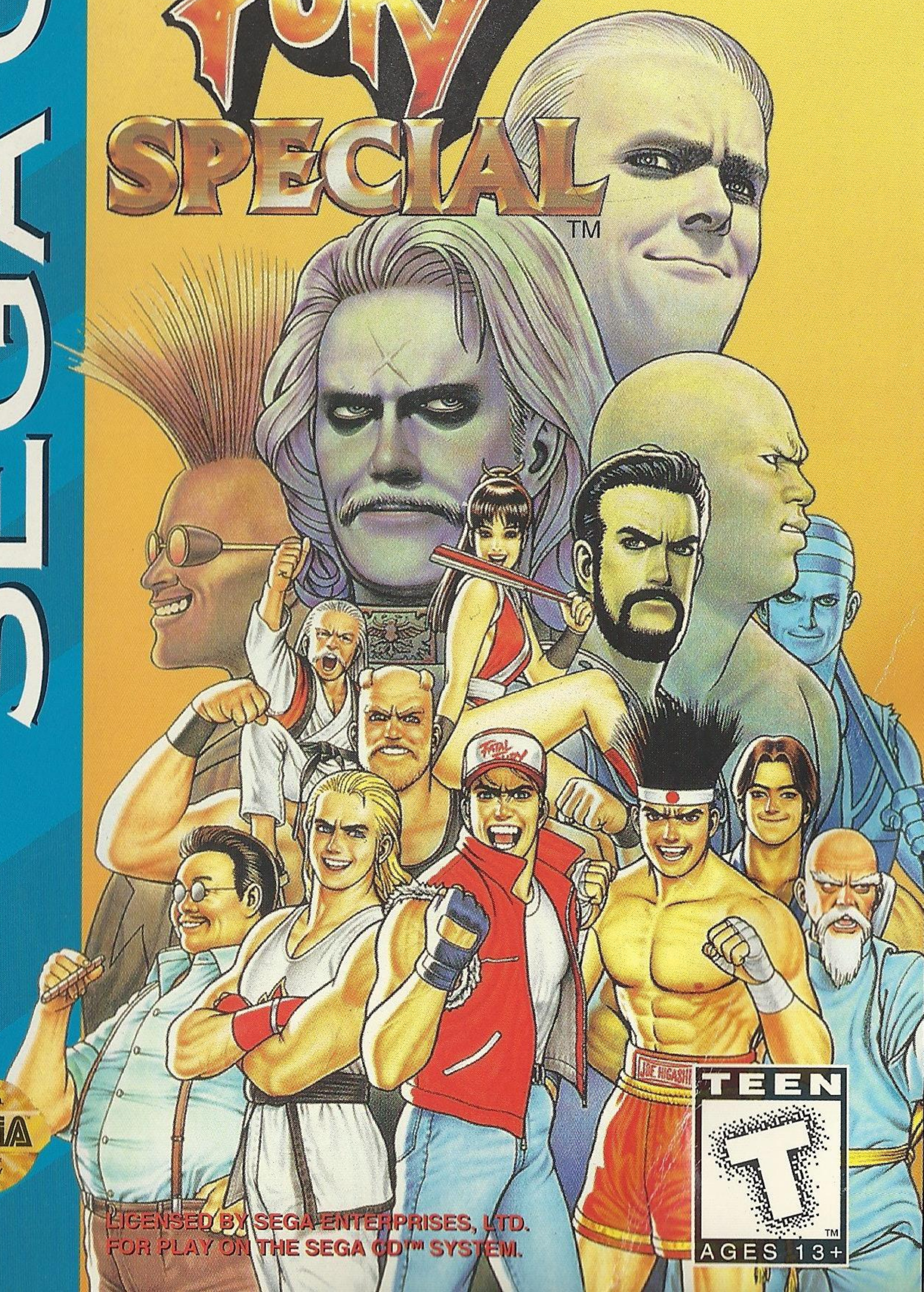


SEGA

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CD
ROM
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FATAL FURY SPECIAL



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



- The Sega CD Disc 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 disc.
- KEEP YOUR SEGA CD DISC 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.

***WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.***

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 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.

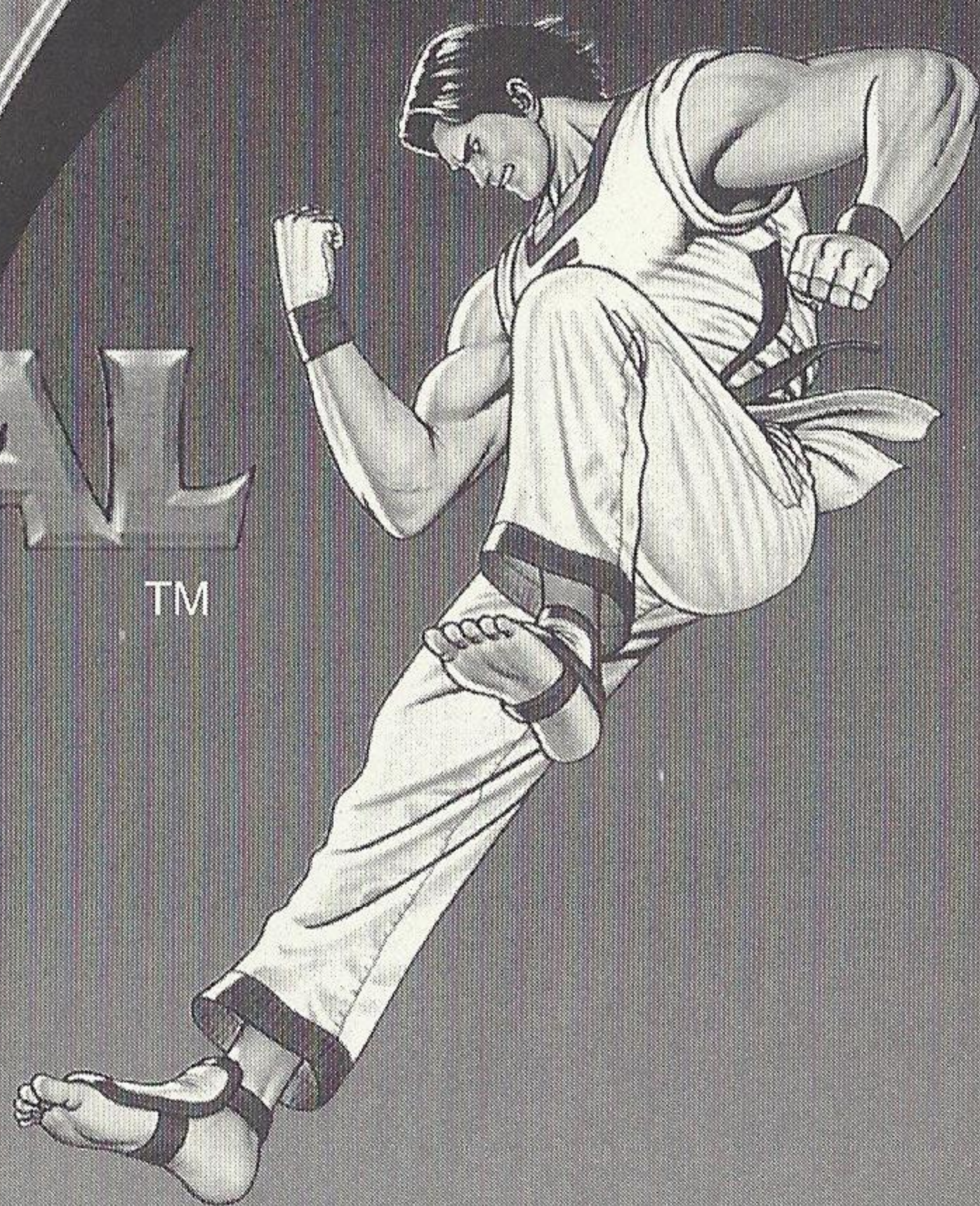
WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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 TELEVISIONS.



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.

FATAL FURY SPECIAL



TM

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.75¢ each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.

JVC Musical Industries, Inc., Los Angeles, CA

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

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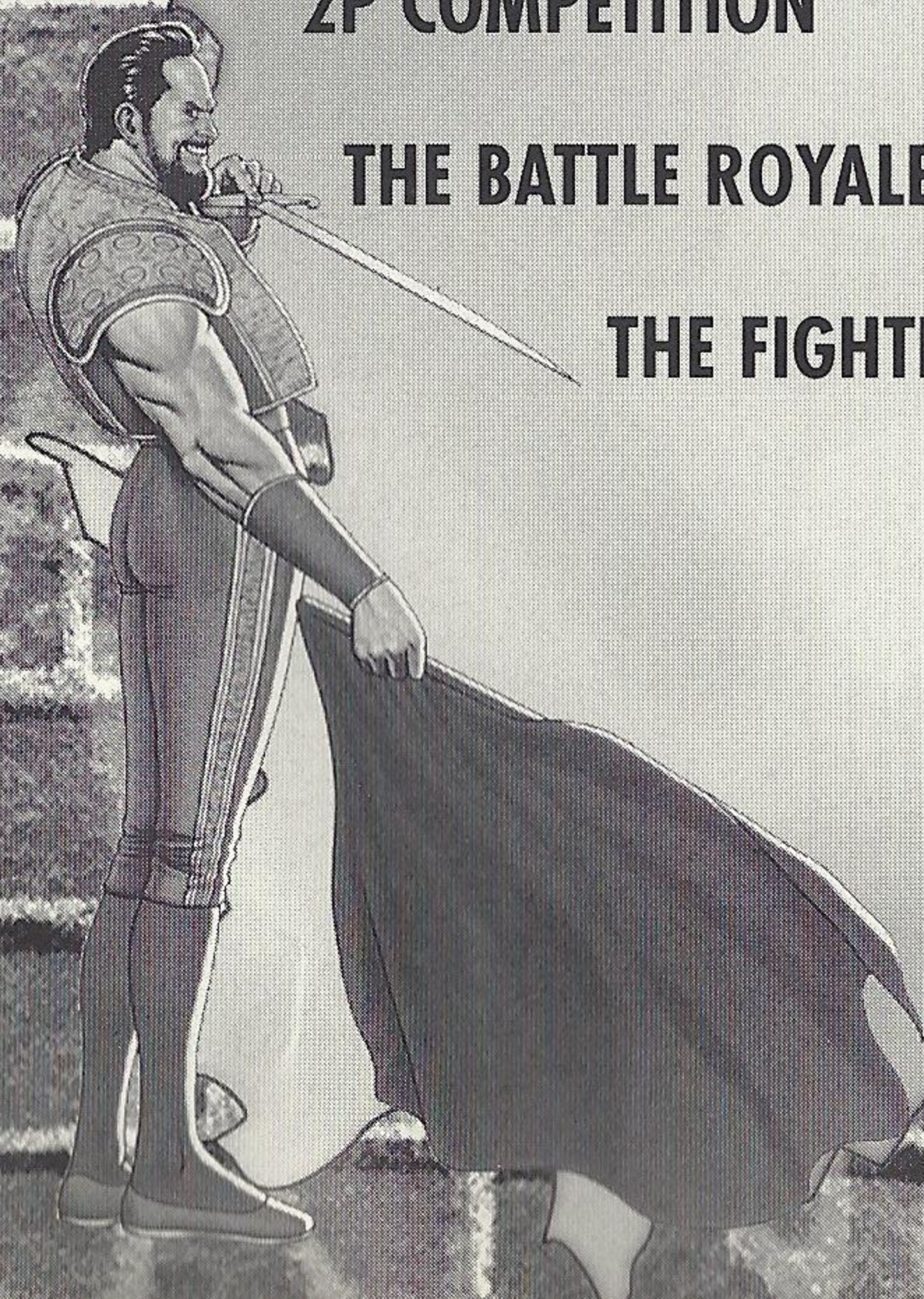
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INTRODUCTION

Are you Fatal enough for the Battle Royale? Straight out of the arcade comes Fatal Fury Special, the king of all fight games.

Take on 15 of the World's greatest street warriors—including every boss to ever rock a Fatal Fury screen. Terry and Andy Bogard, Joe Higashi and Chin Shin Zan, even the "well rested" Geese Howard. They're all in here, bloodthirsty and waiting to crush the next champ-wannabe.

Kick boxing, street fighting, Judo, Karate, Kung Fu, Tai Kwando, boxing... Tiger Thrusts, Flying Slices, Power Waves, Bloody Sabers, Blitz Balls... You name it, you'll face it against the computer, or a "friend."

So choose your fighter and get ready to get more Fatal than you've ever been before!



GETTING STARTED

1. A Genesis Controller should be plugged into the "Control 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 RESET Button and the disc tray will open.
4. Carefully place your Fatal Fury Special CD game disc in the Sega CD System with the label-side facing up. Press the START Button to close the tray and begin play.



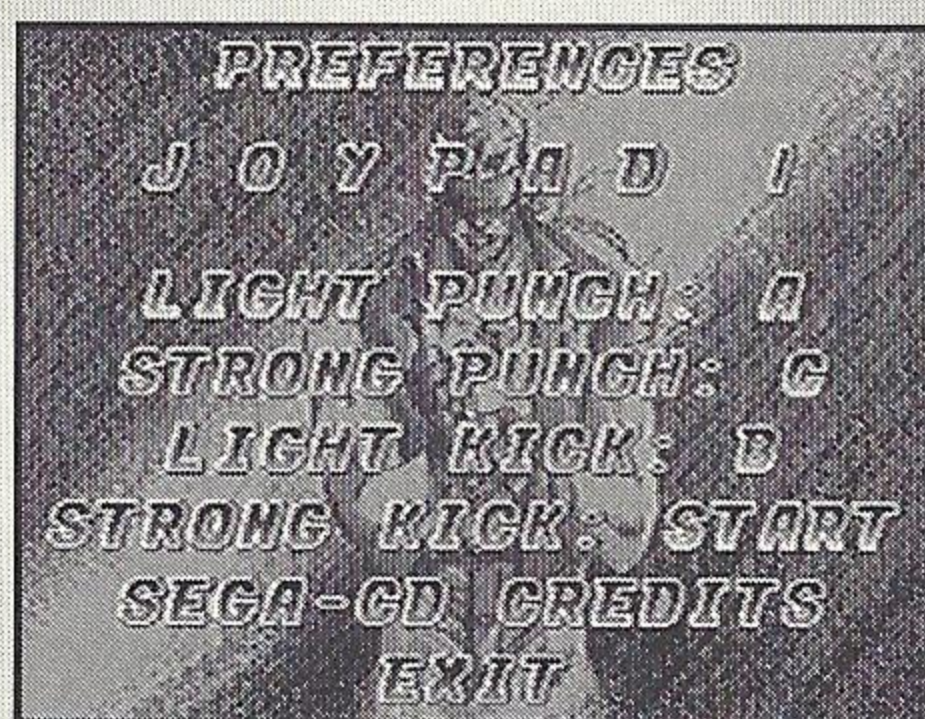
USING THE CONTROLLER

USE THE BUTTON ASSIGNMENTS ON THE
3- AND 6- BUTTON CONTROLLERS



OPTION MENU

The following is what you'll find under the Options Menu.



To change the button configuration, press Left or Right until a desired setting is displayed. Press Up on Pad 2 to access Pad 2's button configuration.

DIFFICULTY SETTINGS

You can set 6 levels of difficulty (for one player game only). Choose difficulty with the Directional Pad and press the A button to confirm.

- Beginner: First stop for beginners
- Easy: Elementary Course
- Normal: Intermediate Course
- Hard: Higher Grade
- Expert: Maniac Course
- MVS: Arcade Level
(between Normal & Hard)

SELECTING CHARACTERS

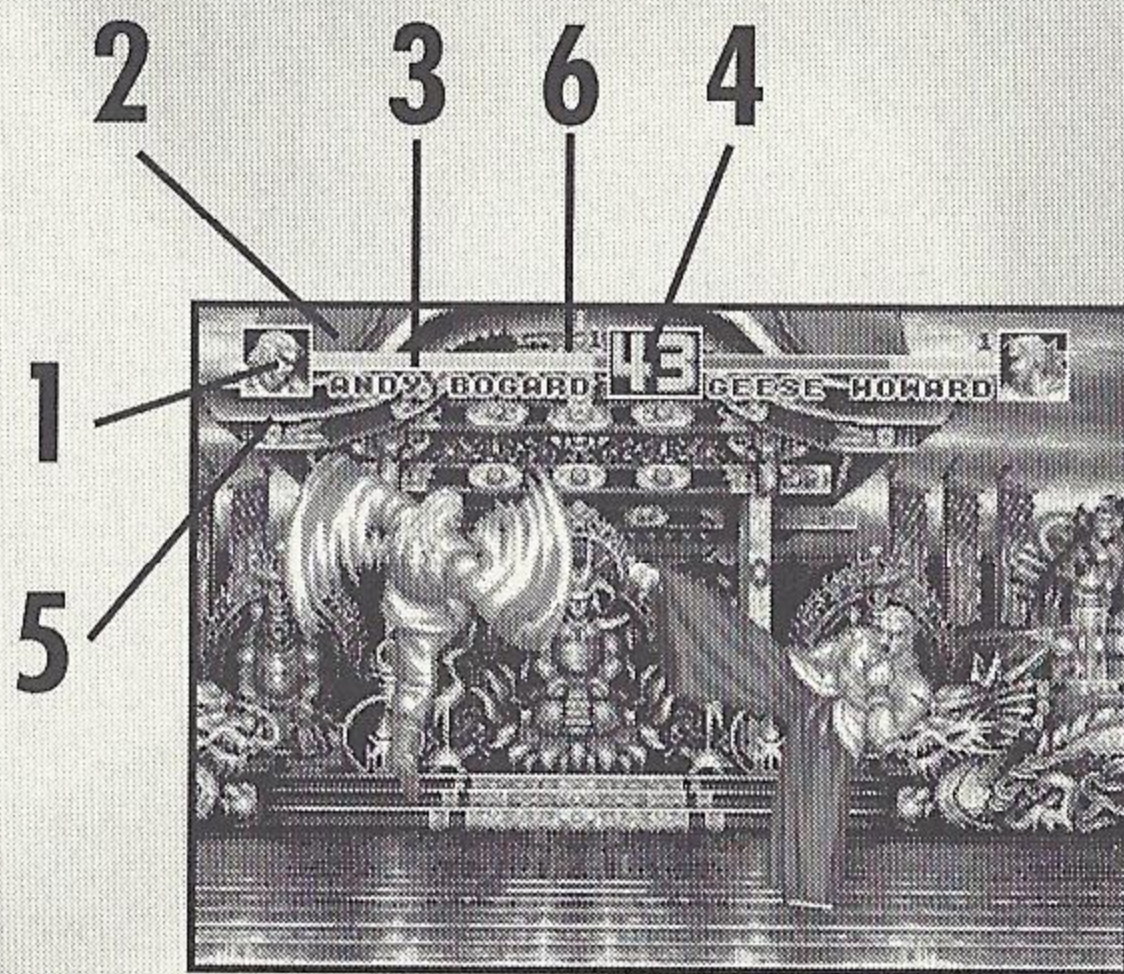
Choose from fifteen characters using the 1P and 2P controllers. It is possible to choose the same character.

GAME START

After selecting your desired character, let the carnage begin! (To bypass demo screen, press the A Button).



Main Game Screen



- 1: HEALTH INDICATOR-PLAYER 1:
Face changes in response to damage received.
- 2: KILL INDICATOR-COMPUTER OR PLAYER 2:
Shows number of characters defeated. (1P VS 2P mode)
- 3: LIFE GAUGE: As the player is struck, the meter will decrease. First player to lose all life loses.
- 4: MATCH CLOCK: Counts down match time.
- 5: VICTORY MARK: Shows number of matches won. After two wins, player proceeds to next opponent.
- 6: SCORE DISPLAY: Shows score. Bonus points added at end of round. Note: Bonus points depend on the amount of life and time left at the end of the round.

Basic Moves and Attacks

It's time to get full use out of your controller on this game. As quickly as possible, master the combinations of Directional Pad and the 3-buttons (or 6-buttons) to slash, punch, and kick your way to the final battle with the master of the elements, Wolfgang Krauser.

3-BUTTON CONTROLLER

DIRECTIONAL PAD CONTROLS:

UP:	JUMP
DOWN:	CROUCH
LEFT:	GUARD (when facing right)
RIGHT:	FORWARD
A:	LIGHT PUNCH
B:	LIGHT KICK
A+B:	ATTACK IN FRONT AND REAR
C:	STRONG PUNCH
START:	STRONG KICK
C+START:	POWERFUL ATTACKS

6-BUTTON CONTROLLER

DIRECTIONAL PAD CONTROLS:

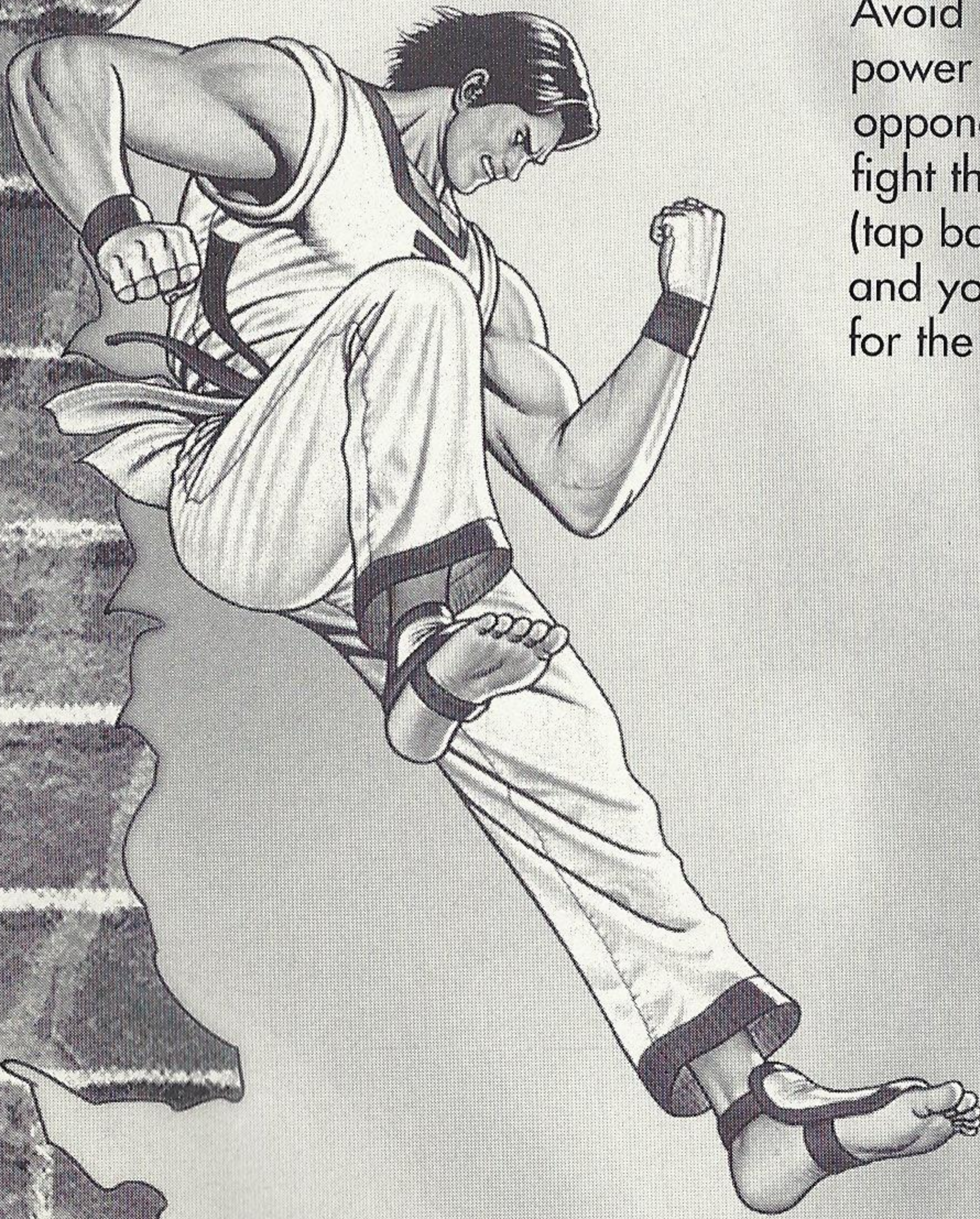
X:	LIGHT PUNCH
Y:	HARD PUNCH
Z:	POWERFUL BLOW
A:	LIGHT KICK
B:	HARD KICK
C:	SWITCH FIGHTING PLANES

POWER BLOWS

Each character has a variety of unique attacks. Most of them can be used in two ways: light and strong.

JUMPING RETREAT

Avoid those nasty power blows of your opponent. You can fight then jump back (tap back twice rapidly), and you will be ready for the next attack.



GUARD AND ATTACK

Attack your opponent when you are in guard situation.

THE TEASER

Get your opponent mad to make them oppose you.
(Has no effect on opponent's life gauge or score).

BASIC RULES TO BE NOTED!

- Each match consists of 3 rounds. The winner is the one who wins twice first.
- When a player's power meter is depleted, that player loses the round.
- Each round consists of 60 counts. If no player has been defeated by the end of the 60 counts, the player with the most power wins.
- In case of a double knock-out or where the power left of both players is the same, the match will end in a draw.
 - If after 3 rounds, if winner is not decided, there will be a fourth and final round.
 - Power Meters are restored to 100% before each match.

2P COMPETITION

For 2-player action, be sure to have a Sega controller plugged into the 2P plug at the front of the console. (A second player may also enter the challenge during regular computer play using this procedure.)



DEFEATED?

TRY AGAIN!

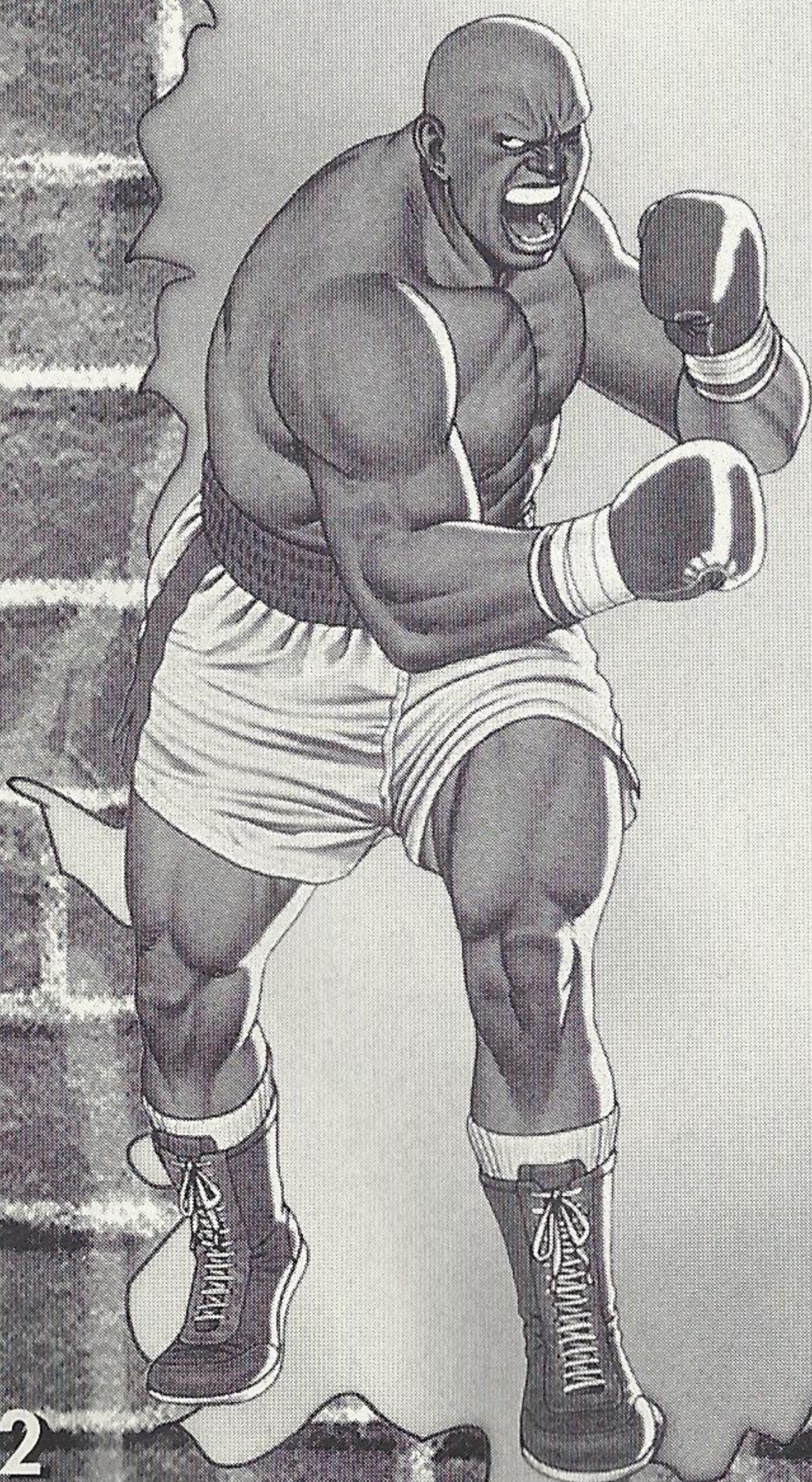
After defeat, the continue game count begins. Push the START Button before the count reaches zero to continue play up to a maximum of three times. Press the A Button to count down faster. In 2-player competitions, if the losing player elects not to continue play, the action reverts to computer play for the remaining player.

THE BATTLE ROYALE

THE BATTLE ROYALE is known as the biggest stage in the world for fighting. Your opponents are waiting all over the world. Be the best of the best. Don't get caught up in sightseeing, because you may lose your head!

THE FIGHTERS!

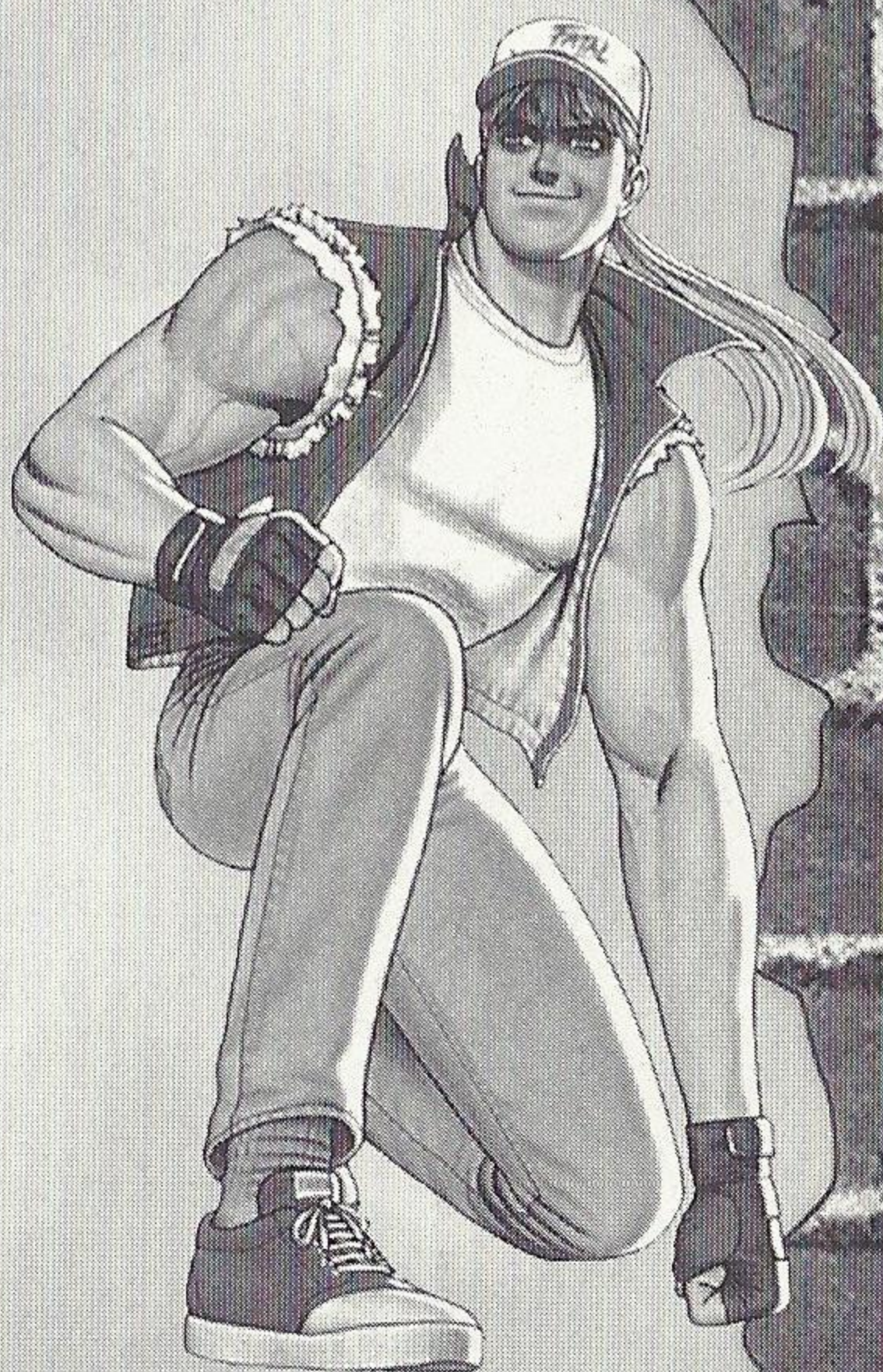
The 15 strongest fighters from Fatal Fury 1 & 2 compete in the most prestigious Battle Royale. Slap, swat and slug your way to the championship.



MARTIAL ARTS EXPERT TERRY BOGARD

With his trademark cap and windbreaker, Terry enters the battle with the two mysterious masterminds, Krauser and Geese. With improved skills, he is very confident.

**"THE MOMENT WE MEET,
IT'S GAME OVER, PAL."**



MOVES

Burning Knuckles:

3 Button- ↓↘← + A or C

6 Button- ↓↘← + X or Y

Rising Tackle:

3 Button- ↓ briefly, then ↑ + A or C

6 Button- ↓ briefly, then ↑ + X or Y

Crack Shot:

3 Button- ↓↘←↖ + B or START

6 Button- ↓↘←↖ + A or B

Power Wave:

3 Button- ↓↘→ + A or C

6 Button- ↓↘→ + X or Y

Buster Throw:

3 Button- → + C

6 Button- → + Y

THE BARON OF BONE-BREAKING ANDY BOGARD

Terry's kid brother. As a fighter, Andy is small in size, but he makes up for it in speed and dexterity. In Japan, he studied Koppo, the ancient oriental art of bone breaking.

"I STAND ABOVE YOU. INVINCIBLE AND STRONG.
YOU ARE NOTHING."

MOVES

Zan Ei Den:

3 Button- ↙ briefly, then → + A or C

6 Button- ↙ briefly, then → + X or Y

Sho Ryu:

3 Button- ↓ ↘ → + A or C

6 Button- ↓ ↘ → + X or Y

Ku Ha Dan:

3 Button- ↙ briefly, then ↗ + B or START

6 Button- ↙ briefly, then ↗ + A or B

Hi Sho Ken:

3 Button- ↓ ↙ ← + A or C

6 Button- ↓ ↙ ← + X or Y

Holding Throw:

3 Button- → + C

6 Button- → + Y



THE KICK-BOXING DEMON

JOE HIGASHI

Joe has sworn to stand by his friends Andy & Terry. With his awesome power and skill, Joe easily became the World Kick-Boxing Champion. It is a title he intends to keep.

*"IN A WORLD WHERE ONLY THE STRONG SURVIVE,
I WOULD BE KING."*

MOVES

Slash Kick:

3 Button- ↙ briefly, then ↗ + B or START

6 Button- ↙ briefly, then ↗ + A or B

Baku Retsu Ken:

3 Button-A or C, (repeatedly)

6 Button-X or Y, (repeatedly)

Tiger Thrust:

3 Button- ↓ ↘ → ↗ + B or START

6 Button- ↓ ↘ → ↗ + A or B

Hurricane Upper:

3 Button- ← ↙ ↓ ↘ → + A or C

6 Button- ← ↙ ↓ ↘ → + X or Y

Thai Kick Throw:

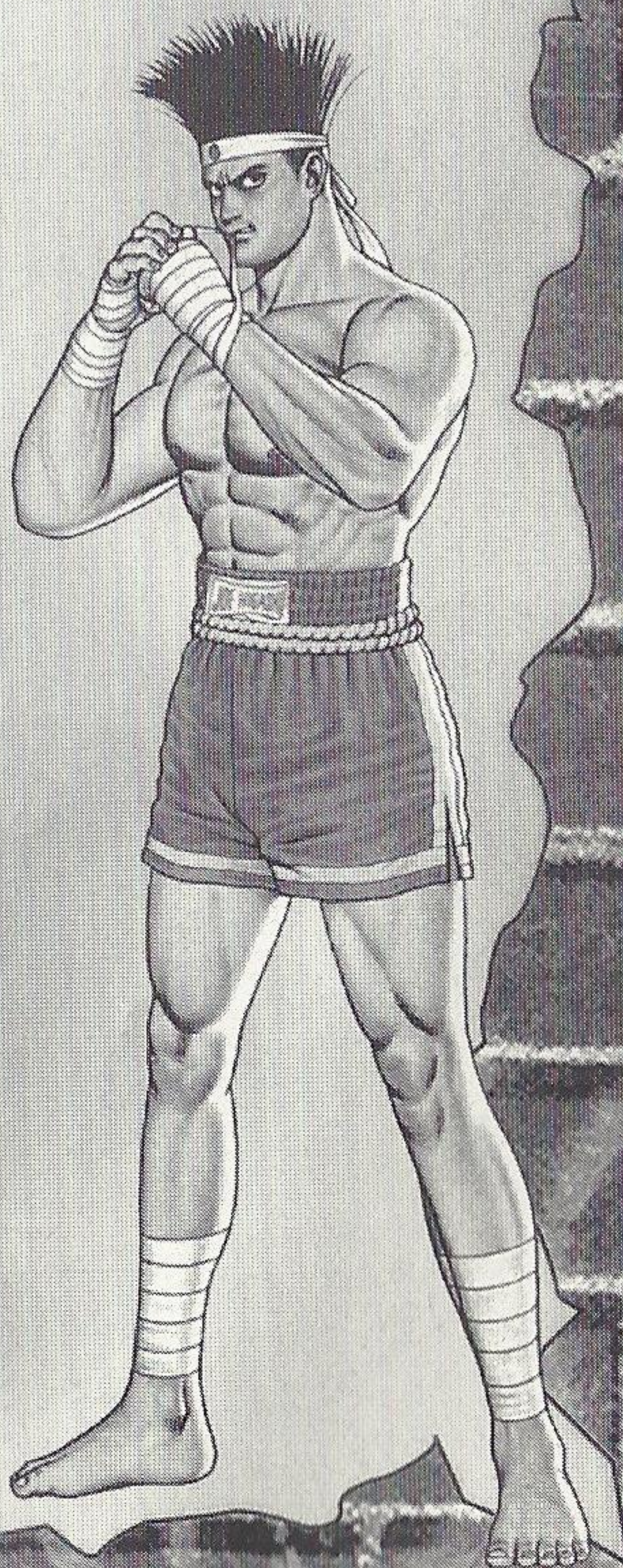
3 Button- → + C

6 Button- → + Y

Knee Inferno:

3 Button- → + START

6 Button- → + B



THE BONE-CRUSHING BEAST

BIG BEAR

Formerly known as the body guard of Geese, Big Bear decided that the only person worth serving was himself. With his obscene power, he may be the most powerful fighter in the tournament.

MOVES

**"EVEN WHEN I HOLD BACK,
YOU'RE STILL TOO SMALL AND WEAK."**

Giant Bomb: 3 Button- ↙ briefly, then → + A or C
6 Button- ↙ briefly, then → + X or Y

Lift Up Throw: 3 Button- ↘ + START
6 Button- ↘ + B

Bear Hug: 3 Button- ↗ + START
6 Button- ↗ + B

Super Drop Kick: 3 Button-Hold start down for eight seconds
6 Button-Hold B down for eight seconds

Back Drop: 3 Button- ← + C
6 Button- ← + Y

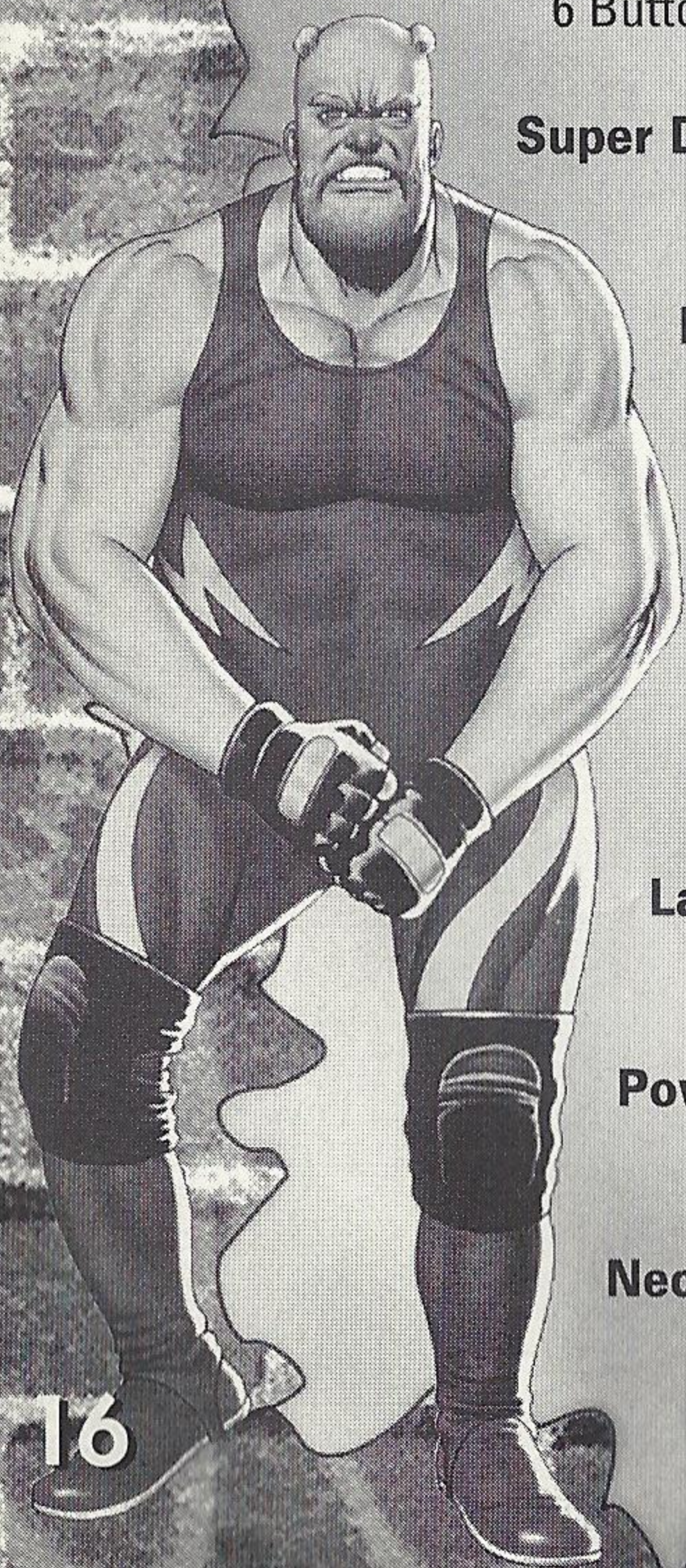
Head Bat: 3 Button- ← + START
6 Button- ← + B

Bear Bomber: 3 Button- →← ↓ ↑ + C
6 Button- →← ↓ ↑ + Y

Lariat Drop: 3 Button- ↘ + C
6 Button- ↘ + Y

Power Bomb: 3 Button- → + C
6 Button- → + Y

Neck Hang: 3 Button- → + START
6 Button- → + B



JUDO DEVIL

JUBEI YAMADA

Without a doubt, Jubei is the most powerful 70 year old man alive. After years of retirement he has returned to once again capture the title.

"I'LL WIN THE HEARTS AND PRAISES OF ALL THE YOUNG LADIES."

MOVES

Nihon Seo Dash:

3 Button-← briefly, then → + B or START
6 Button-← briefly, then → + A or B

Tomoe Nagei:

3 Button-← + START
6 Button-← + B

Oh Izuna Otoshi (spine crunch): (in close range)

3 Button-↓ briefly, then ↑ + A or C
6 Button-↓ briefly, then ↑ + X or Y

Tawara Nagei:

3 Button-↘ + C
6 Button-↘ + Y

Neko Jarashi:

3 Button- → ↘ ↓ ↙ ← + C in close range
6 Button- → ↘ ↓ ↙ ← + Y in close range

Jumping Izuna Otoshi:

3 Button-Jump + ↙ or ↓ or ↘ + START
6 Button-Jump + ↙ or ↓ or ↘ + B

Sembei Shuriken:

3 Button-← briefly, then → + A or C
6 Button-← briefly, then → + X or Y

Kuma Koroshi (bear killer):

3 Button-↗ + C
6 Button-↗ + Y

Ippon Seoi:

3 Button-→ + C
6 Button-→ + Y

Benkei Nakashi (shin attack):

3 Button-→ + START
6 Button- → + B

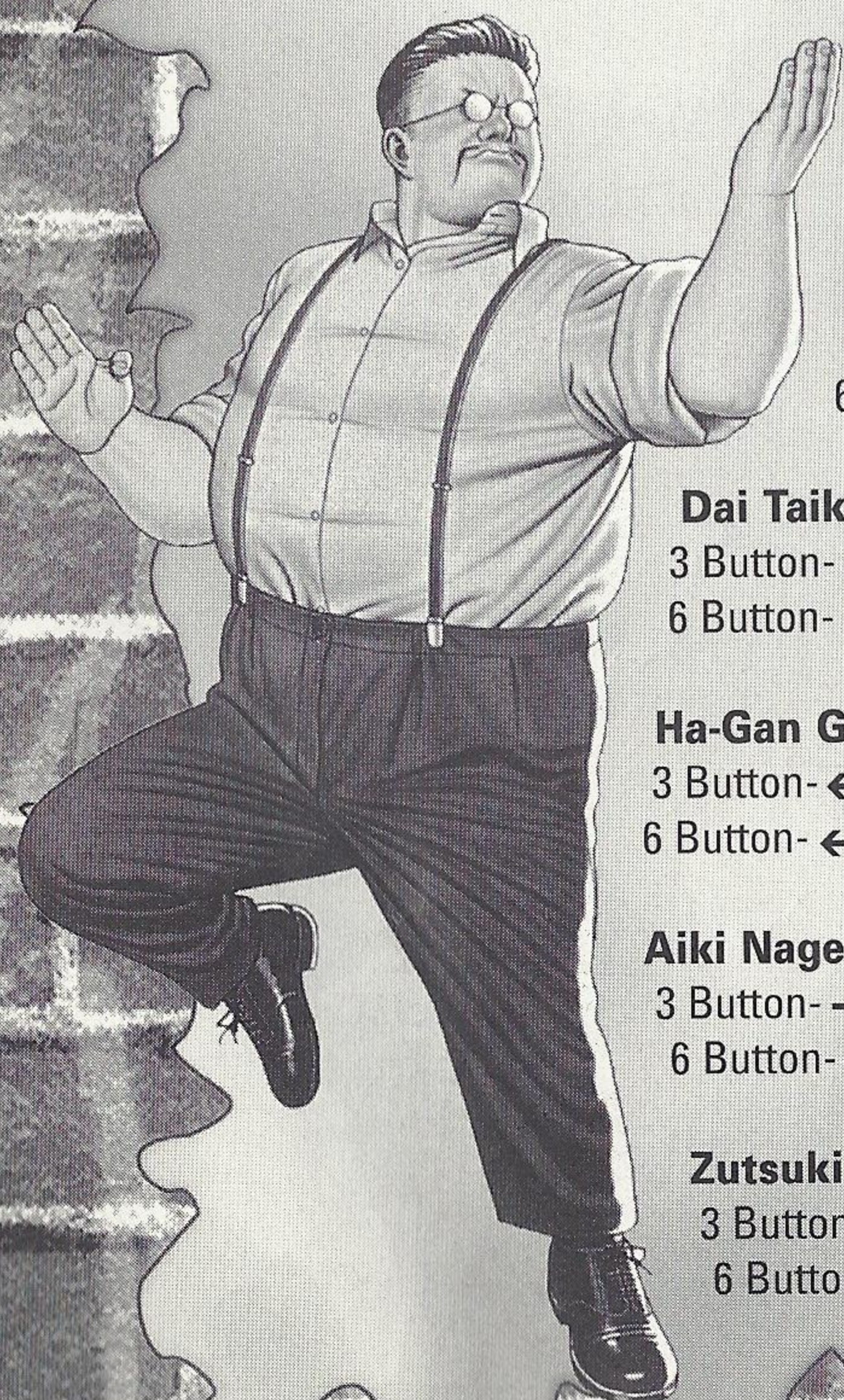


THE MONEY-GRUBBING MAULER

CHENG SINZAN

Cheng is said to be the richest man in Hong Kong and enters the tournaments to earn prize money so that he may achieve his goal. Cheng uses his unique body to inflict massive damage to his opponents.

"HERE'S A TIP...
DON'T FIGHT ME."



MOVES

Kirai Ho:

3 Button- ↓ ↘ → + A or C

6 Button- ↓ ↘ → + X or Y

Dai Taiko Bara (belly drum blast):

3 Button- ↓ briefly, then ↑ + A or C

6 Button- ↓ briefly, then ↑ + X or Y

Ha-Gan Geki (avalanche crunch):

3 Button- ← briefly, then → + B or START

6 Button- ← briefly, then → + A or B

Aiki Nage (spirits throw):

3 Button- → + C

6 Button- → + Y

Zutsuki Satsu (heading):

3 Button- → + START

6 Button- → + B

THE TAI KWANDO GENIUS

KIM KAPHWAN

With ridiculous speed and a punch of steel, Kim is out to prove that Korea is not a country to be taken lightly. Kim views Tai Kwando as an art form and therefore makes each kick picture perfect.

**"TO LET MEN IN THE WORLD
KNOW OF TAI KWANDO...GLORIOUS!"**

MOVES

Hien Zan:

3 Button- ↓ briefly, then ↑ + B or START

6 Button- ↓ briefly, then ↑ + A or B

Hangetsu Zan (crescent moon slash):

3 Button- ↓ ↙ ← + B or START

6 Button- ↓ ↙ ← + A or B

Hisho Kyaku (flying kick):

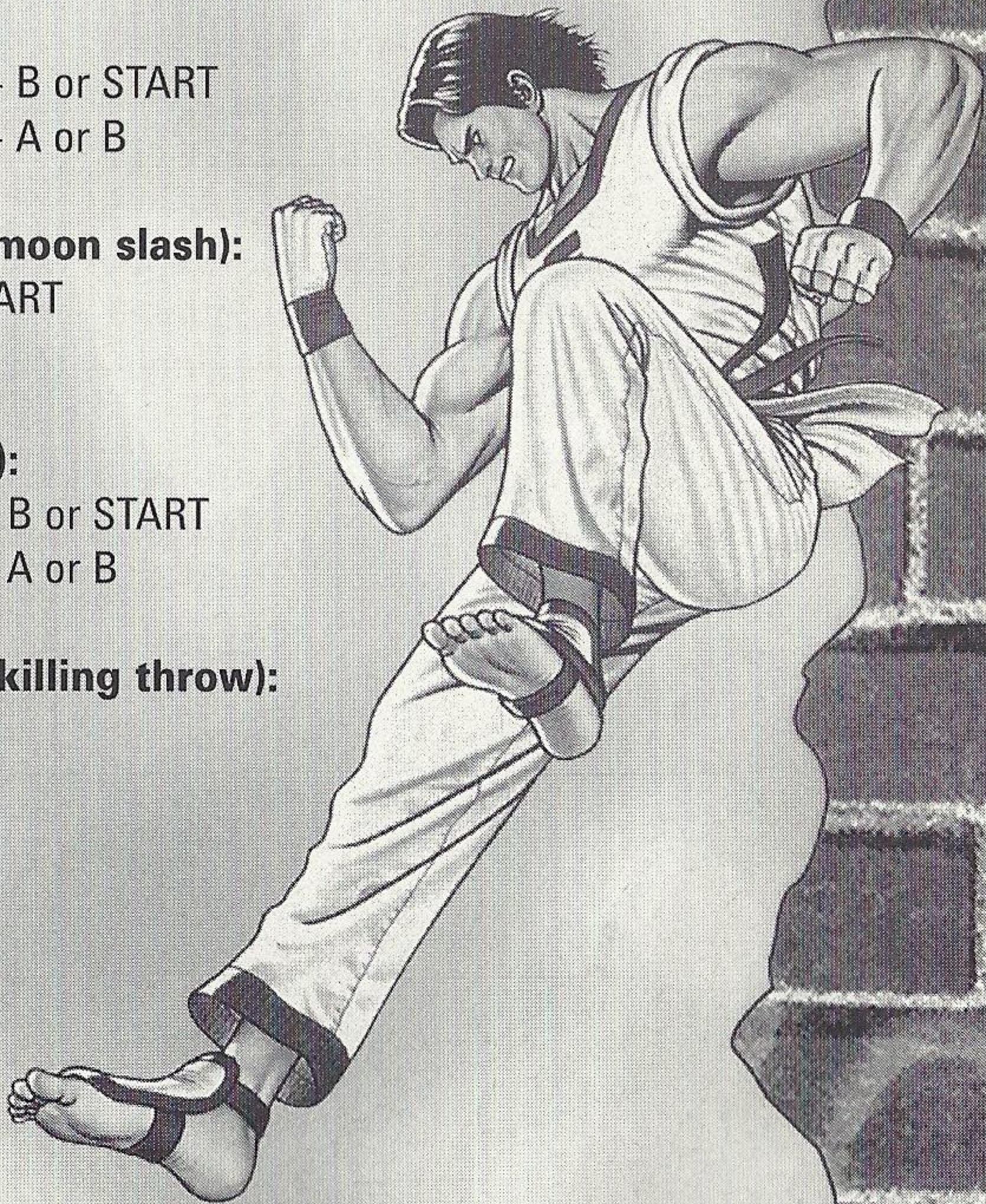
3 Button- While jumping ↓ + B or START

6 Button- While jumping ↓ + A or B

Sakkyaku Nage (kick of killing throw):

3 Button- → + C

6 Button- → + Y



THE ENCHANTING NINJA MAID

MAI SHIRANUI

Mai is a born and bred Ninja. She has entered tournaments to honor her father, Andy's Chap teacher. As a fighter, Mai uses her body as a deadly weapon of flames.

"ANDY IS THE ONLY ONE
I HESITATE TO FIGHT..."

MOVES

Ryu En Bu (dragon flame fandango):

3 Button-↓ ↙ ← + A or C

6 Button-↓ ↙ ← + X or Y

Fusha Kuzushi (windmill block):

3 Button→ + C

6 Button→ + Y

Shinobi Bach (deadly ninja bee):

3 Button-← ↙ ↓ ↘ → + START

6 Button-← ↙ ↓ ↘ → + B

Yumezakura (cherry's dream):

3 Button- Jump +↙ or ↓ or ↘ + START

6 Button- Jump +↙ or ↓ or ↘ + B

Kacho Sen (butterfly fan):

3 Button-↓ ↘ → + A or C

6 Button- ↓ ↘ → + X or Y

Musasabi Mai (squirrel dance):

3 Button- ↓ briefly, then ↑ + C

6 Button-↓ briefly, then ↑ + Y

THE BRUTAL BREAK DANCER DUCK KING

You should remember him in the western subway of "Fatal Fury--Battle of Destiny." He is a unique Dancing Fighter and has a special grudge against Terry Bogard.

"SO YOU WANNA DANCE,
HUH?"

MOVES

Head Spin Attack:

3 Button- ← briefly, then → + A or C

6 Button- ← briefly, then → + X or Y

Dancing Dive:

3 Button- ↓ ↙ ← + B or START

6 Button- ↓ ↙ ← + A or B

Break Storm:

3 Button- ↓ ↘ → ↗ + B or START

6 Button- ↓ ↘ → ↗ + A or B

Beat Rush:

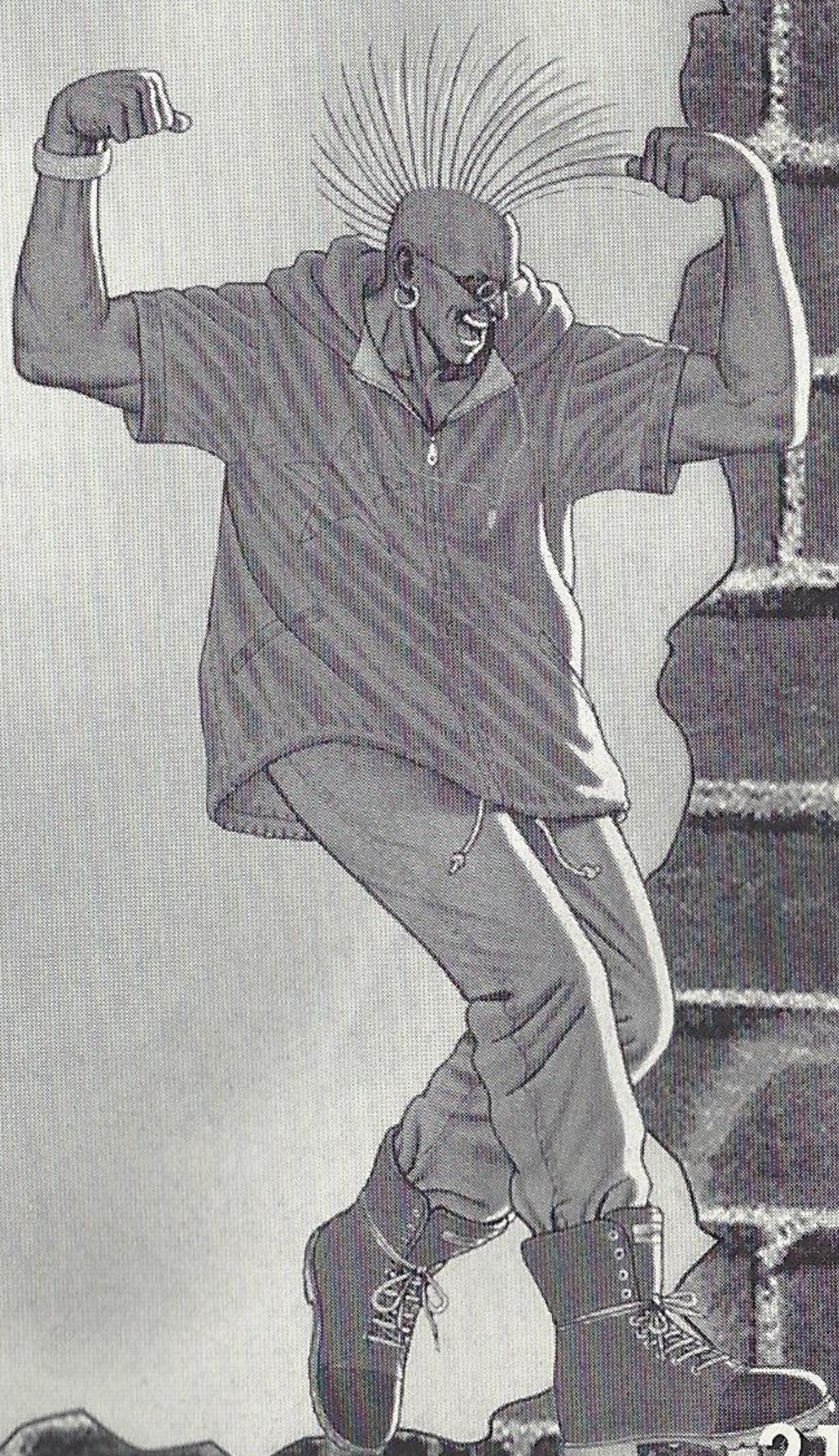
3 Button- → ← → + C

6 Button- → ← → + Y

Rolling Neck:

3 Button- → + C

6 Button- → + Y



THE SCHIZOID MARTIAL ARTS OLD GUY TUNG FU RUE

He once was a guardian of the kid brothers, Terry and Andy. Now he has entered this tournament to help destroy Geese and Krauser.

"WITH AGE COMES WISDOM, AND
WITH THAT COMES MY POWER."

MOVES

Senshippo:

3 Button- ↓ ↙ ← + A or C

6 Button- ↓ ↙ ← + X or Y

Gekiho (shock blow):

3 Button-C repeatedly

6 Button-Y repeatedly

Ressen Kyaku (thousand kicks):

3 Button- ↙ briefly, then ↗ + B or START

6 Button- ↙ briefly, then ↗ + A or B

Shouha (power wave):

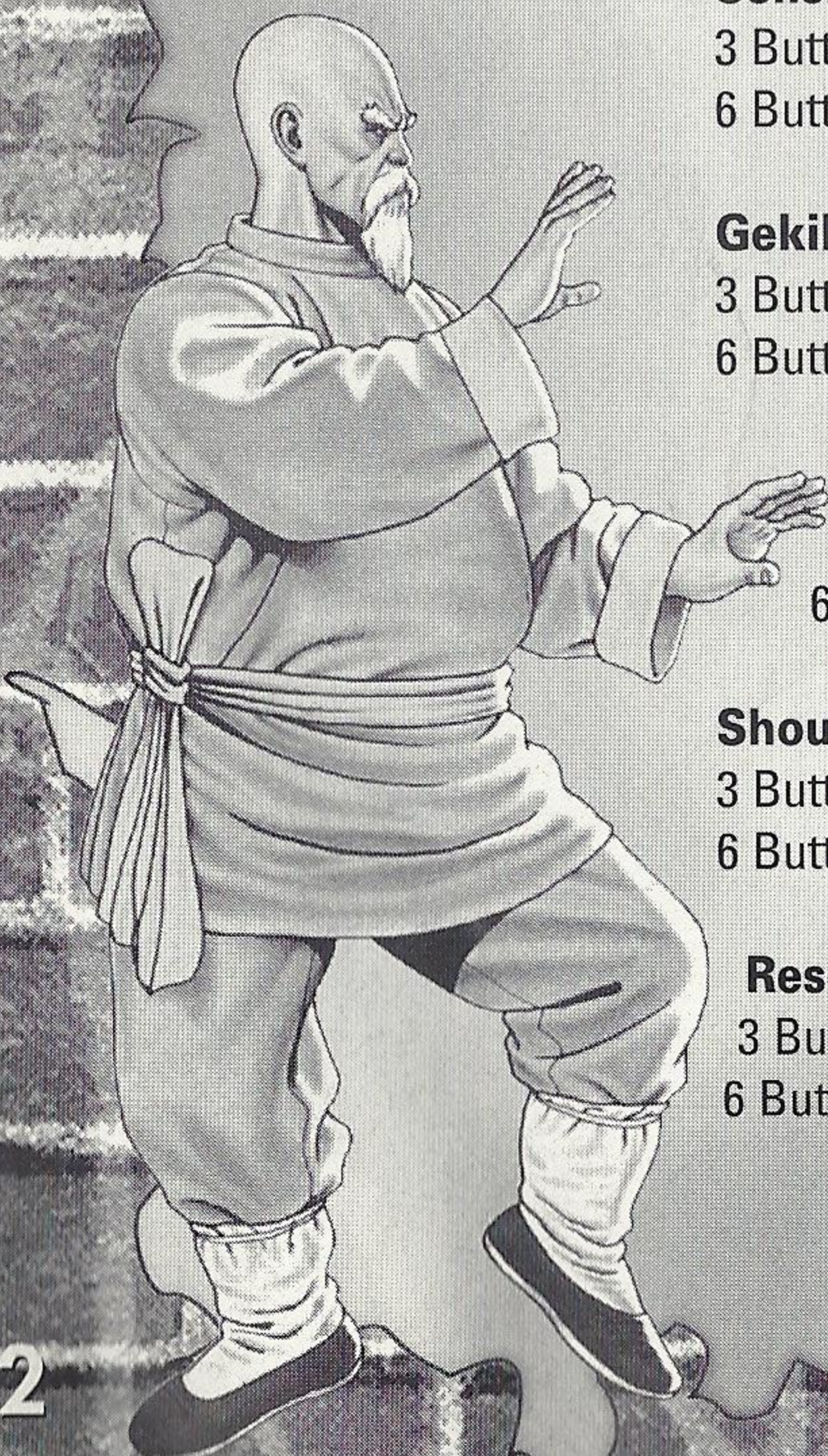
3 Button- ↙ briefly, then → + A or C

6 Button- ↙ briefly, then → + X or Y

Resen Shou (thousand slap):

3 Button- → + C

6 Button- → + Y



THE VENGEFUL POLE POUNDER

BILLY KANE

No one mastered the staff like Billy, but the Bogard brothers made it look like a toothpick in both encounters. After that, his days of hard training began...

"REMEMBER WHAT THEY SAY, THE THIRD TIME'S A CHARM. YOUR TIME IS UP!"

MOVES

Sansetsu Kon (club blow):

3 Button- ← briefly, then →+ A or C

6 Button- ← briefly, then →+ X or Y

Jiguko Otoshi (pound of hell):

3 Button- →+ START

6 Button- →+ B

Sempu Kon (club twist):

3 Button-A or C repeatedly

6 Button-X or Y repeatedly

Suzume Otoshi (sparrow drop):

3 Button- ↙ briefly, then ↗+ A or C

6 Button- ↙ briefly, then ↗+X or Y

Hisho Kon:

3 Button- ↙ ↓ ↘ →+ B or START

6 Button- ↙ ↓ ↘ →+ A or B

Ippon Tsuru Nage:

3 Button- →+ C

6 Button- →+ Y



THE IRON-KNUCKLED PUGILIST

AXEL HAWK

Once he was named the best boxer in the world, and somehow he landed back on his feet. Now Axel Hawk fights to regain that title.

MOVES "IF YOU DON'T HAVE A BIG GUARD,
THEN YOU'D BETTER HAVE A BIG BELLY!"

Tornado Upper:

3 Button- ↓ ↘ → + A or C

6 Button- ↓ ↘ → + X or Y

Smash Bomber:

3 Button- ↙ briefly, then → + A or C

6 Button- ↙ briefly, then → + X or Y

Axel Dance:

3 Button-A or C repeatedly

6 Button-X or Y repeatedly

Hell Bomber:

3 Button- → + START

6 Button- → + B

Rolling Buster:

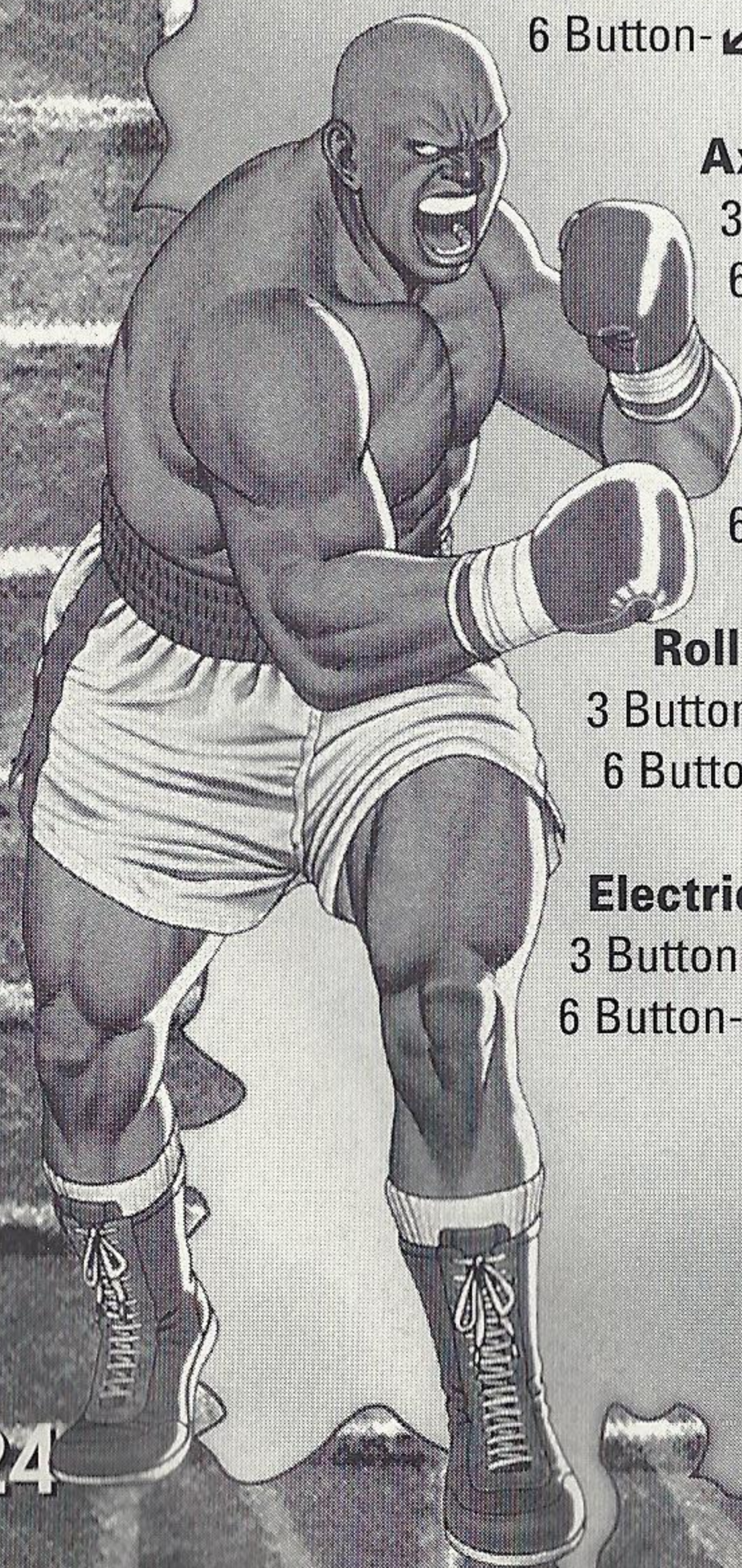
3 Button- ↗ + START

6 Button- ↗ + B

Electric Attack:

3 Button- ← + START

6 Button- ← + B



THE BLOODTHIRSTY MATADOR LAURENCE BLOOD

His brutality to bulls is unbelievable and known throughout the world. When he entered the tournament, heads turned to see if he was as vicious with people. The answer...yes.

"THE MORE BLOOD I DRAW, THE MORE FUN I'LL HAVE."

MOVES

Blood Saber:

3 Button- ← ↙ ↓ ↘ → + A or C

6 Button- ← ↙ ↓ ↘ → + X or Y

Flying Buster:

3 Button-Jump + ↙ or ↓ or ↘ + C

6 Button-Jump + ↙ or ↓ or ↘ + Y

Bloody Cutter:

3 Button- ↓ briefly, then ↑ + C

6 Button- ↓ briefly, then ↑ + Y

Poncho Breaker:

3 Button- → + START

6 Button- → + B

Bloody Spin:

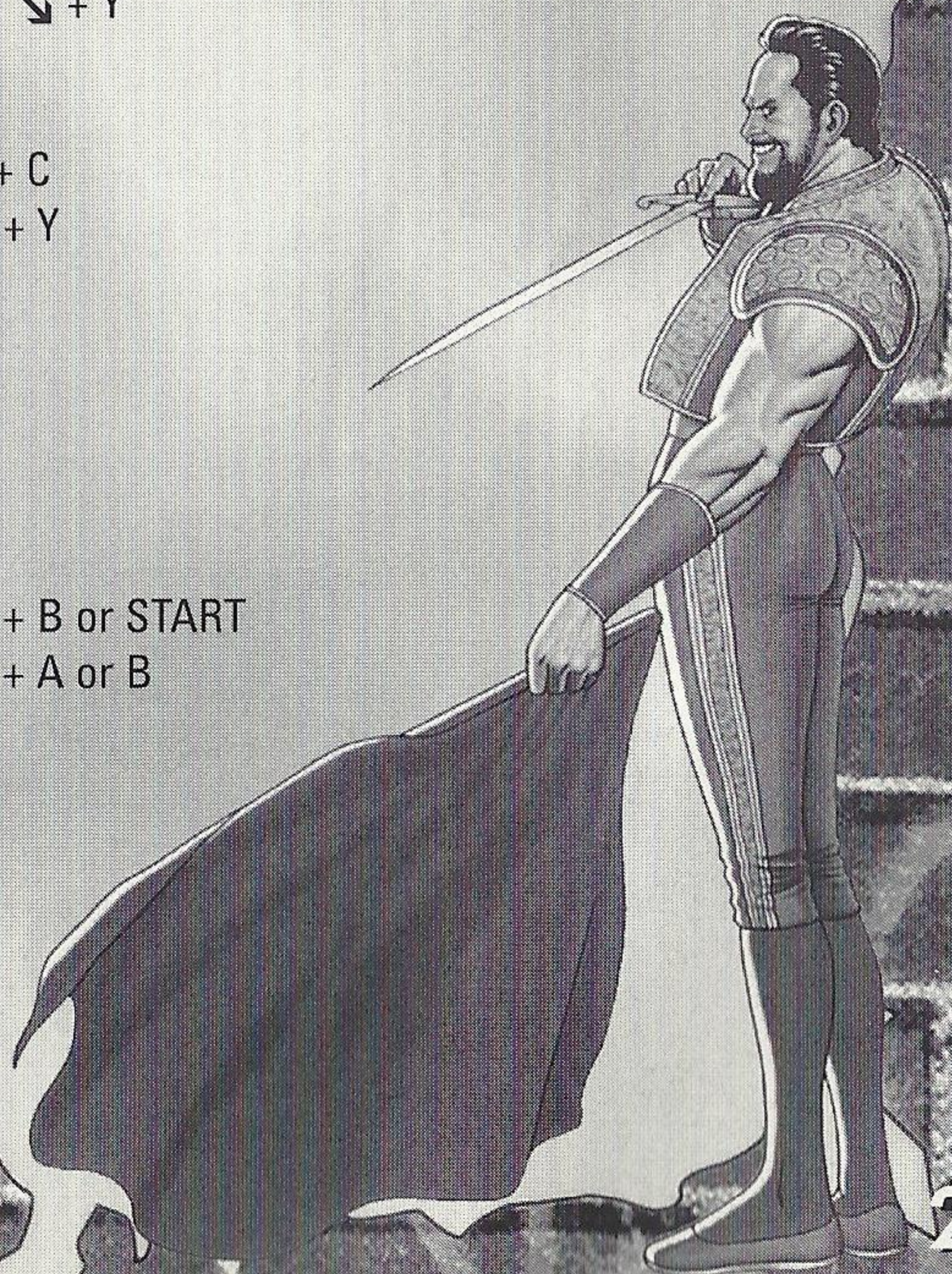
3 Button- ← briefly, then → + B or START

6 Button- ← briefly, then → + A or B

Poncho Throw:

3 Button- → + C

6 Button- → + Y



THE CONQUEROR OF THE UNDERWORLD

GEESE HOWARD

The world was silent when they heard the news that "Geese Howard is alive." Now Geese's mission is to regain the title of grand champ and pay back Terry, Andy & Joe for what they did to him.

MOVES

**"ANYONE WHO DARES
STAND IN MY WAY
WILL BE CRUSHED!"**

Reppu Ken:

3 Button- ↓ ↘ → + A

6 Button- ↓ ↘ → + X

Katate Nage:

3 Button- → + C

6 Button- → + Y

Shippu Ken:

3 Button-Jump + ↓ ↙ ← + A or C

6 Button-Jump + ↓ ↙ ← + X or Y

Shinku Nage (one hand blow):

3 Button- ↘ + C

6 Button- ↘ + Y

Double Reppu Ken:

3 Button- ↓ ↘ → + C

6 Button- ↓ ↘ → + Y

Kosatsu Sho (tiger's palm):

3 Button- → + START

6 Button- → + B

Knockdown Blow:

3 Button- ← ↙ ↓ ↘ → ↗ + B or START

6 Button- ← ↙ ↓ ↘ → ↗ + A or B

THE DREADED "DARK KAISER" WOLFGANG KRAUSER

At 2 meters tall, Krauser may be the biggest and strongest competitor in the tournament. His evil is unmatched, even by Geese. He must win to prove again just how great he truly is.

"WHO COMES NEXT TO BE MY GOAT?"

MOVES

Blitz Ball I:

3 Button- ↓ ↙ ← + A or C

6 Button- ↓ ↙ ← + X or Y

Knee Smasher:

3 Button- → + C

6 Button- → + Y

Blitz Ball II:

3 Button- ↓ ↙ ← + B or START

6 Button- ↓ ↙ ← + A or B

Lift Up Blow:

3 Button- ↘ + C

6 Button- ↘ + Y

Leg Tomahawk:

3 Button- ↓ ↘ → + B or START

6 Button- ↓ ↘ → + A or B

Neck Hang Blow:

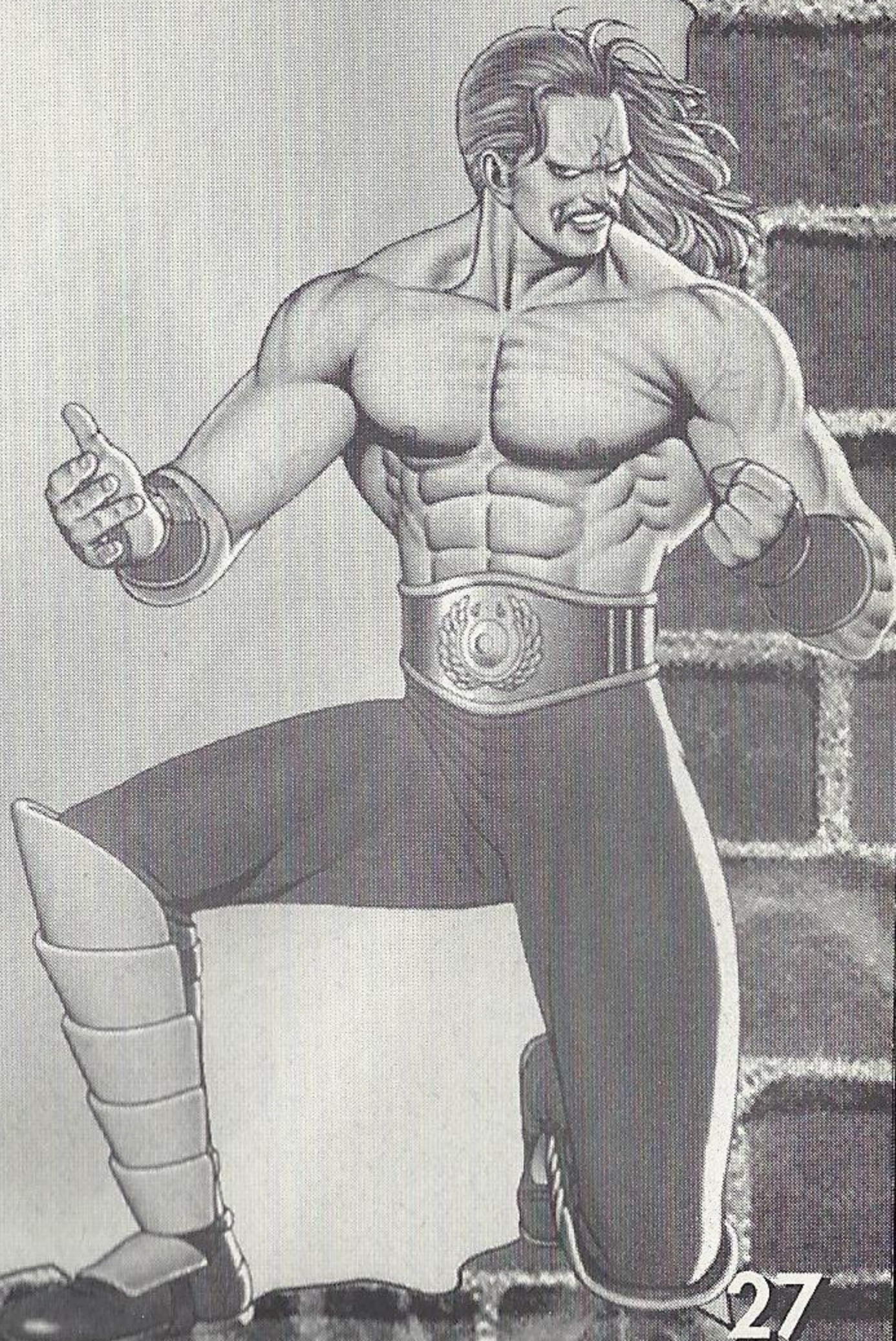
3 Button- → + START

6 Button- → + B

Knockdown Blow:

3 Button- ← ↙ ↓ ↘ → ↗ + A or C

6 Button- ← ↙ ↓ ↘ → ↗ + X or Y



RYO SAKAZAKI

The secret character in the arcade version is now playable! But it is up to you to find his secret moves.

FIND THE HIDDEN SECRET POWER BLOW

Each of the 15 characters has his or her own Power Blows. If the ones described within are not enough, find the hidden Power Blows for each character!

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GAME NOTES

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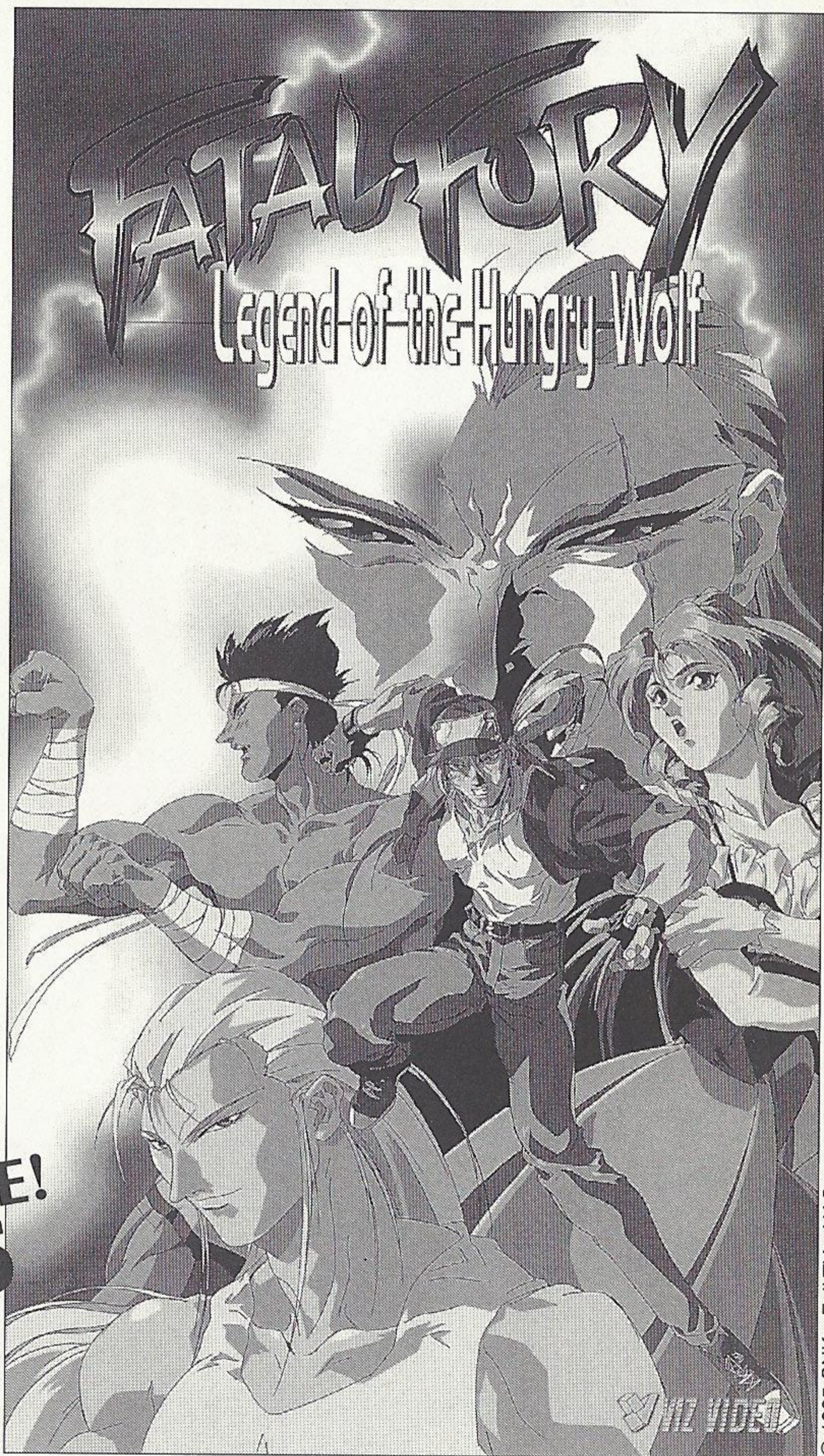
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