SEGA™

Final Fight CD™

SEGA CD™

WELCOME TO THE NEXT LEVEL™

INSTRUCTION MANUAL

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

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 TVs.

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.

Starting Up

1. Set up your Sega CD system by following the instructions in your Sega CD manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.

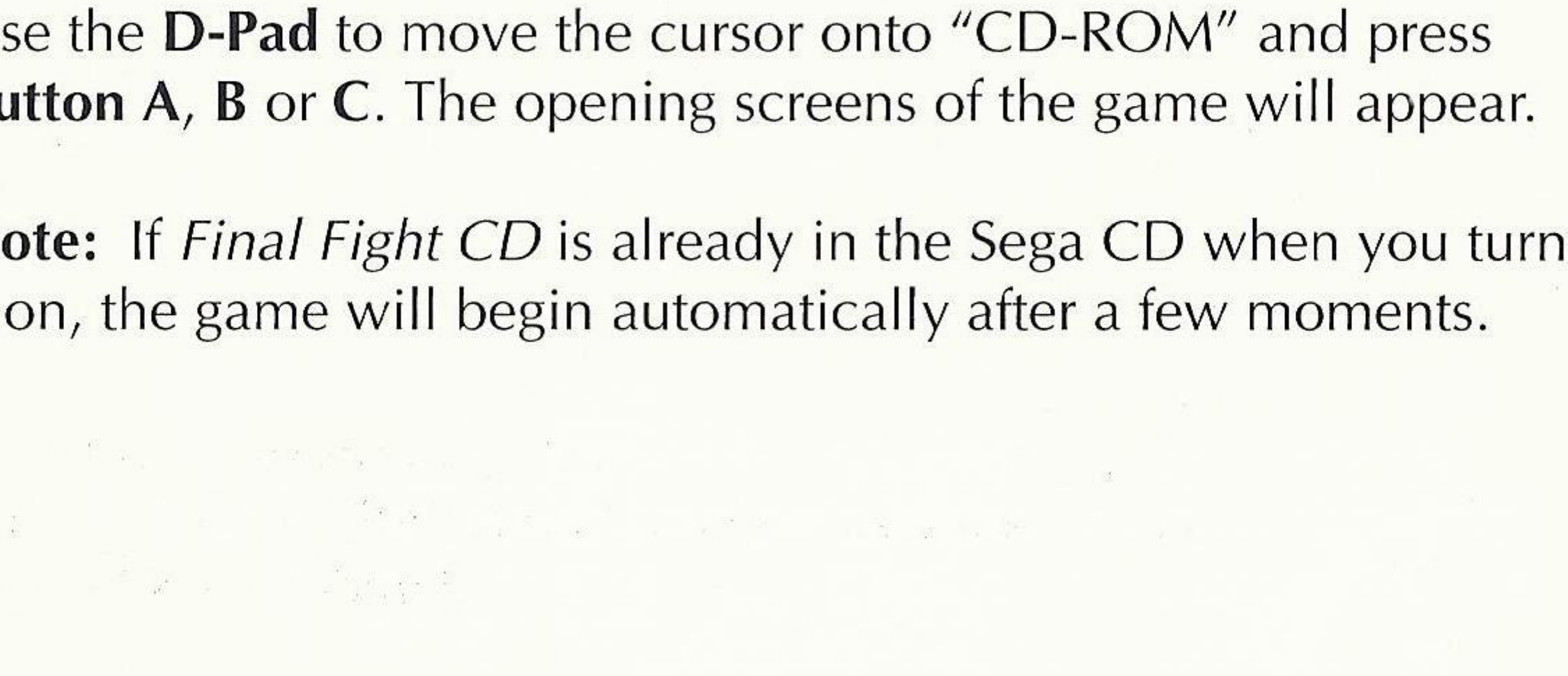
2. Turn the system ON. The Sega CD animated display will appear. If nothing appears on screen, turn the system OFF and make sure it is set up correctly.

3. Press the **Start** button on the Genesis Control Pad, and the on-screen Control Panel will appear. Use the **D-Pad** to select EJECT and press **Button A**, **B** or **C** to open the CD tray.

4. Place the *Final Fight CD* disc in the CD tray and press **Button A**, **B** or **C**. The CD tray will close, and "CD-ROM" will appear on the Control Panel.

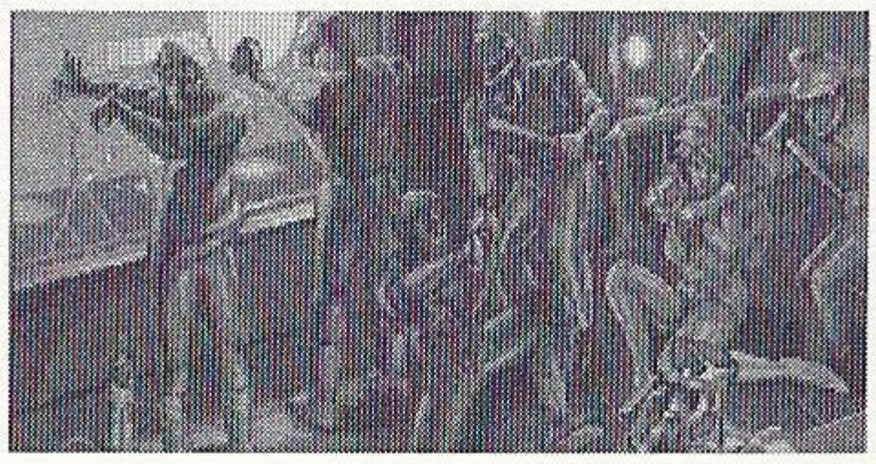
5. Use the **D-Pad** to move the cursor onto "CD-ROM" and press **Button A**, **B** or **C**. The opening screens of the game will appear.

   Note: If *Final Fight CD* is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

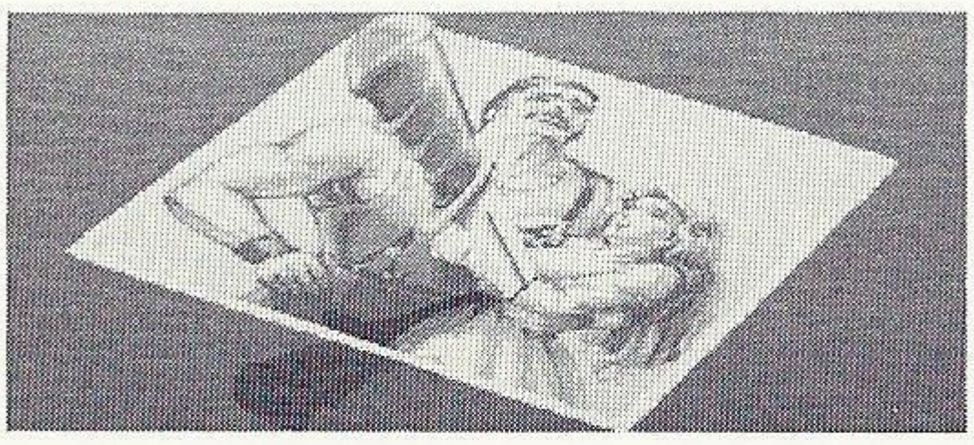


For Game Play Assistance call 1-415-591-PLAY.

Welcome to Metro City . . .



. . . crime capital of the world, a fact that Mike Haggar, the city's newly elected mayor, plans to change. From his experience as a professional wrestler and street fighter, Haggar knows how the criminal system operates. And he knows exactly how to beat the gangs at their own game.



News of Haggar's election has caused alarm among the gangs, especially Mad Gear, the largest criminal organization in the city. The leader of Mad Gear decided to use an old, proven formula to get the Mayor to cooperate: by appealing to him through the one thing he loves the most.

Mike's daughter Jessica is being held hostage by the members of Mad Gear. Haggar wants his daughter back, but he won't give in to the gang's demands. The only thing left to do is go after her himself and meet the gang on its own turf.

Fortunately, Mike isn't alone. Upon hearing the news of Jessica's kidnapping, two young vigilantes, Jessica's boyfriend Cody and a martial-arts expert named Guy, have decided to join the search.





Here's where you come in. As Haggar, Cody or Guy, you venture into the most dangerous venues in the city, from filthy slums to expensive high-rises, where the only laws are made by the the fighters who are still standing. You'll face Mad Gear's best — and nastiest — thugs, professional wrestlers, martial-arts experts and psychopaths armed with guns, firebombs and grenades. Use your bare hands and feet, grab a blade or a pipe, and make sure you have your brains in gear . . . before they wind up dashed on the concrete!

Take Control!



D-Pad

- Press to make selections on the Starting and Option menus.
- Press to move your Fighter around the screen, and direct his fighting moves.

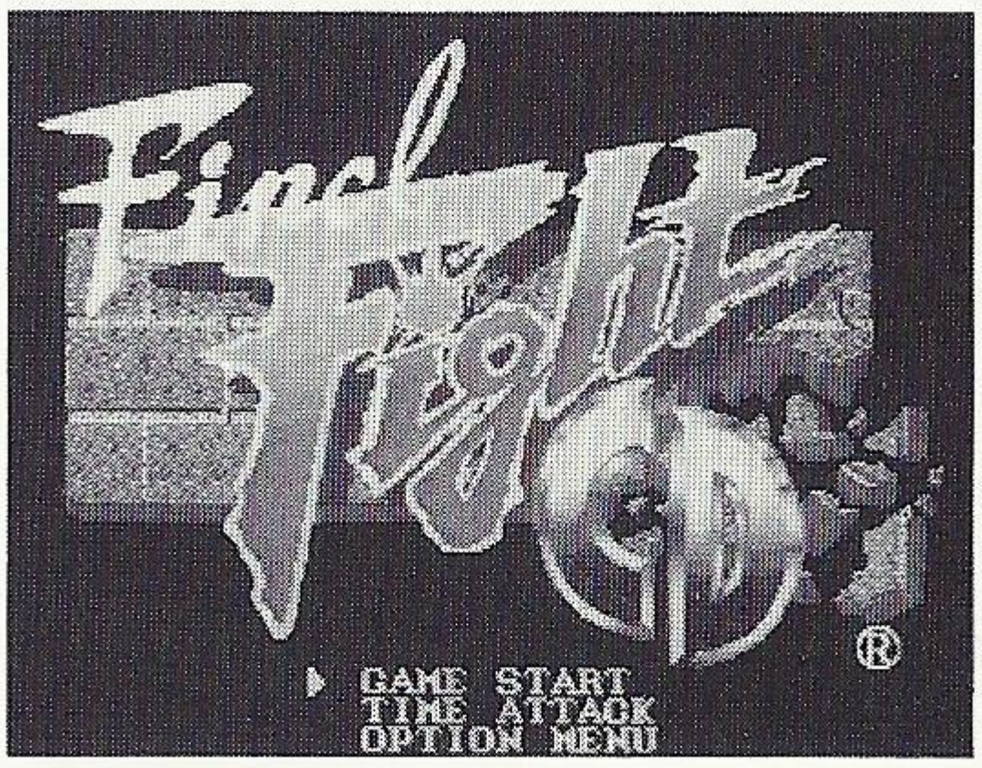
Start Button

- Press to start the game.
- Press to choose items on the Starting and Option menus.
- Press to pause the game; press again to resume play.

Buttons A, B, C

- You can assign the functions of Attack, Jump and Special Attack to these buttons on the Option menu. See "Option Menu" on page 4 for details.

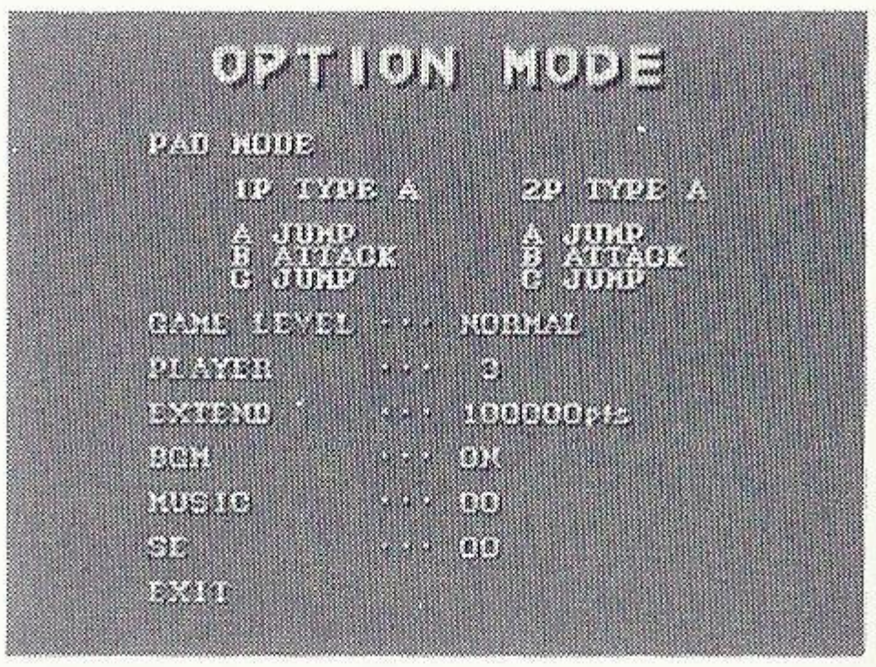
Getting Started



Final Fight CD begins with an introduction, followed by the Title screen and profiles of each fighter. Press **Start** at any time to bring up the Starting menu. From here you can start a normal game with Game Start, pit your skills against the clock in Time Attack, or select Option Menu to set your game preferences. Move the cursor to your choice with the **D-Pad**, and press **Start** to select it.

Option Menu

Use this menu to change certain aspects of the game. Press the **D-Pad** up or down to highlight each category and press left or right to cycle through your choices.



Pad Mode: Assign the functions of **Buttons A**, **B** and **C** for Players 1 and 2. Press the **D-Pad** left or right until the configuration you want appears:

Button	Type A	Type B	Type C	Type D	Type E	Type F
A	Jump	Attack	Special	Special	Jump	Attack
B	Attack	Jump	Attack	Jump	Attack	Jump
C	Jump	Attack	Jump	Attack	Special	Special

Note: The Special Attack can be activated two ways — by pressing the **Special Attack** button, or by pressing the **Attack** and **Jump** buttons simultaneously.

Game Level: Choose from four levels of difficulty: Easy, Normal, Hard and Mania.

Lives: Give your fighter one to five lives per game.

Extra Life: Set the number of points required to win an extra life.

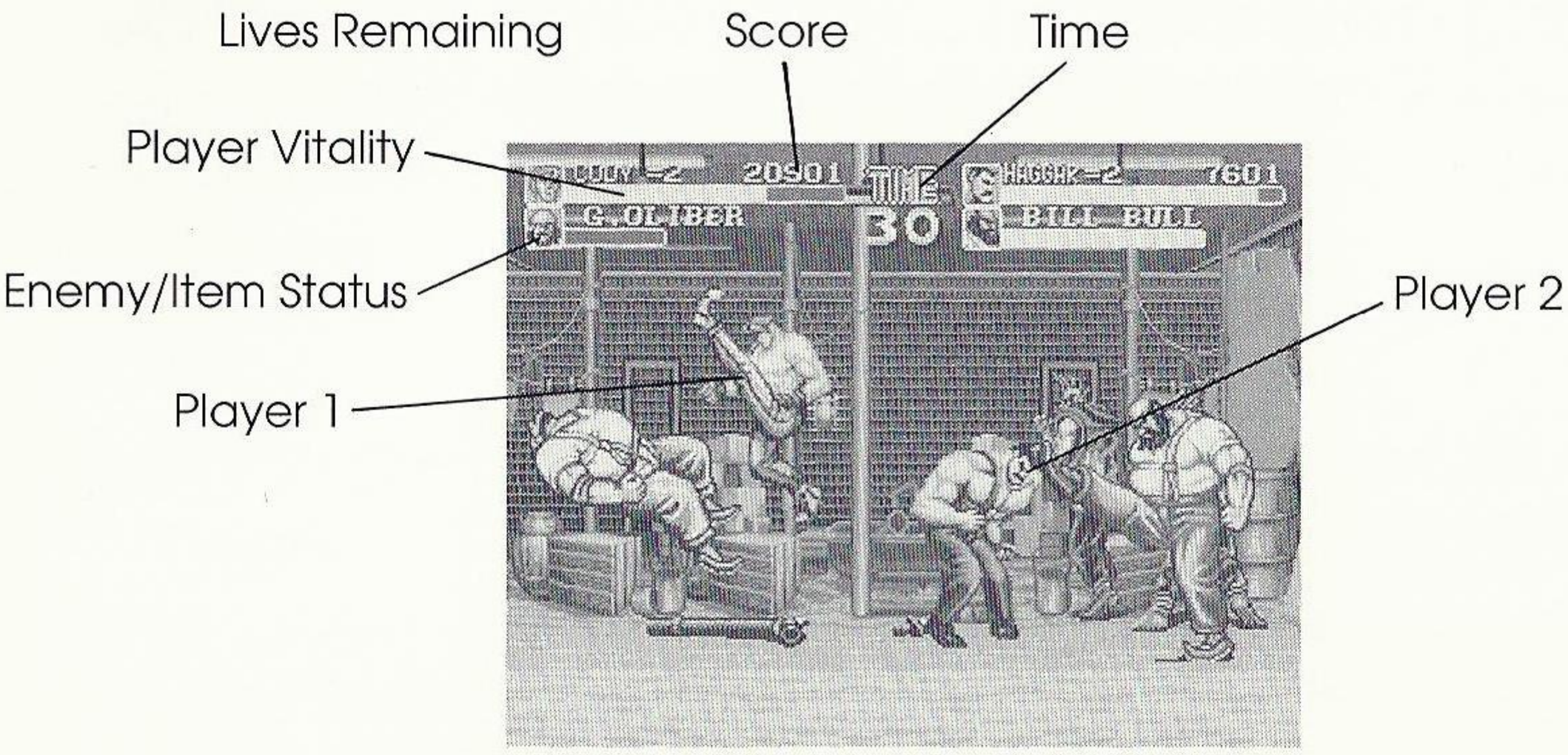
BGM: Press the **D-Pad** left or right to turn the background music on or off.

Music: Listen to any of the music tracks used in the game. Use the **D-Pad** to select a track, and press **Button C** to start the music.

SE: Listen to any of the sound effects used in the game. Use the **D-Pad** to select the effect you want, then press **Button C** to activate the sound.

When you're finished, highlight "Exit" and press the **Start** button to return to the Starting menu.

The Game Screen



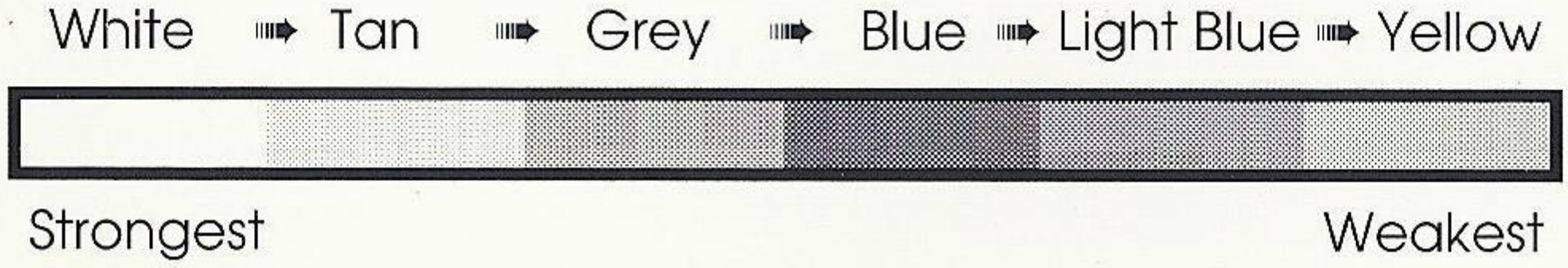
Time: Indicates the time remaining in the current round. Use the clock to mark your progress. Unlike playing a Time Attack game (see page 6), you are not racing against the clock.

Vitality: This bar shortens each time your fighter is injured or exhausted by using a Special Attack. When your vitality runs out, you lose a life.

Enemy/Item Status: Shows the face, name and vitality of your current opponent. If your fighter picks up an item or weapon or is hit by some sort of projectile, this indicator will display the name of that object as well.

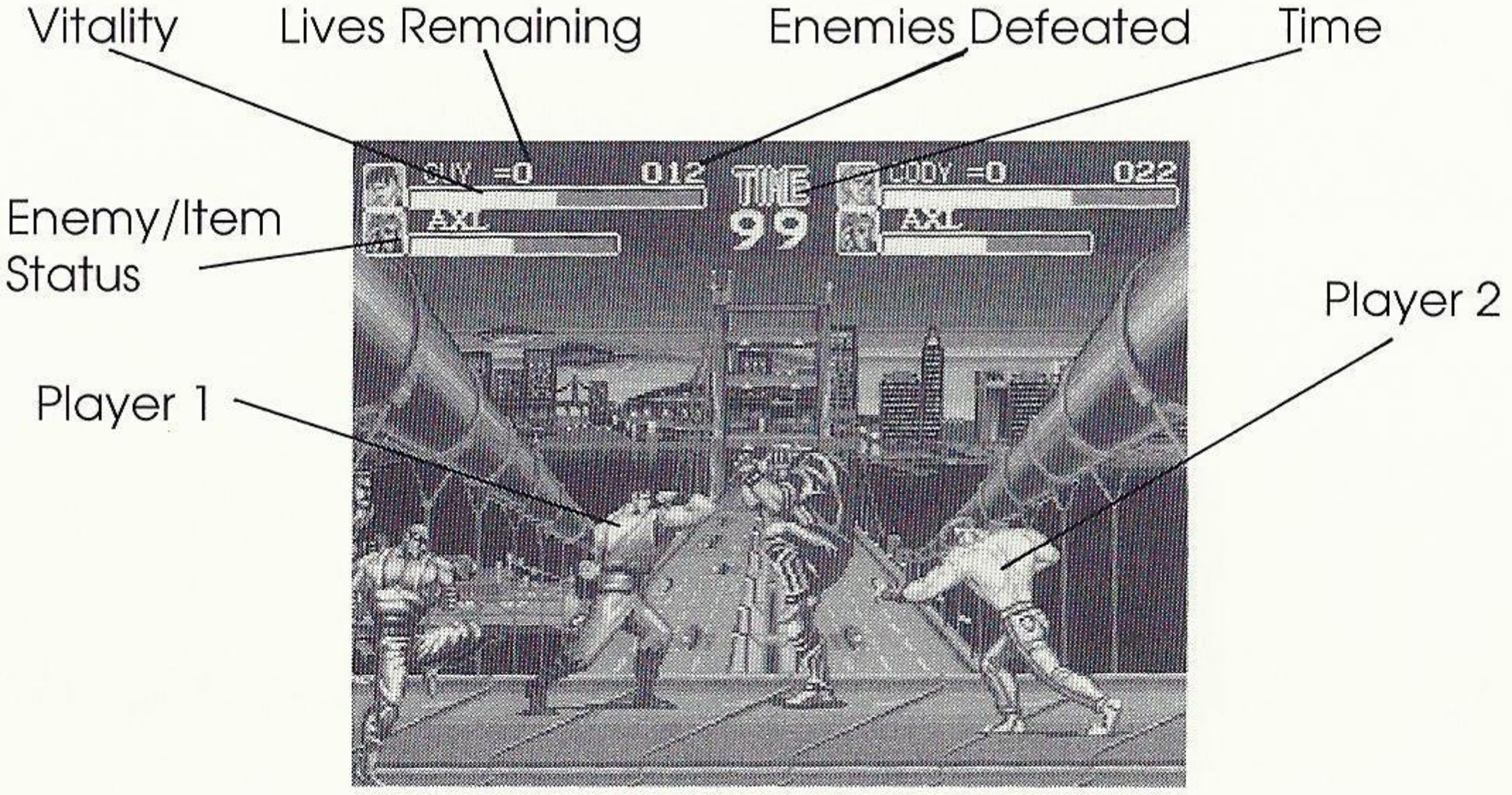
Some enemies have a great deal of vitality, shown by the color of their Vitality bar. As an enemy weakens, the color changes. When the Vitality bar reaches the weakest color, it begins to shorten. When the bar is completely gone, your enemy's face icon is crossed out, and that enemy is defeated.

Vitality Bar



Time Attack

The object of the Time Attack game is to waste as many Mad Gear thugs as you can within a limited amount of time. Use it for practice, or compete with a friend for the highest body count!

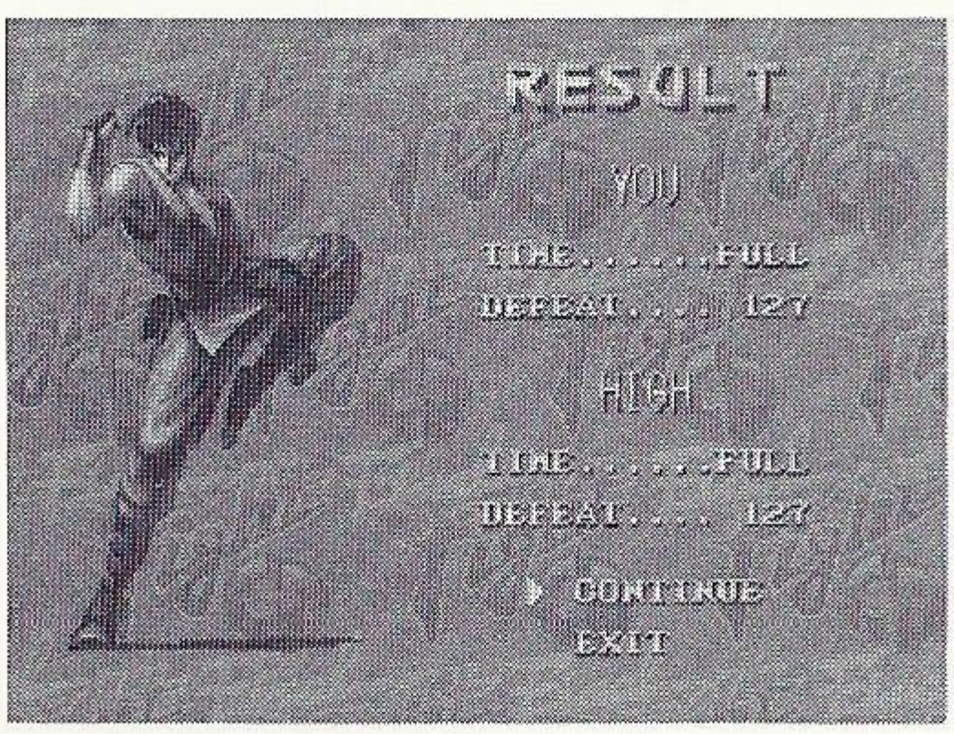


Enemies Defeated: This shows how many enemies you've defeated so far. You're graded on this in the end.

Time: The game ends when this timer reaches zero.

Vitality: This bar shortens each time your fighter is injured or exhausted from using Special Attacks. When it runs out, you lose a life.

Enemy/Item Status: Shows the picture, name and vitality (if any) of the enemy or weapon your fighter is currently dealing with.

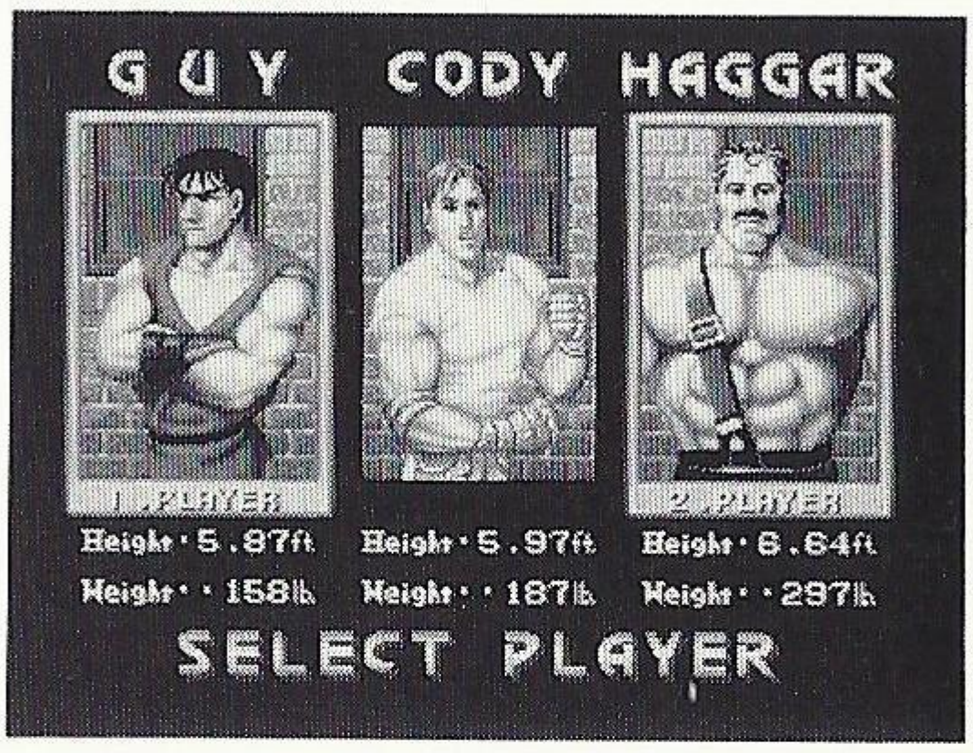


The Time Attack round ends when you lose all your lives or the timer runs out. You then see a screen showing how many enemies you defeated and the amount of time you took to do so. If you fought through the entire time period, the word "FULL" appears. Compare your score to the highest score of the day, shown below your score.

You can then choose to play another round by selecting "Continue," or end the game by selecting "Exit." Use the **D-Pad** to make your choice, and press the **Start** button.

In two-player games, you first see a screen telling you which player scored highest. Then you see a screen with the battle statistics for the winning player.

The Two-Player Game



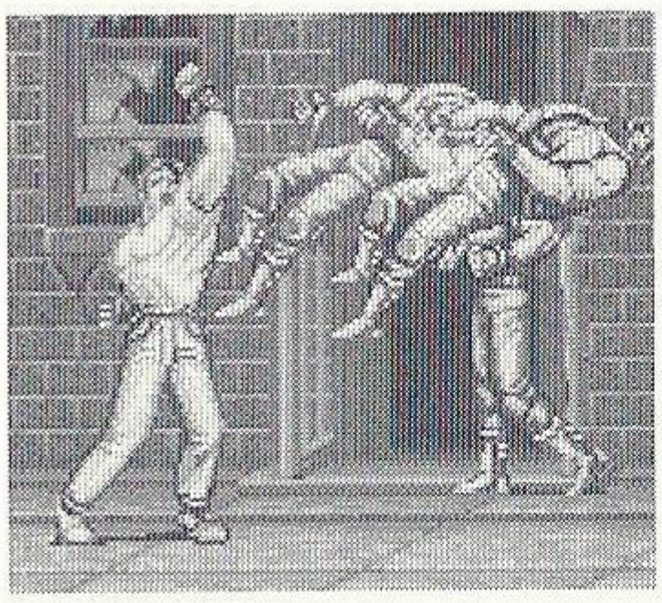
You and a friend can battle the Mad Gear gang together in the regular game or the Time Attack. Player 1 presses **Start** to begin the game and bring up the Player Select screen. Then Player 2 presses **Start** to join in. A blue box with the words "2 Player" will appear around one of the fighters. Both players can then use the **D-Pad** to select their fighters. Both players cannot select the same fighter.

Player 2 can join a regular game in progress by pressing **Start**. (Player 2 cannot join a Time Attack game in progress.) In the upper-right corner of the screen, the words "Player Select" appear. Press the **D-Pad** left or right until the picture of the character you want appears, then press **Start** again to get into the action!

When a player runs out of lives, the word "Continue" will appear in that player's corner of the screen. Press **Start** to bring up "Player Select." Choose your character and press **Start** again to continue the battle.

The Moves

Regular Attack — Press Attack Button Repeatedly



Each Fighter has a regular cycle of attacks that he repeats until his enemy falls away.

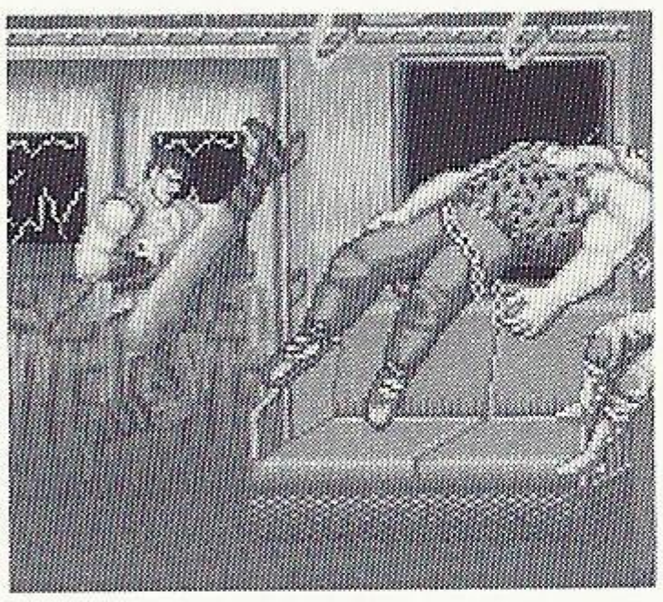
Guy: 2 Back Fists, 1 Body Punch, 1 Elbow Slam and a Back Spin Kick

Cody: 2 Jabs, 1 Body Blow and a Tornado Uppercut

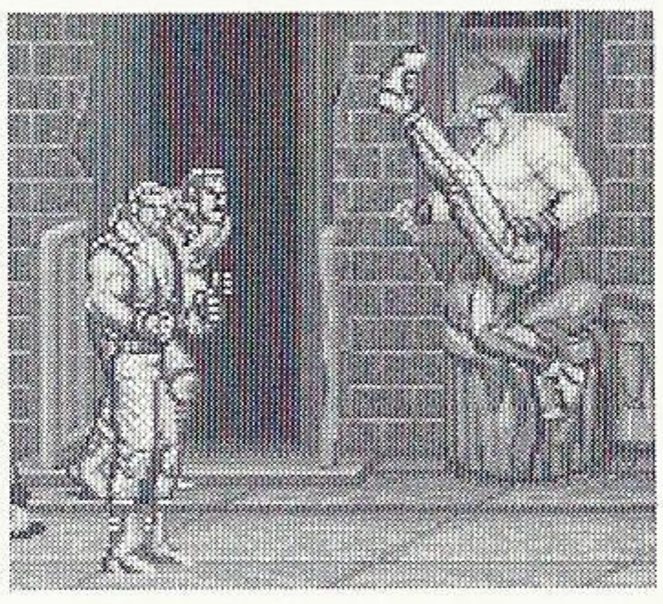
Haggar: 2 Body Blows and a Hammer Blow

Jump kick — Jump Button ➠ Attack Button

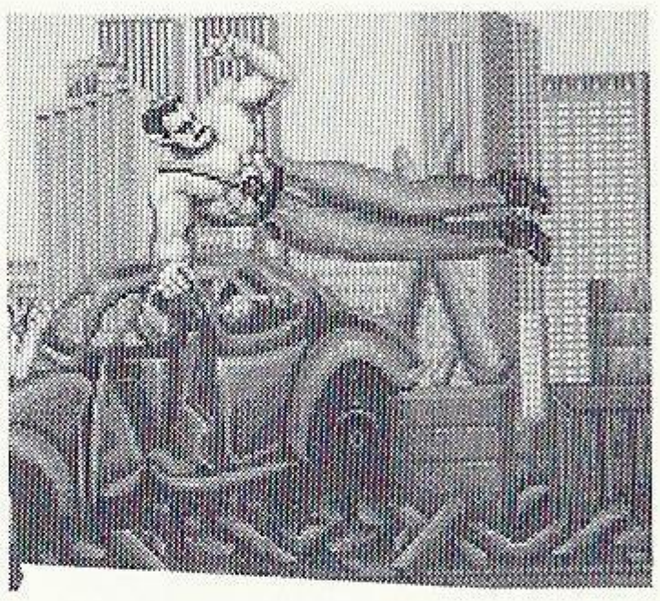
Press the **Jump** button. While your Fighter is in midair, press the **Attack** button for a vertical jump kick.



Guy: Flying Front Kick



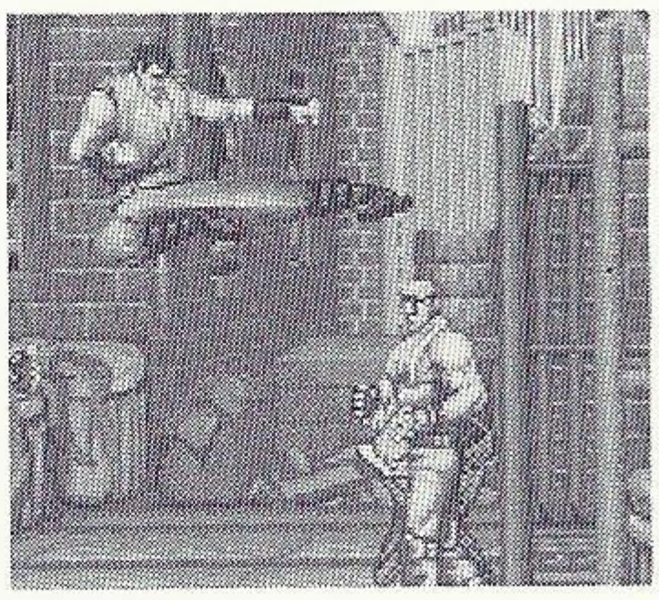
Cody: Jump Kick



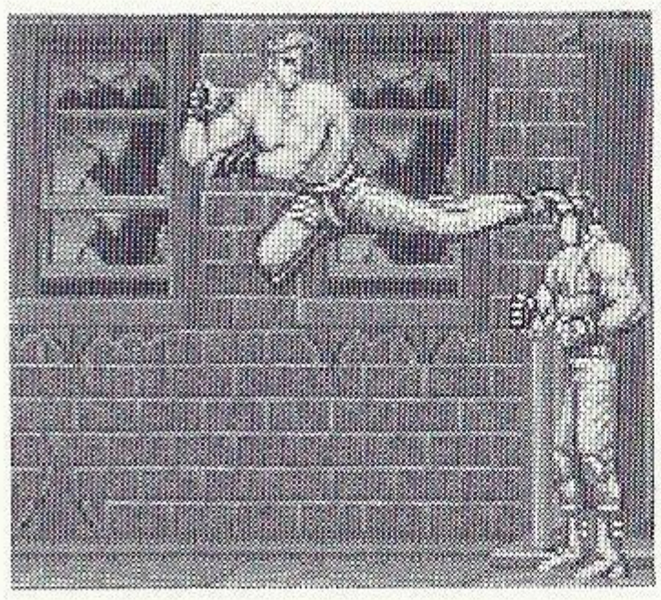
Haggar: Drop Kick

Guided Jump Kick — D-Pad Left or Right + Jump Button ➠ Attack Button

Use the **D-Pad** to guide your jump, then press the **Attack** button to kick.



Guy: Off-the-Wall Kick

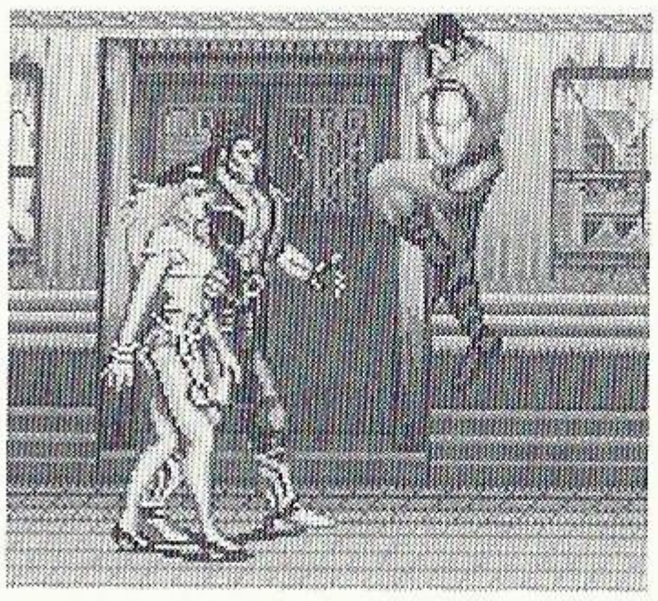


Cody: Flying Jump Kick

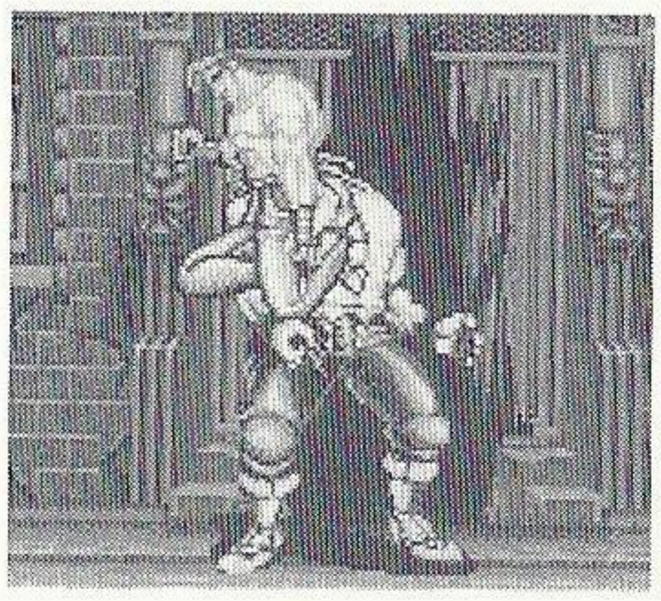
Drop Attack

Jump Button ➠ D-Pad DOWN + Attack Button

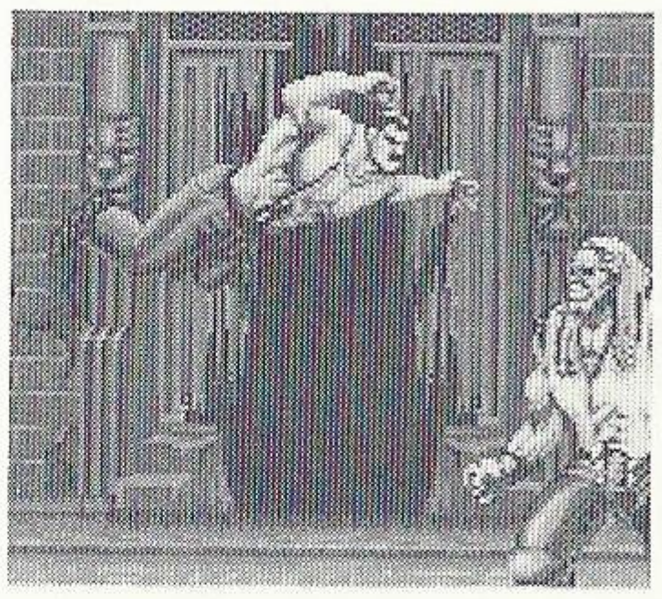
Press the **Jump** button for a vertical jump. While your fighter is in midair, press the **D-Pad** down and press the **Attack** button.



Guy: Knee Drop



Cody: Jumping Knee Kick

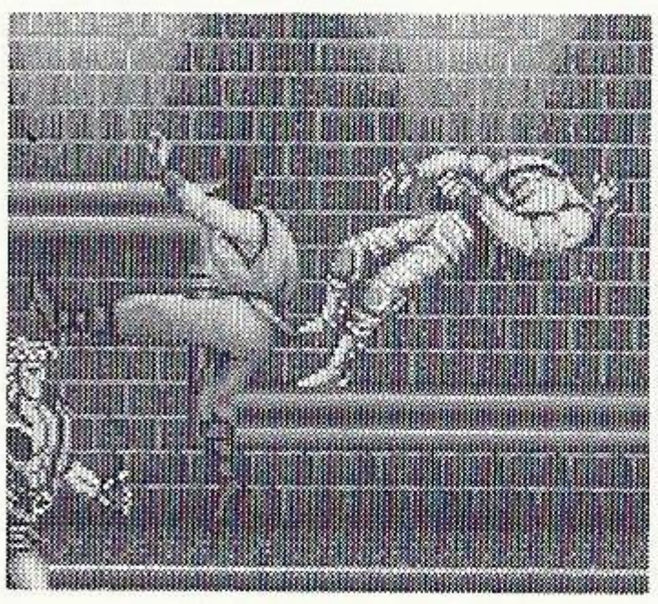


Haggar: Flying Attack

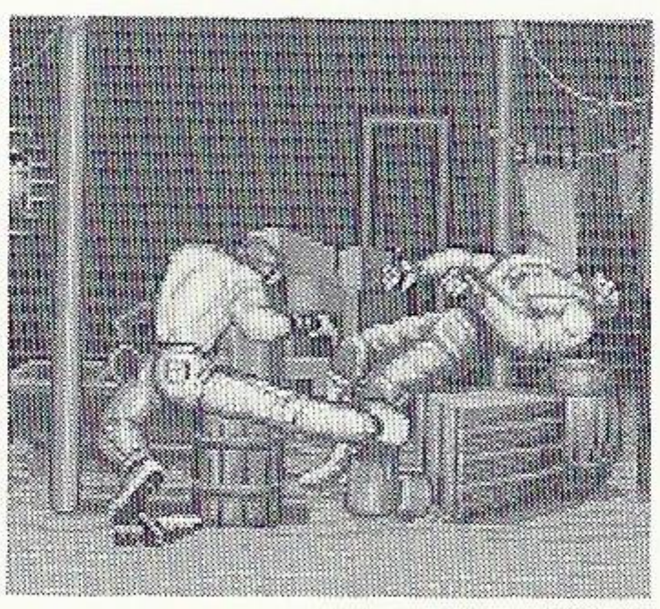
Special Attack

Special Button OR Attack + Jump Buttons Simultaneously

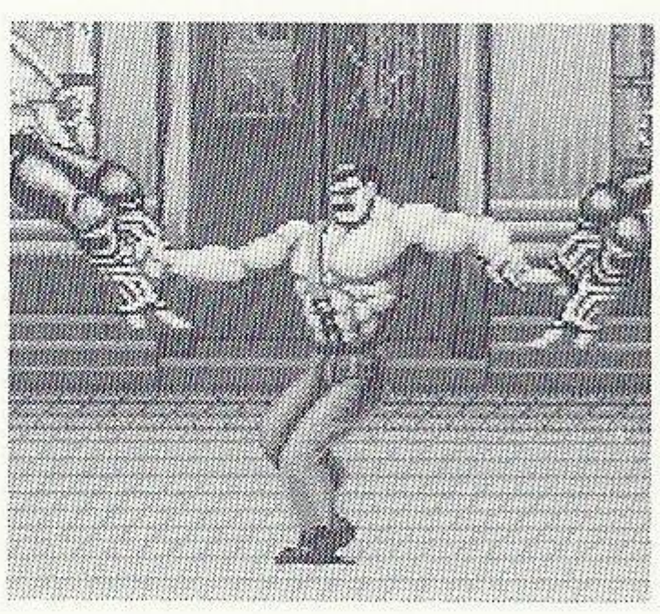
Each fighter has a devastating Special Attack that knocks away enemies, no matter how powerful, on all sides! However, each time you use the Special Attack and it connects with an enemy, it takes up some of your fighter's vitality. You can use this attack until your fighter's vitality is almost gone, but this will leave you extremely vulnerable!



Guy: Whirlwind Kick

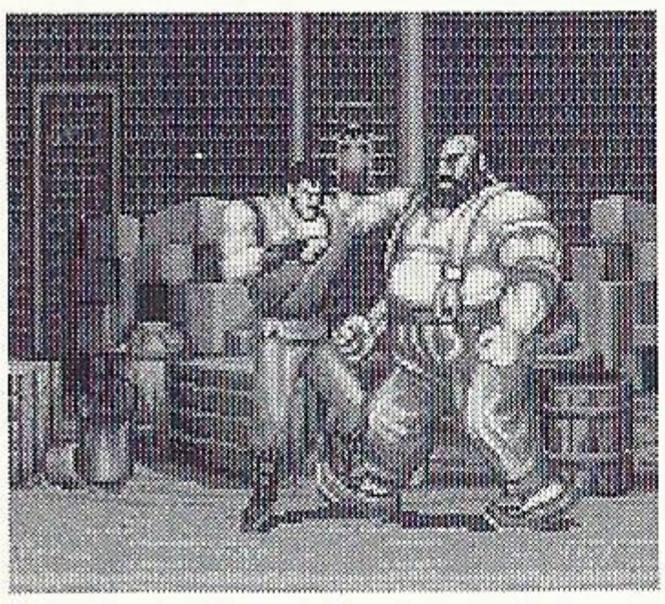


Cody: Flying DoubleKick



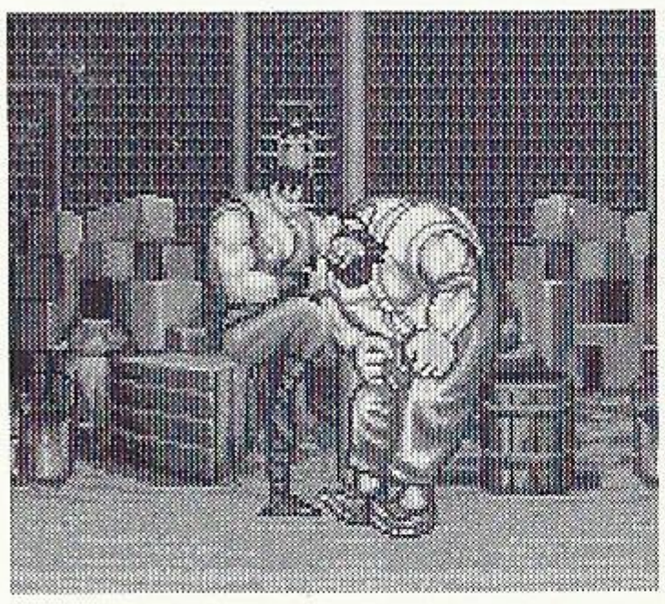
Haggar: Double Lariat

Up Close and Personal

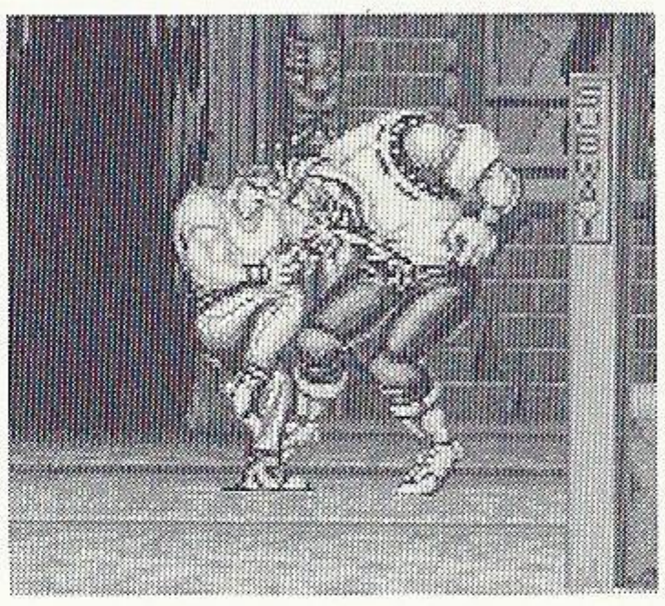


If you can get your fighter close enough to an opponent without getting hurt, your fighter will grab that opponent, making the following attacks possible:

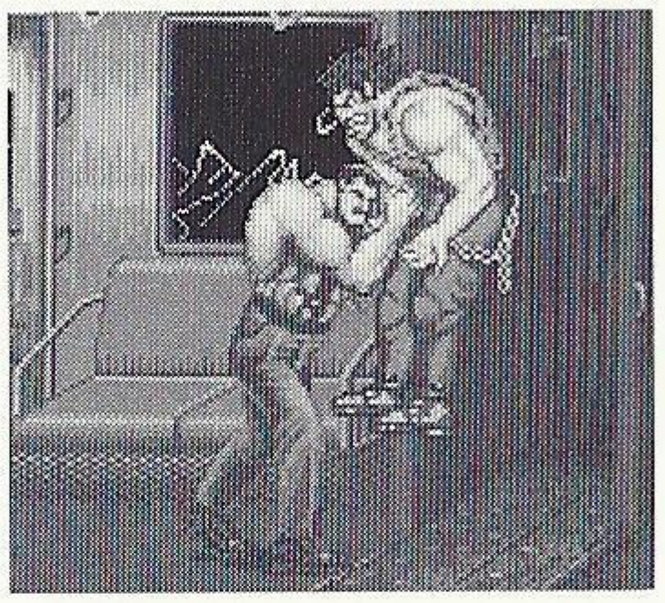
Body Blow — Attack Button



Guy: Knee Slam

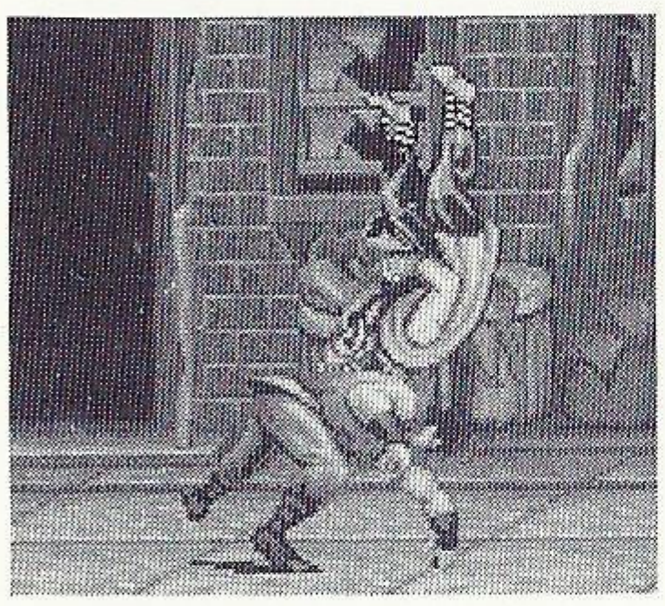


Cody: Knee Slam

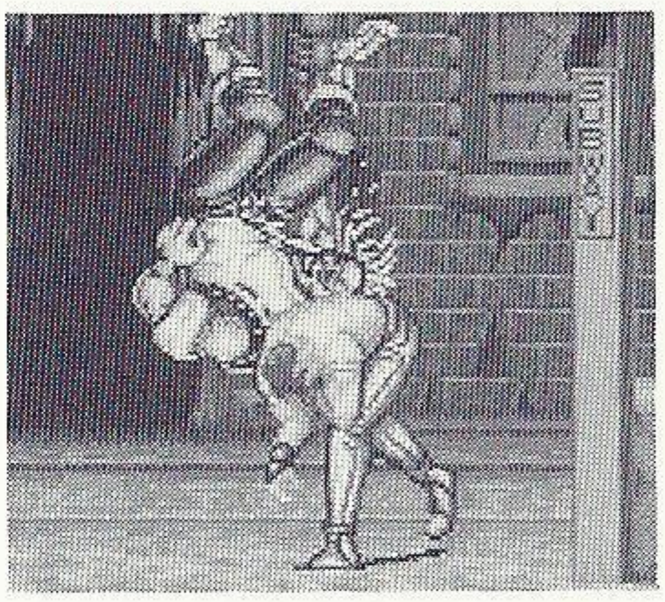


Haggar: Head Butt

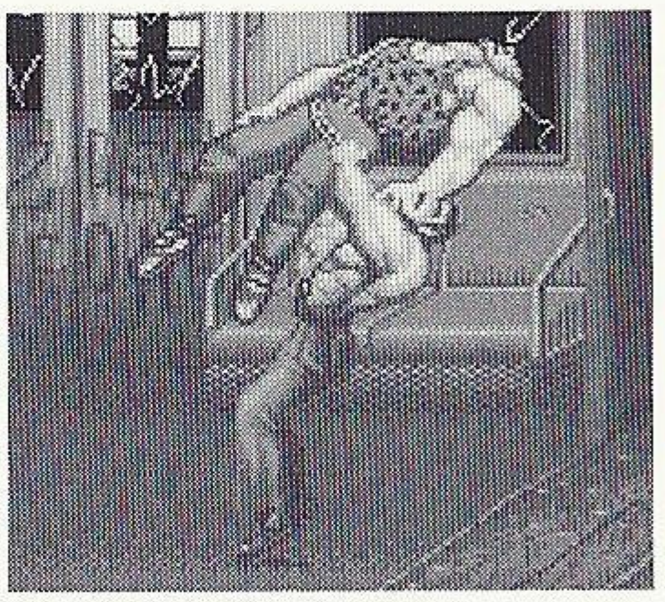
Throw — D-Pad TOWARD Opponent + Attack Button



Guy: Body Throw



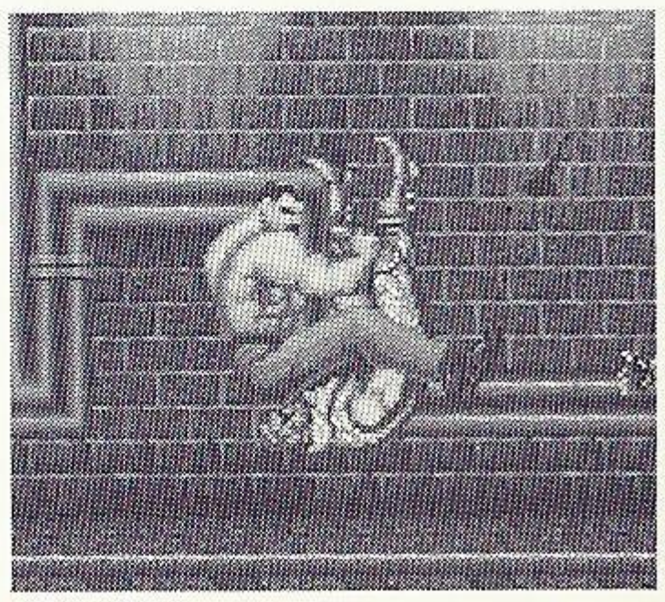
Cody: Shoulder Throw



Haggar: Back Drop

Pile Driver (Haggar Only) — Jump Button ➠ Attack Button

Grab your opponent and press the **Jump** button. While Haggar is in midair, press the **Attack** button, and . . . that's gotta hurt!

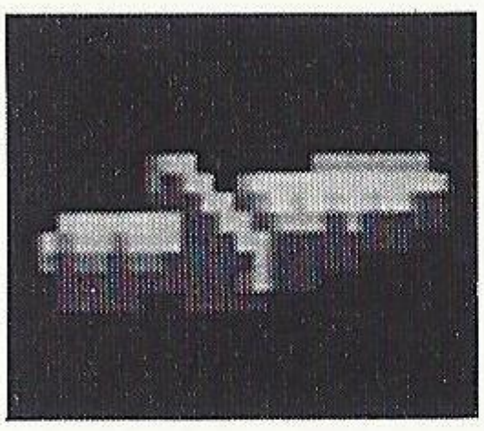


Items and Weapons

You'll find items and weapons in these places: lying on the ground; concealed in barrels, drums, phone booths, signs or stacks of tires; or in the hands of enemies. Pick up an item by moving your fighter over it and pressing the **Attack** button.

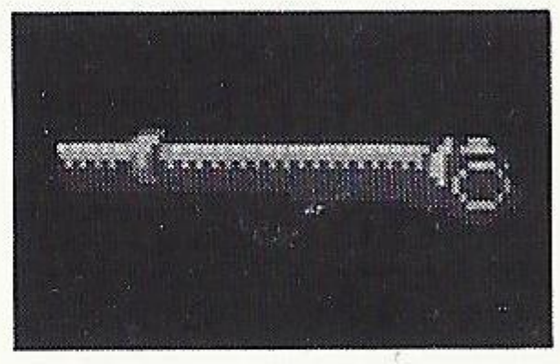
Weapons

Attack an enemy to make him drop his weapon where you can pick it up. Use each weapon by pressing the **Attack** button.



Knife: Each fighter uses this weapon a little bit differently. Cody is especially skillful with knives, and will hold on to the knife until he has attacked an enemy. Then, if you press the **Attack** button when Cody is standing at a distance from an enemy, he will throw the knife. Guy and Haggar both stab at close range and throw the knife from a distance.

Steel Pipe: All three fighters use the pipe the same way, but Haggar is especially destructive with this weapon!





Katana: Pick this up and hack away! The Katana is very effective at mowing down enemies, but can only be dropped and picked up again once. After it's dropped a second time, it disappears.

Food

These items restore part or all of your fighter's vitality and provide bonus points.



Meat (Barbecue, Steak, Chicken)**:** Restores your fighter's vitality completely. Worth 10,000 points.

Junk Food (Hamburger, Hot Dog, Pizza, Curry & Rice, Sushi)**:** Restores half of your fighter's vitality. Worth 5,000 points.





Fruit (Bananas, Pineapple, Apple, Orange, Grapes)**:** Restores one-fourth of your fighter's vitality. Worth 3,000 points.

Drinks (Milk, Soda, Vitamin Drink)**:** Restores one-eighth of your fighter's vitality. Worth 1,000 points.



Bonus Items



Diamond, Gold Bars
Worth 10,000 points.



Ruby, Emerald, Pearls (red), Topaz, Necklace (blue)
Worth 5,000 points.



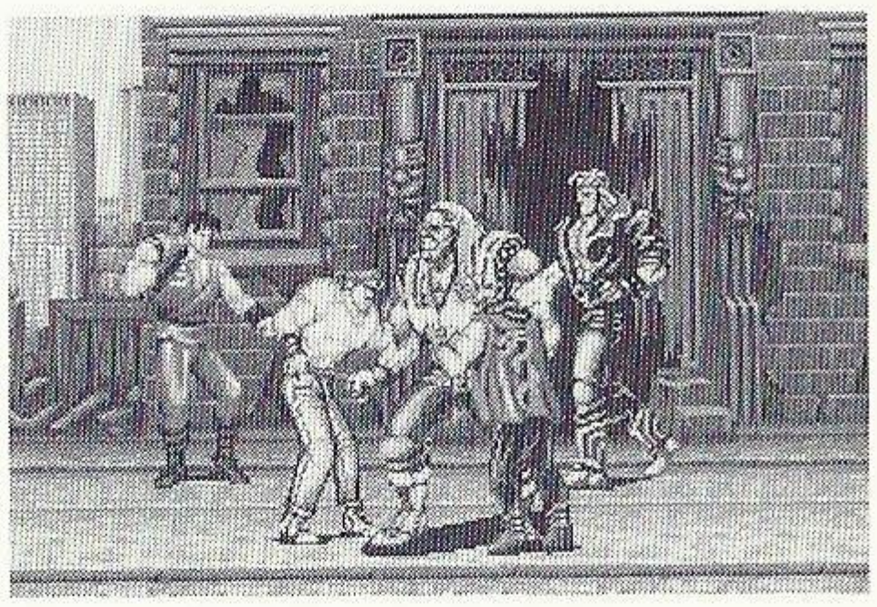
Watch, Dollar, Yen
Worth 3,000 points.



Radio, Handkerchief, Hammer
Worth 1,000 points.

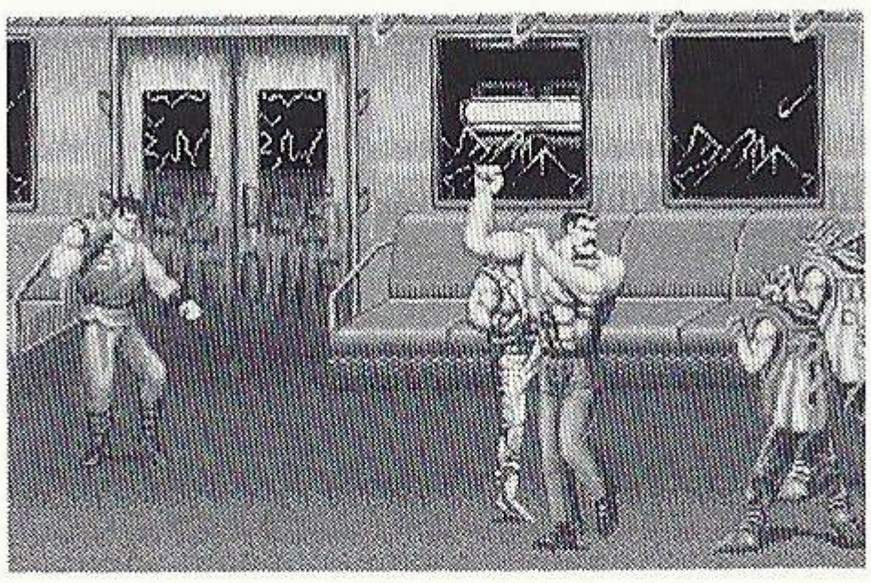
Metro City Wars

Round 1: The Slums



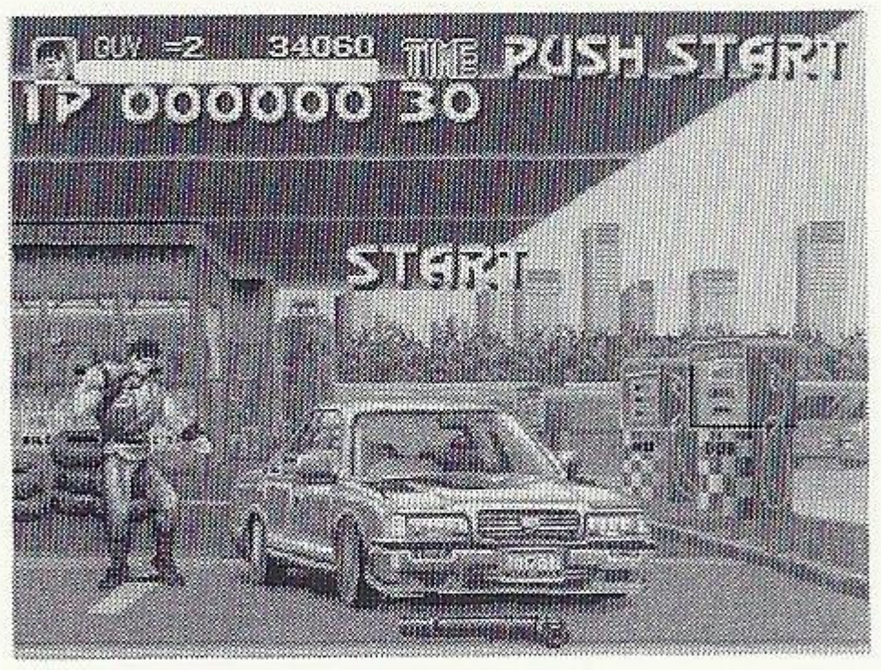
You start your search in the darkest, filthiest ruins of Metro City, and you hit paydirt right away! Thrasher, one of Mad Gear's minor officers, has got Jessica, but to get to him, you have to battle past his flunkies.

Round 2: The Subway



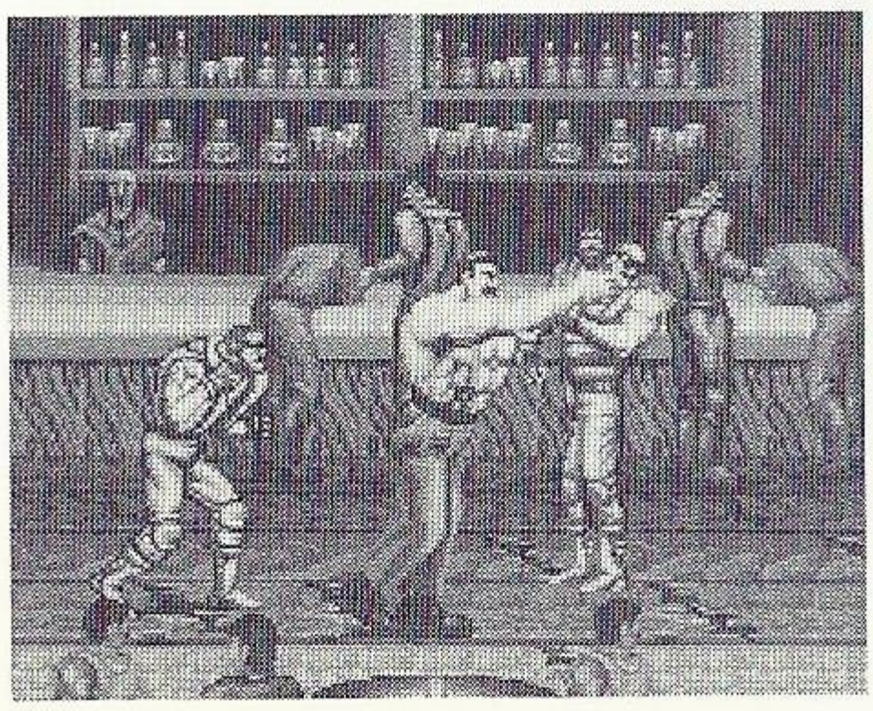
Jessica is nowhere to be found, so you decide to try the West Side for clues. The Metropolitan Subway is the fastest way there, but no citizen who values living dares to use the subway anymore. Descend into the bowels of the city and get ready for the wildest — and possibly the last — ride of your life!

Bonus Round 1



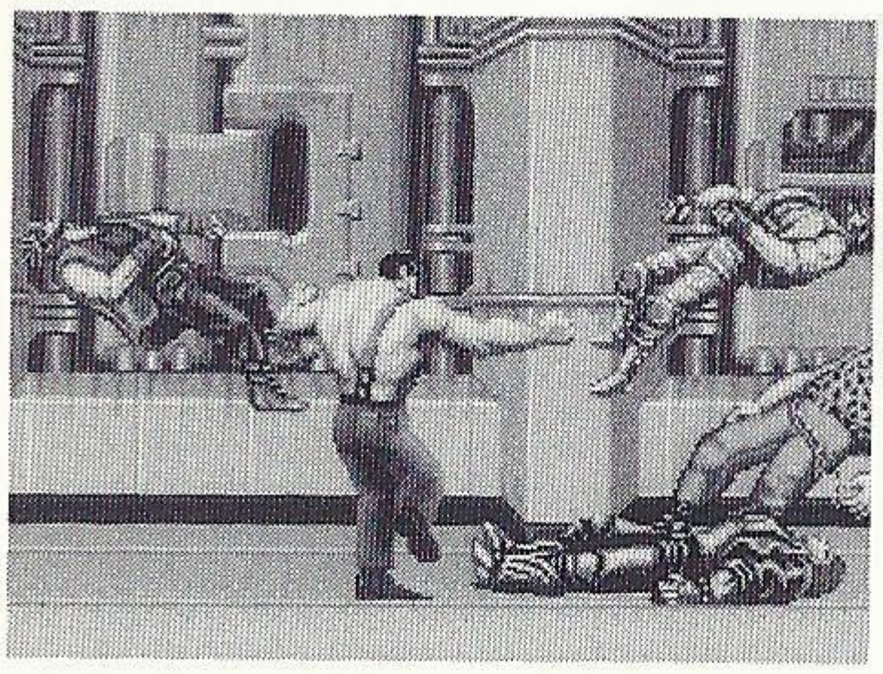
Look! A Mad Gear vehicle sitting all alone at the gas station . . . and a steel pipe close by! If you destroy the car completely before the timer runs out, you get a 20,000-point bonus plus 1,000 points for each second remaining on the timer.

Round 3: The West Side



Somewhere in this seedy entertainment district is a favorite Mad Gear watering hole and a possible holding place for Jessica. Smash signs for weapons and items. Be careful you don't become the main attraction in Mad Gear's favorite sport: death in the arena!

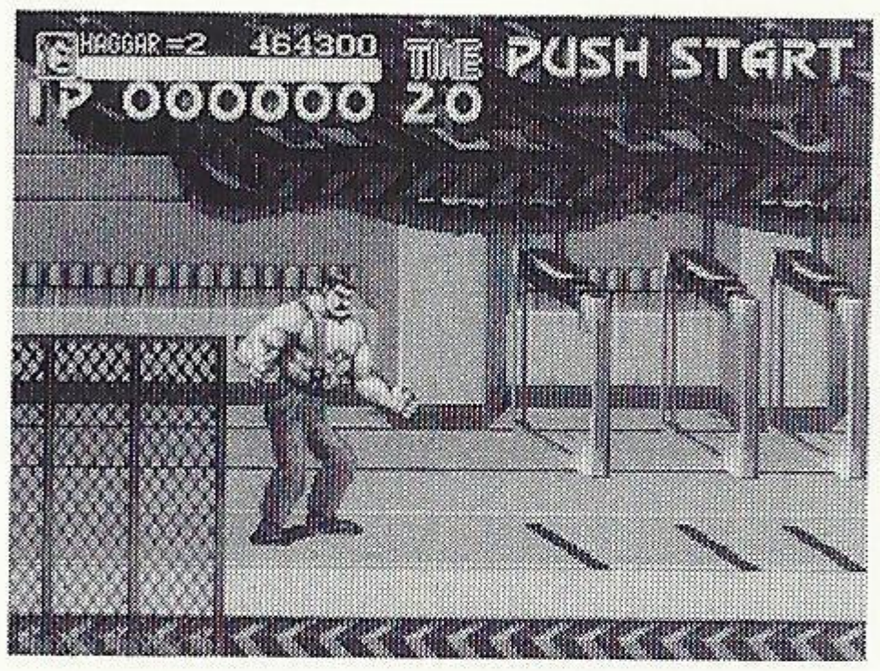
Round 4: Industrial Area



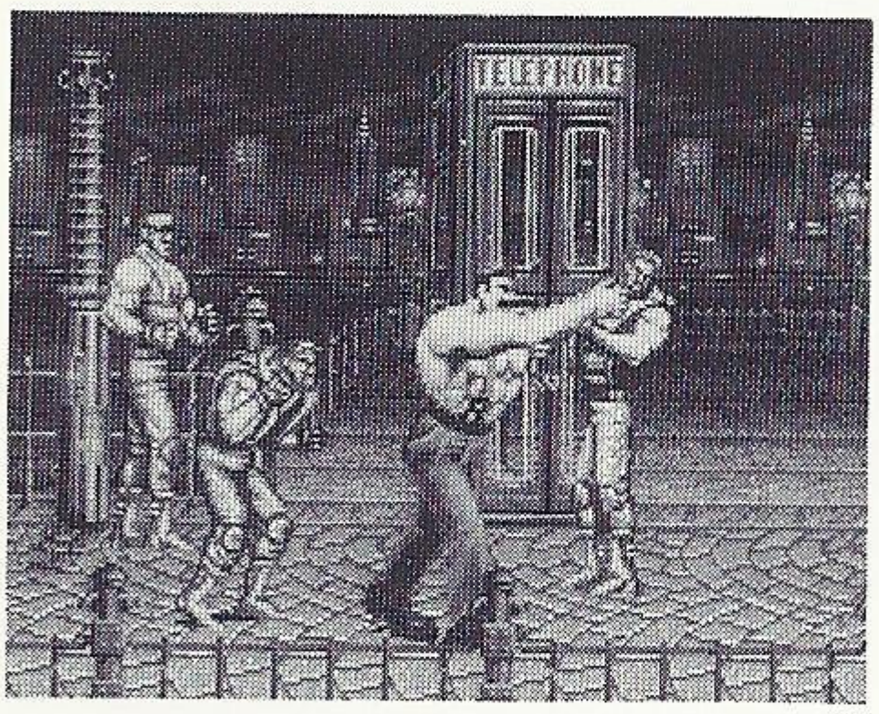
Inside the factory complex, your enemies are not the only dangers you have to look out for — one wrong step on a vent cover can kill you just as quickly! Take a perilous ride on a cargo elevator filled with enemies before combat expert Rolento tries to blast you from the site with his grenades!

Bonus Round 2

Test your power and precision by smashing all of the glass panels before the timer runs out. Scoring is the same as in Bonus Round 1, and you receive 2,000 points for each panel you break. Be careful to hit each panel in the center, or it will spin instead of smashing.



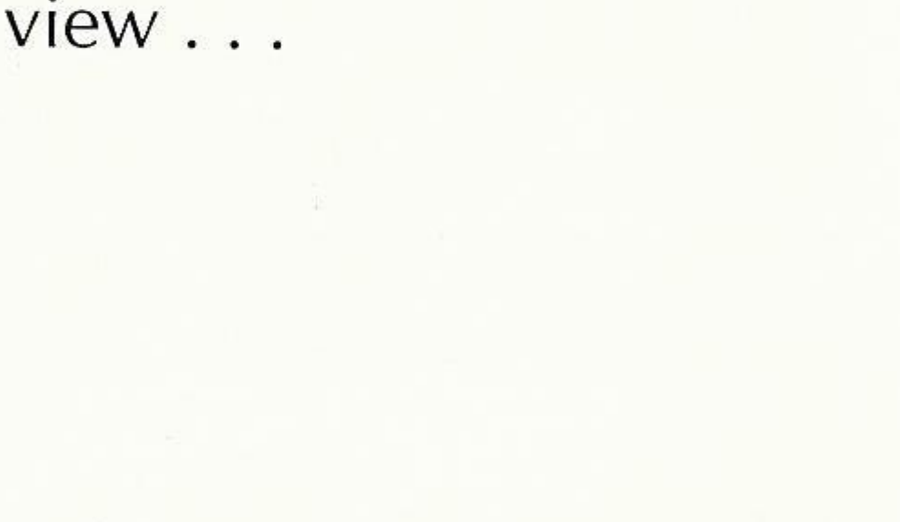
Round 5: Bay Area



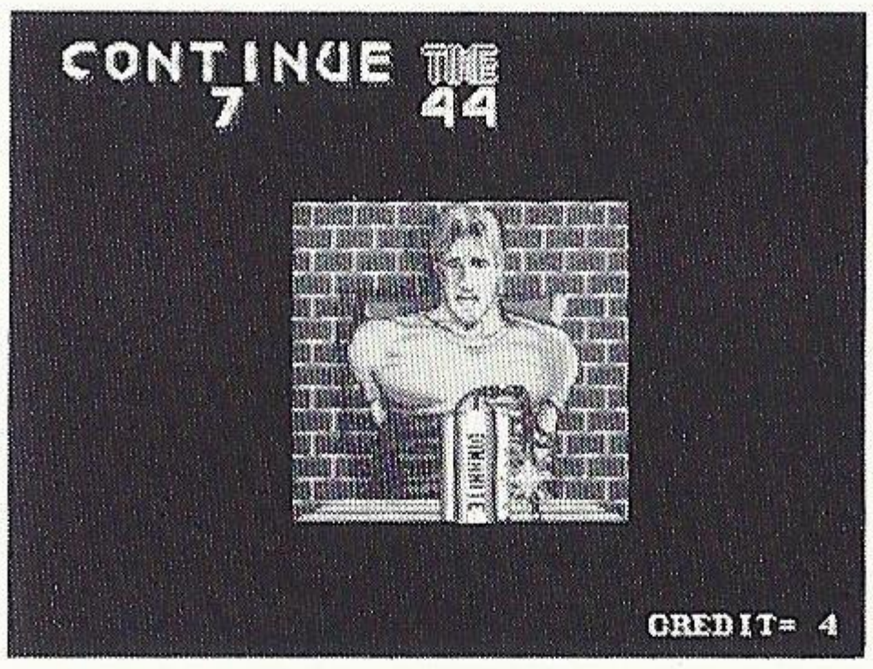
Take a leisurely walk by the sea. You might even enjoy the scenery if it weren't for all those hostile gang members blocking your view . . .

Round 6: Uptown

You've looked everywhere else with no luck. This must be the place where Jessica is being held hostage, and where you'll find the leader of the gang. Follow the string of thugs to the Mad Gear headquarters and step inside!



Game Over/Continue



The game ends when your fighter runs out of lives. You'll see a countdown screen. Press the **Start** button to stop the countdown and continue the game at the same spot you left off (retaining all points). Next, select the fighter you want to use in the new game by pressing the **D-Pad** left or right, and then press **Start**. You have four chances to continue.

Entering Your Initials

If you made one of the top scores of the game, you'll be able to enter your initials. A character appears in the upper corner of the screen. Press the **D-Pad** left or right to cycle through the characters, and press **Button C** to choose the one that's showing. After you select three initials, the word "ED" will appear. Press **Button C** again to enter your initials.

Battle Tactics

- Oil drums can hold bonus items, but they can also hurt you if an enemy rolls them on top of you. Get rid of the enemies first, then smash the drum to get the goodies.

- Your main battle strategy should be crowd management. Avoid getting surrounded. See if you can group all your enemies together, then mow 'em down by throwing a body or two into the crowd. You can also maneuver them so that they damage each other with their own weapons. Better them than you!

- Learn the fighting styles of each enemy and go for his or her weak spots. You'll outlast speed and brute force every time. Remember, Mad Gear has the brute force, but you've got the brains!

Handling Your Compact Disc

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.

- Do not bend the compact disc. Do not touch, smudge or scratch its surface, or submerge it in liquids.

- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.

- Always store the compact disc in its protective case.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD 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 CD 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 compact disc to us. The cost of returning the compact disc shall be paid by the purchaser.

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2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

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6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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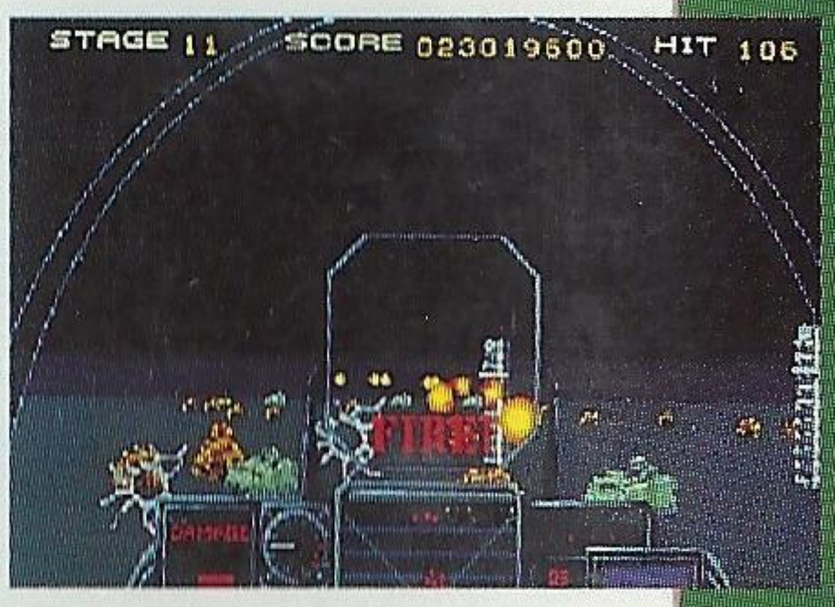
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