SEGA™

BRUTAL®

Paws of Fury



FOR SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

SEGA ARCADE PAD 6 RECOMMENDED

GAMETEK®

Rated by V.R.C.
MA-13™
Parental Discretion Advised.
Mature Audiences

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO 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 previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.**

Warning to Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TV's.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



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

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HANDLING YOUR SEGA CD DISK

- The Sega CD Disk is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disk.
- KEEP YOUR SEGA CD DISK CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

Game Hint and Tip Line

1-900-903-GAME (4263)

• 80c per minute charge • Touch tone phone required

• Minors must have parental permission before calling • Available 24 hours

OVERVIEW

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

BACKGROUND

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

HOW TO PLAY BRUTAL

SEGA CD/GENESIS SYSTEM



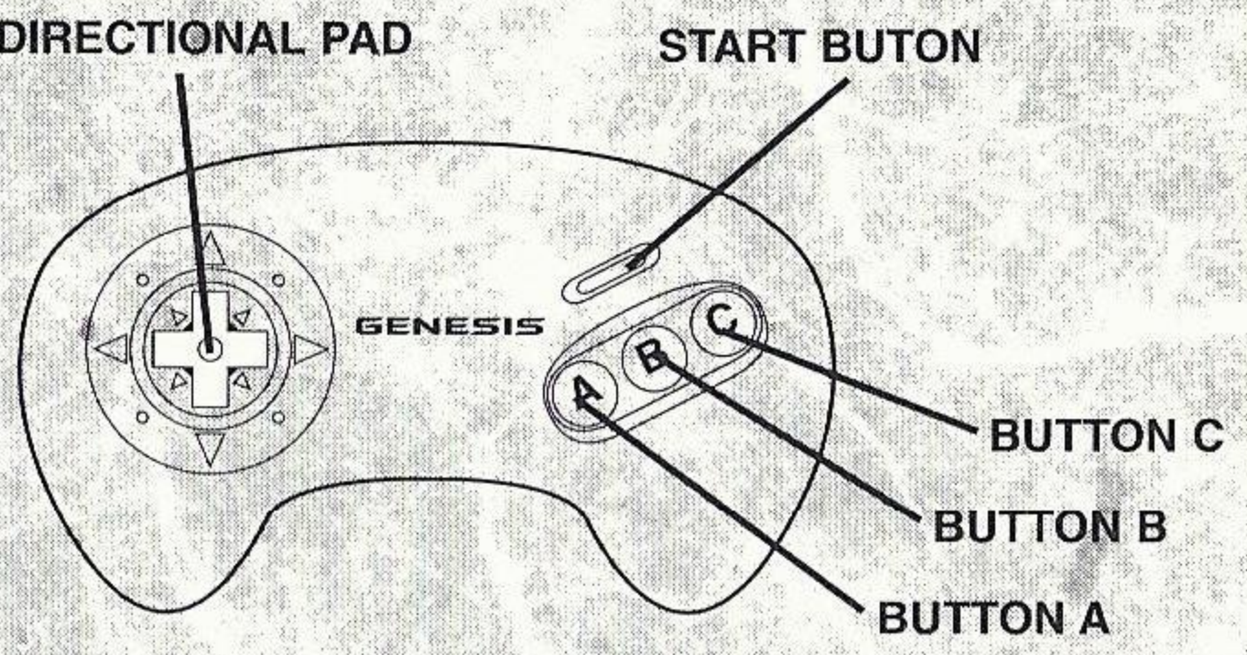
1.A Genesis Controller should be plugged into the "Control Pad 1" port on your Sega Genesis.
2.Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3.Follow Sega CD System directions to open the Sega CD drive. Press the Restart Button and the disc tray will open
4.Carefully place your Brutal™ CD disc in the Sega CD System with the label-side facing up. Press START to close the tray and begin play.

REGULAR CONTROLLER

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

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

START = Switch between punches and kicks



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

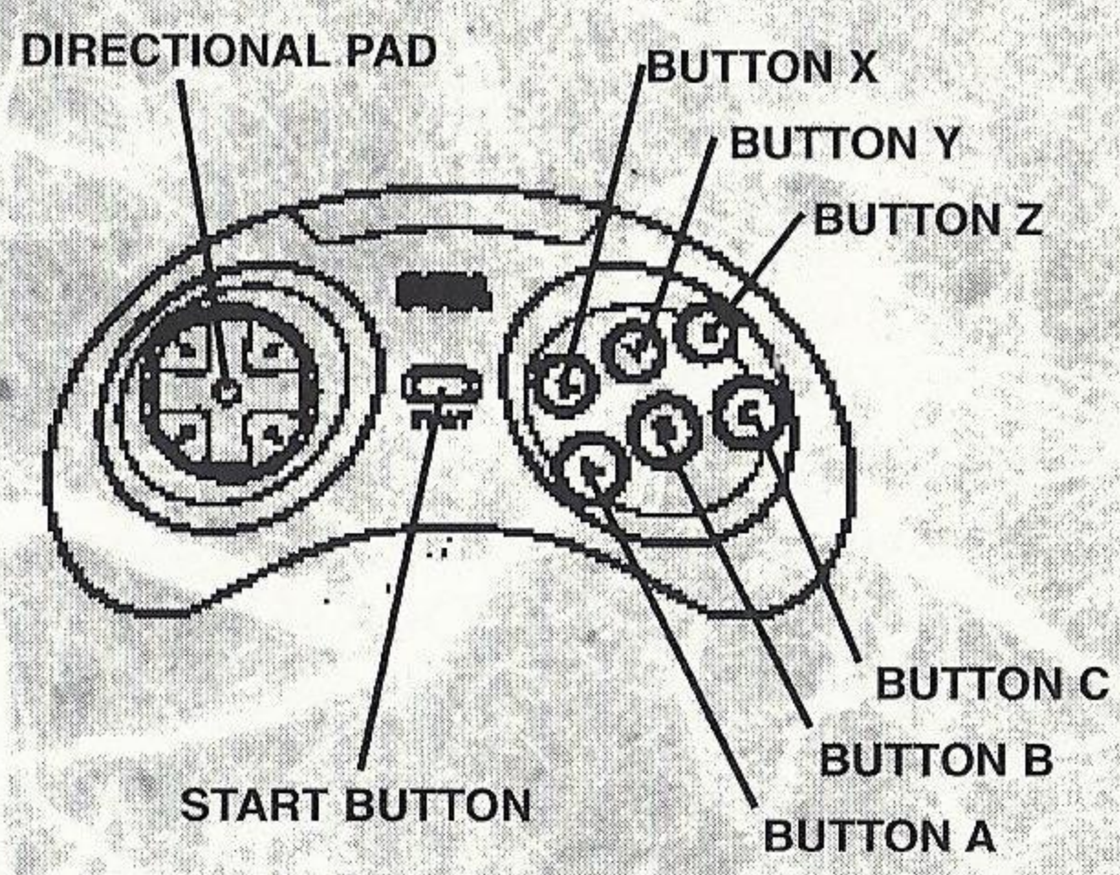
BUTTON + AWAY FROM OPPONENT = Roundhouse
BUTTON + TOWARDS OPPONENT = Reach attack

BUTTON WHILE JUMPING = Aerial attack

SIX BUTTON CONTROLLER ONLY

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

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



START = Pause/Proceed to Next Screen/Skip Animation

ACTION REPLAY
START = Skip Replay
BUTTON A = Restart Replay

FIGHTING

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

PUNCHING

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

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

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

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

KICKING

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

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

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

SPECIAL MOVES

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

THE LEARNING SYSTEM

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

INSTANT REPLAY

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

BRUTAL FEATURES

INSTANT REPLAY

After each fight the game will give you the choice of playing the action replay or not. Pressing START will skip the replay. PLAY. **Whoever won the bout controls the replay**. To skip this, merely press the START button.

BELT SYSTEM

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

PASSWORD ENTRY/SAVE GAME

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

THE EIGHT PATHS OF WISDOM

Each character represents one of the paths of wisdom.

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

The characters are:

Kung Fu Bunny
Tai Cheetah
Kendo Coyote
Foxy Roxy
Rhei Rat
Prince Leon
Ivan the Bear
The Pantha
Karate Croc
The Dali Llama

Each of the characters has his own background and abilities.

TECH SPECS

CARTRIDGE

16 meg, 8 characters, 200 sprites per character, Belt system, Replay, 10 locations, different musical scores for each character and location, sampled voices for characters, each character has his own special moves (at least 4 per character).

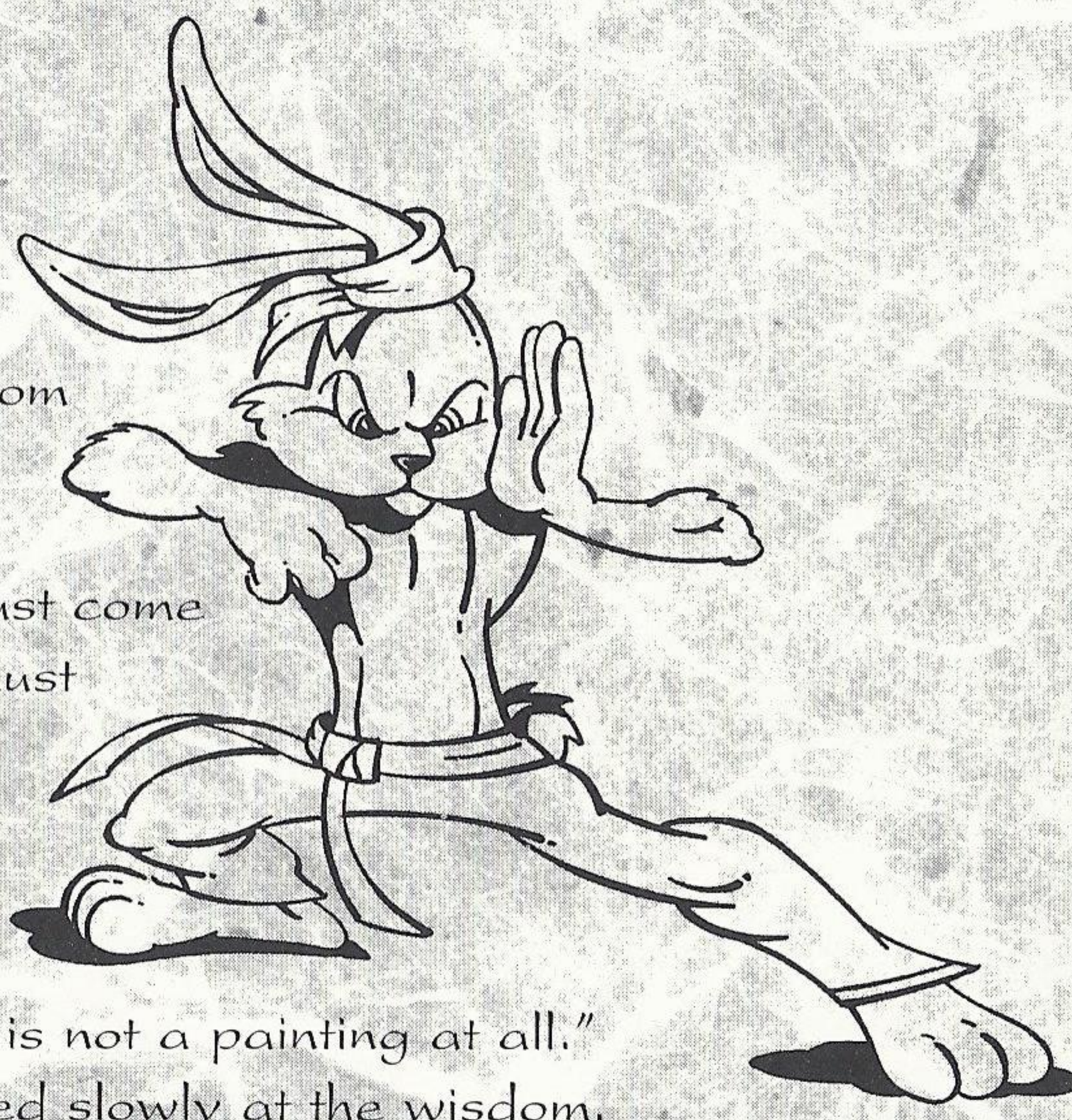
SEGA CD

All of the above +
10 characters, bonus levels, huge cinema sequences, fully reworked CD music tracks.

CHARACTER PROFILES

KUNG FU BUNNY

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



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

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

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

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

The butterflies ignored him and flew on.

WHO PLAYS KUNG FU BUNNY?

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

SPECIAL MOVES

Taunt:

Flash Kick:

Double Flash kick:

KATAS

Dance of Death:

Iron Fist:

Devil's Kiss:

PASSWORDS

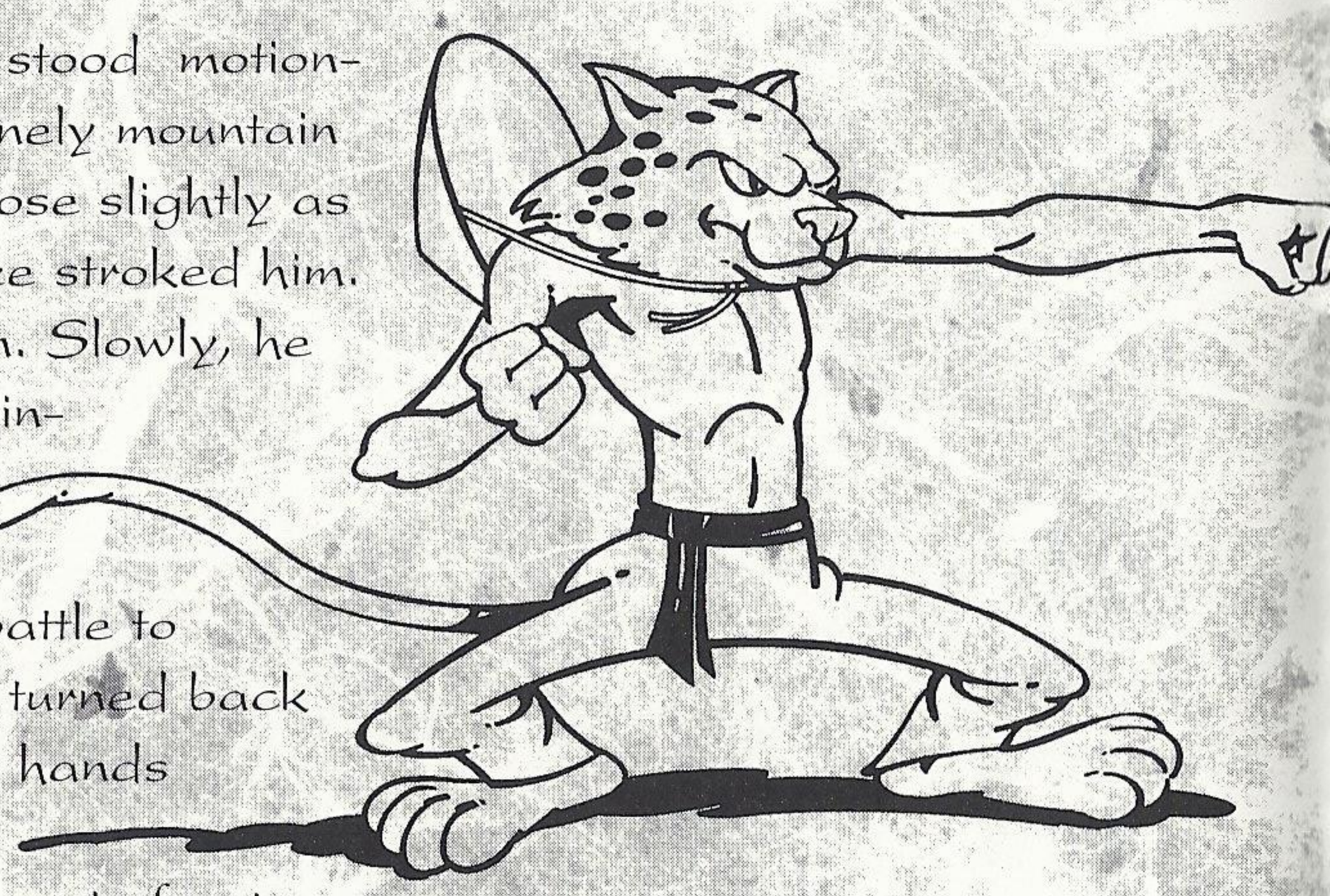
Belt / Move -

Belt / Move -

Belt / Move -

TAI CHEETAH

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



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

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

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

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

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

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

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

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

WHO PLAYS TAI CHEETAH?

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

SPECIAL MOVES

Taunt:

Fire Kick:

Fire Run:

Fire Punch:

KATAS

Divine Wind:

Fist of the North:

The Way of the Crane:

PASSWORDS

Belt / Move -

Belt / Move -

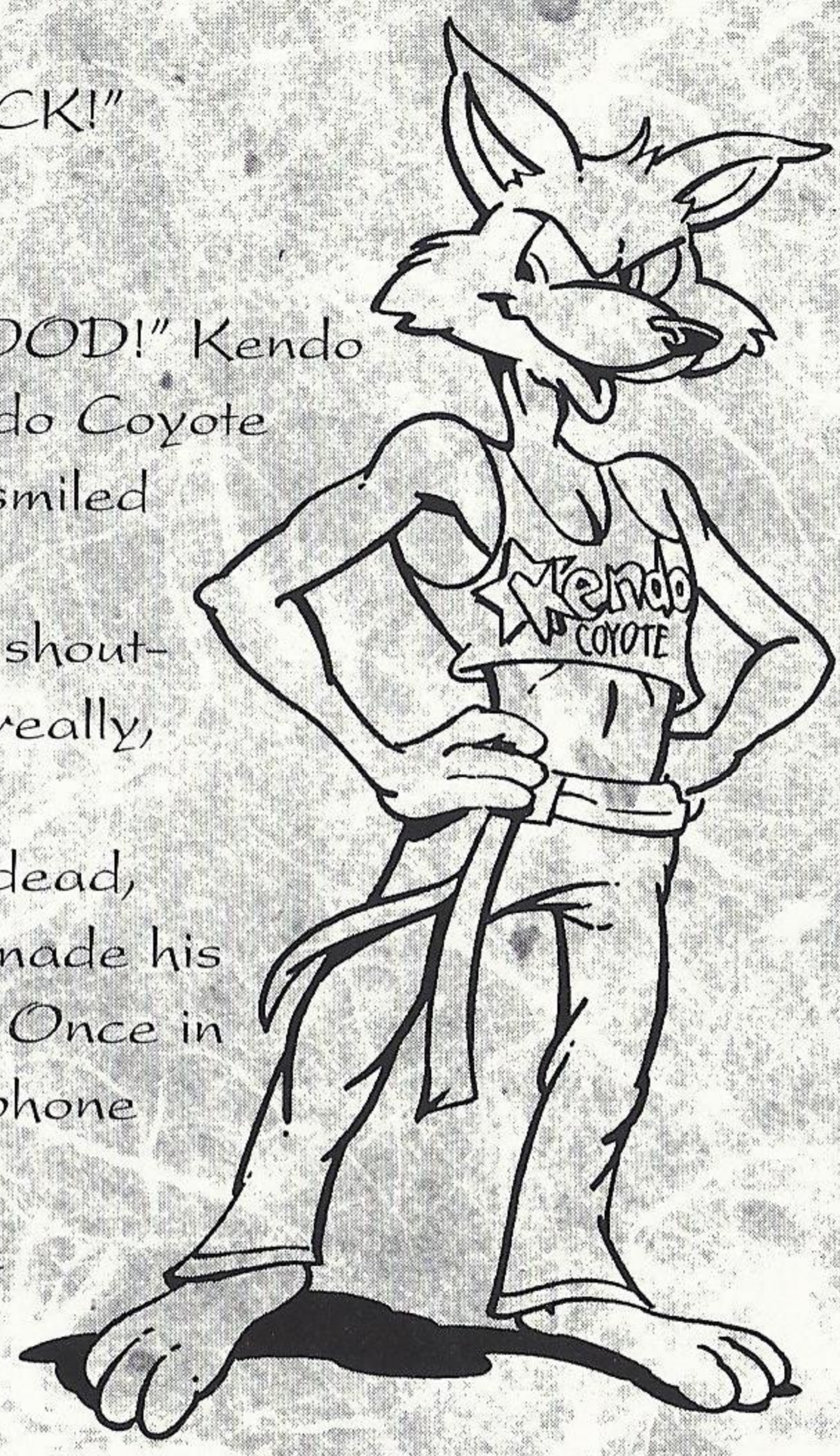
Belt / Move -

Belt / Move -

Belt / Move -

KENDO COYOTE

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



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

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

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

WHO PLAYS KENDO?

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

SPECIAL MOVES

Taunt:

Slam Punch:

Cannonball:

Spinball:

KATAS

The Five Rings:

Ki Force:

Hapkido Kata:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

RHEI RAT

Right Speech - (Quote unavailable)
Style - Thai Boxing



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

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

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

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

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

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

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

Rhei shook his head at the stupidity of the excuse.

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

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

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

WHO PLAYS RHEI?

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

SPECIAL MOVES

Taunt:

Batter & Blow:

Frenzy:

KO Punch:

KATAS

Tsumai:

Muay Thai:

Lightening Fury:

PASSWORDS

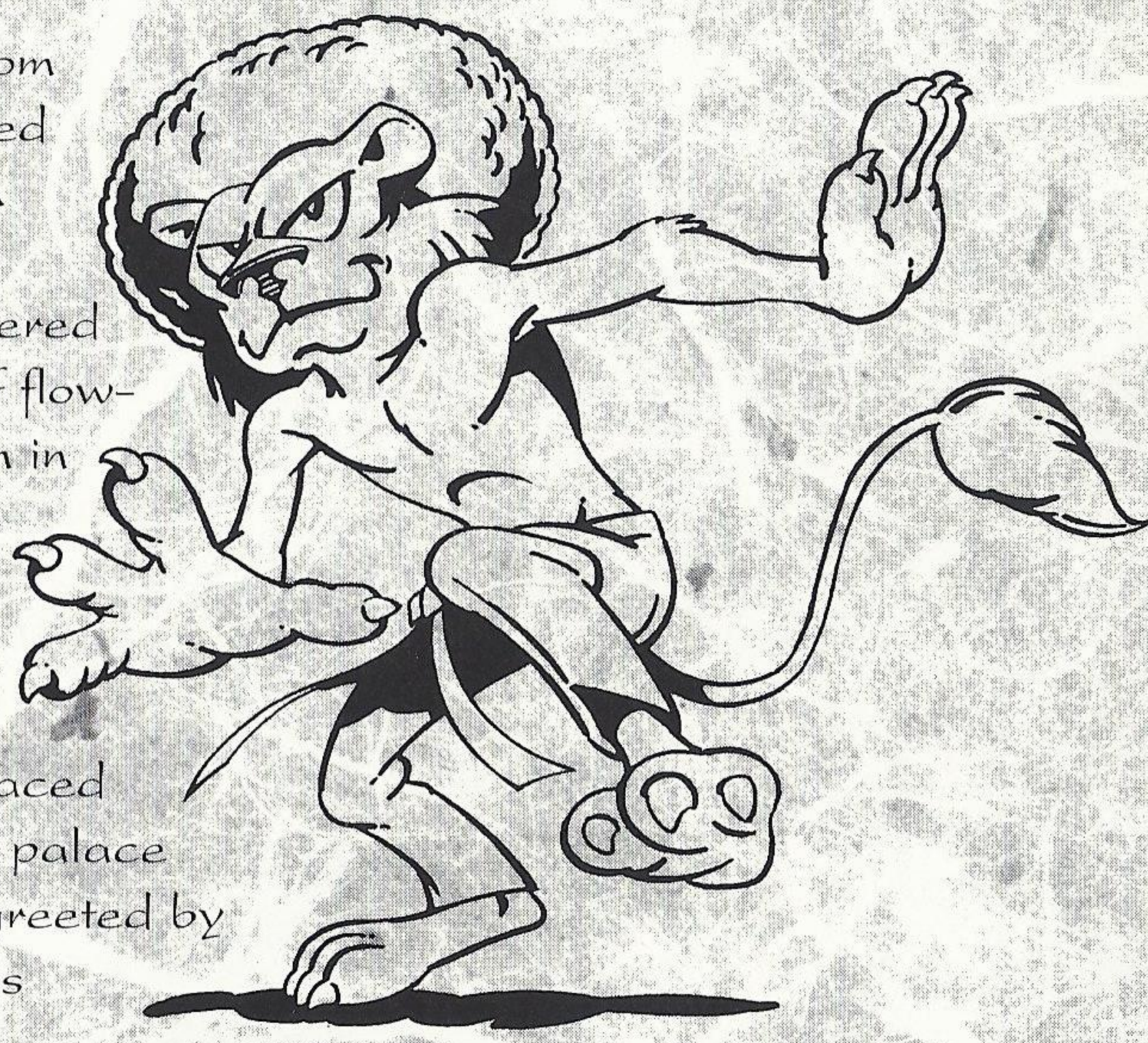
Belt / Move -

Belt / Move -

Belt / Move -

PRINCE LEON THE LION

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



Leon walked from the jet and waved to the crowd. A cheer rose from the people gathered and garlands of flowers were thrown in front of his footsteps. It was good to be home.
The limousine raced him to the royal palace where he was greeted by the servants. His father the king was still out hunting and would not be back for some days.
"Your highness?" A servant pushed forward a small envelope towards Leon.
He took it with a nod and opened it. After reading the invitation, he neatly folded it back into the envelope and laid it on a small table. Moving to a window he gazed out at the African plains beyond.
"You both will be there, won't you?" He spoke to himself.
Moving to his study he opened a scrapbook and flicked through it. It was filled with clippings of his two enemies, Tai Cheetah and Kendo Coyote.
"Kendo Coyote to appear in new movie!" The headline of the New York Informer blared.
"Tai Cheetah invests in Telecommunications." The Wall Street Journal reported.
Leon pushed the book aside and stared up at the ceiling.

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

WHO PLAYS LEON?

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

SPECIAL MOVES

Taunt:

Bite:

Swim:

Roar:

Power Chord:

KATAS

Rage Within:

The Leon Experience:

Wild Side:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

FOXY ROXY (INDRAH PRASHMET)

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



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

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

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

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

WHO PLAYS FOXY?

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

SPECIAL MOVES

Taunt:

Handstand Attack:

Rolling Sweep:

Whiplash Kick:

KATAS

Kuntao Kata:



Penjat Silat Mind Throw:

Call of the Lotus:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

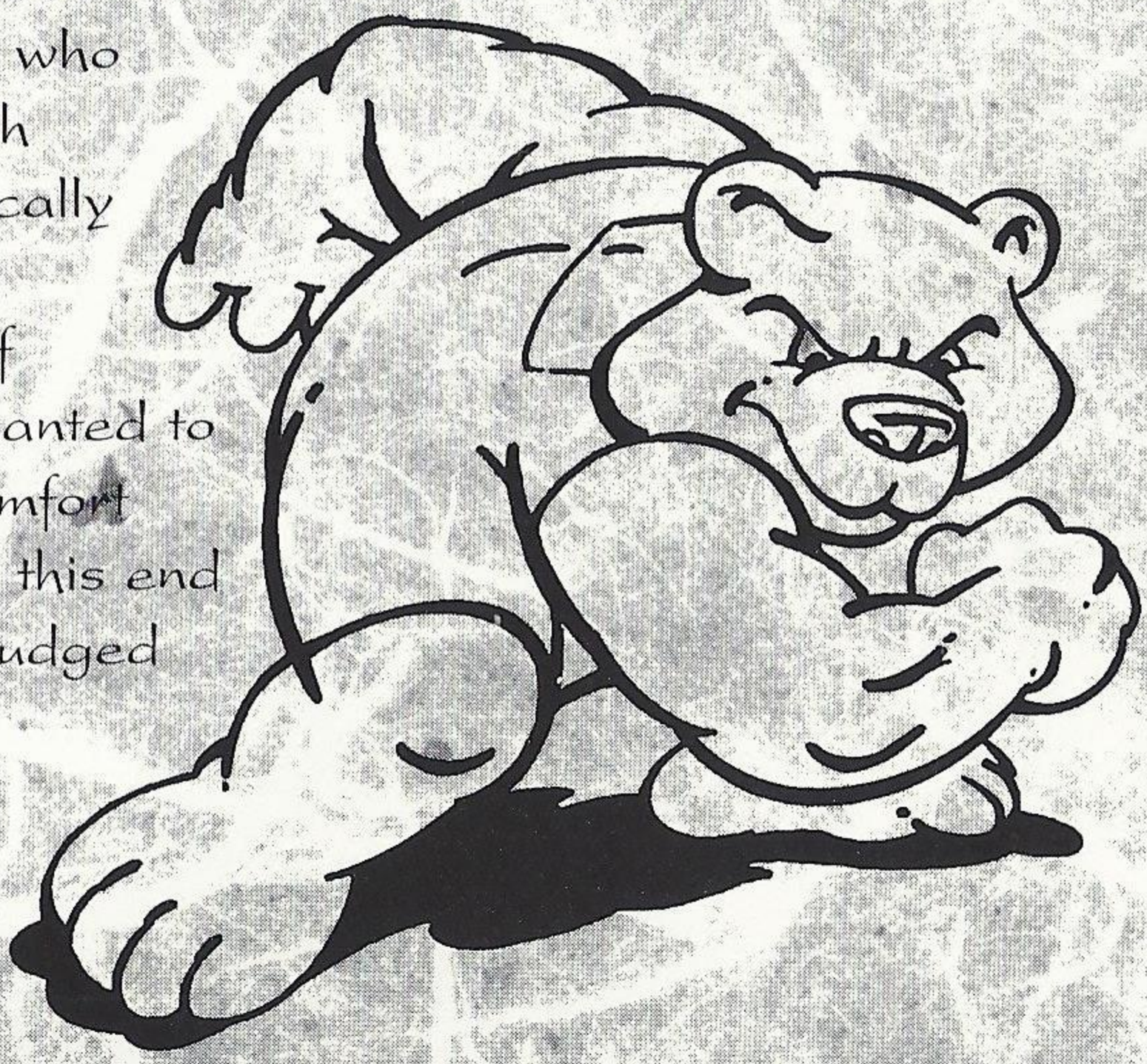
Belt / Move -

Belt / Move -

IVAN BEAR

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

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



WHO PLAYS IVAN?

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

SPECIAL MOVES

Taunt:

Earthquake:

Big Belly:

KATAS

Strength of the North:

Rage of the World:

Jab Al Nar:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

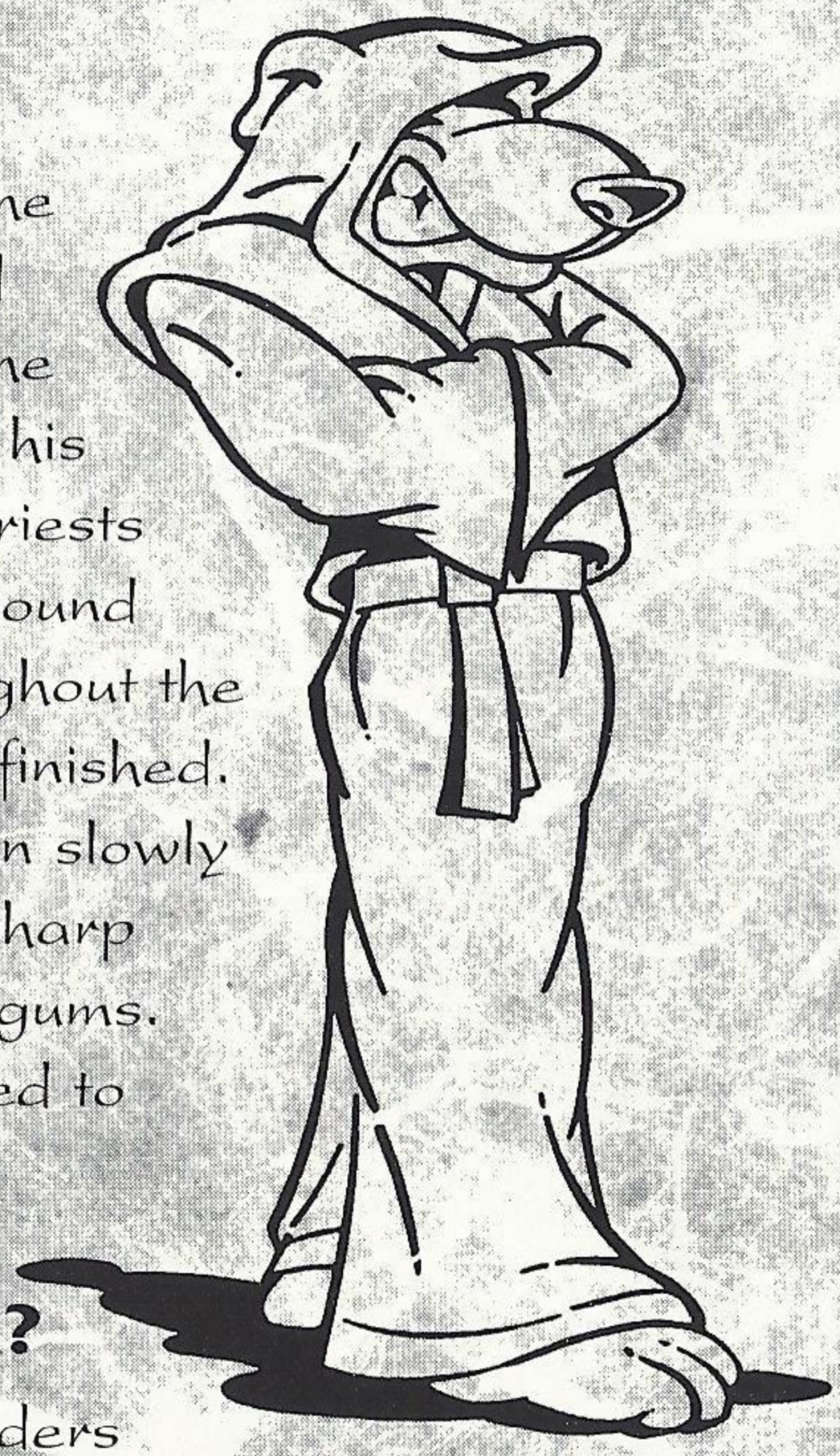
Belt / Move -

Belt / Move -

Belt / Move -

THE PANTHA

Right Meditation - "Inner strength is a goal above morality"
Style - Chin Na



The chanting rose and fell before the dark idol. A score of monks bowed and prostrated themselves before the ugly squat beast. The Pantha held his hands aloft before the assembled priests and screamed a terrible cry. The sound was of pure hate and it rang throughout the caverns long after the Pantha had finished. The Pantha hung his head low, then slowly raised it; his flat tongue licked his sharp teeth that jutted out from his fleshy gums. His eyes fell upon the small lamb tied to the altar.

WHO PLAYS THE PANTHA?

You know the game. There are leaders and followers. Most people are honest, hard workers willing to put in a fair day's work for a fair day's pay. You are a leader. These people will work for you and the rewards shall be yours. You know people better than they know themselves. No matter what they say, they respect the stern leader.

SPECIAL MOVES

Taunt:

Fireball:

Drain:

Bag:

KATAS

Serpent's Kiss:

Summon Chi:

The Gentle Path:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

KARATE CROC

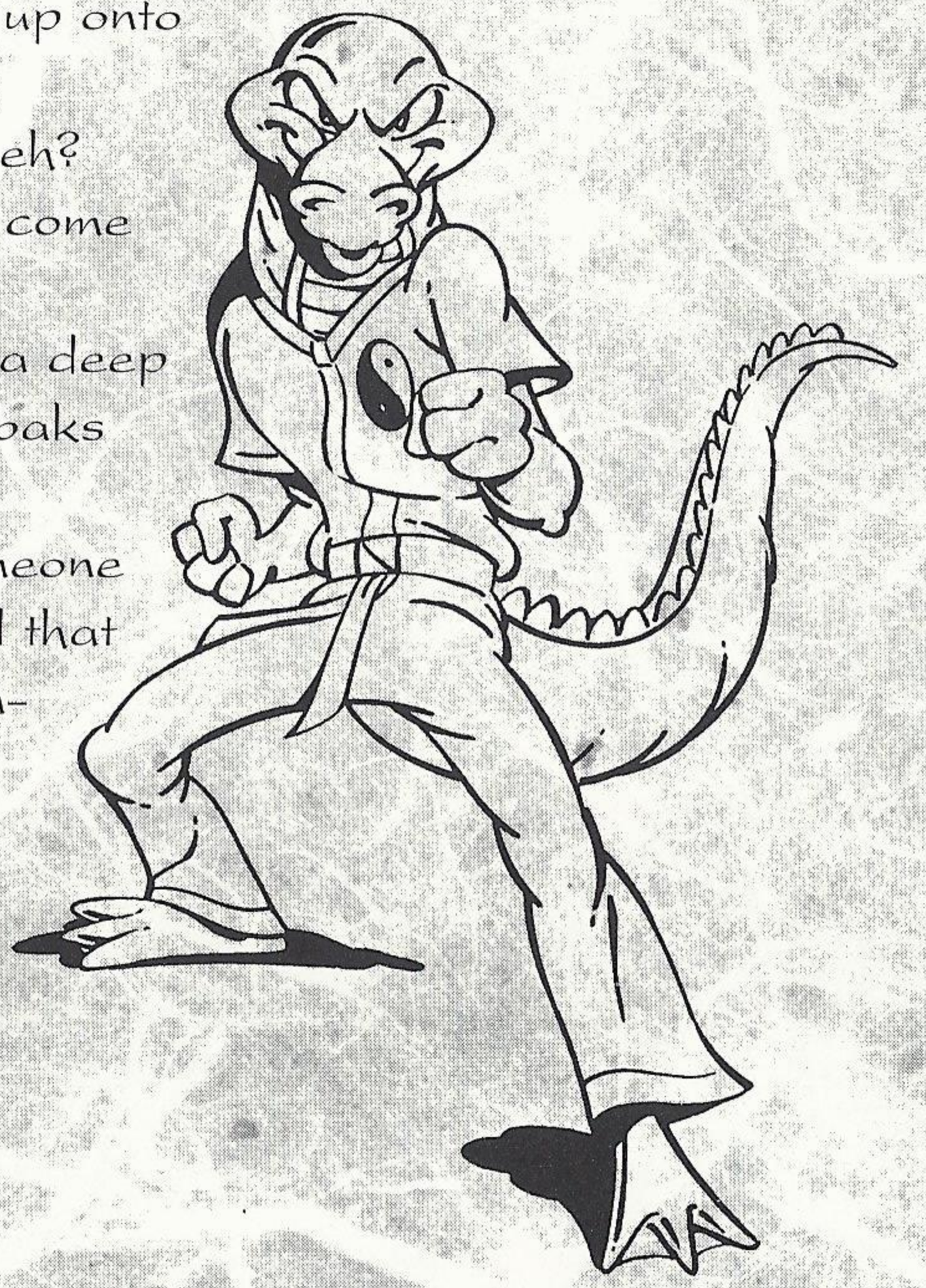
The Croc slithered up onto the jetty.

"So invitations only eh? Well, I think I will come along anyway."

He allowed himself a deep grin which showed baks of teeth.

"Maybe its time someone showed that old fool that you don't need training to be the best!"

He dropped back down under the jetty and waited.



SPECIAL MOVES

Torpedo:

Tail Flip:

Multi flip:

The Swallow:

The Path of the empty hand:

Escrima Kata:

PASSWORDS

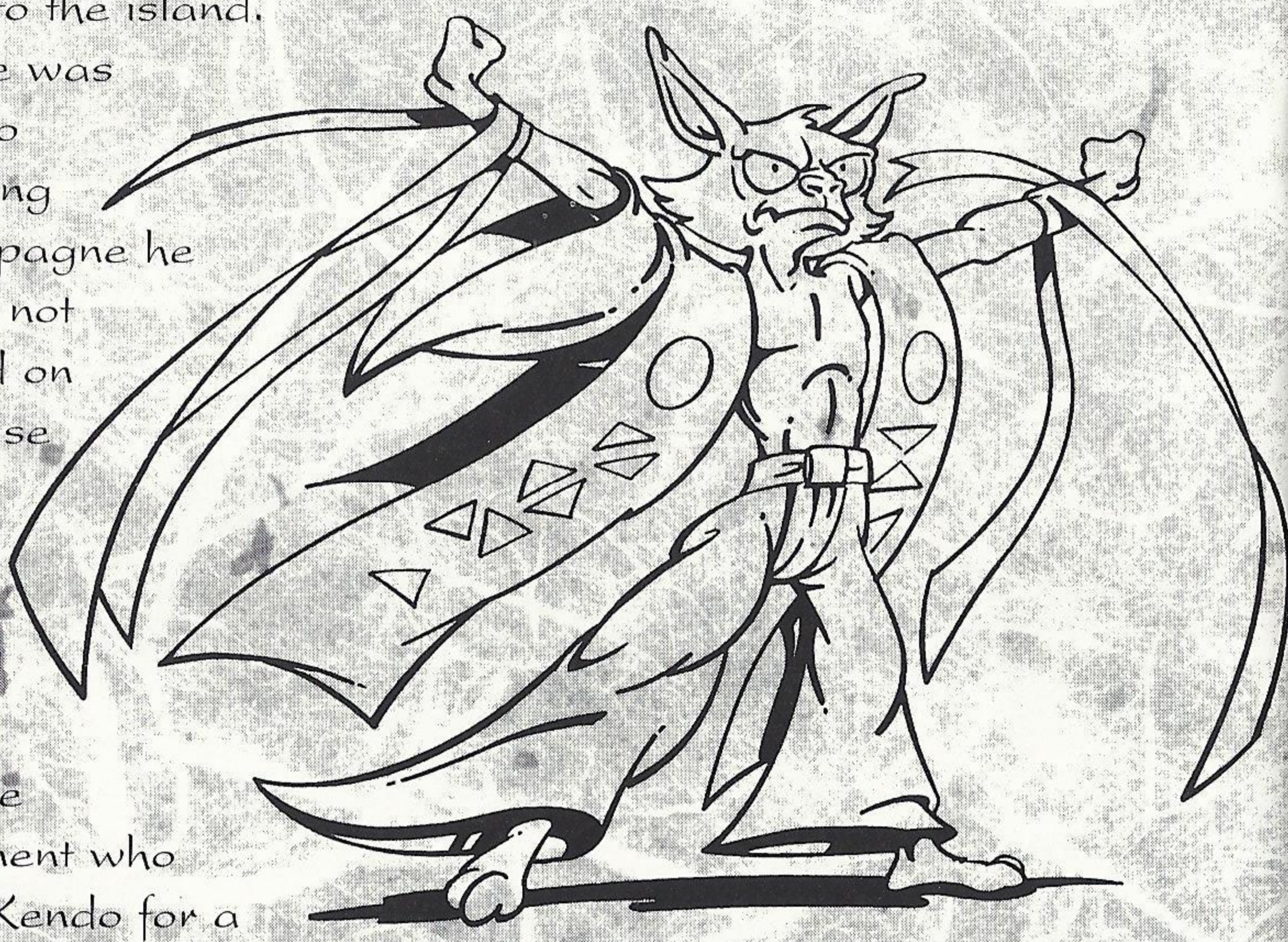
Belt / Move -

Belt / Move -

Belt / Move -

THE DALI LLAMA

He stood arms outstretched on the mountain top. From here he could see the ocean on all sides of the island. He breathed deep and allowed his mind to reach out.
He saw them all, one by one, making their way here to the island.



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

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

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

SPECIAL MOVES

Taunt:

Head Butt:

Smoke:

KATAS

Apocalypse:

Mind of the Gods:

PASSWORDS

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

Belt / Move -

TAO OF BRUTAL

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

The Mirror

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

The Fire

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

The Water

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

The Music

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

The Wind

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

The Road

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

The Master

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

GLOSSARY OF MARTIAL ARTS TERMS

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

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

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

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

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

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

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

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

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

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

TEAM BRUTAL

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..... Dave Hall
..... Juan Sanchez
Programming ..... Dave Lincoln

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Creative Direction ..... Stephen Curran
Testing ..... Travis Williams
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Music ..... "ppdix"
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..... Robin Heifitz
Annoying ..... William B. McCormick

PACKAGING/MANUAL

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..... John Tombley
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Calligraphy ..... Glen Yoshiyama

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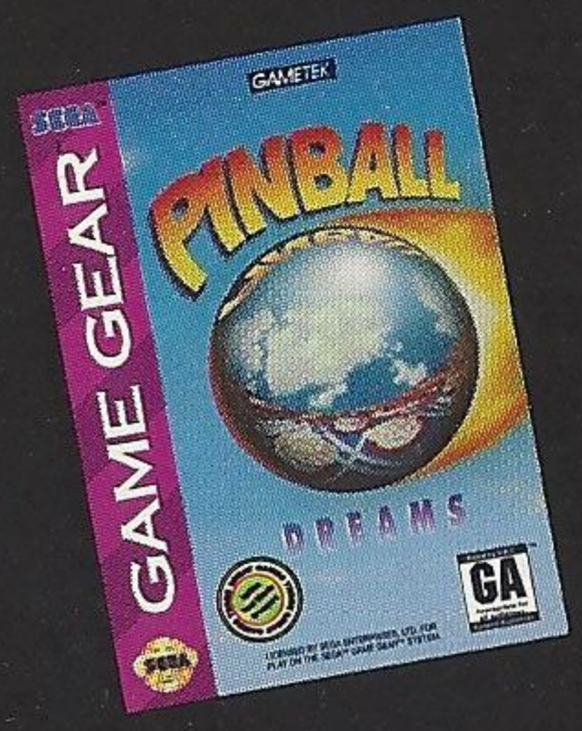
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PINBALL DREAMS

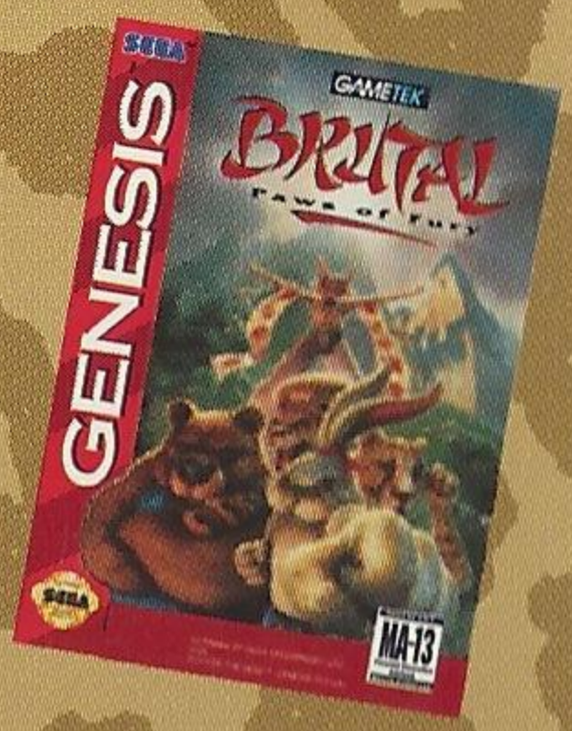


Bumper to Bumper action. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to your Sega Game Gear™ and go for the big score.

Rated by V.R.C. ™
GA
Appropriate for all audiences.
General Audiences

BRUTAL®

Paws of Fury



The Dali Llama calls. The masters gather. King Fu Bunny fights to save the monastery. Prince Leon battles for honor. Ivan Bear moves like the Russian Military. Kendo Coyote brings attitude. Rhei Rat seeks victory beyond battle. Foxy Roxy fears nothing. The Panther uncoils. Karate Croc watches. You can kick, punch, throw spring and gloat. But can you master the inner peace to unleash the animal? This game is so cool, it's Brutal.

™
NYR
Not Yet Rated

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