected at the Character Select Screen.



Item shop

You can buy items with the Fight money you earned.

If you earn enough Fight money, you can purchase items to customize your character's appearance. First, use the D-pad/Left Stick $\leftarrow \rightarrow$ to select the body part and press the A button. Next, use the D-pad/Left Stick $\uparrow \downarrow$ to select the item, and press the A button to buy. Information for the selected item (usable costume types, item points, etc.) is displayed at the left side of the screen, so use this as a guide to make your purchase.



Change ring name

Enter a unique ring name with up to 10 alphanumeric characters.

Personal comment settings

Edit a two-line personal comment (PR) that appears before the match.

Emblem settings

Change the emblem which appears next to your ring name.

You can display an emblem next to your Ring name. Use the D-pad/Left Stick $\leftarrow \rightarrow$ to select the emblem type. Next, select the emblem to display. If you do not want an emblem to appear, select Remove emblem.

Note: The ring name, personal comments, and emblem will not be displayed when you play the Xbox LIVE Vs. Battle.

End customization

Return to the Main Menu screen.

In Options, you can change various game settings, or manage saved data. Use the D-pad/Left Stick $\uparrow\downarrow$ to select an option to adjust, and $\leftarrow\rightarrow$ where applicable to make changes. In any menu with the following menu items, select **Return to defaults** to return all values of the selected settings menu to the default value; select **End adjustment** to exit with changes. Where applicable, press the A button to cancel (exit without changes).



Game settings

Make a variety of changes to gameplay settings in ARCADE and VS modes.

■ Difficulty

Adjust CPU skill level (from 5 levels).

■ Round count

Adjust the number of rounds required to win a match.

■ Time limit

Adjust the time limit for each round.

■ Max. health bar: Player/CPU/1P/2P

Adjust the health bar for each player/CPU.

■ Stage select

Allows you to select the stage (ring) to play on. The game selects the stage randomly if this is set to Off.

■ Commentary

Toggles match commentary On/Off.



Controller settings

Edit controller button configurations/functions for each player.

First, select a controller to adjust. Next, for the selected controller, use the D-pad/Left Stick $\uparrow\downarrow$ to select the button, and $\leftarrow\rightarrow$ to select its function. You can also set the Vibration setting of the controller On/Off here. Select **Return to defaults** to reset.

Note: If Controller settings are accessed from the Pause menu of each mode, only the controller of the player who paused the game can edit the controller settings.



Sound settings

Make adjustments to the volume of the following voices/sound effects used in the game.

■ Ambient sound

Select ambient sound settings.

■ Volume: sound effects

Adjust the volume level for the sound effects.

■ Volume: music

Adjust the volume level for the background music.

■ Volume: commentary

Adjust the volume level for the commentary during the match.

Game Data

Manage saved data.

■ Save

Save (overwrite) the Game Data file on the storage device.

■ Load

Load the Game Data file from the storage device.

■ Autosave settings

Toggle On/Off the autosave feature. When this is set to Off, the game will prompt to confirm whether to save (overwrite) the Game Data file.

■ Change storage device

Change the storage device to save your data.

VARNING

Innan du spelar detta spel bör du läsa igenom den viktiga säkerhetsinformationen i Xbox 360 instruktionsbok och bruksanvisningar till eventuell kringutrustning. Behåll alla bruksanvisningar. De kan behövas vid ett senare tillfälle. Om du behöver ersätta en bruksanvisning kan du gå till www.xbox.com/support eller ringa till Xbox kundstöd (information finns längst bak i instruktionsboken).

Viktig hälsovarning om att spela videospel

Anfall orsakade av ljuskänslighet

En mycket liten andel av befolkningen kan drabbas av epilepsiliknande anfall som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, krampryckningar eller skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfällen kan även orsaka medvetlöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom – det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna. Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att vidta följande försiktighetsåtgärder:

- Sitt längre från TV-skärmen.
- Använd en mindre TV-skärm.
- Spela i ett väl upplyst rum.

- Spela aldrig när du är sömnig eller trött.

Rådgör med läkare innan du börjar spela om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Värd och gäster

Efter den inledande starten av spelet blir den spelare som trycker på START-knappen på titelsidan Spelare 1 (eller värd) för spelomgången. Det är endast värden som kan välja menyalternativ.

Värdspelarens handkontroll måste vara korrekt inloggad med en giltig spelarprofil (gamer profile). Värdspelaren väljer sedan vilken systemdatafil som ska användas.

Normalt spelar värdspelaren med den karaktär som finns på skärmens vänstersida, men värdspelaren kan även välja att spela som karaktären på höger sida. Detta görs genom att trycka och hålla kvar höger kantknapp medan karaktären väljs (sid 8).

I VS-läget (sid 11), blir den handkontroll som används för att gå med i spelomgången efter värdspelaren, gästspelare. Detta gäller tills VS-läget avslutas.

Spara och ladda

Detta spel använder en autosparfunktion som kan aktiveras och inaktiveras under menyn Options (sid 21). Den senaste poängrankningen, framstegen i Quest-läget (sid 14) och alternativinställningarna kommer att sparas när du lämnar läget.

HDTV-inställningar

För att visa spelet i HD-läge, anslut din Xbox 360-konsol till en TV med HDMI- eller komponentgång med en Xbox 360 komponent-HD AV-kabel eller Xbox 360 HDMI AV-kabel. Om du använder Xbox 360 komponent-HD AV-kabeln, skjut kontakten på AV-portskontakten till läget "HDTV". HDTV-positionen skall väljas på Xbox Dashboard om TV:n stöder HD-upplösningar, som t.ex. 480p eller 720p.

Dolby Digital

Spel presenteras i Dolby® Digital 5.1-surroundljud. Anslut din Xbox 360-konsol med en digital optisk kabel till ett ljudsystem med inbyggd Dolby Digital. Anslut den digitala optiska kabeln till basen på en Xbox 360 komponent-HD AV-kabel, Xbox 360 VGA HD AV-kabel eller Xbox 360 S-Video AV-kabel. Från System i Xbox Dashboard, välj Console Settings, sedan Audio Options, sedan Digital Output och slutligen Dolby Digital 5.1 för att njuta av det spännande surroundljudet.

Xbox LIVE

Spela mot vem som helst, när som helst och var som helst på Xbox LIVE. Bygg upp din profil (dina spelarfakta). Chatta med dina kompisar. Hämta innehåll på Xbox LIVE Marketplace. Skicka och ta emot röst- och videomeddelanden. Anslut dig nu och gå med i revolutionen.

Ansluta dig

Innan du kan använda Xbox LIVE måste du ansluta Xbox-konsolen till Internet med en höghastighetsanslutning och registrera dig för Xbox LIVE-tjänsten. Du kan se om Xbox LIVE finns där du bor och hur du ansluter till Xbox LIVE genom att gå till www.xbox.com/live.

Family Settings

Med dessa enkla, flexibla verktyg kan föräldrar bestämma vilka spel unga spelare ska få tillgång till beroende på spelets innehåll. Det finns mer information på www.xbox.com/familysettings.

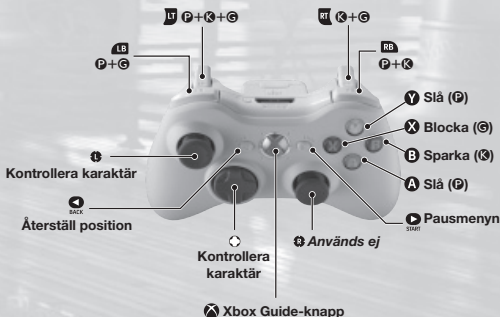
Prestationer (Achievements)

Detta spel stöder Xbox LIVE prestationssystem (achievements). När du spelar får du medaljer och poäng som krediteras din spelarprofil (gamer profile) som prestationer (achievements). Gå till Xbox Dashboard för att visa statusen på dina prestationer för Virtua Fighter™ 5.

Nedladdningsbart innehåll (Downloadable content)

Ytterligare innehåll, inklusive teman och spelarikoner för Xbox Dashboard och nya objekt för anpassning av karaktärer, beräknas släppas via Xbox LIVE Marknadsplats (Marketplace). För mer information om vad som finns tillgängligt via Xbox LIVE Marknadsplats (Marketplace), gå till www.xbox.com/marketplace.

Registrering krävs för åtkomst av Xbox LIVE-funktioner. Internetanslutning krävs. Regler och villkor hittar du på www.xbox.com/live. Du måste vara minst 18 år för att prenumerera på Xbox LIVE.



Xbox 360-handkontroll

Knapp att använda	Meny/Valsidor	Under match
Styrknapp	Flytta markör (↔): Ändra inställning, där möjligt	Kontrollera karaktär
Vänster styrspak	Flytta markör (↔): Ändra inställning, där möjligt	Kontrollera karaktär
B-knapp	Avbryt	Spark (K)
A-knapp	Ange val	Slag (P)
Y-knapp	Kontinuerligt spel av träningsmatch (Exhibition)/visa spelarfakta (gamer card) för vald spelare (endast VF.TV-läge)	Slag (P)
X-knapp	Sluppmässigt spel av träningsmatch (Exhibition)/visa ställning på ledartavla (Leaderboard) (endast VF.TV-läge)	Blocka (G)
Vänster kantknapp	Rotera visning på karaktär (endast Customize-läge)	Knappkombination: P+G
Höger kantknapp	Rotera visning på karaktär (endast Customize-läge)	Knappkombination: P+K
Vänster avtryckare	Zooma ut visning på karaktär (endast Customize-läge)	Knappkombination: P+K+G
Höger avtryckare	Zooma in visning på karaktär (endast Customize-läge)	Knappkombination: K+G
START-knapp	Byta dräkt vid val av karaktär	Visa pausmenyn
BACK-knapp	Radera data vid val av karaktär (endast Customize-läget)	Återställ positionen (endast Dojo-läget)

Obs! Knappkonfigurationerna under matchen (sparkar, slag och blockering) kan ändras i menyen Controller settings (kontrollinställningar) under Options (alternativ).

TEKNISK STÖD

Besök gärna

www.sega-europe.com/support

för teknisk stöd i ditt område eller ring till

08-720 31 00

En extra avgift kan tillkomma på samtalet utöver din normala samtalskostnad

VAROITUS

Lue ennen tämän pelin pelaamista Xbox 360 -konsolin ja oheislaitteiden käyttöohjeet sekä käyttäjän turvallisuutta ja terveyttä koskevat keskeiset ohjeet. Säilytä kaikki ohjeet tulevaa käyttöä varten. Saat kadonneen ohjeen tilalle uuden osoitteesta www.xbox.com/support tai ottamalla yhteyden Xbox-asiakaspalveluun (lisätietoja on takakannessa).

Tärkeä videopelien pelaamista koskeva terveysvaroitus

Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tiettyntyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus. Voit vähentää epileptisten kohtausten vaaraa toimimalla seuraavasti.

- Istu kauempana televisiosta.
- Käytä pienempää televisiota.
- Pelaa hyvin valaistussa huoneessa.
- Älä pelaa väsyneenä tai rasittuneena.

Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

PELIN ALOITTAMINEN

Isäntä- ja vieraspelaaja

Kun peli on käynnistynyt, aloitusruudussa ensimmäisenä START-näppäintä painanut pelaaja on Pelaaja 1 (Player 1) eli isäntäpelaaja. Vain isäntäpelaaja voi valita valikon vaihtoehtoja. Isäntäpelaajalla on oltava pelaajaprofiili (gamer profile) ja hänen on oltava kirjautuneena sisään kyseisellä profiililla. Tämän jälkeen isäntäpelaaja valitsee käytettävän järjestelmäiedoston.

Isäntäpelaaja ohjaa tavallisesti ruudun vasemmalla puolella olevaa hahmoa. Hän voi kuitenkin halutessaan ohjata myös ruudun oikeassa reunassa olevaa hahmoa painamalla ja pitämällä oikeaa bumper-painiketta hahmon valinnan yhteydessä (katso s.8).

VS-pelimuodossa (katso s.11) isäntäpelaajan jälkeen peliin liittynyt pelaaja on vieraspelaaja. Kyseiset asetukset ovat voimassa, kunnes pelaajat poistuvat VS-pelimuodosta.

Tallentaminen ja lataaminen

Peli käyttää automaattitallennusta, jonka voi ottaa käyttöön tai poistaa käytöstä Asetukset (Options) -valikossa (katso s.21). Pistetulokset, eteneminen Quest (Tarina) -pelimuodossa (katso s.14) ja Asetukset (Options) -valikon määritykset tallentuvat aina, kun pelaaja poistuu pelimuodosta.

HDTV-asetukset

Jos haluat käyttää pelin teräväpiirto-ominaisuuksia, kytke Xbox 360 -konsoli television HDMI- tai komponenttiliitäntään joko Xbox 360 -HD-AV-komponenttikaapelilla tai Xbox 360 HDMI AV -kaapelilla. Jos käytössä on Xbox 360 -HD-AV-komponenttikaapeli, siirrä kaapelin AV-portin liittimessä oleva kytkin asentoon "HDTV". Jos televisio tukee teräväpiirtoasetuksia (esim. 480p tai 720p), valitse HDTV-asetus Xbox Kojelaudalta.

Dolby Digital

Peli tukee Dolby® Digital 5.1 Surround -äänijärjestelmää. Kytke Xbox 360 -konsoli Dolby Digital -ääntä tukevaan äänentoistojärjestelmään optisella kaapelilla liittämällä kaapelin toinen pää Xbox 360 -HD-AV-komponenttikaapeliin, Xbox 360 VGA HD AV -kaapeliin tai Xbox 360 S-Video AV -kaapeliin. Valitse sitten Xbox Kojelaudan Järjestelmä (System) -välilehdeltä vaihtoehto Konsolin asetukset (Console Settings) ja sitten vaihtoehdot Ääniasetukset (Audio Options), Digitaalinen ulostulo (Digital Output) ja lopuksi Dolby Digital 5.1.

Xbox LIVE

Pelaa missä tahansa, milloin tahansa ja kenen kanssa tahansa Xbox LIVE -palvelun avulla. Laadi itsellesi profiili eli pelaajakortti. Juttele verkossa kaverien kanssa. Lataa sisältöä Xbox LIVE-kauppapaikassa. Lähetä ja vastaanota ääni- ja videoviestejä. Ota yhteys ja tule mukaan vallankumoukseen.

Yhdistäminen

Ennen kuin voit käyttää Xbox LIVE -palvelua, yhdistä Xbox-konsolisi Internetiin laajakaistayhteydellä ja tilata Xbox LIVE -palvelu. Saat selville, onko Xbox LIVE-palvelu saatavilla alueellasi ja Xbox LIVE -palveluun yhdistämisestä käymällä osoitteessa www.xbox.com/live.

Perheasetukset (Family Settings)

Vanhemmat voivat näiden kätevien ja monikäyttöisten välineiden sisältöluokituksen avulla päättää, mitä pelejä nuoret pelaajat saavat käyttää. Saat lisätietoja käymällä osoitteessa www.xbox.com/familysettings.

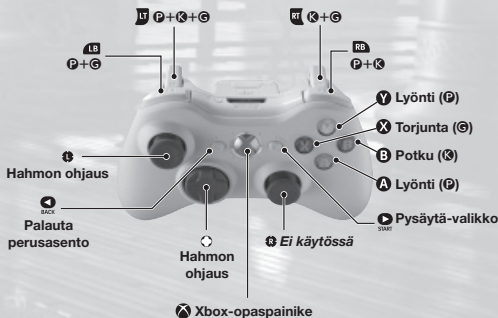
Saavutukset (Achievements)

Tämä peli tukee Xbox LIVE -palvelun saavutusjärjestelmää (achievement). Erialaisten pelisuoritusten suorittaminen palkitaan mitaleilla ja saavutusasteilla, jotka lisätään pelaajan pelaajaprofiiliin (gamer profile). Lisätietoja Virtua Fighter™ 5 -pelin saavutuksista on Xbox Kojelaudalla.

Ladattava sisältö

Peliin liittyvää lisäsisältöä, kuten kuvateemoja, Xbox Kojelaudalla käytettäviä pelaajakuvakkeita sekä pelihahmojen muokkaukseen käytettäviä esineitä, julkaistaan jatkossa Xbox LIVE -kauppapaikassa (Xbox LIVE Marketplace). Lisätietoja Xbox LIVE -kauppapaikan (Xbox LIVE Marketplace) sisällöstä on osoitteessa www.xbox.com/marketplace.

Xbox LIVE -palvelun ominaisuuksien käyttöön tarvitaan Internet-yhteys ja rekisteröity käyttäjätili. Palvelun käyttöehdot ovat osoitteessa www.xbox.com/live. Xbox LIVE -palvelun käyttäjän on oltava vähintään 18-vuotias.


Xbox 360 -ohjain

Näppäin/liipaisin	Valikkotoiminto	Ottelukomento
D-alusta	Liikuta kursoria (↔): muuta asetusta)	Liikuta hahmoa
Vasen sauva	Liikuta kursoria (↔): muuta asetusta)	Liikuta hahmoa
B-näppäin	Peruuta	Potku (K)
A-näppäin	Vahvista valinta	Lyönti (P)
Y-näppäin	Jatkuva näytösottelu (Exhibition) / tarkastele pelaajan pelaajakorttia (gamer card) (vain VF.TV -pelimuoto)	Lyönti (P)
X-näppäin	Satunnainen näytösottelu (Exhibition) / tarkastele sijoitustasi tulostaululla (vain VF.TV -pelimuoto)	Torjunta (G)
Vasen bumper-painike	Käännä näkymää (vain Muokkaus (Customize) -pelimuoto)	Näppäinyhdistelmä: P+G
Oikea bumper-painike	Käännä näkymää (vain Muokkaus (Customize) -pelimuoto)	Näppäinyhdistelmä: P+K
Vasen liipaisin	Loitonna näkymää (vain Muokkaus (Customize) -pelimuoto)	Näppäinyhdistelmä: P+K+G
Oikea liipaisin	Lähennä näkymää (vain Muokkaus (Customize) -pelimuoto)	Näppäinyhdistelmä: K+G
START-näppäin	Vaihda pukua hahmon valinnan yhteydessä	Pysäytysvalikko
BACK-näppäin	Poista tietoja hahmon valinnan yhteydessä (vain Muokkaus (Customize) -pelimuoto)	Palauta hahmon perusasento (vain Harjoittelu (Dojo) -pelimuoto)

Huomautus: Ottelun aikana käytettävät näppäin komennot (potkut, lyönnit ja torjunnat) voi määrittää uudelleen Asetukset (Options) -kohdan Ohjainasetukset (Controller settings) -valikossa.

Tekninen tuki

palvelee teitä osoitteessa

www.sega-europe.com/support

tai soittamalla numeroon

0600-97799 (ark. 9-17)

Puhelinpalvelu on maksullinen (0,75 € / min. + pvm)



Virtua Fighter 5™

Fighting Stick EX 2

Classic Arcade Fighting Stick For the XBOX 360.
Comes with limited edition Virtua Fighter 5 character stickers.
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- Perfect for Fighting games!
- Great for classic arcade games from Xbox LIVE!



*This is a wired controller.



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The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



The third is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-



For further information visit <http://www.pegi.info>

LICENSING

zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.3, July 18th, 2005

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