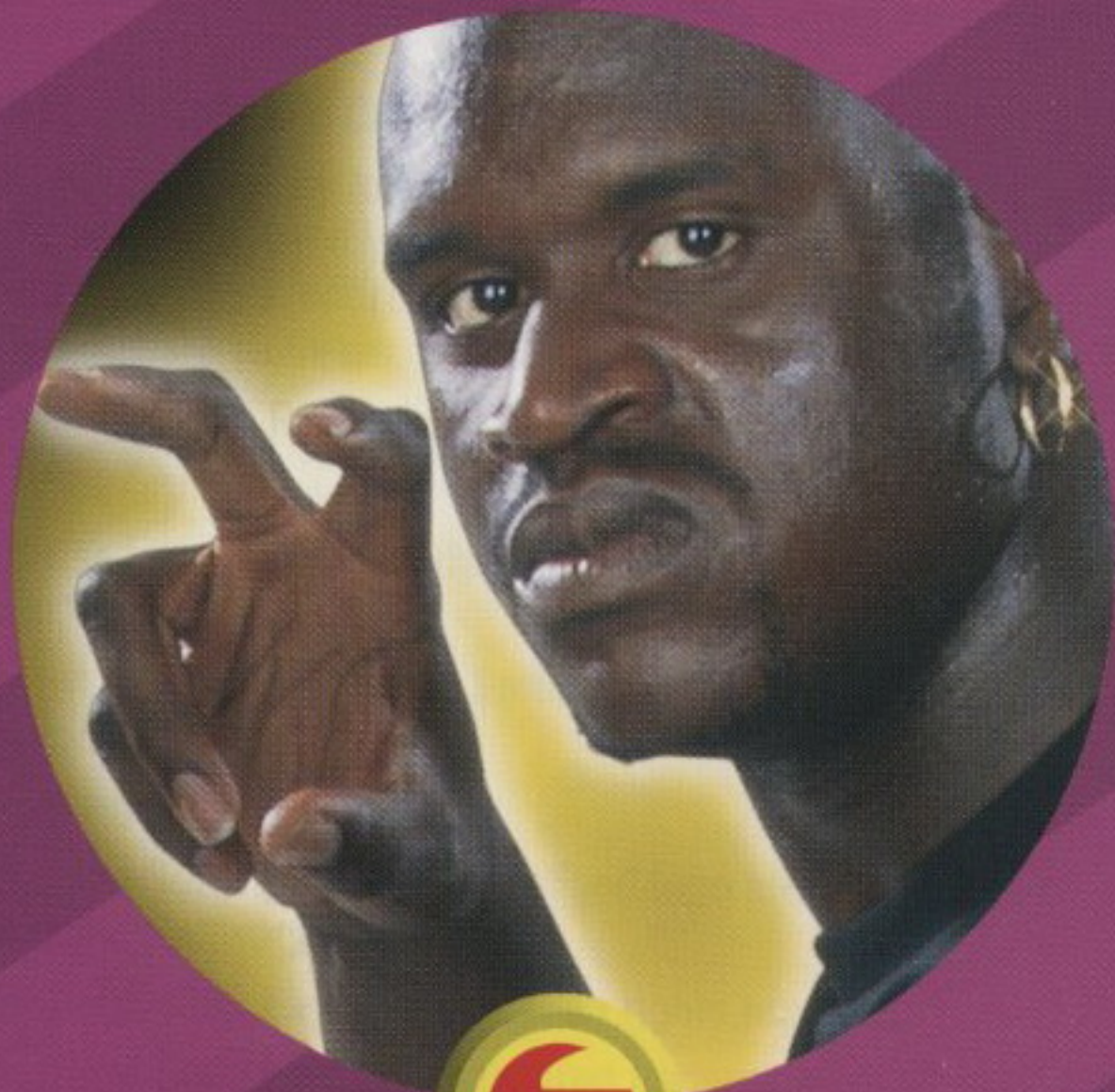




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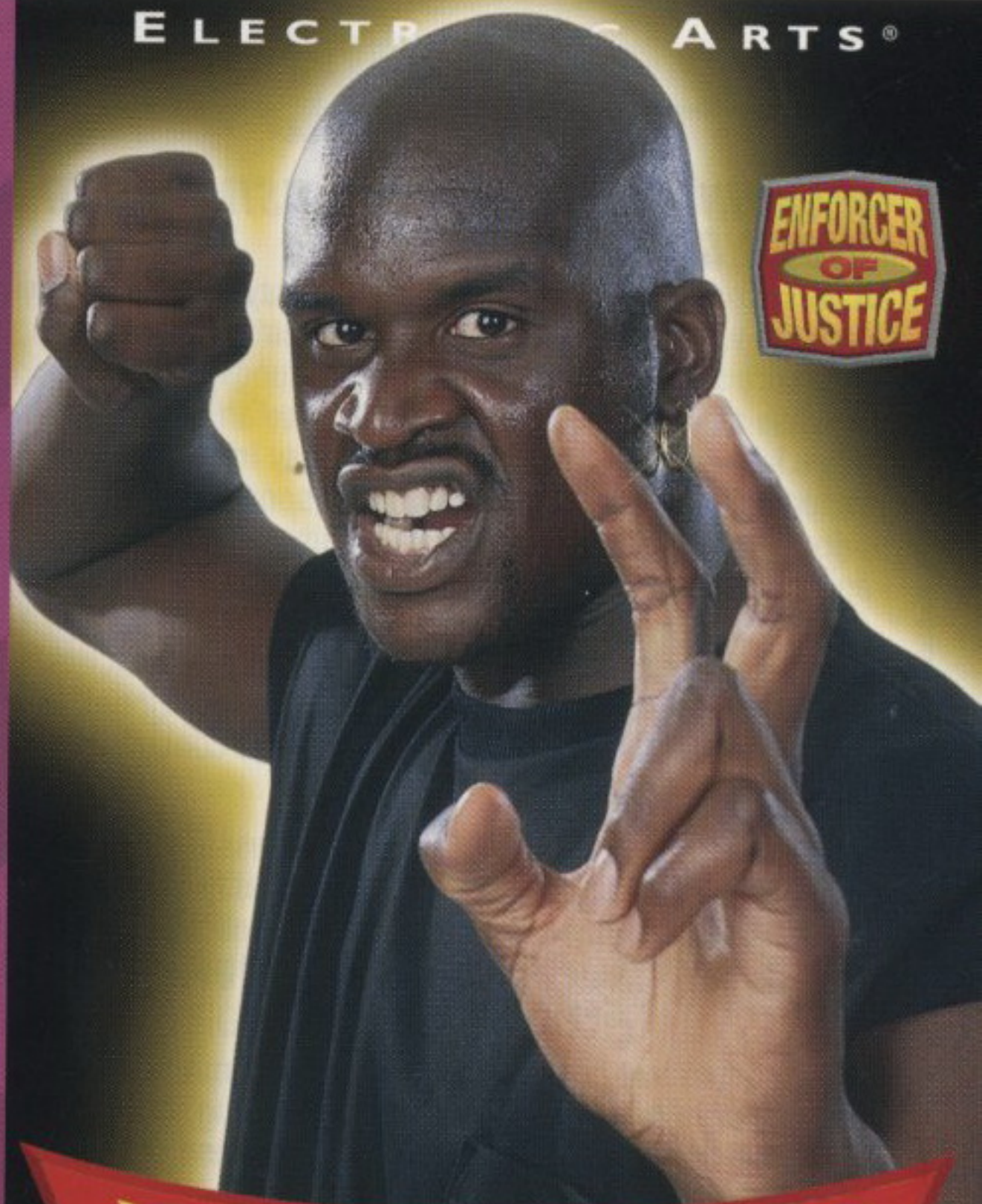
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SEGA

GAME GEAR™



ELECTRONIC ARTS®



BY DELPHINE SOFTWARE

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- This cartridge is intended exclusively for the Sega™ Game Gear™ 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 cartridge.



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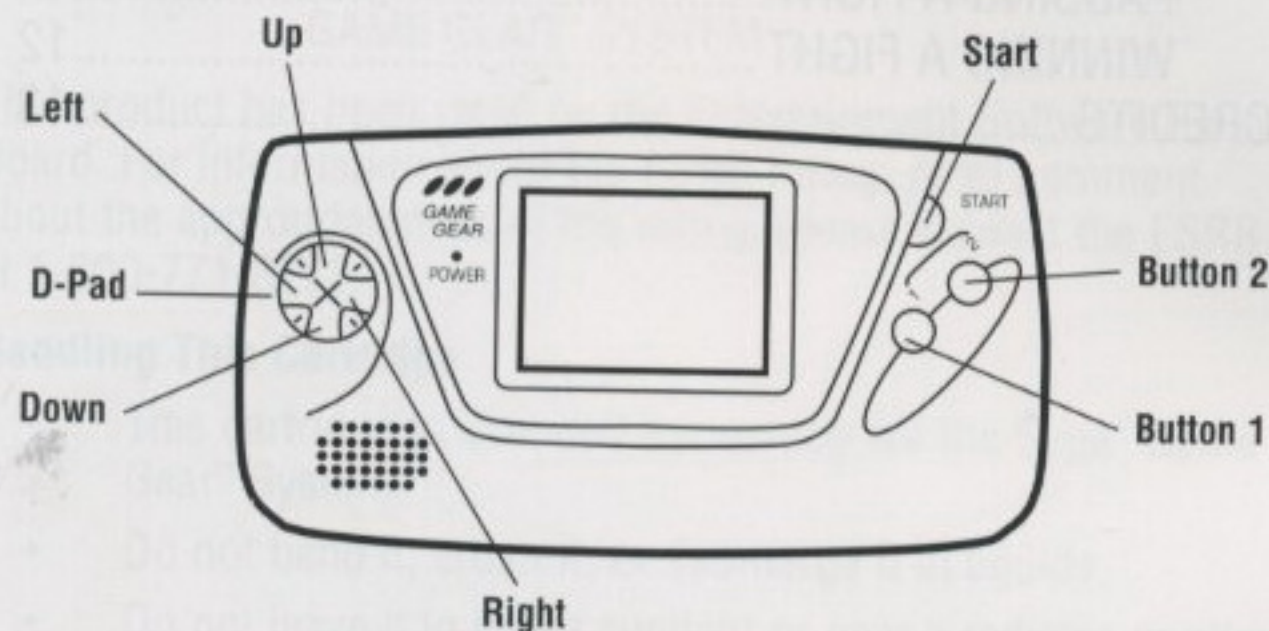
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STARTING THE GAME

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Shaq-Fu* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the *Shaq-Fu* Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.



CONTROL SUMMARY

MOVING

Move Backward/Forward	D-Pad left/right
Move Boost	START + D-pad left/right
Jump Up	D-Pad up
Jump Backward/Forward	D-Pad diagonal up/left or up/right
Crouch	D-Pad down
Defensive Crouch	D-Pad diagonal down/left or down/right

FIGHTING

Power Punch	Button 1
Power Kick	Button 2
Shield	START + D-Pad down
Pause	START + Button 1 + Button 2

MENU SELECTIONS

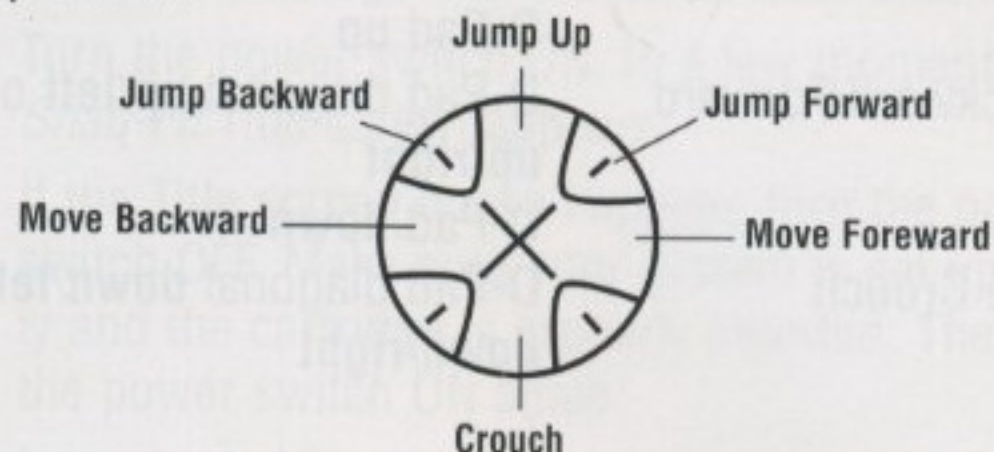
Highlight an Option	D-Pad up/down
Select an Option	Button 2



CONTROLLING THE GAME

MOVING

The diagram below shows the basic D-Pad positions. If you don't touch the D-Pad at all, the fighter stays in a neutral, ready position.



- To move backward/forward, D-Pad **left/right**.
- To move faster, press **START** and D-Pad **left/right**.
- To jump straight up, D-Pad **up**.
- To jump backward/forward, D-Pad diagonal **up/left** or **up/right**

The way your character reacts depends on his or her location in relation to the enemy's position. If your enemy is far away to the right of your character, D-Pad **left** moves your character backward. If your opponent is close and attacking, D-Pad **left** puts your character in a defensive position.

FIGHTING

There are two basic fighting moves: Punching and Kicking. Some characters may use a weapon, so watch out for a long distance attack or you might get schooled.



EA TIP Shaq and his opponents have a few nasty tricks up their sleeves. Experiment with the D-Pad and **1** or **2** to find out how to use a devastating Special Move.

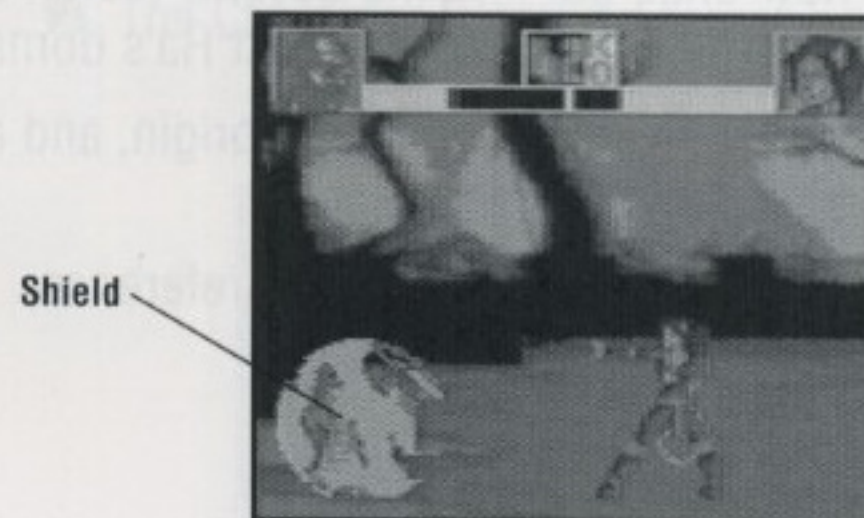
PUNCHES

- To punch, press **1**.
- To punch in mid-air, D-Pad **up**, then press **1**.
- To punch from a crouching position, D-Pad **down**, then press **1**.

KICKS

- To kick, press **2**.
- To deliver a jumping kick, D-Pad **up**, then press **2**.
- To kick from a crouching position, D-Pad **down**, then press **2**.

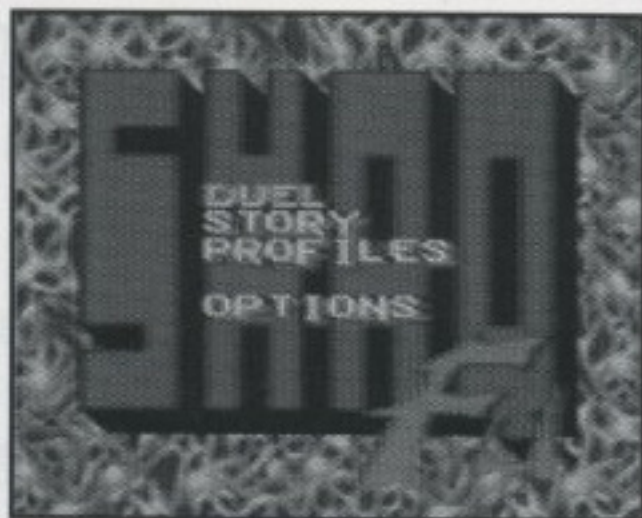
DEFENSE



- To activate the force field shield, **START** + D-Pad **down**.



THE GAME SETUP SCREEN



Game Setup Screen

From the Game Setup screen, choose a play mode and customize game features. The play modes available are DUEL and STORY. Certain game features can be changed in the OPTIONS menu. (See *Options* on page 10.)

DUEL is a one-on-one game mode.

STORY tells you how Shaq got into the Second World, and takes you on a dangerous quest through Sett Ra's domain.

PROFILES displays the height, weight, age, origin, and a brief description of the six characters.

OPTIONS lets you adjust the game to your preference.

To make a selection:

1. D-Pad **up/down** to highlight an option.
2. Press **2** to select a highlighted option.



FIGHT DEMOS

If you don't make a selection from the Game Setup screen, a fight demo appears. Each character has a demo. The demo shows the character's fighting style, so you might want to check it out.

- To exit the demo and return to the Title screen, press any button.

DUEL

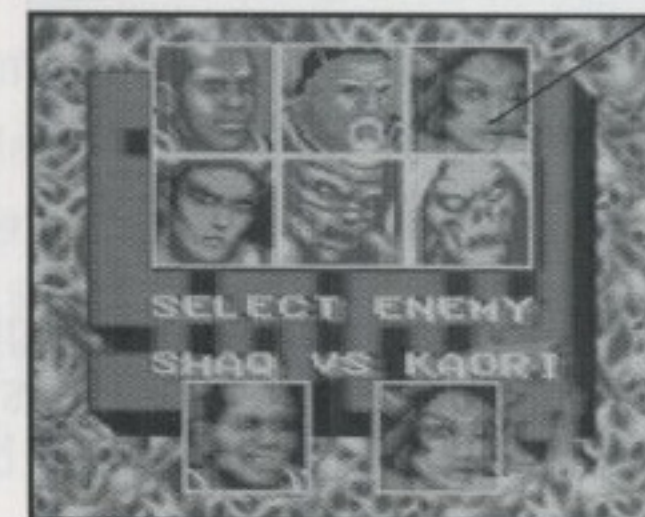
Duels are best 2-out-of-3 contests that continue until you beat every opponent or until you lose. If you are defeated, you have two more chances to continue. After your third try, you must start again.

You can choose to have a character fight a duel against himself or herself. In such cases the characters are different colors so you can tell them apart.

To Play a Duel:

1. Select DUEL from the Game Setup screen and press **2**.
2. The Character Selection screen appears.

Character Portrait





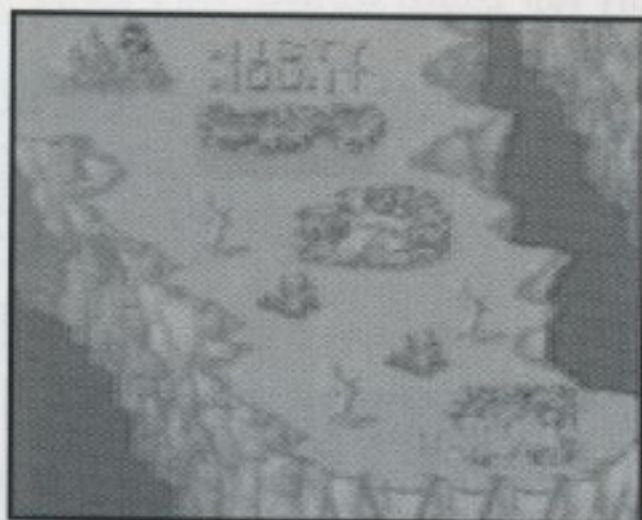
2. D-Pad in any direction to highlight a character portrait.
3. Press **2** to select your character.

EA TIP Each character has two colors that you can choose from. If you want to use the alternate color for your character, press **START** (instead of **2**) to select your character.

4. To select your first opponent, repeat steps 2 and 3.
5. Press **2** to start the duel.

STORY MODE

When you select STORY from the Game Setup screen, the story begins. You control Shaq on his journey through the Second World.



Second World

Shaq enters the Second World through a magical portal and finds himself on an island with three locations. He must defeat all of his opponents on the first island before he can



move on to the second level, and he must successfully pass through each island before he faces the final battle. If Shaq happens to lose, he has two more chances to continue. After that, the game is over, and he must start again at the beginning.

1. D-Pad in any direction to move Shaq around the first island to one of the three locations shown. The location names appear on the screen when Shaq finds the entrance.
2. To enter the location and begin the match, press **2** when the location name appears.

EA TIP Once you've vanquished all opponents on one island, you automatically move on to the next level. If you don't move on, use the D-Pad to explore the level you're on—you may have missed an opponent. Watch out, you may run into even more danger.

HIGH SCORES

If you finish a game with a high score, you can enter a three character name such as Bud, Sue, or Sly at the High Score screen.

To Enter a Name:

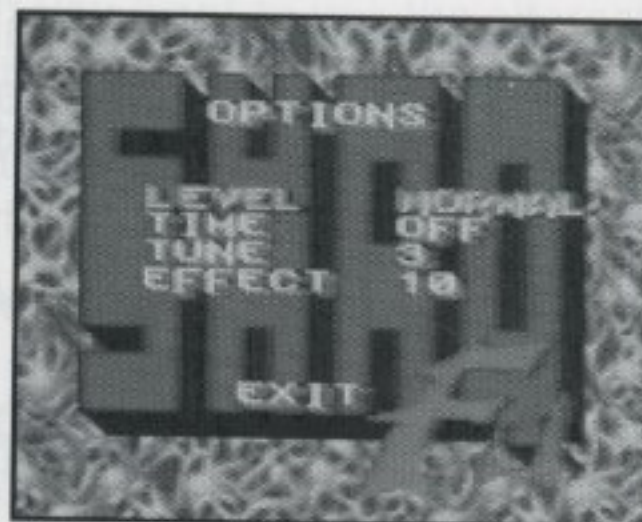
1. D-Pad **left/right** to cycle through the letters.
2. Press **2** to move to the next space. Press **1** to back up one space.
3. Press **START** or **2** to confirm the name and return to the Title screen.



OPTIONS

To make changes and customize the game:

1. Select OPTIONS from the Game Setup screen. The Options screen appears.



2. D-Pad **up/down** to highlight the option you want to change.
3. D-Pad **left/right** to change a highlighted option.
4. When you've made your choices, highlight EXIT and press **2** to confirm your selections and return to the Game Setup screen.

Level: Choose the level of difficulty: EASY, NORMAL, or EXPERT.

Time: Use this option to adjust round times in the game. A round can be 25, 50, 75, or 100 seconds. When the Time option is OFF, fights last until one fighter gets KO'd.

TUNE: Choose this option to listen to the six background tunes that will inspire you to slam dunk your enemies.

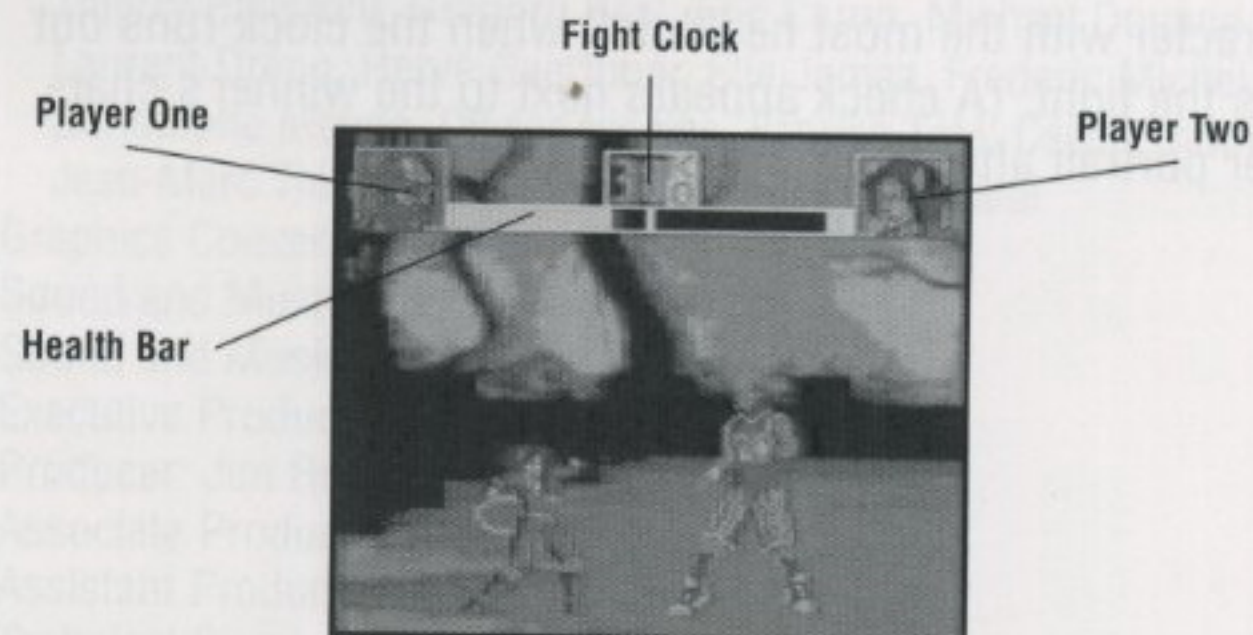
- Press **2** to play a selected tune.



EFFECT: This option lets you listen to the Special Move sound effects.

- Press **2** to play a selected sound effect.

THE FIGHT SCREEN



THE FIGHT CLOCK

The clock appears at the top middle of the screen. It displays the fight time remaining in seconds (unless the time option is turned off). The clock flashes when you're about to run out of time.

CHARACTER PORTRAIT

Player 1's character portrait appears to the left of the clock, and Player 2's appears to the right.

HEALTH BAR

Your character's health bar appears at the top of the screen. As your character loses health, the health bar gets shorter.



PAUSING A FIGHT

- To pause a fight, press **START** + **1** + **2**.

WINNING A FIGHT

Fights are won when one fighter loses all his or her health and their health bar is empty, or when time expires. The character with the most health left when the clock runs out wins the fight. (A check appears next to the winner's character portrait after each 2-out-of-3 fight.)



CREDITS

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