

KAGE-KI

FISTS OF STEEL



SEGA
GENESIS
16-BIT CARTRIDGE

INSTRUCTION MANUAL

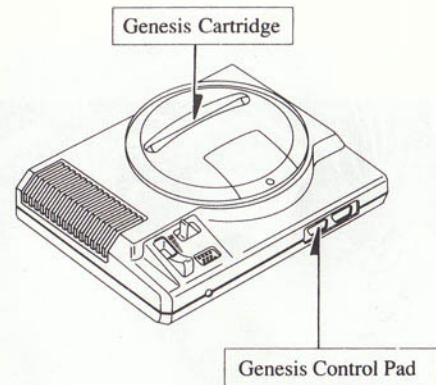
SAGES
CREATION

TM

● HOW TO START

1. Make sure the power switch is OFF.
2. Insert the Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
3. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



● STORY

Kei is an honorable man. He has incredible strength, but he is never uses it to beat up on other people.

However, he has caught the eye of the boss, the head of a gang of real lowlife thugs that run together under the name Kageki. The Boss wants Kei to join his gang.

Boss : Look, if you join my gang, I'll make you my right-hand man.

Kei : Forget it man, there is no way I would get mixed up with guys like you.

Boss : Well, you have guts, cuz no one turns me down. Let me just warn you though...you better watch out.

Kei :

Boss : I think you'll see things my way soon.



A Few Days Later...

Kei's younger brother has been jumped on the streets and beaten up badly. He's rushed to the hospital in serious condition.

Kei : Hey, Doc how bad is it?

Doctor : I don't know if he will pull through. I'm sorry, but it looks bad.

Kei : I know who's behind this. I'll get him for this.

Doctor : Wait...where are you going!

Kei is seething inside. He has decided that no matter what, he can't let the Boss get away this. He tracks him down on his own turf to have it out.



● DEADLY RIVALS

In a classic struggle between good and evil, one man stands alone against the head of a gang. Kei against the Boss, both of whom are men physically at the peak. They embody power. They are rivals locked in a deadly struggle.

Kei

Ex-pro-boxer Kei was the all-Japan champion. A nice guy who always helps out those who can't defend themselves. He does have a tendency to forget things and a weakness for the ladies. His best combination is a left jab followed by killer straight right.



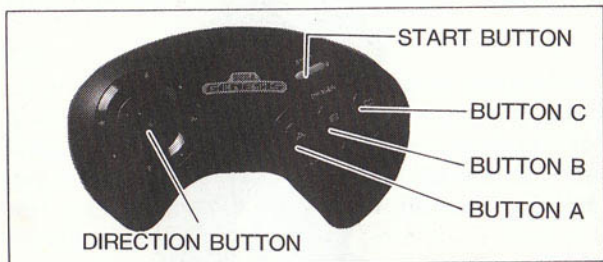
The Boss of the Kageki Gang

No one knows his real name, age, or where he is from. He came out of nowhere and has taken over the town. He is incredibly strong and cold-blooded. He has gathered all the delinquents from all through the town. He stands at the top of the Kageki Gang.

He is gruesome looking with enough power to make his opponent want to quit before he starts.

● HOW TO OPERATE THE GAME

Kageki is a game you can play by yourself. Connect the control pad to control terminal 1 on the main display.



- * Start Button The Start Button is used to start the game or to take a break during the game.
- * Direction Button The Direction Button is used to move the Hero Kei and to select commands.
- * Button A Jump (Input the jump direction with the Direction Button)
- * Button B Jab (Attack with a jab-Left punch.) If the club item is held, then the jab becomes a super jab.
- * Button C Straight (Right Punch)
- * Button B and C These two buttons pushed together allow you to duck the opponent's punch.
- * If buttons A, B, and C are pushed firmly when the game has stopped, it will restart.
- * The button settings can be changed in the Option Mode.

→p. 10

● HOW TO PLAY THE GAME

How to Begin



When the title is displayed, push the Start Button, and the following will appear.



Move the cursor to left or right using the Direction Button, and press the Start Button when the cursor is positioned over your selection.

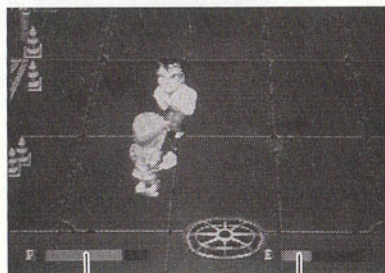
1PLAYER: to start the game.

OPTIONS: to enter the Option Mode. →p. 10

The Object of the Game

You are Kei, the hero, and have penetrated the Kageki headquarters. The Kageki headquarters is an abandoned building on the corner of a real rundown neighborhood. The building has nine floors, and you have to get past a gang member on each floor. Get through the ninth floor where you'll find the Boss and you've made it!

Display

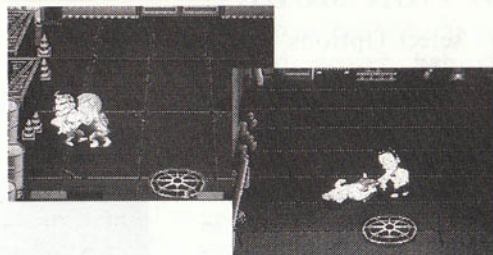


Player's Life Gauge

Opponent's Life Gauge

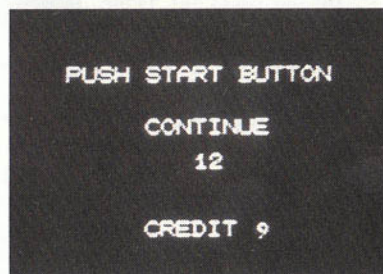
Damage and Game Over

You are given damage points when the opponent hits you, and the points are deducted from the Player's Life. When too much concentrated damage has been incurred, then Kei goes down. The game is over when the Life Gauge hits 0.



Continue

When the game is over, you can continue if you still have credits. Press the Start Button before the time displayed reaches 0. Restart the game from the Start Button.

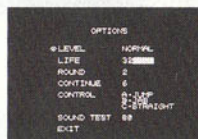


- R1-5: The game starts over from the round at the end of the last game.
- R6-7: The game starts over from R6.
- R8-9: The game starts over from R8.

● OPTION MODE

If you select Options which is displayed on the title display, you enter the Option Mode. You can change the game settings in the Option Mode.

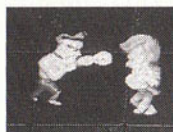
Move the cursor up and down with the Direction Button and select an item. Changes in the settings are made in the horizontal direction. When you are finished making changes, select Exit and you will leave the Option Mode.



- | | |
|------------|--|
| Level | The Level Option sets the degree of difficulty. There are three levels, Easy, Normal, and Hard. |
| Life | The life Option sets the maximum value of Kei's strength. There are two settings, 32 and 40. If you select the 32 mode, then if you receive life recovery items, the meter will not go back to a full 32 points. |
| Round | The Round option sets the beginning round. You can select from 1 to 3. |
| Continue | The Continue option changes the number of times that you can continue (number of credits). There are three settings available, 3, 6 and 9. |
| Control | The Control option changes the settings for the A, B and C buttons. There are two patterns. Jab....left punch
Straight....right punch
Jump |
| Sound Test | The Sound Test option allows you to hear the sound that will be played during the game. Press buttons A, B and C. |
| Exit | If you press the Start button, you will exit the Option Mode. |

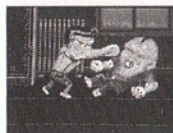
● KEI'S SKILL

Kei was a former All-Japan boxing champion. Thus, he has skill and power behind his punches. If he can learn the necessary techniques quickly, he can defeat the gang.



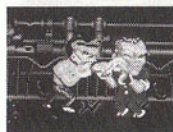
Jab (Left punch)

This punch is the basic technique used in this game. It doesn't have much power, but you can definitely hurt your opponent with a series of light punches.



Straight (Right punch)

This is Kei's best punch. It packs a lot of power, but is easy to maneuver around.



Super Jab (Left punch)

The super jab is a special technique used when you have received an item. It is faster than the regular jab. It can only be used for a limited time. →p.12



Ducking

A defensive boxing technique, you can avoid by ducking below a punch.



Jump

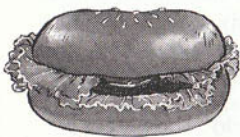
The jump is a technique that only Kei has mastered. A jump helps you get out of tight spot and closer to the opponent.

● ITEMS

During the game, different items will appear which can be very helpful depending on the player. You should try to get these items before they disappear.

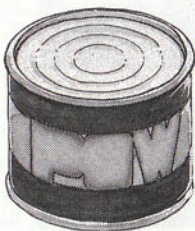
Hamburger

Kei can receive 10 power credits from a hamburger. However, his power will never go above the maximum strength (32 or 40).



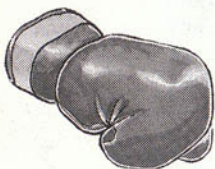
Canned Food

Kei can receive 20 power credits from a can of food, but once again, Kei cannot go above his maximum strength.



Glove

A glove allows you to use the super jab for a limited period of time.



● KAGEKI'S SECRET --ATTACK TECHNIQUES

1. First lead with a jab which can stop an opponent in his tracks and follow up with a straight. This is the basic attack technique. This can be used as a combination.
2. You have to defeat the lower level opponents. Your opponents can automatically get their power back, but you as the player cannot. Therefore, it is important to rid of the weaker level gang members, and prepare to meet the Boss.

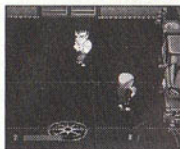


● KAGEKI HEADQUARTERS —

The Kageki gang's headquarters are in a tumbled down building in a bad part of town. Each floor from 1 to 9 is protected by one of the gang members.

● Round 1 — Garage

When the door of an abandoned building is opened, and on the first floor is a garage. Oil drums, fire extinguishers and speakers are scattered around the room. The rebuilt car really shines.



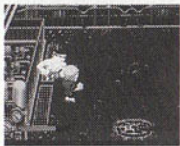
● Round 2 — Gym

The second floor is a gym with sand bags and barbells. They have to work out everyday, because they never know when they may suddenly be attacked.



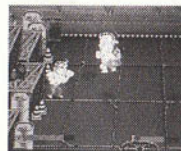
● Round 3 — Machine Room

The room is filled with a low hum from the machines, and it has a metal floor with things sticking out all over. This third floor contains everything that keeps this building running. If you fall here, it's gonna hurt.



● Round 4 — Empty Room

Ashpit stands guard on the fourth floor. Your opponents are gradually getting stronger. Once you get past one guy, someone is there to take his place. Speakers are also set up on this floor.



● Round 5 — Former Night Club

This room reeks of bad taste with a Chinese pillar, Japanese screen, and a raccoon statue. It used to be a night club that was run by Japanese-Russian named Ivanoff Tsuboi. Now it is a gathering place for hoods.



● Round 6 — Fitness Club

Looking at the window you can see that night has fallen. How long did it take you to get to this floor? You are approaching the do or die struggle of the mid-levels to the top with the Kageki. You'll be facing Slick, here.



● THE KAGEKI GANG



The Underlings

There are four underlings that you have to face who gradually get stronger, Blondie, Rusty, Green Guy and Whity.

Whity has been around the longest, but never made it into the upper echelon.

● Round 1 O'Casey

O'Casey has finally moved up from the underlings, but since he's the weakest, he's stands guard on the first floor. He's just a hair stronger than the underlings with little power and stamina.



● Round 2 Picker

He stands guard over the second floor with his Mohican hairdo.

He'll try to scare you at first by blowing up a drum can, but he really isn't that strong.



● Round 3 Lizard

A dirty fighter who attacks using sand bags. If he hits you the damage could be substantial. He has a reptilian face with a lot of power.



● Round 4 ————— Ashpit

Alias "Fatso", he wears a rope headband, and is always got something in his mouth. He's real slow on his feet. He uses a slapping technique that is punishing.



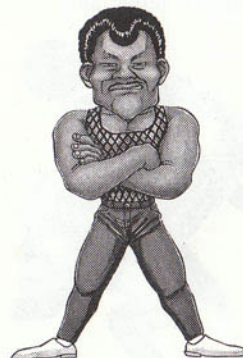
● Round 5 ————— Maskit

His trademarks are a green blazer and mask. He's nimble-footed with moderate power. He's risen up to the mid-ranks in the gang.



● Round 6 ————— Slick

He really packs a punch and has lots of stamina. A top member of the Kageki. He has killed and wounded many in fights with rival gangs. One tactic he uses is a sudden attack.



● Round 7 ————— Spike

Former motorcycle gang member who has been involved in three murders. He can get by your defenses without batting an eye. He's the fastest and has the best technique in the Gang.



● Round 8 ————— Weirdo

Weirdo is the Boss's secondhand man who got there through his brains. A cold, unfeeling character, he threw the guys Kei defeated down a manhole. He fights in a yellow outfit with a ball and chain, and his strength is respectable.



Referee

He is really quick with an "8,9,10". He appears suddenly, and gives the count for both Kei and the opponent. He definitely works fast. Maybe he is a gang member! He definitely a guy with a mysterious past.

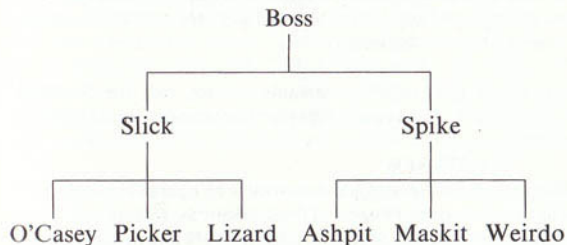


● The Mystery Lady —————

Even though Abigail is hanging on the arm of the Boss, she seems to be making eyes at Kei. Her attitude is, "I like my men strong."



THE KAGEKI ORGANIZATION CHART



● Handling The Sega Genesis— Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- 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.

Warranty

SAGE'S CREATION, INC. warrants the original consumer purchaser that the SAGE'S CREATION Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, SAGE'S CREATION will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, abuse, maltreatment, accident, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the SAGE'S CREATION Consumer Service Department at following number:

714-373-9136

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. Do not return your SAGE'S CREATION Cartridge to your retail seller. Return cartridge to SAGE'S CREATION Consumer Service. Please call first for more information.

SAGE'S CREATION will provide you with instructions on returning your defective cartridge if our consumer service person is unable to solve the problem by phone. The cost of returning the cartridge to SAGE'S CREATION's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your SAGE'S CREATION Cartridge requires repairs after termination of the 90 day warranty period, you may contact the SAGE'S CREATION Consumer Service Department at the number listed above. If the consumer service person is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to SAGE'S CREATION's service center with an enclosed check or money order payable to SAGE'S CREATION, INC. for the amount of the cost estimate provided to you by the consumer service person. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitation on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subjected to the conditions set forth herein. In no event shall SAGE'S CREATION, INC. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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