
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00600
KENSEI
SACRED FIST™
KONAMI

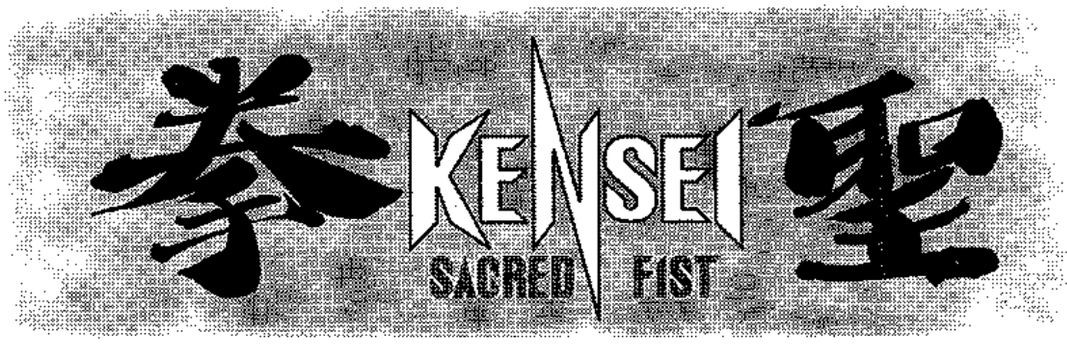
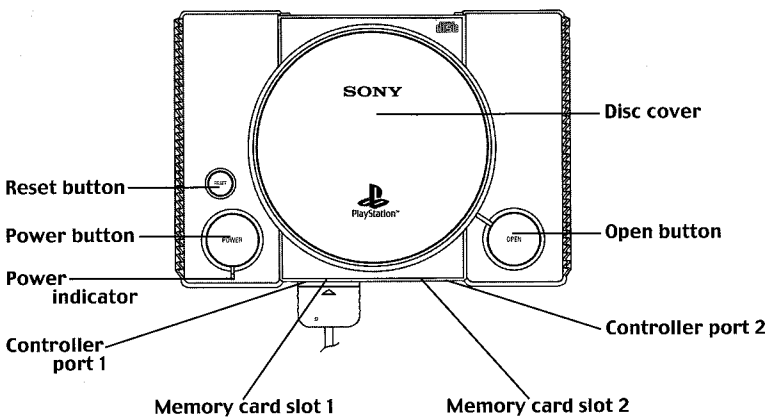


TABLE OF CONTENTS

Setup ..... pg. 2
Using the Controller ..... pg. 3
On-Screen Indicators ..... pg. 4
Game Rules ..... pg. 5
The Option Mode ..... pg. 6
Gaming Modes ..... pg. 7
General Controls ..... pg. 9
Special Defensive Controls pg.13
Characters pg.14
Advanced Techniques pg.23

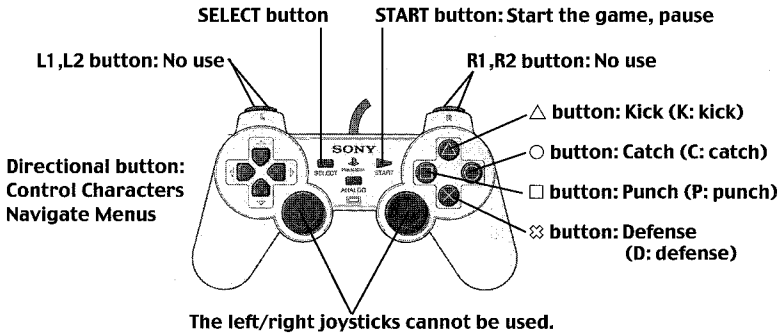
SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® power is off before inserting or removing a compact disc. Insert the KENSEI™: Sacred Fist disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.
Thank you very much for purchasing Konami's KENSEI™: Sacred Fist. Before playing, please read this manual carefully to ensure correct use.



USING THE CONTROLLER

This section will only cover the basics of controller use. For detailed controller operations, please see the "General Controls" and "Characters" sections.

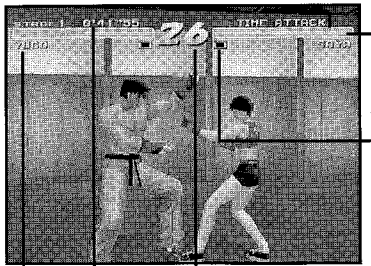


NOTE: Button operations can be changed in the "KEY CONFIGURATION" setting in the Option Mode.
NOTE: Pressing the start and the select buttons together during a game will take you back to the title screen.

ABOUT THE DUAL SHOCK™ CONTROLLER

The Dual Shock controller will vibrate whether or not the analog switch is ON or OFF. The vibration function can be set to SOFT, HARD or OFF in the "KEY CONFIGURATION" setting in the Option Mode.

ON-SCREEN INDICATORS



Power Gauge
The character's power reserve. Reduce the opponent's gauge to 0 in order to win the round.

Round
The number of rounds needed to win are shown by the number of indicators displayed. An indicator will light up for each round won. When they are all lit, you have won the match.

Play time
Time elapsed since the start of the game.

Time Remaining
When the counter reaches "0" you are out of time. The player with the highest power reserve wins.

Character name

ABOUT THE PAUSE MENU

Pressing the start button during a game will display the pause menu. Use the Directional Buttons to highlight an option and press the ⊠ Button to select.

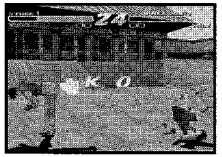
CANCEL return to the game.

COMMAND displays a complete list of techniques available to your current character.

SELECT return to the character selection screen.

RESET ends the game and returns to the title screen.

THE RULES



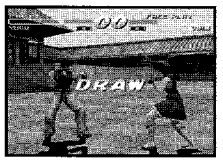
GAME STRUCTURE
Launching attacks will enable you to drain the opponent's power reserve. Reducing the gauge to "0" results in a win for that specific round. The player that wins the required number of rounds will win the match.



TIME LIMIT
There is a time limit on all matches. If the time limit is reached without a KO, the player with the highest power reserve wins.

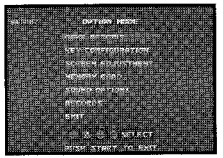


CONTINUES
Once the game is over, press the START BUTTON on the Continue Screen to get back into the game without changing characters. It is possible to switch to a new character in the Normal Mode by pressing the select button.



TIES
Both players will be awarded a round win in the following cases: 1) the time limit has been reached and both players have the same power reserve, and 2) double KO's. If there is a tie in the final round, "game over" will be declared in a VS.CPU battle (Normal Mode). The victory will be awarded to the player who entered the game first in the 2P battle, and the match will end in a tie in Vs. Mode.

THE OPTION MODE



Adjust various game settings according to the player's preferences.

GAME OPTIONS

Sets the difficulty level of the game, rules of the match and other options. Highlight an item with the up-down directional buttons, and make changes with the left-right directional buttons.

KEY CONFIGURATION

Configures the controller (buttons as well as the vibration option). Select an item using the Up and Down Directional Buttons, and make changes with the Left and Right Directional Buttons.

SCREEN ADJUST

Adjusts the display position of the screen. The select button will return the setting to the original default position.

MEMORY CARD

Used to save and load options settings and game records.
Please select an item with the directional buttons, and press the enter button. Please use the left-right directional buttons to change the settings of the "Auto Save" item.

<Warning> – Only Memory Card Slot 1 can be used.
– Please do not insert or remove the memory card during loading or saving.
– When choosing "Yes" for the "Auto Save", please do not shut down power except from the title screen, or insert/remove the memory card. This may destroy the saved data.

SOUND OPTIONS

Sets various options related to sound.

RECORDS

Displays game records and character profiles.
Please select an item with the directional buttons, and press the △, ○, □, or the ⊗ button. Exit with the start button.

GAMING MODES

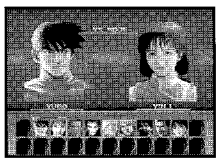
SELECTING MODES

Press the Start Button on the title screen to go to the Mode Select Screen. Select the Mode by using the Up and Down Directional Buttons, and enter your selection with the △, □, ⊗, or ○ button.



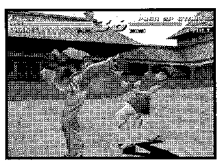
SELECTING CHARACTERS

Select a character using the directional buttons, and enter your selection with the △, □, ⊗, or ○ button. Pressing the △ or the □ button to select the character will use the primary color scheme for each character, the ⊗ or the ○ button will use the secondary color scheme.



NORMAL MODE (1P/2P)

This mode allows you to fight against the CPU; there is no limit on the number of 'continues'. Pressing the start button on the second controller during a game will allow another player to challenge Player 1. Once the match is over, the winner will return to the vs. CPU battle.



TIME ATTACK MODE (1 PLAYER)

In this mode, the objective is to finish the game against the CPU in the shortest time possible. It is not possible to change the difficulty level, time limit, or the number of required rounds. Continues are allowed at the conclusion of a game, but you cannot change characters. Player 2 cannot challenge in this mode.





VS. MODE (2PLAYERS)

This is a player 1 vs. player 2 battle mode. The character selection screen will be displayed once the match is over. Pressing the Start Button while on the character selection screen will allow you to see the record of past matches.



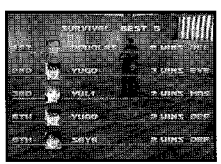
TRAINING MODE (1 PLAYER)

Practice your different fighting techniques in this mode. Please select your character and an opponent character. Pressing the start button will display the Menu.



WATCH MODE

You can watch two CPU controlled characters fighting against each other in this mode. You can select the character you want to watch.



SURVIVAL MODE (1 PLAYER)

This mode allows you to pit your strength against the CPU by defeating as many opponents as possible before your power gauge reaches zero. You will recover a set amount of power each time you defeat the CPU. The game will be over when you lose a round. Continues are not allowed. It is not possible to change the difficulty level, time limit, or the number of required rounds. Player 2 cannot challenge in this mode.

GENERAL CONTROLS

Use the Directional Buttons and other buttons in combination to perform different moves.

BASIC MOVEMENTS	
Forward	⇨
Backward	⇦
Downstage (Away from the screen)	⇧
Upstage (Towards the screen)	⇩

SPECIAL MOVEMENTS	
Forward dash	⇨⇨
Backward dash	⇦⇦
Downstage dash	⇧(while moving downstage)
Upstage dash	⇩(while moving upstage)
Run	⇨⇨

NOTES

- The directional buttons should be pressed briefly for the (⇨), and kept held down for the (⇨).
- Press the buttons in the order indicated for notations such as "PK".
- Press the buttons simultaneously for notations such as "P+K".
- All notations assume that the character is facing to the right. They should be reversed for left-facing characters.
- In all notations, the "P"unch corresponds to the □ button, the "K"ick to the △, the "D"efense to the ⊗, and the "C"atch to the ○. (Default Button Configuration.)

OFFENSIVE AND DEFENSIVE MOVES

1. P button (punch)
2. K button (kick)
3. C button (catch)



RUNNING ATTACKS

P button during a run: Jump kick (upper range attack)



K button during a run: Sliding (low range attack)



STEPPING ATTACKS

It is possible to step on a downed opponent by moving in close to them and pressing the Directional Button towards them.



DOWN ATTACKS

These can only be used when the opponent is down.

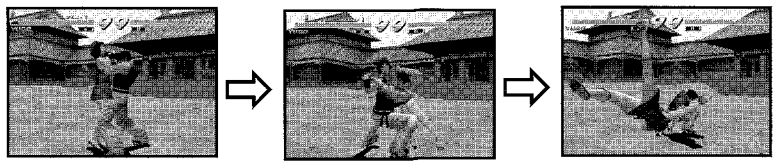


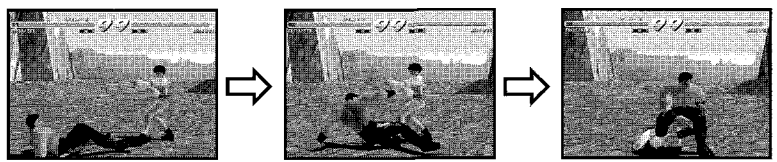
RECOVERING FROM A KNOCKDOWN

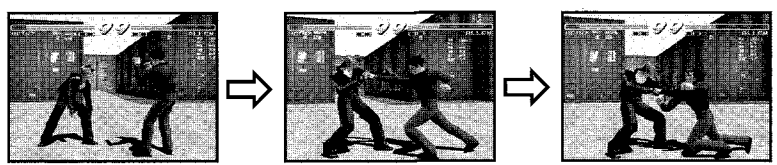
Stand up	Stands up directly from the downed spot. The fastest way to get up. (⇧)
Roll towards enemy	(Directional Button towards opponent)
Roll away from enemy	(Directional Button away from opponent)
Downstage Side-roll	Rolls sideways away from the screen. (D button)
Upstage Side-roll	Rolls sideways towards the screen. (C button)
You can move into forward/backward roll or a rising attack from the side-rolls.	
Rising mid-range attack	Executes a mid-range attack while rising. (P button)
Rising low-range attack	Executes a low-range attack while rising. (K button)

CATCH "C" (● Button)

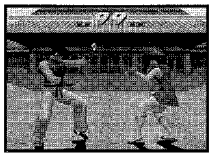
This type of attack involves catching an opponents attack, and takes the form of a throw most of the time. It is necessary to come within a close range of the opponent and expose your character to possible attacks in order to successfully launch a Catch move. Despite these disadvantages, the Catch move is effective against opponents in defensive stances, and when pulled off, can inflict heavy damage. There are different Catch moves for each character.







DEFENSE "D" (✕ button)





What is the Defense button?
Engaging the Defense button at a critical point in the defensive maneuver can give you enough of an edge to move into a stronger position.
A moment before making moves, you can make other actions with the use of directional buttons:
– If the D button is pressed, you can avoid or block enemy attacks damages.
– If D button and ⇩ are pressed, you can avoid or block a low attack.

BREAKING A FALL

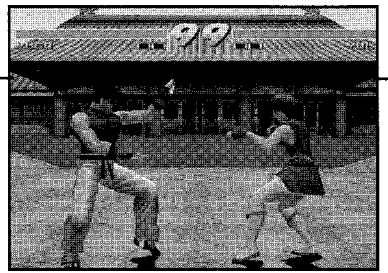
Press the appropriate command as you hit the ground in order to break the fall and get back on your feet quickly. However, depending on the amount of damage sustained and the use of certain throws, breaking a fall is not an option.



P button (□ button)	Gets up while moving away from the opponent.
K button (△ button)	Gets up towards the back of the screen
D button (⊗ button)	Gets up to towards the front of the screen.
C button (○ button)	Stands up on immediately.

SPECIAL DEFENSIVE CONTROLS

USING THE DEFENSE BUTTON



BREAKING A FALL





EVADING





COUNTERING





CHARACTERS

YUGO SANGUNJI

He was forced into fighting his twin brother as a result of their parents' disagreement over training methodologies. Now, Yugo finds himself leaving home and embarking on a journey in a bid to test his own strength.



Place of Birth	Japan
Age	18
Blood Type	O
Height	178cm
Weight	75kg
Style	Karate
Occupation	None
Hobbies	Naps, fishing.
Likes	The great out doors.
Dislikes	His father's training regimen.

Technique name	Commands
White Tiger	⇨⇨P
Lightning Smash	PP⇨K
Karate Kick Combo	⇦PKK
Hatchett Kick	⇦KK
Stream Axle	⇨KKP
Back Spin Kick	⇦⇦K

HONG YULI

Became curious about the true art of Drunken Fist Fighting while training under a Drunken Kung Fu master called Su Tzing Tao. Yuli is determined to prove herself as a first-class Drunken Kung Fu artist.



Place of Birth	China
Age	17
Blood Type	B
Height	170cm
Weight	49kg
Style	Drunken Fist
Occupation	Girl from a nice family
Hobbies	Collecting foreign coins, taking walks
Likes	Freedom
Dislikes	Family traditions

Technique name	Commands
Drunk Dancing Combo	PPPK
Fairy Flick Combo	⇨PPPK
Twist Arrow	⇨⇨P
Dancing Viper	(facing away from the oppponent) PPPP
Riot Cask	⇙ PPP
Red Scissors	⇨⇨K

DOUGLAS ANDERSON

He has spent years trying to hunt down a global crime syndicate. After a major breakthrough in the case, his partner Jim was gunned down in cold blood. Douglas is looking for a little payback...

Place of Birth	America
Age	45
Blood Type	AB
Height	190cm
Weight	90kg
Style	Jeet Kune Do
Occupation	Narcotics officer (government agent)
Hobby	Looking good
Likes	Japanese culture
Dislikes	Crime



Technique name	Commands
Super Great Combo	PPPP
Pretty Attack	⇦PK
Sexy Attack	⇨PPPK
Marvelous Mischief	⇦KPP
Back Hand Catch	⇦⇦P
Foot Stomp	K (With opponent on ground)

ALLEN

Parentless since infancy, and raised in an orphanage. His Muay Thai expertise was acquired to defend himself against a dangerous and pitiless world. He fights only for survival, one day at a time.

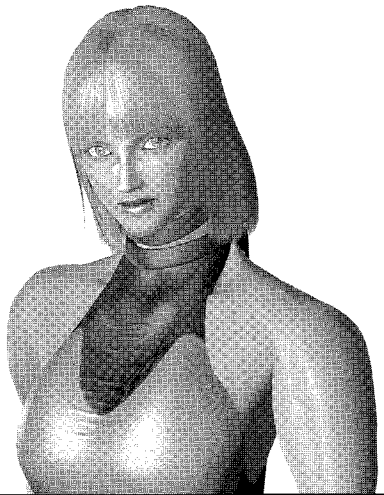
Place of Birth	Asia?
Age	23
Blood Type	?
Height	178cm
Weight	55kg
Style	Muay Thai
Occupation	An underground Muay Thai fighter
Hobby	Destruction
Likes	Solitude
Dislikes	Legit society



Technique name	Commands
Elbow Rush	⇨PPPP
Double Knee Combo	⇘Lower right (arrow) KK
Heel Kick Combo	⇦KKK
Triple Back Spin Elbow	⇦PPP
Leg Cannon	⇨⇨K
Heel Kick	⇘+K

ANN GRIFFITH

Loves amateur wrestling, and plans to expand public interest in amateur wrestling by staging a street fight event.

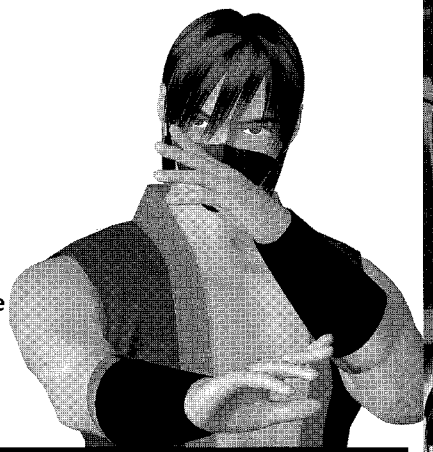


Place of Birth	Great Britian
Age	17
Blood Type	O
Height	168cm
Weight	56kg
Combat Style	Amateur wrestling
Occupation	Student at Briston Academy
Hobby	Combat sports
Likes	Motorcycles
Dislikes	Exams

Technique name	Commands
Combo Elbow Kick	PPPK
5 Slaps	⇦PPPPP
Dash Elbow	⇨P+K
Knee Bazooka	⇨⇩⇘ P+K
Tackle	⇘⇘ P+K
Soccer Ball Kick	⇘K

HYOMA TSUKIKAGE

Left as an infant at Oomiwa Temple, along with his older sister Fuune, by their parents who subsequently disappeared. Hyoma has been in training at the Temple since that day. But one day, he comes across a clue to his parents' possible whereabouts and decides to search for them.



Place of Birth	Japan
Age	17
Blood Type	A
Height	173cm
Weight	69kg
Style	Ninjutsu
Occupation	High school student
Hobby	Listening to classical music
Likes	His sister Fuune
Dislikes	Noisy places

Technique name	Commands
Imperial Combo	PPPP
Moon Cutter	⇖ K
Tornado Kicks	KKK
Comet Elbow	⇨PP
Tengu Storm	⇩KKK
Meteorite Impact	⇘K (When opponent is on ground)

HEINZ STREIT

Was born into a family of known aristocratic ancestry but quickly grew tired of his wealthy and pampered life. Now spends his days picking and joining fights; enjoys the status of the black sheep of the family.

Place of Birth	Germany
Age	24
Blood Type	B
Height	177cm
Weight	67kg
Style	Pit Fighting
Occupation	Unemployed (mercenary)
Hobby	Fights
Likes	Weiner schnitzel
Dislikes	Home (relatives), people



Technique name	Commands
Back Shot Combo	PPPP
Rush Uppercut	⇨PPP
Rush Kick	⇨KKK
Body Blow	⇩⇘⇨ P
Middle Kick Uppercut	P+KP
Finishing Fist	⇘P

DAVID HUMAN

A popular pro wrestler, he hears rumors that his friend and rival Mark has joined forces with an underground organization, and decides to find out the truth.

Place of Birth	America
Age	29
Blood Type	A
Height	185cm
Weight	102kg
Style	Professional wrestling
Profession	Pro Wrestler
Hobby	Developing cool techniques
Likes	The sound of fans cheering
Dislikes	Weaklings

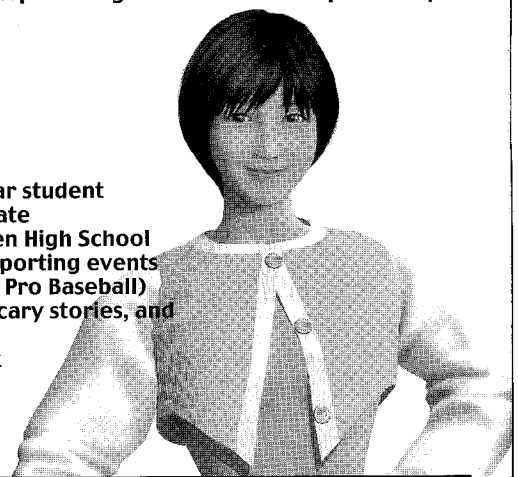


Technique name	Commands
Double Chop	⇨P
Side Step Tackle	⇧⇧C
Texas Rush	PPPP
Slip Kick	⇙K (moves to a lying stance)
Ground Catch	C (from a lying stance)
Elbow Drop	⇧P

SAYA TSUBAKI

Has a father who walked out five years ago, and a family who avoids answering her questions about him. Tired of the evasions, she decides to search for him herself, despite her grandfather's attempts to stop her.

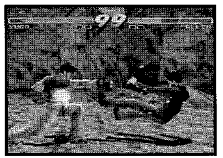
Place of birth	Japan
Age	16
Blood Type	O
Height	158cm
Weight	45kg
Combat Style	Kenpo
Occupation	Second year student at the private Kogugakuen High School
Hobby	Watching sporting events (especially Pro Baseball)
Likes	Grandpa, scary stories, and festivals
Dislikes	Homework



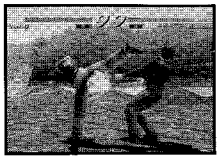
Technique name	Commands
Gull Levitation	PPKK
Phoenix Kick	PKK
Heron Dance	⇧PKKPP
Big Bird Kick	KKKKKKKKKK
Hawk Claw Attack	⇨P+K
Foot Stomp	K (When opponent is on ground)

ADVANCED TECHNIQUES

YUGO



Perfect Circle
P during Savaki



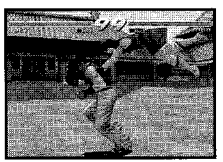
Lightning Counter Kick
Evade low-range attack; middle K



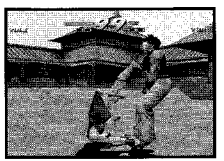
Counter Jump Kick
Jump and evade low-range attack; middle K

Savaki — Break an upper right-hand attack with ⇨D

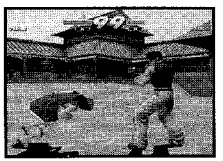
YULI



Invisible Turn
C during a Reversal Back Roll



Grappling Venom Kick
(while down on her back) direction of head+P



Setdown
(during a stomach-clutch) ⇩P

Pommel Kick Lie Down — ⇩KP or ⇩KKP or ⇩KKKP

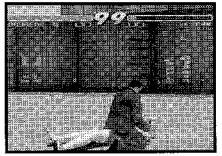
DOUGLAS



Bitter Catch
C



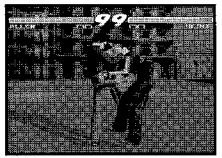
The Face Punch
add commands KDCK



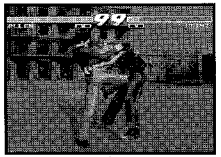
The Mount
add commands P+K

The Arm Break — add command C

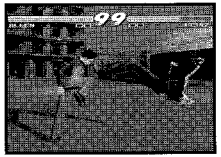
ALLEN



Neck Hold Knee Kick 1
C



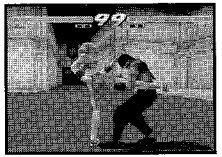
Neck Hold Knee Kick 2
add commands ⇧⇩P+K



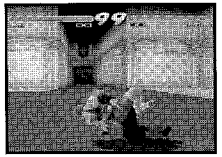
Neck Hold Knee Kick 3
add commands P+K+D

Counter Thrust — ⇦C

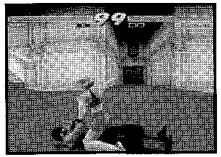
ANN



Middle Kick
P+K



Switch to Mount
add commands P



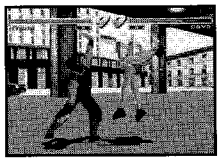
Mount Punch
add commands P

Galactica Phantom — P+K during a run

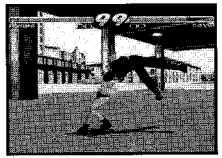
HYOMA



Ice Fang
P+K
(Stance Change)



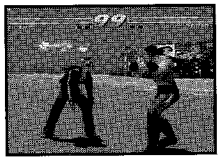
Ninja Blade Combo
PPPPPPP from
Ice Fang stance



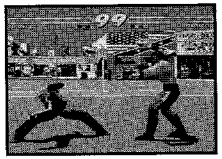
Celestial Demon
C from Ice Fang stance

Triple Thunder Combo — ⇨KKK

HEINZ



Come on Baby!
⇦C



Final Smite
⇨P+K



One Hand Throw
P while landing a Body Blow

Foot ⇩P+K+C during a hand throw

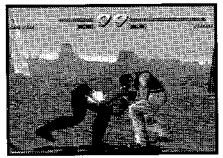
DAVID



Leg Scissors
⇩⇩C



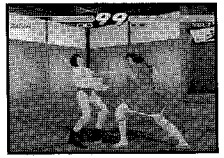
Squatting Escape
D (in response to specific techniques)

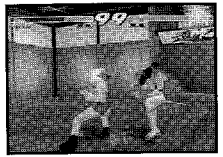


Damaging Tackle
P during a Squatting Escape

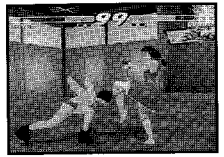
Ground Stance ⇩P while down on his back

SAYA

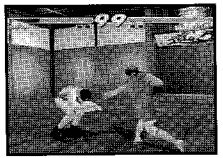


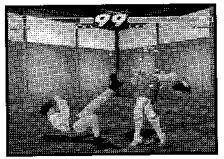


Big Bird Wing
While arching back:
P to launch Big Bird Wing

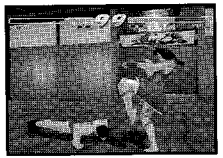


Eagle Wing
⇩⇘⇨ P





Big Bird Claw
During damage to the stomach:
K to launch Big Bird Claw



Bulbul Wing
⇩⇙⇦ P

Provoke P+K+C