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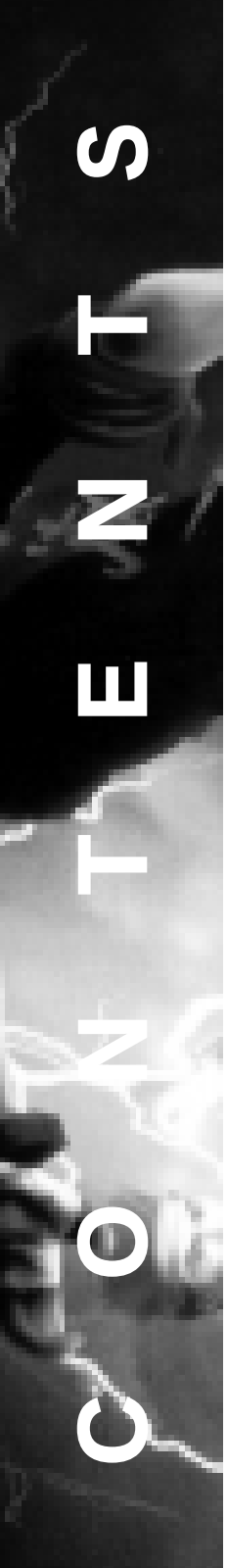
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SEGA®

FIGHTERS MEGAMIX™

game.com™



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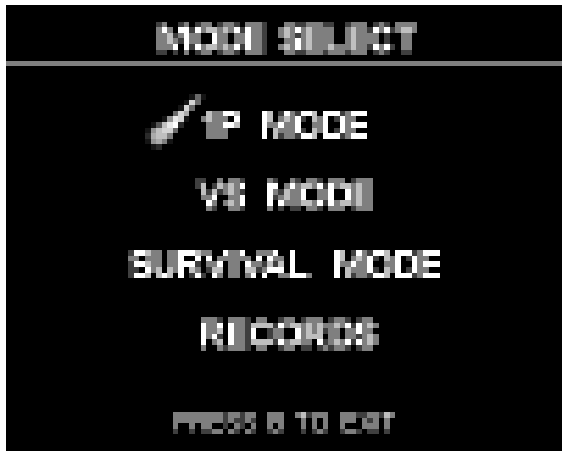
INTRODUCTION

What happens when combatants from Virtua Fighter and Fighting Vipers meet? It's an all out Fighters Megamix! Now the world can see who really are the best in the world.

Choose to play as one of the eight characters (four Virtua Fighters and four Fighting Vipers). If you complete the different Fight Courses, you can "unlock" hidden characters as well. Punch and kick with skill and dedication, and one day maybe you can become the Fighters Megamix champion.

PLAYING THE GAME - 1P MODE

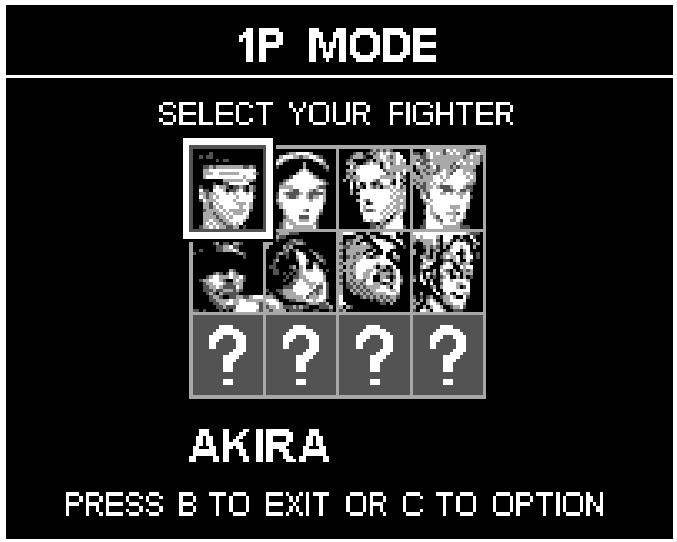
Make sure your game.com system is OFF. Insert the FIGHTERS MEGAMIX cartridge into cartridge slot 1. Turn on game.com. Touch CARTRIDGE on the Main Menu Screen. After a brief animation, you'll find yourself at the main FIGHTERS MEGAMIX MODE SELECT screen. Here you'll have four choices: 1P MODE, VS MODE, SURVIVAL MODE and RECORDS.



THE MODE SELECT SCREEN

On the MODE SELECT screen, touch 1P MODE (or use the directional pad to position the cursor next to 1P MODE and then press the "A" button). This will begin the one player game.

Next you may select which fighter to play as from the SELECT YOUR FIGHTER screen. To choose a fighter simply touch which one you want twice (once to highlight the fighter, the next to confirm your choice). Or you may also use the D-Pad to move the highlight to the character you want to play as and then press the "A" button to select him or her.



CAN YOU UNLOCK THE HIDDEN FIGHTERS?

There are some fighters that will be covered with "?"s. These characters will only become selectable when you complete the different Courses.

Once you have chosen a fighter, you will be taken to the COURSE SELECT screen. Here you can select which course of fighters you wish to challenge. Touch the Course you desire, or move the D-pad to the Course and then press the "A" button.

When you fight all the way through a Course, one of the "?" fighters will be unlocked for you to play as.

After you choose a Course, the first fight will begin.

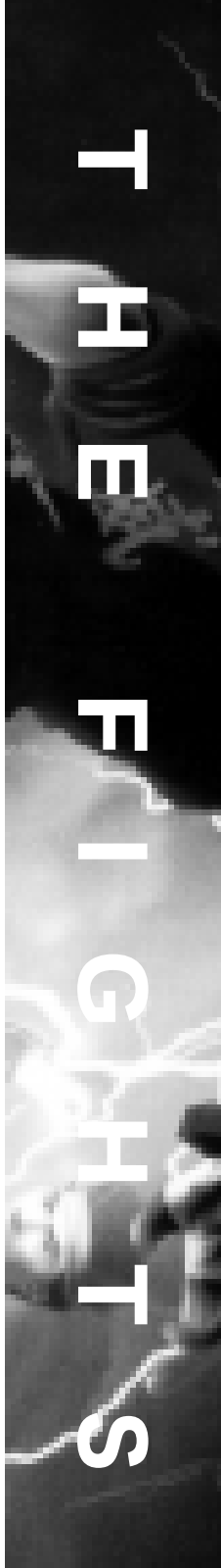
THE FIGHTS

The meters at the top of the screen begin each round reflecting each of the Fighter's health at 100%. They diminish with each blow taken.

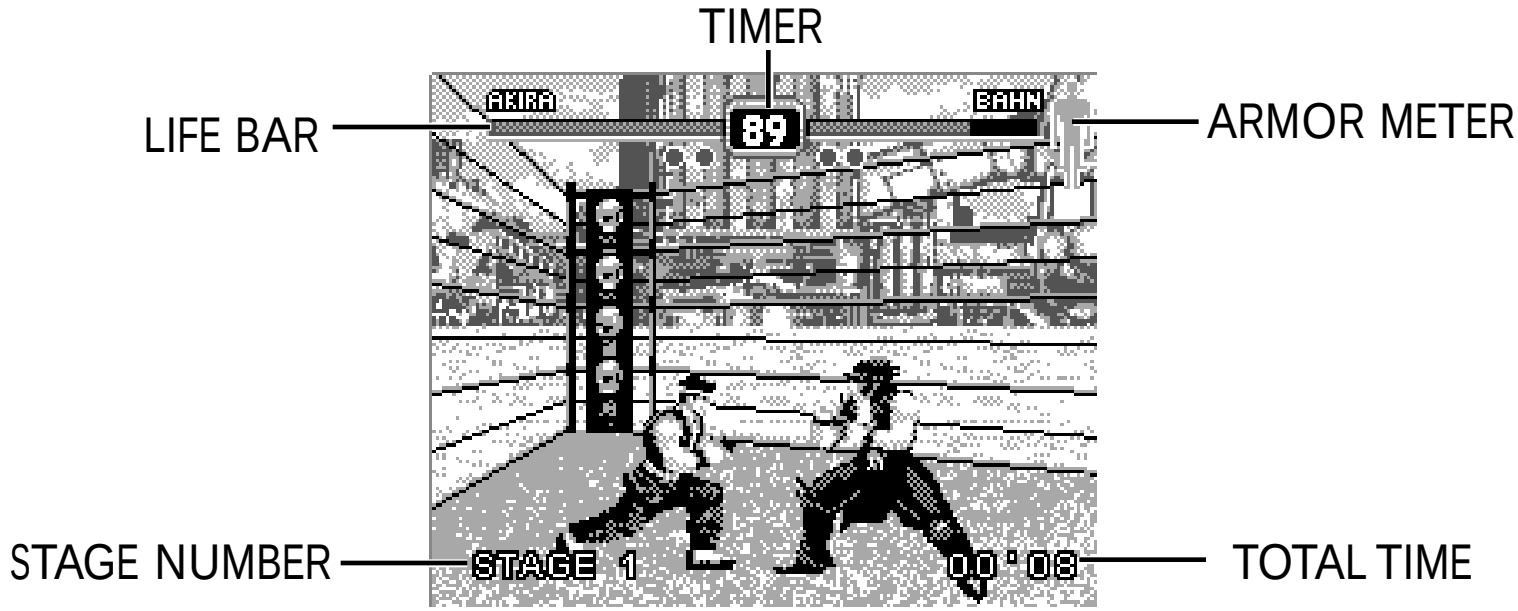
The amount they reduce depends on the type of hit delivered and whether or not it was blocked. When a Fighter's Health Meter runs out, he/she is knocked out and the round goes to the opponent. The first fighter to win 2 out of 3 rounds wins the match.

If you win 2 out of 3 rounds you will be able to advance in the Course. If you lose 2 out of three the game is over. You may, however Continue if you wish. When the word CONTINUE appears on screen, just press the "A" button before the timer counts down to 0. When you do this, the last match you fought will start again. If the timer runs out, the game will return to the Fighters Megamix Main Screen. Here you may start a different game if you want.

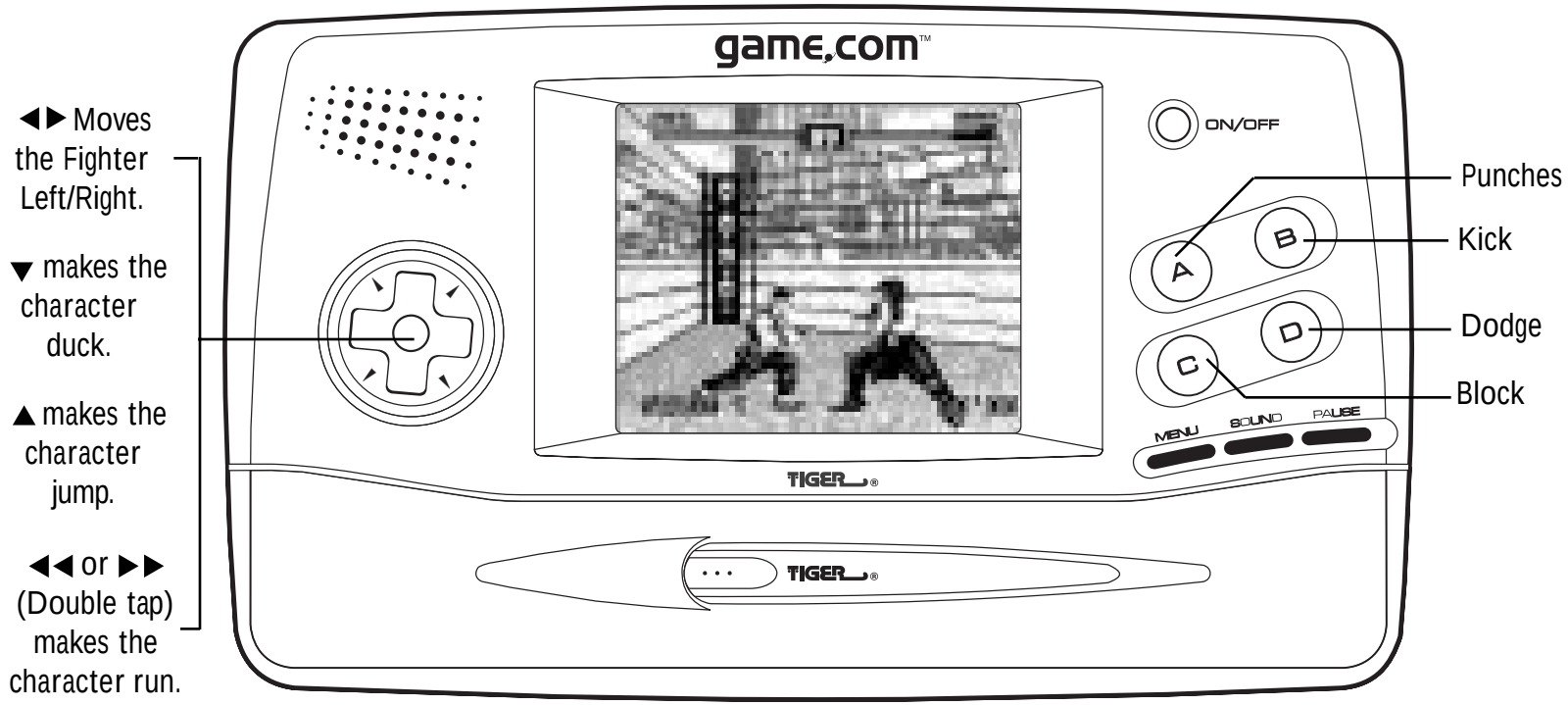
Certain fighters will wear body armor. The armor will help reduce some damage that is taken. The armor, however, will break if it takes too many hits. If the fighter loses his or her armor, then each hit they take from that point on will do more damage. There is an Armor meter that will appear in the upper corner of the screen. When the meter begins to flash, the armor is very weak and may soon break. Keep your eye on this meter! Note: not all fighters wear armor.



During a fight you may notice that in the lower right corner is a Timer. This will keep track of how long it takes for you to complete the Course. Try for the quickest time!



THE CONTROLS



If you press ▼ and D together, it will make the fighter Dodge in the other direction.

In addition to the basic moves (Punches and Kicks) all of the Fighters possess expert special moves. In order to become a great fighter, skilled enough to complete all of the Courses, you too must learn them. Experiment with various D-Pad and button combinations to find these Special Moves.

VS MODE

VS Mode will allow a single fighter to play against a specific computer opponent. Select 1P VS CPU. Now you can choose your fighter and then select the computer's fighter. This mode will allow you to practice against any characters that are giving you a difficult time. Discover their weaknesses here and then go and beat them on the Courses.

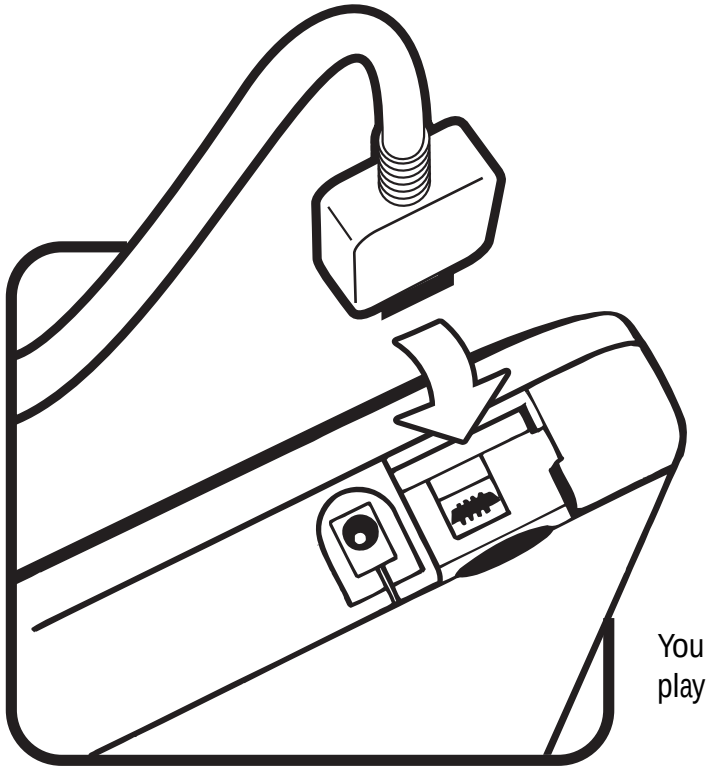


CHOOSE TO PLAY AGAINST THE COMPUTER OR A HUMAN OPPONENT.

You may also play FIGHTERS MEGAMIX directly with a human opponent if you wish. You MUST have the compete.com cable, however.

1. First, connect the compete.com cable to the com.port of your game.com.
2. Next, connect the other end of the cable to your opponent's game.com.
3. Make sure you both have the FIGHTERS MEGAMIX cartridge inserted into your game.com units.

4. Turn both game.com units ON.
5. Each player should select the Cartridge icon on the game.com Main Menu Screen. If you have 2 cartridges in the unit make sure you select FIGHTERS MEGAMIX.
6. When the FIGHTERS MEGAMIX MODE SELECT Screen appears, both players should choose VS. MODE. Next, both players should choose 1P VS 2P. The player that presses this first will appear on screen in the Player 1 (left side of the screen) position.
7. Next, both players should select which characters you would like to play as. When you are happy with your choices, both players should press their "A" button.
8. READY? FIGHT!

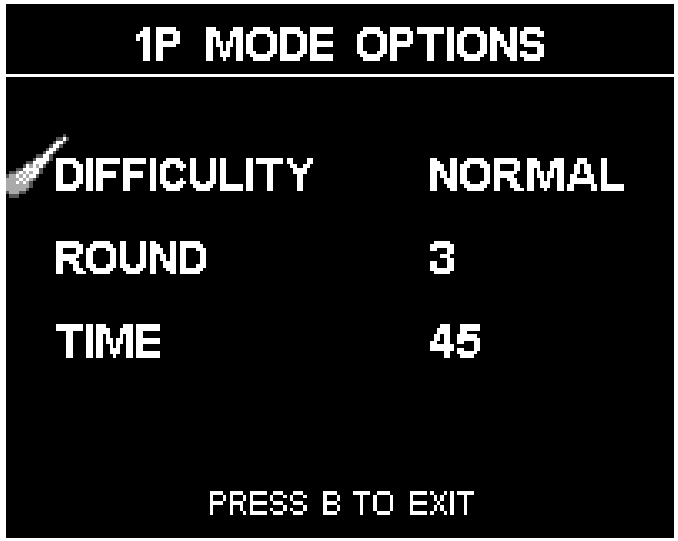


You need the compete.com cable to play one-on-one with your friends

OPTIONS

From the 1P MODE and VS MODE CHARACTER SELECT screens, you may press the "C" button to enter the OPTIONS Screens.

Note: The 1P MODE OPTIONS are slightly different than the VS MODE OPTIONS.

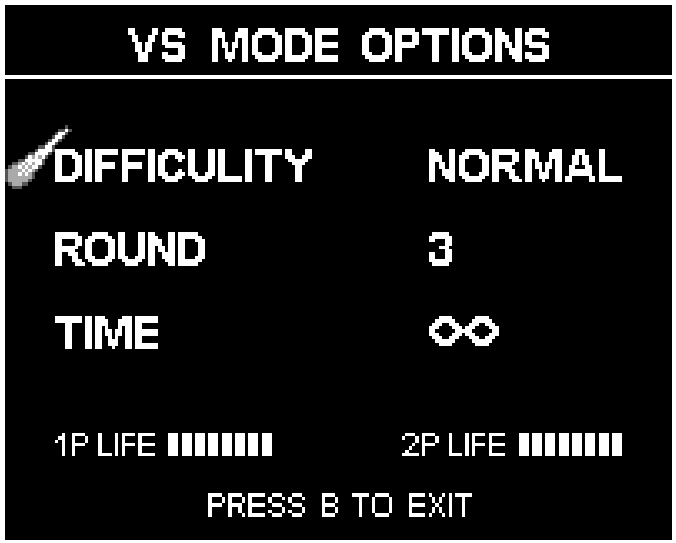


THE 1P MODE OPTION SCREEN

Here you may change the DIFFICULTY of your opponent. Use the D-pad to highlight this option and press left or right to cycle through the choices. You may select from Easy, Normal and Hard. The default setting is Normal.

You may also select the number of ROUNDs to be fought. If you choose 1, then the only 1 round will be fought. The winner will move on, the loser goes home. If you choose 3, then the first player to win 2 rounds will be the winner. Selecting 5 means that you need to win 3 to advance. The default setting is 3 rounds.

The TIME may be altered here as well. You may limit the time of rounds to 45, 75 or 99 seconds. Selecting ∞ will turn off the time altogether. The default setting is 45 seconds.



THE VS MODE OPTION SCREEN

In addition to the options that were selectable on the 1P MODE OPTIONS screen, the VS MODE OPTIONS will allow you to alter the life power of each fighter. Move the cursor to the 1P LIFE or 2P LIFE bars. Next move the D-Pad to the left to reduce the bar or to the right to increase it. The weaker the bar the fewer hits it take to defeat the fighter. The default setting holds the bar at full strength.

SURVIVAL MODE

Select the SURVIVAL MODE option from the MODE SELECT screen. Next select your fighter. Next you will be taken to the TIME LIMIT screen. Before the fights begin, you must select how long to play. The time limit that you select will only effect you if you survive that long. Choose either 3, 7 or 15 minutes. Once you are ready, press the "A" button to begin the SURVIVAL MODE.

SURVIVAL MODE will allow you to fight as many opponents as you can defeat. Each fight will be only 1 round. The catch, however, is that if you win, the next match's life bar will only be replenished slightly. You must survive as many opponents as possible while only using one Life bar.

The RECORD of how many opponents you defeat (for each time limit) will be kept on the RECORDS screen.

RECORDS

Select RECORDS from the MODE SELECT screen. Next you may choose which records you would like to view. Choose either 1P MODE or SURVIVAL MODE.

1P MODE will allow you to see the best times for the completion of Course A. Move the D-pad left and right to cycle through the different round settings (1, 3, 5). Each number of rounds will have it's own best time. See how quickly you can defeat Course A.

SURVIVAL MODE will allow you to see the number of wins that you have achieved for each time limit (3, 7 and 15 minutes) in Survival Mode. Move the D-pad left and right to cycle through the different times. See how many fighters you can beat for each time limit.

NOTE: The High Score that is saved to the game.com main menu High Score screen will be the 3 Minute Survival Mode Record.

THE FIGHTERS

VIRTUA FIGHTERS

AKIRA YUKI

Sex : Male
Birthday : September 23
Hobby : Kung-Fu
Nationality : Japanese
Fighting Style : Hakkyoku-Ken



The legendary master of Hakkyoku-ken, Akira Yuki returns to the VF competition in search of polishing his martial arts skills so that he may, when the time comes, pass the knowledge he has learned to his students. Akira remains one of the most well-balanced fighters in the group. Never a punch or kick wasted. Akira uses patience to overcome his adversaries.

PAI



Sex : Female
Birthday : May 17
Hobby : Dancing
Occupation : Action Film Star
Nationality : Chinese (Hong Kong)
Fighting Style : Ensei-Ken

Even though Pai is Lau's daughter, there is little love between the two - while Lau pursued his obsessive search for perfection, Pai's mother toiled so hard to support the family that she died of exhaustion. Pai never forgave Lau for her mother's death, and swore she would someday beat Lau at his own game. Though she didn't have what it took to defeat him in the last tournament, this time she's armed with a few new techniques that might just knock Lau out of the champion's position. And with Lau out of the way, the others should fall like dominoes.

LION



Sex : Male
Birthday : December 24
Occupation : High School Student
Hobby : Collecting Knives
Nationality : French
Fighting Style : Toru-ken/Seven Stars Mantis Fist

He is born into the Rafale family, one of the most wealthy families in France. They are involved in the aircraft industry. Lion has been practicing Toruken under an instructor as part of management education since he was five. Lion Rafale continues trying to prove to his father that he is worthy of the Rafale last name. Undaunted, Lion continues to bewilder his opponents with his strange, but effective Tourou-ken art of fighting. Lion works well played as an offensive fighter, utilizing blistering speed to his advantage.

JACKY



Sex : Male
Birthday : August 28
Hobby : Training
Occupation : Indy Car Racer
Nationality : American
Fighting Style : Jeet Kune Do

One fateful day, hotshot race driver and Jeet Kune Do master Jacky Bryant was separated from his sister, Sarah, when she was kidnapped by an underground syndicate. After years of searching, he learned that Sarah was being trained for combat and was considered tops in the art of Jeet Kune Do. When the first World Fighting Tournament was announced, Jacky took the challenge in the hopes of finding and rescuing Sarah from the syndicate. But once a winner was declared, Sarah vanished. Jacky spent the next year training for the ensuing bout he knew would come.

FIGHTING VIPERS

BAHN



Sex : Male
Birthday : August 25
Hometown : Nishino Machi
Occupation : High School Student
Hobby : Karate
Likes : Ramen
Dislikes : Western Food

Bahn, the "One Blow" Fighting Boss, joins the Vipers as an ex-gang member in search of the father who abandoned he and his mother...and he is not necessarily seeking a happy reunion. Beware of his powerful standing punches including "Super Straight" and "Hiji Teppou."

CANDY



Sex : Female
Birthday : September 3
Hometown : Armstone City
Occupation : Fashion School Student
Hobby : Making Clothing
Likes : Strawberry Cheesecake Ice Cream
Dislikes : Carrots

Candy, the “Cat Punch” Costume Play Girl, displays a “Dr. Jekyl-Mr. Hyde” characteristic when suited up and not-suited up in her handmade rubber dress. Her combination of kicks are especially harmful and especially effective when directed at the lower section.

SANMAN



Sex : Male
Birthday : March 3
Hometown : Armstone City
Hobby : Custom Bikes
Likes : Sweets
Dislikes : Garlic

Nobody knows much about him, and he isn’t saying. The only things for sure is that he rolled up to the tournament on a big custom hog, and he has a strange fascination with the number 3. Sanman lets his fists do the rest of the talking for him.

MAHLER

Sex : Male
Birthday : January 20
Hometown : Armstone City
Hobby : Windsurfing
Likes : Mexican Food
Dislikes : Seafood



Mahler seems to have a score to settle with the mayor of Armstone, but nobody knows why he has entered the Vipers tournament. He hasn't even bothered to officially register his name.

NOTES PAGE

There are many other special attacks and surprises hidden throughout this game. When you come across one, write it down here for future reference. Have fun!

DEFECTIVE CARTS

If you find that your new FIGHTER MEGAMIX **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

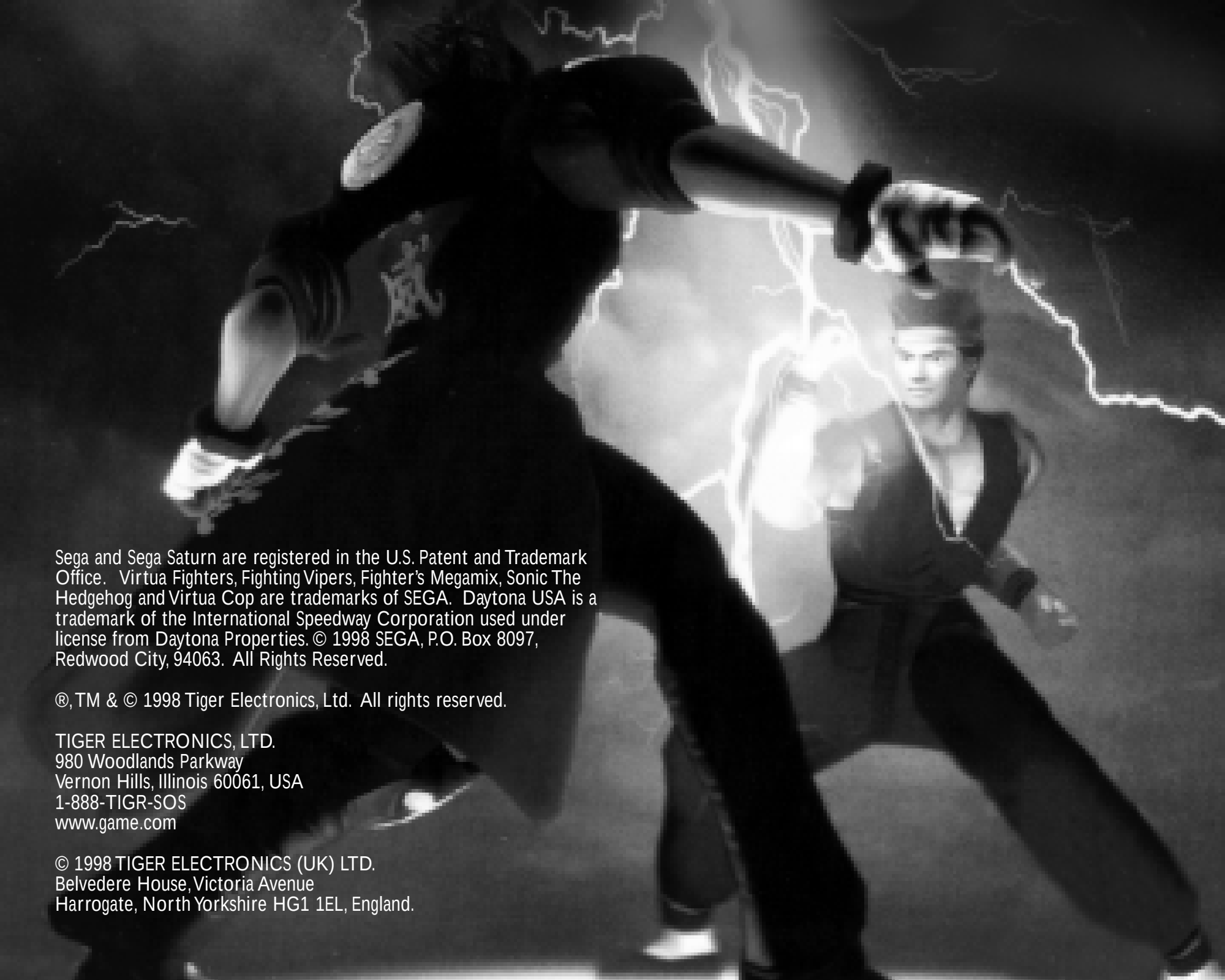
Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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