EIGHT FIGHTERS. EIGHT TECHNIQUES...

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

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

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

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

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

STARTING UP

Pauses gameplay: resumes paused game.

Skips Instant Replay after match.

- Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
- Place the Virtua Fighter disc, label-side up, in the well of the CD tray and
- 3. Turn on the TV or monitor and the Saturn. The Saturn logo will appeal onscreen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.)
- 4. Either the Sega logo appears and the game introduction begins, or the onscreen Control Panel appears next. If the Control Panel appears, use the D-Pad to select the "S" mark and press Button C to start the game. The opening screens of the game appear.
- 5. If you wish to stop a game in progress or the game ends, press the Reset Button on the Saturn console to display the onscreen control panel.

IMPORTANT: Your Sega Saturn CD disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sec Saturn system has trouble reading the disc, remove the disc vipe it carefully, starting from the

center of the disc and wining straight out toward the edge. Directional Pad (D-Pad)* Makes selections on menu screens. - Directs your fighter during game play. L Button, R Button, Buttons X, Y, Z Selects items on main menu screen.

Button C* Makes your fighter kick.

- Enters selections. Button B* - Makes your fighter punch. - Cancels selections.

Button A* Makes your fighter bloc * Use these buttons to produc

special attacks. See character hints/moves panels. Note: Button configurations can be changed in the Ontion menu.

CREDITS

Press the D-Pad UP or DOWN to select an option. Press LEFT or RIGHT to make choices within that option.

OPTIONS

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

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

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

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

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

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

Lau Chan

Koen ken

Tenshin Kvaku to surprise the unwitting HAIII

Punches and

open-hand blows

October 2, 1940

168 pounds (76 kg)

5'6" (169 cm)

Full Name:

Date of Birth:

Stomp Attack

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

TIME LIMIT

ENEMY LEUE

SOUMD TEST

MUSIC TEST

JUMP SHOUL

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

Date of Birth:

Height:

Though generally considered the "cheapest" character, Lau has an amazing A human juggernaut, Wolf is a power player's character. True to his wrestling

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

THE ARENA

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

Timer: This shows the amount of time left in the fight. When the timer reaches zero, the fighter with the least amount of vitality left on his or her life gauge loses the fight. The timer can be adjusted or turned off in the Option menu. **Victory:** This shows the total number of rounds won by each fighter. In the default

game, the first fighter to win two rounds wins the match. The number of rounds can Iso be set in the Option menu

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



CHAMPION'S TO

(ARCADE MODE

GAME OVER/CONTINUE

CURRENT ROUND

The game ends as soon as your fighter loses a match. The Continue screen appears next. To continue with your current level and opponent, press Start before the timer runs out.

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

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

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

THE BASICS

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

Directions on the D-Pad are indicated by arrows. **Light arrows (**≥≥) = Press D-Pad in direction indicated Solid arrows (>>) = Press and HOLD D-Pad in direction indicated A = Guard (Defend), B = Punch, C = Kick

[+] = Simultaneously (e.g. "[A+C]" means "Press Buttons A and C simultaneously")

BBB... = Rapid tap (**e.g.** repeatedly tap Button B as fast as possible)



Kane-Maru

June 6 1971

5'8" (173 cm)

141 pounds (64 kg

Hanakure-rvu Jui

Remote Attacks

Kage is probably the most agile of all the fighters, and is a terror to watch

MAIN MOVES

Nuick Sten: ≪≪ or ≫≫ Quickly press the D-Pad TWICE LEFT or TWICE RIGHT for a quick step in

Press the D-Pad TWICE RIGHT or TWICE LEFT and HOLD

Throw (all fighters except Akira): IA + B1 If you are within grabbing range of your opponent, press Buttons A and B SIMULTANEOUSLY to throw the opponent. Throws vary according to fighter.

Wid-Level Kick: → C Quickly press the D-Pad DOWN/RIGHT, then press

Button C. This kick can damage an opponent who is in a crouching guard position ress UP on the D-Pad and Button B simulataneously to jump or stomp on a

Regular Attacks: Small Jump Attacks: B = Standing Jab B (on way up) = Hammer

V B = Crouching Jab B (at a pex) = Straight Punch = Standing Kick on way up) = Step Kick C (on way down) = Punching Kick v C = Crouching Kick S C = Mid-level Kick

Kick Recovery with Opponent Near Feet: V +C (or V +CCC...) = Sweep Kick

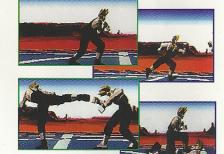
Attacks on Opponents Behind You C = Turn Kick

Kick Recovery with Opponent Near Head: V +C (or V +CCC...) = Spin Sweep

C (or CCC...) = Vertical Kick

Full Name:

Occupation



Giant Leap Attacks:

> +B (on way up) = Rolling Hammer A +C (jumping straight up) = Jump Kick >+C (on way up; opponent in front of you) = Drop Kick

C (on way up) = Flying Low Kick C (immediately after apex) = Step Kick

Leaning Over Opponent Attack: +C (when opponent is immediately behind you) = Rolling Drop Kick

QUICK SAVES When you're knocked off your feet, you'll get up automatically after a few

seconds, but during that time your opponent might try to stomp on you. Use these moves to save yourself-

Roll Backwards Away From Opponent: < Handspring Up Onto Feet: A Kick Recovery:

Recover with Roundhouse Kick: CCC... Recover with Sweep Kick: CCC...

Roll Away to Side + Sweep Kick: A then C (Wait until completely on the

Sarah Bryant

July 4, 1973 5'6" (168 cm 119 lbs (54 kg) College Student Skydiving Sekken Do Elbow and Knee

Strikes, Barrage Attacks

and speed, and is almost as quick with the stomp attack. Her knee attacks are formidable, but leave her vulnerable when missed. Use her Double-Step Knee to sucker in opponents who like to move in on "missed" attacks, Ya-ho!

Punch + High Kick: Punch + Side Kick: B V C Jab + Straight: BB

Double Punch + Snan Kick: R R C [B + A] (standing directly behind opponer

4 CC

Combo-Rising Knee: BBBC **Neck Breaker** ⇒ B (close to opponent)

P C > C 4/ C

Full Name: Nationality: Date of Birth: Weight: Occupation

American August 28, 1970 158 lbs (72 kg) Indy Car Driver Sekken Do



adility and power, plus a wide array of vicious combos. He also possesses some of the most brutal recovery moves, which will make his opponents think twice about sweeping or standing behind him. His stomp attack is almost impossible to avoid. Another arcade favorite!

Jumping Knee Stomp: $\triangle + B$ (or $\triangle + BBB...$)

Giant Lean Knee Stomn: A + B (or A + BBB...

BC

⊕ C

Punch + Side Kick:

IB + A1 (standing directly behind opponent)

≪ R C ≥ ≥ B (close to opponent)





















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Kousou Raishouu: A + B (single stomp) Kousou Raishouu: A + BBB... (double stomp)

arsenal of moves. Like his daughter Pai, he is one of the game's fastest

fighters, and his throws do a great deal of damage. Use his Renkan

BB ≥B Taitouri Senkvaku C (while standing from crouch) Rekkako Senkvaku: [A + C] Renkan Tenshin BBBC

A B

≪ ≥ B (close to opponent)

High Elbow: Special Moves Hammer Kick: Jab + Straight:

Stomp Attack

Axe Lariat: **Body Slam** Double Arm Sunley Sonic Unner:

Shoulder Attack: Giant Swing:

≥ ≥ B A B ≪∌B

Wolf Hawkfield

February 8 1966

220 pounds (100 kg)

background. Wolf moves with a slow but relentless brutality. Use his rushing

moves (the Axe Lariat and Shoulder Rush) with caution—if your opponent

blocks low, you could go flying off the edge of the ring! Wolf's Giant Swing.

though difficult to pull off, is a joy to behold. Use it while standing near (but

facing away from) the edge of the ring to give your opponent the bum's rush!

5'11" (180 cm)

Pro Wrestler

Pro Wrestling

Charges and Boo

Karaoke

(alternate)

A + B (or A + BBB...) A + B (or A + BBB ...

BC ВВ

 B (close to opponent) △ [A + B + C] (close to crouching opponent) ≪ ♥ > B (close to opponent) German Suplex

[B + A] (while standing directly behind opponent)

JEFFREY

Full Name: Jeffrey McWild Nationality: Australian Date of Birth: February 20, 1957 Height: 6'0" (183 cm) 244 pounds (11 Occupation: Fisherman Reggae Music Pancratium

Flying Body Press:

Raiden Drop

Special Moves

Knuckle Kick:

Elbow Upper:

Power Slam:

Power Bomb:

Iron Claw:

Body Lift:

Double Knuckle:

Splash Mountain:

Machine Gun Knee I

Body Throws

What Jeffrey lacks in speed, he makes up for in power, with single

moves that take off a quarter or more of his opponents' health! This

gargantuan warrior could also be nicknamed, "The Punisher," as he

is unforgiving of his opponents' mistakes. Jeffrey is also the proud

B C

≪≪R

≥ ≥ B B

4 4 [B + C]

♥ D (close to crouching opponent)

▼ B (close to crouching opponent)

B (close to opponent)

 \triangle + B (or \triangle + BBB...)

A + B (or A + BBB...)

possessor of a number of deceptive combos, made all the more

surprising for his seeming slowness. An arcade favorite!





Weight: Occupation:

Full Name:

Nationality

Mah-iongg

when played well. His roll kicks combine defense with a surprise offense. ring. Be careful, though, as abusing his Rairyuu Hishou Kyaku moye. behind opponents for a debilitating Haura Gasumi throw.

BC Resshou: Resshoukvaki

Rvuuei Kvaku: Kagegasumi Koenraku: Kaiten Jizurikvaku Haura Gasumi: Rairvuu Hishou Kvaku: $\gg \gg [A + B + C]$

while his somersault attacks make him a threat from halfway across the could leave you high and dry outside the ring! Although his stomp attack frequently comes too late to do any damage, it does allow him to get

KAGE

Stomp Attack Hiendan (close): Asuka (medium): A + B (or A + BBB... **Special Moves**

Katana Gasumi: ≥ ≥ C ≪ B (close to opponent) S & V & DC [B + A] (directly behind apponent)

Although less powerful than her brother, Sarah is Jacky's equal in agility

Stomn Attack Jumping Knee Stomp: A + B (or A + BBB...) Giant-Leap Knee Stomp: A + B (or A + BBB...)

Back Dron: Illusion Kick: Double Joint Slam: . ≥ BC

Somersault Kick: Double-Step Knee:

SARAH Jacky Bryant



Technique Specialty: Spin Kicks, Drop Attacks Jacky is perhaps the best all-around character, with high rankings in speed

[B + A] (close to opponent) Sninning Back Knuckle:

Somersault Kick:

































