

1. GAME STORY

YOUR SKILL UNLOCKS THE DOOR TO THE VIRTUA WORLD...

In the heart and soul of all fighters is the dream of facing the impregnable force, the immovable object, the ultimate fighting machine. In our universe, that supreme fighter is Dural, a cybernetic organism.

But to fight Dural, you must first defeat all the fighters that stand in your way.

If you can defeat Dural in your fifth and final match, you WIN the game.

2. OBJECT OF THE GAME

DURAL STANDS IN THE WAY OF YOUR DESTINY...

There are four fighters on the left hand screen and four fighters on the right hand screen. Choose one fighter as your own.

If you choose your fighter from the left hand side, you must fight all four fighters on the right hand side.

If you choose your fighter from the right hand side, you must fight all four fighters on the left hand side.

If you win all four matches, you earn your chance against Dural! If you beat Dural in the 5th match, you WIN the game.

In all 5 matches, it is a best two out of three rounds. You win a round by:

KNOCK OUT (K.O.)

Knock down your opponent when his/her energy level is zero. The screen will display K.O.

RING OUT

When the difference in energy between the two fighters is 3 units or more and they are fighting near the edge of the ring, a special move can knock the fighter with lower energy out of the ring. The screen will display RING OUT.

MORE ENERGY

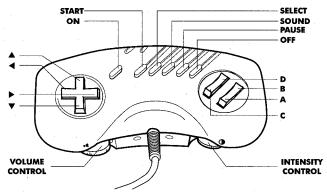
By having more energy left on your energy bar than your opponent at the end of the round when the timer expires.

In the case of a "DRAW" (both fighters having the same energy level when time expires), the WIN goes to your opponent.

There is a 99 second time limit to each round.

3. HOW TO PLAY

YOU ARE NOW ENTERING A WORLD WHERE ONLY THE STRONG SURVIVE AND WHERE THE WEAK ARE DEFEATED BEFORE THEY HAVE EVER BEGUN...



to turn on the unit. ON to start the game. START to exit pause. to start each stage. to select your fighter (before game starts). to select between depth view and front view play (after SEL game starts). SOUND to control sound: on or off. to pause the game. **PAUSE** to turn off the unit. (Game shuts off automatically after 3 OFF minutes of no action.) to move left (for fighters on the right to move forward, for fighters on the left to move backward). ″◀ ″ to move right (for fighters on the left to move forward, for fighters on the right to move backward). to select next skill level (before game starts). to jump up. to select lower skill level (before game starts). to throw an opponent (with other buttons for overhead ▼ " THROW throw). to move down. "A" (DEFENSE) to block defensively. to combine with other control buttons for performing "B" (SPECIAL special moves. MOVES) "C" (KICK) to kick. to punch. "D" (PUNCH) to control volume: higher or lower. **VOLUME CONTROL** to bring game figures into focus. INTENSITY CONTROL After turning ON the unit, you hean an "On" beep and the maximum score is

displayed. The default fighter is AKIRA and the default skill level is "1" (the easiest level). Use the SELECT button to select your fighter. Use the "▲" and "▼" buttons to select your

skill level (1 to 5). If you choose a fighter from the left side of the screen, you must defeat the four fighters

on the right and then Dural. If you choose a fighter from the right side of the screen, you must defeat the four fighters on the left side and then Dural.

In addition to punching and kicking, all fighters are skilled in special moves. SELECT your fighter from among:

COUNTRY...JAPAN AGE...25 SEX...MALE JOB...KUNG-FU TEACHER BLOOD TYPE...O HOBBY...KUNG-FU SPECIAL MOVES...OVERHEAD THROW, DOUBLE KICK, HAMMER FIST.

AGE...27 JOB...WRESTLER BLOOD TYPE...O HOBBY...KARAOKE SPECIAL MOVES...OVERHEAD THROW, FLASH KICK, AIR DROP ATTACK.

WOLF HAWKFIELD

SARAH BRYANT

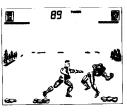
COUNTRY...CANADA

COUNTRY...AMERICA AGE...20 SEX...FEMALE JOB...COLLEGE STUDENT BLOOD TYPE...AB HOBBY...SKY DIVING SPECIAL MOVES...OVERHEAD THROW, FLASH KICK, JUMP KICK.

JACKY BRYANT COUNTRY...AMERICA AGE...23 SEX...MALE JOB...INDY RACE CAR DRIVER HOBBY...TRAINING SPECIAL MOVES...OVERHEAD THROW, JUMP KICK, FLASH KICK.

COUNTRY...AUSTRALIA AGE...37 SEX...MALE JOB...FISHERMAN BLOOD TYPE...A HOBBY...REGGAE MUSIC SPECIAL MOVES...OVERHEAD THROW, JUMP KICK, AIR DROP ATTACK.

JEFFRY MCWILD



Press B + D. DOUBLE KICK Press B + C. OVERHEAD THROW Press "▶" then B + "▼ THROW".

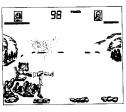
HAMMER FIST

AIR DROP ATTACK Press "▲" then "▼

JUMP KICK
Press " 🛕" then C.

JUMP KICK

Press "___" then C.



FLASH KICK Press B + C OVERHEAD THROW

Press " ▶" then B + " ▼ THROW".



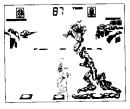
FLASH KICK Press B + C OVERHEAD THROW

Press " ▶" then B + " ▼ THROW".



FLASH KICK Press B + C. OVERHEAD THROW

Press " ▶" then B + " ▼ THROW".

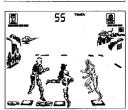


JUMP KICK Press "__ " then C. AIR DROP ATTACK Press "▲" then " ▼ ". OVERHEAD THROW Press " **◄** " then B + " **▼** THROW". LAU CHAN
COUNTRY...CHINA
AGE...53
SEX...MALE
JOB...CHEF
BLOOD TYPE...B
HOBBY...CHINESE POETRY
SPECIAL MOVES...OVERHEAD THROW,
FLASH KICK, SPINNING LEG KICK.

KAGE-MARU
COUNTRY...JAPAN
AGE...22
SEX...MALE
JOB...NINJA
BLOOD TYPE...B
HOBBY..MAH-JONGG
SPECIAL MOVES...OVERHEAD
THROW, FRONT KICK, JUMP KICK.

PAI CHAN
COUNTRY...HONG KONG
AGE...18
SEX...FEMALE
JOB...MOVIE STAR
BLOOD TYPE...O
HOBBY...DANCING
SPECIAL MOVES...OVERHEAD THROW,
SPINNING LEG KICK, AIR DROP ATTACK.







SPINNING LEG KICK
Press B + " ◀ ".

FLASH KICK
Press B + C.

OVERHEAD THROW
Press " ◀ " then B + " ▼ THROW".

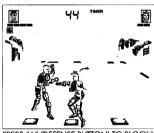
FRONT KICK
Press B + C.

JUMP KICK
Press "▲" then C.

OVERHEAD THROW
Press "◀" then B + "▼ THROW"



After you SELECT your fighter, press START to begin play.



PRESS "A" (DEFENSE BUTTON) TO BLOCK YOUR OPPONENT'S ATTACK FIRST. THEN YOUR OPPONENT WILL BE MOMENTARILY STOPPED. THIS IS PRIME TIME TO LAUNCH AN ATTACK OF YOUR OWN!



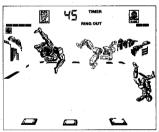
R-ZONE PROVIDES A UNIQUE DEPTH VIEW! PRESS SEL (SELECT BUTTON) DURING PLAY TO ENTER THE DEPTHS OF THE SCREEN!



BOTH YOU AND YOUR OPPONENT HAVE AN ENERGY BAR. ENERGY BARS DECREASE WHEN A PLAYER IS HIT.



YOU CAN WIN A ROUND BY KO (BY DROPPING AN OPPONENT'S ENERGY BAR TO O). THE DISPLAY WILL INDICATE A KO!



YOU CAN WIN A ROUND BY KNOCKING AN OPPONENT OFF THE MAT. THE DISPLAY WILL INDICATE A RING OUT!



AT THE COMPLETION OF EACH ROUND, THE SCREEN WILL AUTOMATICALLY SHOW A "ROUND WINNING" ANIMATION, IN HONOR OF THE FIGHTER WHO HAS WON THE ROUND.



YOU CAN ALSO WIN A ROUND BY HAVING MORE ENERGY LEFT ON YOUR ENERGY BAR WHEN THE TIMER EXPIRES, ENDING THE ROUND.



DURAL CAN USE THE SPECIAL MOVES OF ALL FIGHTERS!

4. SCORING

20 POINTS

FOR LANDING A PUNCH.

20 POINTS

FOR LANDING A KICK.

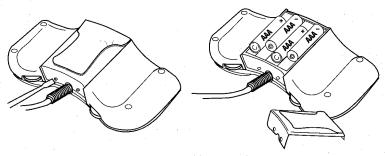
40 **POINTS** FOR LANDING A SIMPLE SPECIAL MOVE. 60 **POINTS** FOR LANDING A COMPLEX SPECIAL MOVE.

200 POINTS FOR THROWING OPPONENT OFF MAT (RING OUT)

400 POINTS KNOCK DOWN WHEN OPPONENT'S ENERGY

LEVEL IS 0 (KO)

5. INSERTING THE BATTERIES



Unscrew the screws which are on the battery cover in the bottom part of the control pad. Insert 4 Alkaline "AAA" batteries, UM-4, LR03 or equivalent into the battery compartment. Close the compartment.

Make sure to align "+" and "-" as shown.

To ensure proper function, do not mix alkaline batteries with standard batteries or rechargeable batteries.

Do not mix old and new batteries.

Do not use rechargeable batteries.

Replace with new batteries at the first sign of erratic operation.

Caution: Installation of batteries should be done by adult.

6. ADDITIONAL CARTRIDGE



7.90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date or toys that the produ of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept. 980 Woodlands Parkway, Vernon Hills, Illinois 6006l U.S.A.

- Pack the product carefully in the original box or use a good-quality carton with packing materials
- Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$15.00 payment for the repair service.

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