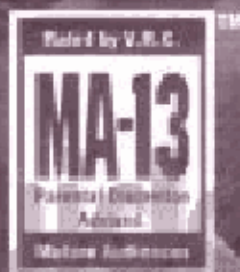
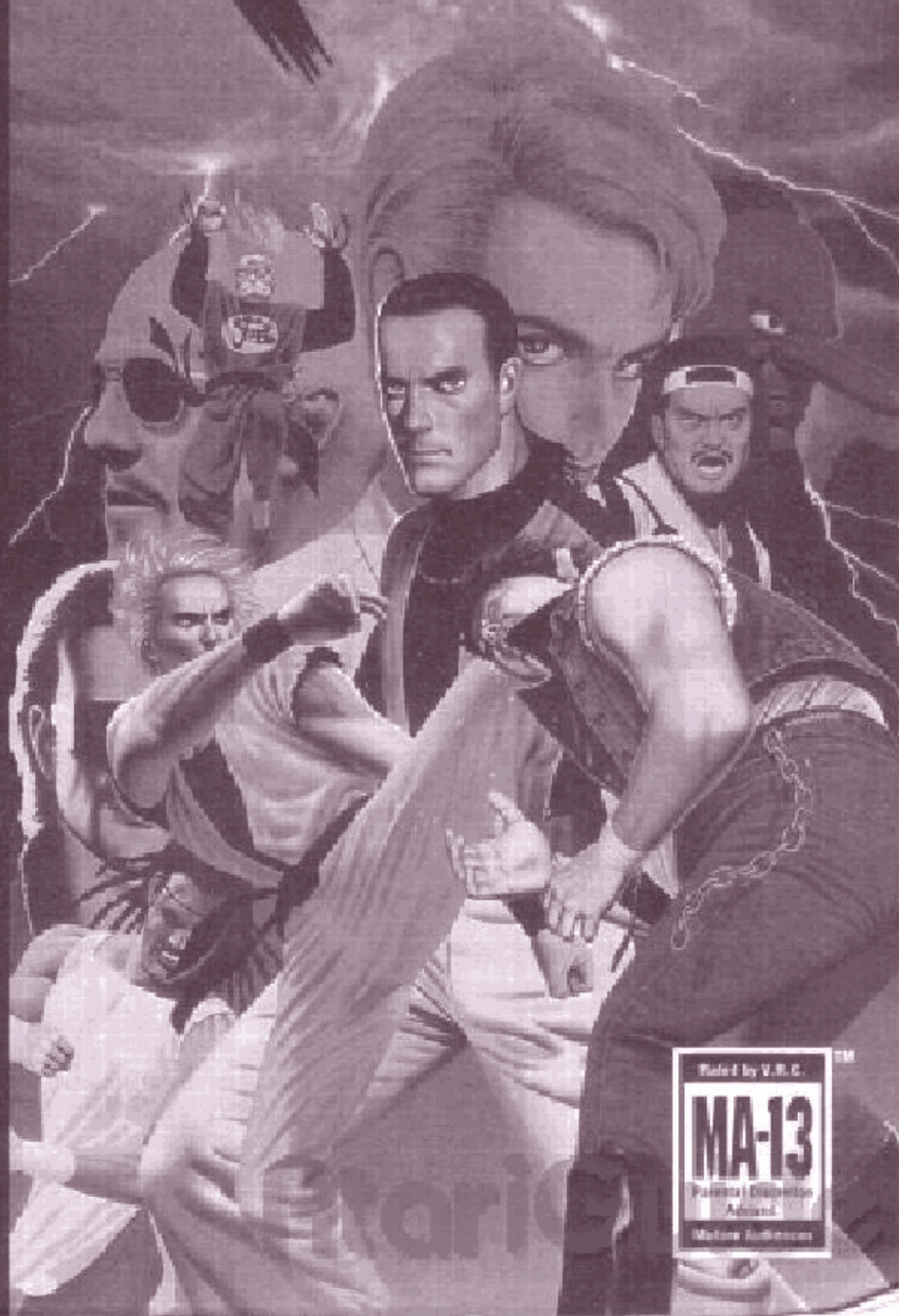


SEGA™

SEGA™ GENESIS

INSTRUCTION MANUAL

KRITZ OF FIGHTING™



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.

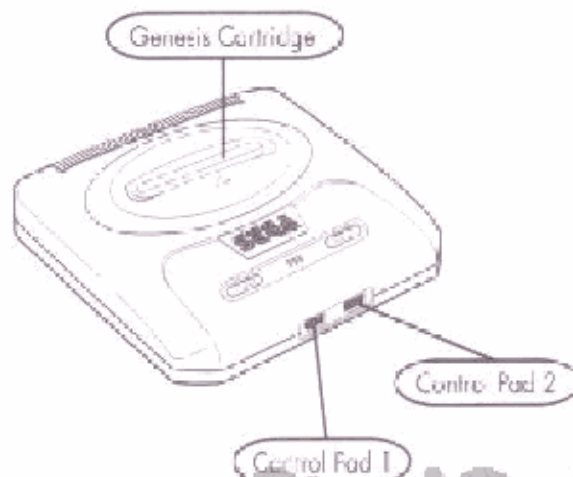
**For game play assistance,
call
1-415-591-PLAY.**

Starting Up

1. Set up your Genesis system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Art of Fighting* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. In a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

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

Art of Fighting is for one or two players.



AtariGuide

Yuri's Been Kidnapped!

South Town is, by day, a bustling metropolis where commerce thrives. The true character of the city only shows at night—gambling, robbery, extortion—all controlled by the psychopathic leader known simply as “Mr. Big.”



RYO

Mr. Big has recruited many of his top enforcers from the participants in the nightly street fights that take place on the outskirts of South Town. Fighters come from all over to battle for the lucrative prizes available each night. The top fighters, the two men that are considered to be virtually undefeatable, are Kyokugen karate



ROBERT

experts Ryo Sakazaki and Robert Garcia. Neither has ever lost a match, and since they grew up together and are best friends, they refuse repeated suggestions that they face each other.

One night, an unexpected visitor arrived to view the fights. Mr. Big normally sent one or two of his thugs to scout new talent, but his target was a fighter so skilled—and potentially very valuable to Mr. Big—that he made the trip himself.

Ryo was approached as he celebrated yet another victory. “You are Ryo Sakazaki, the one I’ve heard so many things about. I could make you a very wealthy man...”

“I’ve heard quite a bit about you as well,” replied Ryo, “and I’d sooner walk over ten miles of broken glass than have anything to do with you.”

“You’re passing up the chance of a lifetime, Sakazaki. Not to mention the fact that you’ve insulted me. I’ll remember this...”

“I’ll take my chances. Now get out of here while you’re still able to walk, you scumlord!” Ryo himself couldn’t believe what he’d just said.

Ryo and Robert headed for Ryo’s home. The door was ajar, and as they entered, they noticed signs of a struggle.

Robert found a note on the floor. “Have a look at this, Ryo.”

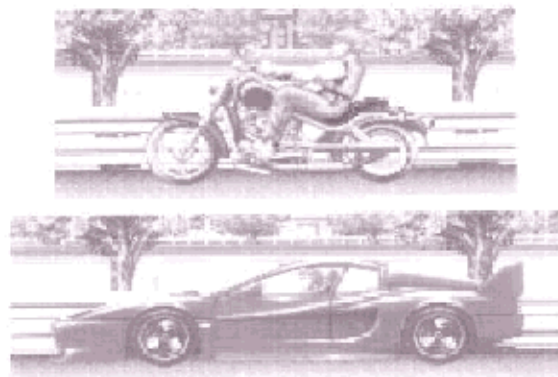
I warned you, did I not? You little fool — do you notice something missing? Adorable child. It would truly be a shame for anything to happen to such an innocent young girl. Remember that it didn't have to be this way. Now, are you man enough to come and get her? You know where to find me...

Mr. Big



"He's got Yuri. Robert, he's taken my sister."

"Well, someone's gonna have to go and get her back."



Ryo Sakazaki, the Dragon...
Robert Garcia, the Tiger...
Can one of them possibly
battle through Mr. Big's
stable of fearsome
fighters? Not without your
help...



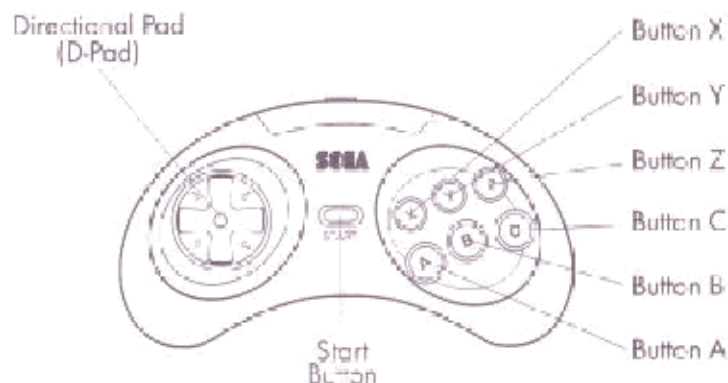
Take Control!

To make your way through South Town, you must master the functions of each button on your Control Pad. The functions listed below are general—more specific functions appear later in this manual.

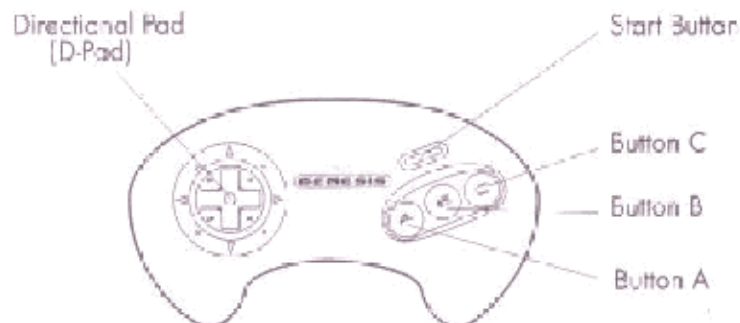
The functions of the buttons change depending on which Control Pad you are using.

NOTE: In the 2 PLAYER mode, each player makes his/her own selections.

6-Button Arcade Pad



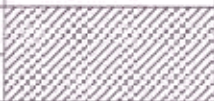
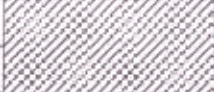
3-Button Control Pad



BUTTON

6B PAD

3B PAD

Start	• Pause, resume play	SAME
D Pad	• Move fighter	SAME
	• Jump	SAME
	• Block	SAME
	• Squat	SAME
A	• Punch	SAME
	• Power punch	
	• Body throw	
B	• Kick	SAME
	• Power kick	
C	• Power punch	• Provoka
	• Power kick	
	• Body throw	
X, Y, Z	• Provoka	

Note: The functions of Buttons A, B, C, X, Y and Z can be configured in the Option Mode. See page 12 for details.

Getting Started

Following the opening sequence, or if you press Start, the Title screen appears. Press Start to bring up the Mode Select screen.



Mode Selection

1 PLAYER
2 PLAYERS
OPTIONS
STAGE SELECT 1

Press the D-Pad up or down to highlight your choice, then press Start to advance.

NOTE: Stage Select cannot be highlighted. To cycle through the stages (indicated by number), press the D-Pad left or right at any time during the Mode Select screen.

1 PLAYER—You pick either Ryo or Robert and set out to rescue Yuri.

2 PLAYERS—You and a friend each pick a fighter and go head-to-head!

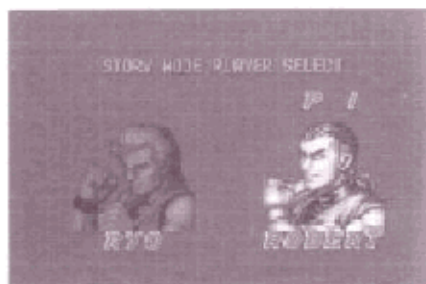
OPTIONS—Set certain game conditions before beginning play.

STAGE SELECT (2 PLAYERS mode only)—Select the stage in which you and a friend will do battle.

1 PLAYER

Select either Ryo or Robert and head into South Town to find and rescue Yuri from her captors. Battle relentless enemies and save Ryo's baby sister!

Select a Fighter



Press the D-Pad left or right to highlight Ryo or Robert, and enter your selection by pressing Button A, B or C.

Joining a Game in Progress

Connect a Control Pad to Control Port 2 on your Genesis, press its Start Button and the game defaults to the 2 PLAYERS mode.

Continuing Play



If your fighter is defeated, the Continue screen appears. You begin each attempt with three credits. Once they're used up, the game ends. To keep fighting, press Start

before the timer reaches 0. The Player Select screen reappears; choose another fighter (or the same one) and rejoin the action from Round 1 of the match in which you were beaten.

2 PLAYERS

You take on a friend in a no-holds-barred match. There are 10 fighters to choose from—pick one each and go for it!

Player Select



Press the D-Pad to highlight the desired fighter, and enter your selection by pressing Button A, B or C.

Deathblows

All fighters have a few special moves that can be lethal if properly performed. See pages 22–32 for more details on Deathblows.

Rematch

If you are defeated in the 2 PLAYERS mode, the Rematch screen appears. To give it another try, press Start before the timer reaches 0. (Player two must perform this function.) The Player Select screen reappears, and you both have the option of choosing the

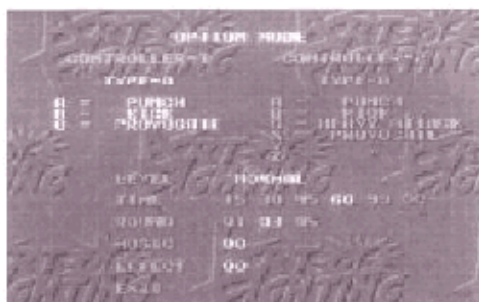


same fighter you just played, or giving one of the others a try. If the timer runs out, the game ends and the Title screen reappears.

NOTE: There is no limit to the number of times you can play. The Player Select screen reappears after every match.

Options

Press the D-Pad up or down to place the marker next to a category, then press left or right to cycle through the choices in that category. To leave this screen, press Start at any time or move the marker to EXIT.



CONTROLLER—Choose the functions of the buttons on your Control Pad (there are four configurations for the 6-Button Arcade Pad, and three for the 3-Button Control Pad). **CONTROLLER-1** is player one, and **CONTROLLER-2** is player two.

LEVEL—Choose from **NORMAL** and **HARD** difficulty levels (this applies to the 1 PLAYER mode only).

TIME—Set the time for one round at 15, 30, 45, 60 or 99 units, or choose the infinity symbol to battle with no time limit.

ROUND—Set the number of rounds in a match at 1, 3 (best 2 of 3) or 5 (best 3 of 5).

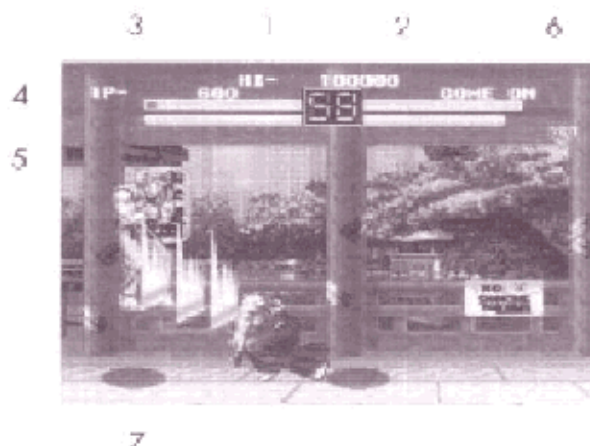
MUSIC—Listen to any of the tracks used in the game. Press the D-Pad left or right to change the tune, Button A to hear the music and Button B to stop.

EFFECT—Listen to any of the sound effects in the game. The procedure is the same as the Music option.

Stage Select (2 PLAYERS mode)

You and a friend can battle it out in the stage of your choice! Press the D-Pad left or right to select the stage.

Screen Signals



- 1) Time remaining in current round
- 2) Highest score in current session
- 3) Score in match
- 4) Fighter's Life Gauge
- 5) Fighter's Spirit Gauge (depletes as Deathblows are attempted)
- 6) Victory mark
- 7) Fighters (player one is on the left, and player two or the Computer's fighter is on the right)

Art of Fighting Rules

- Each match consists of three rounds, with the fighter winning two rounds declared the victor.
- A round ends when one of the fighters' Life Gauges becomes empty and that fighter falls. The fighter left standing is the winner.
- A round also ends if the prescribed time runs out before one fighter overcomes his opponent. In this case, the fighter with more Life remaining is the winner of the round.
- In the event that the fighters knock each other out at the same time, the round is declared a draw. If after three rounds a winner hasn't been decided (each fighter has won one round and one round was drawn), a fourth round is held to determine the winner.
- If after four rounds there is still no clear winner, the Computer makes the final decision.

- Any Life or Spirit lost in a round is completely replenished for the next round.
- After every individual victory, any Life remaining in your fighter's gauge is converted to points (Life Bonus). You also receive 100 points for each unit of time remaining (Time Bonus).

Spirit

Each character has a fixed amount of Spirit, which he needs to perform the Deathblows. If a fighter's Spirit falls too far, he's unable to perform those moves, and he loses a very crucial part of his attack capability.

Replenishing Spirit

During a match, if you find your fighter's Spirit level is too low, press and hold Button A, B or C and the Spirit Gauge will gradually be refilled. However, while you're refilling your Spirit supply, your fighter is vulnerable to an attack by the opponent.

Sapping Your Opponent's Spirit

If you catch your opponent refilling his Spirit Gauge, provoke him by pressing the appropriate button (this depends on the type of Control Pad you're using and the character you've selected) and you can actually sap Spirit from his gauge. This is also a good time for a quick attack. Of course, in the 2 PLAYER mode, your opponent can (and probably will) do the same to you.

Bonus Stage

As you continue through the game in the 1 PLAYER mode, you have the opportunity to try the Bonus Stage. There are three games to choose from. Select one with the D-Pad, and enter your selection with Button A. Instructions on playing each game appear on screen once you've made your selection.

Bottleneck

You see five beer bottles set up in a line. If your fighter can break the necks of all five bottles with his hand, he receives a boost to his Spirit Gauge. The trick is that the bottles must be left standing. Knock even one over, and you're outta luck.



Breaking the Ice



Four thick sheets of ice are stacked in front of your fighter. Breaking all of them with one blow earns him a boost to his Life Gauge.

Rapid Fire



Following the instructions on screen, your fighter must perform a prescribed number of Death-blows before the timer reaches 0. Doing so earns him a substantial bonus.

Art of Fighting Techniques

These are basic moves all fighters can employ. Mastering them is essential in surviving the onslaught in South Town!

NOTE: The button functions for each technique are based on Type-A configuration of your Control Pad. Instructions are given for both 6-Button Arcade Pad and 3-Button Control Pad use. There are cases where the procedure will be the same for both types of pads.

JUMP



6B..... D-Pad ↑ to jump straight up; ↶ or ↷ to jump in those directions

3B..... SAME

ADVANCE/RETREAT



6B..... D-Pad → to advance; ← to retreat

3B..... SAME

QUICK ADVANCE/QUICK RETREAT



6B..... D-Pad → → to advance; ← ← to retreat

3B..... SAME

DUCK



6B..... D-Pad ↓

3B..... SAME

BLOCK WHILE STANDING/DUCKING



6B..... D-Pad ← to block while standing; ↵ to block while ducking

3B..... SAME

PROVOKE



6B..... Button X, Y or Z

3B..... Button C

REPLENISH SPIRIT GAUGE



6B..... Button A, B or C (press and hold)

3B..... SAME

PUNCH



6B..... Button A

3B..... Button A (press and release quickly)

KICK



6B..... Button B

3B..... Button B (press and release quickly)

POWER PUNCH



- 6B..... Button A + Button C
3B..... Button A (press and hold briefly)

POWER KICK



- 6B..... Button B then Button C
3B..... Button B (press and hold briefly)

LOW KICK



- 6B..... Buttons A + B simultaneously
3B..... SAME

BODY THROW



- 6B..... D-Pad ← or → + Button C
3B..... D-Pad ← or → + Button A (press and hold briefly)

TRIANGLE JUMP



- 6B..... Position fighter at one end of screen, D-Pad ↑ and Button X, Y or Z
3B..... Position fighter at one end of screen, D-Pad ↑ and Button C

PAUSE/RESUME PLAY



- 6B..... Start Button during play to pause; press during pause to resume play
3B..... SAME

PROFILES

"The Dragon"

Having lost both of his parents when he was 10 years old, Ryo Sakazaki lives with and takes care of his younger sister, Yuri. He learned his fighting style from his father, Takuma Sakazaki, a renowned Kyokugen instructor. He continues to fight for two reasons: to support his sister, and out of total devotion to his craft. And now he's headed for the fight of his life.



Ryo's Deathblows

NOTE: If the previous attack was a punch, then Button C can be used for the Tiger Flash, Quick Attack or Crushing Uppercut. If the last attack was a kick, the Hurricane Kick can be executed.

TIGER FLASH



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

HURRICANE KICK



6B..... D-Pad ↙ (hold)
+ Button B or C

3B..... D-Pad ↙ (hold)
+ Button B

QUICK ATTACK



6B..... D-Pad ← → ← → +
Button A or C

3B..... D-Pad ← → ← → +
Button A

CRUSHING UPPERCUT



6B..... D-Pad → ↘ ↓ +
Button A or C

3B..... D-Pad → ↘ ↓ +
Button A

"The Tiger"



Robert Garcia was born into wealth, his father having been a very successful businessman. He could have lived off his inheritance, but decided instead to make his own way. He left home and began studying Kyokugen under Takuma Sakazaki. The devotion and tenacity he showed helped to earn him his nickname, "The Tiger."

Robert's Deathblows

DRAGON BLAST



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

PHANTOM KICK



6B..... D-Pad ↙ (hold) →
+ Button B or C

3B..... D-Pad ↙ (hold) →
+ Button B

QUICK ATTACK



6B..... D-Pad ← → ← → +
Button A or C

3B..... D-Pad ← → ← → +
Button A

CRUSHING UPPERCUT



6B..... D-Pad → ↘ ↓ +
Button A or C

3B..... D-Pad → ↘ ↓ +
Button A

Mr. Big's Enforcers



Ryuhaku Todo
"The Old Master"

Todo's Deathblow

WALL OF FIRE



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

Jack Turner
"Burly Brawler"



Jack's Deathblows

DEVASTATING DROP KICK



6B..... D-Pad ↙ (hold) → +
Button B or C

3B..... D-Pad ↙ (hold) → +
Button B

HOT KNUCKLE SANDWICH



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

SLIDING KICK



6B..... D-Pad ↓ ↙ ← +
Button B or C

3B..... D-Pad ↓ ↙ ← +
Button B



Lee Pal Long "The Legendary Acrobat"

Lee's Deathblows

IRON CLAW



6B..... D-Pad ↓ ↘ → +
Button A, B or C

3B..... D-Pad ↓ ↘ → +
Button A or B

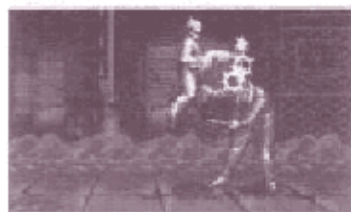
QUICK ATTACK



6B..... D-Pad ← → ← → -
Button A or C

3B..... D-Pad ← → ← → -
Button A

TORNADO ATTACK



6B..... D-Pad ↙ (hold) → +
Button B or C

3B..... D-Pad ↙ (hold) → +
Button B



King "Kick Boxing Magician"

King's Deathblows

VENOM STRIKE



6B..... D-Pad ↓ ↘ → +
Button B or C

3B..... D-Pad ↓ ↘ → +
Button B

TORNADO KICK



6B..... D-Pad ↓ ↙ ← +
Button B or C

3B..... D-Pad ↓ ↙ ← +
Button B

TWO-STEP JUMP KICK



6B..... D-Pad ↙ (hold) → +
Button B or C

3B..... D-Pad ↙ (hold) → +
Button B



Micky Rogers "Stone-Fisted Fury"

Micky's Deathblows

BURNING UPPERCUT



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

ROLLING UPPERCUT



6B..... D-Pad ↓ ↘ → +
Button B or C

3B..... D-Pad ↓ ↘ → +
Button B



John Crawley "Call of Death"

John's Deathblows

MEGA SMASH



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

OVERDRIVE KICK



6B..... D-Pad ↓ ↘ → +
Button B or C

3B..... D-Pad ↓ ↘ → +
Button B

FLYING ATTACK



6B..... D-Pad ↓ ↙ ← ↘ +
Button A or C

3B..... D-Pad ↓ ↙ ← ↘ +
Button A

Mr. Big "Head of South Town"

Mr. Big's Deathblows

GRAND BLASTER



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

ROLLING SPEAR



6B..... D-Pad ← (hold) → +
Button B or C

3B..... D-Pad ← (hold) → +
Button B

DIVE BOMB ATTACK



6B..... D-Pad ↓ ↙ ← ↗ +
Button A or C

3B..... D-Pad ↓ ↙ ← ↗ +
Button A

Karate "The Invincible One"

Karate's Deathblows

TIGER FLASH



6B..... D-Pad ↓ ↘ → +
Button A or C

3B..... D-Pad ↓ ↘ → +
Button A

HURRICANE KICK



6B..... D-Pad ↙ (hold) → +
Button B or C

3B..... D-Pad ↙ (hold) → +
Button B

QUICK ATTACK



6B..... D-Pad ← → ← → +
Button A or C

3B..... D-Pad ← → ← → +
Button A

HIT LIST

ATTACK	6B PAD	3B PAD
TIGER FLASH	↓ ↘ → + A or C	↓ ↘ → + A
HURRICANE KICK	↙ (hold) → + B or C	↙ (hold) → + B
QUICK ATTACK	← → ← → + A or C	← → ← → + A
CRUSHING UPPERCUT	→ ↓ ↘ + A or C	→ ↓ ↘ + A
DRAGON BLAST	↓ ↘ → + A or C	↓ ↘ → + A
PHANTOM KICK	↙ (hold) → + B or C	↙ (hold) → + B
WALL OF FIRE	↓ ↘ → + A or C	↓ ↘ → + A
DEVASTATING DROP KICK	↙ → + B or C	↙ → + B
HOT KNUCKLE SANDWICH	↓ ↘ → + A or C	↓ ↘ → + A
SLIDING KICK	↓ ↙ ← + B or C	↓ ↙ ← + B
IRON CLAW	↓ ↘ → + A, B or C	↓ ↘ → + A or B
QUICK ATTACK	← → ← → + A or C	← → ← → + A
TORNADO ATTACK	↙ → + B or C	↙ → + B
VENOM STRIKE	↓ ↘ → + B or C	↓ ↘ → + B
TORNADO KICK	↓ ↙ ← + B or C	↓ ↙ ← + B
TWO-STEP JUMP KICK	↙ → + B or C	↙ → + B
BURNING UPPERCUT	↓ ↘ → + A or C	↓ ↘ → + A
ROLLING UPPERCUT	↓ ↘ → + B or C	↓ ↘ → + B
MEGA SMASH	↓ ↘ → + A or C	↓ ↘ → + A
OVERDRIVE KICK	↓ ↘ → + B or C	↓ ↘ → + B
FLYING ATTACK	↓ ↙ ← ↖ + A or C	↓ ↙ ← ↖ + A
GRAND BLASTER	↓ ↘ → + A or C	↓ ↘ → + A
ROLLING SPEAR	← → + B or C	← → + B
DIVE BOMB ATTACK	↓ ↙ ← ↖ + A or C	↓ ↙ ← ↖ + A

Battle Record [1 PLAYER]

[illegible]

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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 Sega 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

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

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

To receive Canadian warranty service, call the SEGA Consumer Service Department at the following number:

1-800-872-7542

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

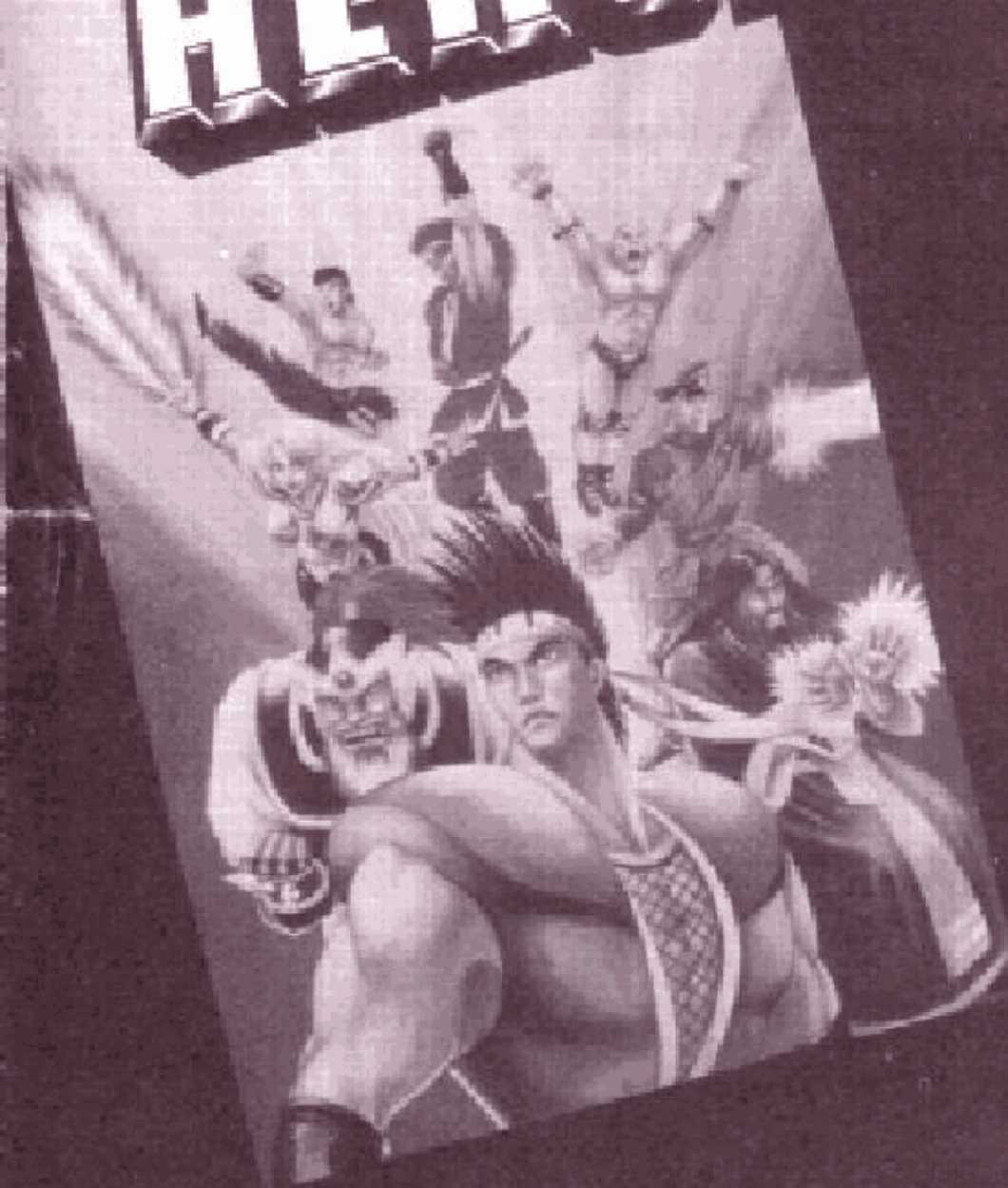
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

AtariGuide

GENESIS™ WORLD HEROES™

**FIERCE
BATTLE
STRAIGHT
FROM
THE
ARCADE
HIT!**



**EIGHT
OF THE
GREATEST
FIGHTERS
OF ALL
AGES CLASH,
ONLY ONE
CHAMPION
CAN
SURVIVE!**

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