



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

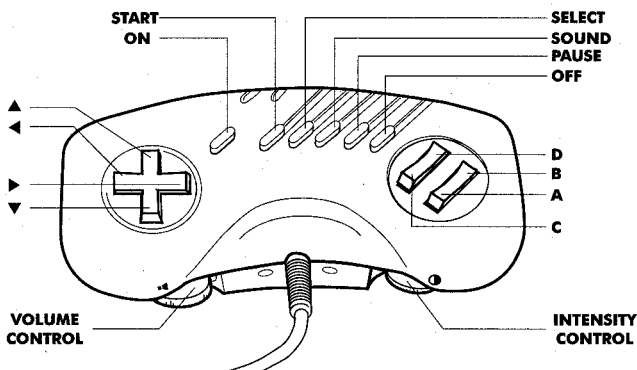
By having more energy left on your energy bar than your opponent at the end of the round when the timer expires.

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...



ON	—	to turn on the unit.
START	—	to start the game.
	—	to exit pause.
	—	to start each stage.
SEL	—	to select your fighter (before game starts).
	—	to select between depth view and front view play (after game starts).
SOUND	—	to control sound: on or off.
PAUSE	—	to pause the game.
OFF	—	to turn off the unit. (Game shuts off automatically after 3 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.
"▼" THROW	—	to select lower skill level (before game starts).
	—	to throw an opponent (with other buttons for overhead throw).
	—	to move down.
"A" (DEFENSE)	—	to block defensively.
"B" (SPECIAL MOVES)	—	to combine with other control buttons for performing special moves.
"C" (KICK)	—	to kick.
"D" (PUNCH)	—	to punch.
VOLUME CONTROL	—	to control volume: higher or lower.
INTENSITY CONTROL	—	to bring game figures into focus.

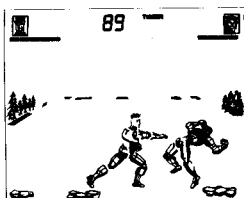
After turning ON the unit, you hear an "On" beep and the maximum score is displayed. The default fighter is AKIRA and the default skill level is "1" (the easiest level).

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.

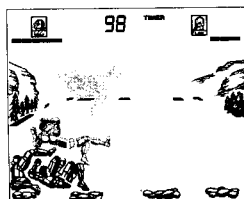
In addition to punching and kicking, all fighters are skilled in special moves. SELECT your fighter from among:

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



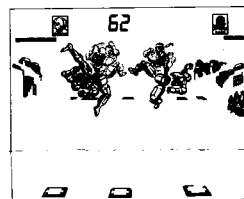
HAMMER FIST
 Press B + D.
DOUBLE KICK
 Press B + C.
OVERHEAD THROW
 Press "▶" then B + "▼" THROW".

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



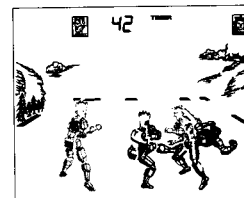
AIR DROP ATTACK
 Press "▲" then "▼".
FLASH KICK
 Press B + C.
OVERHEAD THROW
 Press "▶" then B + "▼" THROW".

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



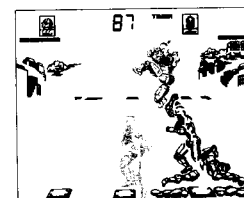
JUMP KICK
 Press "▲" then C.
FLASH KICK
 Press B + C.
OVERHEAD THROW
 Press "▶" then B + "▼" THROW".

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



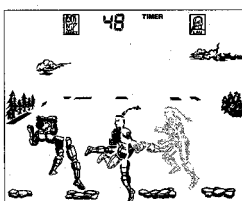
JUMP KICK
 Press "▲" then C.
FLASH KICK
 Press B + C.
OVERHEAD THROW
 Press "▶" then B + "▼" THROW".

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



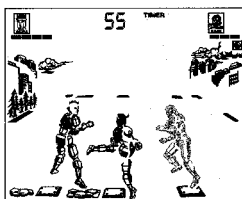
JUMP KICK
 Press "▲" then C.
AIR DROP ATTACK
 Press "▲" then "▼".
OVERHEAD THROW
 Press "◀" then B + "▼" THROW".

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.



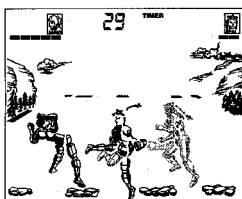
SPINNING LEG KICK
 Press B + "◀".
FLASH KICK
 Press B + C.
OVERHEAD THROW
 Press "◀" then B + "▼ THROW".

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



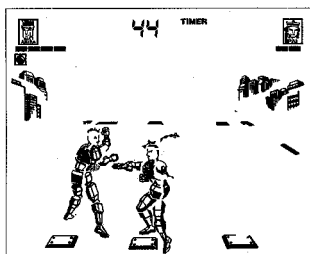
FRONT KICK
 Press B + C.
JUMP KICK
 Press "▲" then C.
OVERHEAD THROW
 Press "◀" then B + "▼ THROW".

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.

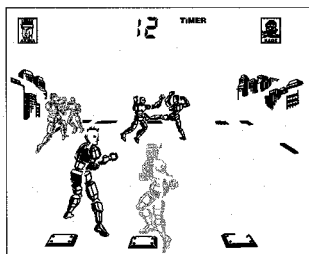


AIR DROP ATTACK
 Press "▲" then "▼".
SPINNING LEG KICK
 Press B + "◀".
OVERHEAD THROW
 Press "◀" then B + "▼ THROW".

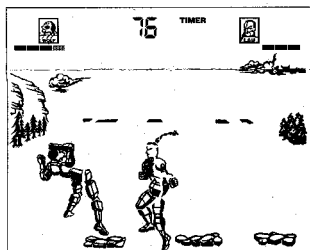
After you **SELECT** your fighter, press **START** to begin play.



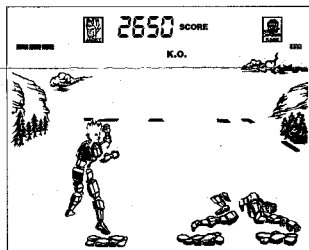
PRESS "A" (DEFENSE BUTTON) TO BLOCK YOUR OPPONENT'S ATTACK FIRST. THEN YOUR OPPONENT WILL BE MOMENTARILY STOPPED. THIS IS PRIME TIME TO LAUNCH AN ATTACK OF YOUR OWN!



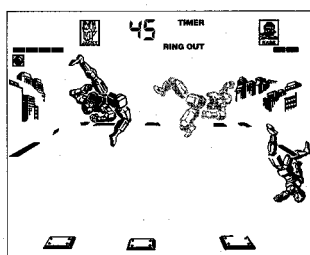
R-ZONE PROVIDES A UNIQUE DEPTH VIEW! PRESS SEL (SELECT BUTTON) DURING PLAY TO ENTER THE DEPTHS OF THE SCREEN!



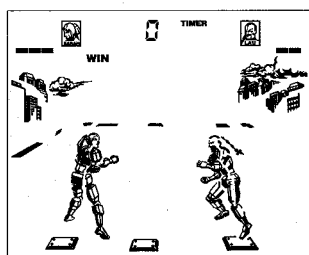
BOTH YOU AND YOUR OPPONENT HAVE AN ENERGY BAR. ENERGY BARS DECREASE WHEN A PLAYER IS HIT.



YOU CAN WIN A ROUND BY KO (BY DROPPING AN OPPONENT'S ENERGY BAR TO 0). THE DISPLAY WILL INDICATE A KO!



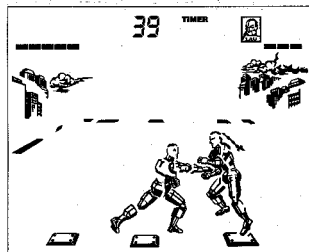
YOU CAN WIN A ROUND BY KNOCKING AN OPPONENT OFF THE MAT. THE DISPLAY WILL INDICATE A RING OUT!



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



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.



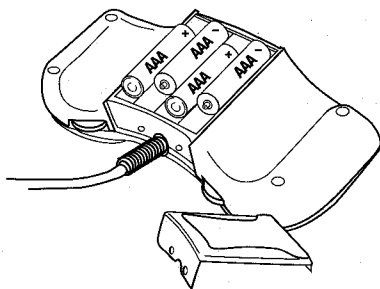
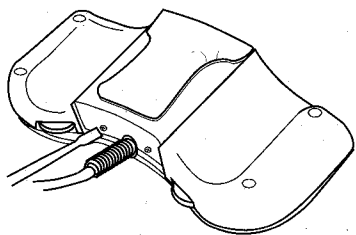
DURAL CAN USE THE SPECIAL MOVES OF ALL FIGHTERS!

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.

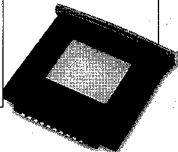
Do not use rechargeable batteries.

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

Caution: Installation of batteries should be done by adult.

6. ADDITIONAL CARTRIDGE

Additional cartridges for your R-Zone game are sold separately in all of your favorite titles.



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 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 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. 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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