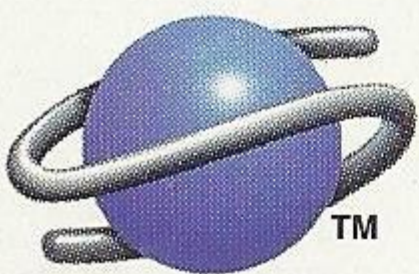


SEGA®

A SEGA EXCLUSIVE



LAST BRONX™

TM

SEGA SATURN



81078



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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TOKYO — *The Last Bronx*

Tokyo was riding high on the *tsunami* of global economic supremacy when the Bubble broke in '91. Then things fell apart. Hundred billion yen building complexes were left half-finished, and salarymen started having instant *ramen* for lunch as the slush-money supplies dried up. And slowly, the hidden Japan began to emerge, crawling in from the shadows on the outskirts of town. Biker gangs and Chinese mafia; loansharks and slave-traders; Doomsday cults, madmen and thieves.

Those were the days of the first All-Tokyo StreetWar — where young gangs met and clashed and slid into run down streets slick with their own blood. Then a single crew of unstoppable riders appeared to put an end to the violence and bloodshed. Through fair-handed dealings and iron-fisted fighting skills, the Soul Crew gang blazed a path for the future of Tokyo's young...

... until, under circumstances still riddled with doubt and accusations, the leader of the Soul Crew was viciously killed. The tenuous balance of power was thrown out of whack, and every street tribe with pride, dreams or ambition felt the shockwave of his fall like a call to arms. The Second StreetWar was ignited.

At the height of the fighting, an ominously worded challenge to the leaders of the toughest gangs appeared in graffiti scrawls all over town:

Fellow Citizens:

We all grow weary of this bitter strife. And so now I call on each of you in the name of peace. You all know how useless these recent squabbles are. I have a modest proposal to remedy this unfortunate situation: I call for a fighting tournament, solely between the chosen leaders of each worthy gang — a decisive battle that will spare the lives of the young while settling the question of which group has the power needed to rule Tokyo. Of course the fights will be held in secrecy, and the results will not be made public. This is a fight for honor, not fame.

A final word: I regret that under no circumstances can a refusal to participate be accepted. In the event that any of you do not attend, I will make arrangements to have flowers sent to the funeral. I look forward to meeting each of you at the appointed hour.



Several of the recipients of this very peculiar challenge shrugged it off as a practical joke or thought it was a trap set by a rival gang. But when members of their crews were found face-down in Tokyo Bay, the truth of its warning became very clear.

There will be no RSVPs to the Last Bronx.

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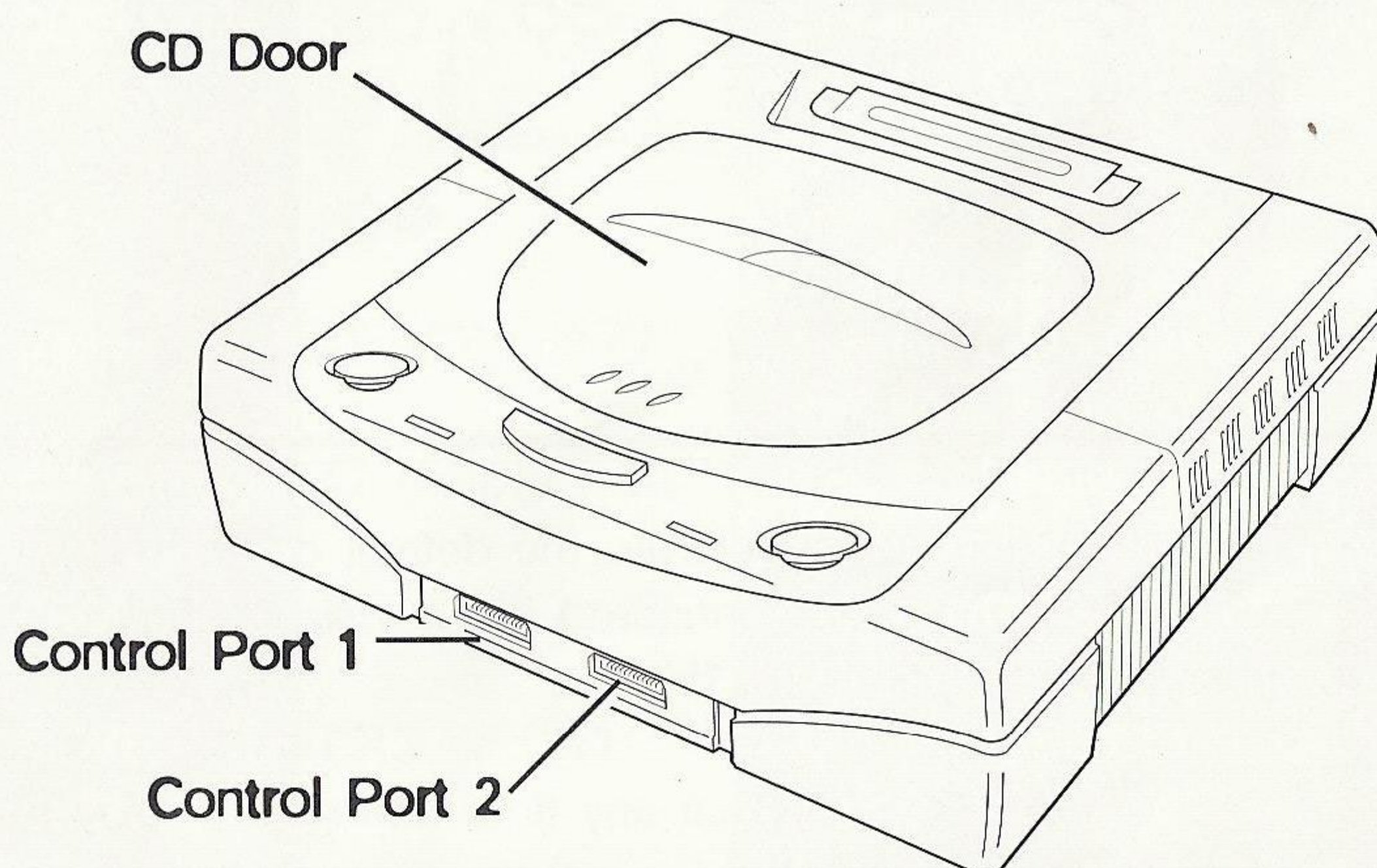
Starting the Game

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1 (and Control Pad 2 for two player games).

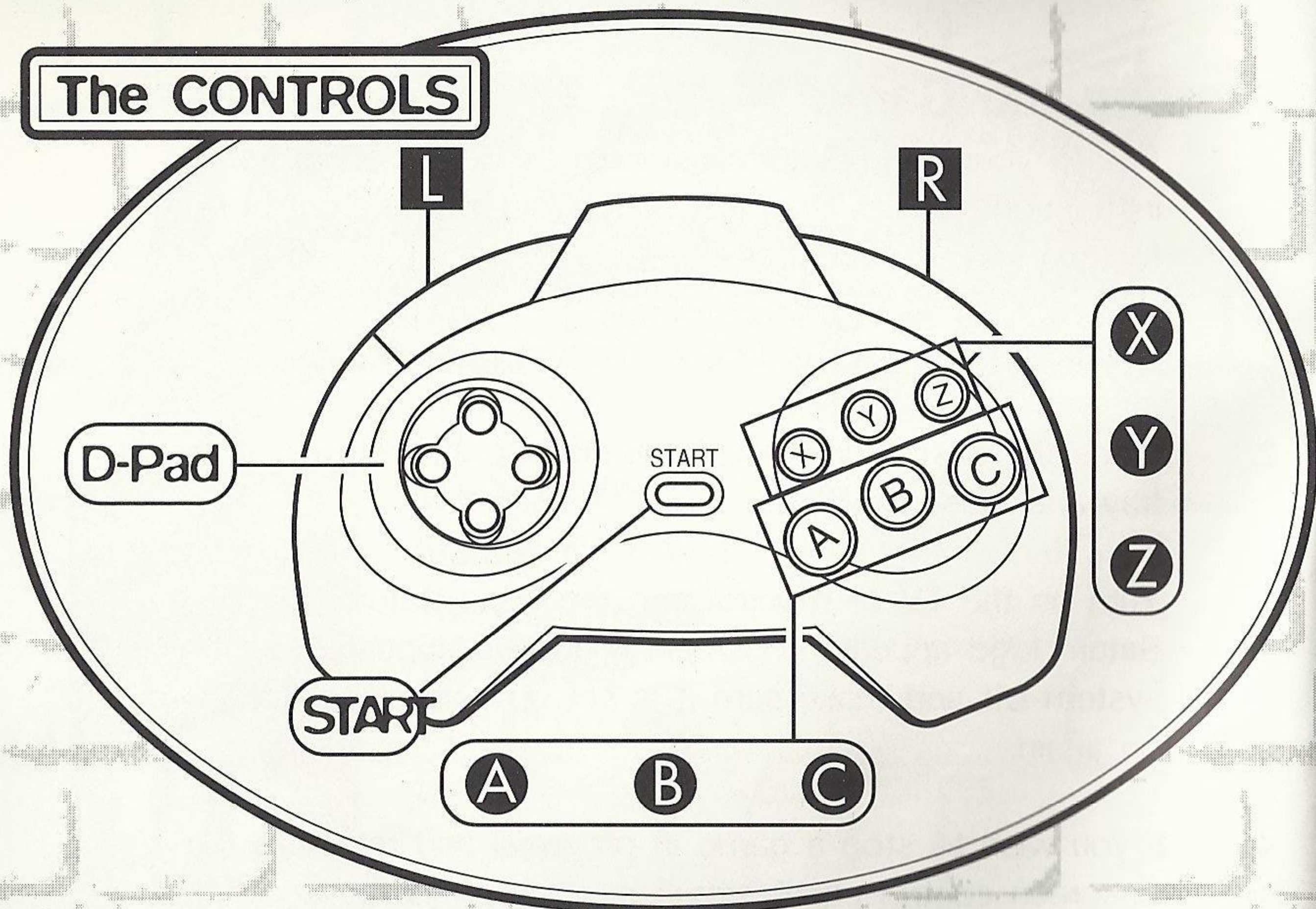
Note: *Last Bronx™* is for one or two players

2. Place the *Last Bronx* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the onscreen control panel, simultaneously press **A**, **B**, **C** and **START** on the Sega Saturn Control Pad. When the game Title screen appears, press the buttons again to go to the onscreen control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



The CONTROLS



D-Pad

- Move fighter during gameplay

START

- Move cursor in select screens

- Pause/restart game during gameplay

- Select highlighted item in select screens

A

- Guard

- Select highlighted item in select screens

B

- Punch

- Cancel selection/return to previous screen

C

- Kick

- Select highlighted item in select screens

X

- P+G

Y

- K+G

Z

- P+K

L

- P+K+G

R

- Special

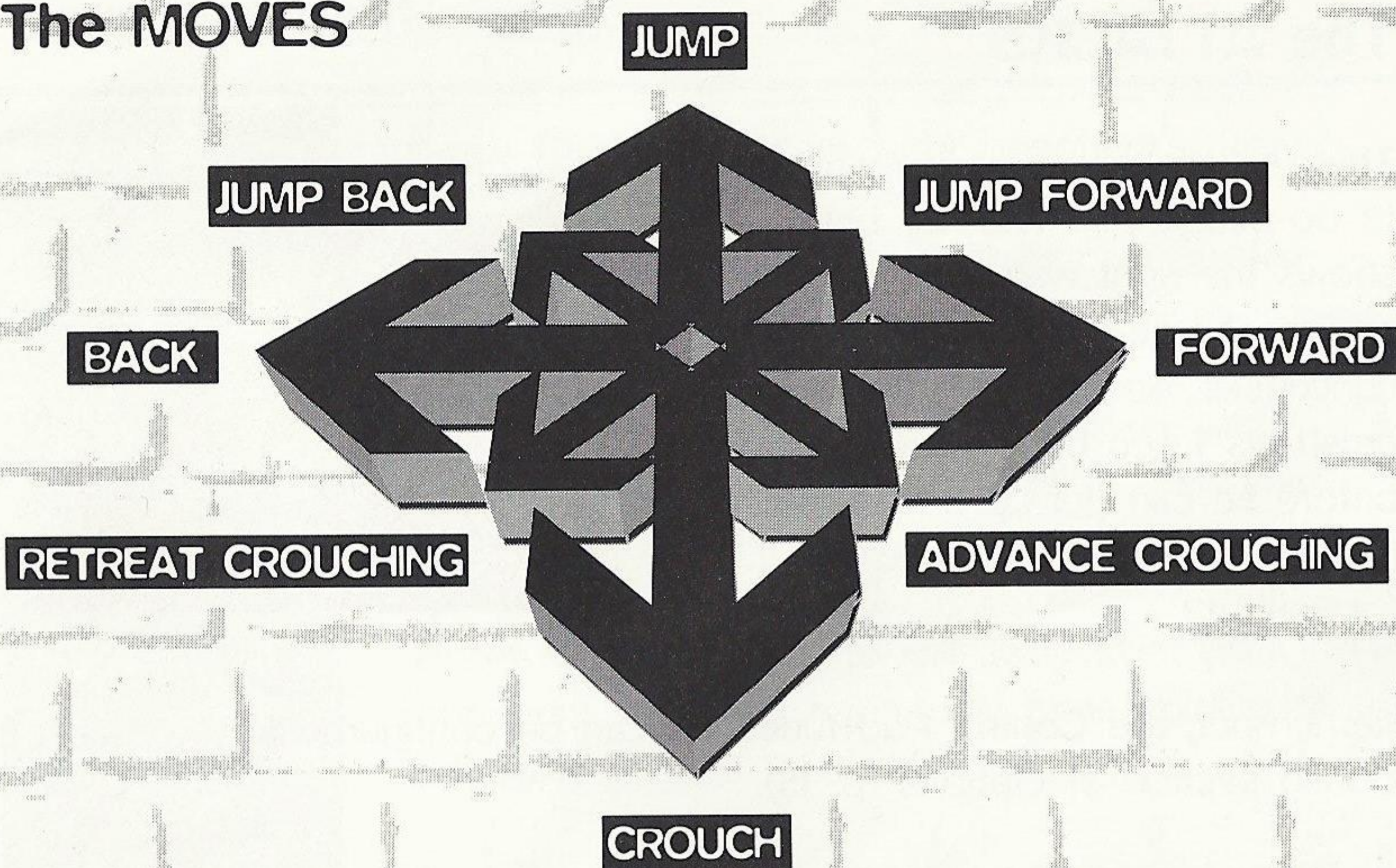
Note 1

The button controls shown are the default controls. The Control Pad can be reconfigured in the Key Config subscreen of Options (p. 15).

Note 2

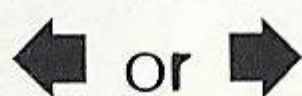
Press **A+B+C+START** at any time during gameplay to return to the Title screen.

The MOVES



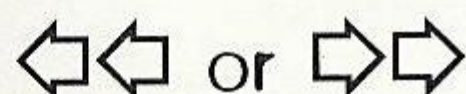
You control your fighter's movements by using the **D-Pad** and other Control Pad buttons. Failure to learn these fundamentals may result in a stiff penalty applied to your solar plexus. Refer to the key below for a breakdown of the basic *Last Bronx* fighting maneuvers. And remember, the moves listed are for a fighter facing right. For fighters facing left, reverse the directions shown.

WALK



Press and hold the D-Pad to walk in the direction indicated.

QUICKSTEP



Tap the D-Pad twice in the same direction to make a quick step forward or back.

DASH



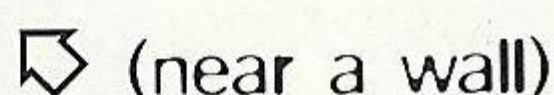
Press the D-Pad forward twice and hold to dash.

JUMP



Tap the D-Pad in any of these directions to jump.

CLIMB



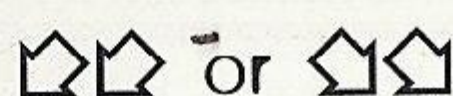
Tap the D-Pad up and back to climb the fighting ring wall.

CROUCH



Press and hold the D-Pad down to crouch and diagonal to move.

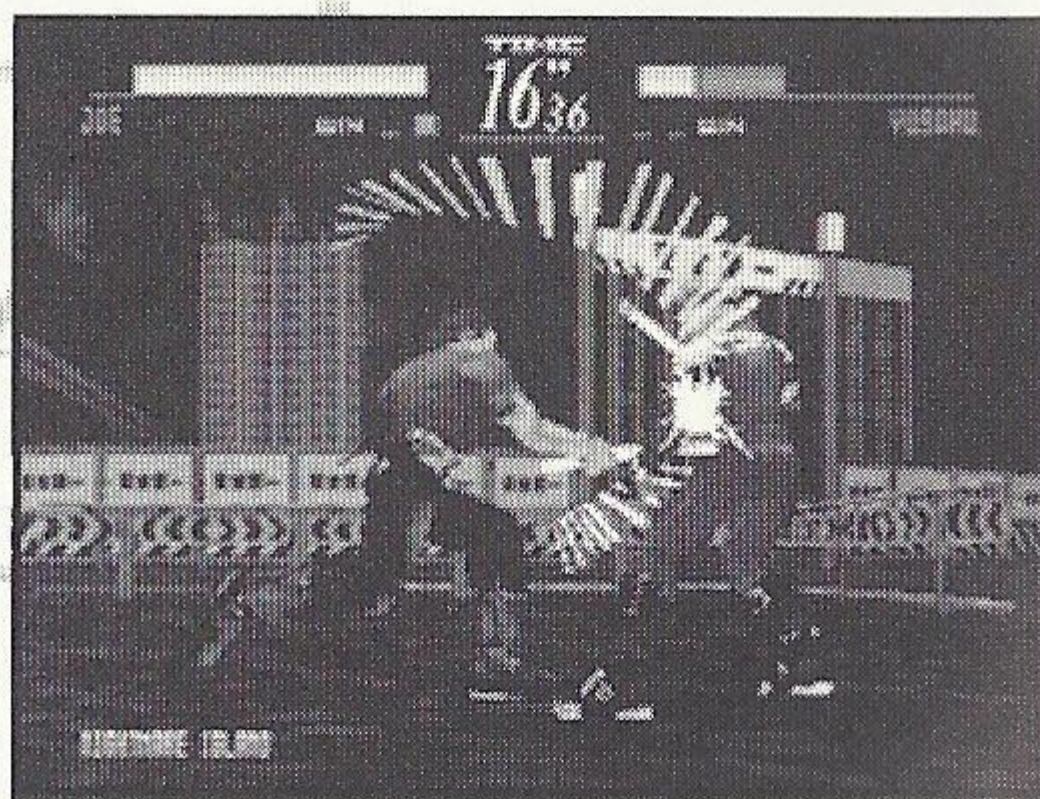
MOVE CROUCHING



Tap the D-Pad twice quickly in the directions shown to quickly step forward or backward while crouching.

The ATTACKS

There's a right way and a wrong way to do everything. The key below shows the right way to crack your opponent in the teeth with your nunchucks, slam her off the wall, or to crush his fallen body with both tonfas before he can get up and defend himself. And that's what we're all here for, isn't it?



Remember, the Control Pad functions can be configured in the Key Config section of Options (p. 15).

Punch

Press **P** to attack with your fighter's weapon or bare hand. Press **↓+P** for a low blow.

Kick

Press **K** to kick. Press **↓+K** to kick somewhere below the belt.

Guard

Press and hold **G** to assume a standing defensive vs. upper and mid-body attacks. Press **↓+G** to guard against low attacks.

Ground Attack

Press **↑+P** to jump in the air and come down hard on your fallen opponent. Press **↑+P** from close range to attack from a standing position. Some characters have additional ground attacks (see the moves lists for each character pp. 16-23).

Throw

Press **P+G** when in close range to throw your opponent, or **↓+P+G** to throw a crouching opponent. Some fighters can perform a variety of throws (see pp. 16-23).

Save Yourself!

Escape

Press **P+G** to escape your opponent's throw.

Get Up

Press any button repeatedly to get up quickly when you've been floored.

Roll to Side

When you're down, press **G** repeatedly while holding either **↑** or **↓** to roll away from your opponent to either side.

Roll Away

Press **←** when down to roll away from your opponent. Press **G** repeatedly while holding **←** to roll away and off to the side.

Headspring

Tap **↑** repeatedly when down to spring up off the ground.

Get Up Kicking

Press **K** repeatedly to get up off the ground with a high kick. Press **K** while holding **↓** to kick low when getting up.

Special Features

Attack Cancel

Press **G** during an attack to cancel the maneuver mid-way. This feature allows you to break off a time-consuming attack sequence in order to **G**uard or launch a quicker move.

Combat Roll

Press **L** (or **P+K+G**) to roll forward toward your opponent. The Combat Roll is a good way to evade upper and mid-body attacks while reducing the distance between you and your foe.

Aerial Combo

Launch your foe into the air with a powerful shot, then take the opportunity to acquaint him with your fighter's multiple-hit attack techniques.

Taunt

Press **G** repeatedly (or **↓↑→+R**) to mock and ridicule your opponent. The resulting loss of self-esteem could tip the odds in your favor.

Get Down to It

When you first start the *Last Bronx* CD, the Sega logo appears, followed by the Title screen. Press **START** at the Title screen to go to the Mode Select screen, or wait a few seconds to see a fight demo and the opening animation intro. Press **START** at any time during this sequence to return to the Title screen.



Loads of Modes

Pressing **START** from the Title screen brings up the Mode Select screen, where you pick a mode and brawl. Press the D-Pad up or down to highlight the name of a mode, and **A**, **C** or **START** to select the highlighted mode. The following modes are available:

Arcade Mode

All the arcade game action without waiting in line. Save your quarters for the bus.

VS Mode

Play against a friend (sold separately).

Saturn Mode

Beat the field & see how each fighter's story ends.

Survival Mode

One round per opponent. And you don't get your health back.

Time Attack Mode

How fast can you beat everybody to a pulp?

Watch Mode

Fingers cramped? Let two CPU fighters have a go at it. Watch closely, kid. You might learn something.

Movies

Cinema with a heart as big as all Hollywood.

Portraits

Uncover the secrets of the Last Bronx portrait gallery.

Aerial Combo Practice Mode

Sharpen your aerial attack skills.

Free Practice Mode

Enjoy pummeling a completely defenseless foe.

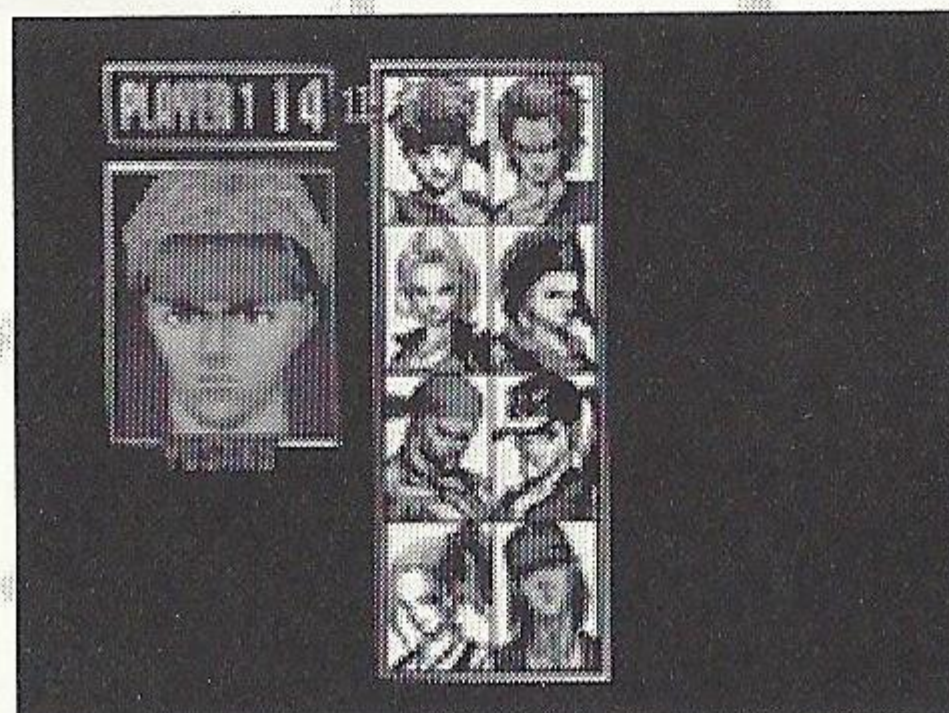
Options

Change game features! See game stats! Hear game sounds!

Arcade Mode

Do you like fighting people? Well, that's against the law and isn't very nice. But now thanks to Arcade Mode, you can have all that fun you love without any of the pesky legal repercussions. Find out just how tough of a street fighter you are by facing each of the *Last Bronx* fighters in order.

When you enter Arcade Mode, the Player Select screen appears, letting you choose a character to control in the *Last Bronx* fighting ring. Press the D-Pad in any direction to highlight the portrait of the character you want, and **A**, **C** or **START** to select the highlighted character. Once you make your choice, the Arcade Mode fight begins. There is only one rule — win.



How to Win

Each fight is a default best-of-three rounds match. (The Match Point can be changed in Options, p. 14.) To win a round:

- 1) Knock the other fighter's Life Gauge down to nothing before time expires.
- 2) Have more Life left than your opponent when time runs out.

•A round results in a Draw if both fighters' Life Gauges are equal when time expires. If both Life Gauges reach zero simultaneously, the round ends as a Double KO.

•In the event of a Draw or Double KO, each fighter is awarded one round victory.

•When a round ending in a Draw or Double KO gives the Match Point to both fighters, a one-round Sudden Death fight occurs, with lowered Life Gauges and a shorter Time Limit. Winner take all.



Last Bronx Fighting Arena



Life Gauge

Lose a little (or a lot) each time you take a hit. Lose it all, and the round is over for you.

Wins

Light up a square each time you win a round.

Time Remaining

Get the job done before this little ticker hits zero.

Stage

Learn Tokyo landmarks & geography the fun way.

Take a Safety Break— Game Pause

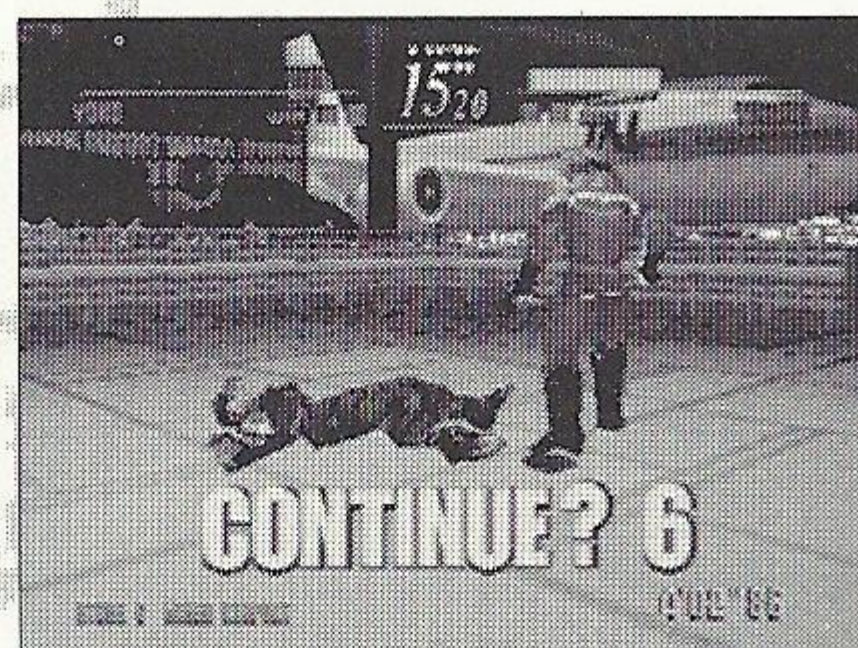
When you need to answer Nature's call, you can press **START** at any time during a fight to pause the game. The Pause window appears. Choose to "RESUME" or go to the "TITLE SCREEN". Highlight a choice by pressing the **D-Pad** up or down. Press **START** to select.

Forced Entry


A second player can enter an Arcade Mode fight at any time (even when you're having fun by yourself) by pressing **START** on the unused Control Pad. "CHALLENGER COMES" appears onscreen, followed by the VS Mode Player Select screen. The new entrant selects a character, as in Arcade Mode Player Select (p. 9).

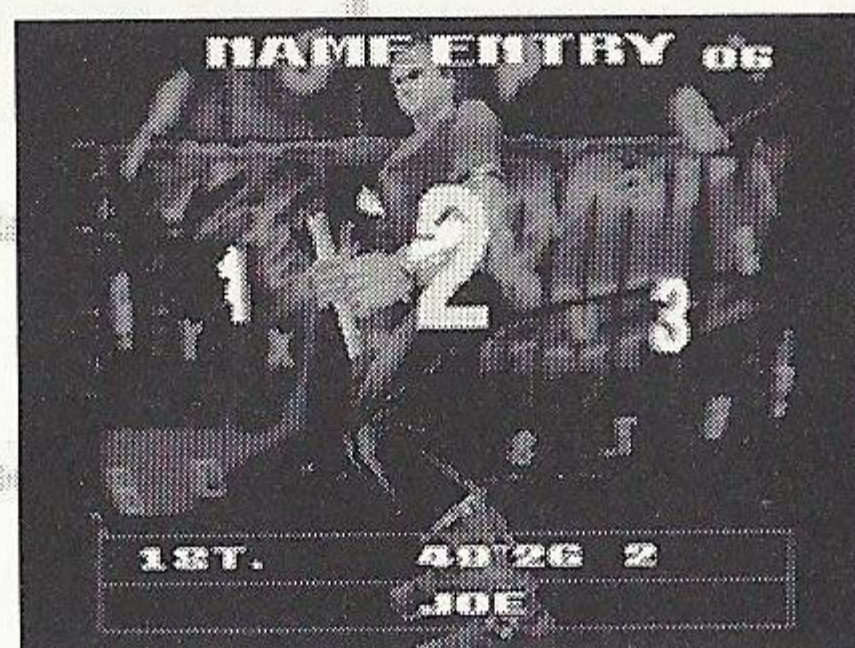
Never Say Die — Game Over/Continue

In the event you lose an Arcade Mode match, you have a chance to redeem yourself and humble your foe by continuing the fight. Press **START** before the "CONTINUE?" timer reaches zero to stage a rematch against your last opponent. Or let the clock tick down, run home and cry yourself to sleep. Nobody'll think any less of you — promise.



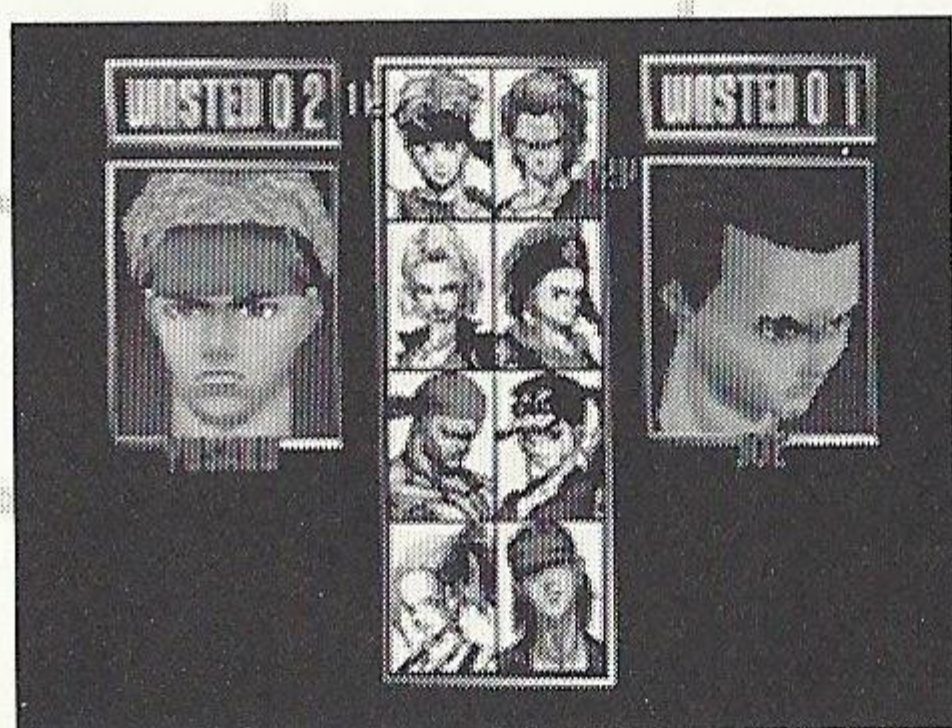
Name Entry

You must have done something right. Now all you have to do is figure out how to enter your name. Here's a hint — press the D-Pad left or right to highlight a character. Press **A** or **C** to select the character. Press **B** or select the  to delete one character. Select "END" to finish, and take your place amongst the ranks of the *Last Bronx* legends.



VS Mode

VS Mode is a two-player fighting mode, where you can rumble with your friends (if you have any). The flow of the game is similar to Arcade Mode. The Player Select screen appears before every match, letting both players pick fighters for the upcoming bout. Select characters as in the Arcade Mode Player Select screen (p. 9). The number of VS Mode wins each player has racked up appears next to the word "WASTED" so you'll always know how things stand between the two of you.



The VS Mode fight plays just like Arcade Mode. The Game Pause window is slightly different, allowing you to choose from "RESUME," "CHARACTER SELECT" or "TITLE SCREEN." Make selections as in the Arcade Mode Game Pause window (p. 10).

Saturn Mode

In the wild, every creature has a natural enemy that it will attack on sight: the mongoose and the cobra, the sperm whale and the giant squid, the mailman and the pit bull. And so it is too in the concrete jungle of *Last Bronx*. Nagi will attack Kurosawa on sight, Kurosawa hates Yusaku, and Yusaku and Joe are long-time rivals.

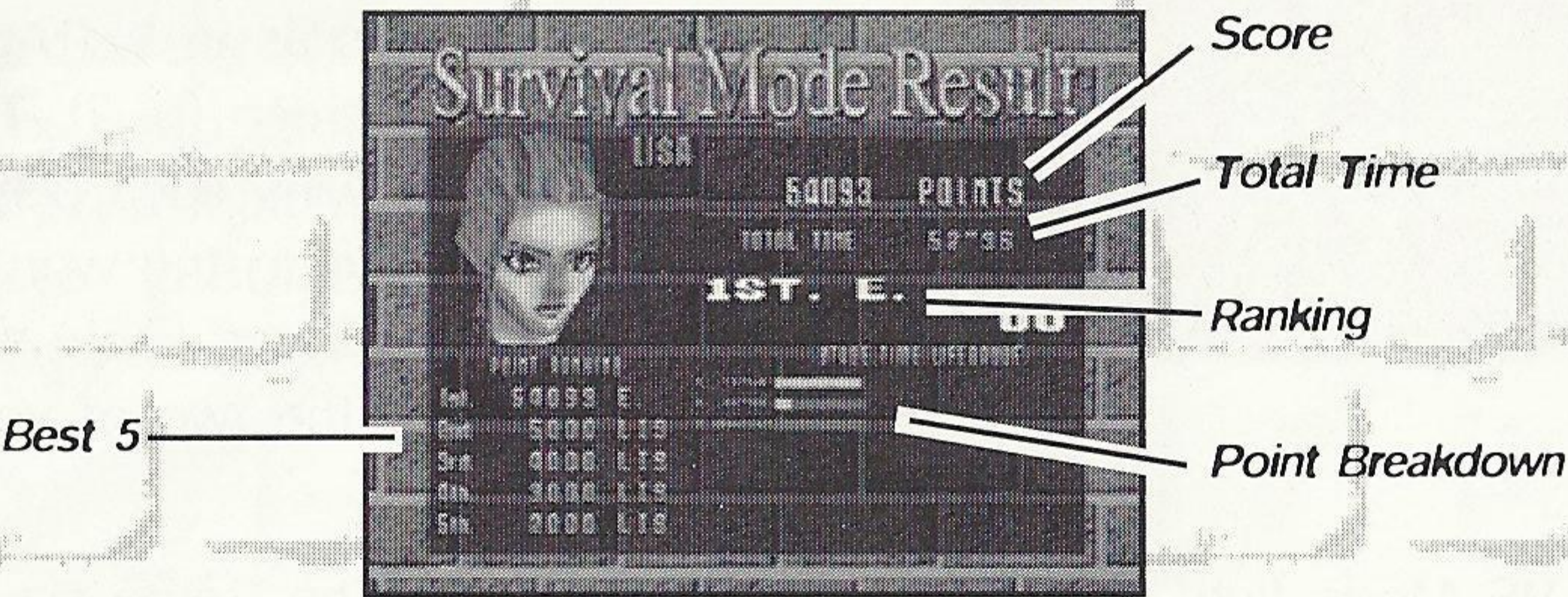
Saturn Mode lets you fight your way through the ranks of the other fighters to a final stage where your character's rival awaits. The flow of gameplay is essentially the same as in Arcade Mode (pp. 9-10), except that the other fighters come at you in random order, leading up to the climactic showdown with your fighter's bitterest foe.

Survival Mode

In the real world of hand-to-hand fighting, broken bones don't knit between rounds. The same goes for Survival Mode play. Face each *Last Bronx* fighter in one-round elimination combat, without recovering any Life. Find out just how much you can take and how far you can take it without resorting to the first-aid kit.

Select a character from the Player Select screen, just as in Arcade Mode (p. 9). The Survival Mode fight ensues. The game ends when your fighter loses a round (or you plant your last opponent in the ground). You don't have the option to continue. After the fight, the Survival Mode Result screen appears, where you find out what the CPU thought of your performance.

Survival Mode Results



Score

Points awarded for clearing each stage, the time of completion, and Life remaining

Total Time

How long you lasted in Survival Mode play

Ranking

Where you stand in the grand scheme of things

Point Breakdown

The clear time and life remaining for each stage you fought

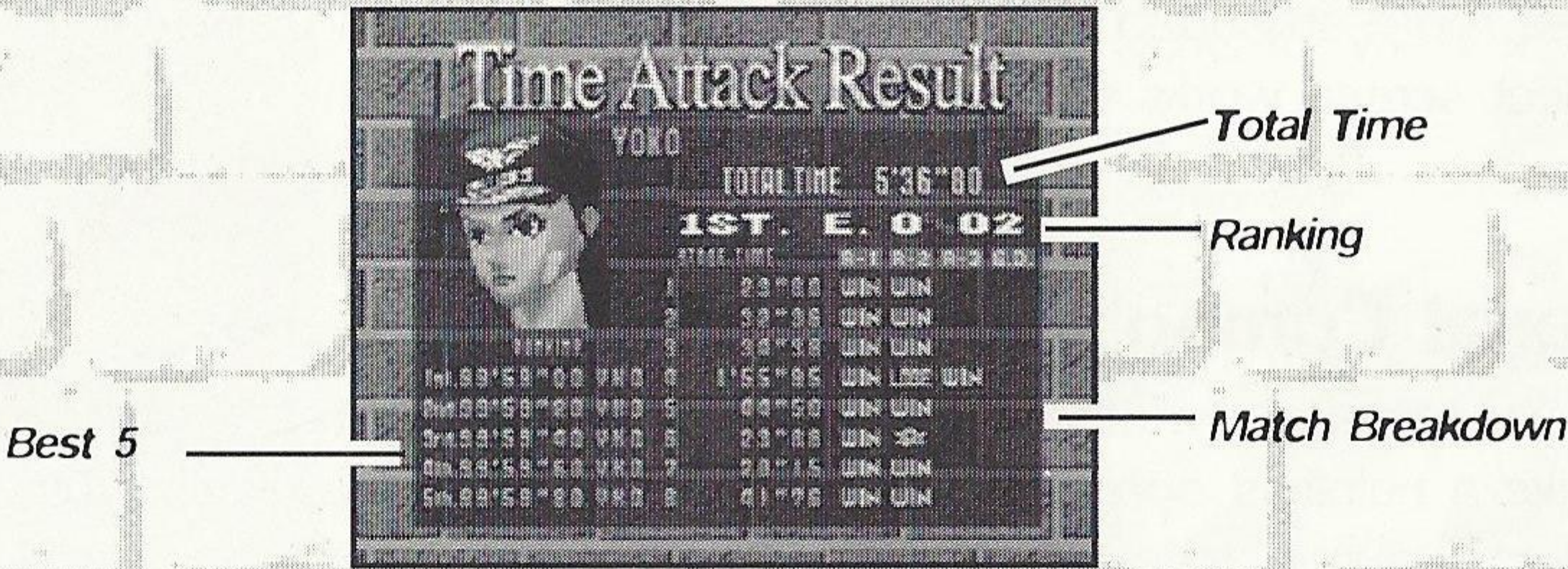
Best 5

The top 5 scores recorded with your fighter, and the names of the humans that put them there

Time Attack Mode

Hey speedy — take on all the other characters in order, plus get a really neat ranking result when you clear all of the stages. Pick a fighter as in Arcade Mode (p. 9), then enter the fight. The *Last Bronx* fighters come at you in Arcade sequence. When you successfully clear all stages, the Time Attack Result screen appears, so you can see how you stack up against the competition.

Time Attack Mode Results



Total Time

Your total time for clearing all stages

Ranking

Your place in the rankings and a space for your initials (if you made the grade)

Match Breakdown

The finishing time for each stage, and the results for each round

Best 5

The cream of the Time Attack crop

Watch Mode

When you're all worn out after a long day of turf wars and scuffles, why not take the edge off by watching two CPU-controlled fighters kick the tar out of each other? Select two fighters to watch in the Player Select screen as in Arcade Mode (p. 9). Or press A , B and C simultaneously to have the CPU pick fighters at random. Then watch them go at it like vicious attack dogs. Press **START** to pause the action and bring up the Game Pause screen, which functions exactly like the one in VS Mode (p. 11).

Movies

In the Movie Select screen, highlight the title of the animation you want to watch by pressing the **D-Pad** in any direction, and **A** or **C** to play the movie. Press **B** while the movie is playing to return to the Movie Viewer screen. When you first start playing *Last Bronx*, the only movie available is the intro animation from the game start sequence. There is a way to make more titles available, but it's a secret. You're smart, you'll figure it out.

Portraits

If you thought the Movies were a tough nut to crack, the Portraits are even more shrouded in secrecy. We're only allowed to reveal that the select screen works like the one in Movie mode. The rest is classified.

Aerial Combo Practice Mode

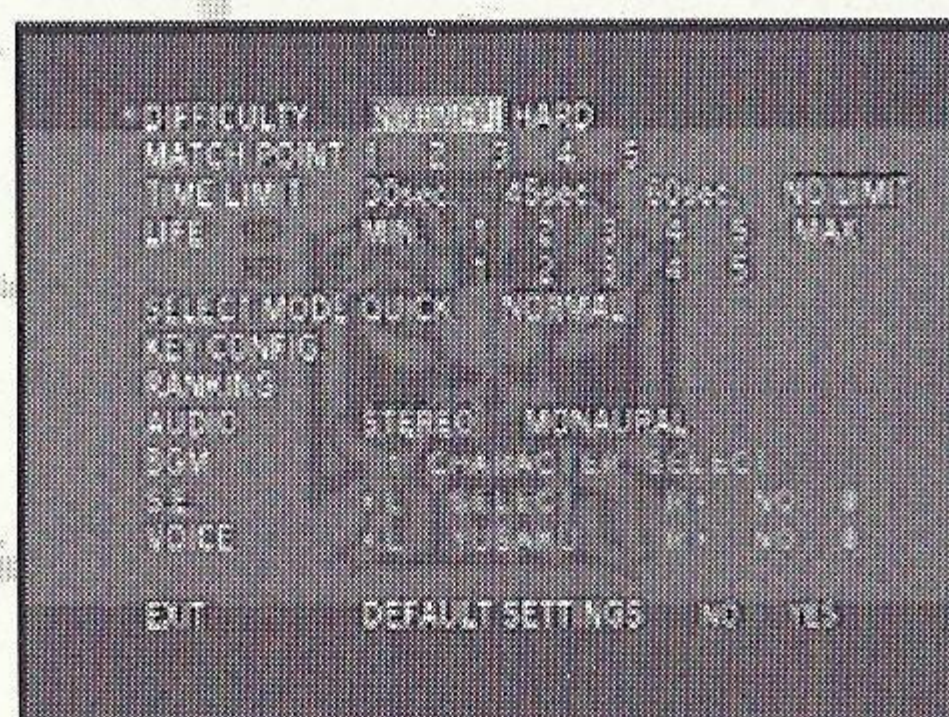
Player tested — mother approved! See how many times you can strike a helpless opponent before he or she hits the ground. First select a fighter to practice with, and a foe to practice on, just like in Arcade Mode Player Select (p.9). Then take your pick of aerial combos to work on, and whether to have the the combo demonstrated **Always**, **Once** or **Never**. The Practice screen appears, letting you work out the combo you selected. An OK message appears when you execute the combo successfully. During Practice, press **START** to bring up the Pause window, and select either **RESUME**, **COMBO MENU** (to return to the list of Aerial Combos), or **TITLE SCREEN** (to return to the Title screen).

Free Practice Mode

Free Practice lets you pick a foe to bash in any way you like, just like in Aerial Combo, but without any restrictions. Enjoy.

Options

Press the **D-Pad** up or down to highlight an option, and left or right to make changes in the highlighted option. Press **A** or **C** to access a sub-screen or play a highlighted audio track. Press **START** or select "Exit" to return to the Mode Select screen.



DIFFICULTY

Decide how tough you want the CPU-controlled fighters to be.

MATCH POINT

Set the number of rounds needed to win a match.

TIME LIMIT

Select the duration of the fighting round.

LIFE

Set the Life Gauge for Players One and Two.

SELECT MODE

Choose Quick to reduce the time it takes to load the game.

KEY CONFIG

Bring up the Key Config subscreen where you can select the pad configuration that works for you. For details on Key Config, see below.

RANKING

Bring up the Rankings subscreen. Press the **D-Pad** left or right to view the records for the various fighting modes. Press **B** or **START** to return to the main Options screen.

AUDIO

Set the sound output to STEREO or MONAURAL.

BGM

Play tracks from the game's background soundtrack. Press the **D-Pad** left or right to highlight track titles, and **A** or **C** to play. Press **B** to stop. Press **L** or **R** to change the sound group.

S.E.

Sample game sound FX, as with BGM, above.

VOICE

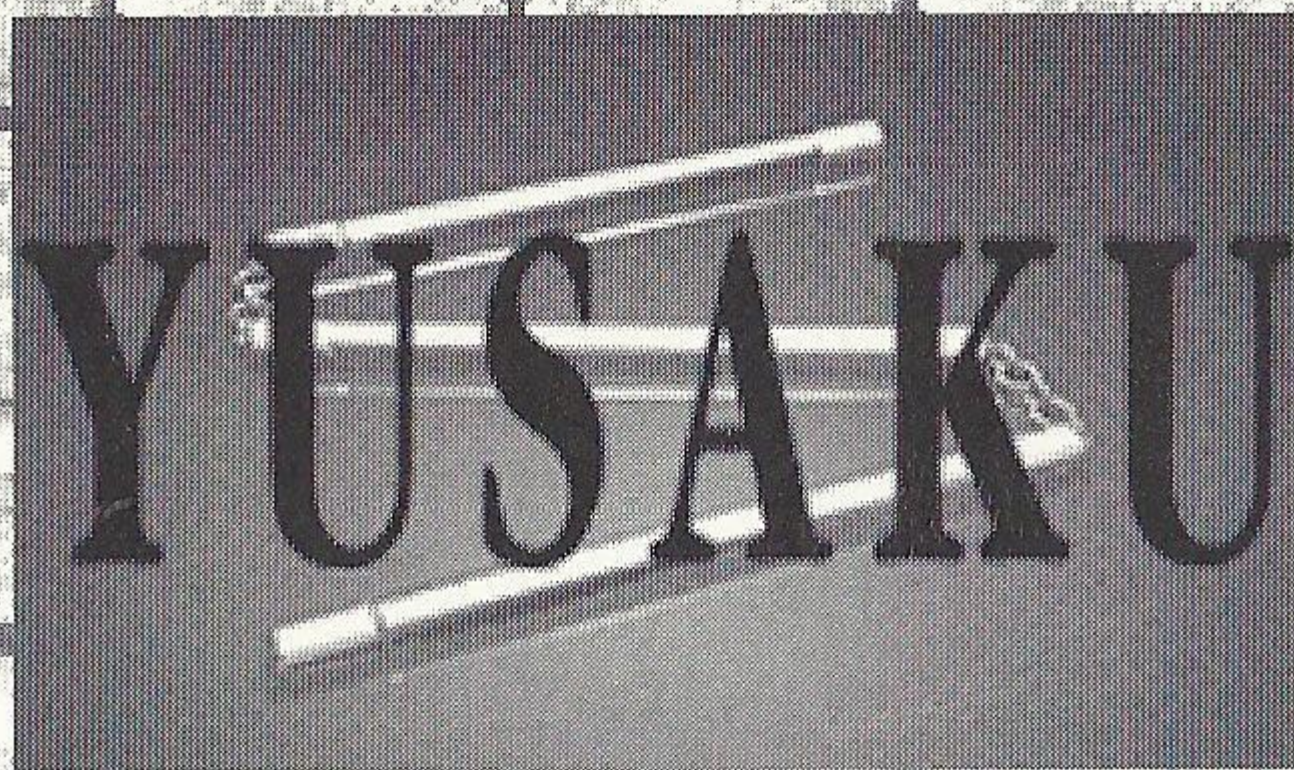
Play character voice tracks, as with BGM, above.

DEFAULT

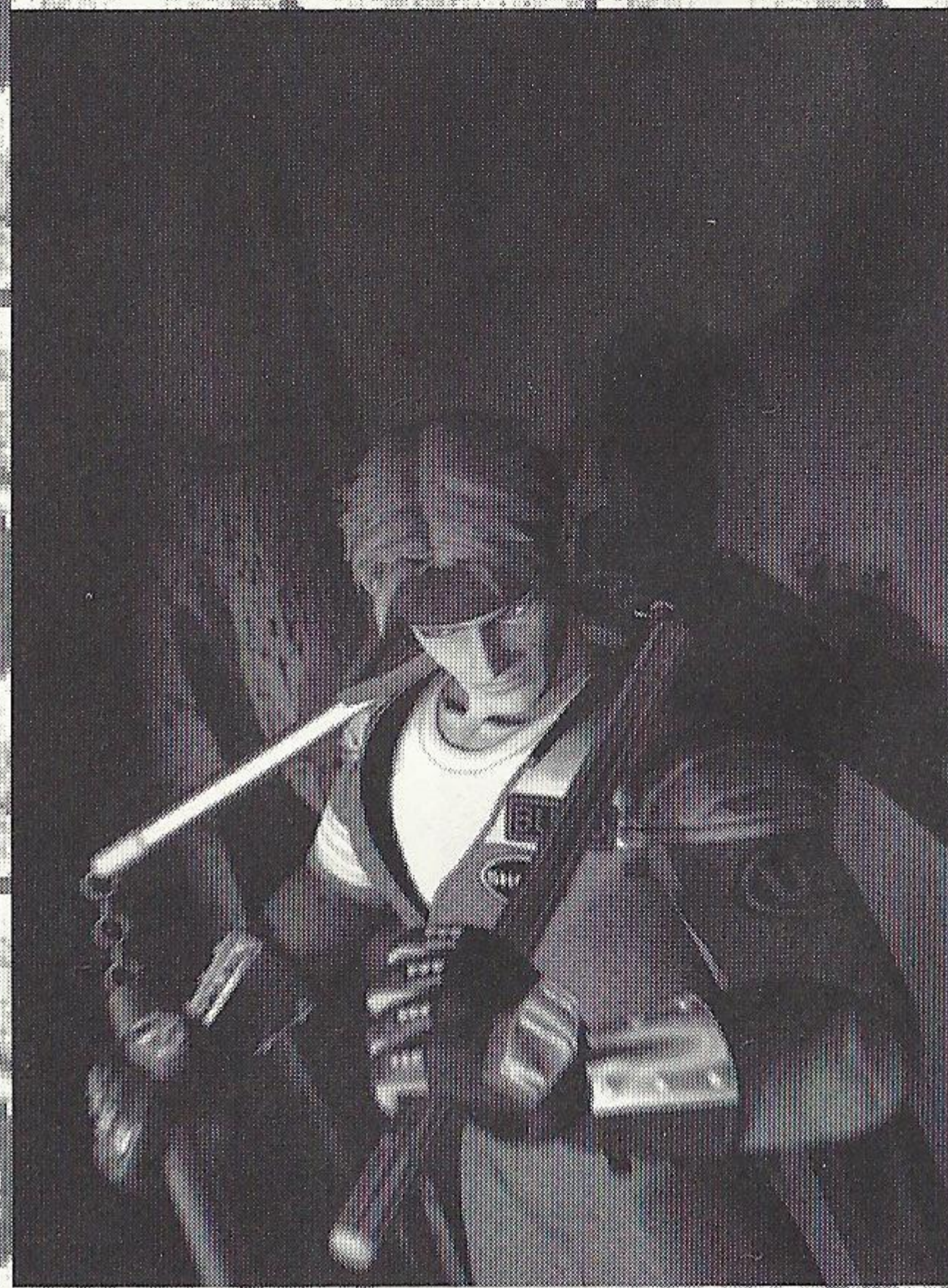
Reset all options to their original values.

Key Config

Once the Key Config subscreen pops up, select one of the pre-set Control Pad configurations, or customize your pad with the Edit function. Press the **D-Pad** to highlight a configuration type and **A** or **C** to select. Select "Back to the Options" to go back to the main Options screen. When you select one of the four Edit configurations, you can set the command performed by each action button on the Control Pad. First, press the button that you want to change. Next, scroll through the flashing list of commands by pressing the **D-Pad** left or right. Repeat for each button you want to configure. Press **START** when you're done.



"Life was easy back in the old days - Soul Crew ruled the streets, and nobody gave us any trouble. But since our leader got wasted, you gotta watch your back around here. Now I'm the boss of Neo Soul, but I have to fight to get any respect. Joe split off to do his own thing, and Zaimoku went back home to work for his dad. Now every punk on the street wants to challenge me for the chance to be the new Number One. But I've got three big sticks that say I'm here to stay."



Attack

Command

Quick Tune Up

P

Quick Tune Up•Low

↓+**P**

High Kickstart

K

Kickstart Low

↓+**K**

Kickstart

◇+**K**

GROUND ATTACKS

Hard Landing

↑+**P**

Two Wheel Shoot

◇+**P**

THROWS

Hi-Speed Brainbuster

P+**G**

Crank Throw

⇨◇⇩+**P**

Two-Stroke V Impact

◇⇨+**P**

Full Tune Up

⇨◇⇨+**P**+**K**

SPECIAL ATTACKS

Yellow Zone

P**K**

Red Zone

P**P**

Full RPM

P**P****K**

Top Speed

P**P****P**

Combo•Over Top

P**P**↑+**P**

Combo•Backspin

P**P****P****K**

Combo•Low Dropkick

P**P****P**⇩+**K**

Shoulder Tackle

⇨⇨⇨+**P**+**K**

Snake Through Traffic

◇◇+**P**

Legbreaker

⇨◇+**P**+**K**

Dual Knock

◇+**P**+**K**

Exhaust Storm

⇩⇨⇨+**P**+**K**

Headbash Kick

↑+**K**

Attack

Command

Rev Kick

K+**G**

Rev Kick•Double R

K+**G****K**

Highway Buster

⇩◇⇨+**P**

Accelerated Turn

⇨⇨+**P**

Sonic Elbow

⇨◇+**P**

Open Throttle

◇+**P**

Pedal to the Metal

◇+**P****K**

Tornado Starter

⇨+**P**

Red Tornado

⇨+**P****P**

Uppercut Swing

◇+**P**

Power Loop

↑+**P**

Low Spin Kick

⇩+**K**+**G**

Neo Soul Swing

⇨+**P**

Soul Swing Double

⇨+**P****P**

Burning Soul

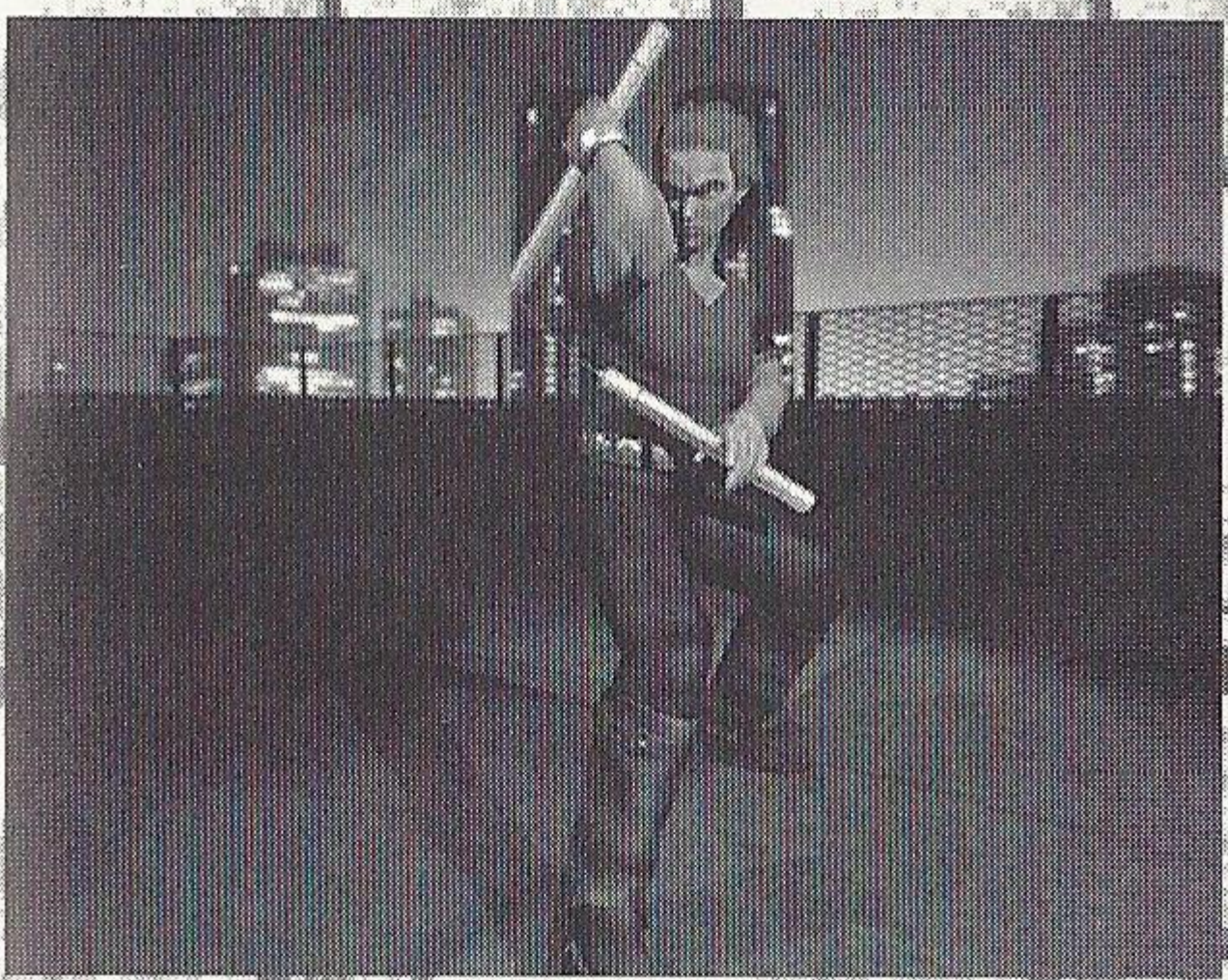
⇨+**P****P****P**

Flywheel Kick

⇨⇨+**K**



JOE



"Yusaku's a good kid — maybe a little wet behind the ears — but he'll do alright. I coulda taken over the Soul Crew after the shakeup, but that's not my thing. So I told Yusaku it was time for him to step up and be a man. Then I hit the road.

Just give me some clear streets and room to ride and you won't hear any complaints from me. That's why I started Shinjuku Mad. We're into the same things: bikes, brawls and bad attitudes. It's not that we go out looking for trouble, it just seems to come our way. Never seems to hang around for long though. Hard to cause a beef on two broken knees.

Anyway, that's my story. I'm not too interested in this whole fighting game, but I've got time to kill. And somebody's gotta show Redrum what it means to be bad."

Attack	Command	Attack	Command
Swing Lead	P	Slash Axle	↔↔+P+K
Low Swing	↓+P	Chop Down	↓↓+P
High Kick	K	Hurricane Shot	↗↗+P
Squat Low Kick	↓+K	Double Hurricane	↗↗+PP
Midriff Kick	↖+K	Hey Moe	↗↓+P
GROUND ATTACKS		Cracked Ribs	↖+P
After Dark Dive	↖+P	Broken Clavicle	↖+PP
Sundown Swing	↖+P	Multiple Fracture	↖+PPP
THROWS		Cutting Elbow	↗+P
Shoulder Throw	P+G	Cutting Spin	↗+PK
Fangs of the Beast	↖+P+G	Hard Shoulder•Rumble	P+K
Skullhead Crush	↖↗+P+K	Hard Shoulder•High	P+KK
Gallows Pole	↖↗↓↖↗+P+K	Hard Shoulder•Crawl	P+K↓+K
SPECIAL ATTACKS		Wild Uppercut	↖+P
Swing High	PK	Long Midriff Kick	↗↗+K
Pitch•Double	PP	Standing Kick	K(while rising)
Triple Swing	PPP		
Double Swing•Front	PPK		
Triple Swing•Spin High	PPPK		
Four Swing•Combo	PPPP		
Upward Shot	↖↖+P+K		
Comin' Atcha	↗+P+K		
Stealth Bomber	↖↖+P+K		
Lights Out Backspin	K+G		
Midnight Buster	↓↗+P		
Black Tornado	↗↗+P		
Side Slasher	↖↗+P		

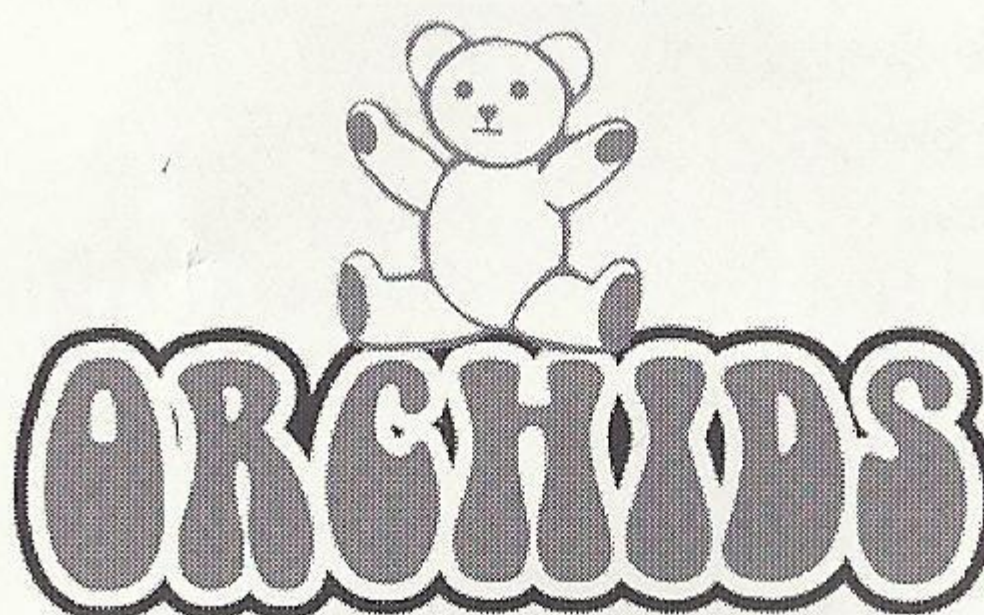


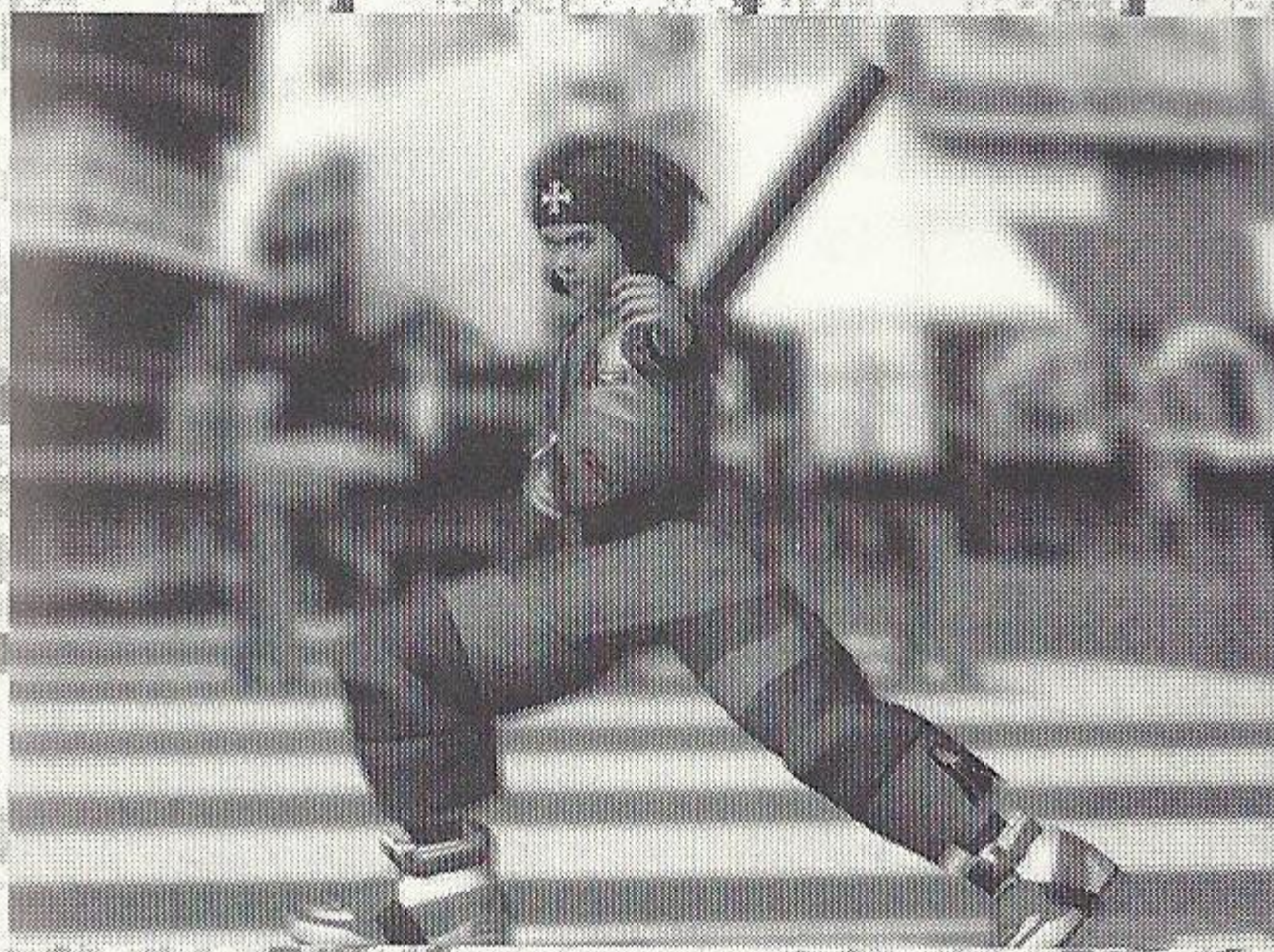
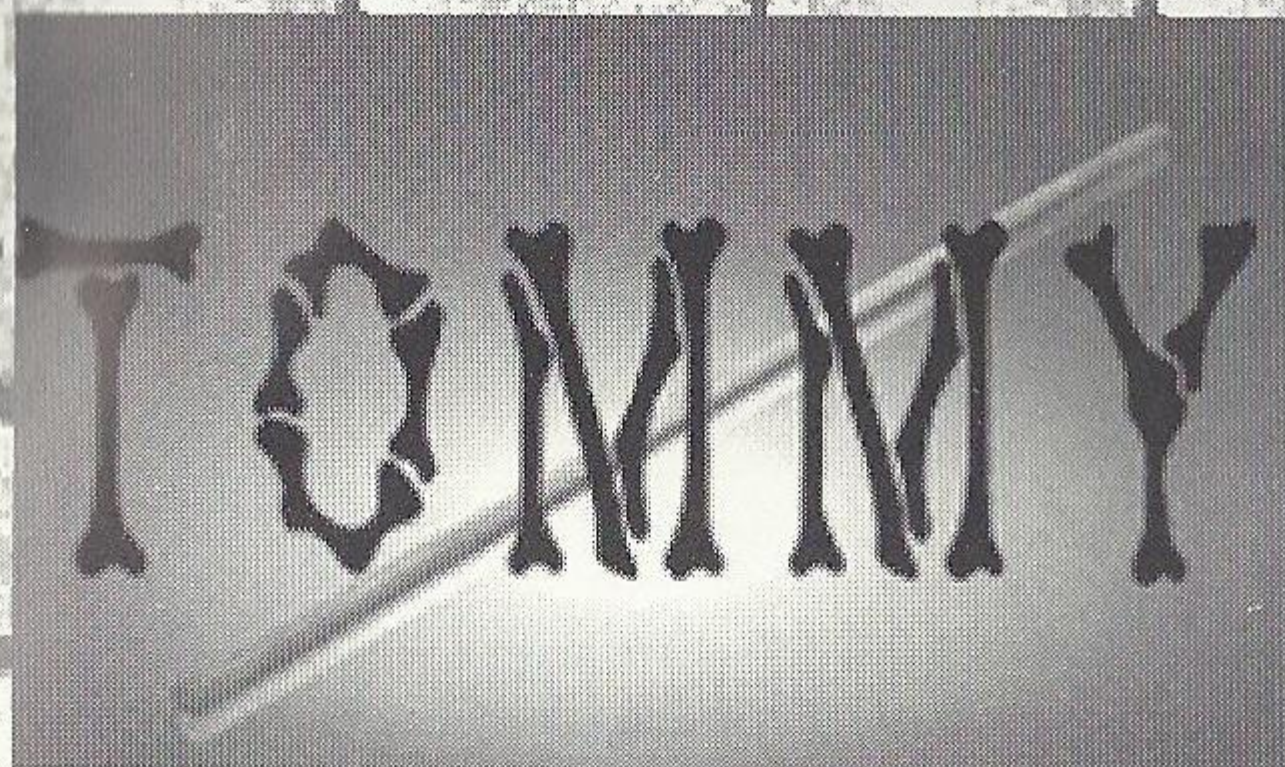
Lisa

"Grampa Kusanami's OK I guess... he taught me everything I know about using my sticks. But I wish he wasn't so old-fashioned about things. He doesn't understand that a high-school girl's got to have time to have fun too. He's always nagging that I should spend more time in the *dojo* and less time hanging out with the Orchids. I just let him talk, then I go and do what I want. After all, since my mom ran off to America with that lawyer, I'm all the family he's got. What's he gonna do — disinherit me?"



Attack	Command	Attack	Command
Drum Beat	P	Baton Twirl•Extra	P+K P
Sitdown Beat	↓+P	Swing Low	↘↗↖+P+K
Hip Action Kick	K	High Kick Inside	K+G
Low Kick	↓+K	Percussion Strike	↗↘+P
Pivot Kick	↗+K	Tympanic Blast	↗+P
GROUND ATTACKS		Tympanic Roll	↖+P
Showstopper	↗+P	Orchid Cutter	↖↗+P
G Clef Assault	↗+P	Back Beat	↖+P
Loop Kick	↗+K	Double Back Beat	↖+P P
THROWS		Slant Back Beat	↖+P ↓+P
Lisa's Overthrow	P+G	Low Back Beat	↗+P
Lisa's Fly High Flip	↖↗+K+G	Back Beat•Double Low	↗+P ↓+P
Lisa's Drop Kick	↗↘+P+K	Quick Elbow	↗+P
Lisa's Twist	↖↗+K+G	Drumroll Please	↗+P
SPECIAL ATTACKS		Drumroll•Mule Kick	↗+P K
Bongo Beat•High Spin	P K	Rockette Kick	↓+K
Quaver	P P		
Hemiquaver	P P P		
Hemisemiquaver	P P P P		
Hemisemidemi-quaver	P P P P P		
Sonic Wave	↖↗+P+K		
Snaredrum Shot	↗↘+P+K		
Tom-Tom Rush	↖↗+P+K		
High Hat Shot	↗+P+K		
High Hat•Snare	↗+P+K P		
Buddy Rich Tribute	↗+P+K P P		
Baton Twirl	P+K		





"Thrashing the streets of L.A., shredding the slopes in Vale, chilling out back home in Osaka. Yeah, you could say I've been there and done that. I don't ask much out of life. Just have a good time all the time. But that doesn't mean I can't get serious when I need to. Old man Kusanami taught me about that, about finding a center and trusting myself. About using my stick.

I learned a lot at the Kusanami-dojō. And I met Lisa there. Man, is that girl hot or what? But she looks through me like I'm the Invisible Man. Can you believe it?

So I quit the *dojo* and got together a couple of guys in Helter Skelter to tear up the streets of Tokyo and generally get it on. And when I win this tournament, I think Lisa will begin to see why she and I were meant to be."

Attack

Command

Staff Thrash

P

Low Thrash

↓+P

High Kick

K

Low Kick

↓+K

Mid Kick

⇨+K

GROUND ATTACKS

Skay-Bo Smash

⇨+P

Point First Jab

⇨+P

Whirl Down

⇨+P+K

THROWS

Over Easy

P+G

Over Hard

⇨⇨⇨+P

Pushover Thrash

⇨⇨⇨+P+K

Round the World

⇨⇨⇨⇨⇨+K+G

SPECIAL ATTACKS

Headbanger

PP

Headbanger•Slash

PPP

Headbanger•Kick

PK

Headbanger•Roundhouse

PPK

Wishbone Lunge

⇨⇨⇨+P+K

Quick Jab

⇨+P+K

Whirlybird

P+K

Whirlybird Special

P+K⇨+P+K

Ankle Kick

⇨⇨+K+G

Extreme Backlash

⇨⇨⇨+P

Getting Air

⇨+P

Air with a Vengeance

⇨+PP

Attack

Command

One Big Stick

⇨⇨+P

360

⇨⇨+P

360•Smashdown

⇨⇨+PP

Radical Launcher

⇨+P+K

Ankle Breaker

⇨⇨+P

Double Ankle Breaker

⇨⇨+PP

Backhand Thrash

⇨+P

Forehand Thrash

⇨+P

AC-DC Thrash

⇨+PP

AC-DC Cartwheel

⇨+PPK

Torsion Stick

⇨⇨+P

Upshot

⇨+P

Double Upshot

⇨+PP

Smack

⇨+P

Smack•Crack

⇨+PP

Smack•Crack•Whack

⇨+PPP

Skater's Squat Thrust

⇨⇨+P

Cartwheel Kick

⇨+K



YOKO



"When my brother and I started the G-Troops, all we wanted to do was practice our skills: survival game tactics, hand-to-hand combat, some commando weapons techniques. But the whole thing was training. Nobody was supposed to get hurt.

But I guess word got around that the G-Troops could rock hard with the best of them. Then my brother got that 'invitation' from the Redrum gang, and when he refused, they messed him up pretty bad. I haven't seen him since. So now there's nobody to take his place but me.

I've been in some scrapes before, but nothing like this. The other guys in this tournament look pretty tough, and they've all earned their reps on the street. But I don't care about any of that — they can keep the stupid tournament. All I want is to get my hands on Redeye for what he did to my brother."

Attack

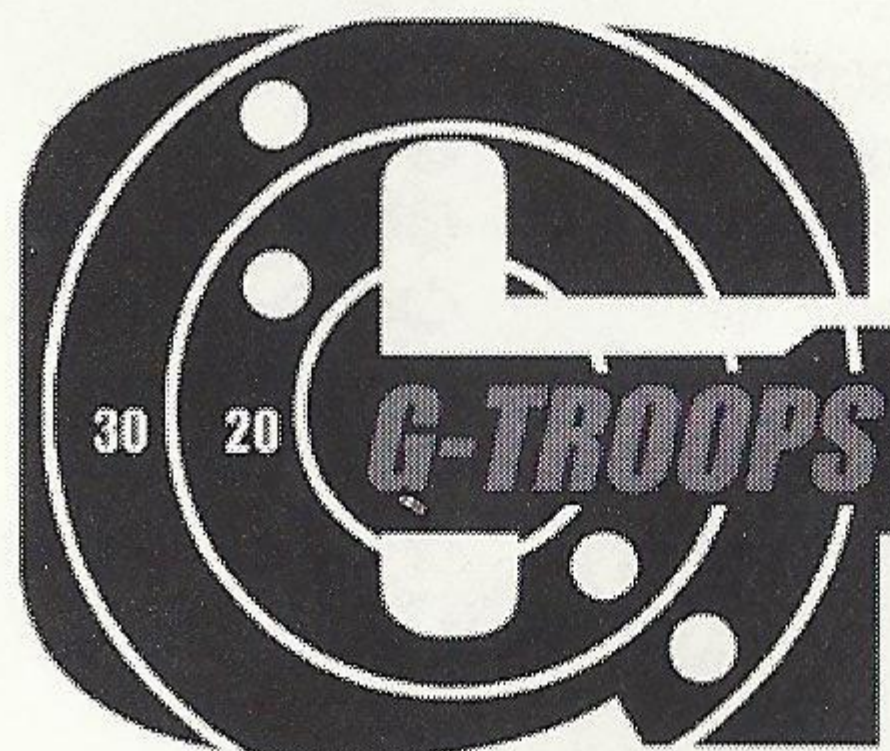
Command

Lead Knock	P
Squat Straight	↓+P
High Kick	K
Low Kick	↓+K
Middle Upper Kick	↖+K
GROUND ATTACKS	
Paratrooper Attack	↗+P
Circular Swing	↖+P
THROWS	
Lightning Strike	P+G
Stay Down!	↖+P+G
Geronimo Drop	↖↗+P+G
Rollover Hard	↖↗↓↖↗+P
SPECIAL ATTACKS	
Knock High Kick	PK
Double Knock	PP
Double Knock•Hook Kick	PPK
Combo•Double High	PPKK
Combo•Catch Kick	PPK↓+K
Triple Knock	PPP
Combo•High Spin Kick	PPPK
Combo•Low Spin	PPP↓+K
Combo•Air Raid	PPP↗+K
Double Hammer	P+K
Step Kick•Inside	K+G
Step Kick•High	K+GK
Step Kick•Low	K+G↓K

Attack

Command

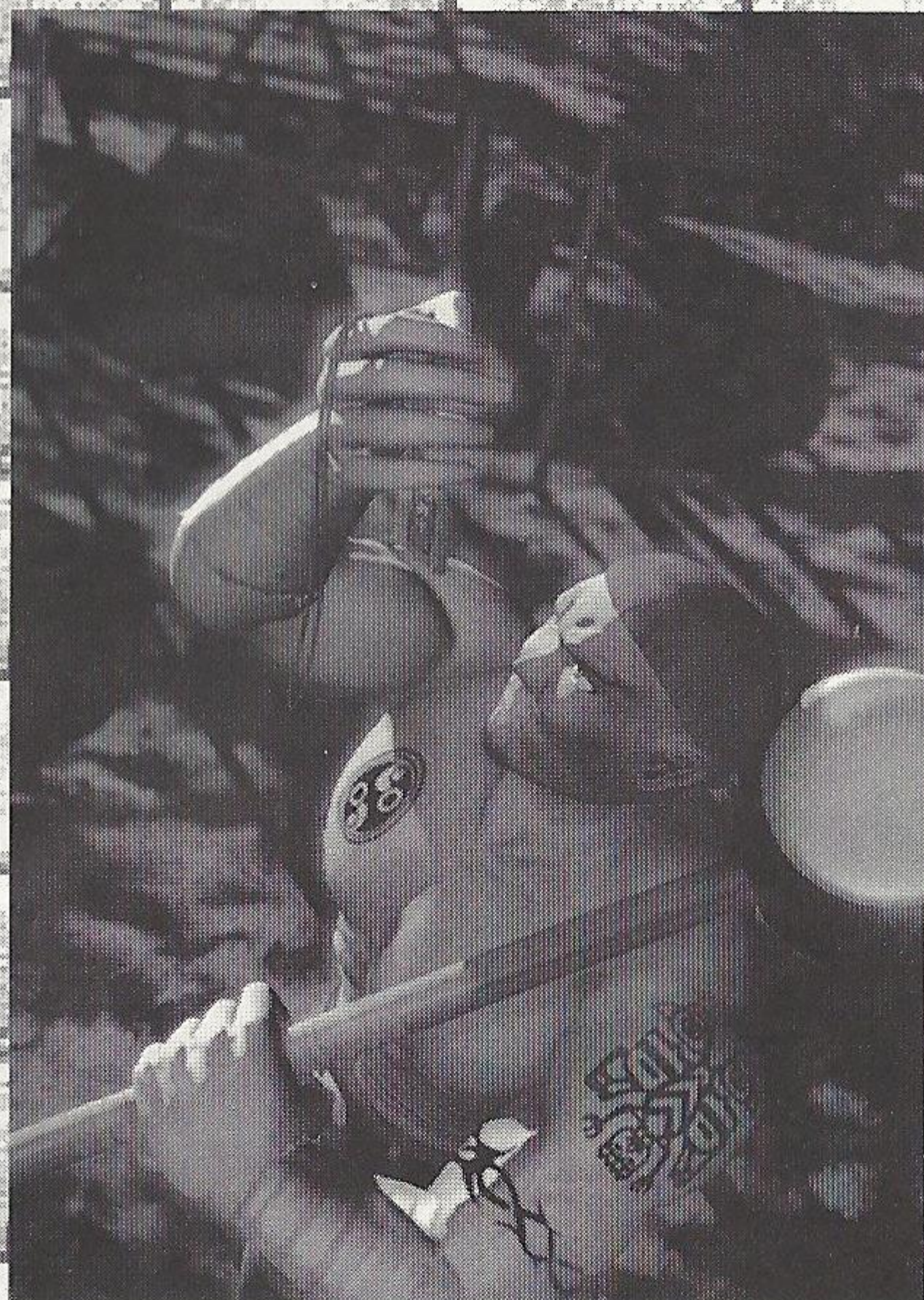
Low Spin Kick	↓+K+G
Middle Straight	↖↗+P
Vertical Hammer	↖↗+P
Vertical One-Two	↖↗+PP
Smash Elbow	↗+P
Back Blow	↖+P
Double Back	↖+PP
BB Spin	↖+PK
Scratch Hammer	↖+P
Scratch Side	↖+PK
Twist Shot	↗+P
Running Heel Trap	↖↗+K
Air Raid Kick	↗+K
Toe Kick	↓+K
Knee Assault	↖+K



ZAIMOKU

"I thought I could give up all this king of the streets tough-guy baloney when I came back to work for my pop. All I wanted to do was put in an honest day's work at the yards, and set a good example for the rest of the Dumpsters."

Then this whole stupid StreetWar thing had to flare up again. That's the reason I quit Soul Crew to begin with. But now Redrum's making threats to my boys. They say there's gonna be trouble if I don't show. I say there's gonna be trouble when I do."



Attack

Command

Hammer Down

P

Ankle Hammer

↓+P

Kick•Head

K

Kick•Leg

↓+K

Kick•Torso

△+K

GROUND ATTACKS

Dumpster Drop

△+P

Driving Iron

△+P

THROWS

Working Overtime

P+G

Clothesline Clout

⇐⇐⇐+P+K

Wrecking Crew

⇐⇐+P+K

Workingman's Blues

⇐⇐⇐⇐⇐+P+K

Clean-up Crew

⇐⇐⇐⇐⇐+P+K

(near wall)

SPECIAL ATTACKS

Hammer Down•Kick

PK

Double Hammer Down

PP

Triple Hammer Down

PPP

Zaimoku Wind Up

⇐⇐⇐⇐⇐+P

Titanium Headbutt

⇐⇐+P+K

Round Hammer

△+P+K

John Henry

P+K

John Henry•Launcher

P+K P+K

Megaton Hammer

⇐⇐⇐+P

To the Moon

↓⇐+P

Side Hammer

⇐⇐+P

Attack

Command

Big Tool

⇐⇐+P

Jaw Breaker

⇐⇐+P

Leg Hammer

⇐⇐⇐+P

Tamp Down

⇐+P

Tamp Down•Launcher

⇐+PP

Smash Hammer

⇐+P

Ravin' Hammer

⇐+PP

Upper Hammer

⇐+P

Katsushika Hambone

⇐+P

Junkyard Dog Kick

⇐⇐+K

Steamroller Kick

⇐⇐+K+G

COUNTERATTACKS

High Body Counter

⇐⇐G[vs hi/midP]

Low Body Counter

⇐⇐G[vs lowP]

Up Ramp Detour

⇐⇐G[vs hi/midK]

Down Ramp Detour

⇐⇐G[vs lowK]





"Just because I'm the only daughter of a *zaibatsu* director's family, doesn't mean I have to be spoiled rotten and nasty... but I am anyway. I formed the Dogma crew with one rule only — 'No boys allowed.' I don't hate men, I just expect them to serve me. And if pigs like Kurosawa can't handle it, they can tell it to the business end of my *sai*. That tomboy Yoko on the other hand is welcome to join us whenever she wants."



Attack

Command

Quick Snap

P

Low Snap

↓+P

High Kick

K

Low Kick

↓+K

Mid-Body Kick

△+K

GROUND ATTACKS

Dagger Down

↑+P

Lowdown Double Snap

△+P

Up and Over

↑+K

THROWS

Ice Queen

P+G

Crab Claw Legdrop

↔+K+G

Head Scissors

↔△↓△↔+P+K

SPECIAL ATTACKS

Snap•High Kick

PK

Snap•Knock

PP

Snap•Knock•Turn

PPP

Spiny High Kick

PPPK

Sadistic High Kick

PPPKK

Head Trauma

↔+P+K

Nasty Fork

△△+P+K

Bad Girl Jump

K+G

BGI•Low Spin Kick

K+G ↓+K+G

Low Spin Kick

↓↓+K+G

Double Spin Kick

↓↓+K+GK

Triple Spin Kick

↓↓+K+GKK

Hysteric Spin Kick

↓↓+K+GKK↓+K

Attack

Command

Cross Cutter

↔△+P

Double Hand•Charge

△△+P

Double Hand•Smash

△△+PP

Hardbody Snap

↔↔+P

Middle Thrust

↔↔+P

Middle Thrust•Side

↔↔+PK

Middle Slash

↔+P

Slash Rush

↔+PP

Rush•Edge

↔+PPK

Rush•Body-Piercing

↔+PPP

Half-Moon•Cutter

△↔+P

Half-Moon•Falling Star

△↔+PP

Cutthroat Upper

△+P

Hardbody Twist

△+P

Back Somersault

△+K

Stiletto Heel

↔↔+K

Hook Kick

△+K

Rising Kick

↓+K

Middle Hook Kick

△+KK

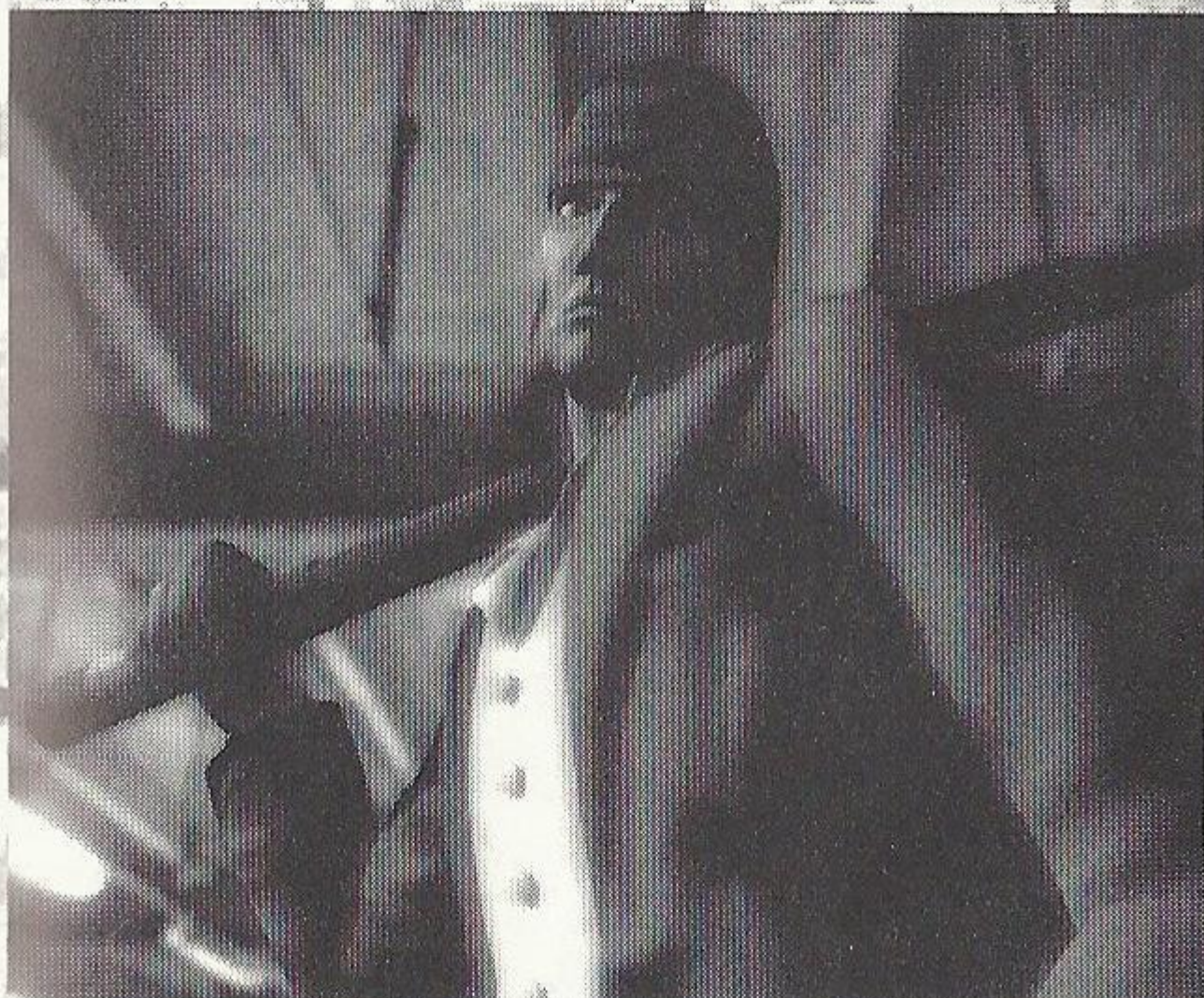
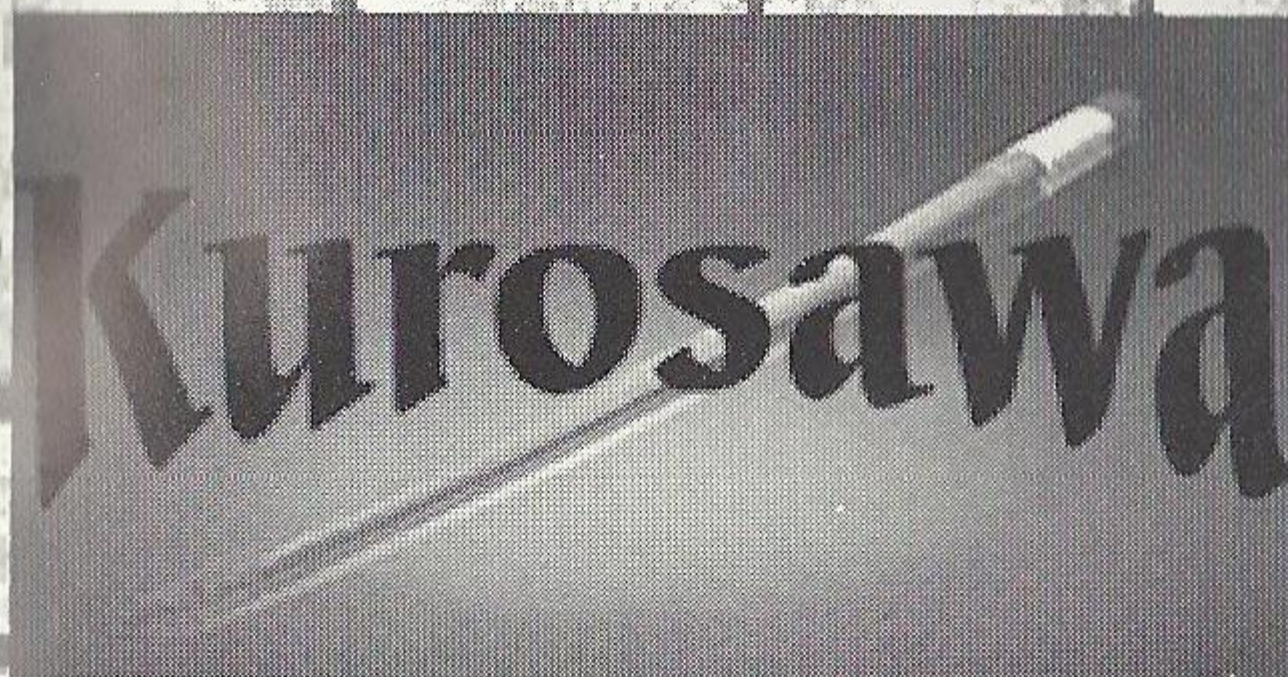
Step Edge

↔+K

Screw Fall Kick

↓+K+G





"Welcome to Roppongi...now get out. This is my turf, my town. You wanna walk on my streets, yer gonna hafta pay the piper. That's me. And I'm packin' a pretty big pipe if ya know what I mean. This whole fightin' tournament is a joke. Nobody gets over on Kurosawa.

Yusaku, Joe, Zaimoku — the whole buncha them — they're running around playing kids games, trying to decide who's King of the Hill. Last time I checked the crown it said 'Roppongi Hardcore Boys rule.'

If the whole town wants to scuffle for the top spot, I'm game. Never walk away from somebody when you can walk all over them. And if that punk Redeye wants a taste — well let's see how he likes sucking down three feet of hardwood with no teeth."

Attack	Command	Attack	Command
Hack	P	Take That	↓⇨⇩+P
Guts Punch	↓+P	Yakuza Kneebreaker	⇨⇨+P
Roppongi Kick	K	Greetings From Tokyo	⇨+P
Lowball Kick	↓+K	Boys School	⇨+P
Guts Kick	⇨+K	Boys School Dropout	⇨+PP
GROUND ATTACKS		Expressing My Hostility	⇨⇨+P
Hard Comedown	⇨+P	Misdemeanor Assault	⇨+P
Mr. Niceguy	⇨+P	Felonious Assault	⇨+PP
Pungee Stick	⇨+K	Assault With Intent	⇨+PPP
THROWS		Choirboy Shuffle	⇨⇨+K
Face, Meet Floor	P+G	I'm Just a Punk	↓+K
Lobotomy	↓⇨⇩+P+K		
Sorry, I'm Just Evil	↓↓+K+G		
That'll Leave a Mark	⇨↓⇨+P+G		
Kurosawa's Anger	⇨⇨↓⇨⇨+P+K		
SPECIAL ATTACK			
Hack Kick	PK		
Hack Hack	PP		
Violent Brutal Hacking	PPP		
Roppongi Kiss	⇨⇨+P+K		
Forehead Dink	⇨+P+K		
Faster Than Lightning	P+K		
Pommel Dink	⇨+P+K		
Hey You!	⇨+P+K		
Where's My Money?	⇨+P+KP		
Angry Young Man	⇨⇨+P		
Spill Yer Guts	⇨⇨+P		



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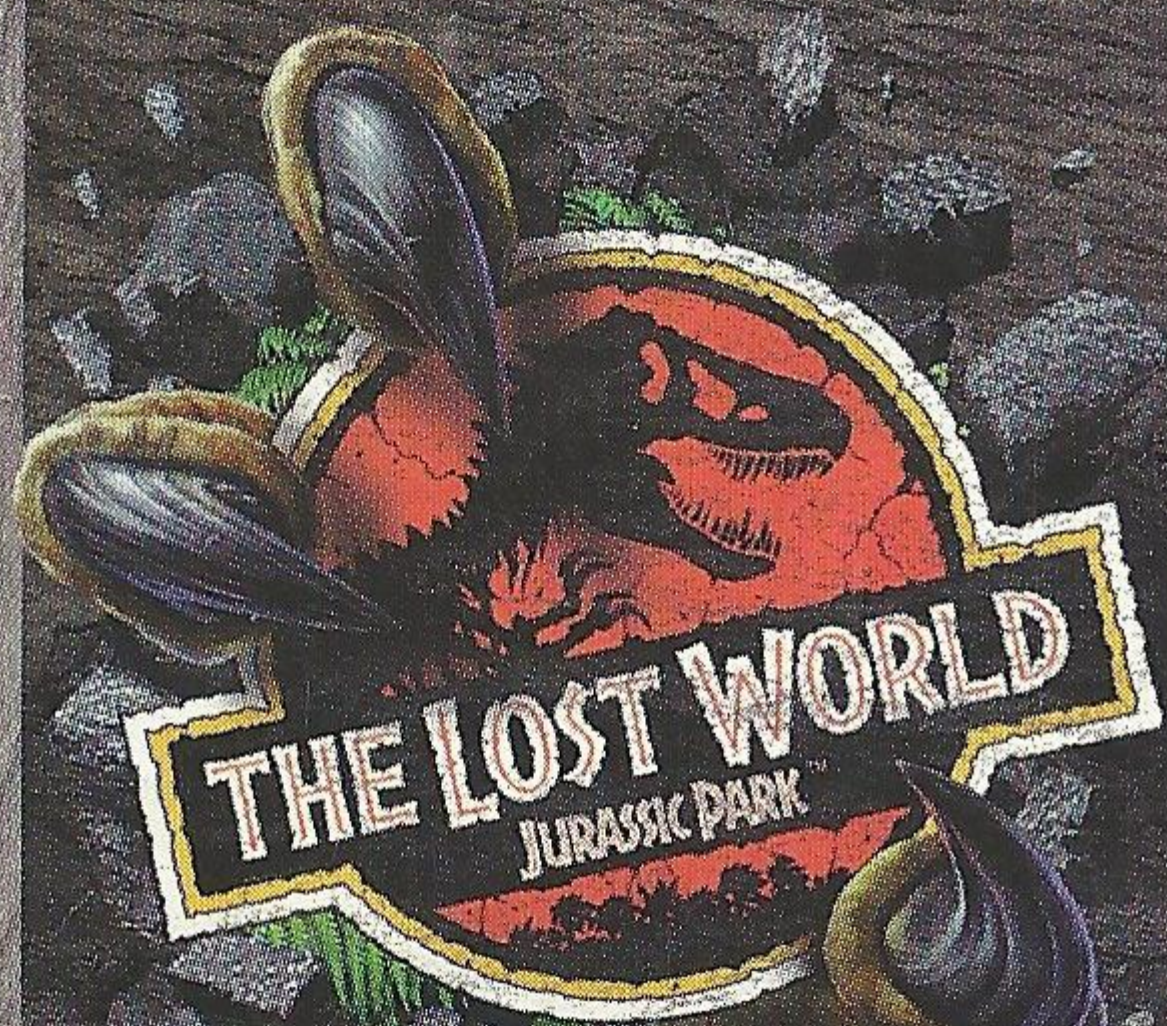
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5 characters. Over 20 dinosaur species



20 huge landscapes

...or Become the Hunted!

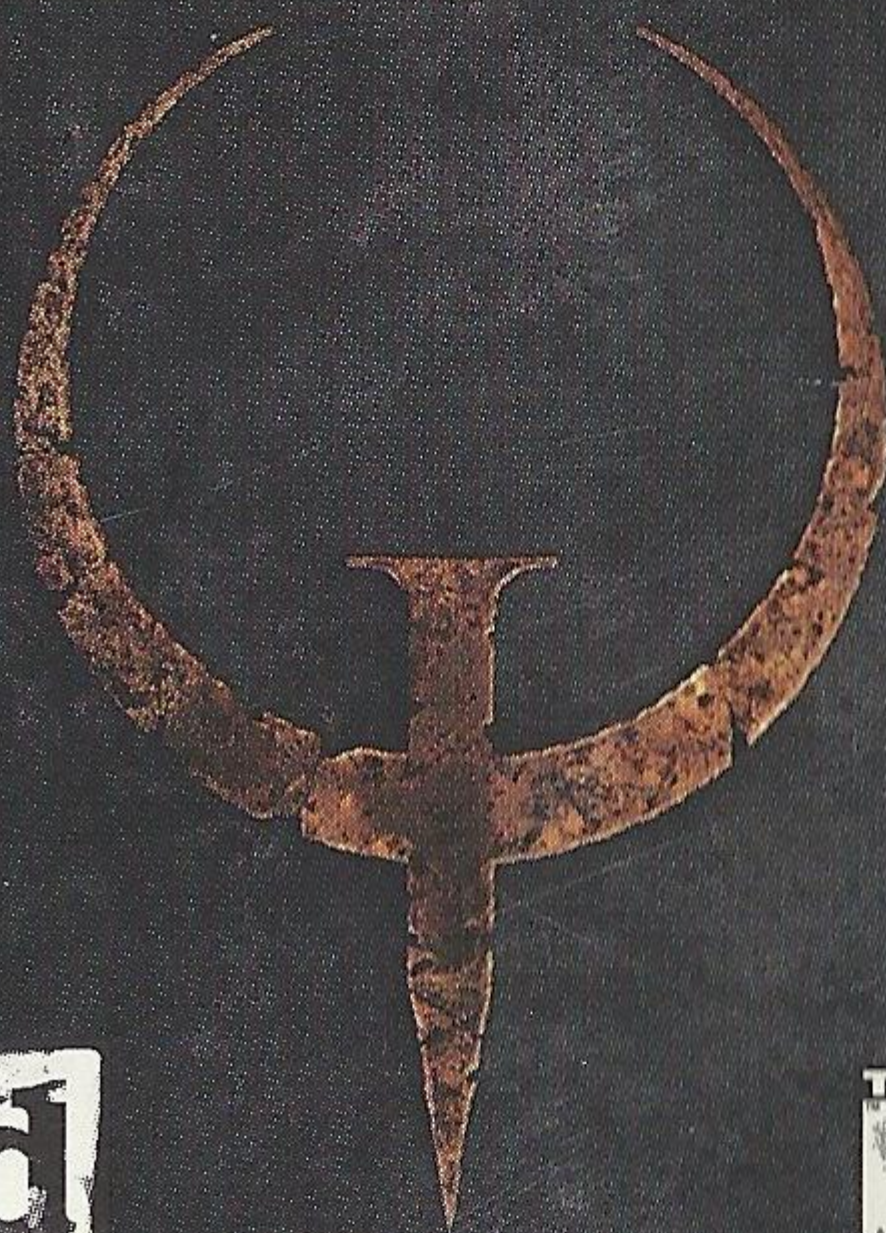


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13 types of fully polygonal enemies

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