

# ULTIMATE FIGHTER

TM

SNS-HP-USA

INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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# BEFORE PLAYING ULTIMATE FIGHTER

This game consists of four different modes of play.

## 1. STORY MODE ..... p.4



This is a side-scrolling action mode where the main character's journey takes place. There is also one-on-one combat with bosses at the end of each stage. You can choose the Boss Stage from the following modes.

- (1) ACTION STAGE ... p.6
- (2) FIGHTING MODE ... p.8
- (3) EXPERT MODE ... p.10

## 2. ANIMATION MODE ..... p.26 (easy type)



Like the Story Mode, this Animation Mode consists of a side-scrolling action journey and one-on-one battle stages with bosses. Enemies are relatively easy to defeat and you can give all commands to fight the bosses. This mode is designed for those who are not good at heavy action.

## 3. VS TOURNAMENT ..... p.28



Choose your favorite fighter and enjoy the head-to-head tournament. Up to 8 people can participate in this mode. Choose either Fighting (p.8) or Expert (p.10) mode. See also p.31-37 for the character control.

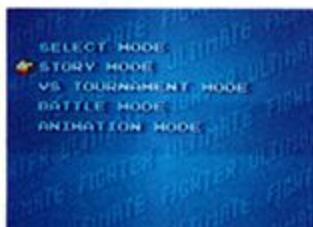
## 4. BATTLE MODE ..... p.27



You can pick any boss character from the Story Mode to fight with. Choose either Fighting (p.8) or Expert (p.10) mode.

# HOW TO START THE STORY MODE

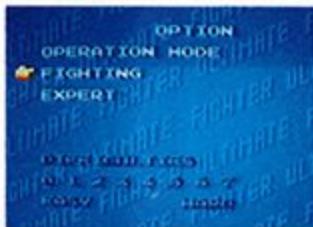
Press the START button in the title screen to enter the mode-selecting screen.



- ① The screen shows 4 modes. Place the cursor next to the STORY MODE. Press the B button to set, Y to cancel.



- ② When you select the mode, the command screen will be displayed. Choose START to play from the beginning, or PASSWORD to input the password.



- ③ The option screen will be displayed when selecting the START. Choose operating mode. Fighting mode ..... See p.8 for detail. Expert mode ..... See p.10 for detail.



- ④ Select difficulties from 0 to 7 with the control pad. 0 is the easiest and 7 is the toughest.



- ⑤ When you select EXPERT, a short practice course will come out. Taking the training is recommended especially for beginners to get used to the character control.

If you wish to play EXPERT in the VS. TOURNAMENT or BATTLE mode, it would be better to complete the training here.



- ⑥ Some visual screens like this will be displayed from time to time. Press the A button to forward the message, B to move on over the ▼ mark, and START to cancel.

# PASSWORDS

## 1. HOW TO GET A PASSWORD

There are 4 different ways to obtain the password.

You can get one:

1. at the end of each chapter.
2. when the game is over.
3. when you lose all of your energy. Then select the PASSWORD command from the screen.
4. if you bring up the subscreen and select PASSWORD.

※ Write down the password correctly.



## 2. HOW TO INPUT A PASSWORD

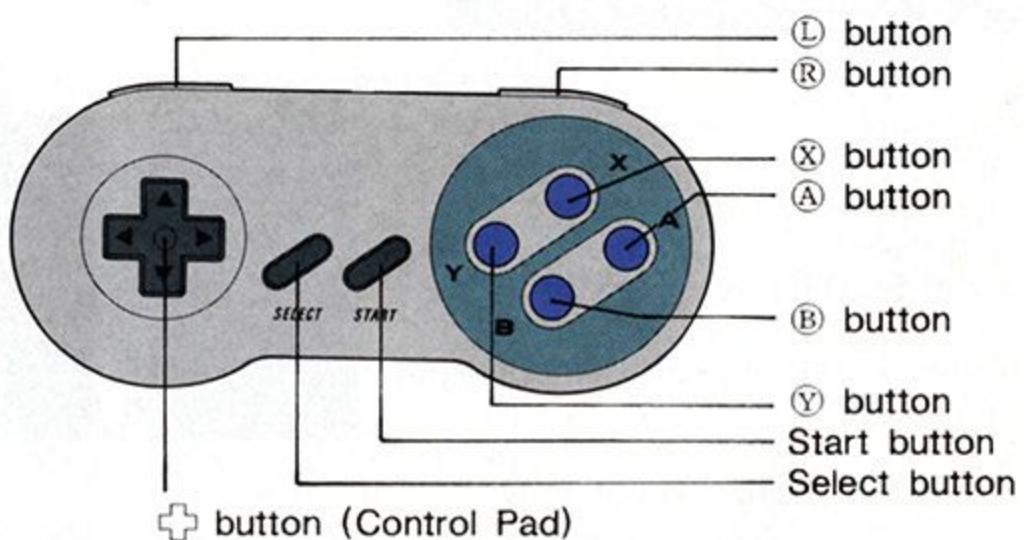
Select PASSWORD in the mode-selecting screen to enter the password screen. Move the cursor with the control pad and press the B button to enter.



### NOTE

The password lets you start the game from the beginning of the chapter where you left off, and it cannot memorize points you earned from the previous game.

# ACTION STAGE



## BASIC CONTROL

- Select button ..... To use MAGIC WATER.
- Start button ..... To bring up the subscreen.
- + control pad ..... Move and defense
- (Y) button ..... Punch
- (B) button ..... Kick
- (A) button ..... Vertical jump
- + (A) button ..... Jump

## SPECIAL CONTROL

- Press the attack buttons during a vertical jump ..... Vertical Jumping Attack
- **Squat Position** + (B) or (Y) ..... Spinning Ground Kick  
+ (B)(Y) ..... Flying Foot Kick
- While your opponent is stunned, press X to throw.
- When the KO gauge is full, press the Y button to execute a Cosmic Saucer.
- **When you're grabbed** ..... Press the (B) + (Y) buttons rapidly to shake off enemies.

In the side scrolling ACTION MODE, your object is to defeat enemies that keep attacking you.



- It's a battle royal! Fighters from all different kinds of contact sports are punishing each other! It is very important to avoid being sandwiched between the fighters. Use throwing techniques to drive your opponents to one side and quickly finish'em off!!



- You need to defeat a certain number of enemies when the scrolling stops to move on to the next screen. Hang in there until the last enemy is down.



- As you go on, you will have to fight face-to-face with some enemies. You must defeat them to go on. They are kind of like mid-bosses.



- Mysterious statues. Break and get a MAGIC WATER hidden inside the statue. Up to 10 MAGIC WATER can be kept. Each can fully restore your energy.



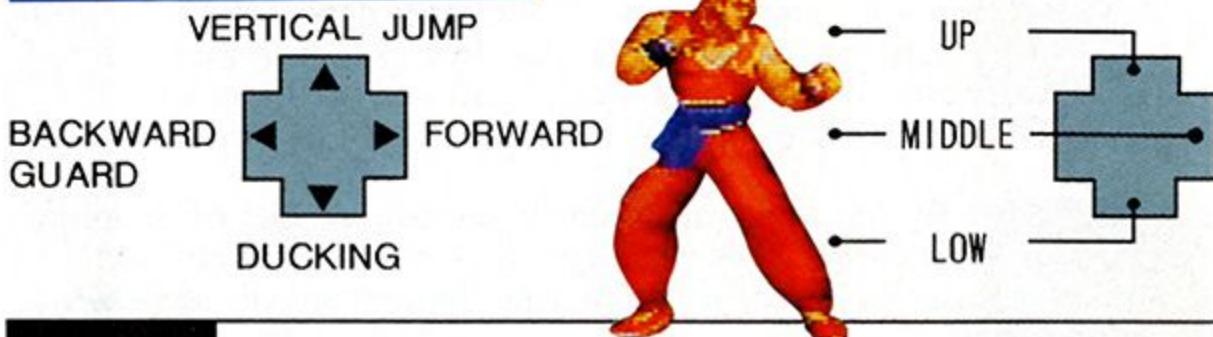
- The KO gauge increases each time you defeat an opponent and decreases when you get attacked. When it reaches 8, you can throw the Cosmic Saucer with the Y button.

# FIGHTING MODE (arcade controller)

## BASIC OPERATION CONTROL

(This chart shows when the character is facing right.)

### 1. THE CONTROL PAD



#### GUARD

Press BACKWARD on the pad to guard yourself. You may get minor damage.

### 2. THE ATTACK BUTTON AND THE JUMP BUTTON

- (Y) ..... punch
- (B) ..... kick
- (X) ..... grab (not available for some characters)
- (A) ..... vertical jump Press a side on the pad with the A button for a forward or backward jump.

#### ATTACK

Use the attack button with the pad to determine the precise location of the attack. The UP aims at the head, the MIDDLE aims at the body, and the LOW aims at the legs.

#### GRAB

Press UP or MIDDLE with the X button to grab the opponent. This technique is not available for some characters, including Rick. As soon as the meter shows up on the screen, press the attack button continuously. You can throw attack when the needle on the meter passes the center to the opponent's side before the opponent's does to your side.

- + (A) button or or ... Jump
- Press or the (A) button while in a vertical jump to make an even higher jump.
- To cancel a jump, press while in a vertical jump.

## HOW TO OPERATE RICK (KUNG-FU) AND HIS TECHNIQUE

(when the player is facing right)

KUNG-FU	STANCE POSITION					
	(B)		(Y)		(Y) + (B)	
	Close	Far	Close	Far	Close	Far
	Upper Round kick	★ Rapid Kick	★ Rapid Punch	Upper punch	Cyclone Kick ★ HIRYU-NO-KEN	Cyclone Kick ★ HIRYU-NO-KEN
	Middle Round kick	Middle Back kick	Middle Punch	Middle Punch	Middle Back kick	Middle Back kick
	Lower Round kick	Lower Round kick	Lower Round kick	Lower Round kick	Lower Round kick	Lower Round kick

**Close** : Your opponent is a short distance away.

**Far** : Your opponent is a long distance away.

- During a vertical jump

- (Y) ..... Scissor Kick
- (B) ..... Cyclone Kick
- (Y) + (B) ..... Jumping Back Kick

- During a jump

- (Y) or (B) ..... Jump Kick

- Squat Position

- + (B) or (Y) ..... Flying Foot Kick
- + (B) or (Y) ..... Spinning Ground Kick

- When the KO GAUGE is full ..... + (B)(Y) Hiryu-No-Ken

- After defending an upper punch

- + (X) or (B)(Y) THROW

### ABOUT THE KO GAUGE

The KO gauge increases by 1 when you defend yourself from the attack, decreases by 1 when you are attacked twice.

★ These techniques are available only at battles with a boss, but not during the journey.

FAR and CLOSE indicates the distance between the characters.

## **EXPERT MODE (secret technique controller)**

The Expert Mode is designed for the advanced players to enjoy the real taste of head-to-head fighting using the original marking system, the MIND'S EYE SYSTEM.

### **BEFORE PLAYING THE EXPERT MODE**

If you want to play in the Expert Mode, we recommend that you first select Expert Mode in the Story Mode and go through the training session to master the different types of moves. Then, go on to the Expert Mode in the VS Tournament Mode and the Battle Mode.

### **MIND'S EYE SYSTEM**

You can see the Progressive Attack Marks by using the MIND'S EYE SYSTEM. The marks appear briefly on your body and your opponent's.

### **PROGRESSIVE ATTACK MARKS**

They indicate undefended areas, where you can give your opponent great damage if you hit it.

### **SOME IMPORTANT TIPS WHEN PLAYING THE EXPERT MODE**

- (1) Aim at the Progressive Attack Mark to earn big points and to cause severe damage to the opponents. Attacking unmarked parts of the opponent will not give him any damage.
- (2) The KO gauge increases when you successfully defend or attack exactly where the mark shows, decreases when you fail to defend yourself from the attack.
- (3) The mark shows the vulnerable part of the opponent and yourself. Make the most use out of this marking system in the battles to grab the victory in your hand.

## THE SKILL LEVEL

The skill level indicates your Mind's Eye level. As your opponents get tougher, the marks move swifter and it becomes harder to aim. Raise your skill level by taking the training to see the marks better.

## DIFFERENT PROGRESSIVE ATTACK MARKS

There are several marks other than ♦.



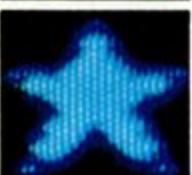
### CRITICAL MARK

They can give bigger damages to your opponent than ♦ marks.



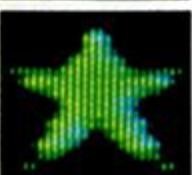
### COUNTERATTACK MARK

When your opponent is in offensive, these marks show it is a chance to counterattack.



### GUTSY MARK

Even if your energy is low, attack the body part where the marks show up and find a chance for a counterblow.



### KO MARK

It is a chance to knock out your opponent.



### SUPER DEFENSE MARK

Execute Super Defense with and the x button when the mark appears.

## THE GYM

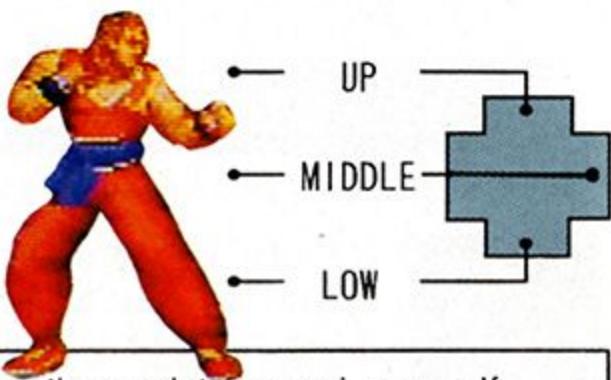
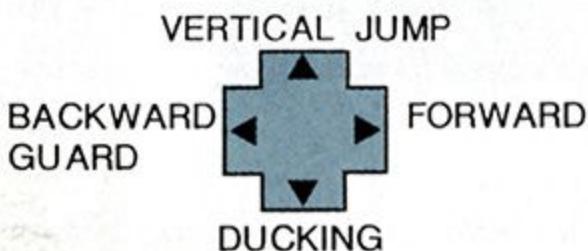
There is a gym in each round, where you can take training to raise your skill level. When you pass the training, your level goes up by 1 at each round.

# EXPERT MODE (secret technique controller)

## BASIC OPERATION CONTROL

★ When the Progressive Attack Mark shows up on the opponent.  
(This chart shows when the character is facing right)

### 1. THE CONTROL PAD



Press BACKWARD on the pad to guard yourself.  
You may get minor damage.

### 2. THE ATTACK BUTTON AND THE JUMP BUTTON

- (Y) ..... punch
- (B) ..... kick
- (X) ..... grab (not available for some characters)
- (A) ..... vertical jump      Press a side on the pad with the A button for a forward or backward jump.

#### ATTACK

Use the attack button with the pad to determine the precise location of the attack. The UP aims at the head, the MIDDLE aims at the body, and the LOW aims at the legs.

#### GRAB

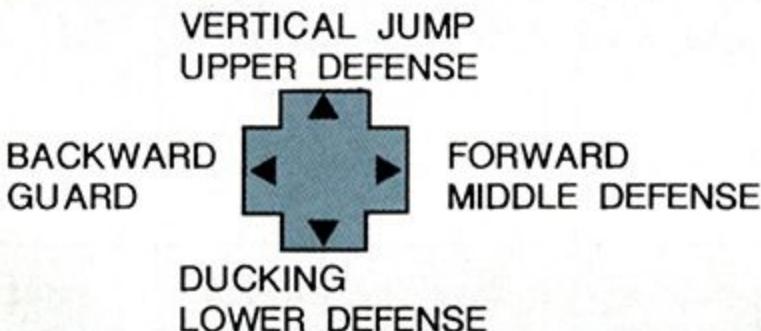
Press UP or MIDDLE with the X button to grab the opponent. This technique is not available for some characters, including Rick. As soon as the meter shows up on the screen, press the attack button continuously. You can throw attack when the needle on the meter passes the center to the opponent's side before the opponent's does to your side.

- + (A) button or or --- Jump
- Press or the (A) button while in a vertical jump to make an even higher jump.
- To cancel a jump, press while in a vertical jump.

## BASIC OPERATION CONTROL

★ When the Progressive Attack Mark is on your body.  
(when the character is facing right)

### 1. THE CONTROL PAD



#### UPPER DEFENSE

When the mark shines on your upper body, press UP on the pad to defend.  
※ The KO gauge increases when you defend yourself successfully.



#### MIDDLE DEFENSE

When the mark shines on the middle of your body, press FORWARD on the pad to defend.  
※ The KO gauge increases when you defend yourself successfully.



#### LOWER DEFENSE

When the mark shines on your lower body, press DOWN on the pad to defend.  
※ The KO gauge increases when you defend yourself successfully.



#### GUARD

Press BACKWARD on the pad to guard yourself.  
You may get minor damage.

### 2. THE ATTACK BUTTON AND THE JUMP BUTTON

See page 12 for details.

# TECHNIQUES AND ITS CONTROLLER

## DEFENSE

Upper



Middle



Lower

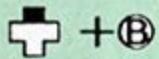


## KICK

Upper Round Kick



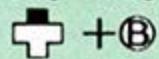
short range



Upper Rapid Kick



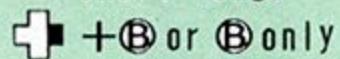
long range



Middle Round Kick

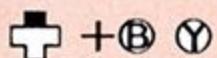


short range



## ULTIMATE TECHNIQUES

Cyclone Kick



Hiryu-No-Ken



when the KO GAUGE  
is full.

Cosmic Saucer

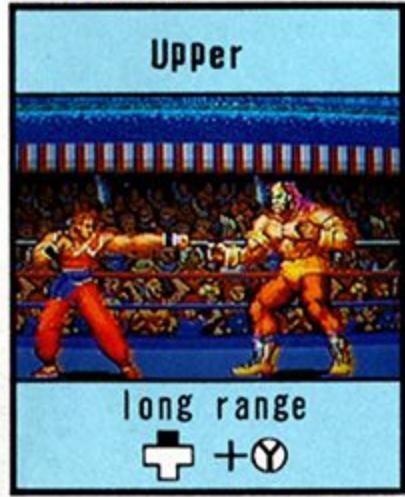


# OPERATION

(when the player is facing right)

## Punch

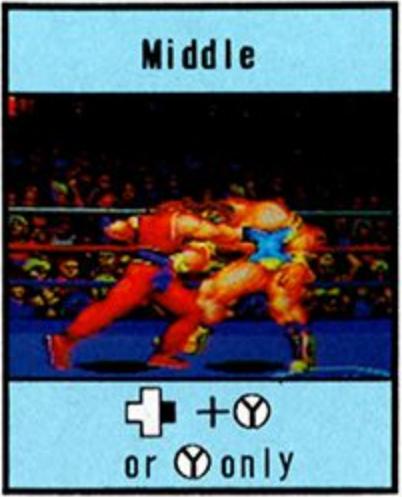
### Upper



long range

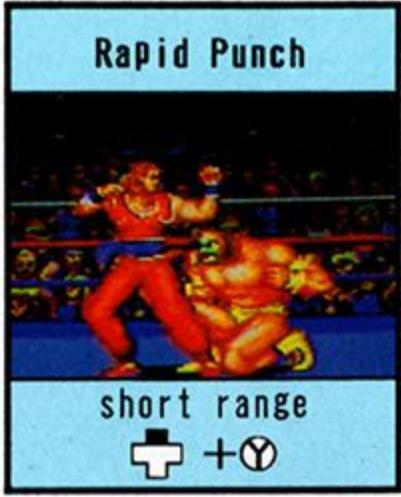
+

### Middle



+   
or only

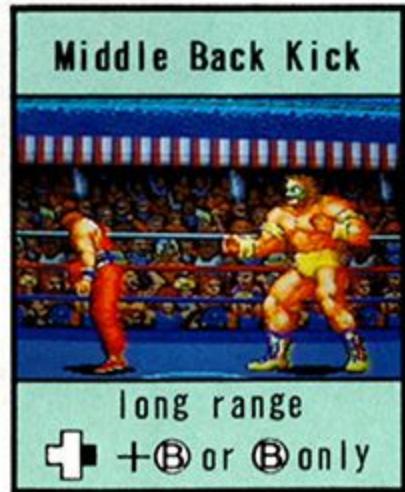
### Rapid Punch



short range

+

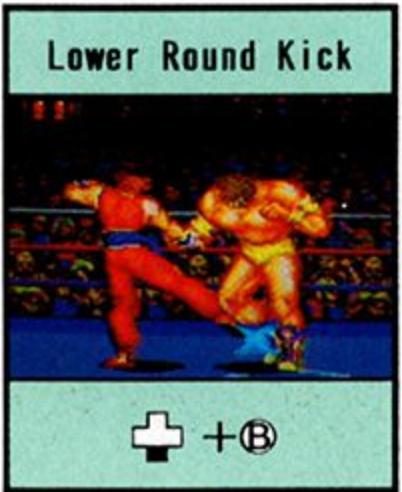
### Middle Back Kick



long range

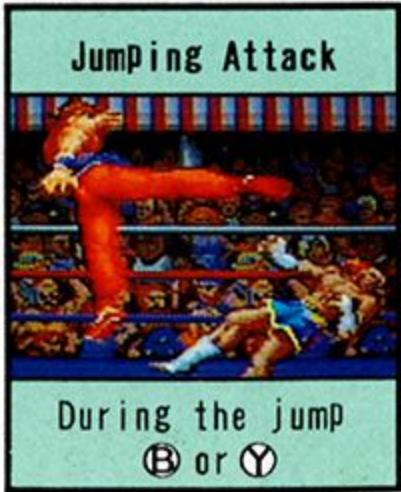
+ or only

### Lower Round Kick



+

### Jumping Attack



During the jump  
 or

Using the Button along with the kick or punch will create a strong but slow attack. The will create the strongest but the slowest attack. (This will not work for the finishing techniques.)

# SUPER TECHNIQUES

(when the player is facing right)

Defending the part of the body where the mark shows is the most basic move, but sometimes you can make the most out of this marking system by throwing a counterattack. When the mark shows at your lower body, press UP for a vertical jump to dodge the attack, then use an attack button while in the air.

Scissor Kick



Y during the jump

Cyclone Kick



B during the jump

Jumping Back Kick



B Y during the jump

Flying Foot Kick



Squat Position

+ B or + Y

Spinning Ground Kick



Squat Position

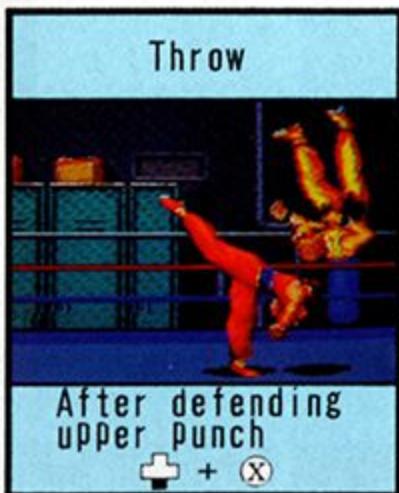
+ B or + Y



# SUPER DEFENSE

When your marked area is successfully guarded, the opponent's movement may momentarily freeze. This is a chance to use the Super Defense. Try the techniques shown below to counterattack.

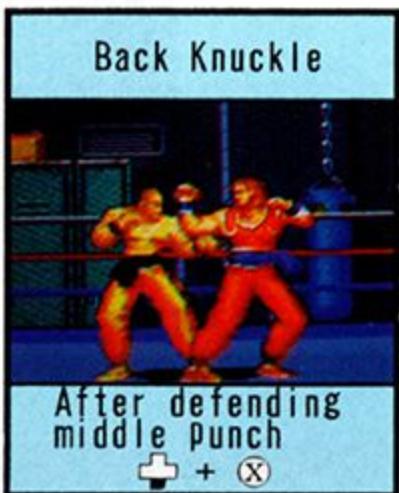
Throw



After defending  
upper punch

⊕ + (X)

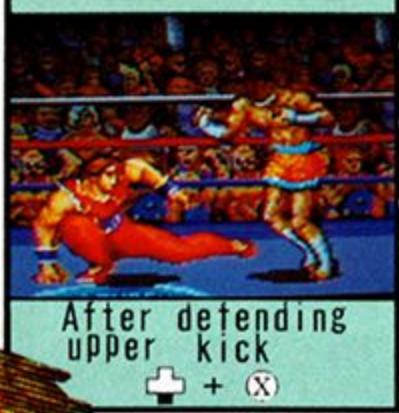
Back Knuckle



After defending  
middle punch

⊕ + (X)

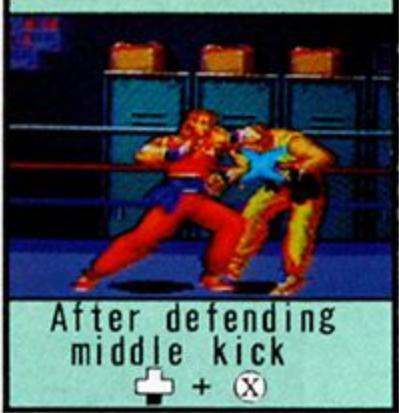
Spinning Ground Kick



After defending  
upper kick

⊕ + (X)

Elbow Knock



After defending  
middle kick

⊕ + (X)



# \* FIGHTING WITH THE WEAPONS

(when the player is facing right)

The BOSS STAGE is upgraded and has more weapons available. Rick and Jimmy can use the techniques.

Upper Attack



$\oplus + B$  or  $\oplus + Y$

Middle Attack



Short range  
 $\oplus + B$  or  $\oplus + Y$   
or  $B$  only,  $Y$  only

Spinning Attack



$\oplus + B + Y$

Back Round Attack



Long range  
 $\oplus + B$  or  $\oplus + Y$

Hiryu-No-Ken



When KO GAUGE  
is full,  $\oplus + B + Y$



# — TWIN SWORDS — \*

Lower Attack



$\downarrow + \text{B}$  or  $\downarrow + \text{Y}$

Jumping Sword Attack



During a Vertical  
Jump  $\text{B}$  or  $\text{Y}$

Sweep Attack



$\downarrow + \text{B}$  or  $\downarrow + \text{Y}$

Thrust Attack



$\downarrow + \text{B/Y}$

Mystic Spell



When KO GAUGE is  
full,  $\text{B} + \text{Y}$

## NOTE

You can use the weapons only if you are transformed into a Flying Warrior in the BOSS STAGE. It's not available in the ACTION MODE. Also certain weapons are preassigned for each character. You can't exchange or abandon the weapons.

# \* FIGHTING WITH THE WEAPONS

(when the player is facing right)

The BOSS STAGE is upgraded and has more weapons available. Hayato and Greg can use the techniques.

Upper Jab



$\square + B$  or  $\square + Y$

Middle Jab



Long range  
 $\square + B$  or  $\square + Y$   
or  $B$  only.  $Y$  only

Pole Vault Attack



$\square + B/Y$

Back Round Jab



Short range  
 $\square + B$  or  $\square + Y$

Hiryu-No-Ken



When KO GAUGE  
is full.  $\square + B/Y$



# — STAFF TECHNIQUE — \*

Lower Jab



$\downarrow + B$  or  $\downarrow + Y$

Jumping Attack



During a Jump  
 $B$  or  $Y$

Staff Sweep Attack



Squat Position  
 $\downarrow + B$  or  $\downarrow + Y$

Jab Attack



$\downarrow + B Y$

Mystic Spell

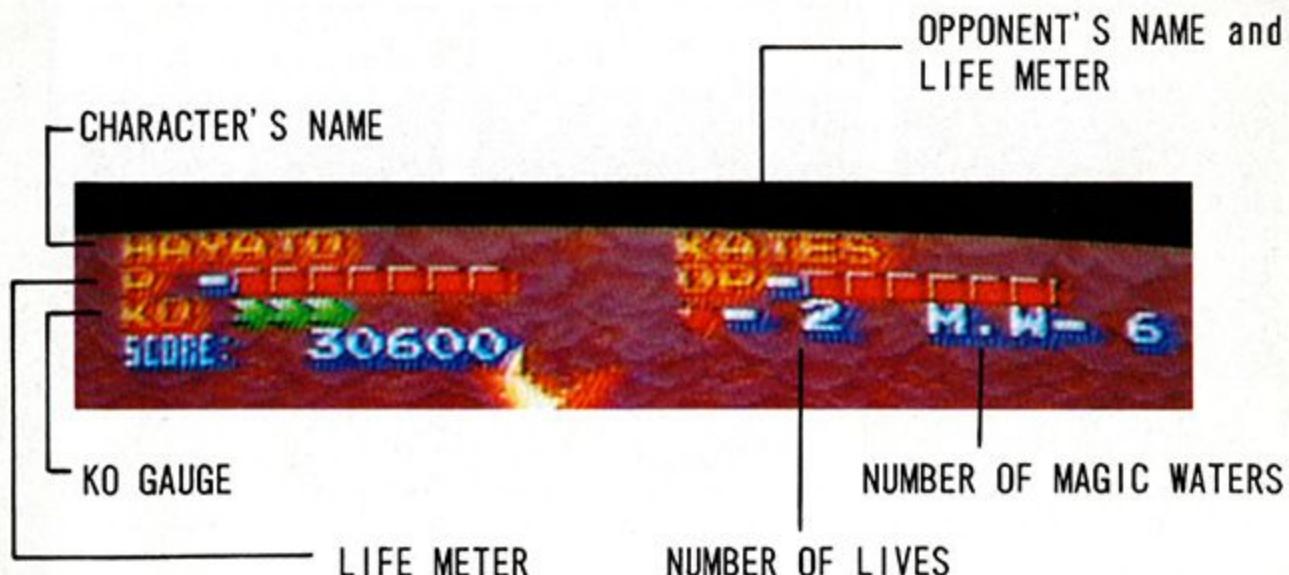


When KO GAUGE is  
full,  $B + Y$

## NOTE

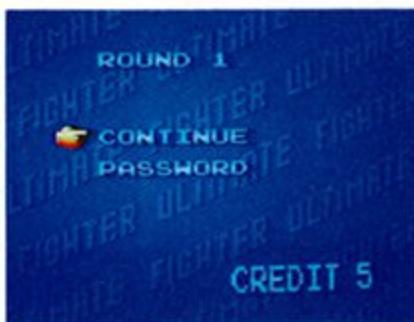
You can use the weapons only if you are transformed into a Flying Warrior in the BOSS STAGE. It's not available in the ACTION MODE. Also certain weapons are preassigned for each character. You can't exchange or abandon the weapons.

# HOW TO READ THE SCREEN DISPLAY



## ● CREDIT

When you start the game, you have 6 credits, with 3 lives for each credit. After you lose a battle 3 times, a screen will be displayed to choose either CONTINUE or PASSWORD. The CONTINUE lets you resume the game play at the beginning of the chapter, with 1 less credit. You can gain extra lives by earning certain amounts of points.



# HOW TO READ THE SUBSCREEN

You can bring up the subscreen during the journey and battles.  
Press the START button to enter the screen.

- **M. WATER (MAGIC WATER)** ..... recovers your physical strength.
- **ALLIES** ..... You can change places with one of the allies. See P.24.
- **PASSWORD** - gives you the proper password.
- **SKILL LEVEL, LIFE, K.O. GAUGE** ..... Shows the ULTIMATE FIGHTER'S physical condition at battle.
- **ROUND** ..... Shows your present round.
- **SCORE** ..... Shows your present score. It goes back to zero when the game is over or when you resume the game play with the password.
-  ..... Shows the remaining lives.
- **M. W (MAGIC WATER)** ..... Shows the available number of magic waters.



# SELECTING ALLIES

When you are encountering the enemies from the Dark Dimension, you can switch places with one of the ally members. This can be done only when you're transformed into a Flying Warrior. The members you can switch to is set for each stage.

Press the START button to enter the subscreen, select ALLIES, then a member.



**\*\* NOTE \*\***

The ally you select will take over the remaining KO gauge.



# MEMBERS OF THE FLYING WARRIORS



**RICK** - The main character of this game. In the **STORY MODE**, you proceed through the game with him.



**MARY** - The only woman in the group. She's not as powerful as others, but her technique and speed make up for the lack of it.



**HAYATO** - Rick's rival. His abilities on all the fighting aspects are above average.



**GREG** - His built-up muscle can wipe out the tough enemies rather easily.



**JIMMY** - He lacks power, but speed and his speciality, mystic spell, make up for it.

# HOW TO PLAY IN THE ANIMATION MODE

This mode is designed especially for those who are not particularly fond of heavy action. Control a character and fight through the Action Mode just like any other mode until you come to the Boss Stage. When confronting a boss, choose various commands on the screen. The computer will fight for you.

## \*\* COMMANDS \*\*

- **ATTACK** - The computer will play the battle for you.
- **HIRYU-NO-KEN** - is available when the KO gauge is fully charged.
- **DEFENSE** - lets your character defend the enemy's attack and mystic spell.
- **DODGE** - dodges the enemy's attacks and spells by jumping.
- **MAGIC WATER** - It'll recover your physical strength.
  - \* The following commands are available only when you transform to encounter the enemies from the Dark Dimension.
- **ALLIES** - You can change places with other members of the Flying Warriors.
- **SPELL** - It is available when the KO gauge is fully charged.

# HOW TO PLAY IN THE BATTLE MODE



First, select the BATTLE MODE from the menu screen.



Second, choose the FIGHTING or EXPERT MODE, and Cosmic Saucer ON or OFF



Now, use the control pad to pick the character you want to fight with.



You can have a match with TUSK SOLDIERS, too!

## NOTE

You can only be Rick in the BATTLE MODE.



# HOW TO PLAY IN THE VS TOURNAMENT



Select VS TOURNAMENT on the menu screen first, then the characters. You can choose up to 8 characters. When you select END, the computer will pick the rest if necessary. Name them with a maximum of 10 letters. Next, choose either EXPERT or FIGHTING, the speed of Turbo mode from 0 to 4 ; 0 is the slow-

est and 4 is the fastest, Cosmic Saucer ON or OFF, the time limit, and the difficulty level. Now you're all set for the World Tournament. Select the operating method; MANUAL or AUTO. If you choose the AUTO VS AUTO game, you can choose whether you want to see the match or not. If you don't, only the result of the match will be displayed.

Now, you choose the handicap. The system lets both player 1 and player 2 select the handicap ranging from off, to 1 through 5. Off means no handicap. Your character gets stronger as the number increases.



over, a play-off will be held. The play-off is limited to three matches. If the third match is tied, the player who has more remaining life will win. The command screen on the right will be displayed when the game is over. Select CONTINUE to continue the game with the same members. Select END to go back to the title screen.



## RULES

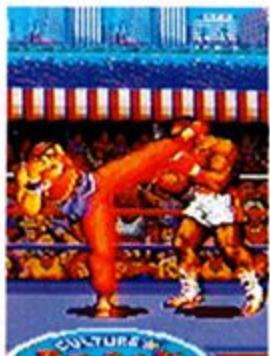
When the opponent's life becomes zero, you win the match. If the match time is



# THE MAIN CHARACTERS

## 1) KUNG-FU

Among the many contact sports, Kung-Fu is the star attraction in the game, especially in the STORY MODE. It had been developed in China during its 4,000 year history. Its well balanced defense and attack techniques make it perfect.



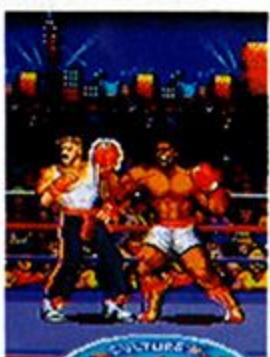
## 2) WING-CHUN

Many women also master Kung-Fu in China. Wing-Chun is the women's style. Kung-Fu's ultimate goal is not only winning battles, but also to perfect its artistic movements, which is especially important in Wing-Chun.



## 3) BOXING

This sport is also called the "King of King's". In spite of its limitation on attacks, its supreme punches shot from heavy class arms are powerful enough to knock out opponents with a single blow.



## 4) MUAY-THAI

Muay-Thai recently revealed its mystical veil to attract more contact sport players. It has the reputation of being the world's most powerful standing fight style. Its sharp elbow and knee attacks are powerful and efficient in a close range battle.



## **5) KARATE**

Karate was formed in Japan and now is one of the most popular sports in the world. It's noted for its straight punches and kicks, as well as its tough defense. Attacks from their iron muscles which are formed after hard training are explosive and powerful.



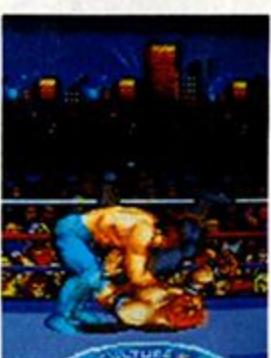
## **6) US KARATE**

It's a combined sport with basic techniques from Karate, and various skills from boxing and kick boxing. It created a worldwide boom, and is still very popular.



## **7) WRESTLING (STRONG STYLE)**

This type of wrestling is the most integrated sport of all, with punches, kicks, throws, as well as suplex and submission holds.



## **8) WRESTLING (POWER STYLE)**

This type of wrestling doesn't require any elegant or sophisticated movements, but great power and toughness. Their overwhelming blows will flip you away without any effort.



# OPERATION CHARTS

WING-CHUN		STANCE POSITION				
	(B)	(Y)	(Y) + (B)			
	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	HIGH KICK	HIGH KICK	RAPID PUNCH	UPPER PUNCH	TOMAHAWK KICK (HIRYU-NO-KEN)	TOMAHAWK KICK (HIRYU-NO-KEN)
	MIDDLE ROUND KICK	MIDDLE BACK KICK	MIDDLE PUNCH	MIDDLE PUNCH	MIDDLE BACK KICK	MIDDLE BACK KICK
	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK

(when the player is facing right)

- During a vertical jump
  - (Y) ..... Scissor Kick
  - (B) ..... Jumping Back Kick
- During a jump
  - (Y) ..... Heel Kick
  - (B) ..... Jump Kick
- Squat Position
  - + (B) or (Y) ..... Flying Foot Kick
  - + (B) or (Y) ..... Spinning Ground Kick
- After defending an upper punch
  - + (X) ..... Throw

## EXPERT MODE ONLY

- After defending an upper kick
  - + (X) ..... Spinning Ground Kick
- After defending a middle punch
  - + (X) ..... Back Knuckle
- After defending a middle kick
  - + (X) ..... Elbow Knock



★ FAR and CLOSE indicates the distance between the characters.

**BOXING STANCE POSITION**

	(B)		(Y)		(Y) + (B)	
	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	UPPER HOOK	UPPER HOOK	JAB & PUNCH	JAB	SPIRAL UPPER	SMASH (KANGAROO PUNCH)
	MIDDLE HOOK	MIDDLE HOOK	MIDDLE STRAIGHT	MIDDLE STRAIGHT	MID PUNCH (FLYING PUNCH)	MID PUNCH (FLYING PUNCH)
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(when the player is facing right)

- During a Vertical Jump.

or ..... Jump Punch

- Squat Position

+ or ..... Uppercut

+ or ..... Mid Punch

- After defending an upper punch

+ ..... Middle Uppercut

### EXPERT MODE ONLY

- After defending an upper kick

+ ..... Middle Uppercut

- After defending a middle punch

+ ..... Middle Uppercut

- After defending a middle kick

+ ..... Smash



★ FAR and CLOSE indicates the distance between the characters.

MUAY-THAI

## STANCE POSITION

	(B)	(Y)	(Y) + (B)			
	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	HIGH KICK	HIGH KICK	ELBOW KNOCK	STRAIGHT	JUMPING HIGH KICK (JUMPING KNEE KICK)	JUMPING HIGH KICK (JUMPING KNEE KICK)
	MIDDLE KICK	MIDDLE KICK	MIDDLE KICK	MIDDLE KICK	KNEE (HEEL) KICK	KNEE (HEEL) KICK
	LOWER KICK	LOWER KICK				

(when the player is facing right)

- UPPER GRASP ..... +
- KNEE KICK ..... Upon grasping, press the (B) and (Y) buttons repeatedly.
- During a Vertical Jump.      • Cosmic Saucer --- , , + (Y)
- (Y) ..... Somersault Kick
- (B) ..... Spinning Back Kick
- (Y) + (B) ..... Jumping High Kick
- During a jump.
- (B) or (Y) ..... Kneel Kick
- Squat Position
- + (B) or (Y) ..... Elbow Jab
- After defending an upper punch
- + (X) ..... Soc clubb

## EXPERT MODE ONLY

- After defending an upper kick
- + (X) ..... Soc clubb
- After defending a middle punch
- + (X) ..... Soc clubb
- After defending a middle kick
- + (X) ..... Soc clubb



★ FAR and CLOSE indicates the distance between the characters.

## STANCE POSITION

KARATE

	B		Y		Y + B	
	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	UPPER ROUND KICK	UPPER ROUND KICK	UPPER STRAIGHT PUNCH	UPPER STRAIGHT PUNCH	REVERSE KICK (TRIANGLE KICK)	REVERSE KICK (TRIANGLE KICK)
	FRONT KICK	MIDDLE ROUND KICK	MIDDLE STRAIGHT PUNCH	MIDDLE STRAIGHT PUNCH	KNEE KICK (ROUNDHOUSE)	KNEE KICK (ROUNDHOUSE)
	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK	LOWER ROUND KICK

(when the player is facing right)

- UPPER GRASP ..... +
- KNEE KICK ..... Upon grasping, press the B and Y buttons repeatedly.
- During a Vertical Jump ..... or
- During a jump ..... Jumping Kick
- Squat Position ..... or
- After defending an upper punch ..... Middle Round Kick
- Cosmic Saucer ..... + + +

## EXPERT MODE ONLY

- After defending an upper kick ..... Reverse Kick
- After defending a middle punch ..... Middle Round Kick
- After defending a middle kick ..... Middle Round Kick



☆ FAR and CLOSE indicates the distance between the characters.

## STANCE POSITION

US KARATE		<b>B</b>		<b>Y</b>		<b>Y + B</b>	
		CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	HIGH KICK	HIGH KICK	UPPER HOOK	JAB	BACK FLIP (FLYING BODY ATTACK)	BACK FLIP (FLYING BODY ATTACK)	
	FRONT KICK	MIDDLE KICK	MIDDLE HOOK	MIDDLE STRAIGHT	BACK KICK (HURRICANE KICK)	BACK KICK (HURRICANE KICK)	
	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK

(when the player is facing right)

- **UPPER GRASP** ..... +
- **MIDDLE GRASP** ..... + or
- **BRAIN BUSTER** ..... After Upper Grasp, press the **B** and **Y** buttons repeatedly.
- **THROW** ..... After Middle Grasp, press the **B** and **Y** buttons repeatedly.
- **During a Vertical Jump** or ..... Rolling Sobat
- **During a jump** ..... Body Attack
- **Squat Position** + or ..... Uppercut
- **Cosmic Saucer** ..... , +
- **Rolling Sobat** + ..... Mid Punch
- **After defending an upper punch** + ..... Spinning Back Knuckle

## EXPERT MODE ONLY

- **After defending an upper kick** + ..... Spinning Back Knuckle
- **After defending a middle punch** + ..... Throw
- **After defending a middle kick** + ..... Spinning Back Knuckle



★ FAR and CLOSE indicates the distance between the characters.

## WRESTLING (STRONG STYLE)

WRESTLING (I)		STANCE POSITION				
	B	Y	Y + B			
	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	PUNCH	PUNCH	PUNCH	PUNCH	HIGH KICK (kneel kick)	HIGH KICK (kneel kick)
	MIDDLE KICK	MIDDLE KICK	MIDDLE KICK	MIDDLE KICK	MIDDLE KICK	MIDDLE KICK
	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK	LOWER KICK

(when the player is facing right)

- While you're pressing the **B** and **Y** buttons repeatedly after an UPPER GRASP, the following directions of the pad determine each technique:

PILE DRIVER .....

CAPTURE .....

BRAIN BUSTER .....

POWER BOMB .....

- After the MIDDLE GRASP:

BACK DROP .....

OCTOPUS HOLD .....

- During a vertical jump or jump

**Y** or **B** ..... Flying Side Kick

- UPPER GRASP .....

- MIDDLE GRASP ..... or

- After defending an upper punch

..... Brain Buster

### EXPERT MODE ONLY

- After defending an upper kick

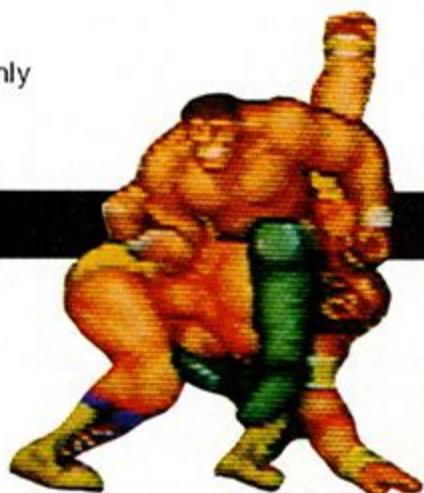
..... Achilles Tendon Hold.

- After defending a middle punch

..... Octopus Hold

- After defending a middle kick

..... Boston Crab



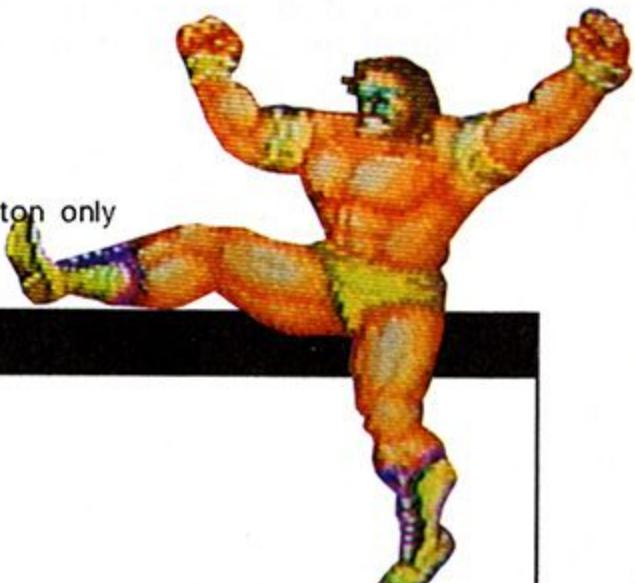
☆ FAR and CLOSE indicates the distance between the characters.

## WRESTLING (POWER STYLE)

WRESTLING (II)		STANCE POSITION						
	(B)	(Y)		(Y) + (B)		CLOSE	FAR	
	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR	CLOSE	FAR
	PUNCH	PUNCH	PUNCH	PUNCH	UPPER GRASP (FLYING RALIAT)	UPPER GRASP (FLYING RALIAT)		
	FRONT KICK	FRONT KICK	FRONT KICK	FRONT KICK	FRONT KICK	FRONT KICK		
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(when the player is facing right)

- While you're pressing the **B** and **Y** buttons repeatedly after an UPPER GRASP, the following directions of the pad determine each technique:  
 HEAD GRASP ..... or   
 SLEEPER HOLD .....
- RALIAT .....
- After a MIDDLE GRASP:  
 TOMBSTONE PILE DRIVER ..... , , or   
 LIFT SLAM .....
- During a vertical jump  
**Y** or **B** ..... Jump Kick
- During a jump  
**B** ..... Jump Kick  
**Y** ..... Body Attack
- UPPER GRASP ..... +   
 MIDDLE GRASP ..... + or button only
- After defending an upper punch  
 + ..... Shoulder Throw



### EXPERT MODE ONLY

- After defending an upper kick  
 + ..... Giant Swing
- After defending a middle punch  
 + ..... Shoulder Throw
- After defending a middle kick  
 + ..... Giant Swing

★ FAR and CLOSE indicates the distance between the characters.

# HOT TIPS, COOL BATTLES

## \* Find out the best attacking techniques!

As each enemy character in the EXPERT MODE has distinctive characteristics to make the game more challenging and exciting, it's rather difficult to defeat them. Try to create some weak spots on the opponent's body by leading him to certain postures or making false attacks, rather than simply attacking the marks on the body.

Here are some useful tips:

1. Regardless of the marks on the opponent's body, attack the opponent on one part of his body repeatedly and persistently until he reacts to defend that part. That's when a weak spot shows on his body! Don't miss it!
2. Generally, when you're in the air, you can't defend yourself. So why not use this great opportunity to strike an opponent a blow. Make him jump in the air first, then attack to give him great damage. Don't miss him!
3. When attacked, some opponents show big weak spots on different parts of the body. When you find such spots, attack that spot to finish him off with a single stroke.
4. Some opponent guards seem too perfect in form to beat. Try overturning of Super Defenses on such hardcore defenders and see what happens.

There are a lot more effective ways to defeat them. Try different techniques to build your own strategy.

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