SEGA®

Virtua Fighter™

TM

TM

SATURN

SEGA

SEGA SATURN
OFFICIAL
SEGA
SEAL OF QUALITY
EXCLUSIVE

81049

TEEN
T™
AGES 13+
CONTENT RATED BY
ESRB

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ❑ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site:	**http://www.sega.com**
email:	**webmaster@sega.com**
CompuServe:	**GO SEGA**



Learn SEGA game secrets from the masters. Call Now.

U.S.: 1-900-200-SEGA $.95/min (recorded), $1.50/min (live) Must be 18 or have parental permission.
TTD phone required. Sega of America
Canada: 1-900-451-5252 US $1.50/min (recorded/live)

For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Virtua Fighter Kids™

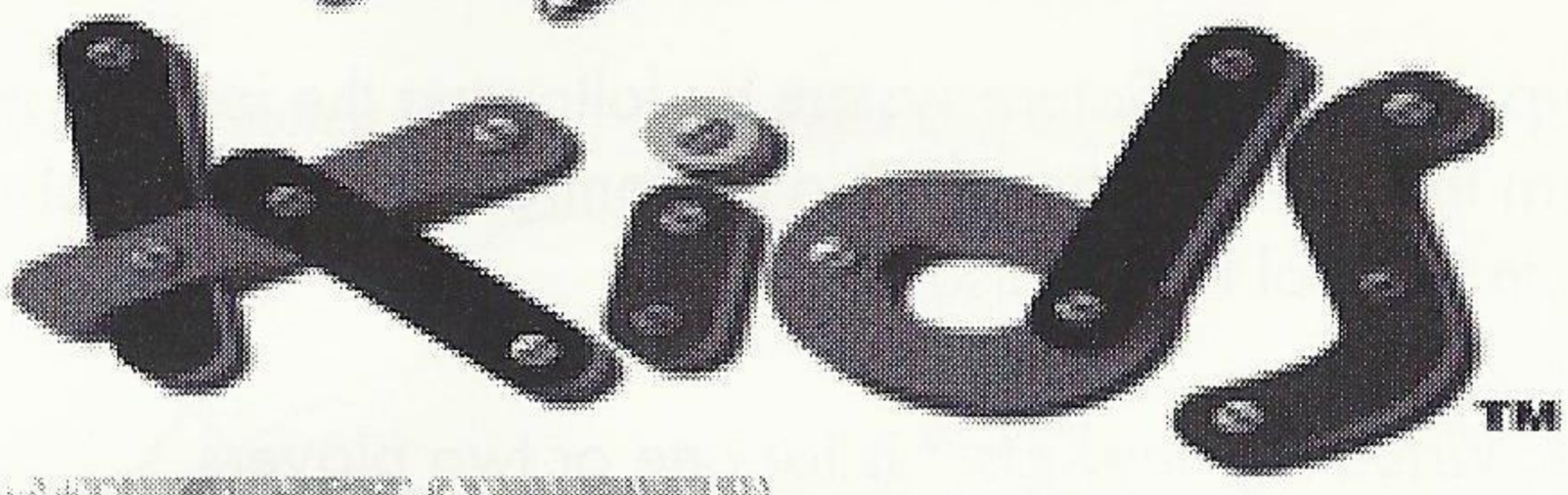


TABLE OF CONTENTS

USING THE SEGA SATURN	2
TAKE CONTROL!	3
GETTING STARTED	4
OPTIONS	5
KEY CONFIG	7
COMBO MAKER	8
THE FIGHT	12
RANKING MODE	14
RECORDS	15
BASIC MOVES	16
THE VIRTUA FIGHTER KIDS	
AKIRA	18
PAI	19
LAU	20
WOLF	21
JEFFRY	22
KAGE	23
SARAH	24
JACKY	25
SHUN	26
LION	27
CREDITS	28

USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

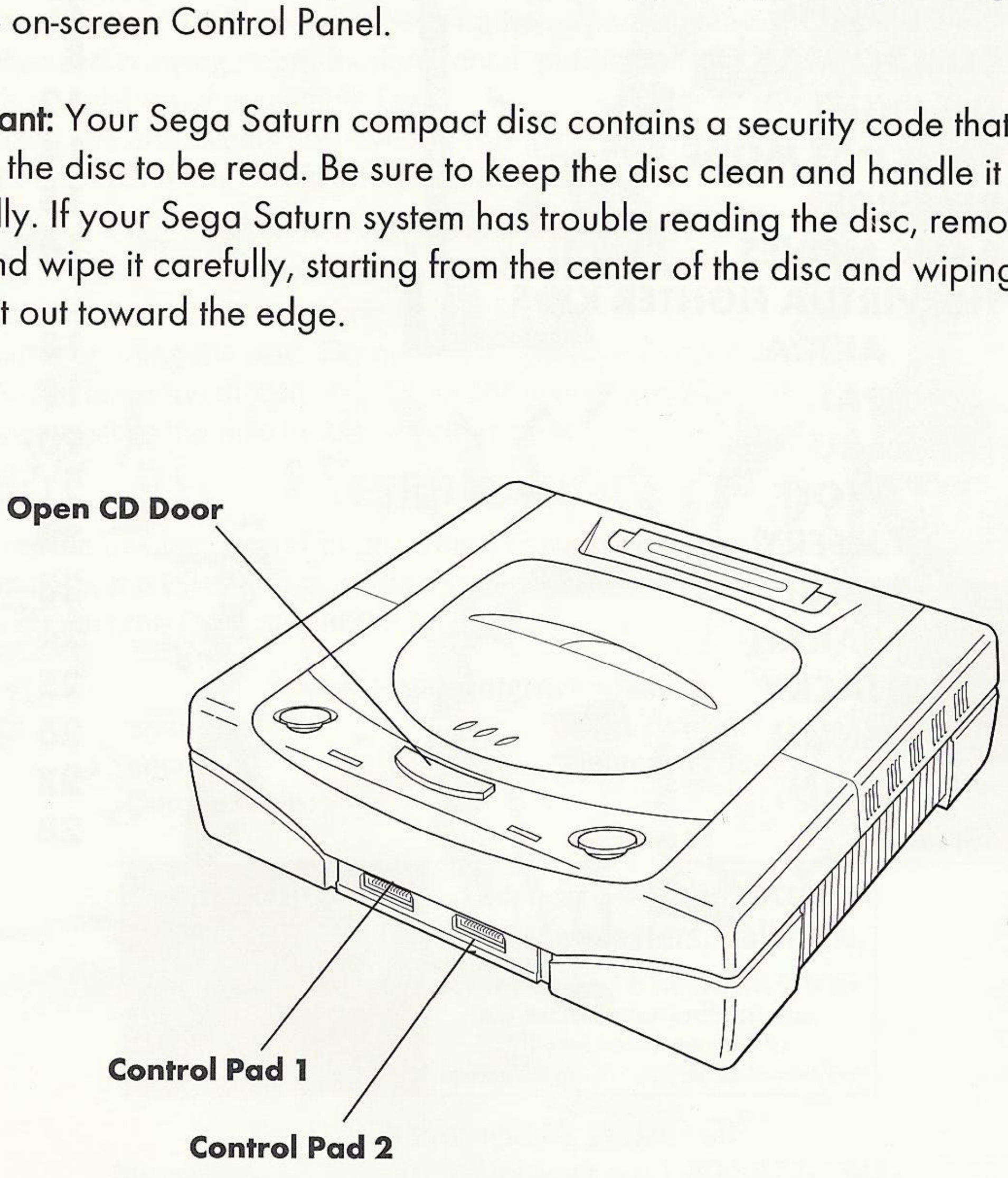
   Note: *Virtua Fighter Kids™* is for one or two players.

2. Place the *Virtua Fighter Kids* disc, label side up, in the well of the CD tray and close the lid.

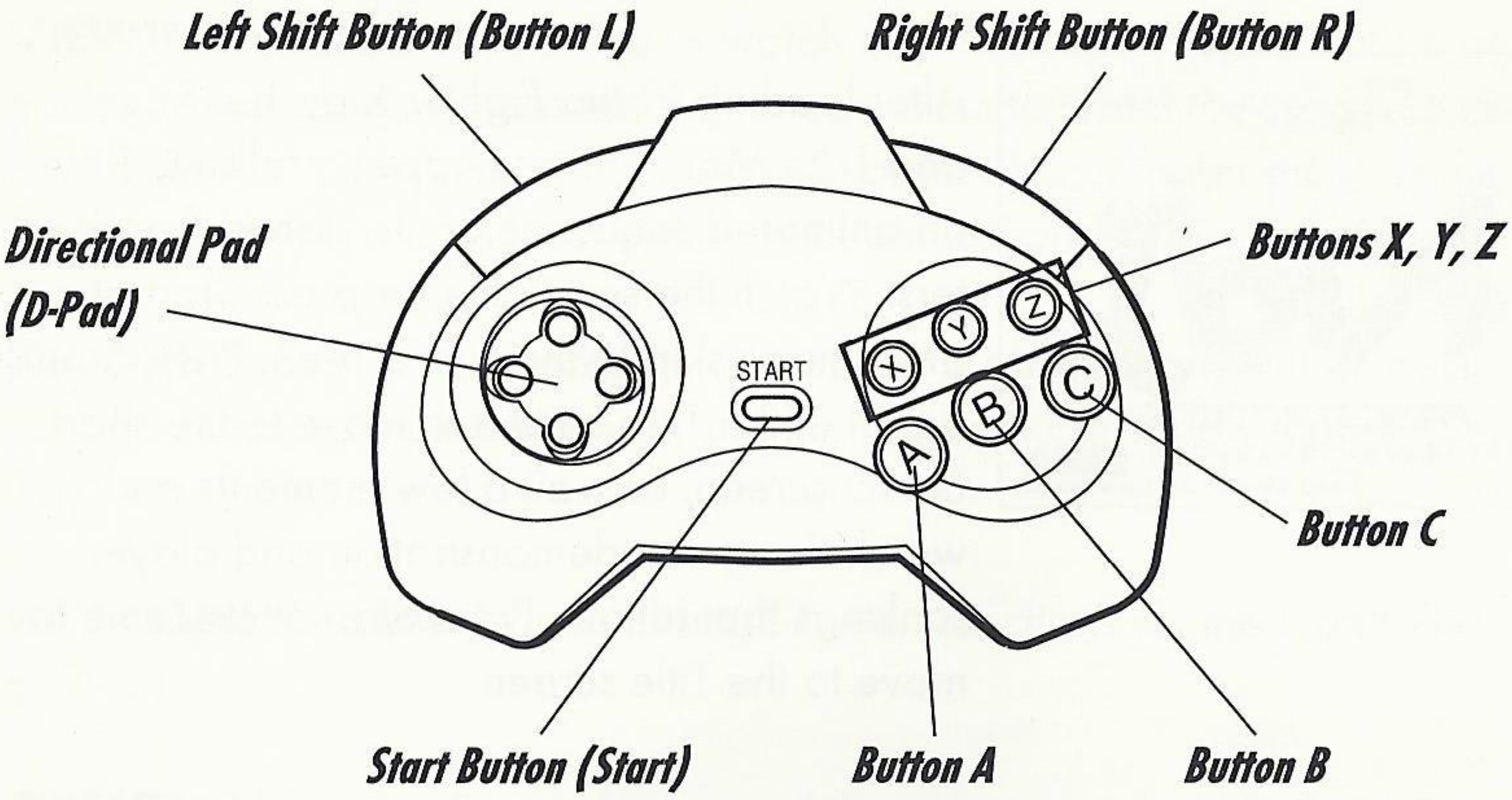
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control Panel.

Important: Your Sega Saturn compact 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 Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



TAKE CONTROL!



D-PAD

- Highlights items on menu screens
- Moves fighter during gameplay
- Enters directional arrow in combo maker

START

- Starts game
- Enters highlighted selections
- Pauses gameplay; resumes paused game
- Skips instant replay and introductory sequence

BUTTON L, BUTTON R

- Moves cursor in Combo Maker

BUTTONS X,Y,Z*

- Used in Combo Maker (pp. 8–12)

BUTTON A

- Enters highlighted selections
- Makes your fighter defend against attacks
- Enters [**D**]efend in Combo Maker
- Selects letter in Name Entry

BUTTON B

- Cancels highlighted selections
- Makes your fighter punch
- Enters [**P**]unch in Combo Maker
- Exits Records screens

BUTTON C

- Enters highlighted selections
- Makes your fighter kick
- Enters [**K**]ick in Combo Maker

*Use these buttons to produce special attacks and expert techniques. (See pp. 18–27)

Note: This page shows default functions only. All the buttons listed above except Start can be configured for other functions using Key Config (see pp. 7–8)

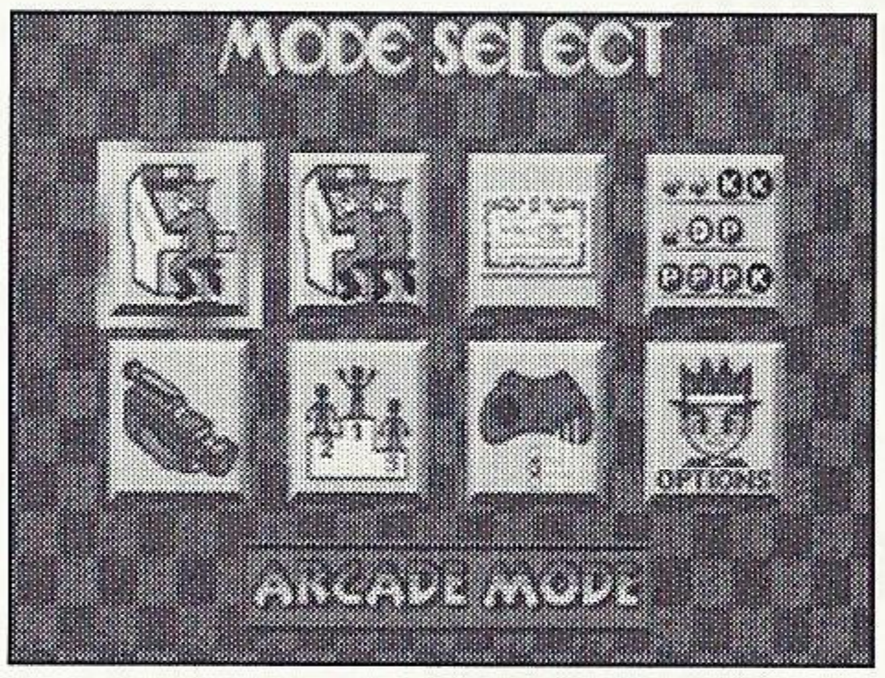
GETTING STARTED



After loading *Virtua Fighter Kids*, the Sega and True Motion logos appear, followed by an animated sequence of the game characters. Watch the sequence, or press Start at any time to skip to the Title screen. Press Start again at the Title screen to move to the Mode Select screen, or wait a few moments and watch the game demonstration and player rankings that follow. Press Start at any time to move to the Title screen.

MODE SELECT

Press the D-Pad LEFT or RIGHT to scroll through the modes, and press Button A, C or Start to select a mode.



ARCADE MODE lets you play against the computer. Clear all the stages to see a special animation sequence featuring your fighter.

VS MODE lets you and a friend test each other's skill.

Note: A second player can interrupt an Arcade Mode fight by pressing Start on the unused Controller. The Player Select screen appears, allowing the new player to select a fighter. After the fighter has been selected, the VS Mode game begins. When the VS Mode fight ends, and neither player chooses to continue, the Arcade Mode resumes at the same level as when the new player entered the game.

RANKING MODE is a one-player game similar to Arcade Mode. At the end of the game, you are assigned a skill ranking and ratings of several aspects of your performance. (See pp.14–15.)

NOTE: See pp. 12-17 for details on the fighting modes.

COMBO MAKER lets you create and save your own special combination attacks. (See pp. 8–12)

VIEWING MODE allows you to watch any two characters in action against each other. You can select the fighter you want to watch by pressing the D-Pad LEFT or RIGHT and Button A or C, or let the computer pick two fighters randomly for you. Press Start during the fight to pause the game.

RECORDS shows the records of fighters in VS Mode competition, best Arcade Mode completion times, and highest Ranking Mode scores. (See p. 15)

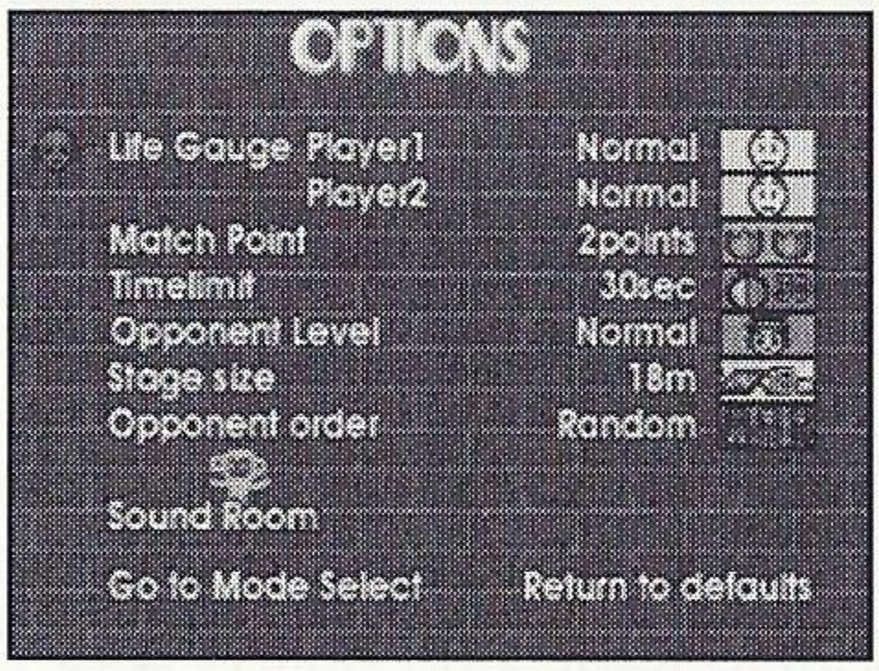
KEY CONFIG allows you to change button functions for the Controller. (See p. 7–8)

OPTIONS lets you change features of the game and sample the voice and sound tracks for each fighter. (See below)

Note: Any game mode can be canceled at any time by holding down Buttons A, B and C and pressing Start. This will automatically return you to the Title screen.

OPTIONS

Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to make changes within the selected option.



Life Gauge: Alter the strength of both fighters. Select from Largest, Larger, Normal, Smaller or Smallest. The larger the setting, the less damage you take per hit. Or choose NO DAMAGE for a fighter who can't be hurt. (Be careful though, you can still be knocked out of the ring.)

Match Point: Select the number of victories needed (1–5) to decide a match.

Time Limit: Choose how long you want each round to last – 10, 20, 30 or 60 seconds. Or choose NO LIMIT to turn the timer off.

Opponent Level: Set the level of the computer opponent in Arcade Mode. Choose Easy, Normal, or Hard for a real test of your fighting skill.

Select Practice to make the computer opponent your punching bag.

Stage Size: Set the area of the fighting ring to 8, 12, 18 or 22 meters.

Opponent Order: For Arcade Mode, you can choose a fixed order of appearance for your opponents or have them come at you in random order.

Go to Mode Select: Press Button A, C or Start here to return to the Mode Select screen. Alternately, you can return to Mode Select from any part of the Options screen by pressing Button B. The changes you have made will be retained in the internal memory.

Return to Defaults: Resets all options to the default values.

Note: The various options cannot be used in Ranking Mode play.

SOUND ROOM



Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to cycle through the choices within that option. Press Button A or C to sample the selected track. Press Button B or Start, or highlight EXIT and press Button A or C to return to the main Options menu.

Music, Sound, Voice: Sample the music, sound effects and voices used throughout the game. Press the D-Pad LEFT or RIGHT to select the track you want to hear, and Button A or C to play the track.

Output: Allows you to select Stereo or Monaural (MONO) sound.

Music Volume: Lets you adjust the volume (0 – 5) of the background music.

Exit: Press Button A, C or Start to return to the main Options screen.

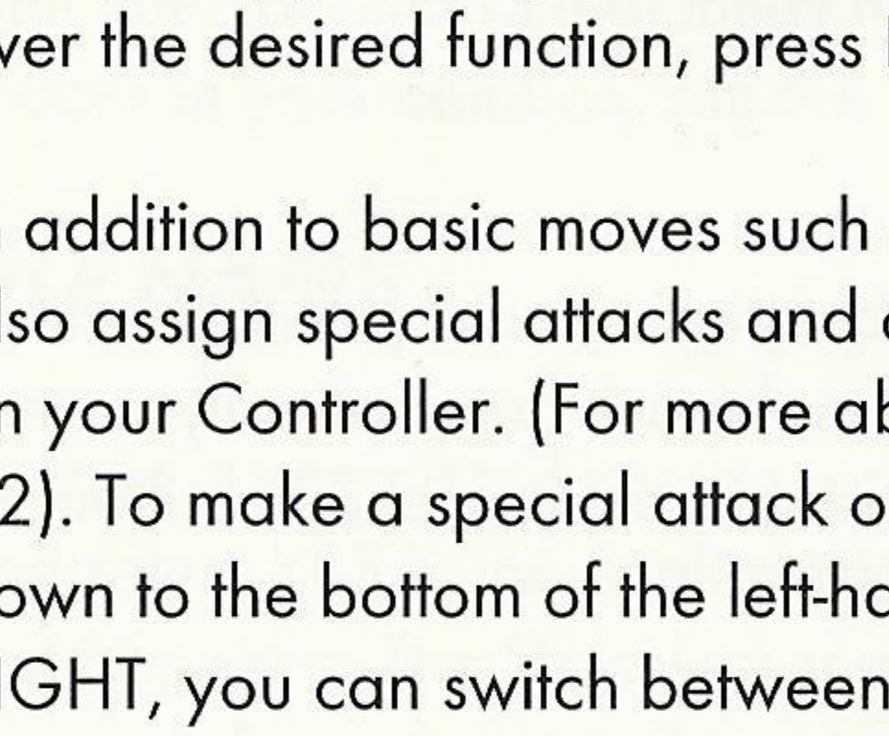
KEY CONFIG

When you open Key Config, a flashing selection window appears in the upper left of the screen. This window allows you to select from three different preset configurations for Controller functions. Press the D-Pad LEFT or RIGHT to select a configuration. When the Controller type you want to use appears in the window press Button B to return to Mode Select.

EDIT SCREEN

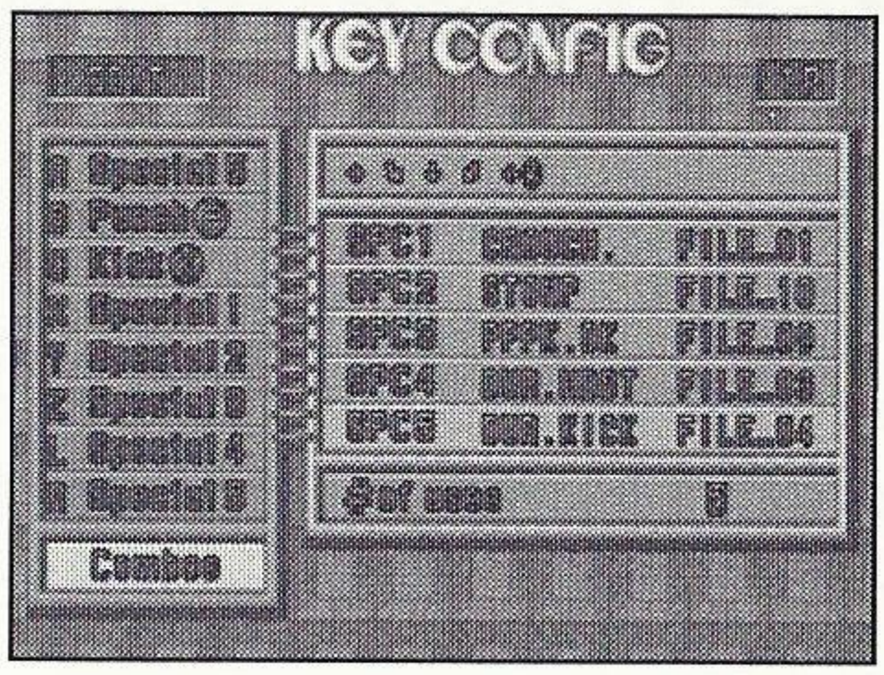
Optionally, you can customize your Controller with the Edit feature. To use this feature, select Edit in the selections window by pressing Button A, C or Start while Edit is highlighted, then press the D-Pad UP or DOWN to scroll through the Controller button names and their current functions. When you want to assign a new function to a button, press Button A or C while the desired button is selected, then move the cursor through the options menu on the right by pressing the D-Pad in any direction. When the cursor is flashing over the desired function, press Button A, C or Start.

In addition to basic moves such as [**D**]efend, [**P**]unch and [**K**]ick, you can also assign special attacks and original combo attacks to individual buttons on your Controller. (For more about making custom combinations, see pp. 8–12). To make a special attack or combo a one-button operation, first move down to the bottom of the left-hand menu. By pressing the D-Pad LEFT or RIGHT, you can switch between *Techniques* and *Combos* select modes. To enter, press Button A , C or Start.



In *Techniques*, press the D-Pad LEFT or RIGHT, to scroll to the fighter whose special attacks you'd like to use. Once the fighter's name appears in the top box, press the D-Pad UP or DOWN to scroll through Specials 1–5. Change the special attack function by pressing the D-Pad LEFT or RIGHT. In the # of Uses window, you can set a limit to the number of times (1–5) you can use the one-button special attacks per stage, or select the infinity sign for unlimited uses. The number of special attacks uses remaining appears in a small window under the fighter's name in fighting modes. When the special attacks are set, press Button B to return to the menu on the left.

In *Combos*, press the D-Pad UP or DOWN to cycle through to the Special number you want to assign a combo to, and LEFT or RIGHT to change the combo for the highlighted Special. The combos are listed in the same order as in the Combo Maker file select screen (see p. 9). As with special attacks, you can limit the number of times the combos can be used as one-button maneuvers by changing the number in the # of Uses window at the bottom of the screen. When you have the combos configured, press Button B to return to the menu on the left.



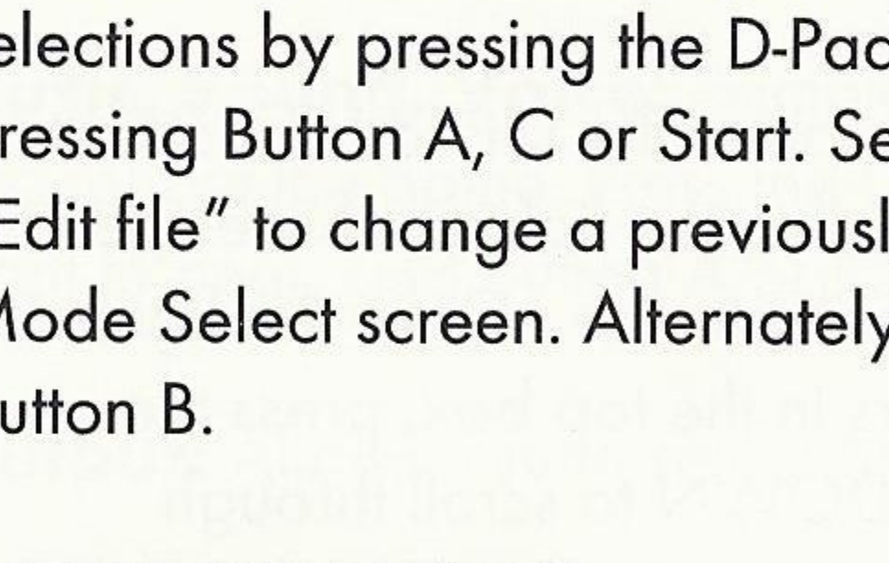
When all the desired functions have been selected, return to the window at the top left of the screen by pressing Button B, and then return to Mode Select by pressing Button B again.

COMBO MAKER

You can create up to twenty of your own combination attacks (combos)with up to 20 moves in this mode. The combos you make are automatically saved in the internal backup RAM and can then be entered as preset one-button commands in the Key Config mode (see above).

In the first screen of Combo Maker, a selections window appears. Highlight selections by pressing the D-Pad UP or DOWN and enter selections by pressing Button A, C or Start. Select "Create new file" to make a new combo, "Edit file" to change a previously saved combo and "End" to return to the Mode Select screen. Alternately, you can return to Mode Select by pressing Button B.

NEW COMBOS



Selecting "Create new file" opens the Combo maker screen. To enter commands, press and hold the D-Pad for directional arrows, Button A for [**D**]efend, Button B for [**P**]unch, Button C for [**K**]ick and Button X for no move [**SPC**]. Press Button R or L while holding the command button(s) to move the cursor forward and back. You can enter

multiple commands (e.g. P+K or ↙D+K) by holding down the desired command buttons simultaneously and pressing Button L or R. Pressing Button Y twice in this screen moves the highlighted command(s) down one step. Pressing Button Z twice deletes the highlighted step. To exit the screen without making a combo, delete all steps and press Button L in the first step and select YES in the confirmation window that appears.

After entering the command(s) for a step, you need to specify how long that step will last. The basic unit of time in the game is 1 frame (1/60 second). You can set step durations from 1 – 255 frames (.0167 – 4.25 seconds). Press the D-Pad UP or DOWN to increase or decrease the duration in increments of one frame, and LEFT or RIGHT to increase or decrease in increments of ten frames.

NOTE: When making combos that include a string of steps (e.g. PPPK or ⇒→), you have to insert a space [SPC] between steps to ensure that the individual steps are performed one by one. You also need to include spaces after special attacks that inflict high damage. For more on how to insert spaces in your combos, see the Combo Workshop (pp. 10–12).

FILE NAME



To save a completed combo, press Start and select YES in the confirmation window that appears. The file select screen appears. Press the D-Pad in any direction to highlight a file, and press Button A, C or Start to enter. Pressing Button B returns you to the combo screen you just exited. To enter a file name, press the D-Pad in any direction to move through the alphabet window that appears and press Button A or C to enter the letter. Select the ← or press Button B to delete the previous character. When you have finished entering the file name, select END or press Start to save your combo in the internal RAM.

EDIT FILE

When you select "Edit file," choose a file to edit from the file select screen. Highlight file names by pressing the D-Pad in any direction, and select by pressing Button A, C or Start. After you select a file, select YES in the confirmation window. The most recently saved version of the file appears in the Combo Maker screen. Now make alterations to any step in the combo by

using the same commands as in the New Combo Maker. When you finish, press Start and select YES in the confirmation window. The file select screen reappears. You can save the new version of the file under the same name, or under a new name using the same steps as in naming new files (see above).

COMBO WORKSHOP

Making a hard-hitting combo takes practice and patience, but once you master the art, you can make the most powerful *Virtua Fighter Kids* attacks your own secret weapons.

The first and most important point to remember when making combos is:

Don't forget the spaces.

When you make a combo that uses repeated commands like PPP or ⇒ ⇒K, you have to put spaces between them. Otherwise, the computer will only read the last of the commands. The space can be short (1 frame), but without it, you've got no combo. See Example 1.

1



No spaces between the punches means only the last punch and kick get delivered.

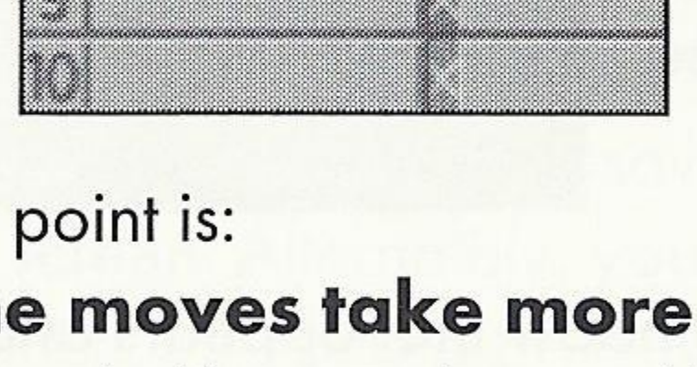
A one-frame space between each punch lets the computer deal them out one at a time.

The next big point is:

Some moves take more time than others.

For simple attacks like punches and kicks, one frame is plenty of time for a fighter to make his move. But, some moves, like crouching (↓), take a little more time. Allow 13–15 frames to get into a crouch. See example 2.

2

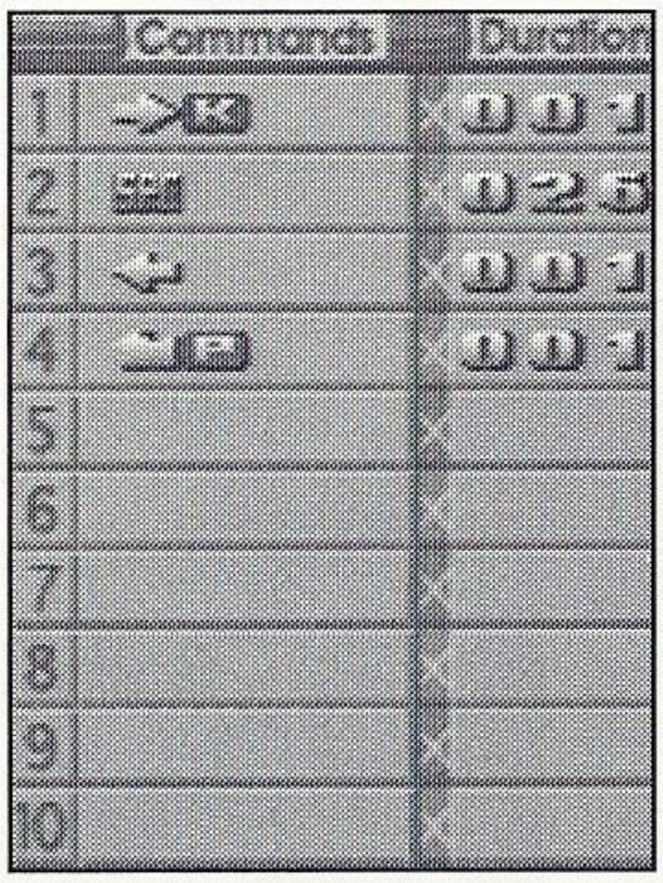


Give your fighter enough time (15 frames) to get down into the crouch.

Notice that there's no space between arrows pointing in different directions.

High-damage moves take extra time too. Your fighter needs a chance to recover after executing powerful attacks. Recovery time can take anywhere from 20–200 frames. Generally speaking, the more damage the attack inflicts, the longer the recovery time. See Example 3.

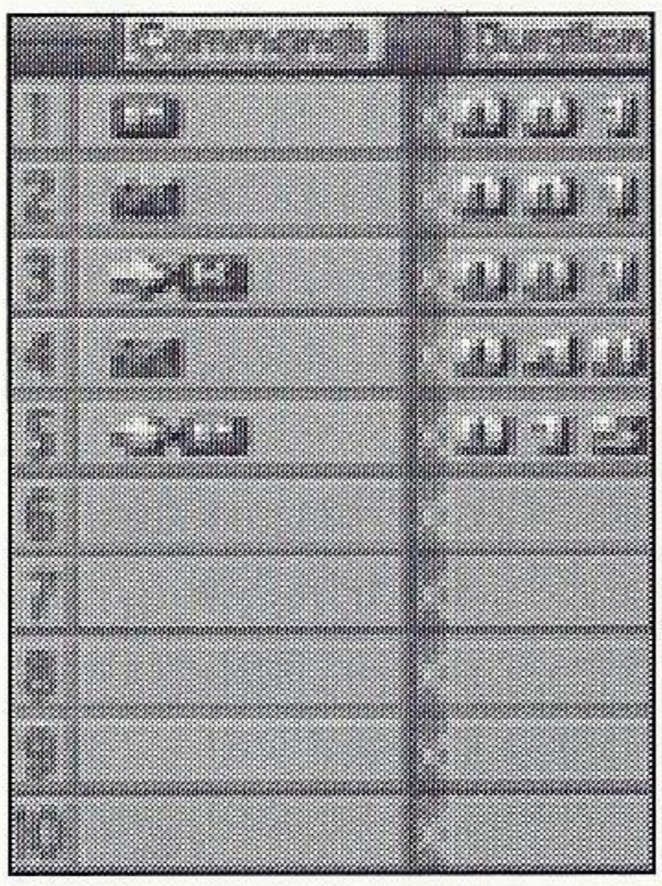
3



This front kick takes more time than basic kicks and punches. Each fighter has individual moves that require extra recovery time after they're performed. Experiment with a few combos to find out how long it takes to recover.

Before you can pounce, stomp or body slam (⇑ P) onto a fallen foe, you have to give yourself some time to get airborne. You need at least 35–40 frames before jumping on a downed opponent. See Example 4.

4



Allow about 40 frames before this stomp.

It takes around 15 frames for the 'press up and hold' (↑) part of a stomp (↑B).

Sometimes, you don't need spaces.

When you're making a combo that uses a spin (⇐ ↙ ⇓ ↘ ⇒ or ⇒ ↘ ⇓ ↙ ⇐), don't put spaces between the directional arrows. Spaces slow you down, and for spinning attacks you need the speed. See Example 5.

5



No spaces between arrows in different directions.

Wait 190 frames after this 'big' move.

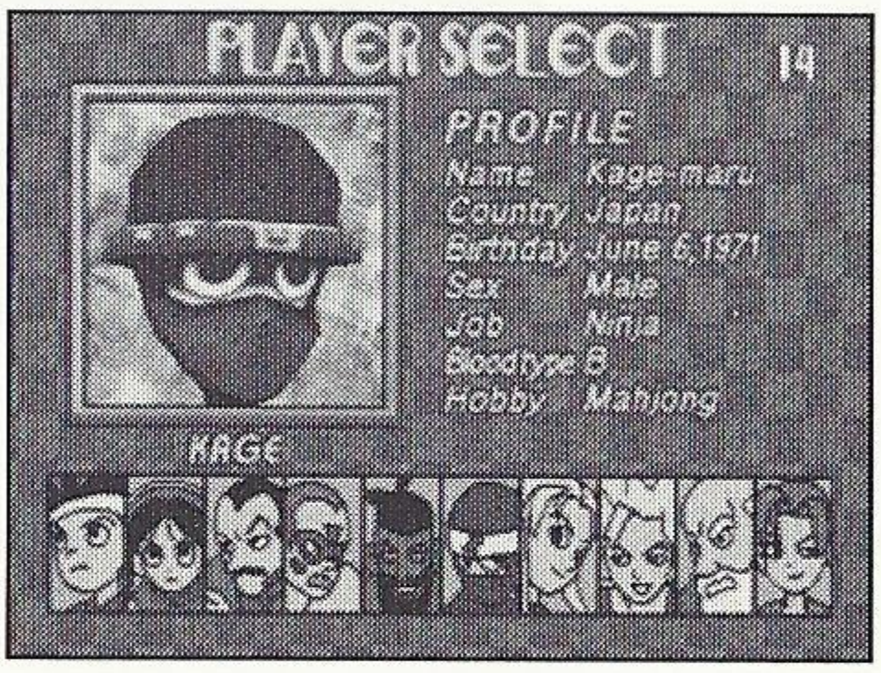
Press and hold → for dash.

Note: There are ten sample combos, one for each fighter, stored in Combo Maker when you start the game. You can use these combos for additional reference, modify them, or delete them to make space for your own creations.

THE FIGHT

PLAYER SELECT

When you choose a game mode (Arcade, VS or Ranking Modes), the Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight the fighter you want to use, and select by pressing Button A, C or Start. You can select an alternate costume for each fighter by holding the D-Pad UP while the fighter is highlighted. You have 20 seconds to select a fighter. When time runs out, the highlighted fighter is automatically selected.



In Arcade and VS Modes, once you have selected a fighter, you have the option of playing in Normal or Kids modes. In Normal play, you must execute special attacks by pressing the correct sequence of buttons. In Kids mode, pressing Buttons A, B or C rapidly produces random special attacks. Of course, you can still perform the special attacks by pressing the correct sequences as well. To select Normal or Kids modes, press the D-Pad UP or DOWN to highlight one, and Button A, C or Start to select.

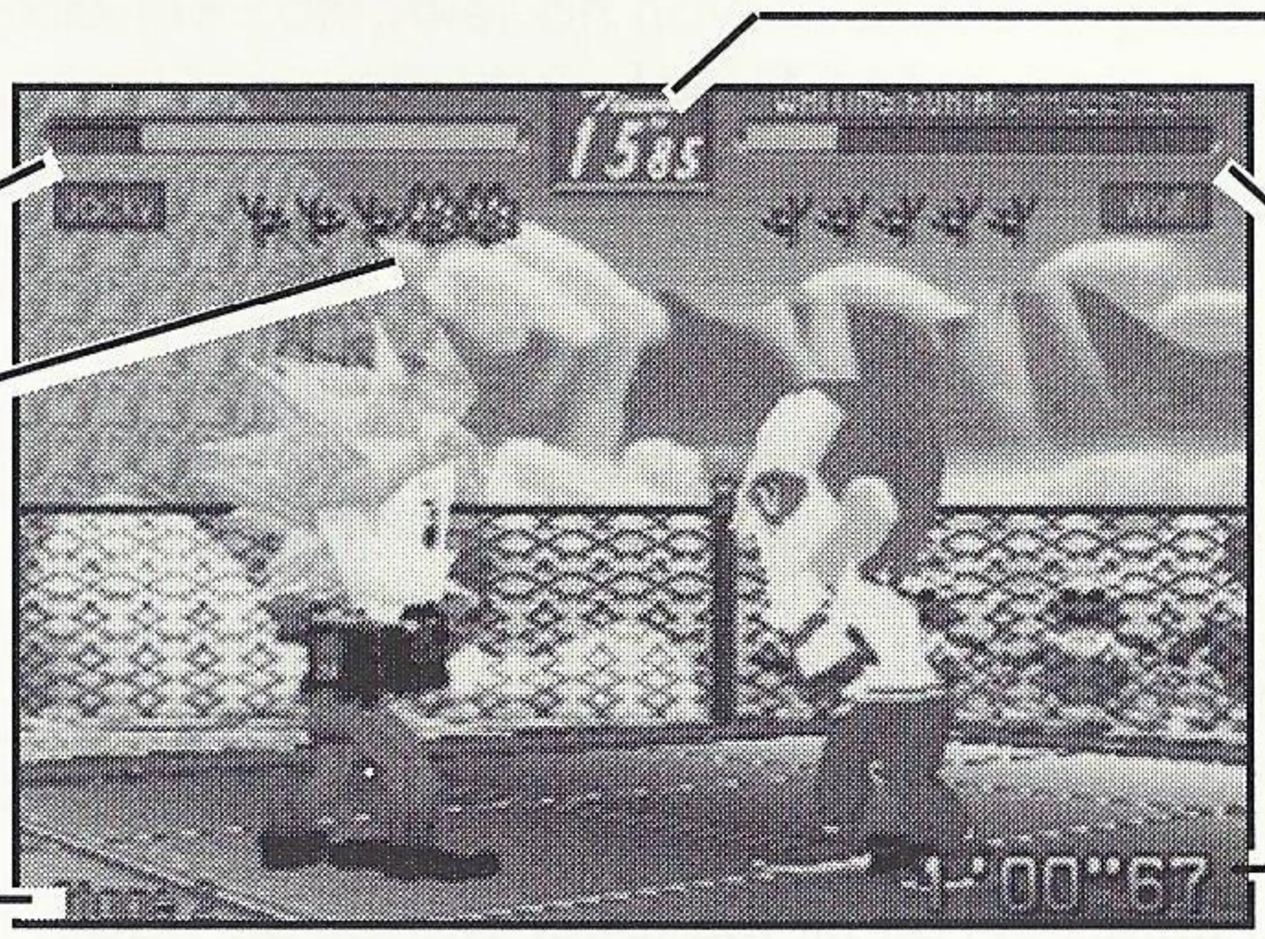
In a VS game, both players can select the same fighter (but not the same costume).

THE RULES

In all three fighting modes (Arcade Mode, VS Mode and Ranking Mode), the first fighter to win two sets is the winner of the stage. You can change the number of victories to decide a stage in Options (see p. 5-6) . You can win a set by either reducing your opponent's Life Gauge to zero, or by forcing him or her out of the ring. If neither fighter is knocked out or forced from the ring, the fighter with more Life remaining when the Time Limit expires is the winner of the set.

In the event of a Draw, there is a one-round sudden death overtime period, of half the original Time Limit in a small-sized ring. If a second draw occurs, the Champion is declared the winner.

THE RING



Life Gauge: The green bar on this gauge gets smaller each time a fighter takes damage. Life Gauges can be adjusted in the Options mode. (See pp. 5-6.)

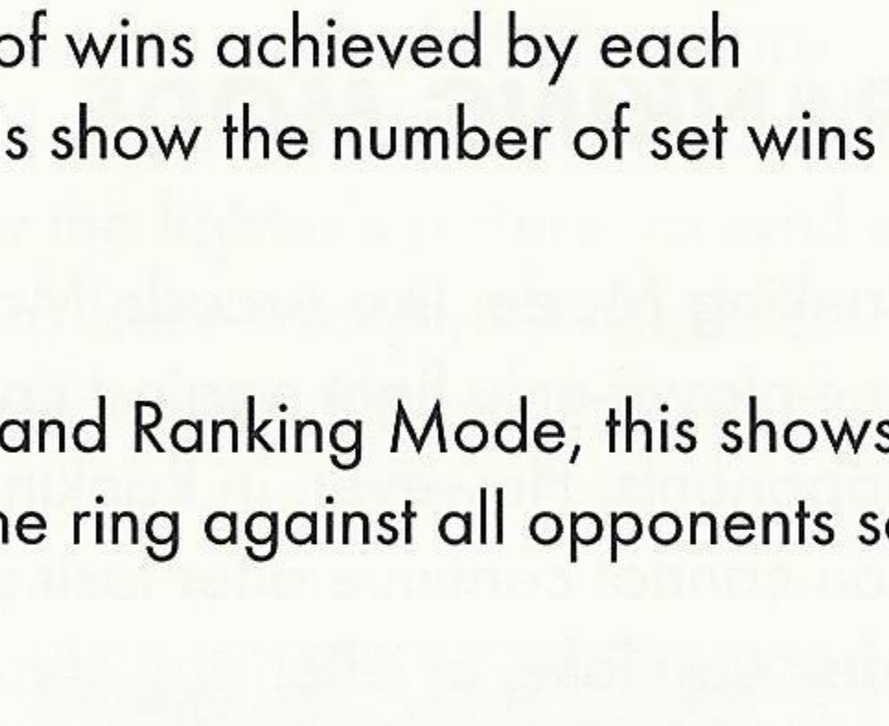
Timer: This shows the amount of time remaining in the set. The Timer can be adjusted in Options.

Wins: The flower blossoms show the number of wins achieved by each fighter thus far in the stage. The unopened buds show the number of set wins needed to win the stage.

Champion's Total Time: In Arcade Mode and Ranking Mode, this shows the amount of time the fighter has survived in the ring against all opponents so far.

GAME OVER/CONTINUE

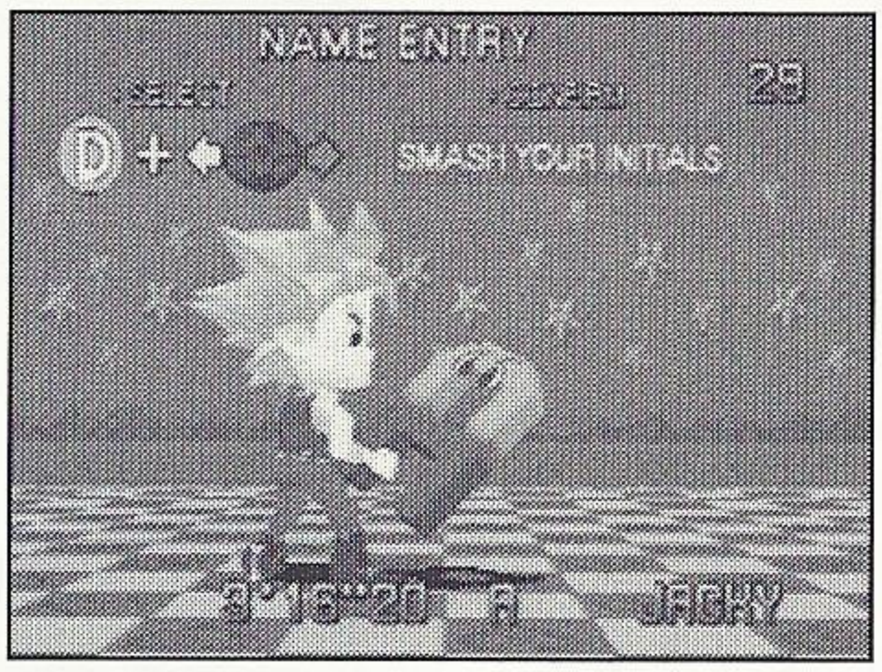
In all fighting modes, the game ends as soon as your fighter loses a stage. In the Arcade and VS Modes, you have the option of continuing.



In Arcade Mode, you can continue a new stage against the same opponent at the same level. To continue, press Start before the timer runs out. You have an unlimited number of game continues in Arcade Mode.

In VS Mode, after the end of each stage the Player Select screen appears, allowing you to pick new fighters or go at it using the same fighters as before.

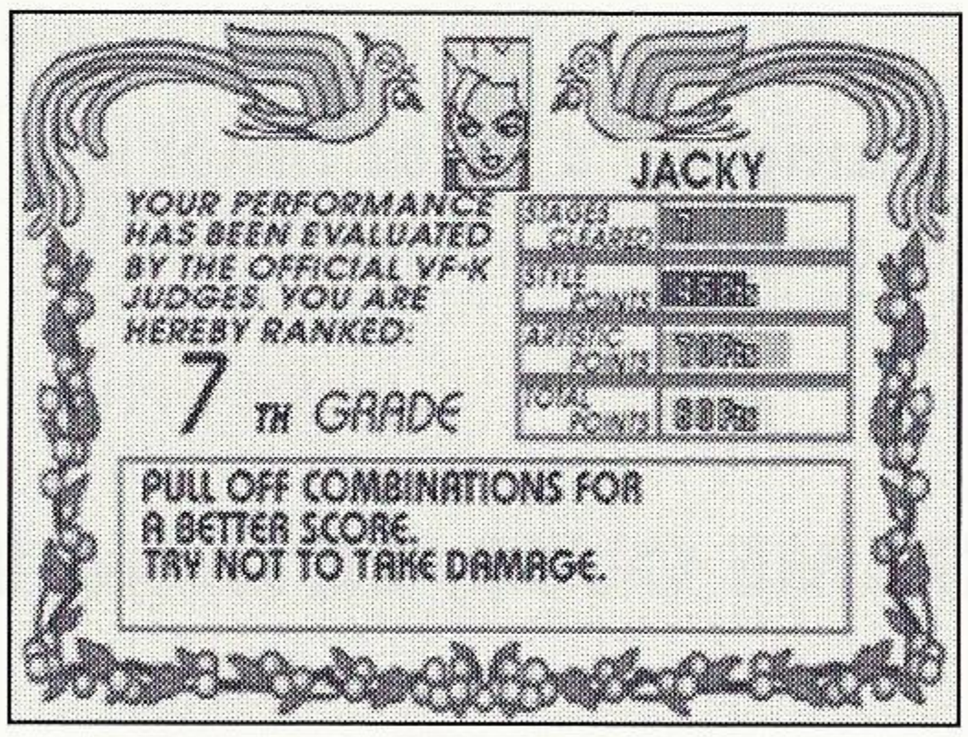
NAME ENTRY



When you set a new record in Arcade or Ranking Modes, the Name Entry screen appears. In this screen, your fighter is facing an opponent in the form of an alphabet letter. Change the letter by pressing the D-Pad LEFT or RIGHT while holding down the Defend Button (Button A). To select a letter, knock the letter down using the Punch Button (Button B) or the Kick Button (Button C). Release the Defend Button to move to the next letter. (Wait till the letter stands up again to select the next letter.) To delete the previous letter, strike the ← . To enter your name, strike END. You have 30 seconds to complete the name entry. The name is automatically entered when time runs out. Alternately, exit the Name Entry screen by knocking the letter out of the ring.

Note: It's a lot easier to enter letters by kicking than by punching, but be careful not to knock the letter out of the ring before you're finished

RANKING MODE



Ranking Mode, like Arcade Mode, is a one-player-only fight against computer opponents. However, in Ranking Mode you cannot continue after losing a stage. After you lose, or after you clear all stages, the computer displays a ranking screen and rates your performance up until your loss in several areas:

Stages Cleared: This shows the number of matches you won.

Style Points: This score shows how often and well you used your fighter's special attacks and expert techniques.

Artistic Points: You are awarded points on how you finished off your opponents. You get more points for expert technique KO's, and for simultaneously knocking your opponent out and out of the ring.

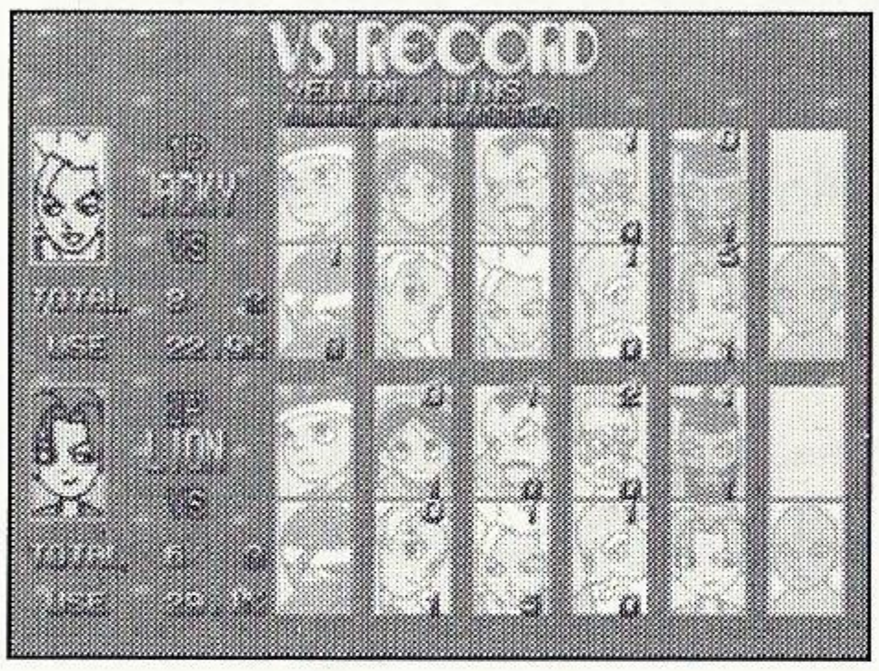
Total Points: This gives you a comprehensive score based on your performance in the three areas above.

You also receive a rank based on your performance, from 15th to 1st Grade, and some advice from the computer on how to improve your ability and advance levels. The highest scores for each fighter are automatically saved in Records under Ranking Records.

RECORDS

The great scores and times of past battles are stored in the Sega Saturn internal RAM. To select a records screen from the main Records menu, press the D-Pad UP or DOWN to highlight a screen name, and press Button A, C or Start to enter. Press Button B or select EXIT to return to Mode Select.

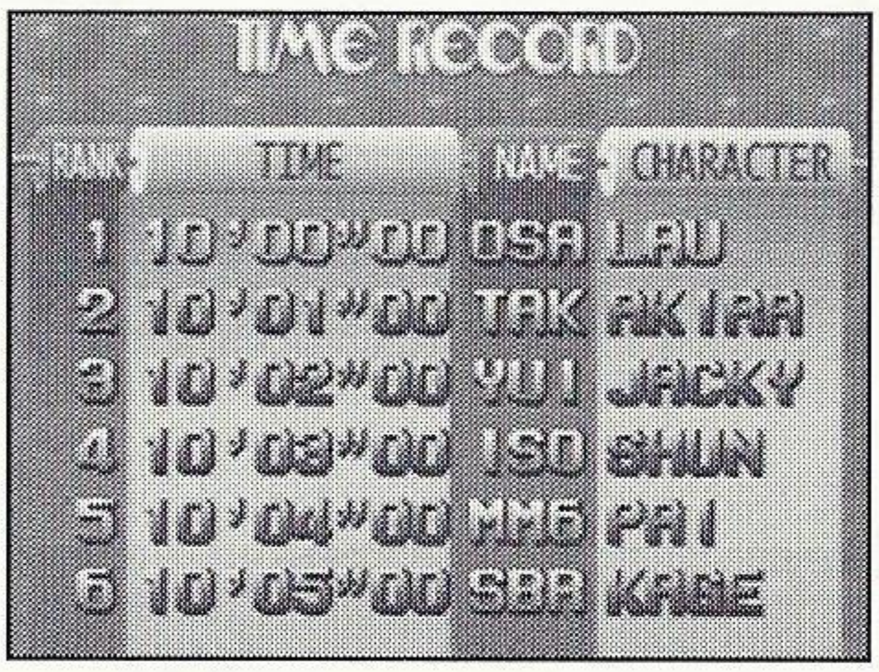
VS RECORD



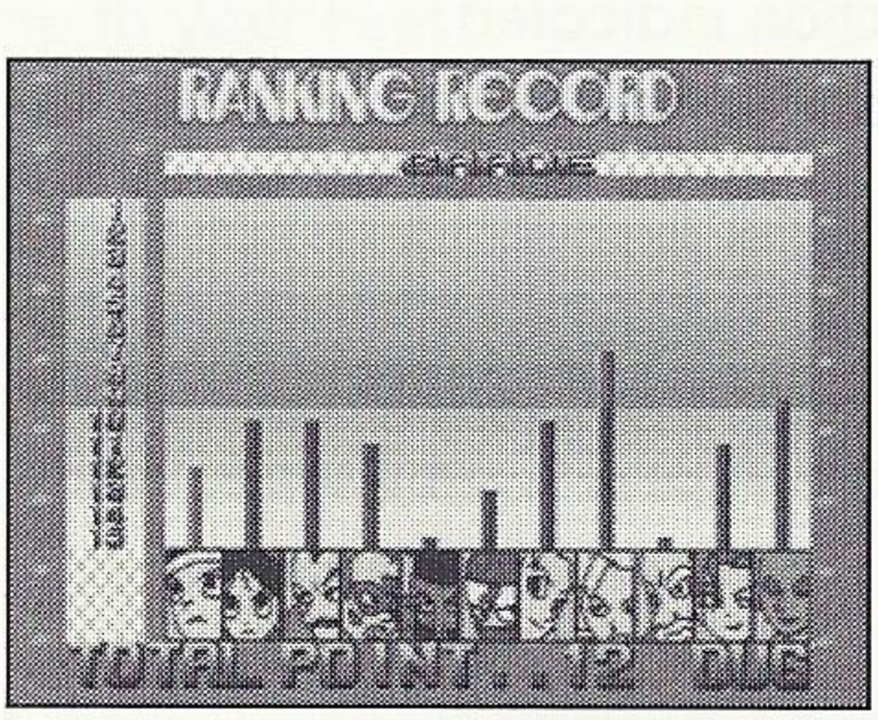
This screen keeps running track of how each of the fighters has fared against the other fighters in their past VS Mode encounters. To check the win/loss record for a fighter, press the D-Pad LEFT or RIGHT to cycle through until the fighter whose record you want to see appears in the frame on the left. There are different records for Controllers 1 and 2. The VS Record shows a total win/loss record under the fighter's picture, as well as a percentage showing how often that fighter has been used in VS Mode so far. The fighter's win/loss record against other individual fighters appears over the pictures of each fighter on the right.

TIME RECORD

Time Record lists the top 66 finishing times and fighters for players who have successfully cleared all ten stages in Arcade Mode.



RANKING RECORD



Ranking Record displays a graph showing the highest grade achieved by each of the fighters in Ranking Mode combat. The highest Total Points score of each fighter can be shown by highlighting the small picture of that fighter at the bottom of the screen. Press the D-Pad LEFT or RIGHT to highlight fighters.

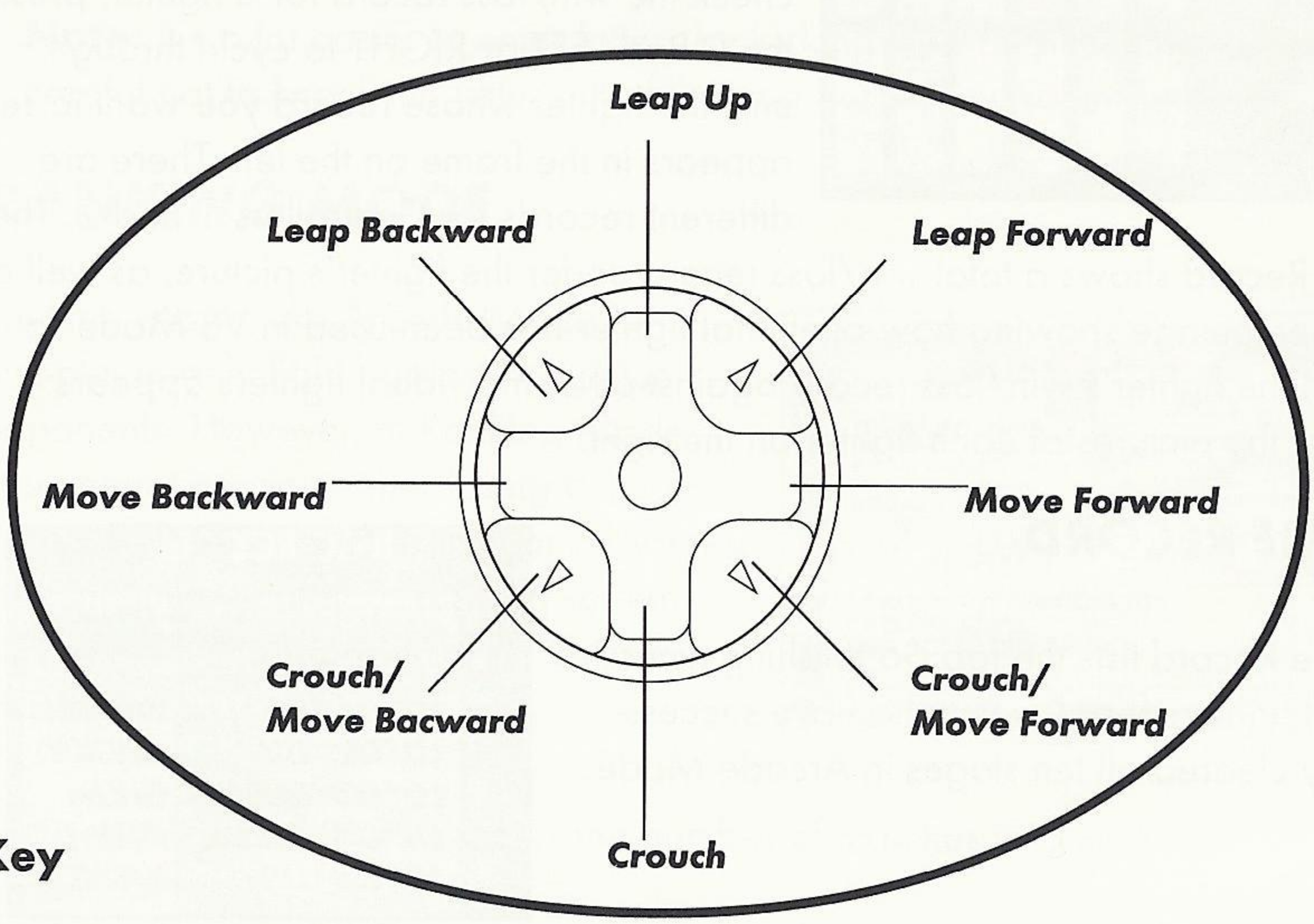
DELETE RECORD

Press the D-Pad UP or DOWN to select the group of records which you want to delete, and press Button A, C or Start. Then select YES in the confirmation window which appears. To delete all records, select ALL RECORD and press Button A, C or Start.

Note: To return to the main Records menu, press Button B at any time from any of the Records screens.

BASIC MOVES

Here are the basic moves for the D-Pad. All instructions in the Basic Moves section are for a fighter facing right. Reverse the instructions for a fighter facing left. The button functions can be changed in Key Config (see pp. 7–8).



Key

Directions on the D-Pad are indicated by arrows.
Light arrows (⇨) = Press the D-Pad in the direction indicated.
Solid arrows (➔)= Press and hold the D-Pad in the direction indicated.
A = Defend = [D] in Combo Maker
B = Punch = [P] in Combo Maker
C = Kick = [K] in Combo Maker
[+] = Simultaneously (*e.g.*, [A+C] = Press Buttons A and C simultaneously)
BBB... = Rapid tap (*i.e.*, repeatedly tap Button B as fast as possible)

MAIN MOVES

QUICK STEP ⇐ ⇐ or ⇒ ⇒

Quickly press the D-Pad twice, LEFT or RIGHT to make short, fast moves in those directions.

DASH ⇒ →

Press the D-Pad twice RIGHT and hold.

THROW [A+B]

If you are within grabbing range of your opponent, press Buttons A and B simultaneously to throw the opponent. Each fighter has a diferent throw.

MID-LEVEL KICK ⇘ C

Quickly press the D-Pad DOWN/RIGHT, then press Button C. Use this kick against an opponent in a crouching defensive position.

QUICK STOMP ⇑ B

Quickly press the D-Pad UP, then press Button B to jump or stomp on a fallen opponent.

QUICK SAVES

When you get knocked off your feet, you get up automatically after a few seconds, but your opponent might try to hit you while you're down. Try these moves to save yourself some bruises.

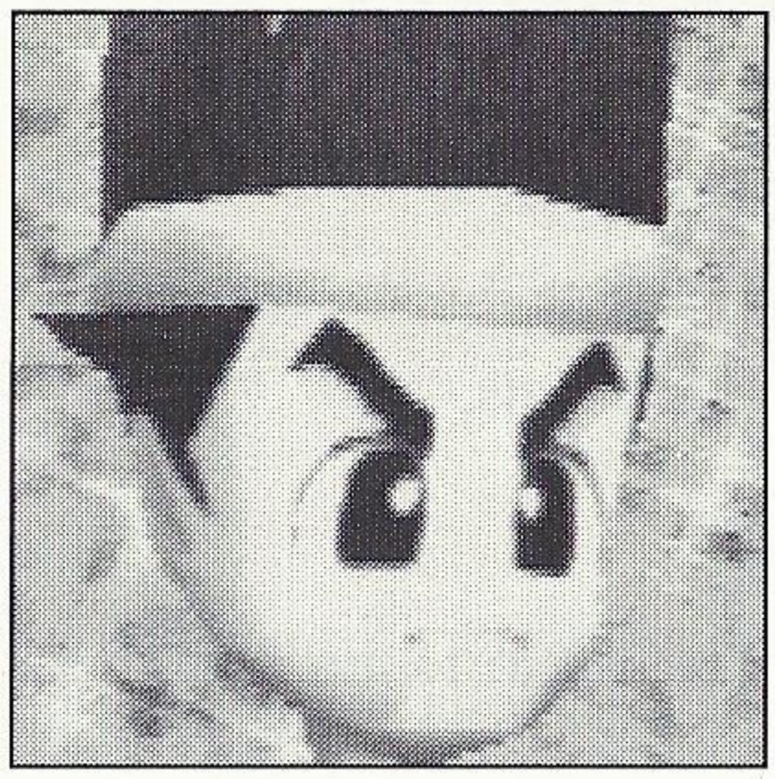
RECOVERIES

Quickly stand up straight	⇐ ⇒...
Roll Backwards Away from Opponent	⇐
Roll Away to Side	AAA...
Jump to your Feet	↑

KICK RECOVERIES

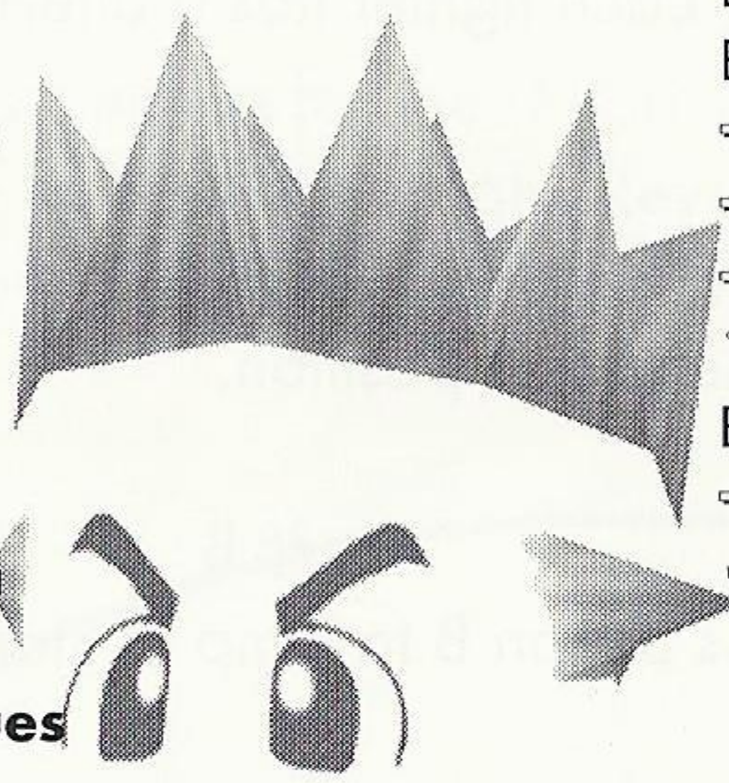
Recover with High or Vertical Kick	CCC...
Recover with a Sweep Kick	↓ CCC...
Roll Away to Side with Sweep Kick	AAA... then C

AKIRA



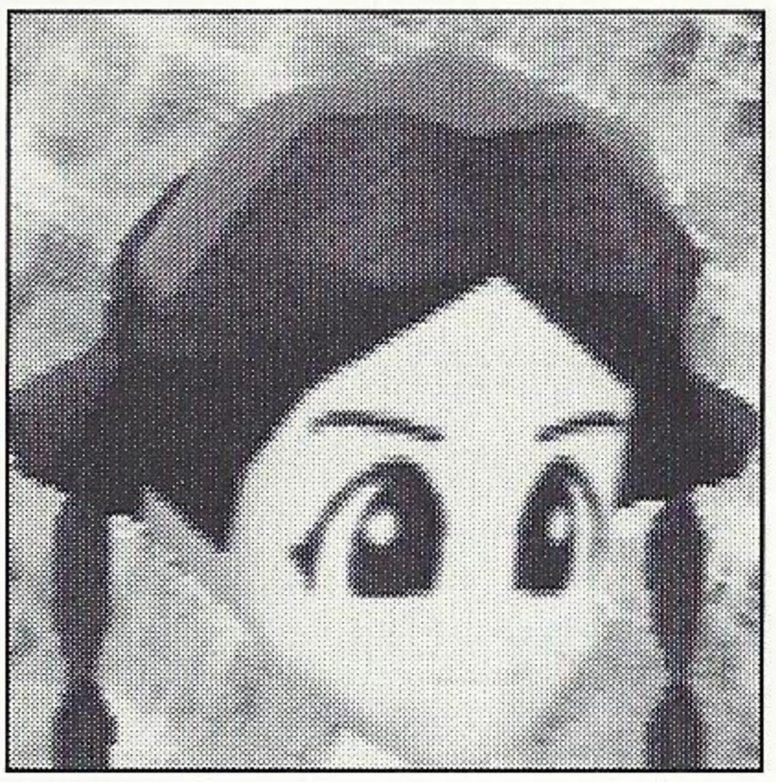
Full Name: Akira Yuki
Fighting Style: Hakkyoku-ken
Nationality: Japanese
Blood Type: O
Hobby: Kung-fu

Special Attack Name	Button Commands
Hachimon Kaida	BB
Kansuitai	BC
Jyouhou Chouchuu	⇒B
U-tan Kyaku	⇒ ⇒C
Rimon Chouchuu	⇒ ⇒B
Souka Hou	⇘B (against downed opponent)
Toushin Soutai	B+A
Yakuho Chouchuu	⇒⇒⇒B
Byakko Soushouda	⇓⇐ ⇒B



Expert Techniques

Mouko Kouhazan	⇓⇒B
Tetsuzankou	⇐⇒ ⇒B+C
Doppo Choushitsu	C+A then quickly release A
Shin'iha	⇙ ⇒B(close to opponent)
Youshi Sen-rin	⇐ ⇘B+C (close to opponent)
Youhou	⇘ ⇘B (close to opponent)
Daiden Housui	⇒⇐⇒B+C
Renkantai	⇒ ⇒CC
Gaimon Chouchuu	A⇐B (countering high punch)
Youhou	A⇐B (countering high punch)
Tan'yoku Chou	A⇐B (countering high kick)
Gaimon Chouchuu	A⇙ B (countering mid-body punch)
Haihorichuu	A⇙ B (countering mid-body kick)
Jouho Shoukou	A⇙ B (countering mid-body kick)
Honshin Tanda	A⇓ B (countering low punch)
Souhakushu	A⇓ B (countering low kick)
Kaiko	⇒B+A (versus high guard)
Honko	⇐B+A (versus high guard)
Gekiho Honko	⇓ B+A (versus high guard)
Shinpo Riko	⇙ B+A (versus high guard)
Junho Honko	⇐ ⇓B+A (versus high guard)
Hougeki Unshin Soukoshou	(the following three moves in sequence)
Ban-ken	B+C+A (close to opponent)
Youshi Sen-rin	⇐ ⇘B+C
Soushou	⇓ ⇐B or ⇓ ⇒B



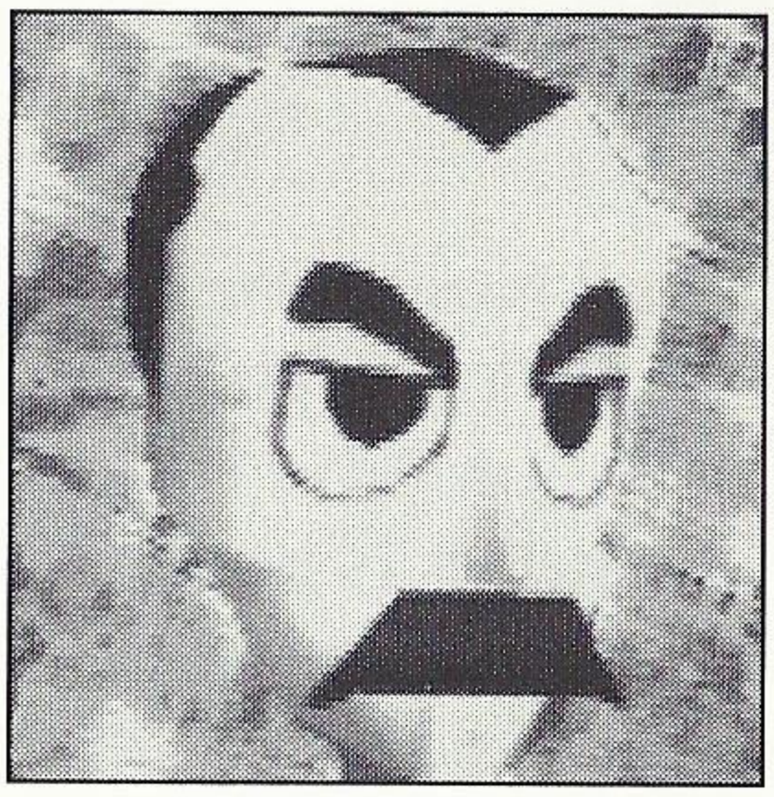
Full Name: Pai Chan
Fighting Style: Ensei-ken
Nationality: Hong Kong
Blood Type: O
Hobby: Dancing

Special Attack Name	Button Commands
Renkentai	BC
Renshou	BB
Souken Senpuutai	BBC
Raigekishou	BBB
Renkan Tenshin Kyaku	BBBC
Renkan Tenshin Soukyaku	BBB↓C
Renkan Haiten Kyaku	BBB↖C
Renken Senpuuga	C+A (after a punch hits)
Renken Ensenshuu	↓C+A (after a punch hits)
Ensenshuu	↓C+A
Rai'in Shouda	↘B (against downed opponent)
Rasen Anshou	←B (countering high punch)
Ensen Hairyuu	←B (countering high kick)
Haishin Chuuken	↙B
Senchuuken	↘B
Rikensui	← ←B
Sokuchuukyaku	→C
Enjin Senpuukyaku	←C+A
Enpuu Rinshou	→B+C+A (versus low guard)
Ensen Hairyuu	↙B (countering mid-body attack)
Kakyaku Senten	↙B (countering mid-body attack)

Expert Techniques

Senpuuga	C+A
Tenchi Touraku	→ ↓B (close to opponent)
Taitou Risenkyaku	C (rising from crouch)
Hi'en Tankyaku	↗C
Sei'en Katou	← ↓B+A (close to opponent)
Haiten Kyaku	↖C
Tenshin Soutou	B+A (close to opponent)
Senbuu Enjin	← →B (close to opponent)
Toushin Inshou	→ →B+C (close to opponent)
Koutankyaku	→ →C
Hi'en Rekkyaku	↗CC

LAU



Full Name: Lau Chan
Fighting Style: Koen-ken
Nationality: Chinese
Blood Type: B
Hobby: Chinese poetry

Special Attack Name	Button Commands
Renkentai	BC
Renshou	BB
Souken Senpuutai	BBC
Raigekishou	BBB
Renkan Tenshin Soukyaku	BBB↓C
Renkan Haitenkyaku	BBB↖C
Renken Ensenshuu	↓C+A (after a punch hits)
Shakashou	↘B
Renshou	↘BB
Renshou Senpuutai	↘BBC
Renkanshou	↘BBB
Renshou Tenshinkyaku	↘BBBC
Renshou Tenshin Soukyaku	↘BBB↓C
Rensho Haitenkyaku	↘BBB↖C
Shajoushou	↘B
Chuugeki	→B
Senpuuga	C+A
Ensenshuu	↓C+A
Junbo Chuushou	↘ ↘B
Honshin Chuugeki	↙B
Sokuchuukyaku	→C
Toushuugeki	↘C (against downed opponent)

Expert Techniques

Renkan Tenshinkyaku	BBBC
Renken Senpuuga	C+A (after a hit)
Taitou Risenkyaku	C (rising from crouch)
Kokyaku Haiten	↖C
Kensha Touraku	B+A (close to opponent)
Ryuusha Senten	←B (close to opponent)
Tenshin Ha'inshou	← →B (close to opponent)
Chisoutai	→↓C
Ryuushuu Katou	← ↓B+A (close to opponent)
Kuukokyaku	↗C+A

WOLF



Full Name: Wolf Hawkfield
Fighting Style: Pro wrestling
Nationality: Canadian
Blood Type: O
Hobby: Karaoke

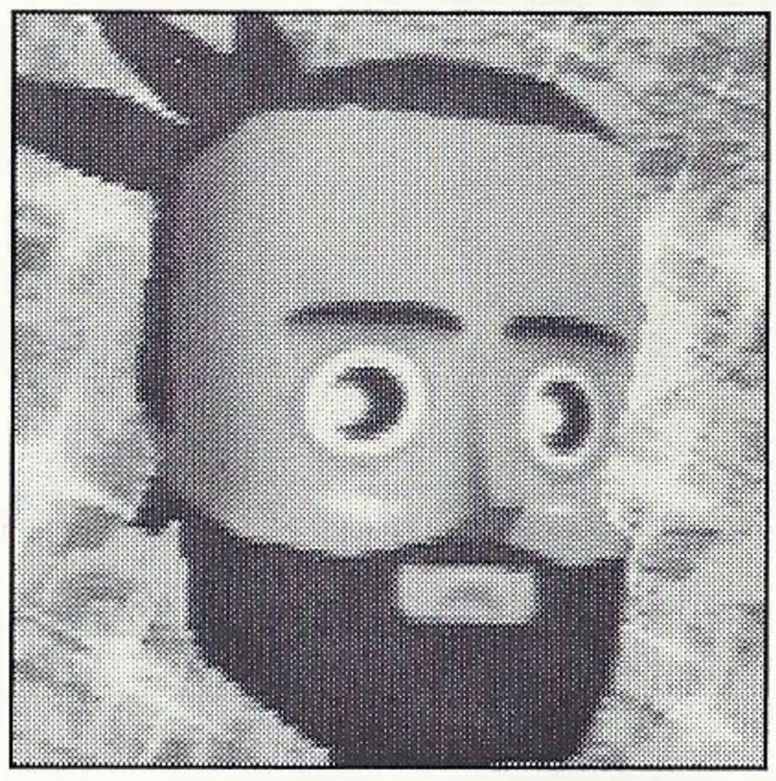
Special Attack Name	Button Comands
Hammer Kick	BC
Jab Straight	BB
One-Two Uppercut	BBB
Sonic Uppercut	⇘B
Vertical Uppercut	↘B
Knee Blast	⇒C
German Suplex	B+A (behind and close to opponent)
Body Slam	⇒B (close to opponent)
Level Back Chop	⇐B
Body Blow	⇒B
Elbow Smash	BB⇒B
Elbow Bat	⇗B
Elbow Drop	⇘B (against downed opponent)
Dragon Suplex	B+C+A (behind and close to opponent))

Expert Techniques

Giant Swing	⇐⇙⇓⇘⇒B (close to opponent)
Brain Buster	B+A (close to opponent)
Steiner's Screwdriver	⇘ ⇘B+C (close to opponent)
Side Suplex	⇓B+A (close to crouching opponent)
Frankensteiner	⇗C+A (close to opponent)
Double Arm Suplex	⇙B+C+A (versus crouching opponent)
Tiger Driver	⇘B+C+A (versus crouching opponent)
Dragon Screw	⇙B (countering mid-body kick)
Axe Lariat	⇒ ⇒B
Reverse Sledgehammer	↓⇒B
Shoulder Attack	⇐ ⇒B
Drop Kick	⇗C
Low Drop Kick	⇒ ⇓C
Neck Cut Kick	C+A
Rolling Saw Butt	⇒C+A
Flying Kneel Kick	⇒ ⇒C+A
Front Roll Kick	⇐ ⇒C+A
Somersault Drop	↑C (against downed opponent)

JEFFRY

Full Name: Jeffry McWild
Fighting Style: Pancratium
Nationality: Australian
Blood Type: A
Hobby: Reggae music

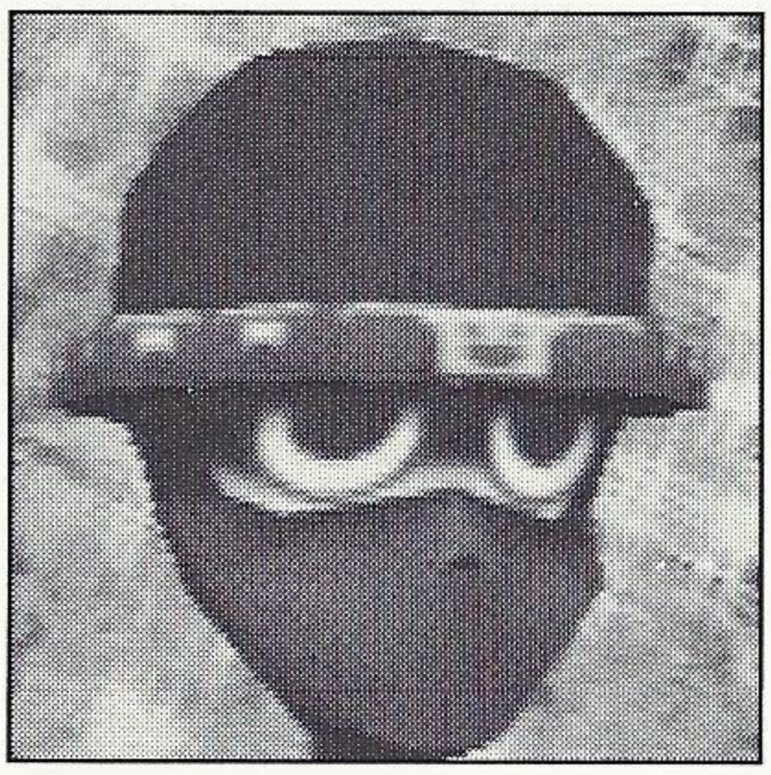


Special Attack Name	Button Commands
Knuckle Kick	BC
Double Knuckle	BB
One-Two Uppercut	BBB
Smash Uppercut	⇘ B
Double Uppercut	⇘ BB
Vertical Uppercut	↘ B
Dash Elbow	⇒ ⇒B
Elbow Uppercut	⇒ ⇒BB
Elbow Hammer	⇒B⇐B
Toe Kick	⇩ C
Toe Kick Hammer	⇩ CB
Knee Attack	⇒C
Back Breaker	B+C (behind and close to opponent)
Splash Mountain	⇘ ⇘B+C (close to opponent)
Elbow Stamp	⇐ ⇒B
Double Hammer Down	⇐ ⇘B
Heel Attack	⇒ ⇩C
Head Attack	⇒B+C
Stomach Crush	⇙ ⇒B+C
Stomping	⇘ C (against downed opponent)

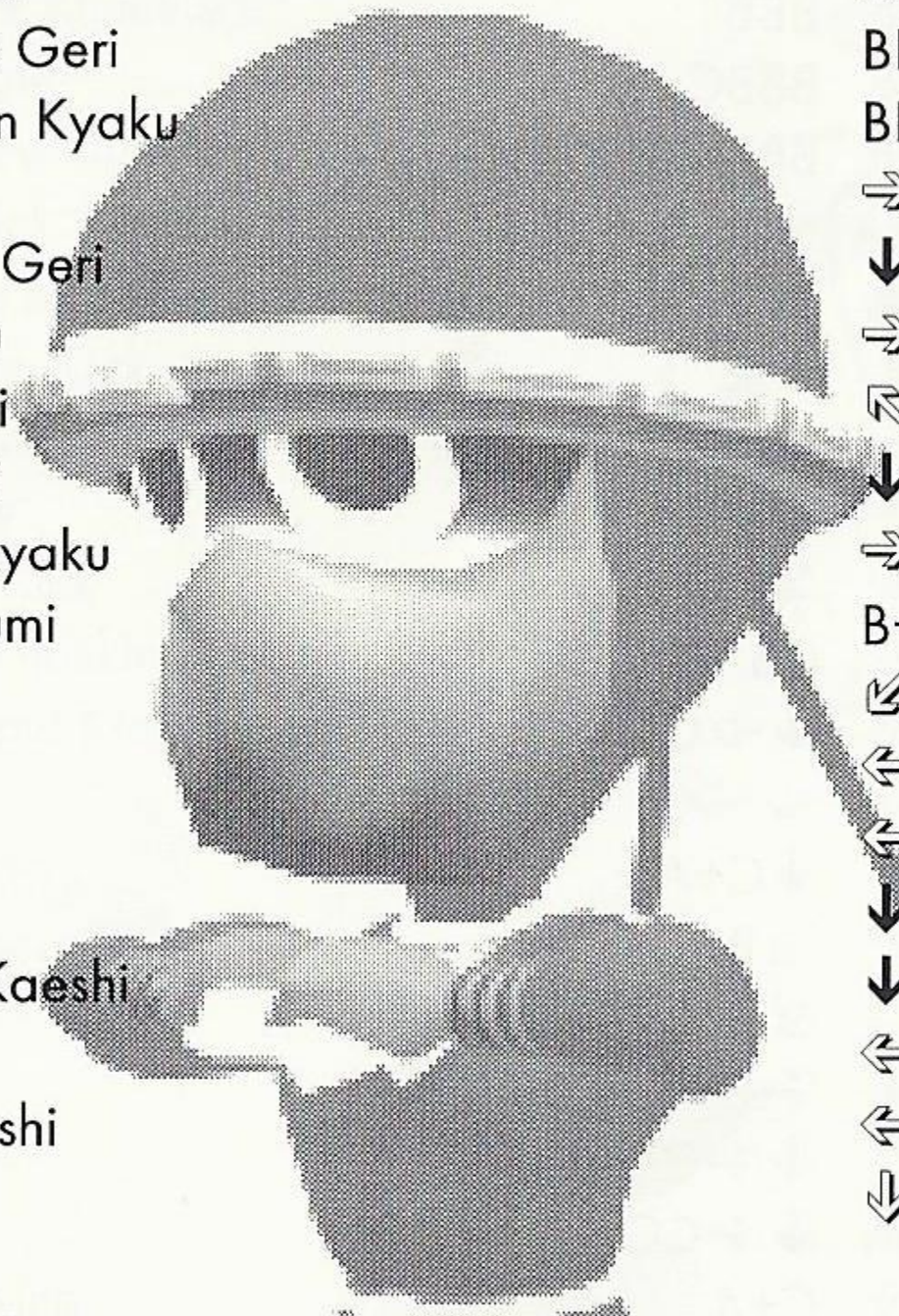
Expert Techniques

Back Flip	B+A (close to opponent)
Power Slam	⇒B (close to opponent)
Machine Gun Knee Lift	⇓ ⇒B (close to crouching opponent)
Iron Claw	⇩ B (close to crouching opponent)
Power Bomb	⇘ B+C+A (close to crouching opponent)
Hip Attack	B+C+A
Body Lift	⇐B+A (close to opponent)
Kenka Kick	⇒ ⇒C
Hell Stab	⇩ B+C
Front Back Breaker	⇐ ⇒ ⇒B+C+A (close to opponent)
Head Butt	⇐ ⇒B+C (close to opponent)
Double Head Butt	⇒B+C (after Head Butt)
Triple Head Butt	⇒B+C (after Double Head Butt)
Toe Kick Splash Mountain	⇩ K (⇩ ⇘ ⇒B+C+A)

KAGE



Full Name: Kage-maru
Fighting Style: Hagakure-ryu Jujutsu
Nationality: Japanese
Blood Type: B
Hobby: Mah-jongg

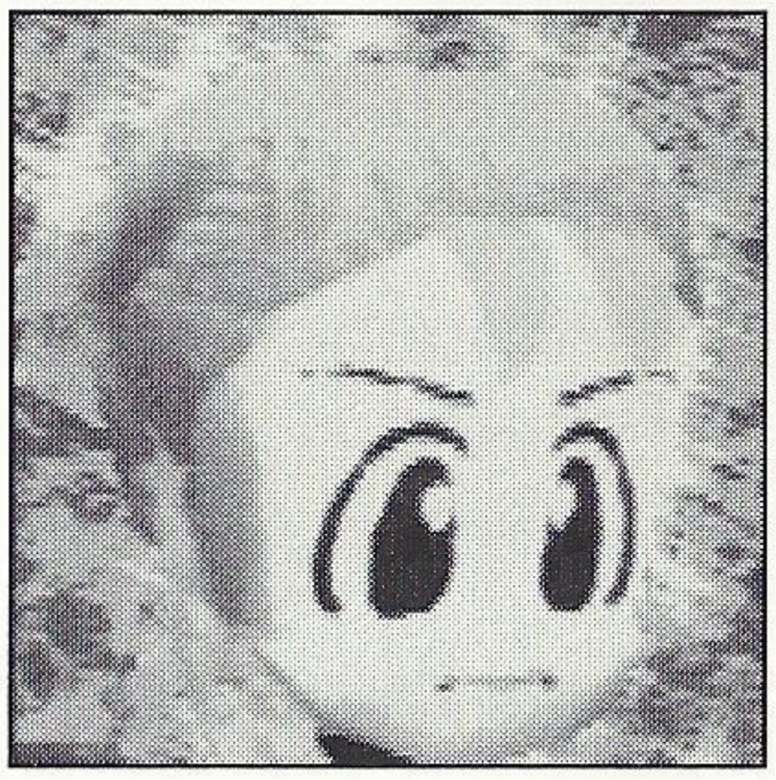


Special Attack Names	Button Commands
Hagasane	BC
Resshou	BB
Resshou Kyaku	BBC
Sandan Geki	BBB
Sandan Ura Geri	BBBC
Sandan Fujin Kyaku	BBB⇖C
Hiji Uchi	⇒B
Fushin Hiza Geri	↓⇒C
Ryuei Kyaku	⇒ ⇒C
Senpuu Geri	⇖C
Tsumuji Geri	↓C+A
Koten Jisurikyaku	⇒⇘⇓⇙⇐C
Haura Gasumi	B+A (behind to and close to opponent)
Sokudan	⇙B
Genyo	⇐C+A
Jibashiri	⇐⇙ ⇓C
Rakusenjin	↓⇒B+C
Rakusenjin Kaeshi	↓⇒B+C + [B+C]
Risenjin	⇐ ⇒B+C
Risenjin Kaeshi	⇐ ⇒B+C + [B+C]
Fusenjin	⇓B+C

Expert Techniques

Kotegaeshi	⇓B (countering high punch)
Taito	B+A (close to opponent)
Suisha Geri	⇖C+A
Rairyu Hishokyaku	⇒ ⇒B+C+A
Koenraku	⇐B (close to opponent)
Kage Kasumi	⇐ ⇒B (close to opponent)
Katana Gasumi	B+C+A (close to opponent)
Haga-ryu	⇒ ⇒C+A
Kaiten Jisurikyaku	⇐⇙ ⇓ ⇘ ⇒C
Kakato Otoshi	⇘C (against downed opponent)
Zenten	⇐⇙ ⇓ ⇘ ⇒
Koten	⇒⇘⇓⇙⇐
Rairyu Hishokyaku	⇐⇙ ⇓ ⇘ ⇒B+C+A
Shin Sodan	⇐⇙ ⇓ ⇘ ⇒B (3 times)

SARAH



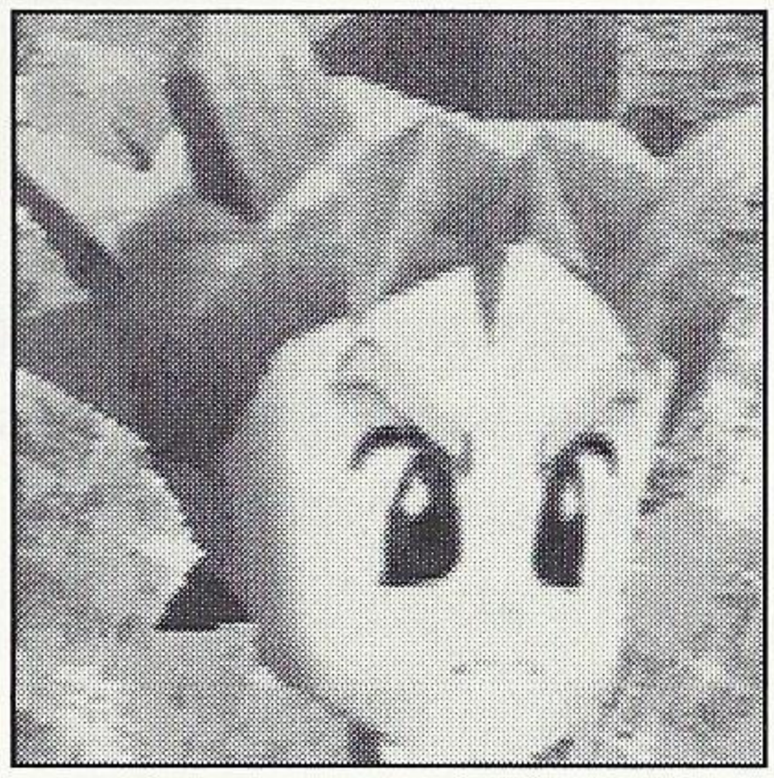
Full Name: Sarah Bryant
Fighting Style: Jeet kune do
Nationality: American
Blood Type: AB
Hobby: Skydiving

Special Attack Name	Button Commands
Punch High Kick	BC
Punch Side Kick	B⇩C
Jab Straight	BB
Double Punch Snap Kick	BBC
Flash Piston Punch	BBB
Combo Rising Knee	BBBC
Combo Somersault	BBB⇖C
Rising Elbow	⇒B
Double Joint Bat	⇒BC
Knee Kick	⇒C
Jackknife Kick	⇩C
Jackknife Kick Side	⇩CC
Mirage Kick	↘CCC
High Kick Straight	CB
Rising Knee	↓⇒C
Dash Knee	⇒ ⇒C
Leg Slicer	↓C+A
Snap Back Knuckle	↘B
Sway Smash	↙B
Double Kick	⇐C
Spin Turn Kick	↓⇐C
Double Spin Kick	↓⇐CC
Spinning Kick	C+A
Side Hook Kick	↙C+A
Step Roundhouse Kick	⇗C
Soccer Ball Kick	↘C (on downed opponent)

Expert Techniques

Front Suplex	B+A (close to opponent)
Back Drop	B+A (behind and close to opponent)
Neck Breaker	⇒ ⇒B (close to opponent)
Somersault Kick	⇖C
Illusion Kick	↘CC
Tornado Kick	⇗C+A
Roundhouse Kick	⇑C
Combo Rising Kick	BBB⇑C
Double Step Knee	⇒C↘C

JACKY



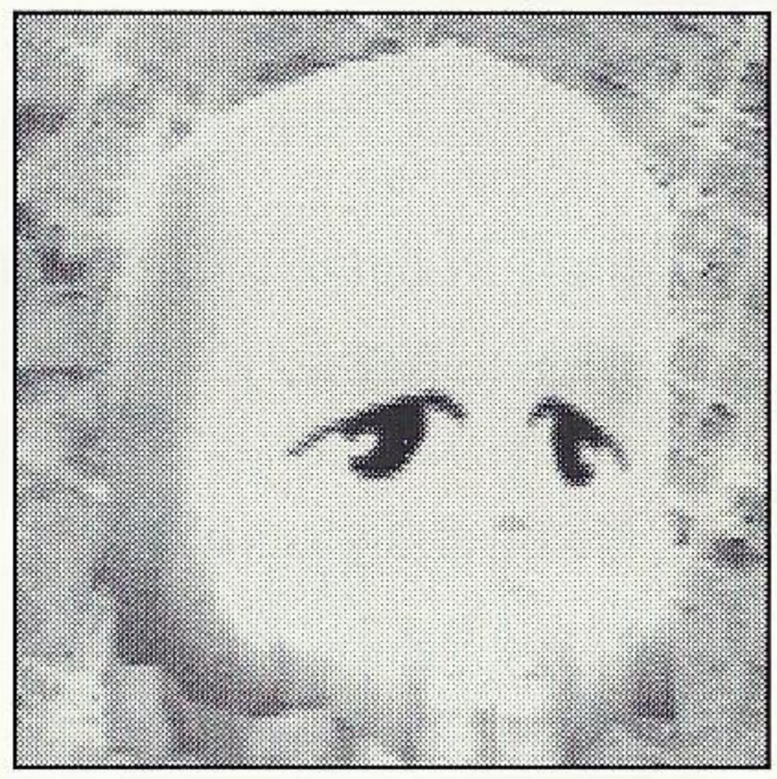
Full Name: Jacky Bryant
Fighting Style: Jeet kune do
Nationality: American
Blood Type: A
Hobby: Training

Special Attack Name	Button Commands
Punch Spin Kick	BC
Punch Low Spin Kick	B⇩C
Jab Straight	BB
Double Punch Snap Kick	BBC
Flash Piston Punch	BBB
Combo Back Knuckle	BB⇐B
Combo Elbow	BB⇒B
Combo Elbow Spin Kick	BB⇒BC
Spinning Back Knuckle	⇐B
Double Spin Knuckle	←BB
Spinning Arm Kick	⇐BC
Spinning Low Spin Kick	⇐B⇩C
Rising Elbow	⇒B
Elbow Spin Kick	⇒BC
Slant Back Knuckle	⇙B
Slant Low Spin Kick	⇙B⇩C
Knee Kick	⇒C
Toe Kick	⇩C
Dash Hammer Kick	⇒⇒C
Spinning Kick	C+A
Leg Slicer	↓C+A
Smash Hook	⇘B
Sway Hook	AB
Side Hook Kick	←C
Middle Spin Kick	⇐⇒C+A
Spinning Slant Back Knuckle	⇐B⇙B
Spinning Kick + Low Spin Kick	C+A⇩C+A
Soccer Ball Kick	⇘C (against downed opponent)

Expert Techniques

Northern Light Bomb	B+A (close to opponent)
Neck Breaker	→→B (close to opponent)
Knee Strike	→⇐B+C (close to opponent)
Face Crusher	B+A (behind and close to opponent)
Punch Side Kick	BC (close to opponent)
Lightning Kick	⇩[B+C] C CCC
Double Spinning Kick	CC
Somersault Kick	⇖C
Beat Knuckle	B+C

SHUN



Full Name: Shun-di
Fighting Style: Drunken kung fu
Nationality: Chinese
Blood Type: O
Hobby: Collecting medicinal herbs

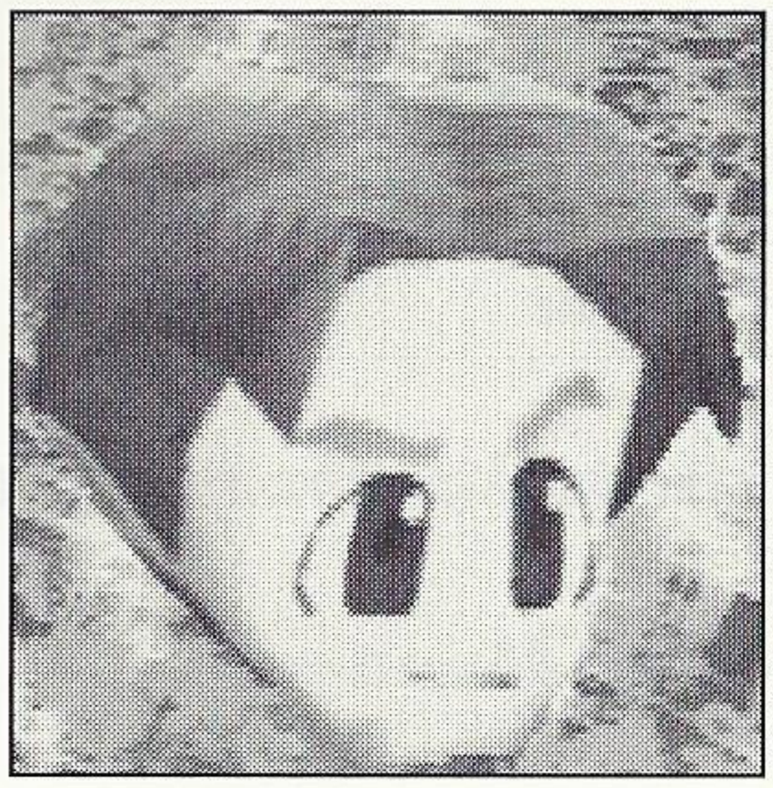
Special Attack Name	Button Commands
Gekiten Sentai	BC
Rengeki	BB
Saishu Renkangeki	BBB
Gyou'in Haishu	↘B
Getsuga Saigeki	↘B
Ousogeki	⇐B
Rensai Gakushu	⇒B
Haisenchuu	↙B
Chouwan Ryoken	⇩ ↘ ⇒B
Koushuu Katai	↙C (A to lie down afterwards)
Koushu Rentai	↙CC (A to lie down afterwards)
Tanhi Chougeki	C+A
Ousou Shu	[C+A]B
Toukyaku	⇩C+A
Koushinhi	⇐A (backward move)
Koushinhi Futsushu	⇐AB
Kousoku Kouhi	↙A (backward move)
Kousoku Kouhi Futsushu	↙AB
Kousoku Kouhi Soushu	↙AB+C
Kousoku Zenhi	↘A (forward move)
Toushu Richuu	B+C+A (close to opponent)
Zabantetsu	⇩ ⇩ (dodge high attack)
Saikeikyaku	C (after Zabantetsu)

Expert Techniques

Suiho Tenshinchuu	B+A (close to opponent)
Gyoushin Toutai	⇐C
Tenshin Souchuushou	B+C
Haito Rensenkyaku	↙ ↙C
Hanshin Rensenkyaku	⇐C+A
Chuubuu Soutenkyaku	⇒ ⇒C
Tentouritsu	⇒ ↘ ⇩ ↙ ⇐
To-shin Ren-kyaku	C (after Tentouritsu)
Zensen Soutai	⇩B+C (after drinking once)
Renzensen Soutai	⇩B+CC (after drinking twice)
Renkanzensen Soutai	⇩B+CCC (after drinking three times)
Senbuu Soutai	↓(↙ or ↘) C+A

LION

Full Name: Lion Rafale
Fighting Style: Torou-ken
Nationality: French
Blood Type: AB
Hobby: Skateboarding



Special Attack Name	Button Command
Rensuitai	BC
Koushu Rensui	BB
Renkan Senshou	BBB
Sen'inshou	↘B
Rakugekishou	↘BB
Soukoushu	↘B
Rensoukoushu	↘BB
Banchuu	⇒B
Taizan Soukoushu	⇐B
Tougekisui	↙B
Tougekirensui	↙BB
Touho Soushu	B+A
Touho Haisoushu	↘B+A
Souji Senbuu	⇒B+A
Koushu Teishitsu	⇒C
Zensoutai	⇓CC
Tosentai	⇓C[C+A]
Kousoutai	↓C+A
Tenshin Ryouinkyaku	⇒ ⇒C+A
Mabanshu	A⇒B
Shazen Ho	↘A (forward move)
Shako Ho	↙A (backward move)
Renkoushu Haishuu	B+A (behind and close to opponent)

Expert Techniques

Hatoushu Shuutai	B+A (close to opponent)
Tenshin Soukoushu	⇒↘⇓↙⇐B+A (close to opponent)
Senshippo	⇒ ⇒B
Senkyuutai	⇓ ⇓C
Shichi Soutai	↘C+A
Shichisei Tenbuchuu	⇐B+C (close to opponent)
Saishu Houkou	⇒ ⇒B+A (close to opponent)
Shaho Shasousui	A↘B
Juuchou Senshou	⇑B

CREDITS

Producer	Steve Hutchins
Assistant Localization Producer	Osamu Shibamiya
Product Manager	Matt Dunbar
Marketing Manager	Anne Moellering
Packaging Design	Bob Schonfisch, Eileen Sacman & Scott Allen
PQ/A Test Lead	Rick Greer
Assistant Leads	Abe "Guy" Navarro, Michael Dobbins, Chris Lucich
Testers	Matt Lucich, Jeff Junio, Steve Wong, Len Jung, Howard Gipson, Jeff Loney, Karen Brown, Dennis Lee, Peter Young, Alan Tan, Kim Rogers, Dermot Lyons, Darin Johnston
Special Thanks	Manny Granillo, Roger Hector, Arvin Carlson, Mike Needham, Joe Easley, Undyne Stafford, Frontline Marketing & The SEEDY Crew
Manual	Douglas Sipp

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

PREPARE TO FLY

NiGHTS™ into dreams...



Immerse yourself in an unparalleled 3D flying experience. NiGHTS propels you into a truly amazing virtual world of dreams-filled with unbelievable real-time effects, fantastic creatures and nightmarish monsters. Available stand-alone or bundled with the new Sega Saturn™ 3D Control Pad.

- A masterful showcase of Sega Saturn's raging processing power.
- Dozens of dynamic camera angles.





3D CONTROL PAD

The revolutionary analog thumb pad delivers the ultimate in smooth and dynamic 3D control.



- Specifically engineered to intensify the NiGHTS gaming experience.
- Compatibile with most Sega Saturn games*

SONIC TEAM PRESENTS

*Please call 1-800-USA-SEGA for any game compatibility questions.

Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn, Nights and Virtua Fighter are trademarks of SEGA. All rights reserved.
This game is licensed for use with the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited.
Unauthorized rental or public performance of this game is a violation of applicable laws. ©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063.
All rights reserved. Programmed in Japan. Made and printed in the U.S.A.