SEGA™

SEGA CD™

Digital Pictures

USER MANUAL



SUPREME WARRIOR

英雄

YING HEUNG

OFFICIAL SEGA SEAL OF QUALITY

Insta Switch CD-ROM THE INSTANT RESPONSE VIDEO TECHNOLOGY

100% FULL MOTION INTERACTIVE VIDEO

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

MATURE M™ AGES 17+

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.**

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 projected televisions.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used for the Sega CD system. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

This game is licensed for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is in violation of applicable laws.

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

BACKUP MEMORY

The Sega CD's backup RAM must be formatted before you can save games to it. Use the first FORMAT option in the Memory menu to format the Sega CD's internal memory before playing the game. For more information, please see your Sega CD User's Manual.

AUDIO CONNECTIONS FOR ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable 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 your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

HANDLING YOUR CD-ROM

- The Sega CD Disk is intended for use exclusively on the Sega CD™ system.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- 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.

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.



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.

Digital Pictures

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SUPREME WARRIOR

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SETTING UP

1 ····· Set up your Sega CD and Sega Genesis as described in the documents that came with the systems. Make sure you have your control pad plugged into port 1 (the one on the left).

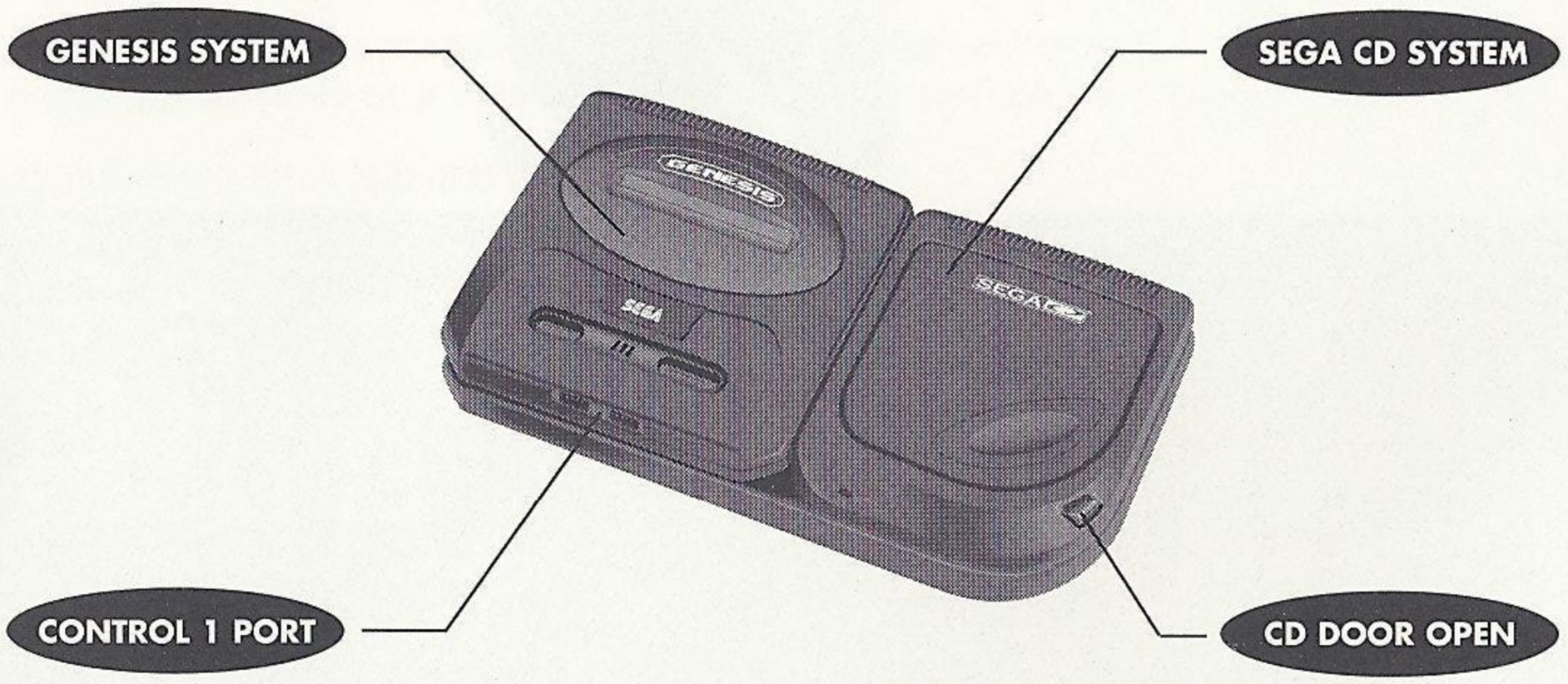
2 ····· Turn on your TV or monitor, then turn on your Genesis. The Sega CD logo screen will appear.

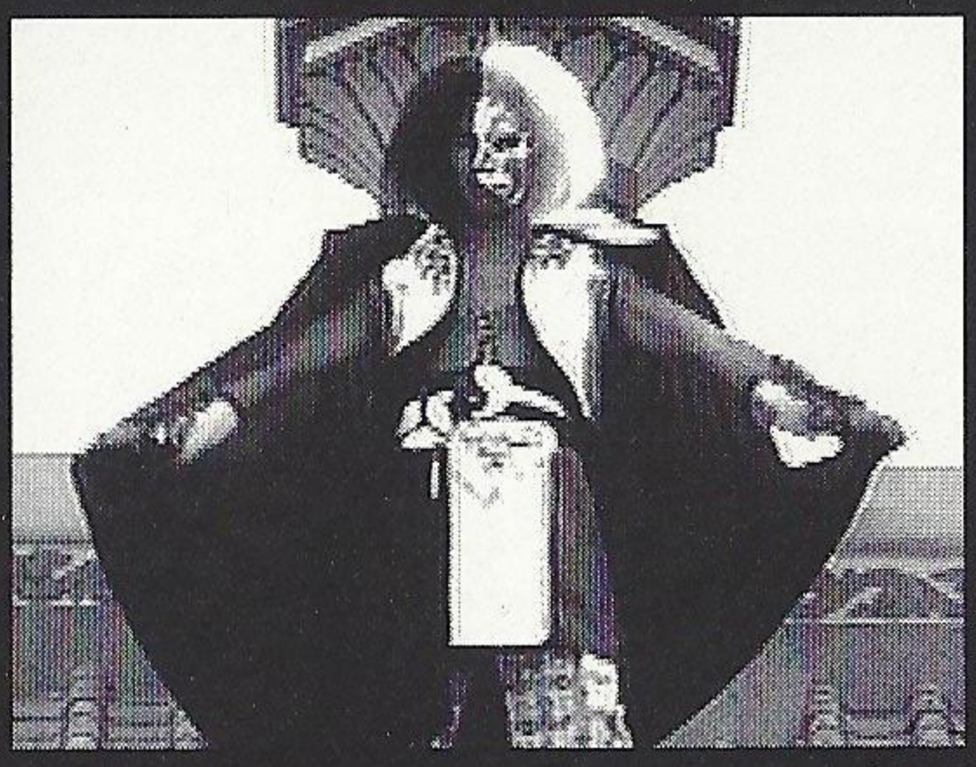
3 ····· Open the disc tray or the CD door. the *Supreme Warrior*™ compact disc into the tray, label side up. Close the tray or door.

4 ····· If the Sega CD logo is still on the screen, press Start to begin the game. If the Control Panel is on the screen, move the cursor to the CD-ROM button and press button A, B or C to begin.

NOTE: Supreme Warrior is contained on two compact discs. You can start the game with either disc. During the game, you may will be prompted to replace one disc with the other.

If you know the opponent you wish to fight first, you can load the correct disc at startup. The Earth and Fire Warlords and their bodyguards are stored on Disc 1. The Wind Warlord and Fang Tu with their bodyguards are stored on Disc 2.





Once upon a time, there was a famous warrior named Wei Jian Tsen. Wei Jian Tsen waged many battles and became ruler of many lands. After each victory, he would go into the mountains to meditate on what he had learned that day. On one of his journeys into the mountains he met a simple craftsman named Dai Bing. Dai Bing recognized that Wei Jian Tsen had learned the way of a true warrior by balancing the forces of good and evil in himself. As a tribute to Wei Jian Tsen, Dai Bing - who was in reality the great sorcerer Ka Fung - crafted a mask that could be broken into two halves, one representing good and one representing evil. When the two halves of the mask were joined, the wearer would possess untold power.

Wei Jian Tsen used the power of the mask wisely for many years and was very happy. Then one day, darkness entered his household. His beloved Mei Tu, 2nd wife to Wei Jian Tsen, came under the spell of the Black Flower Cult, an ancient society which was thought to have been annihilated for its acts of evil sorcery and murder. Under the influence of the Cult, Mei Tu gave birth to their only son - Fang Tu - and plotted to steal the magical mask from Wei Jian Tsen. Discovering the dark power of Mei Tu, Wei Jian Tsen became afraid of the evil that she might loose on the world. He had her executed to save his people. Fang Tu was too young to understand his father's actions and filled with venom. He left the clan. Wei Jian Tsen feared the worst and divided the mask into its two parts: half he placed in the care of Master Kai Chi Tien, the eldest and

TO LIVE A FULL LIFE IS TO WIN...
TO LIVE TO WIN ONLY IS TO LOSE!

- Old Chinese Proverb

most respected of the Shaolin monks; the other half he kept by his side where it would be safe.

For many years, it seemed as if peace had returned to Wei Jian Tsen and his clan. Then one day, the villainous Fang Tu returned to his homeland to kill his father and reclaim the mask. Master Kai heard of Fang Tu's massacre. He knew that Fang Tu would learn the location of the other half of the mask and knew that he had to remove his precious treasure from its resting place. But he also knew that Fang Tu would track him down. Master Kai was afraid to carry the mask himself and called upon the most trusted disciple of the ancient order of the White Robe to bring it from the Shaolin temple to his secret sanctuary hidden in a cave deep in the woods.

The hardest step in any journey is always the first...

QUICK CONTROL GUIDE



AT THE GONG IN MASTER KAI'S TEMPLE



DIRECTIONAL PAD (D-PAD) — Highlights one of the masks at the bottom of the screen.

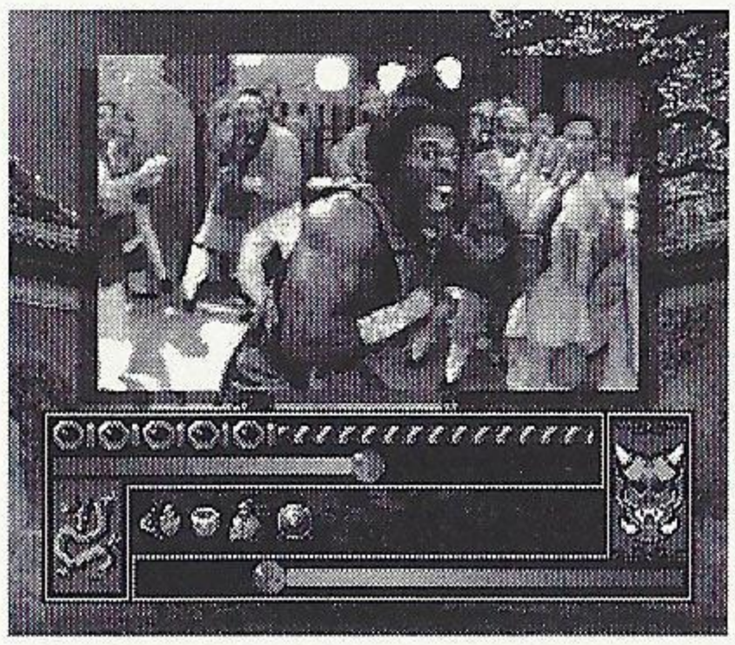
Chooses the location corresponding to the mask that is highlighted.

A • BUTTON — Press with a direction on the D-pad (Up or Down) to specify which bodyguard you wish to take on first.

(If you don't specify a bodyguard, each Warlord will decide who your first opponent will be.)

START — Brings up the options menu.

DURING FIGHTING



DIRECTIONAL PAD (D-PAD) — Varies your technique when used with Button A, B or C. See page 8 for details.

A, B & C — Perform fight moves. See page 8 for details.

All three at the same time, pauses the game.

A + B + START — Surrender from the current battle and return to Master Kai's temple.

START — Switches from A B C to X Y Z mode (and back) for standard SEGA controllers.

With 6 button controllers, pauses the game.

AT THE OPTIONS AND PAUSE SCREENS

START — Selects a highlighted option and goes on to its subscreen, if there is one.

Returns to the Options menu from most subscreens.

DIRECTIONAL PAD (D-PAD) — Up and down scrolls through the options on the main menu and subscreens.

Left and right changes the options settings.

Selects letters on the subscreens where appropriate.

AT ANY POINT

START ···· Bypasses non-fight video sequences.

B + C ···· Changes language from English to Cantonese (or vice versa).

A + B + C ····

Press once to pause the game.

Press again to return to the game.

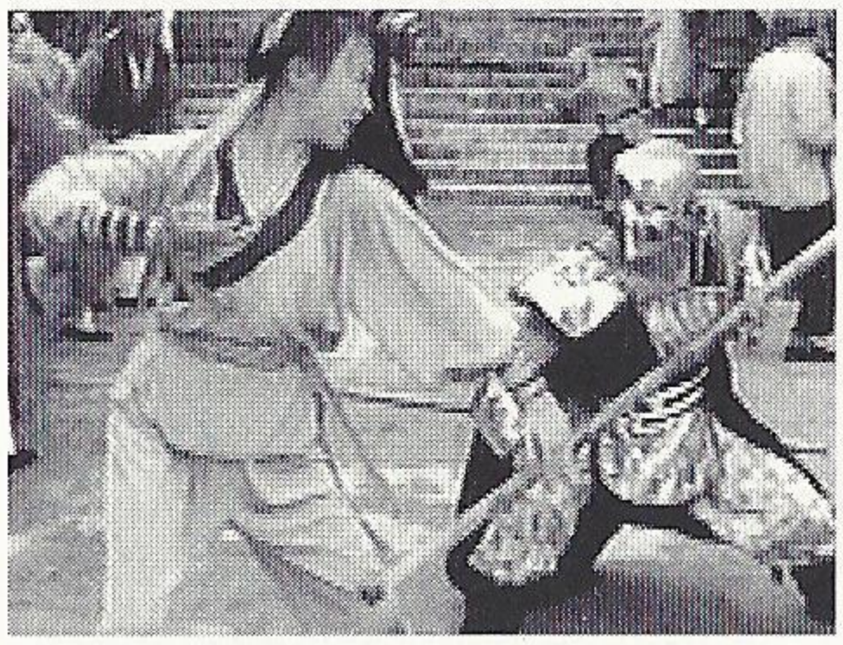
A + B + C + START ····

Press A-B-C-Start simultaneously to restart the game.

Press A-B-C-Start twice to view the Sega CD on-screen Control Panel.

NOTE: On a six button controller the X, Y and Z buttons will serve the same function as the A, B and C except during fighting. For example X + Y + Z will pause the game; X + Y + Z + Start will restart the game.

DOING BATTLE



CHIYAP ···· Button A + Button C

PUNCHES

RIGHT HOOK ···· BUTTON A + D-PAD right

LEFT HOOK ···· BUTTON A + D-PAD left

RIGHT PALM HEEL ···· BUTTON A + D-PAD upper right

LEFT PALM HEEL ···· BUTTON A + D-PAD upper left

TWO HANDED BODY PUNCH ···· BUTTON A + D-PAD up

KICKS

RIGHT ROUNDHOUSE ···· BUTTON C + D-PAD right

LEFT ROUNDHOUSE ···· BUTTON C + D-PAD left

RIGHT SIDE KICK ···· BUTTON C + D-PAD upper right

LEFT SIDE KICK ···· BUTTON C + D-PAD upper left

FRONT KICK ···· BUTTON C + D-PAD up

COMBINATION MOVES ···· two standard moves in quick succession

BLOCKS

RIGHT BLOCK — BUTTON B + D-PAD right

LEFT BLOCK — BUTTON B + D-PAD left

FRONT BLOCK — BUTTON B + D-PAD up

When you defeat an opponent, you will receive special gifts. The bodyguards offer skills which are potent but temporary. The warlords will teach you secret moves which can be used against opponents at other locations for the rest of the battle. (A warlord's secret move can't be used against himself or his guards).

SECRET MOVES

BUDDHA PALM — BUTTON A + D-PAD down



LEOPARD STRIKE — BUTTON B + D-PAD down



PHOENIX EYE — BUTTON C + D-PAD down



SPECIAL SKILLS

DOUBLE DRAGONS OF STRENGTH — BUTTON X + D-PAD left
Increases your attack chi, increasing your fighting power



PLUM BLOSSOM REJUVENATION TEA — BUTTON X + D-PAD right
Instantly recharges your health and attack chi



7 ANCESTORS CHI CONTROL STANCE — BUTTON X + D-PAD up
Throwing a technique will not reduce your attack chi



GOLDEN PEARL OF VITALITY

BUTTON Y + D-PAD left
Boosts your recovery rate



JADE TURTLE OF LONGEVITY

BUTTON Y + D-PAD right
Boosts your endurance



IRON LOTUS SHIELD

BUTTON Y + D-PAD up
Makes you temporarily invulnerable to your opponent's attacks



SNAKE STRIKE CHI

BUTTON Z + D-PAD left
The most effective strike is automatically chosen for you



TIGER'S EYE CHI

BUTTON Z + D-PAD right
Gives you a signal just before the optimum time to strike



NO SHADOW STANCE

BUTTON Z + D-PAD up
Slows down your opponent



NOTE: The Start Button switches from A B C to X Y Z mode (and back) for standard SEGA controllers.

START



Each dirty trick must be stolen from a warlord....you may only use these moves in the final battle against Fang Tu.

DIRTY TRICKS

EARTHQUAKE ····· BUTTON X + D-PAD down

FIREBALL ····· BUTTON Y + D-PAD down

HURRICANE ····· BUTTON Z + D-PAD down

REMEMBER: ALL OF THE SECRETS OF A SUPREME WARRIOR TAKE PATIENCE AND INGENUITY TO LEARN.

YOUR OPPONENTS

FIRE WARLORD



FULL NAME: Hatu, Fire Warlord of the Hunan Province

ALSO KNOWN AS:
Scourge of the Wazuzi

FIGHTING STYLE: Kung Fu, Animal styles

SPECIAL SKILLS: The Fire Warlord's fighting style is eclectic, incorporating moves from many disciplines. He moves quickly and agilely like a leopard and has mastered all the animal styles of Kung Fu. He mesmerizes his adversaries with snake-like arm movements, but watch out for his kicks.

His most deadly kick, the LEOPARD STRIKE, has been known to separate an opponent's head from his body.

You must also be careful not to get caught by the Fire Warlord's FIREBALL.

VULNERABILITY: Prince Hatu is overconfident. He will taunt you by leaving open first one side face, then the other. Hit him with a hook when that happens.

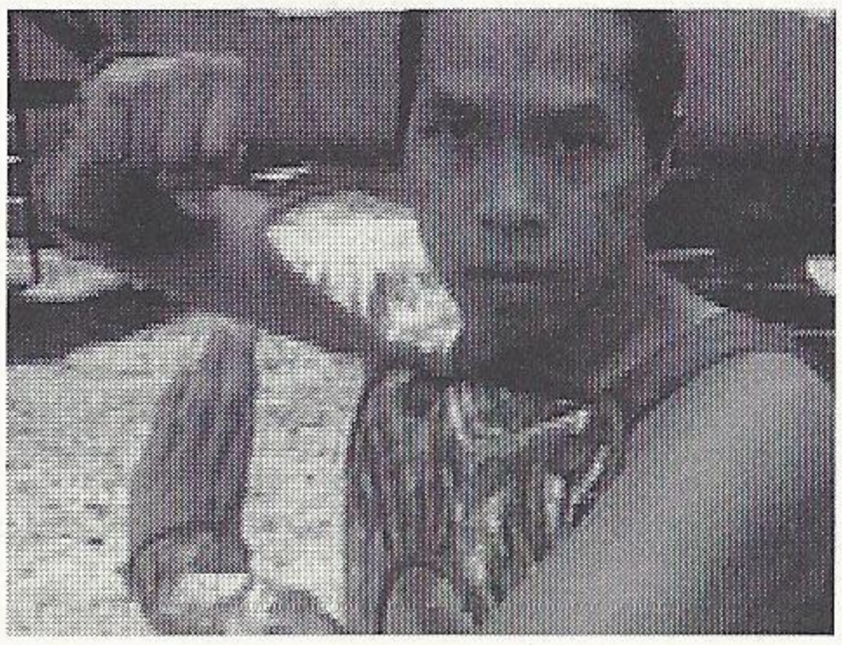
BIOGRAPHY: Fire was born Hatu of the Wazuzi tribe on the island of Jiaman (also known as the "Island of Fire"). The Wazuzi tribe worshipped Atianabe, their God of Fire. It was written that the one who could withstand the fire and power of Atianabe in the Inchas mountains for three days would be the rightful leader of the Wazuzi. From the time Hatu was an infant, he was bathed in boiling hot water - preparing him, one day, for this test. Hatu had a secret plan. He wanted not only to survive

TO SEE YOURSELF IS TO PROTECT YOURSELF. TO SEE THOSE AROUND YOU IS TO DEFEAT THEM.

three days so that he would become the most powerful man on Earth. As soon as Hatu reached adulthood, he climbed the Inchas mountains. After three days Hatu didn't return and the Wazuzi people, thinking that he had not survived the fire of Atianabe, were saddened. After two weeks passed, Hatu came down from the mountains of Inchas radiating like the sun, lava dripping from his hands. The villagers felt the power of Hatu, but something was wrong. The Wazuzi people soon learned that Hatu had become twisted by staying on the mountains of Inchas for so long. Instead of enduring the test, he had become possessed by the fire and was engulfed by the violent side of his nature. Hatu insisted on fighting all of the best warriors from the Wazuzi tribe. After learning their best secret techniques, he killed these warriors while they slept.

Fire believed himself to be the most feared warrior on the face of the earth until a traveler came to the island of Jiaman. He told Fire that masters from other lands did not believe in his power and questioned his techniques. This infuriated the obsessed fighter, and so he agreed to go with the traveler to his homeland to eliminate these pretenders. This Machiavellian traveler, Fang Tu, learned the secrets of Fire's skills during this time and now uses them to great advantage in his quest to crush all opposition.

FIRE BODYGUARD 1



FULL NAME: Juk-San

ALSO KNOWN AS: No other known aliases

FIGHTING STYLE: Kung Fu

SPECIAL SKILLS: Juk-San has razor sharp blows and can slice an opponent into pieces with his bare hands. He is particularly proficient at the Tongbi (Long Arm) style of Shaolin boxing.

VULNERABILITY: He is very precise in his movements but will expose his face when he is not careful.

BIOGRAPHY: Although Juk-San and Hatu (Fire) grew up as best friends, Juk-San felt his abilities as a martial artist were better than Hatu's. Juk-San would always challenge Fire to tests of strength, but Fire would not accept. Years later, Fire came down from the test of the lava mountains and sought Juk-San for the first challenge. Juk-San saw the change in his friend and was afraid to fight. Fire did not accept this answer and insisted that Juk-San must serve him or die. Because he feared for his life, Juk-San agreed to the task and became Fire's most lethal bodyguard, laying waste to any enemy that stood in Fire's way.

FIRE BODYGUARD 2



FULL NAME: Chung
(remainder of name unknown)

ALSO KNOWN AS:
Little Lau Tsai, The Scorpion

FIGHTING STYLE: Kung Fu, Northern style

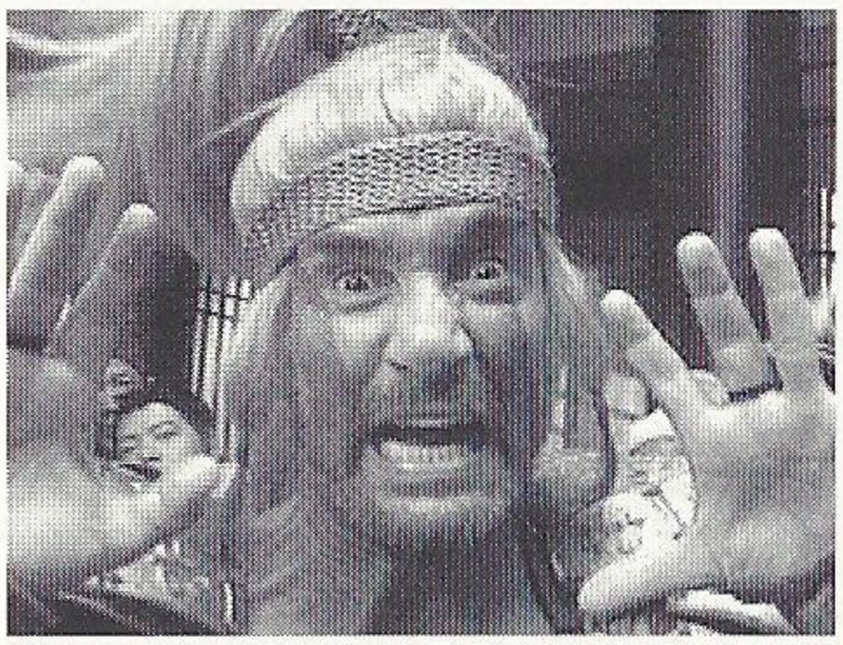
SPECIAL SKILLS: Chung is extremely flexible. He has the acrobatic abilities of an world class gymnast which he uses to confuse his opponents. He moves around so often that you never know where a blow will come from next.

Chung has trained in the Northern style of Kung Fu specializing in long range techniques.

VULNERABILITY: Chung will present clearly defined openings as he pauses from his bigger moves. Watch for them.

BIOGRAPHY: The Wazuzi people had always been known for their strength and agility and Hatu (Fire) was their fiercest warrior. After Fire had been put to the test of the lava mountains, he wanted to fight and defeat everyone in the land and surrounding islands. Chung's master, Lau Tsai, heard of this contest while pillaging a nearby island. Not knowing of Fire's incredible arsenal of tricks which had been stolen from earlier opponents, Lau Tsai traveled to Jiaman to overthrow Hatu and claim the mysteries of the Fire for himself. Master Lau Tsai was promptly killed by the Fire Warlord. Fire realized that Chung was Lau Tsai's most talented student and knew Chung would be a great asset to him with his skill in conquering other lands, so he spared Chung's life. Chung, who had never seen such pure evil in fighting, was in awe of Fire and became his most loyal bodyguard, killing and maiming without hesitation or emotion.

EARTH WARLORD



FULL NAME: Zulkhan,
Earth Warlord of the Mongol Province

ALSO KNOWN AS: No other known aliases

FIGHTING STYLE:
Mongolian wrestling

SPECIAL SKILLS: Earth is the strongest warrior this planet has known. He has great physical strength, with the ability to press ten tons under optimal conditions. He has great proficiency in wrestling, is deadly with the battle-axe and battle-hammer, and has developed the BUDDHA PALM technique (which results in internal hemorrhaging when applied to an opponent). No fighter has ever survived this vicious strike. You must also be careful not to get caught by his EARTHQUAKE.

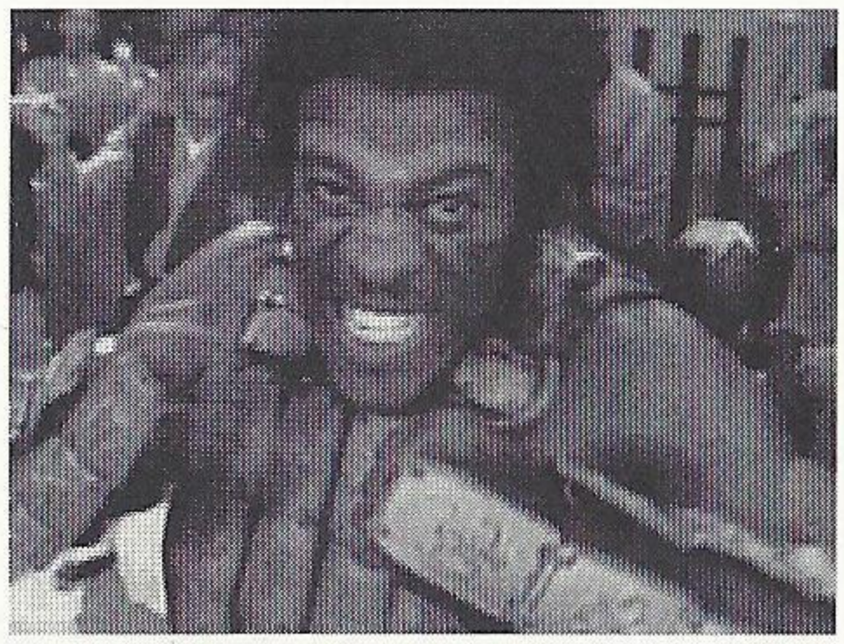
VULNERABILITY: He has a bad temper, bordering on psychosis. Because of this, he likes to get right in the face of his opponents. If you dare to hit him, watch for openings then.

BIOGRAPHY: Earth was born Zulkhan, son of a Mongolian soldier and a Turkish slave. Because he looked different from the other children, Zulkhan was always a troubled child. He was very aggressive and learned to fight at an early age. By 15, he had already mastered the arts of Mongolian grappling and close range fights. He was bigger and stronger than most of the top Mongolian soldiers and would often beat and humiliate them. One day, Zulkhan challenged Chenji Jun, Kublai Khan's best field general, and destroyed him in seconds. Fleeing execution, Zulkhan left for the mountains of Tibet where he was taken in by Wo Ching, a local Warlord and master of the Iron Palm. Zulkhan learned quickly and mastered this technique. Many years later, Zulkhan developed his own style, Iron Body,

where his skin was as strong as steel armor and, with every strike, his arms and elbows shook the earth.

One day, coming back from a journey, Earth learned that his master, Wo Ching, had battled an incredible fighter and died from this warrior's hands of fire. Earth became crazed with anger and went off to seek revenge. In his near psychotic state, he made a game of destroying any villages that stood in his path. In each town, Earth would raze every building - except the tavern which he would make his home for a short while before journeying on. While searching for his master's killer, Earth encountered a young man who tricked him into thinking that the same killer had murdered the young man's father. The young man told Earth that he would never have to worry about food and shelter and that by holding tournaments, they could lure the killer into a trap and take their revenge unmercifully. Unknowingly, Earth revealed his secrets of the BUDDHA PALM and the Iron Body to this young man, Fang Tu.

EARTH BODYGUARD 1



FULL NAME: Stone

ALSO KNOWN AS:
Devil of Stone, Fists of Stone

FIGHTING STYLE:
Mongolian wrestling

SPECIAL SKILLS: Stone has the strength of an elephant and can crush a man's femur between his thumb and forefinger. He has very strong hands and is more likely to punch than kick.

He has studied the art of Mongolian wrestling and has a natural affinity for its blunt, aggressive style.

VULNERABILITY: Stone comes from a simple background and is not a good strategist. He gets frustrated easily and will charge you openly. Wait for those moments to strike.

BIOGRAPHY: Stone came from a humble family of blacksmiths. His life changed forever when a rebel monk named Hon Qu commissioned him to make vicious warriors' weapons for his gang of thugs who pillaged the countryside. Stone worked diligently for days and, after he was done, would not accept Hon Qu's money. Instead, Stone asked Hon Qu if he would take him in as his understudy and teach him the ways of Evil. Seeing that Stone was such a willing student, Hon Qu accepted. Although Hon Qu's stay was short, Stone excelled at villainy through dedication and his natural strength. Stone was as strong as an elephant and, aside from Earth, was probably one of the strongest men alive. Years later, upon hearing the news of Hon Qu's death, Stone left in search of Earth to offer his help in avenging Hon Qu's death. After a blood bath of retribution against the killer and his clan in which Stone crushed their skulls in a grinding wheel, Earth honored Stone by granting him the position of First Exalted Bodyguard.

EARTH BODYGUARD 2



FULL NAME: Ambrosia

ALSO KNOWN AS:
Lady of Snow, IceKiller

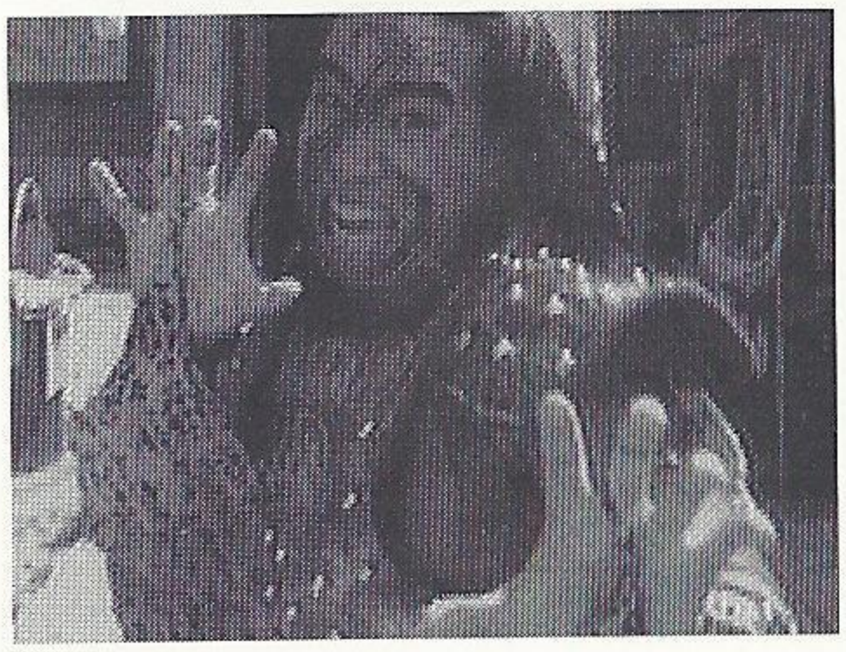
FIGHTING STYLE: Dahong boxing

SPECIAL SKILLS: Ambrosia is easily the meanest of all the bodyguards. She delights in torturing her opponents and has mastered the Evil Eye technique which causes her opponents to lose their minds, making them easier to defeat.

VULNERABILITY: As a child, Ambrosia was a compulsive liar. Now, her body cannot follow her own lead. If she means to deceive her opponent, her body responds by doing the exact opposite. Therefore, she is only able to launch direct frontal attacks. Any feints or fakes result in a weak attack that can be easily countered, thus making her vulnerable to defeat. Though her strength is great, a smart fighter can defeat her by timing blows carefully.

BIOGRAPHY: Ambrosia was the youngest of five from a very poor household. At the age of 16, she was sold to a wealthy family to be wed. Seizing the first opportunity to escape her fate, Ambrosia fled into the forest near her village. Infuriated by this, the family sent mercenaries to put her to the sword. Coincidentally, Earth was traveling the village on one of his journeys when he saw Ambrosia near execution. The mercenaries turned on Earth thinking he would be easy prey, but were pummeled and run off by Ambrosia right before the stunned Warlord's eyes. Earth desired to take this precocious young hellion under his powerful spell of Evil and, from that point on, Ambrosia traveled with him and learned the Dark Path from Earth. As years passed, Ambrosia blossomed into a beautiful but deadly woman warrior whose merciless heart and devastating fighting skills instilled fear into all of her unfortunate opponents.

WIND WARLORD



FULL NAME: Prince Yi, Wind Warlord of the Hunan Province

ALSO KNOWN AS: Black Whirlwind, Black Monsoon, The Vampire Bat

FIGHTING STYLE: Wu shu

SPECIAL SKILLS: Wind has great, nearly superhuman speed. It is said that he can punch a man thirty times before his victim can even feel the first punch. His true hand speed has never been measured, but his running speed has been documented at nearly 60 miles an hour.

His is master of both Northern and Southern Styles, as well as the Shaolin five Animal styles.

His most deadly technique is a flying move which he calls the PHOENIX EYE. You must also be careful not to get caught by his HURRICANE.

VULNERABILITY: He is very impatient and often makes rash, dangerous decisions. Watch for when he turns his back to you. That is the time for multiple techniques.

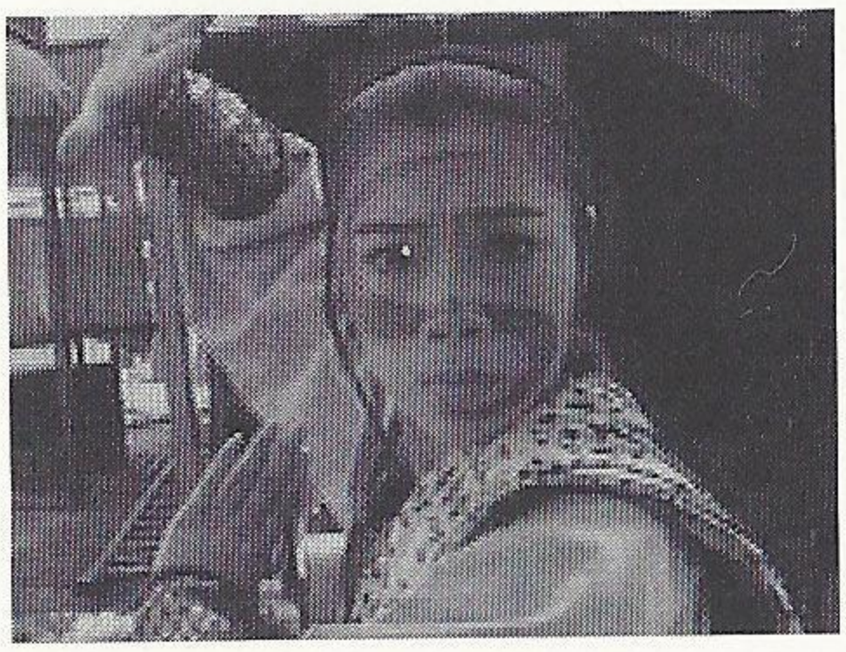
BIOGRAPHY: Wind (Prince Yi as legend has it) was said to have appeared during the Sung dynasty from the old Hua San mountains of Hunan. Prince Yi's domain was a peaceful and serene land. With the help of his wife, Swei-Ling, they set a tone of love and loyalty for their people for many years.

While on their daily walk, Swei-Ling and their daughter, Shao Hua, were brutally murdered by a group of bandits from a northern territory, known as the Army of the Black Sword. Half-crazed, Prince Yi set out on a vengeful path of murder and

destruction looking for the killers. Deep in the forests of Liu Tien, Yi encountered the Black Sword army. The ensuing battle was known as Shreh Zhang, "The War of Blood." Yi possessed the fighting elements of wind. His legs kicked with the speed of a tornado. Yet, even with all these powers, the army of the Black Sword drained Yi. Seriously wounded and unable to fight, Yi was aided by a young general with incredible fighting powers and together they destroyed the Army of the Black Sword.

With the deaths of his family avenged, Yi denounced his own throne and made an oath to protect and destroy all enemies of this young general, Fang Tu, for the rest of his life. Fang Tu gladly accepted Wind's pledge of loyalty and nourished Wind back to health. However, Fang Tu used Wind's weakness to appeal to his darker side. Wind's sinister fascination with occult power betrayed his noble nature, transforming him. He became evil and fought and killed for Fang Tu. He began to enjoy the slaughter, and on any given battle plain, could be seen laughing madly as he crushed his victims one after the other. By spying on Wind while he practiced, Fang Tu learned THE PHOENIX EYE, Wind's deadliest assault.

WIND BODYGUARD 1



FULL NAME: Swei-Jin, sister-in-law to Prince Yi

ALSO KNOWN AS:
Black Phoenix, Black Bird of Fire

FIGHTING STYLE: Kung Fu Crane and Mantis style

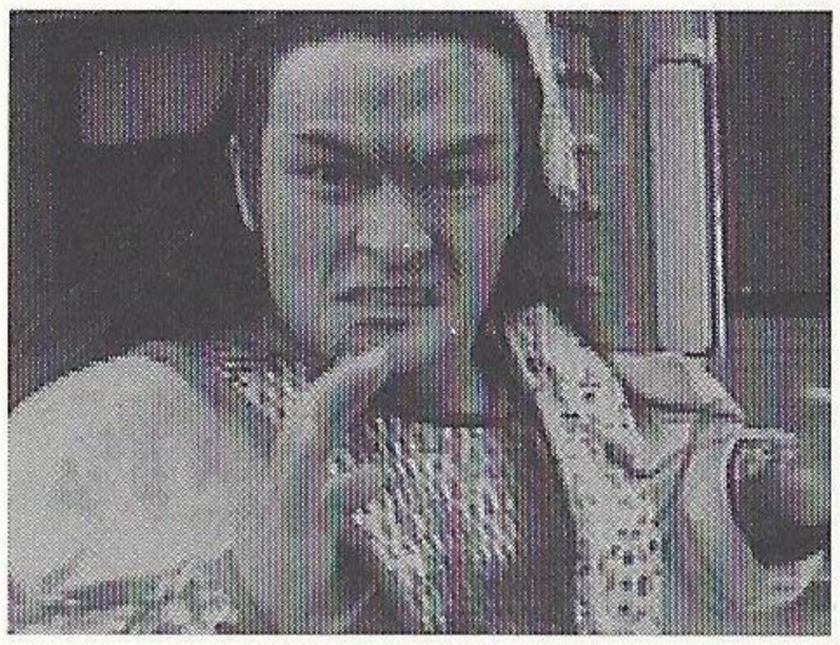
SPECIAL SKILLS: Swei-Jin is as deadly as she is graceful. Her blows carry the force of three men - especially when she lands them in a flurry from the air.

Her fighting skills and hand and foot speed are five times that of a normal human being (her speed is second only to the Warlord known as Wind). She is trained in the Southern style of Chinese martial arts and can deliver ten punches at close range within one second. She has the ability to trap and tie up a man's hands with one hand while delivering rapid punches with the other.

VULNERABILITY: Swei-Jin likes a lot of spinning moves. Catch her as she is coming out of one, when she is off-balance.

BIOGRAPHY: Swei-Jin was the sister-in-law to Prince Yi. Although Yi was her sister's husband, Swei-Jin was secretly in love with the young prince for many years. She could not control her passion and saw her opportunity after her sister's death. Despite the turn in Prince Yi's ways, Swei-Jin followed him hopelessly. Shei-Jin's beauty was picturesque like her sister Swei-Ling, but her abilities to fight set her apart. Swei-Jin's father was Swei Jao Fung, a famous master of the Crane and Mantis techniques, which is the base of her strong Kung Fu. Swei-Jin furthered her knowledge by learning the flying wind strikes from Prince Yi and later was the only female field general in Yi's army. Swei-Jin's moves are graceful to watch but fatal to the enemies she attacks. She is feared by all as her mindless pursuit of Prince Yi's security leads her to acts of sudden viciousness and brutality.

WIND BODYGUARD 2



FULL NAME: Chao Yen

ALSO KNOWN AS:
The Masked Assassin

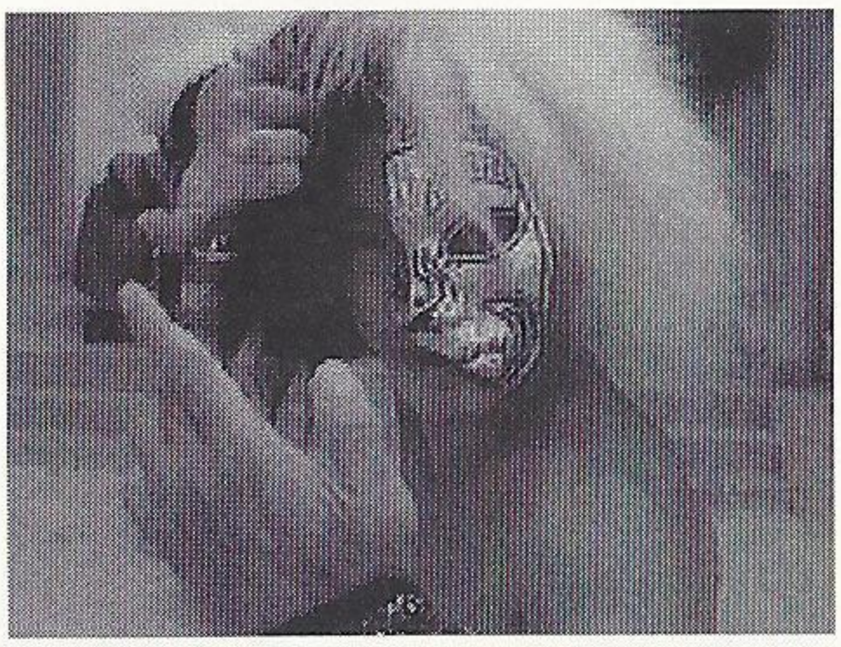
FIGHTING STYLE: Wu shu

SPECIAL SKILLS: Chao Yen flies higher and faster than anyone else. He can leap into the air, spin around and come at his opponents in the blink of an eye.

VULNERABILITY: Although he has practiced tiedugong (iron abdomen), Chao Yen has a weakness in his stomach. Target there...with more than one move.

BIOGRAPHY: Chao Yen was a farmer who tried but barely provided for his family. One day, while plowing the fields with his oxen, Chao Yen did not hear the advances of the Army of the Black Sword. Unfortunately for him and his family, their land was the exact site intended for the ambush of Wind (in what was later to be called the "War of Blood"). Chao Yen came home horrified to find his family murdered. Soldiers of the Black Sword tied Chao Yen and were ready to burn him alive when Wind came upon them. After being freed, Chao Yen witnessed Wind and Fang Tu destroy the Army of the Black Sword. While healing his wounds in Fang Tu's kingdom, Wind began to teach Chao Yen martial arts and the secrets of his techniques. In return, Chao Yen showed his loyalty by becoming Wind's faithful bodyguard. In fact, Chao Yen's devotion is such that he will slaughter mercilessly and without hesitation at the behest of Wind.

FANG TU



FULL NAME: Fang Tu (translates as Bloody Vulture from Ting Shan, a remote Chinese dialect)

ALSO KNOWN AS: Wei Shing, Priest Te-Shan, Nurhachi Shuzing

FIGHTING STYLE: Northern system of Shaolin martial arts, Tibetan White Crane boxing, and Mongolian wrestling

SPECIAL SKILLS: Fang Tu possesses great strength, able to press approximately 500 pounds. He is master of the Tibetan mystical sciences. He can increase his physical strength to superhuman levels. He has the power to manipulate men's minds even at a distance of 50 feet. He can generate electrical shocks at a distance of thirty feet. He also has the ability to control the amount of blood loss he can sustain in an injury, and though he is not invulnerable to firearms, he has sufficient internal strength to resist bladed weapons.

Fang Tu is an expert in the Northern system of Shaolin martial arts, Tibetan White Crane boxing, and Mongolian wrestling. He is also a brilliant medieval alchemist.

VULNERABILITY: No known weaknesses.

BIOGRAPHY: Fang Tu was born Wei Shing, son of Wei Jian Tsen, the famous warrior and leader of the Hyena clan. As a child, Wei Shing was brought up by Mei Tu, 2nd wife to Wei Jian Tsen. From her he learned the secrets of the Black Flower Cult, a society which was thought to have been annihilated for its acts of evil sorcery and murder. Discovering the dark power of Mei Tu, Wei Jian Tsen became afraid of the evil that she might unleash on the world. Even though it pained him deeply, he had her executed to save his people. Wei Shing was too

young to understand his father's actions and burned with hatred. He left the clan for the village of Fang Ching (in the outer area of Hunan) where he was taken in by his father's old friend, Master Kai Chi Tien, the eldest and most respected of the Shaolin monks. Master Kai told Wei Shing that he must free his mind of his troubled past and not be fueled by thoughts of revenge and bloodshed. Master Kai believed that, through practice of the temple's martial arts, Wei Shing could be disciplined. He was dreadfully wrong.

After he mastered the arts, Wei Shing left the temple and formed the most treacherous group of bandits and killers known as the Army of the Black Sword. For many years, they terrorized man and woman alike. Eventually, Wei Shing - who by now had taken the name Fang Tu - returned to the land of his birth. With his army, Wei Shing wiped out the Hyena clan and killed Wei Jian Tsen (his father) with his own hands. By defeating the Hyena clan, Wei Shing attained his father's most coveted possessions, one half of the Dai Bing mask. Legend has it that he who possesses the Dai Bing mask will have supreme powers. As his father begged for mercy from Fang Tu's attack, Fang Tu learned that the other half of the mask had been hidden in the Shaolin temple. To gain the mask, he would have to defeat his old teacher, Master Kai, and Kai's best students. For this, Wei Shing knew he needed the talents of the three most famous and powerful warriors in the land.

By fabricating different stories that would deeply affect each warrior, he assembled his band of committed men. Now, with the skills of Wind, Fire and Earth, Fang Tu has become the most feared warrior of all.

FANG TU BODYGUARD 1



FULL NAME: Hing Xiong

ALSO KNOWN AS: No other known aliases

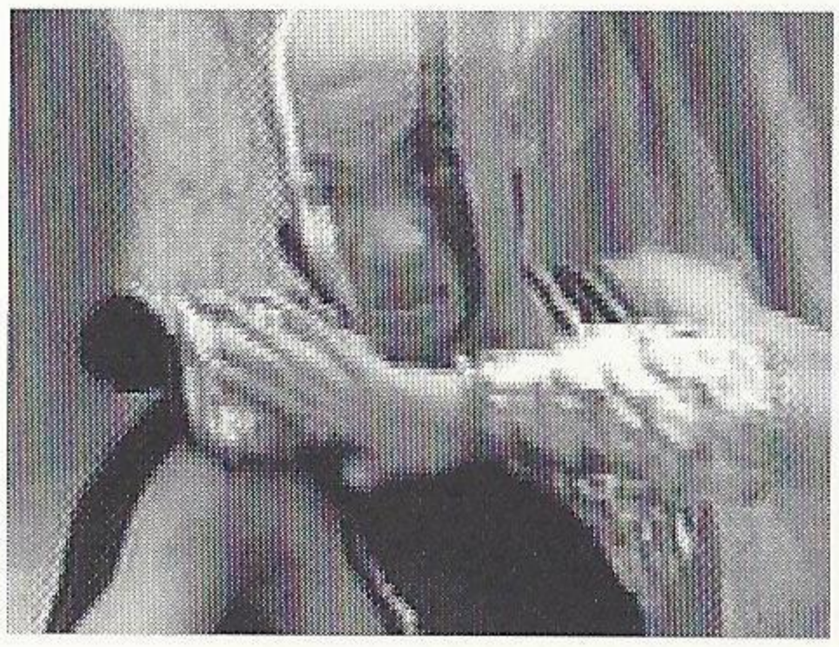
FIGHTING STYLE: Shaolin Kung Fu

SPECIAL SKILLS: Hing Xiong learned the Shaolin style of martial arts. He is a master of energy conservation and makes no unnecessary movements. Moving only his leg, he can strike an opponent five times before he blinks.

VULNERABILITY: Hing Xiong leaves his face open and can often be caught with a palm heel.

BIOGRAPHY: Hing Xiong, originally a Shaolin monk, was forced to leave the temple after killing a fellow monk in a fit of rage. Later, sought by Wei Shing (Fang Tu), Hing Xiong joined the Army of the Black Sword. Hing Xiong became Fang Tu's leading general and strongest warrior. Aside from Fang Tu, Hing Xiong was the most feared man in the Army of the Black Sword. He was infamous for killing over a hundred men in a single battle. Hing Xiong, along with his brother, was the only one not called for duty in "The War of Blood." The remaining warriors were slaughtered. With his brother, Hing Xiong became Fang Tu's bodyguard, coldly killing anyone who slighted Fang Tu in any way.

FANG TU BODYGUARD 2



FULL NAME: Hing Tien

ALSO KNOWN AS: No other known aliases

FIGHTING STYLE: Shaolin Kung Fu

SPECIAL SKILLS: From an early age when he mastered the Daozaibei (headstand without support), Hing Tien has been exceptionally good at balance. He can jump in the air and kick an opponent with both his right and left leg.

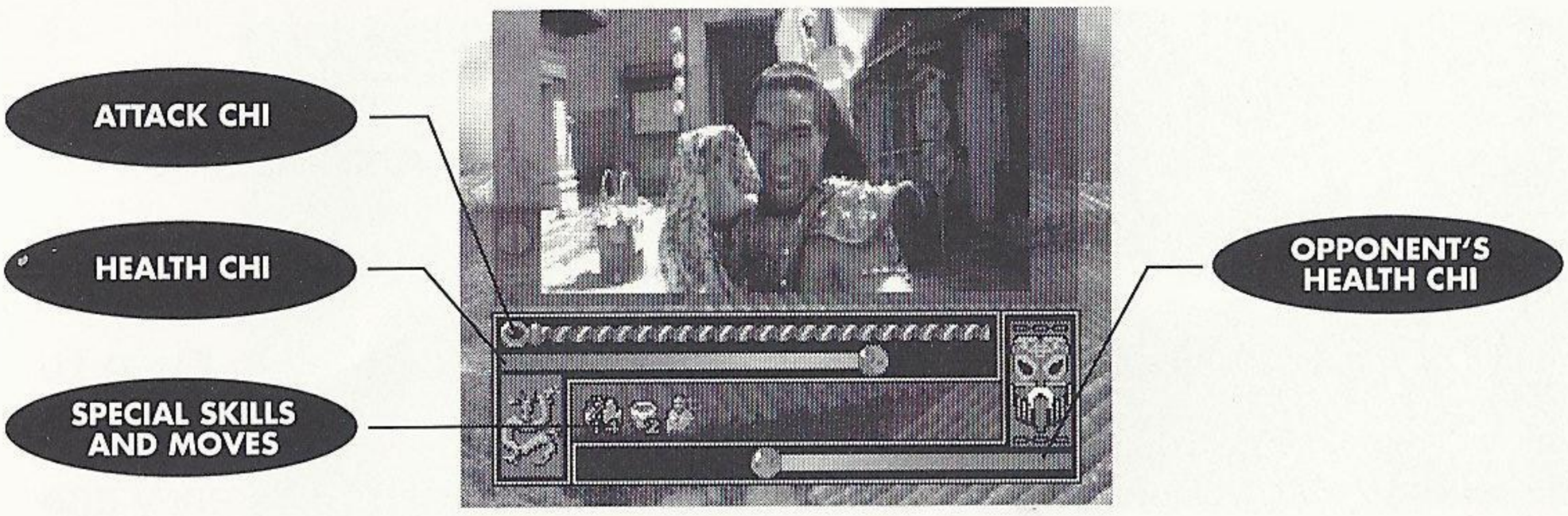
VULNERABILITY: Hing Tien is a little slower than his brother and can be caught glaring at you. Go for the head when this happens.

BIOGRAPHY: Hing Tien, brother of Hing Xiong, was banished from the Shaolin temple for supporting his murderous brother. Hing Tien's martial arts skills weren't as polished as his brother's, but he was still considered one of the deadliest fighters. Following in his brother's footsteps, Hing Tien joined the Army of the Black Sword. Wei Shing (Fang Tu) revealed his plans to deceive Wind only to Hing Xiong and Hing Tien. The rest of the Army of the Black Sword were killed as part of the plan. Later, Hing Tien, with his brother, became Fang Tu's bodyguards and were well known for their pitiless and vicious assaults on innocent villagers.

VICTORY AND THE RIVER HAVE MUCH IN COMMON. THE COURSE OF EACH FOLLOWS THE SHAPE OF THE VERY THING IT WANTS TO OVERCOME.

SUCCESS FLOWS FROM A GOOD PLAN. FIND YOUR PLAN IN WHAT HAPPENS BEFORE YOU.

STRATEGIC ASSESSMENTS



HEALTH CHI measures how many hits you can take before being knocked down.

Your OPPONENT'S HEALTH CHI measures how many hits he or she can take before being knocked down.

The beads measure ATTACK CHI - the strength and speed of your blows. Attack chi drops every time a blow is attempted (as a cost for the blow), and recovers with time.

ATTACKING

For each attack opening, there is a perfect moment to strike known as the GOLDEN MOMENT. The closer to that moment you initiate an attack, the more damage you can do to your opponent. Attacking at the right moment is also the way to increase the maximum chi that you can have.

The higher your attack chi, the more damage you can do to your opponent.

Combos and special moves do extra damage. Kicks do more damage than punches.

Punches will connect when your opponent is close. Kicks only work when your opponent is farther away. If you try to kick when your opponent is too close, you will only lose attack chi.

BLOCKING

If you do not attempt to block an opponent's blow, you will suffer full damage. If you do block a blow, the damage is reduced. The more accurately timed the block, the less damage you will suffer. Use the most effective type of block depending on where the attack is coming from: right, left or center.

If you block at exactly the right time - not too early, not too late - you will be able to steal energy from your opponent and increase both your health and attack chi. A SUPER-BLOCK may also cause damage to your opponent by reflecting back the attack.

SURRENDERING

You may surrender any time your health chi is not too low, but your maximum health and attack chi will decrease.

CHOOSING OPTIONS



Press START at the Gong Screen to display the Options menu. To use the menu:

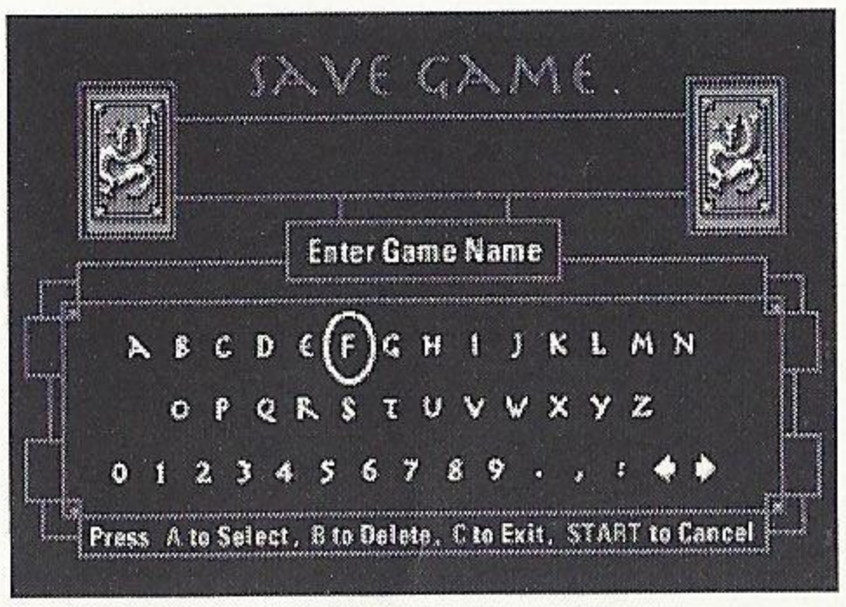
1 ····· Press the D-PAD up/down to highlight an option.

2 ····· Press START to select that option and go to its subscreen.

CONTINUE GAME

Select this option and press START to return to the game.

SAVE GAME



Store a game to continue later. The number of games you can store depends on the amount of unused backup RAM available on your Sega CD.

NOTE: You can free up backup RAM with the Delete BRAM File option described on page 31.

On the Save Game subscreen:

1 ····· Use the D-PAD to highlight a letter in the grid.

2 ····· Press BUTTON A to set that letter in the name line. Continue using the D-PAD and BUTTON A to complete your name.

3 ····· Press BUTTON B if you want to change the name. Each button press deletes the last letter in the name.

4 ····· Press BUTTON C when the name is complete. In the confirmation box, press BUTTON A for YES or BUTTON B for NO. Both choices will take you back to the Options Menu.

NOTE: The Sega CD's backup RAM memory must be formatted before you can save games to it. For instructions, see your Sega CD User's Manual.

APPRAISE THE FIGHT BEFORE YOU ATTACK. STUDY THE EXTREMES OF YOUR OPPONENT'S STRATEGY AND YOU SHALL WIN.

LOAD GAME



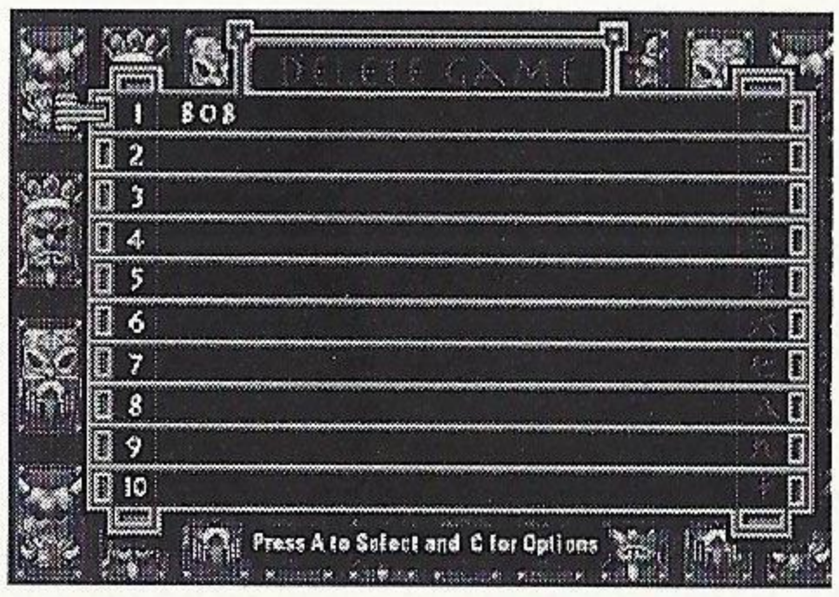
Resume a game you've previously saved. On the Load Game subscreen:

1 ····· Press the D-PAD up/down to scroll to the game you want.

2 ····· Press BUTTON A to restore the game.

3 ····· Press BUTTON C to go back to the Options Menu without restoring the game.

DELETE GAME



Remove saved games to free up memory in the backup RAM. On the Delete Saved Game subscreen:

1 ····· Press the D-PAD up/down to scroll to the game you want to delete.

2 ····· Press BUTTON A to delete the game. In the confirmation box, press BUTTON A for YES or BUTTON B for NO.

3 ····· Press BUTTON C to go back to the Options Menu without deleting the game.

DELETE BRAM FILE

The Delete BRAM option will remove any stored files from the backup RAM, including those saved from other games.

SKILL LEVEL

Set the skill level by using the left and right directions on the D-pad.

NOTE: The easiest level offers hints on when to attempt a technique against your opponent but does not allow the use of certain special moves.

LANGUAGE

Use the left and right directions on the D-pad to set the language to English or Cantonese. You may also change the language at any point during the game by pressing the B and C buttons simultaneously.

TRAINING

View segments with tips on better fighting. Choose to see information about punching, kicking or gauging distance using the left and right directions on the D-pad.

HIGH SCORE LIST

View the High Score List that appears at the end of every game. See page 33 for information on adding your name to this list.

CONTROL PAD

Choose this option for info on button assignment.

IT IS NOT ENOUGH TO KNOW THE BATTLEFIELD; BE FLEXIBLE, PREPARE TO CHANGE COURSE, IF YOU ARE TO USE IT STRATEGICALLY.

HIGH SCORES



High-scoring martial artists can place their names on the High Score List that appears at the end of every game. The Name Entry screen will appear.

Use this screen in the same way as for saving a game:

1. Use the D-PAD to highlight a letter in the grid.
2. Press BUTTON A to set that letter in the name line. Continue using the D-PAD and BUTTON A to complete your name.
3. Press BUTTON B if you need to delete a letter.
4. Press BUTTON C when the name is complete.

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Original Concept . . . . . .Steve DeFrisco
. . . . . .Cuyler Gee
. . . . . .Kevin Welsh
Interactive Design . . . . . .Steven C. Cole
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. . . . . .Michael Quebec

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Earth Warlord . . . . . .RIchard Norton
Fire Warlord . . . . . .Chuck Jeffreys
Wind Warlord . . . . . .Ron Winston Yuan
Fang Tu . . . . . .Roger Yuan

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