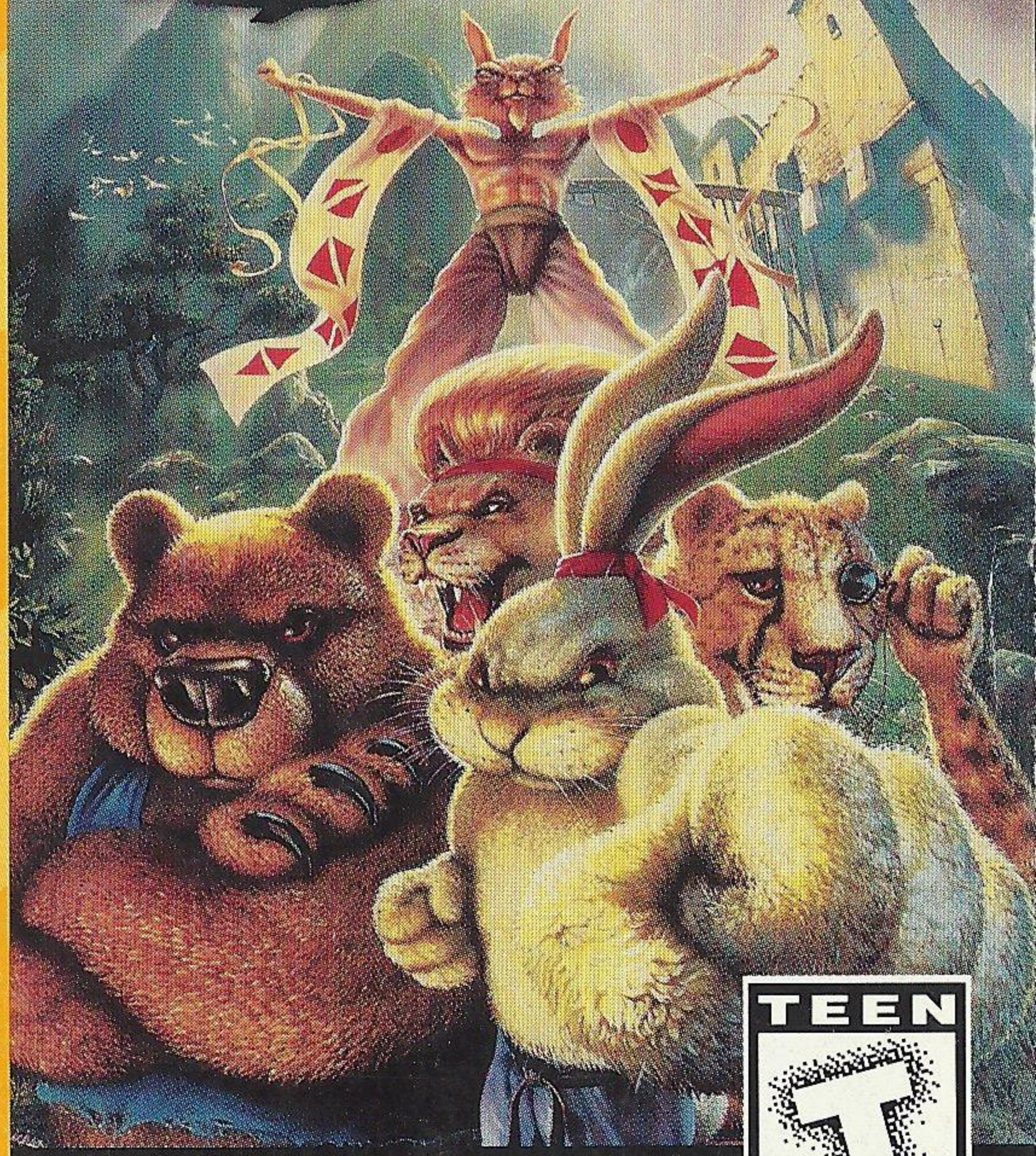
SEGA™

Enhanced for 32X!
2 New Characters PLUS
Island Conquest Strategy Game.

GAMETEK®

BRUTAL™

Above the Claw



32X™

GENESIS

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™
GENESIS 32X™ SYSTEM.

TEEN
AGES 13+

WARNING: READ BEFORE USING YOUR SEGA VIDEO SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS™ SYSTEM combined with GENESIS 32X™.

TABLE OF CONTENTS

OVERVIEW 2
BACKGROUND 2
HOW TO PLAY BRUTAL 2
REGULAR CONTROLLER 2
SIX BUTTON CONTROLLER 3
FIGHTING 3
PUNCHING 3
KICKING 4
SPECIAL MOVES 4
THE LEARNING SYSTEM 4
INSTANT REPLAY 5
BRUTAL FEATURES 5
BELT SYSTEM 5
PASSWORD ENTRY/SAVE GAME 5
THE TEN PATHS OF WISDOM 5
THE BATTLE 6
CHARACTER PROFILES 7
KUNG FU BUNNY 7
TAI CHEETAH 10
KENDO COYOTE 13
RHEI RAT 16
PRINCE LEON THE LION 19
FOXY ROXY 22
CHUNG POE 25
PSYCHO KITTY 28
IVAN BEAR 31
THE DALI LLAMA 34
2 SECRET CHARACTERS 37
TAO OF BRUTAL 38
GLOSSARY 40
TEAM BRUTAL 41

HANDLING YOUR CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the Sega™ Genesis™ and Genesis™ 32X Systems.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

OVERVIEW

Brutal is a game of cartoon Martial Arts. The characters in Brutal each have certain traits that they embody; like all heroes, these traits are their strengths and weaknesses.

BACKGROUND

Every four years the Dali Llama travels the world in search of the greatest warriors. He judges not only on martial prowess but how far they truly possess the "warrior spirit" – inviting them all to his peaceful island where they compete to see who is worthy to wear the belt of heaven.

HOW TO PLAY BRUTAL

SEGA GENESIS 32X GAME SYSTEM

1.Set up your Genesis 32X System by following the instructions in you Genesis 32X System Manual. Plug in the Control Pads.

2.Make sure the power switch is off. Then insert the Brutal cartridge into the console.

3.Turn the power switch ON. In a few moments, the title screen will appear.



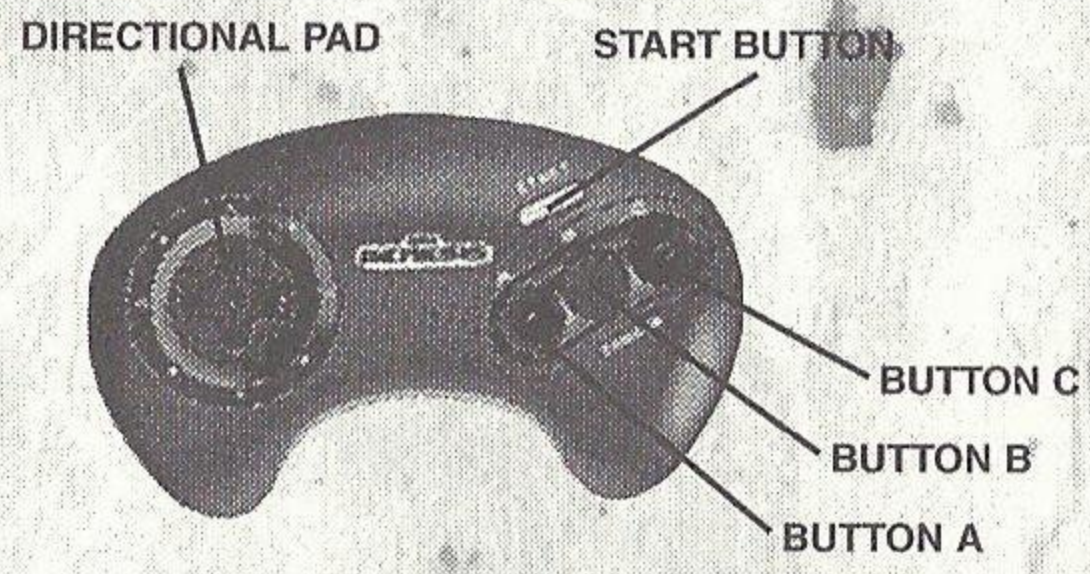
4.If the title screen doesn't appear, turn the power switch OFF. Make sure that your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

REGULAR CONTROLLER

CONTROL PAD UP = Jump Up
CONTROL PAD DOWN = Crouch
CONTROL PAD RIGHT = Move to the right
CONTROL PAD LEFT = Move to the left

CONTROL PAD DOWN + LEFT OR RIGHT = Block
CONTROL PAD UP + RIGHT OR LEFT = Jump right or left

START = Switch between
punches and kicks



BUTTON A = Light Blow
BUTTON B = Medium Blow
BUTTON C = Hard Blow

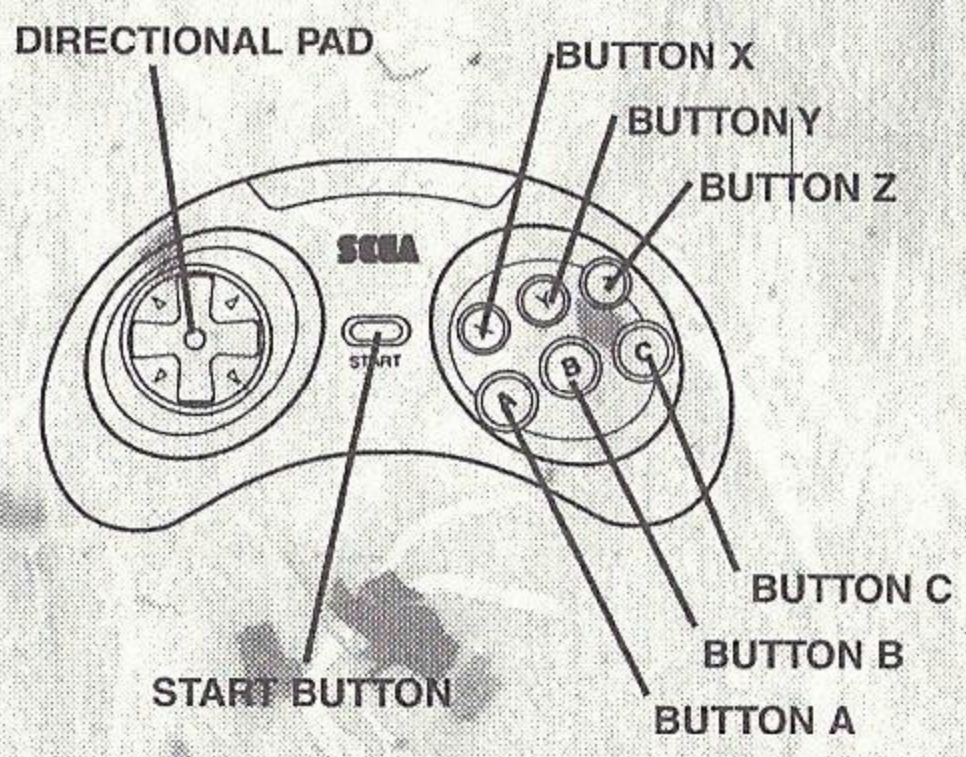
BUTTON + AWAY FROM OPPONENT = Roundhouse
BUTTON + TOWARDS OPPONENT = Reach attack

BUTTON WHILE JUMPING = Aerial attack

SIX BUTTON CONTROLLER ONLY

BUTTON A = Light Kick
BUTTON B = Medium Kick
BUTTON C = Hard kick

BUTTON X = Light Punch
BUTTON Y = Medium Punch
BUTTON Z = Hard Punch



START = Pause/Proceed to
Next Screen/Skip Animation

ACTION REPLAY
START = Skip Replay
BUTTON A = Restart Replay

FIGHTING

Brutal is all about fighting so you had better read this section!

PUNCHING

To do a regular punch press A B or C (making sure you have pressed START to get into punch mode).

A = Light punch. A jab useful for inflicting multiple blows in a short space of time.

B = Medium punch. An all around good attack. Does average damage.
C = Hard punch. Delivers the most damage, but takes the longest to execute.

To do a CROUCHING punch simply press Down on the pad then repeat as above.
To do a ROUNDHOUSE punch (not all characters) press AWAY and a punch button.

KICKING

To do a regular kick press A B or C (making sure you have pressed START to get into kick mode).

A = Light kick. A kick useful for inflicting multiple blows in a short space of time.
B = Medium kick. An all around good attack. Does average damage.
C = Hard kick. Delivers the most damage but takes the longest to execute.

To do a SWEEP simply press Down on the pad, then repeat as above. A successful sweep will throw your opponent on your back.
To do a ROUNDHOUSE kick (not all characters), press AWAY and a kick button.

SPECIAL MOVES

Each of the characters has many special moves. These are taught to you by the Dali Llama as you progress throughout the game. They are all listed in each character's description. You CANNOT use these special moves until you have been taught them by the Dali Llama. You can access all the moves available to you by reentering your PASSWORD.

THE LEARNING SYSTEM

After you have performed particularly well, the Dali Llama will teach you a new and special move for your character. First, you will be shown how to implement the move. You then are given three tries to replicate the move. If you fail after three times, the Dali Llama grows weary of your incompetence and leaves.

INSTANT REPLAY

After each fight the game will automatically go into the INSTANT REPLAY. WHOMEVER WON THE BOUT CONTROLS THE REPLAY. To skip this merely press the START button. During the instant replay the action will automatically be at a slow speed.

BRUTAL FEATURES

BELT SYSTEM

Players do not start off with all the moves available to them. They must earn their belts by defeating opponents and finally proving themselves to the Dali Llama in the dojo. With each new belt the character's extra moves are made available to him.

PASSWORD ENTRY/SAVE GAME

The game stores the character's information including his belt level, as well as his victories and losses. Also included is the player's name, so each password is individualized.

THE TEN PATHS OF WISDOM

Each character represents one of the paths of wisdom.

1. Right Understanding
2. Right Resolve
3. Right Speech
4. Right Action
5. Right Livelihood
6. Right Effort
7. Right Mindfulness
8. Right Meditation
9. Right Power
10. Right Love

The characters are:

Kung Fu Bunny
Tai Cheetah
Kendo Coyote
Foxy Roxy
Rhei Rat
Prince Leon
Ivan the Bear
The Dali Llama
Chung Poe
Psycho Kitty

Each of the characters has his own background and abilities.

THE BATTLE

The Battle puts you in a strategic battle for Brutal Island. At the start of the Battle each side picks THREE characters and places each one on a location on his side of the island. After you have picked three characters each then the battle begins. Each player takes a turn in moving a character one location about the map. When you move into a location occupied by an opponent then a battle begins. After you have defeated all of your opponents characters then you win the game.

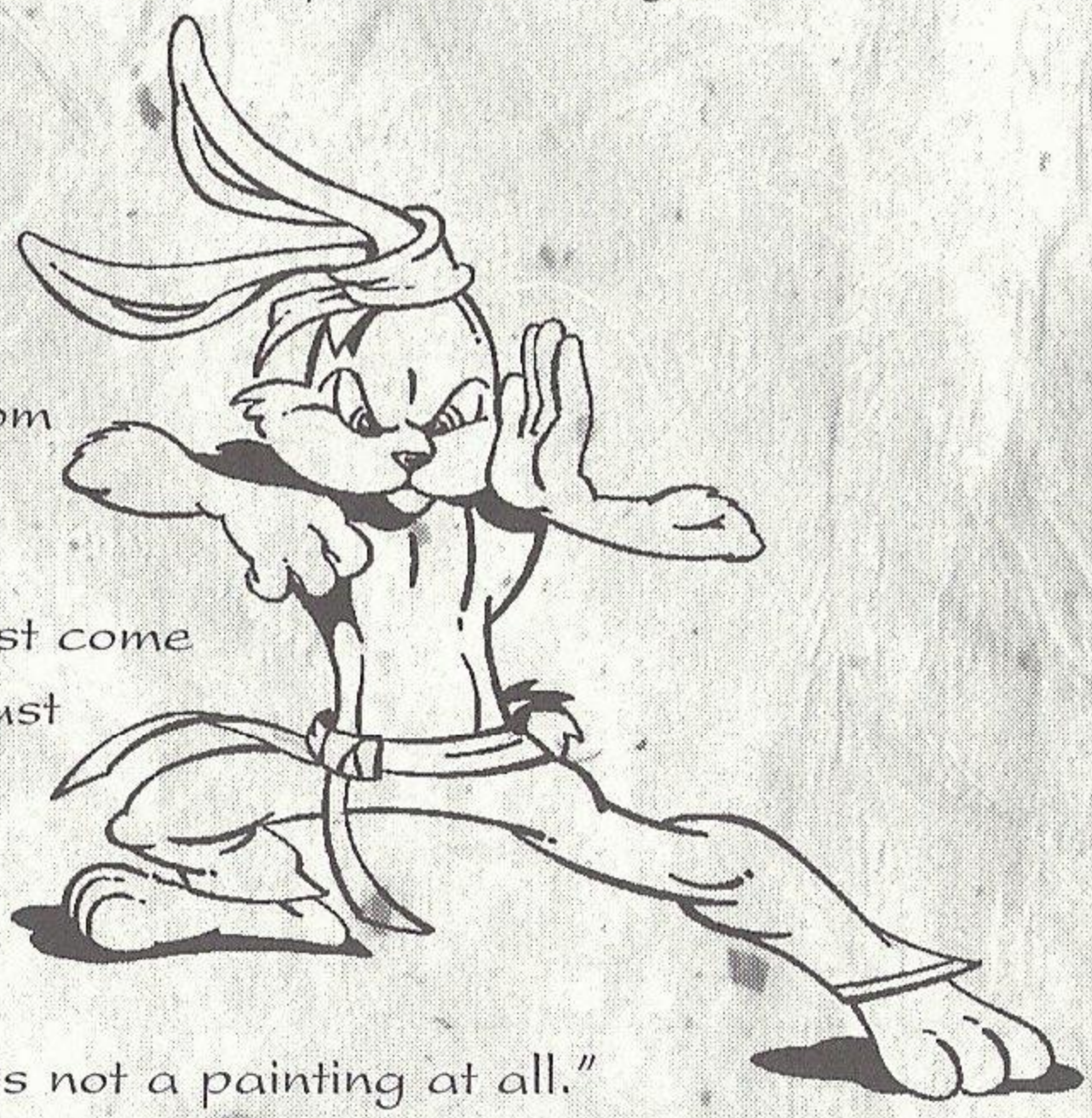
SPECIAL LOCATIONS

There are four special locations on the map marked by a triangle. Whoever WINS A BATTLE on one of these locations gets to pick from Dali lamma or Chung poe. Whoever wins the second battle on a traingle gets to pick the remainder. Also any character who spends a turn on a Triangle is HEALED of all his damage.

CHARACTER PROFILES

KUNG FU BUNNY

Right Understanding - "To know fear is courage"
Style - Relaxed Paw



He bowed his head in contemplation. Cross-legged he looked for guidance from deep within his soul. "It is in the nature of things that all good must come from evil and all evil must come from good." He remembered what his old teacher had told him. "A white painting on a white canvas is not a painting at all." Kung Fu Bunny nodded slowly at the wisdom.

The invitation had arrived yesterday at his temple refuge. Handwritten in the Dali Llama's own hand it asked him to come and fight in the competition once again. Kung Fu Bunny was torn. He had taken his vows of nonviolence and yet the monastery was poor and badly needed the funds the competition could provide.

He gazed around at the peace of this forest retreat. Idly two butterflies meandered by oblivious to any concerns he might have. It was their nature to fly and feed, not to ponder the world. He smiled as he struck upon the answer. He would enter the competition and fight; if he won, the monastery would be safe for years. But he knew that was not why he was going; he fought because it was his nature to fight and, reluctantly, he realized he could never be free of his nature.

"A white painting is still a painting, to the painter." he said aloud and smiled.

The butterflies ignored him and flew on.

WHO PLAYS KUNG FU BUNNY?

You are kind and considerate. Nothing gives you greater pleasure than seeing how you have helped another succeed. However, you have difficulty making personal decisions and keeping them. Your desire to help others comes from your desire for someone else to give your life direction.

SPECIAL MOVES

Taunt:

Flash Kick:

Double Flash Kick:

KATAS

Dance of Death:

Iron Fist:

Devil's Kiss:

PASSWORDS

Belt / Move -

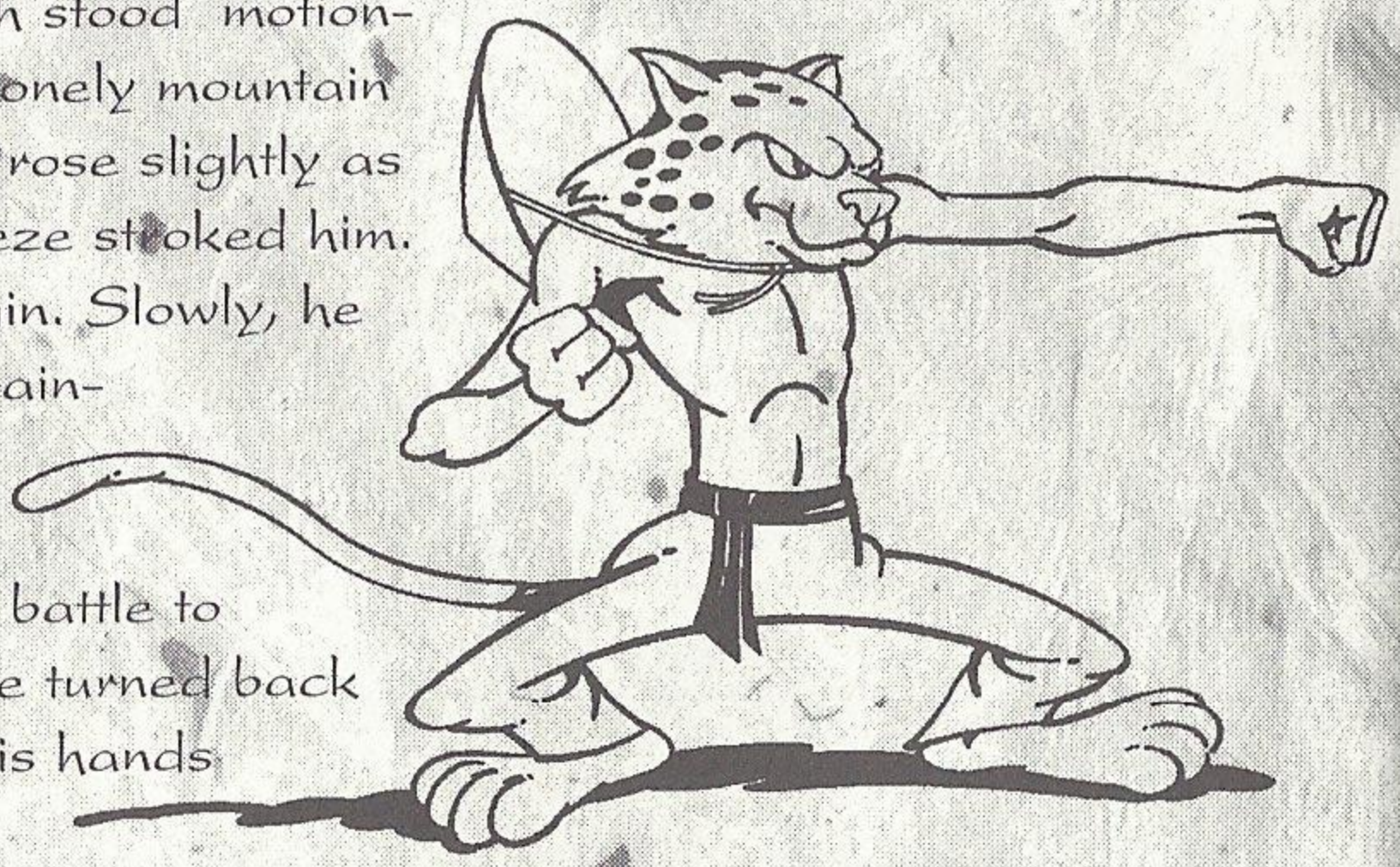
Belt / Move -

Belt / Move -

Belt / Move -

TAI CHEETAH

Right Mindfulness - "To teach someone is to be responsible for them."
Style - Tai Chi Chuan



Tai Cheetah stood motionless on the lonely mountain top. His fur rose slightly as a chilly breeze stroked him. Time to begin. Slowly, he began his training kate focusing his mind on the battle to come. As he turned back and forth, his hands weaved an intricate pattern in front of him; slowly, his mind drifted as his body exercised.

So the four years had passed already. The invitation was tucked inside his belt unopened, the symbol on the front was enough to tell him what it contained. The fist of the eightfold path of enlightenment, the sign of the Dali Llama, the competition was afoot!

He did not need to attend, he had already won life's great contest. He had succeeded at everything in life, he was spiritually rich, he had a happy family, and he was wealthy. Yes, he had won at everything he could. He lost his footing and stumbled in the middle of the kata. Except for <u>him</u>. He sighed as he always did when he thought of his pupil Kendo Coyote. He had rescued him from a pride of lions and taught him all his skills and yet he had failed. While Kendo excelled in all areas of physical endeavor, he never understood the spiritual side. Now Kendo was everything

that Tai Cheetah stood against and yet, the two still shared a deep fellowship.

Tai Cheetah remembered well the difficulties of teaching Kendo Coyote They had sat cross-legged in the dojo with a single pillow between them.

"In softness is always strength," he had taught. "Your paw may break the thickest wood or the strongest brick, but you can never break a pillow."

Before Tai Cheetah could blink an eye, Kendo had taken his sword out, delivered a blow and sheathed it. Before him was a pillow in two pieces.

Tai Cheetah sighed once more. Although it pained him, he must go to the competition to see how his pupil was faring. He feared the worst.

WHO PLAYS TAI CHEETAH?

You are devoted to those who are close to you. Yet, you are cold and unfeeling to those who you regard as enemies. Your abilities are second to none and yet, you lack the self-motivation to excel. Often you are happy with your lot and see no need to change. Too often you have seen others "succeed," only to change into an unpleasant character. Your aims are modest, but your happiness will be grand.

SPECIAL MOVES

Taunt:

Fire Kick:

Fire Run:

Fire Punch:

KATAS

Divine Wind:

Fist of the North:

The Way of the Crane:

PASSWORDS

Belt / Move -

Belt / Move -

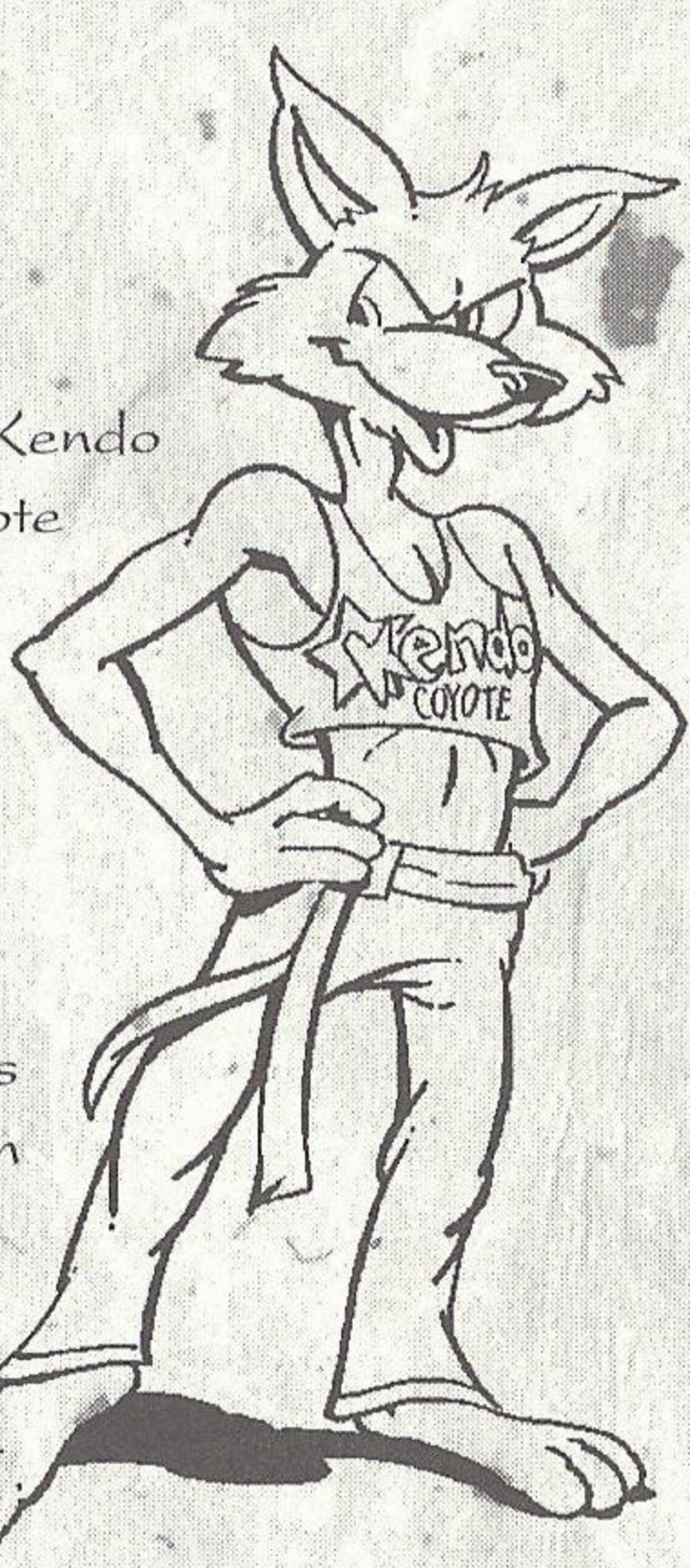
Belt / Move -

Belt / Move -

Belt / Move -

KENDO COYOTE

Right Resolve - "J'm BACK!"
Style - Kenjutsu



"THEY'RE GOOOOOOOOD!" Kendo held up the packet of Kendo Coyote flakes to the camera and smiled broadly.
"And CUT!," the director shouted. "Great Kendo, great, really, you are THE one, Baby!"
Kendo dropped the smile dead, ignored the director, and made his way to the dressing room. Once in there he snatched up the phone and dialed.
"Hey James? Yeah, its me Kendo, Yeah, just finished." Kendo poured himself a glass of champagne from the chilled bottle and laid back on the couch.
"Look man J want to go into movies.....Yeah, sure, but adverts can't buy me that new yacht, you know?" He absently pulled his robe on from the side of the couch, it was initialed KC.
"Whaddaya mean J'd have to fight again? Hey, J was number 1 for.....yeah WAS Ok, Ok." He gazed around the room's walls packed with trophies and medals from past tournaments, the public memory was fickle and shallow.
"Sure J'll do it; you know me, anything for a buck! Yeah, no problem, J got just the thing. Leave it to me and within a month J'll have another trophy that we can get rich off. Sure, James." Kendo hung up and stared down at his belly. It flopped over his belt like it was trying to escape. Clearly he would have to start exercising again. He walked over to the ample food tray near the couch and looked under the

caviar plate. Disappointed, he moved a few other choice dishes to see if there was anything beneath them. Then a slow smile of realization came across his face as his eyes fell upon the trash can at the other side of the room. He moved over and emptied the small trash can on the floor. Sifting through the trash he came upon a small paper dart. "Gotcha!" He shouted and unfolded the dart to reveal a fist surrounded by an eight pointed star.

He was aging and overweight but Kendo vowed to himself that he would win this tournament. Let them despair as I turn my back on their foolish rituals and beat the best, my way.

WHO PLAYS KENDO?

You are a winner. No matter what happens you know eventually you will succeed. You are undaunted by problems and any setback merely makes you seek another solution. Your confidence makes you reckless. You indulge yourself totally and never cheat yourself of any pleasure.

SPECIAL MOVES

Taunt:

Slam Punch:

Cannonball:

Spinball:

KATAS

The Five Rings:

Ki Force:

Hapkido Kata:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

RHEI RAT

Right Speech - (Quote unavailable)
Style - Thai Boxing



His opponent wiped his bloody nose and the crowd roared. Rhei stood poised, waiting for his opponent's next move. A poorly aimed roundhouse came flying at him; in one move he deflected the leg and inflicted a double punch to his opponent's groin. He followed up with a lightning blow to the neck and finished him off with a mighty kick to the face. His opponent flew out of the ring and landed in the crowd unconscious and would probably need to be hospitalized. Rhei scowled at the cheers of admiration for him and left the arena.

His manager approached him as he walked back to the dressing room.

"Rhei, Rhei." He scowled, "Couldn't you just wave to the crowd once?, or maybe even smile?"

Rhei stopped in his tracks, turned, and stared hard at his manager.

"Ok, Ok, it was just a thought. Look, here's a letter; it came for you today."

Rhei took the letter and raised an eyebrow as he felt the damp glue give way to open the envelope. His manager caught the look and started to babble.

"The uh..., servants opened it by mistake, so I had them reglue it.." he stammered.

Rhei shook his head at the stupidity of the excuse.

Invitations to the competition came with a wax seal not glue.

"Anyway, you can't go." His manager continued," You've got big money fights all through that month, sorry." His manager showed him the page of his day-timer to back up

the veracity of the statement. He smiled a sympathetic smile and shut his day-timer to end the debate, such as it was.
Rhei stared at him.
"One of them is Silver River himself!" The manager argued.
Rhei looked at the invitation, then at the manager.
"That fight alone is worth $100,000 to us. You can't just throw that away!" The manager was getting desperate.
Rhei turned and walked away.
"Ok, Ok, J'll rebook it. Darn, J just can't argue with him!" He shook his head and followed Rhei towards the dressing room.
"Hey, Rhei, we could make up the cash by you doing that shampoo endorsement we were discussing?" He added hopefully.
The door to the dressing room slammed shut.

WHO PLAYS RHEI?

You despise fools. You want them to be humiliated. You are the one who can stand up to the bullies and shame them. You find it difficult to make friends as they often make you cringe with their ignorance and inability. You speak very little, as you can normally answer your own questions much better than most other people. Strangely, you have found it difficult to succeed in life whereas others with less ability succeed.

SPECIAL MOVES

Taunt:

Batter & Blow:

Frenzy:

KO Punch:

KATAS

Tsumai:

Muay Thai:

Lightening Fury:

PASSWORDS

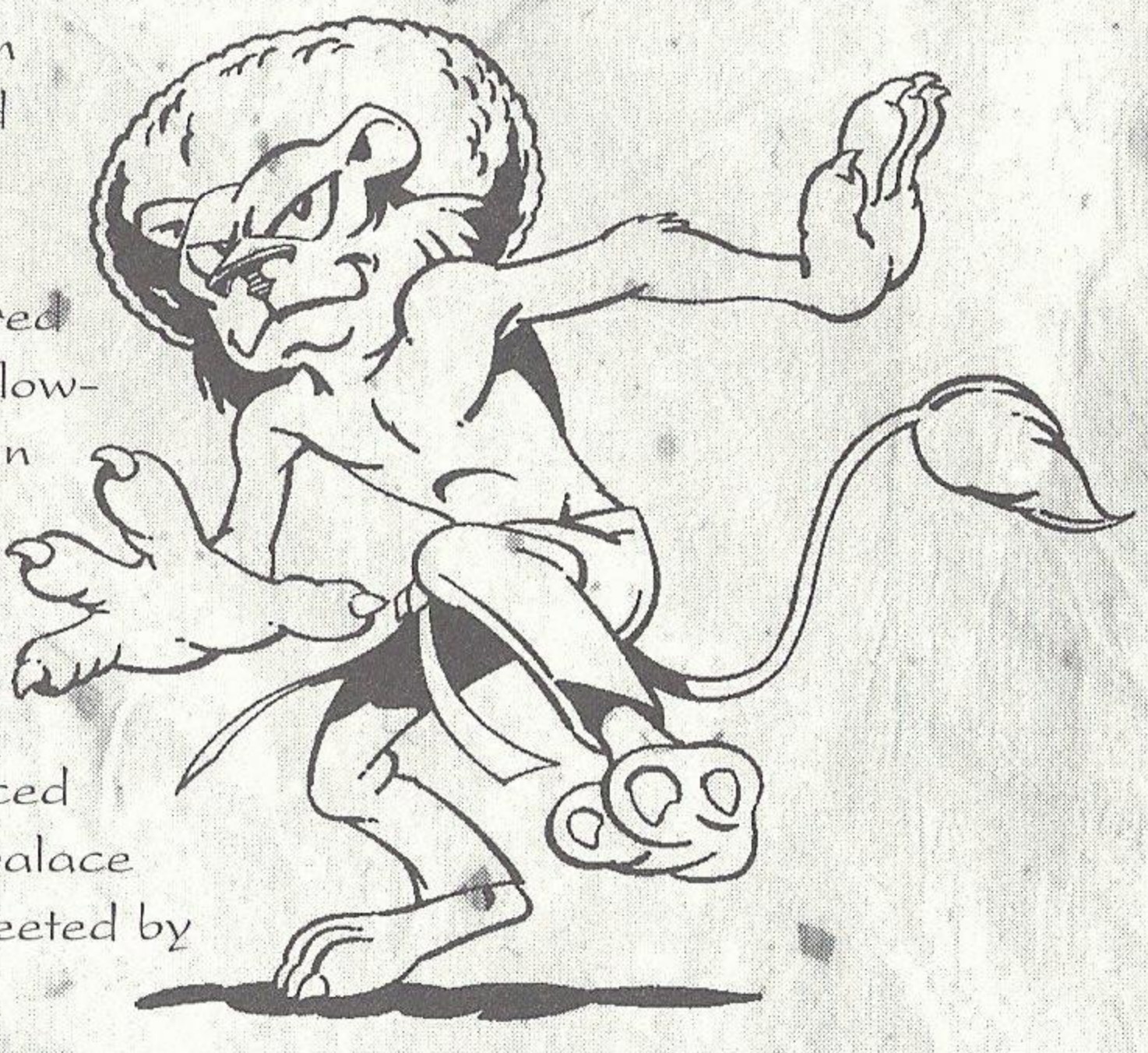
Belt / Move -

Belt / Move -

Belt / Move -

PRINCE LEON THE LION

Right Effort - "I have only one judge, the world."
Style - Tan Ku (The Iron Rage)



Leon walked from the jet and waved to the crowd. A cheer rose from the people gathered and garlands of flowers were thrown in front of his footsteps. It was good to be home.

The limousine raced him to the royal palace where he was greeted by the servants. His father the king was still out hunting and would not be back for some days.

"Your highness?" A servant pushed forward a small envelope towards Leon.

He took it with a nod and opened it. After reading the invitation, he neatly folded it back into the envelope and laid it on a small table. Moving to a window he gazed out at the African plains beyond.

"You both will be there, won't you?" He spoke to himself.

Moving to his study he opened a scrapbook and flicked through it. It was filled with clippings of his two enemies, Tai Cheetah and Kendo Coyote.

"Kendo Coyote to appear in new movie!" The headline of the New York Informer blared.

"Tai Cheetah invests in Telecommunications." The Wall Street Journal reported.

Leon pushed the book aside and stared up at the ceiling.

"I will shame you both as you shamed me." Leon vowed to himself. For honor's sake he would cross the world and fight, but for pride's sake he would win.

WHO PLAYS LEON?

You never forget a debt for right or wrong. You stop at nothing to even up the score. Your will power is indomitable; however, you find it difficult to focus on more than one thing at a time.

SPECIAL MOVES

Taunt:

Bite:

Swim:

Roar:

Power Chord:

KATAS

Rage Within:

The Leon Experience:

Wild Side:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

FOXY ROXY (INDRAH PRASHMET)

Right Livelihood - "To care for others is the greatest joy."
Style - Penjat Silat



Reaching down to the injured child Indrah's smile was genuine, even if the surroundings were not. The flashes of the camera shot away any feelings of intimacy between her and the infant. Still these were the burdens of being the President of the U.N.'s Children's Fund.

How ironic she thought that not 20 years ago she too was an abandoned orphan in a U.N. hospital just like this one; her youth had only one passion, the mastery of the martial art of Penjat Silat. Her adulthood also had only one passion, to help others who had gone through the pain she had. Now, here she was, still helping people, determined with every passing day to ease the pain of another in some small way. To the world she was one of the most successful and popular bureaucrats ever, but she held a secret.

Now another four years had passed and it was time for her secret again. She would attend the competition as long as she was invited, such was her love for the great man who held it, the Dali Llama.

"Could you hold the child up Ms. Prashmet?" A reporter brought her back to reality. She smiled a broad smile and secretly thought of the time soon coming when no one would be asking her to smile, only to accept the belt of heaven.

WHO PLAYS FOXY?

You are a capricious, playful soul who loves to see joy and happiness. You are unable to take anything seriously for too long however, and you have a strong need for diversion.

SPECIAL MOVES

Taunt: A+B

Handstand Attack: ← ← TAP C

Rolling Sweep: ↓ A A

Whiplash Kick: B+C

KATAS

Kuntao Kata:

Penjat Silat Mind Throw:

Call of the Lotus:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

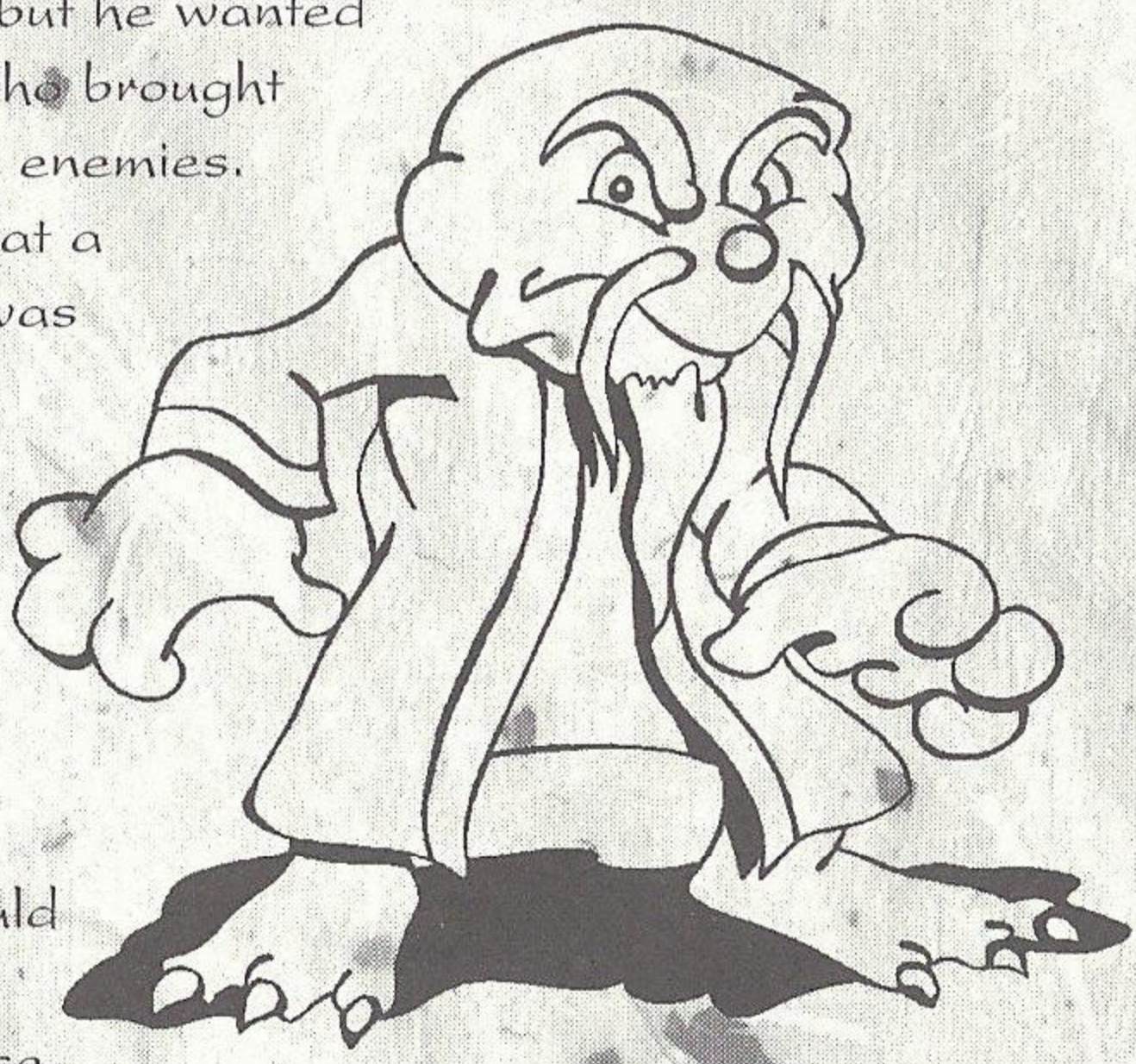
Belt / Move -

Belt / Move -

CHUNG POE

Right Power - "Water can destroy mountains"
Style - Sabbaal

The Dragon awoke. He was within the small frame. Within the small frame beat the heart of the Dragon. He had lived forever but he wanted more. All those who brought harmony were his enemies. He had sensed that a power for order was rampant in the world and he knew he must stop it. The Dali Llamma had gained too much strength and now Poe would have to return to restore the balance.



WHO PLAYS CHUNG POE?

It is the wise not the strong who rule the world. You know this and use other people to your advantage.

SPECIAL MOVES

Fists of death:

Space Warp:

Macron Overpower:

KATAS

Hate of the Ancients:

The Dark:

Winter Storm:

Valhalla:

The Faminewind:

PASSWORDS

Belt / Move -

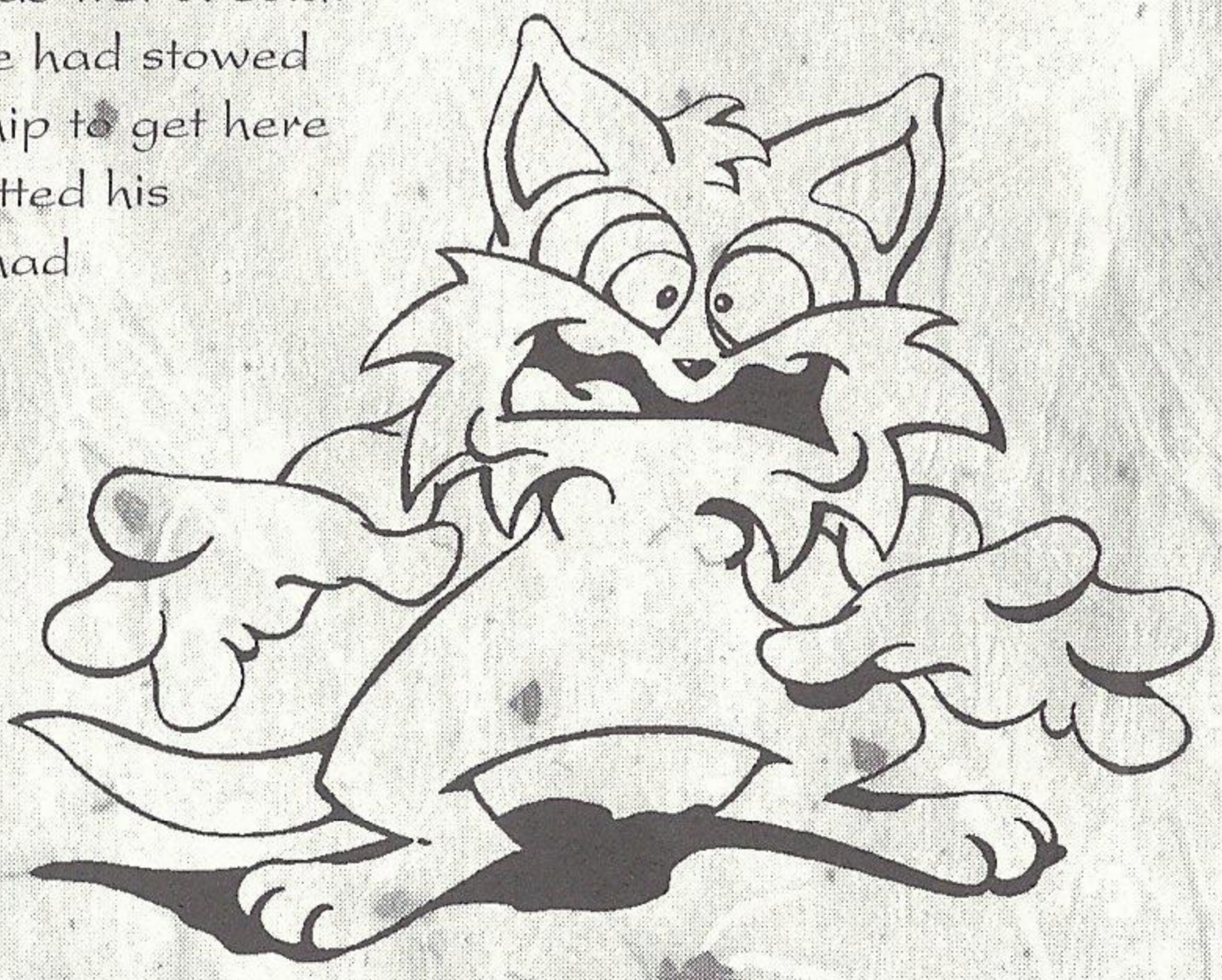
Belt / Move -

Belt / Move -

PHYCHO KITTY

Right Love - "Mine"
Style - Cat Fight

It is the wise not the strong who rule the world. You know this and use other people to your advantage.
The Kitten was wet & cold. Ever since he had stowed away on a ship to get here he had regretted his decision. It had seemed so interesting at the time though. Many strange and interesting people going to one tiny island - What was there? he had to find out. Now he was here he discovered that all of these creatures were fighting for a nice shiny new belt. He intended to have it and also get off this island. The only way to do this was to get on the ship of the Llama - Unfortunately that was exactly what everyone else was trying to do as well.



WHO PLAYS PSYCHO KITTY?

You live by your heart. You fall in and out of love easily. You are quick to anger and quick to forgive. Capricious and playful for you the world is a big ball of string.

SPECIAL MOVES

Taunt: A+B

Cat Fight: → ↓ ←

Furball: ← ↓ →

Toshidan: A+C

KATAS

Too much whiskers: Hold 'B' Press 'B' again than 'C'

Face gouge:

9 Lives:

Hacker:

Devastator:

PASSWORDS

Belt / Move - E390DKLBICAACE8JK

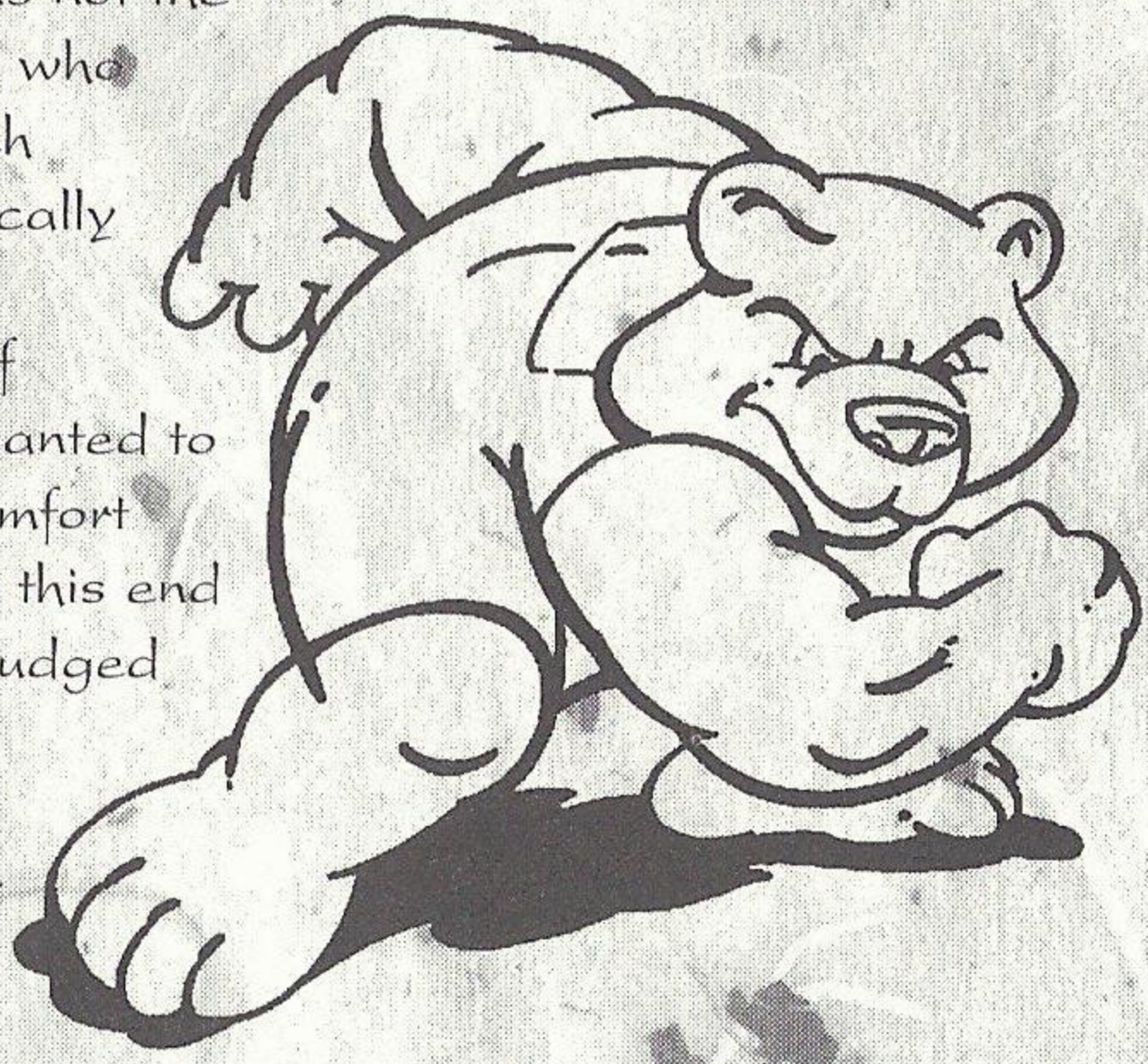
Belt / Move -

Belt / Move -

IVAN BEAR

Right Action - "You can rest when you're dead."
Style - Soviet Military

Jvan strained against the cramped rail carriage seat. Of course the Trans Siberian Railway was not designed for comfort, but for someone of his frame, it was worse than usual. Jvan was not the sort of Russian who would bear such grievances stoically either. He was more the sort of Russian who wanted to share his discomfort with others. To this end he constantly nudged his neighbors, either waking them or causing them to wish he was smaller so they could threaten him. After a while he took to gazing out into the forests whizzing by and wishing he was out there doing something. Anything, in fact. The inactivity of the journey was made tolerable only by the thought of the action at the end. Jmagine him, Jvan, invited by the greatest living martial artist to compete on his island. Jvan was not even trained in any particular martial art; of course, he had been military hand-to-hand champion for 3 years running before he had left. Then, he had taken up a job on a construction site and thought the competitive part of his life was over until the letter came. Jt was snuggled deeply within his pocket and every now and then he would pat it for reassurance. Jvan smiled and elbowed his neighbor in the ribs.



WHO PLAYS IVAN?

You are a down-to-earth kind of person who stands for no nonsense. Almost any problem can be overcome by a bit of common sense and hard work. You hate to sit still for any length of time and you are unable to see why some people want to do nothing all the time.

SPECIAL MOVES

Taunt:

Earthquake:

Big Belly:

KATAS

Strength of the North:

Rage of the World:

Jab Al Nar:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

THE DALI LLAMA

He stood arms outstretched on the mountain top. From here he could see the ocean on all sides of the island. He breathed deep and allowed his mind to reach out.
He saw them all, one by one, making their way here to the island.
There was Kendo drinking champagne he could not afford on a cruise liner. But it would be an unwise opponent who took Kendo for a drunken fool.



Prince Leon still running through Asia, he would get here strong after his journey. Leon seemed driven by something. Would Leon ever be rid of his rage? The llama wondered.
Tai Cheetah deep in meditation waiting for the airplane to come. Tai, the only one who truly did not care, if he won or lost.
Foxy whisked away at night in a black car to make her secret journey.
Kung Fu Bunny still training deep in the forest.
Ivan the Bear uncomfortable on the train complaining about food.
The Pantha deep in conversation with the monks of Kali Chaka. The Pantha worried him and yet he showed such promise!

The Llama lowered his arms and waited, soon it would begin.
"Only through inner strength can come physical strength."
"Sometimes the fastest blow is the one delivered last."

You are given the code to play Dali Llama once you have completed the game on black belt or above.

SPECIAL MOVES

Taunt:

Head Butt:

Smoke:

KATAS

Apocalypse:

Mind of the Gods:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -



PLUS 2 SECRET CHARACTERS FOR YOU TO FIND!!

TAO OF BRUTAL

"Only through inner strength can come physical strength."
"Sometimes the fastest blow is the one delivered last."

The Mirror

When your opponent attacks is when he is weakest,
To defeat your opponent you must understand him,
To know your opponent you must become him,
By defeating your opponent you must defeat yourself,
There are no opponents.

The Fire

The warrior knows fear for he must give it,
The warrior knows strength for he needs it,
The warrior knows his body for it is his weapon,
The warrior may take a lifetime to become a master,
The warrior may lose a fight but never honor.

The Water

The free have knowledge so fear is impossible,
The free do not have strength they have laughter,
The free knows his body for it gives him joy,
The free may become so the instant he opens his eyes,
The free laugh and so the fight passes them by.

The Music

The music is all around,
Everything becomes greater with the rhythm,
Rhythm gives you form,
Form brings victory,
With form victory is no longer important.

The Wind

Can you fight the wind?
Can you see the wind?
Can you hold the wind?
Who is the wind?
Look there it is!

The Road

Where do you wish to go?
Why are you going there?
Who do you wish to be?
What do you wish to have?
Wait!
Did you get there faster?

The Master

The master does not speak of it,
The novice speaks as a master,
The master knows joy and form,
The master smiles at the world,
For him the world smiles back.

GLOSSARY OF MARTIAL ARTS TERMS

kata [kah tah] : A set sequence of moves. The student is made to repeat these moves so often that it becomes instinct. In a fight situation when a combatant is confused, he often remembers his kata.

chi [chee] : Translated as "breath". Chi is inner energy.

ki [key] : Similar in many ways to Chi (see above). This is the Japanese term for that inner energy or spirit.

dojo [do-joh] : Martial arts school or training area.

obi [oh-bee] : A belt or sash worn to show the level of martial arts advancement.

dan [dahn] : Translated as "step". This is a grade system for those who have achieved black belt or above.

gi [geeh] : Loose jacket and trousers used in the practice of many martial arts.

guru [goo-roo] : Wise man or teacher.

-ka [-kah] : A student of a martial art. Thus, judoka is a student of judo.

tao [dough] : The way of a particular art.

TEAM BRUTAL

Design ..... Rod Humble
Art ..... Andy Gilmour
..... Dave Hall
..... Juan Sanchez
Programming ..... Dave Lincoln

ADDITONAL SUPPORT

Executive Producer ..... Elizabeth Curran
Creative Direction ..... John Tombley
Testing ..... Travis Williams
..... Larry Pacey
Music ..... "ppdix"
..... Doug Brandon
..... Robin Heifitz
Annoying ..... William B. McCormick

PACKAGING/MANUAL

Art Director ..... Dwight Alnor
Writer ..... Rod Humble
Design ..... Dwight Alnor
Technical ..... Sherry Kross
..... John Tombley
Illustration ..... Mark Fredrikson
Calligraphy ..... Glen Yoshiyama

Free Introductory CompuServe Membership

As a valued GameTek customer, you are eligible for a special offer to receive a FREE introductory membership to CompuServe — the world's largest on-line information service.

By joining CompuServe, you can receive the latest news and product announcements concerning GameTek games. [GO GAMETEK] to get to the GameTek section of the Game Publishers Forum. From the Game Publishers Forum [GO GAMEPUB], you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other GameTek computer and cartridge game players in the Gamers Forum [GO GAMERS].

To take advantage of this special offer, call toll-free 1-800-524-3388 and ask for Representative # 436 to get your introductory CompuServe membership which includes a personal User ID, pass word, $15 usage credit and an entire month's worth of basic services free.

GameTek Limited Warranty

GameTek, Inc. warrants to the original consumer purchaser of this GameTek cartridge product that the medium on which this cartridge program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This GameTek cartridge program is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this program. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any GameTek cartridge product postage paid, with proof of date of purchase, at its Corporate Offices: GameTek, Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 · (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the GameTek cartridge product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate GameTek. Any implied warranties applicable to this GameTek cartridge product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will GameTek be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of the GameTek cartridge product.

Some states do not allow limitations on the duration of an implied warranty or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

To Order GameTek Products

1-800-GAMETEK (1-800-426-3835)

- Available 24 hours, 7 days a week
- Visa and Mastercard accepted

GameTek Customer Relations

1-800-439-3995

- 9:00 AM to 5:30 PM, Eastern time

Patents:
U.S.#'s 4,442,486/4,454,594/4,462,076; Europe # 80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302;
Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999;
France # 1,607,029; Japan # 1,632,396.

GAMETEK®

SEGA, GENESIS and GENESIS 32X ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

GAMETEK, INC., 2999 NORTHEAST 191ST STREET, SUITE 500, AVENTURA, FLORIDA 33180 U.S.A.

PRINTED IN U.S.A.