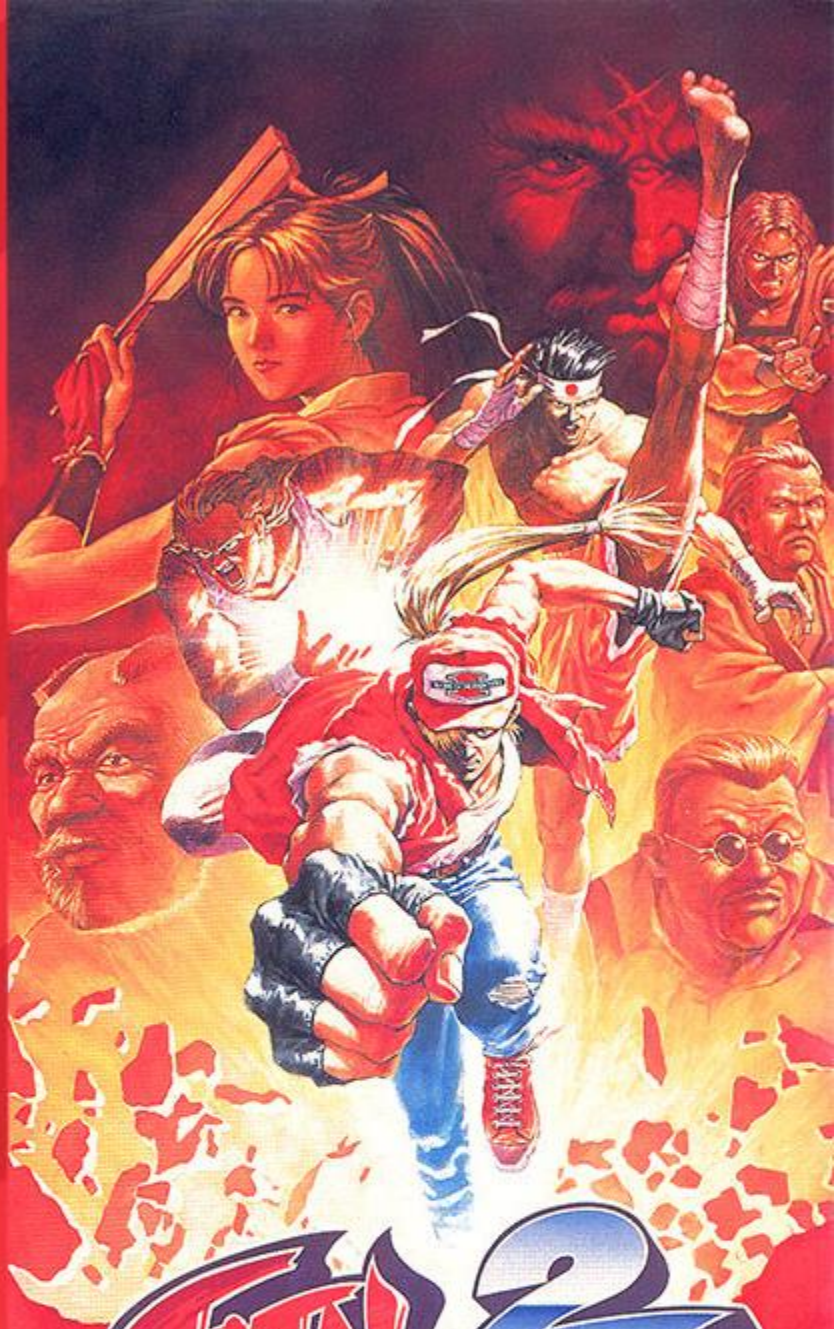


SEGA

SEGA
SYSTEM



FATAL FURY 2

INSTRUCTION MANUAL

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TAKARA

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FOR PLAY ON THE SEGA GENESIS™ SYSTEM.



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™ GENESIS™ SYSTEM.

EPILEPSY WARNING

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 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.

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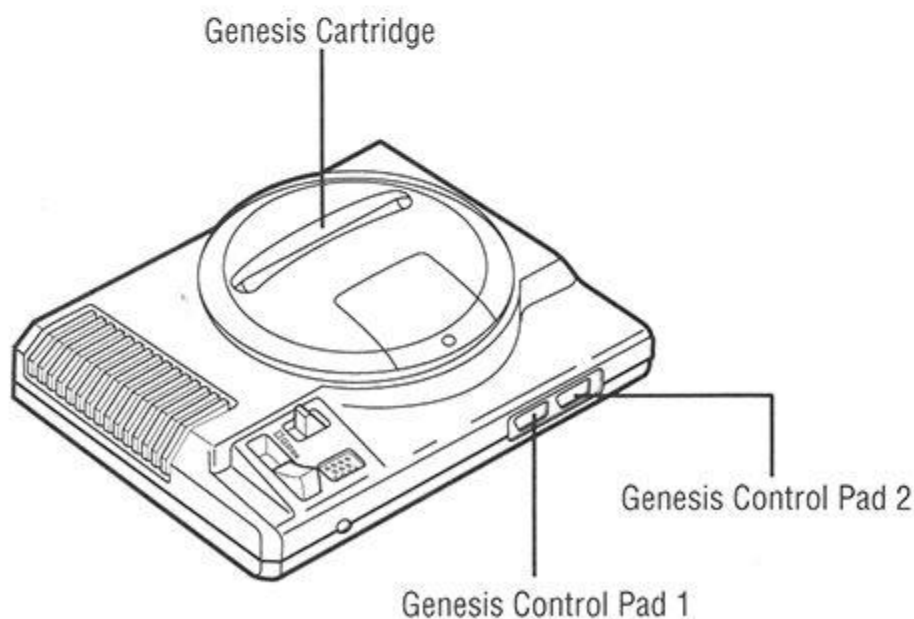
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STARTING UP

- 1) Set up your Genesis system as described in its instruction manual. Plug in Control Pad 1.
- 2) Make sure the power switch is OFF. Insert the FATAL FURY 2 Sega Genesis cartridge into the console and press it down firmly.
- 3) Turn the power switch ON. In a few seconds, the SEGA screen and then the Game Title screen will appear.
- 4) Press the Start button to continue.

Important :

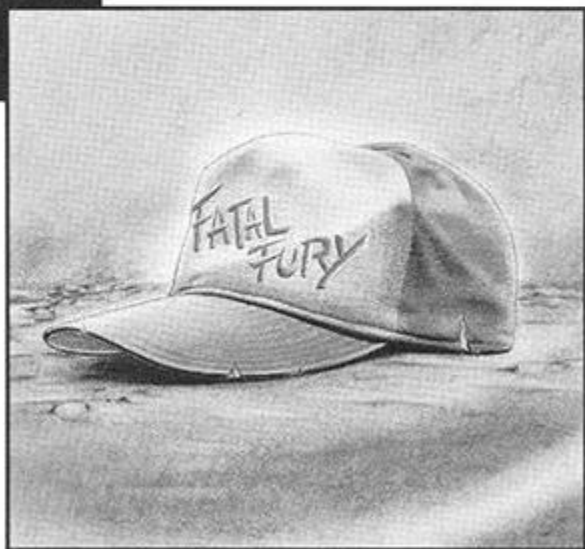
If the SEGA screen doesn't appear, turn the power switch OFF. Check to make sure that your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure that the power switch is turned OFF before inserting or removing the SEGA cartridge.



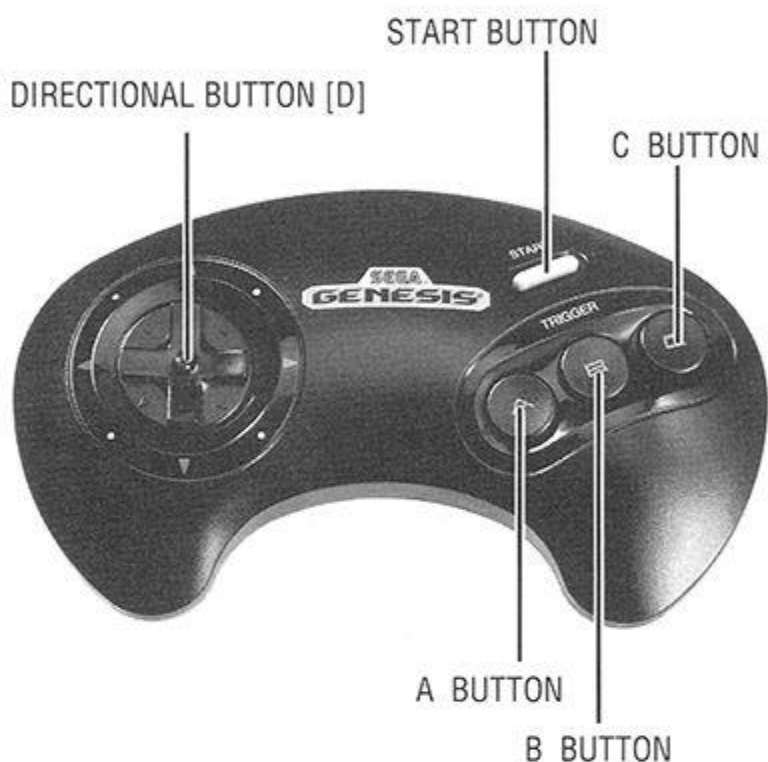
STORY

A year has passed since the ruthless Geese Howard met his end in the fateful battle with the Bogard brothers and their sworn friend and ally, Joe Higashi. All seems quiet in South Town...but in a world of darkness unknown to Terry and his companions, evil forces are at work.

Fate is about to bring Terry, Andy, and Joe into headlong collision with Wolfgang Krauser, the ruler of this dark and mysterious domain. Krauser is sponsoring a second "King of the Fighters" Tournament for reasons unknown, and Terry and his buddies and the rest of the world's top fighters have all been invited to compete. The action is about to begin in the ultimate fighting challenge - and only the strongest will survive...

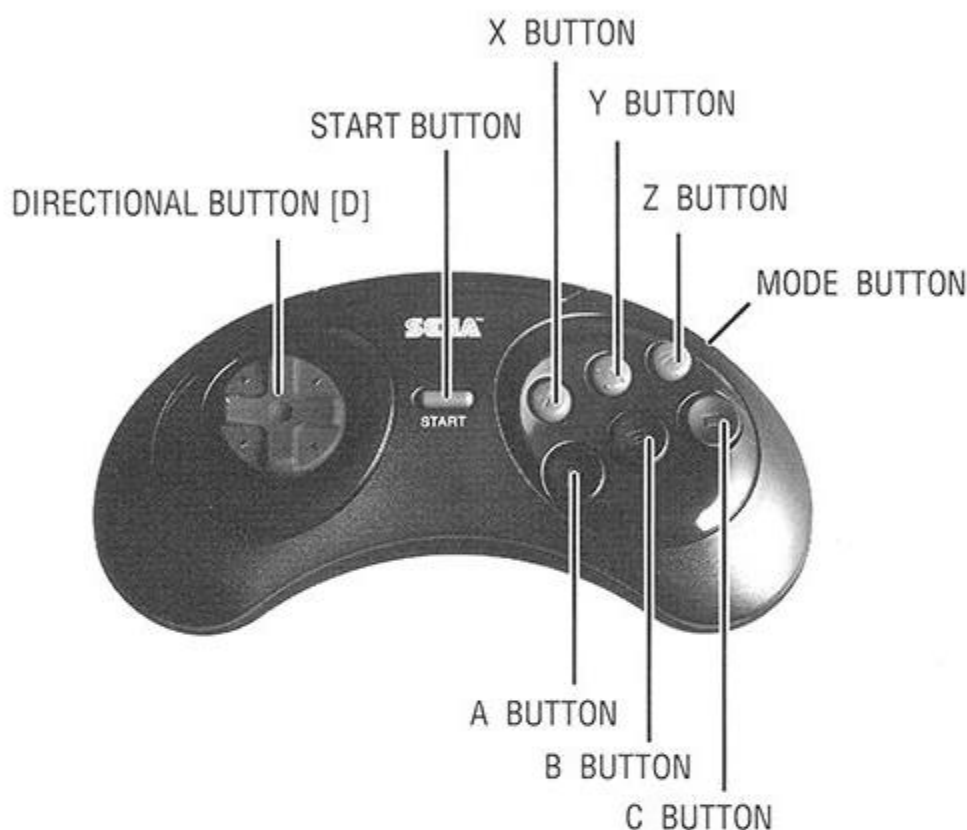


TAKE CONTROL



3 BUTTON PAD

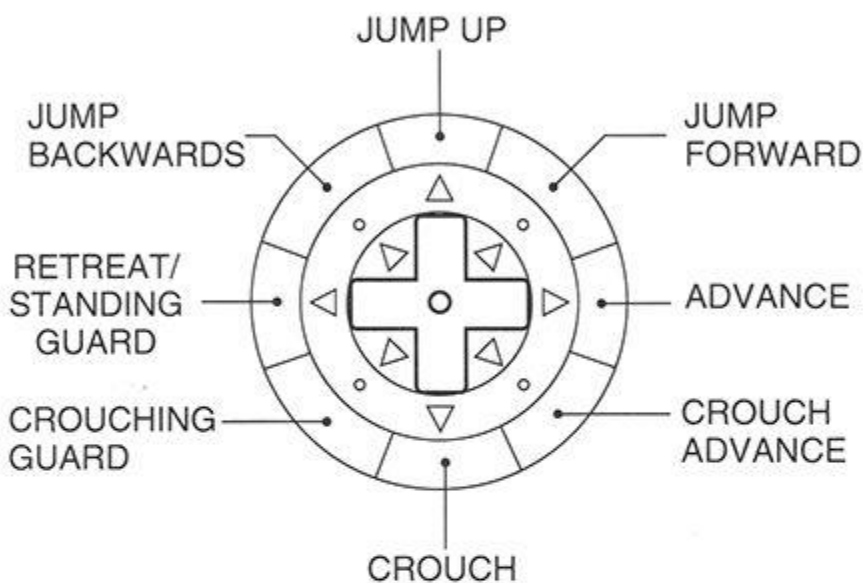
- Directional button** : Move character
- Start button** : Start, pause and restart game
- A button** : Weak punch
- B button** : Weak kick
- C+A buttons** : Strong punch
- C+B buttons** : Strong kick
- A+B buttons** : 3D movement
- A+B buttons with the C button depressed** : Send opponent flying into opposite plane / 3D Attacks (line attack)
- C button (tap lightly)** : Tease and taunt your opponent



6 BUTTON PAD

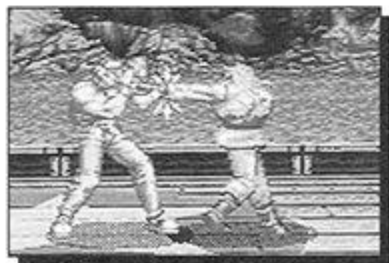
- Directional button** : Move character
- Start button** : Start and pause game
- X button** : Weak punch
- Y button** : Strong punch
- A button** : Weak kick
- B button** : Strong kick
- Z button** : 3D movement
- C button** : Send opponent flying into opposite plane / 3D Attacks (line attack)
- Mode button** : Tease and taunt your opponent

Directions are for when character is facing right; reverse directions if character is facing left.



Master these moves first!

Press the Directional button to the left to guard yourself against enemy attack. Use the Standing Guard to block enemy jumps and high-level attacks, and the Crouching Guard to block high and low-level attacks. Make sure you choose the defensive position that matches your opponent's attack!



Throws

Move in close to your opponent and press the strong punch button(s) (3 Button Pad - A + C buttons / 6 Button Pad - Y button) to do a throw.



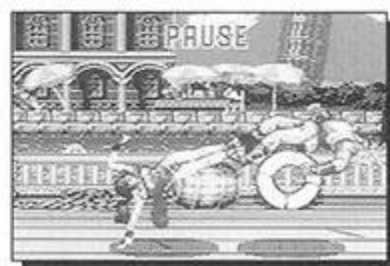
Jumping back

Quickly press the Directional button twice in the opposite direction to which your character is facing to jump backwards. When jumping backwards you are immune to enemy attack, so this move is very useful for getting out of tight corners.



Dodge-and-attack

From a guard position (the Directional button pressed to the left), press the weak punch buttons (3 Button Pad - A + C buttons / 6 Button Pad - X button). This will minimize the amount of damage an enemy attack causes, by allowing you to dodge the attack. If your opponent is within range, it will also return the force of the attack back against him/her.



3D MOVES

In FATAL FURY 2, unlike other fighting games, you use 3D moves to fight along two different fighting planes, a front plane and a back plane. You can use these moves to both move around the screen and attack enemies.

3D Movements

Jump into opposite plane to your opponent:

Press the Directional button left or right while pressing the 3D move button (3 Button Pad - A+B/6 Button Pad - Z).

Somersault into opposite plane to your opponent:

Press the Directional button to bottom, bottom-left, or bottom-right while pressing the 3D move button.

Jump into same plane as your opponent:

Press the Directional button to the left or right while pressing the weak/strong punch or kick button.

Somersault into same plane as your opponent:

Press the Directional button to the bottom-left or bottom-right.

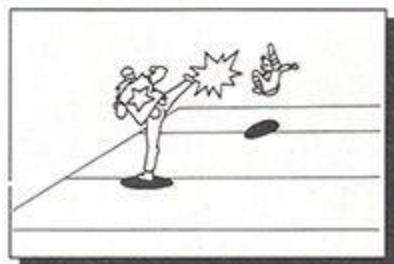
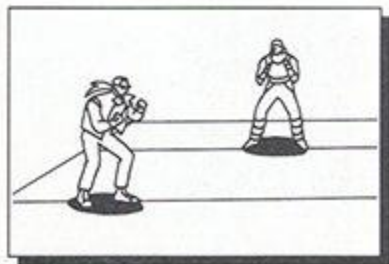
3D Attacks (line attack)

Jump into same plane as your opponent and attack:

Press the weak/strong punch or kick button.

Send opponent flying into opposite plane:

Press the A + B buttons with the C button depressed (3 Button Pad) or the C button (6 Button Pad). This is an attack with about the same amount of power as a throw, which allows you to send your enemy flying into the opposite line. It's effective when used against an enemy who has left him/herself temporarily unguarded.



HOW TO PLAY

Press the Start button at the Game Title screen and the Game Mode Selection screen will appear. Choose one of the game modes, or go into Option mode and reset the options. Select a game mode with the Directional button, and press the Start button to set.

Player Join-In:

A second player can join in mid-way through a game at any time. Simply press the Start button on the 2P controller to get into the action!



GAME MODES

Select items with the Directional button, and set with the A button.

1P GAME (STORY MODE)

First select your character. Then pick the computer character you wish to fight against first (choose any one of 8 different characters).

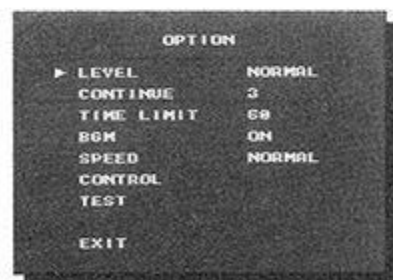
If the game difficulty level is set at NORMAL or HARD and you use no continues, you'll be able to see the game ending if you manage to fight your way through to the end!



OPTION MODE

Reset the game parameters! Select items with the Directional button and set with the A button.

- LEVEL** : Set the level of difficulty of the game (EASY, NORMAL or HARD).
- CONTINUE** : Set the number of continues (from 0 to 9).
- TIME LIMIT** : Choose from 10 seconds to 90 seconds, or select TIME LIMIT OFF.
- BGM** : Turn the background music ON or OFF.
- SPEED** : Change speed of character movement (SLOW, NORMAL or FAST). Set the game at FAST for the thrills of high-speed battle!
- CONTROL** : Change the button configuration of the controller(s). Select items with the Directional button, and press the button on the controller you wish to use for that item.
- SPECIAL** : Turn the special attacks ON or OFF.
- POINT** : Set the handicap - the higher the number the higher the handicap for that player.
- TEST** : Listen to the game music, sound effects and character voices.



" RULES FOR THE " KING OF THE FIGHTERS " TOURNAMENT

- 1) Each match consists of 3 rounds. The first fighter to win 2 rounds wins the match.
- 2) A round ends when a fighter's strength reaches zero, or when time runs out. The fighter still standing is the winner.
- 3) If there is a fixed time limit, and both fighters have strength left when time runs out at the end of a round, the fighter with the most strength remaining is the winner.
- 4) In the event of a double knockout, or when fighters' remaining strength levels are exactly the same, the round will end in a draw.
- 5) If neither fighter has won two rounds at the end of the 3 rounds, there will be a final round to decide the winner. The winner of this round wins the match.
- 6) At the beginning of each round, both fighters' strength levels are completely restored, and they enter the round with full power.



THE GAME



- ① Character 1 : Player 1 character
- ② Character 2 : Player 2/computer character
- ③ 1P strength gauge : Every time your character is injured the strength gauge decreases. A round ends when it reaches zero.
- ④ 2P strength gauge : The strength gauge for Player 2/computer.
- ⑤ Match timer : Shows the amount of time left remaining in the round.
- ⑥ 1P victory indicator : Lights up when Player 1 wins a round.
- ⑦ 2P victory indicator : Lights up when Player 2/computer wins a round.
- ⑧ Front plane : The front fighting plane.
- ⑨ Back plane : The back fighting plane.

When you lose a match when playing against the computer, the Continue screen will appear and the Continue countdown will begin. If you press the Start button to select Continue before the countdown reaches zero, you can start playing again from the stage in which you were defeated.

MEET THE FIGHTERS!

TERRY BOGARD

DATA

BORN: 3/15/1971

HEIGHT: 6'

WEIGHT: 170 lb.

Southtown's favorite son, who stayed in the town as the street-fighting champion after the "Battle of Destiny". He likes nothing better than to hang out in the local video arcade, munching on a cheeseburger and creaming the local competition on the coin-op games. Now he's heading back out to the streets to take on the toughest competition of all, in the next "King of the Fighters" Tournament.

"Watch out, Krauser - I'm comin' to get ya!"



Power Wave



↓↘→ + weak/strong punch

Burning Knuckle



↓↘↙ + weak/strong punch

Crack Shoot



↓↘↙ + weak/strong kick

Rising Tackle



↓ Hold ↑ + weak/strong punch

(Reverse moves when character is facing left)

ANDY BOGARD

DATA

BORN: 8/16/1972

HEIGHT: 5' 6"

WEIGHT: 152 lb.

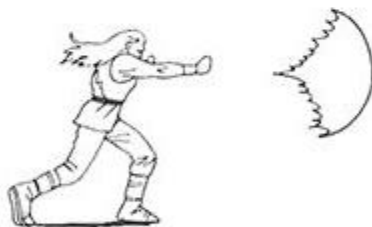
Terry's kid brother, who was back in Japan continuing his Koppo training when he received his invitation to the "King of the Fighters" Tournament. He's got kind of a complex about his size - life ain't easy when your big brother's not only a street-fighting champ but bigger than you to boot.

Now it's time for him to prove to the world that size isn't the only thing that matters...

"Sorry, Terry, but this time I'm gonna be number one!"



Fireball Attack (Hi Sho Ken)



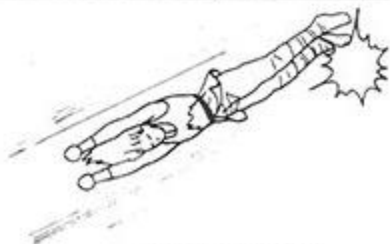
↓ ↘ ↙ + weak/strong punch

Shadow Splitter (Zan Ei Ken)



↘ ↙ + weak/strong punch

Shotgun Kick (Ku Ha Dan)



↘ ↙ + weak/strong kick

Dragon Bullet (Sho Ryu Dan)



↓ ↘ ↙ + weak/strong punch

(Reverse moves when character is facing left)

JOE HIGASHI

DATA

BORN: 3/29/1972

HEIGHT: 5' 9"

WEIGHT: 158 lb.

The Japanese Muetai champ and sworn friend of the Bogard brothers. When the Muetai action slows down and he's feeling a bit peckish, Joe heads down to the swamp, grabs himself a nice tasty alligator, and rustles up some of his favorite food, "Gator Fry". He's going back into action this time with new and improved kicking techniques, and an even more devastating "Hurricane Uppercut".

"I just can't see what Terry sees in those cheeseburgers. What's the fun of eating food you don't hafta fight first?"



Hurricane Uppercut



← → ↵ ↻ + weak/strong punch

Slash kick



↵ ↻ weak/strong kick

Machine Gun Punch (Baku Retsu Ken)



Press weak/strong punch button repeatedly

Tiger Kick



↵ ↻ + weak/strong kick

(Reverse moves when character is facing left)

BIG BEAR

DATA

BORN: 3/3/??

HEIGHT: 6' 6"

WEIGHT: 462 lb.

The Aussie wrestler better known by his former identity as "Raider", the masked bodyguard of the late Geese Howard. He's now discarded his dark past along with his mask, and sometimes can even be found kicking a football around with the local Southtown kids. But don't be fooled; he may look as harmless as a cuddly, oversize koala when he's passing out touch down tips, but he's actually a fearsome fighter with extraordinary power.

"You puny wimps are no match for me!"



Giant Bomb



Hold → + weak/strong punch

Super Drop Kick



Hold strong kick button down for 5 or more seconds, then release

Bear Hug



↓ + strong kick

Neck Buster



→ + strong kick

(Reverse moves when character is facing left)

JUBEI YAMADA

DATA

BORN: 7/7/1922

HEIGHT: 5' 1"

WEIGHT: 110 lb.

Poor old Jubei just doesn't seem to realize his age. It's kind of silly for a guy on the wrong side of 70 to be competing in a Tournament simply because he wants to be an international superstar with his own fan club - but then again, you're only as old as you feel. Despite his advanced years, Jubei is a top-class judo fighter and a force to be reckoned with on the streets.

"He, he, he - anyone want an autograph?"



Super Spine Crunch (Dai Izuna Otoshi)



↓ Hold ↑ + weak/strong punch

Back Breaker Dash (Nihonzeoi Dash)



← Hold → + weak/strong kick

Rice Cracker Slasher (Sembei Shuriken)



← Hold → + weak/strong punch

(Reverse moves when character is facing left)

CHENG SIN ZAN

DATA

BORN: 8/10/1952

HEIGHT: 5' 2"

WEIGHT: 220 lb.

He may be fat, but flabby he ain't. Get on the wrong side of Cheng and you'll be wishing you'd kept those Weight Watchers jokes to yourself. Cheng lives for one thing - money. He's planning to win the "King of the Fighters", and capitalize on his reputation as the Tournament champion by opening a dojo that'll earn him big bucks.

"And the dojo's just for starters - wait til those merchandising profits start kickin' in!"



Thunderball Bomb (Kiraiho)



↓ ↘ ↗ + weak /strong punch

Spinning Rock (Hagangeki)



← Hold → + weak /strong kick

Belly Blow (Daitaikobarauchi)



↓ Hold ↑ + weak/strong punch

(Reverse moves when character is facing left)

KIM KAP HWAN

DATA

BORN: 12/21/1964

HEIGHT: 5' 8"

WEIGHT: 172 lb.

A fighter who strongly believes that no other martial art can withstand the power of a Tai Kwan Do master. He is competing in the Tournament to uphold the the pride and honor of the Korean fighting world, and his rapid attacks and skilful defense techniques will be hard to beat.

"None of you are a match for the power of my Tai Kwan Do!"



Aerial Slam (Hishokyaku)



Press ↓ + weak/strong kick during jump

Half-Moon Slash (Hangetsuzan)



↓ ↘ ← + weak/strong kick

Flying Slicer (Hienzan)



↓ Hold ↑ + weak/strong kick

(Reverse moves when character is facing left)

MAI SHIRANUI

DATA

BORN: 1/1/1974

HEIGHT: 5' 4"

WEIGHT: 110 lb.

With her finely honed fighting skills and in-ya-face attitude, this is one Ninja master who isn't about to let anyone mess with her. Trained in the secret Ninja arts of her ancestors, Mai is a tough and tricky fighter who likes to hit the heavy metal club scene in her spare time.

"Any wise-guy cracks about my costume and you're history!"



Deadly Fan (Kachosen)



↓ ↘ ↙ + weak/strong punch

Ninja Bee Attack (Hissatsushinobihachi)



← ↘ ↓ ↙ + weak/strong kick

Death Dive (Musasabi no Mai)



↓ Hold ↑ + weak/strong punch

Dragon Fire Dance (Ryuenbu)



↓ ↘ ← + weak/strong punch

(Reverse moves when character is facing left)

BILLY KANE

DATA

BORN: 12/25/1966

HEIGHT: 5' 9"

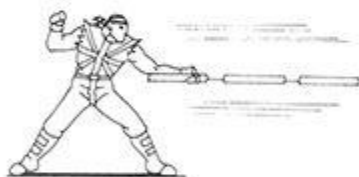
WEIGHT: 169 lb.

Orphaned in childhood, Billy and his kid sister grew up on the mean streets of South Town, doing what they had to do to survive. Billy ended up in the employ of the evil Geese Howard, and after Geese's demise travelled to England to put an even more vicious edge on his cudgel technique. Now he's back, and meaner than ever...

"You Bogards had better be ready - I've got a few nasty surprises for ya!"



Cudgel Stabber (Sansekkonchudanuchi)



← Hold → + weak/strong punch

Jumping Cudgel Spin (Kyoshuhishokon)



↓ Hold ↑ + weak/strong kick

Cudgel Spin (Senpukon)



Press the weak/strong punch button repeatedly

Mega Drop (Jigoku Otoshi)



→ + strong kick

(Reverse moves when character is facing left)

AXEL HAWK

DATA

BORN: 6/13/1954

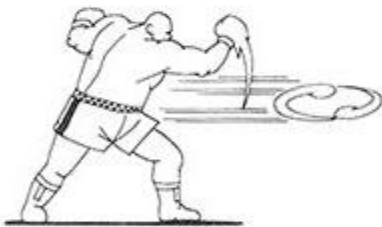
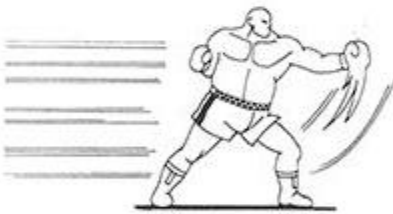
HEIGHT: 6' 4"

WEIGHT: 275 lb.

Formerly the world heavyweight boxing champion, Axel retired at the peak of his career to enjoy the fruits of his success and live the good life. Then the "King of the Fighters" invitation arrived at his front door... and Axel couldn't resist the challenge to prove he was still the greatest. He's back in top form after undergoing gruelling training, and ready to kick butt again.

"You callin' me a has-been? Get into the ring and tell me that to my face, sucker!"



Flaming Power Punch (Shinku Kata)	Smash Bomber
 ↓ ↘ ↙ + weak/strong punch	 ↘ Hold ↘ + weak/strong punch
Back Dash Smash Bomber	Power Surge Punch
 ↘ Hold ↘ + weak/strong punch	 ↘ ↘ ↘ + weak/strong punch

(Reverse moves when character is facing left)

LAWRENCE BLOOD

DATA

BORN: 9/4/1960

HEIGHT: 6' 4"

WEIGHT: 209 lb.

An expert bullfighter with graceful and elegant swordsmanship, who enjoys playing flamenco guitar when taking a break from fighting bulls and the rare human opponent strong enough to be a match for him. Despite his gentlemanly and somewhat flamboyant appearance, Lawrence is a cold-blooded and ruthless opponent.

"I show no mercy in the bullfighting arena - and less than none on the streets!"



Bloody Cutter



↓ Hold ↑ + weak/strong punch

Bloody Spin



← Hold → + weak/strong kick

Bloody Sabre



← ↗ ↓ ↘ → + weak/strong punch

Bloody Uppercut



↗ ↓ ↘ ↗ + weak/strong punch

(Reverse moves when character is facing left)

WOLFGANG KRAUSER

DATA

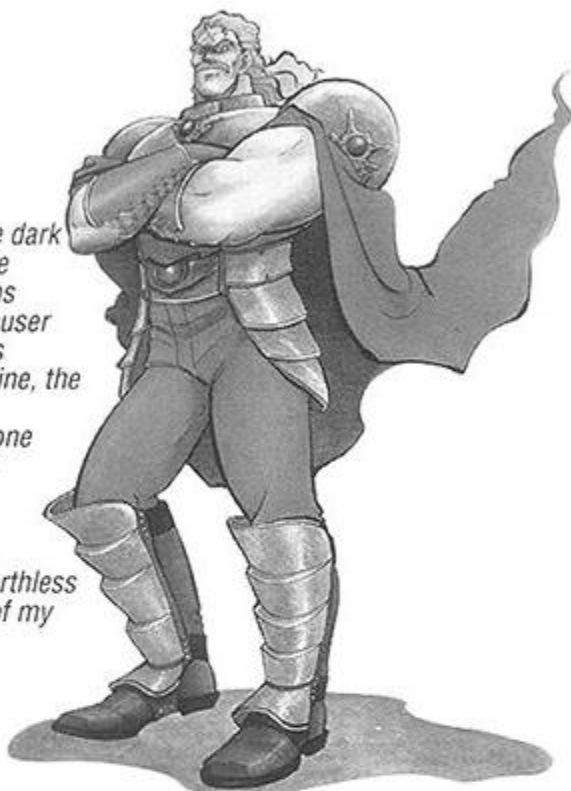
BORN: Unknown

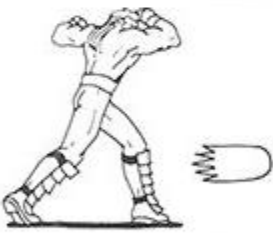
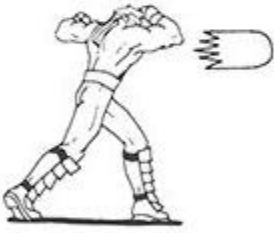
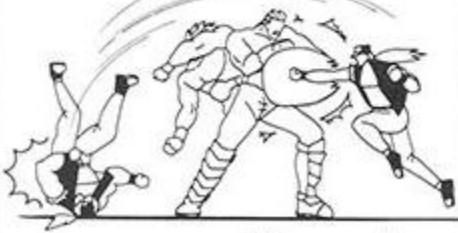
HEIGHT: 6' 5"

WEIGHT: 319 lb.

The mysterious ruler of the dark side, who is sponsoring the Tournament for evil reasons known only to himself. Krauser appreciates the finer things in life - good food, good wine, the best classical music...and knowing that possibly no-one alive is more powerful and vicious than he is.

"Welcome to your destiny, South Town! Soon you worthless scum will know the force of my power!"



Low Level Blitzer	Upper Level Blitzer
 ↓ ↘ ↙ + weak/strong kick	 ↓ ↘ ↙ + weak/strong punch
Tomohawk Kick	Power Hurl(Ateminage)
 → ↘ ↓ ↙ + weak/strong kick	 ← ↘ ↓ ↙ + weak/strong punch

(Reverse moves when character is facing left)

BECOMING A FATAL FURY CHAMP!

1) Master the guard positions!

It's important to attack effectively, but you've also got to learn to protect yourself. If neither fighter has been able to win more rounds than the other by the end of a match, the fighter with the most strength remaining will be declared the winner. If you don't guard yourself against attacks and protect your strength levels, you may end up losing even if you've attacked like a champ throughout the round. These fighters ain't gonna show you mercy - you've got to make sure you cover yourself!

2) Master the 3D movements!

In Fatal Fury 2, you fight along two planes, a front plane and a back plane, which means you can no longer just corner your opponent; you're going to have to fight with all the skill and ingenuity you've got in this Tournament! You can use 3D movements to dodge enemy attacks, jump right in front of your opponent, send your opponent flying into the opposite plane, and give yourself a breathing space to recover strength. Master these moves and come out on top!



3) Don't knock yourself out!

If your enemy hits you with several strong attacks or special attacks in a row, you'll be knocked out. Being knocked out is pretty embarrassing for a fighter - but you can recover quickly if you repeatedly press the Directional button or any other button rapidly.

Get back on your feet as soon as you can, because you're vulnerable to attack when you've been knocked out. Your enemy will really take the opportunity to lay into you if you don't, and if s/he hits you with a Super Attack...that'll be the end!

4) Master the special attacks!

Each character has special attacks. You've got to master all these special attacks if you want to become the "King of the Fighters"!

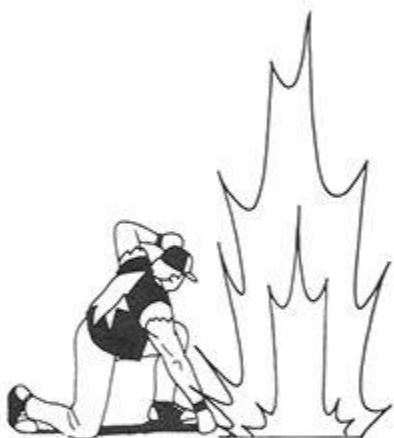


SUPER ATTACKS

When your strength gauge is nearly down to zero, you know you're in real trouble...unless you've mastered your character's Super Attack! You can use your Super Attack once your strength gauge has turned red and has started flashing on and off. Super Attacks cause severe damage to your opponent, and can switch what looks like a hopeless situation into a win!

TERRY BOGARD

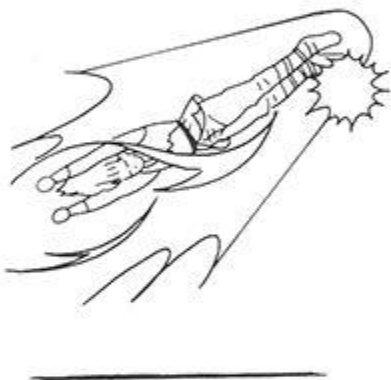
- Power Geyser -



↓ ↗ ↘ ↙ ↕ + strong punch

ANDY BOGARD

- Blazing Kick (Choreppadan) -



↓ Hold ↗ ↘ + strong kick

JOE HIGASHI

- Tornado Uppercut -



↗ ↘ ↙ ↕ + strong punch

BIG BEAR

- Breath of Fire -



↗ ↘ ↙ ↕ + strong punch

JUBEI YAMADA

- Dynamite Spine Crunch (Dynamite Izuna Otoshi) -



↘ Hold ↓ ↘ + strong punch

CHENG SIN ZAN

- Fireball Blaster (Bakuraiho) -



↘ Hold ↓ ↘ + strong punch

KIM KAP HWAN

- Mega Attack Kick (Ho O Kyaku) -



↓ ↘ ↙ ↘ ↘ + strong kick

MAI SHIRANUI

- Super Ninja Bee Attack (Cho Hissatsushinobihachi) -



⇒ ⇒ ⇒ + strong kick

BILLY KANE

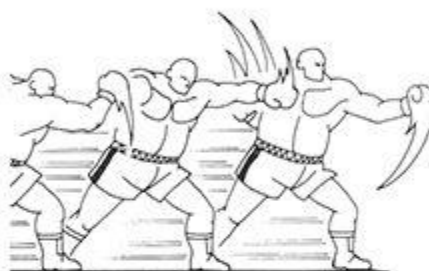
– Flaming Cudgel –



↓ ↘ ↙ ↘ ↙ + strong punch

AXEL HAWK

– Lightning Dash and Attack –



⇒ ↘ ↓ ↙ ⇒ + strong punch

LAWRENCE BLOOD

– Dashing Slash –



↓ ↘ ↙ ↘ ↙ + strong punch

WOLFGANG KRAUSER

– Kaiser Wave –



⇒ ↘ ↓ ↙ ⇒ + strong punch

SPECIAL ATTACKS

TERRY BOGARD ■■■■■■■■■■

Power Wave	: ↓ ↘ → + weak/strong punch
Burning Knuckle	: ↓ ↘ ← + weak/strong punch
Crack Shoot	: ↓ ↘ ← ↙ + weak/strong kick
Rising Tackle	: ↓ Hold ↑ + weak/strong punch

[illegible]

Fireball Attack (Hi Sho Ken) :  + weak/strong punch
Shadow Splitter (Zan Ei Ken) :  + weak/strong punch
Shotgun Kick (Ku Ha Dan) :  + weak/strong kick
Dragon Bullet (Sho Ryu Dan) :  + weak/strong punch

[illegible]

Hurricane Uppercut	: + weak/strong punch
Slash kick	: weak/strong kick
Machine Gun Punch (Baku Retsu Ken)	: Press weak/strong kick button repeatedly
Tiger Kick	: + weak/strong kick
Gut Slammer	: + strong kick

[illegible]

Giant Bomb	:  Hold  + weak/strong punch
Super Drop Kick	: Hold strong kick button down for 5 or more seconds, then release
Bear Hug	:  + strong kick
Neck Buster	:  + strong kick
Brain Buster	:  + strong punch
Head Butt	:  + strong kick
Lariat Drop	:  + strong punch
Body Slam	:  + strong kick

[illegible]

Super Spine Crunch (Dai Izuna Otoshi) :  Hold  + weak/strong punch
Back Breaker Dash (Nihonzeoi Dash) :  Hold  + weak/strong kick
Rice Cracker Slasher (Sembei Shuriken) :  Hold  + weak/strong punch
Achille's Heel Attack :  + strong kick
Super Judo Throw :  + strong Kick
Bear Killer :  + strong punch
Butt Throw :  + strong punch
Spine Crunch : Press  + strong kick during jump

CHENG SIN ZAN

Thunderball Bomb (Kiraiho) :  + weak /strong punch
 Spinning Rock (Hagangeki) :  Hold  + weak/strong kick
 Belly Blow (Daitaikobarauchi) :  Hold  + weak/strong punch
 Head Slammer :  + strong kick

KIM KAP HWAN

Aerial Slam (Hishokyaku) : Press ↓ + weak/strong kick during jump
Half-Moon Slash (Hangetsuzan) : ↓↘↙ + weak/strong kick
Flying Slicer (Hienzan) : ↓ Hold ↑ + weak/strong kick

[illegible]

Deadly Fan (Kachosen) :  + weak/strong punch
Ninja Bee Attack (Hissatsushinobihachi) :  + weak/strong kick
Death Dive (Musasabi no Mai) :  Hold  + weak/strong punch
Dragon Fire Dance (Ryuenbu) :  + weak/strong punch

[illegible]

Cudgel Stabber(Sansekkonchudanuchi) : ◀ Hold ▶ + weak/strong punch
Jumping Cudgel Spin (Kyoshuhishokon) : ↓ Hold ↑ + weak/strong kick
Cudgel Spin (Senpukon) : Press the weak/strong punch button repeatedly
Mega Drop (Jigoku Otoshi) : ▶ + strong kick
Cudgel Grab : ◀ Hold ▶ + weak/strong punch



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- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ 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 cartridge.

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.

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