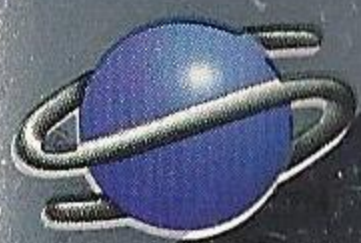


Ventura Fighter 2



SEGA SATURN



TEEN
T
AGES 13+

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.

PROJECTION TELEVISION WARNING

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**.

Visit Sega's Internet Sites at:

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THE BATTLE CONTINUES



One year has passed since eight of the world's toughest, fastest fighters challenged each other in the World Fighting Tournament. Lau Chan may have won the championship, but all of the fighters gained something. Each fighter's limits and shortcomings became crystal clear. Some made new friendships;

others developed intense rivalries. All gained valuable fighting experience before they left the arena and went their separate ways.

Now, one year later, the call has come again: ten cordial invitations to the second World Fighting Tournament. Ominously, no RSVP's are requested—as if anyone would be foolish enough to back out. Could the sinister Judgment 6 cartel be behind all this? Whatever new and formidable moves and techniques these accomplished fighters may possess, they all share one thing: the suspicion that this time, the stakes will be higher than ever.

After a year of hard training, Akira Yuki is back to try out his new moves and to fight the decisive battle against new-found rival Wolf Hawkfield. Hong Kong film star Pai Chan returns for another chance to defeat her father, Lau Chan, who has returned to defend his title. Pancratium master Jeffry McWild fights to preserve his livelihood. The ninja Kage-maru returns on both official and family business, as he seeks to break the cover and discover the secrets of the mysterious syndicate that pulls the strings of the World Fighting Tournament. Jacky Bryant has come to rescue his sister, Sarah, who—ironically—has been brainwashed and carefully trained to eliminate him. Master of Drunken-style kung fu Shun-di arrives to try his skills against the hottest young fighters in the world, while Tourou-ken expert Lion Rafale fights for his freedom.

Who will emerge victorious this time?

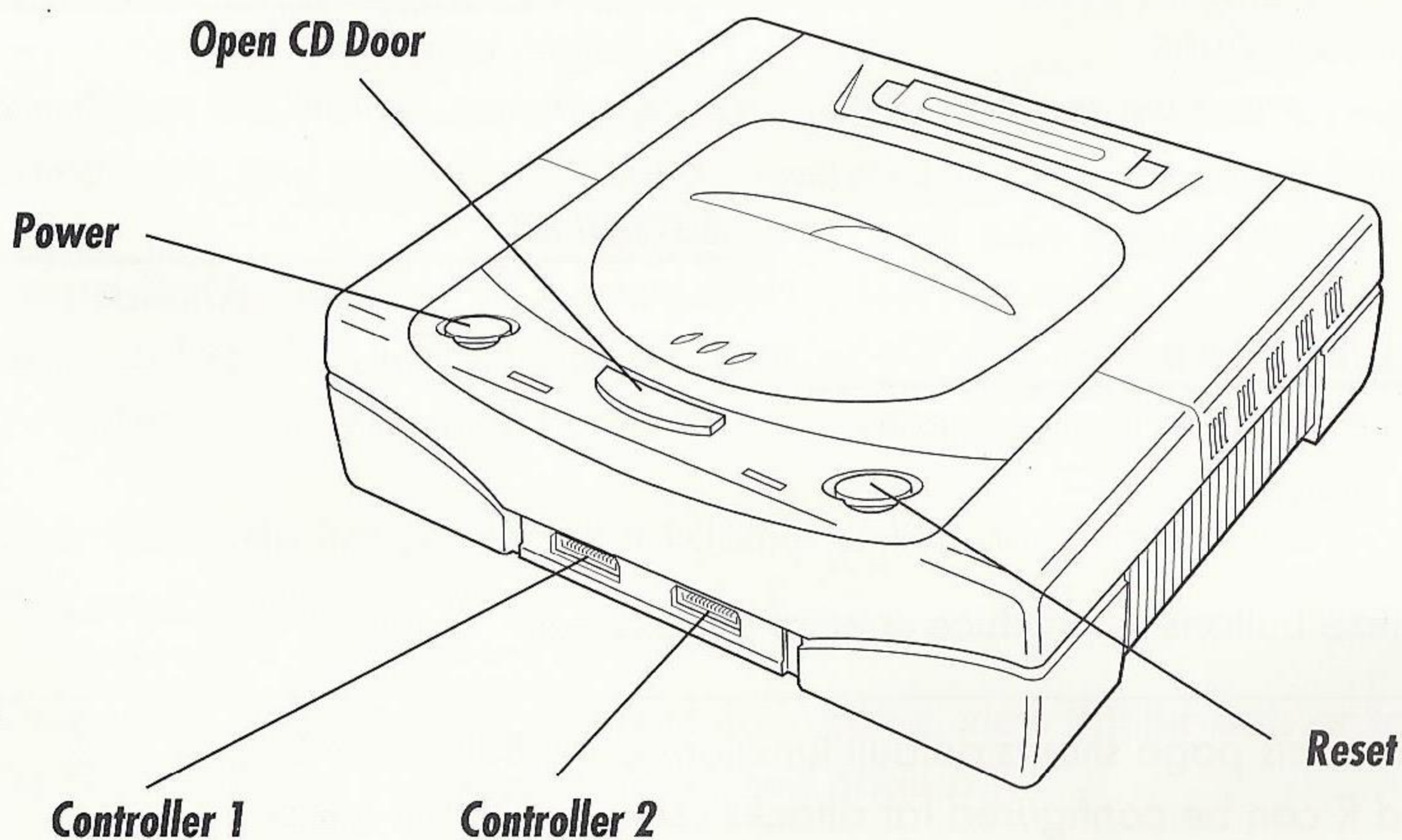
STARTING UP

1. Set up your Sega Saturn™ system by following the instructions in the Sega Saturn Instruction Manual. Plug in Controller 1 (Sega Saturn Control Pad or Sega Saturn Virtua Stick™). For 2-player games, plug in Controller 2 also.

Note: *Virtua™ Fighter 2* is for one or more players.

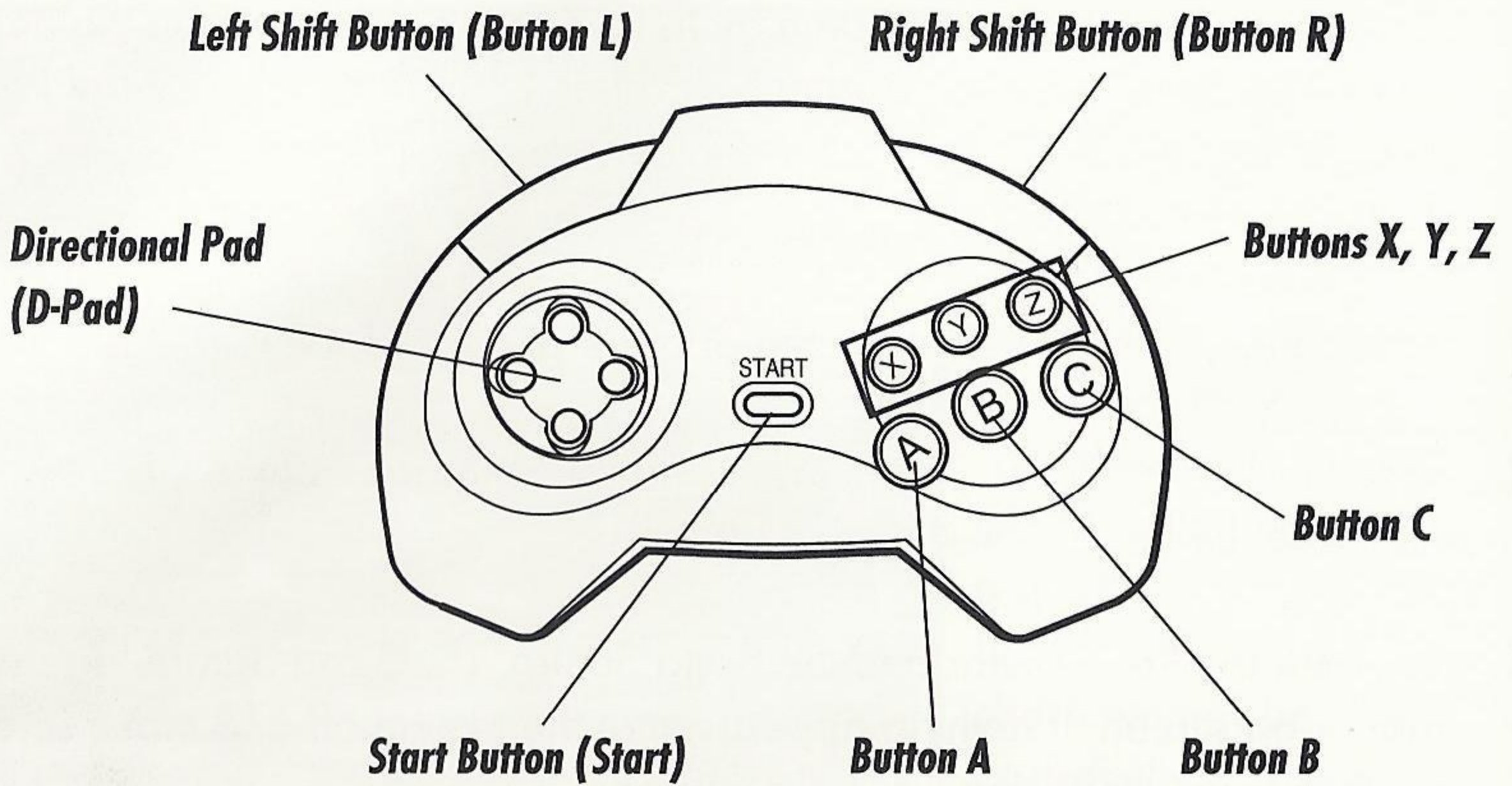
2. Place the *Virtua Fighter 2* disc, label-side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen control panel.

Important: Your Sega Saturn compact disc 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.



Use the Sega Saturn Virtua Stick™ for the ultimate in arcade-style gameplay!

TAKE CONTROL!



D-PAD*

- Selects items on menu screens
- Directs your fighter during gameplay (see pages 12-32 for fighting moves)

START

- Starts the game
- Enters selections
- Pauses gameplay; resumes paused game
- Skips Instant Replay after fight

BUTTON L, BUTTON R

- Toggles through Option menus (see page 7)

BUTTONS X, Y, Z

- Not used (see Note below)

BUTTON C*

- Makes your fighter kick
- Enters selections

BUTTON B*

- Makes your fighter punch
- Cancels selections

BUTTON A*

- Makes your fighter defend against attacks
- Enters selections

* Use these buttons to produce special attacks. See pages 12-32.

Note: This page shows default functions only. Buttons A, B, C, X, Y, Z, L and R can be configured for attacks using the Button Reassignment feature in the Option menu (see pages 6-7).

GETTING STARTED

A game demonstration, a CG animated sequence, and list of player rankings follow the *Virtua Fighter 2* Title screen. Watch the demo, or press Start at any time to return to the Title screen. Press Start again to bring up the game menu. Press the D-Pad UP or DOWN to scroll through the modes, and press Button A, C or Start to select.



Arcade Mode lets you select a character and take on all challengers—just like at the arcades.

Note: A second player can interrupt an Arcade battle by pressing Start on the unused Controller. Shortly, the Player Select screen appears. After the challenger has selected a fighter, the VS game begins. Once a VS game ends and neither player chooses to continue, the Arcade mode resumes at the same level as when the challenger entered the game.

VS Mode lets you and a friend pick a character and challenge each other.

Expert Mode A one-player mode against the computer which allows it to use all the tricks and patterns it's learned while watching you play (use after you've played with the Learning Option turned ON—see p.6).

Ranking Mode is a one-player game similar to Arcade Mode. When the game ends, you see a data sheet on your overall performance.

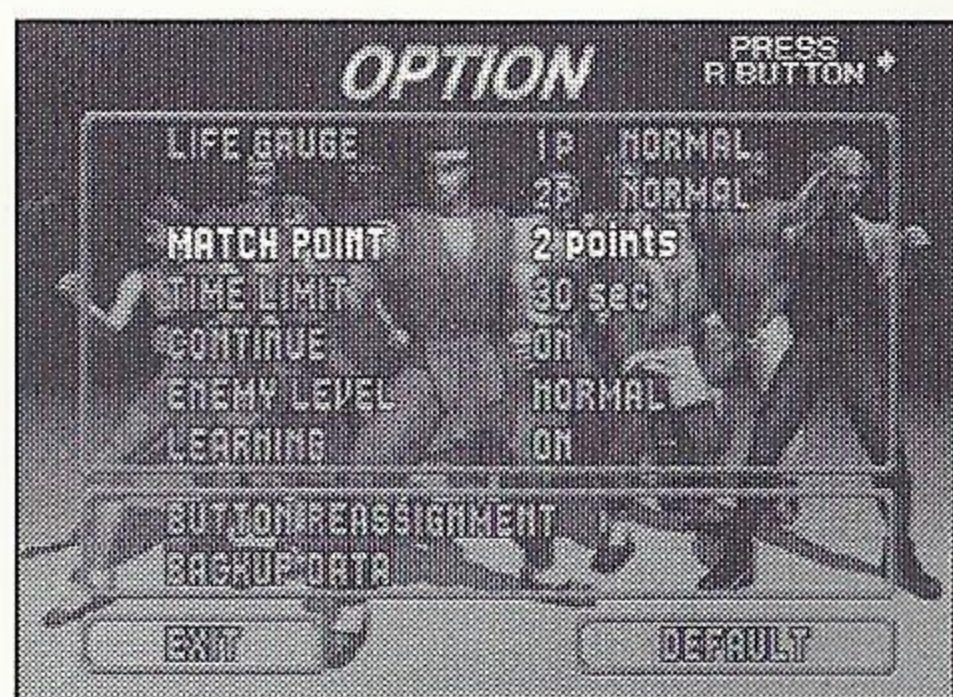
Team Battle Mode lets you organize a tournament battle between two teams of five. Play against the computer, or set up a tournament with up to nine friends. See page 10 for details.

Watch Mode lets you watch randomly picked opponents battle it out. This mode is for viewing only.

Option lets you configure parts of your game, view fighter stats or sample the game's sound and voice tracks. (See page 6.)

Note: Any game mode can be canceled during play by holding down Buttons A, B and C simultaneously, and pressing Start. The Title screen appears.

OPTIONS



Press the D-Pad UP or DOWN to select an option. Press LEFT or RIGHT to make choices within a selected option.

Life Gauge: Alter the length of the life gauges for both fighters. The longer the life gauge, the less damage the fighter takes per hit. Or choose NO DAMAGE for an invincible fighter (this doesn't protect the fighter from a Ring Out loss, however).

Match Point: Select the number of player victories you want to use to decide who wins the round. Choose from one to five points.

Time Limit: Choose how long you want each set to last: 10, 20, 30 or 60 seconds. Choose NO LIMIT to turn the timer off.

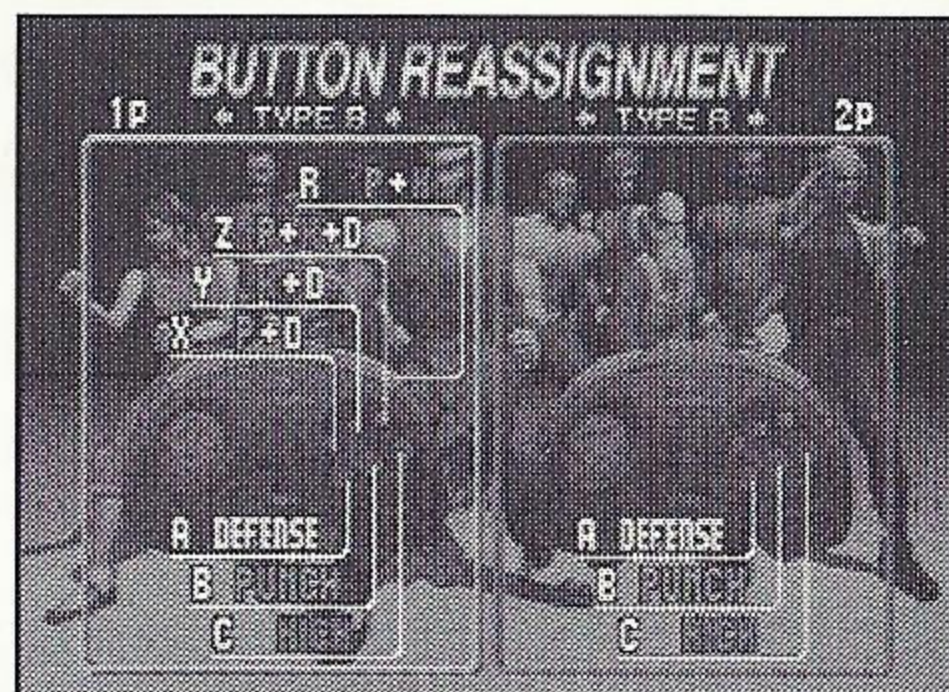
Continue (Arcade and Expert modes only): Turn this option ON for continuous play, just like at the arcades. Turn the option OFF to return to the Title screen after losing a round.

Enemy Level (Arcade Mode only): How tough do you want your opponent to be? Choose EASY, NORMAL or HARD.

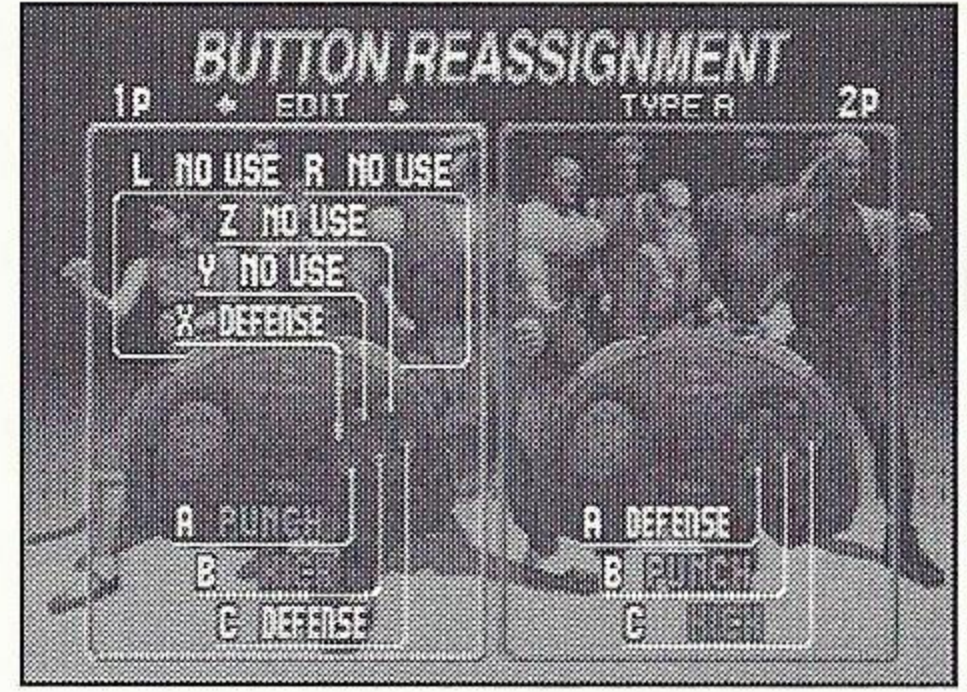
Learning When this feature is turned on, it allows the CPU to watch you play any character in any mode, and devise the best strategies to counter your every move. Turn ON or OFF.

Button Reassignment: Use this feature to configure the buttons on your Controller. Select this option and press Button A or C to bring up the Button Reassignment screen. There are three different settings available, or you can customize your Controller with the Edit feature.

Each player selects the desired setting by pressing the D-Pad LEFT or RIGHT. Press Button A, C or Start to enter the desired setting or Button B to cancel, then press Start to return to the Option menu.



To customize your controls, press the D-Pad LEFT or RIGHT until the EDIT screen appears, then press Button A, C or Start. The first function (Button A: DEFENSE) begins flashing. Press the D-Pad LEFT or RIGHT to cycle through the available functions. To select a function and go on to the next control, press the button you wish to configure next. Repeat the above steps. Press Start to exit the Edit feature and return to the Option menu.



Note: If two Controllers are plugged into the Saturn, you will not return to the Option screen until controls are set for both Controllers.

Backup Data: Access this feature to see stats on all the fighters in the game. Choose a record from the menu by pressing the D-Pad UP or DOWN, then press Button A or C. To return to the menu, press Button B. Press again to return to the Option menu. To clear the records, Press Buttons X, Y and Z simultaneously.

VS Record: Shows each fighter's number of victories and losses.

Time Record: Shows the time spent for each arcade mode victory.

Ranking Record: Shows each fighter's ranking mode performance.

Learning Data: Select this to delete the computer's memory of your performance with any of the characters. Scroll through the fighters' names by pressing the D-Pad UP or DOWN.

Default: Select Default and press Button A or C to return your options to their default settings.

Press Button R to continue to the next Option menu for the following:

Version: Choose Version 2.0 or 2.1. See "Recent Additions" on page 33 for details.

Sound Mode: Choose stereo or monaural sound.

BGM Mode: Choose ORIGINAL for music and sound effects from the original arcade game or choose REMIXED for a special Saturn version.



Sound Test, Voice Test, Music Test: Play the music, voices and sound effects used in the game. Press the D-Pad LEFT or RIGHT to select the name of the track you want to hear, then press Button A or C to play the track. Button B stops the sound.

Press Button L to return to the first Option menu. To exit the Option screen and return to the Title screen, press Button B, or select EXIT and press Button A or C.

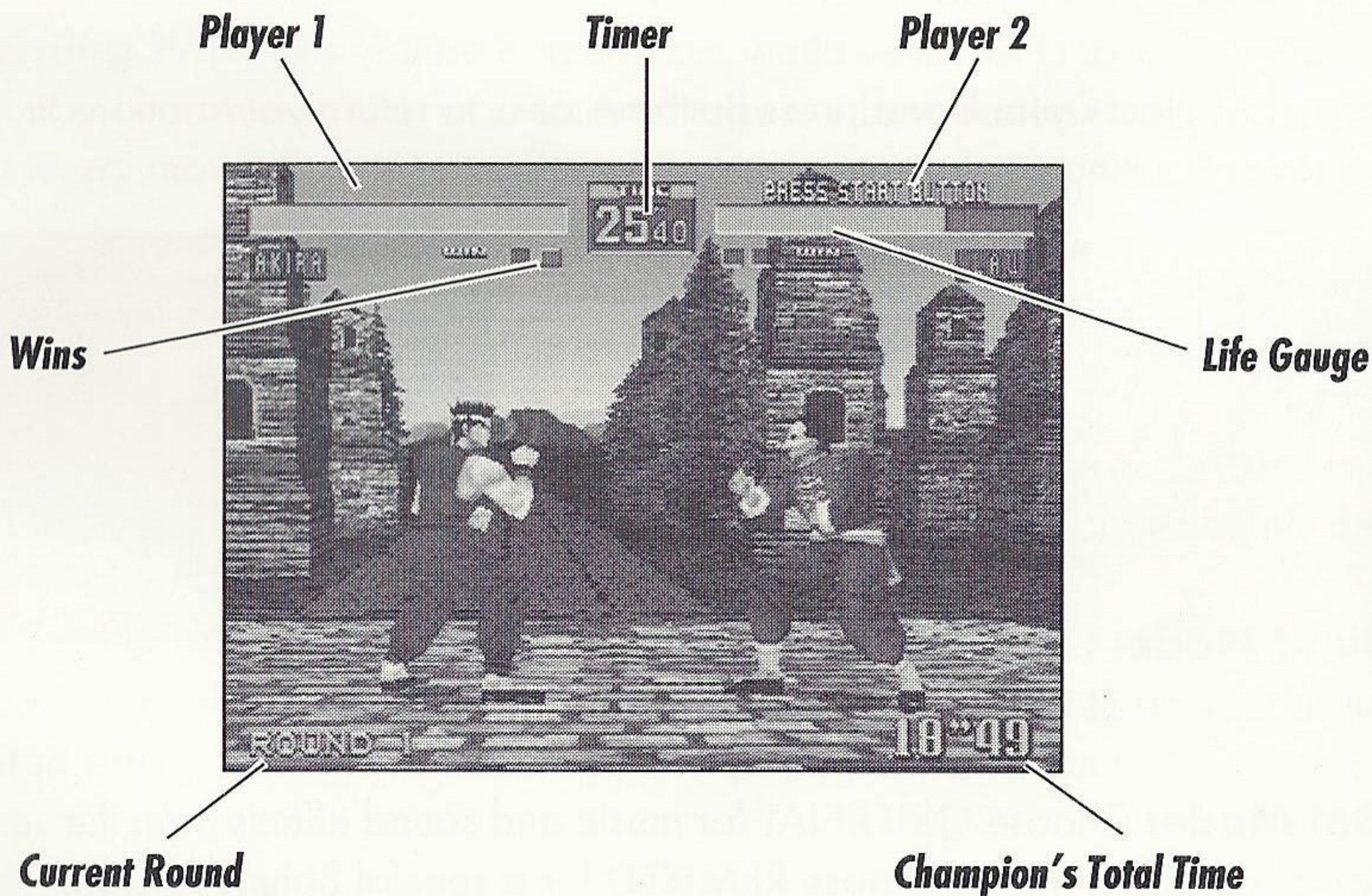
SELECT PLAYER



When you choose a mode of gameplay, the Player Select screen appears next. Highlight the desired player by pressing the D-Pad LEFT or RIGHT, and select that player by pressing Button A, C or Start. Select the alternate costume for the player by holding the D-Pad UP while you select. You have 20 seconds to select a fighter. When the timer runs out, the

highlighted fighter is automatically selected. In a VS game, both players can select the same fighter, if desired.

THE ARENA



Life Gauge: The green bar on this gauge gets smaller each time your fighter takes damage. Life gauges can be adjusted in the Option menu (See page 6).

Timer: This shows the amount of time left in the fight. When the timer reaches zero, the fighter with the most vitality left of his or her life gauge wins the set. If there is a tie, the round goes to a Sudden Death match to determine the ultimate winner. The timer can be adjusted or turned off in the Option menu.

Victory: This shows the total number of sets won by each fighter. In the default game, the first fighter to win two sets wins the round. The number of sets can also be altered in the Option menu.

Champion's Total Time (Arcade Mode only): This shows the total amount of time the current champion has lasted in the arena against his or her opponents.

GAME OVER/CONTINUE



The game ends as soon as your fighter loses a round, and the Continue screen appears. To continue with your current level and opponent, press Start before the timer runs out.

When the Player Select screen appears, select your fighter, then press Button A, B, C, or Start to continue the round you left off.

You have an unlimited number of continues in both Arcade and Expert Modes.

Ranking Mode: The game ends as soon as your fighter loses a round. The Ranking screen appears, showing your results. There is no Continue option for this mode.

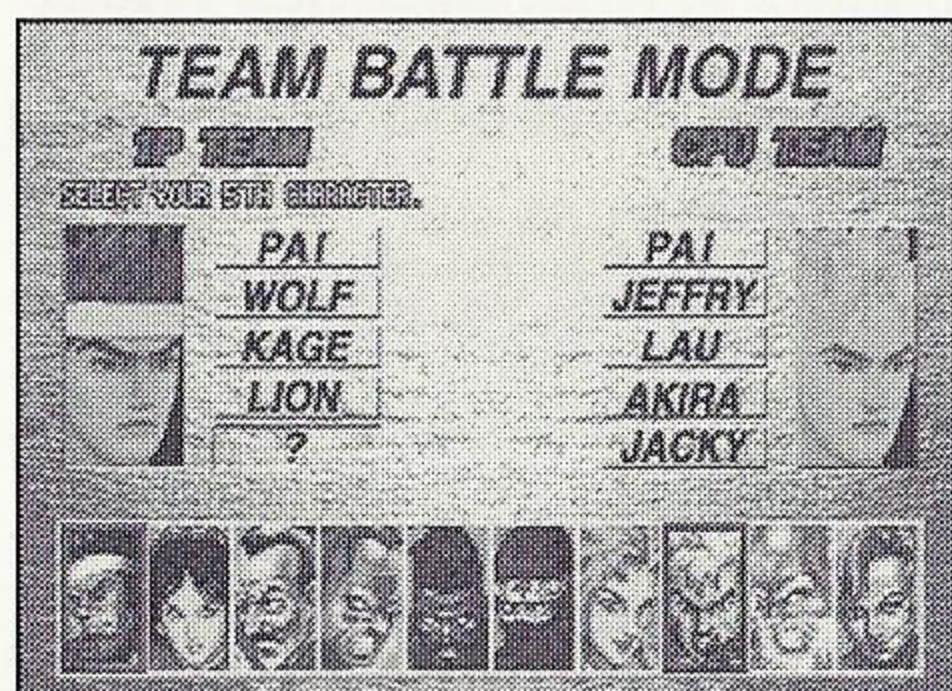
TEAM BATTLE MODE

This special Saturn mode lets you pit two teams of five fighters against each other in a group competition. Up to ten players can participate. The rules are simple: the team that scores the most victories wins the competition.

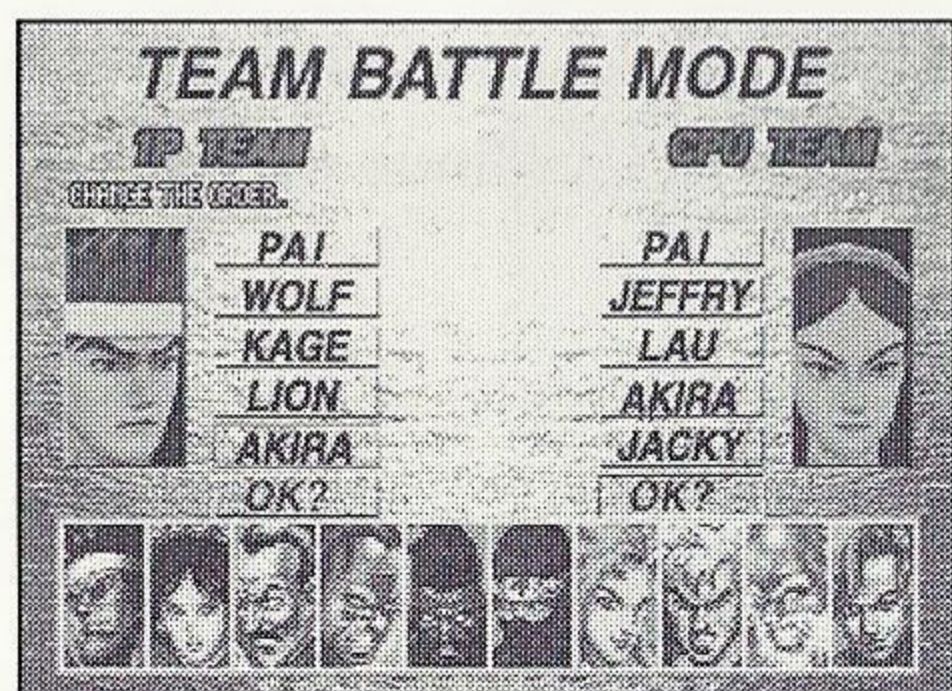


Once you've selected Team Battle Mode, the Player Menu appears. Make your selections with the D-Pad, and press an enter button (Button A, C or Start) to enter your selection, or Button B to cancel. Play against the computer [PLAYER VS CPU], against a friend or team of friends [PLAYER VS PLAYER], or watch the computer set up and hold its own team competition [CPU VS CPU].

Next, determine your players' stamina. HEALTH REPLENISHED enables the fighters to begin each set with a full life gauge. If you choose DAMAGE RETAINED, the fighters start out with a full life gauge in the first set, but don't recover lost vitality in subsequent sets.

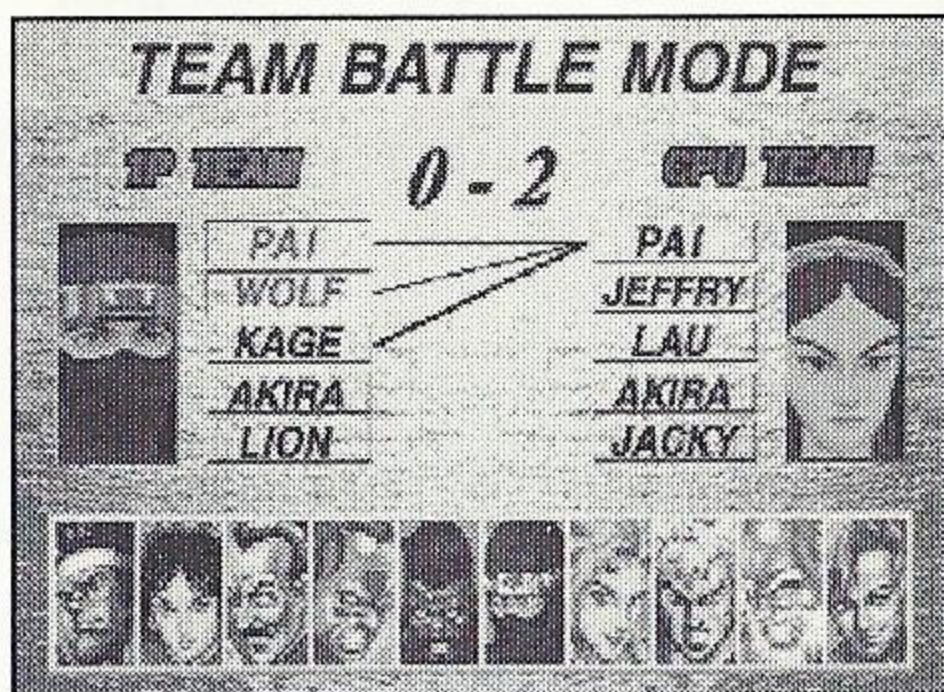


Next, select your characters and fill all the blank spaces on your team list. The first character chosen on the list will be the first to fight. Team 1 and Team 2 can select the same characters, but no character can appear twice on the same team. Once all the team members are chosen, the word OK? appears at the bottom of the list. Press an enter button to continue, or press Button B to go back to the last space on the team list.



Once both teams have been selected, the words CHANGE THE ORDER appear. Look at the order of players on the opposing team. Does it look like a good match? If not, highlight the name of the member you want to move, and press an enter button. Next, highlight the spot on the list where you want that member to go, and press an enter button.

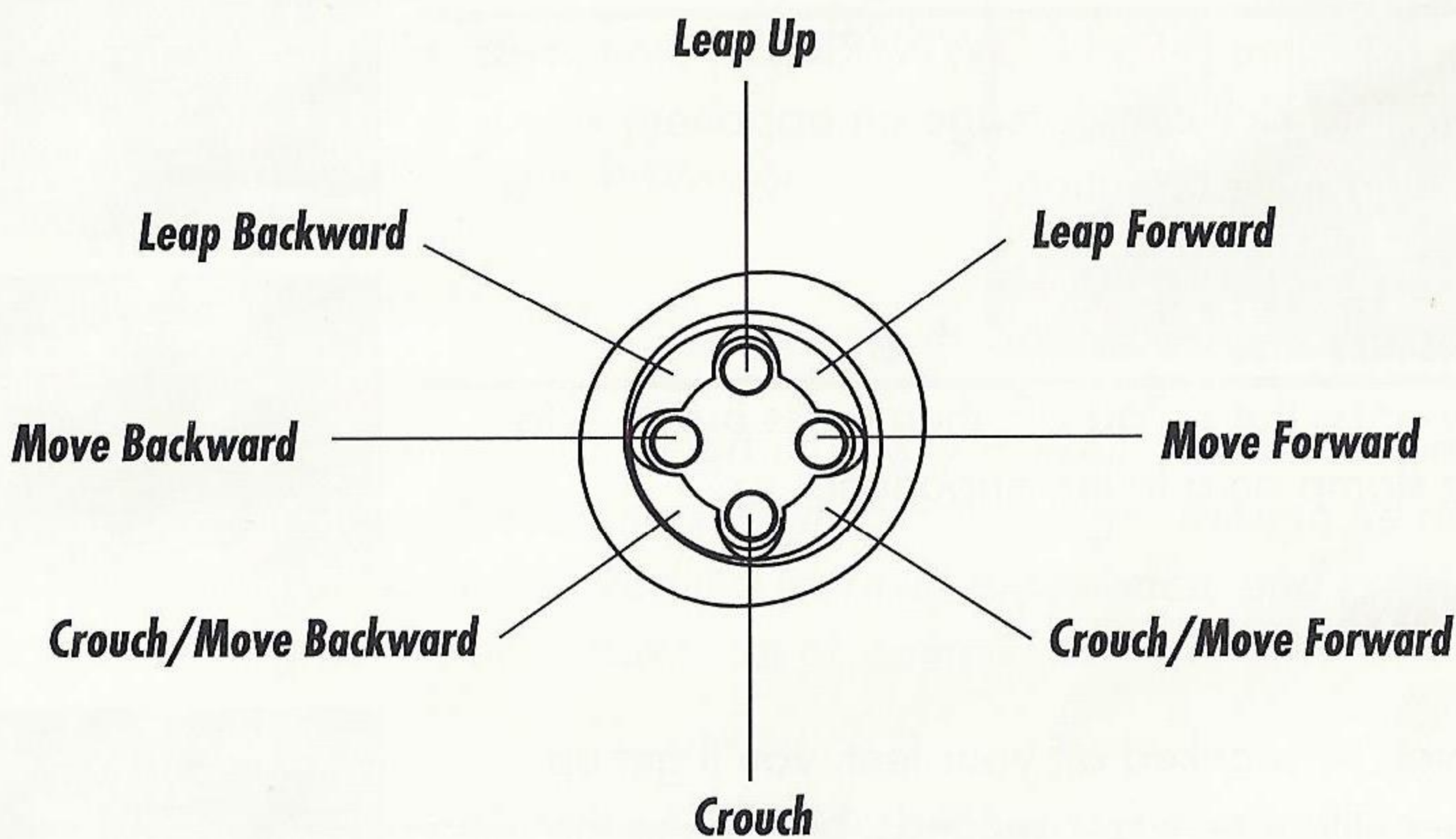
The characters switch places. When you are finished, highlight OK and press an enter button. The Team Battle starts when both players have finished entering their selections.



The basic rules for Team Battle are the same as Arcade and VS Modes. You can modify life gauges, time, and number of sets in the Option menu (see page 6). The winner of each round faces the next fighter on the opposing team. Once all a team's fighters are exhausted, the game ends, and the team with the most victories is declared the winner.

THE BASICS

Here are the basic movements for the D-Pad. All instructions on the following pages are for a fighter facing RIGHT. Reverse the instructions for a fighter facing LEFT.



Key

Directions on the D-Pad are indicated by arrows.

Light arrows (→) = Press D-Pad in direction indicated

Solid arrows (→) = Press and HOLD D-Pad in direction indicated

A = Guard (Defend)

B = Punch

C = Kick

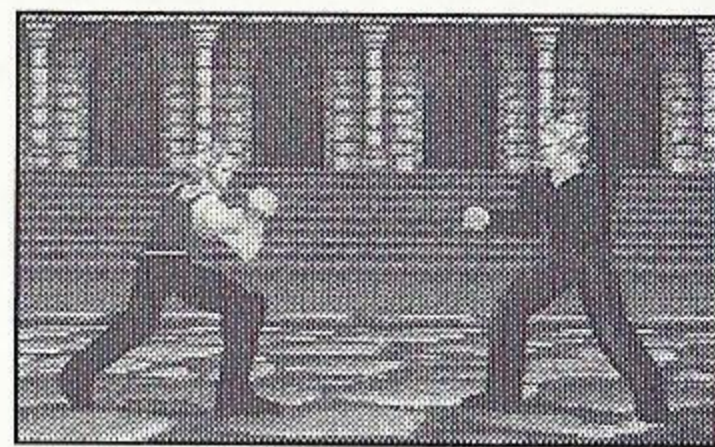
[+] = Simultaneously (e.g., "[A + C]" means "Press Buttons A and C simultaneously")

BBB... = Rapid tap (e.g., repeatedly tap Button B as fast as possible)

MAIN MOVES

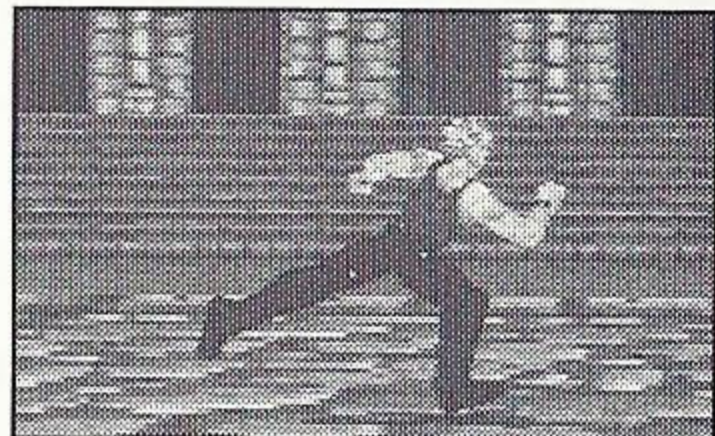
QUICK STEP: ← ← or → →

Quickly press the D-Pad TWICE LEFT or TWICE RIGHT for a quick step in those directions.



DASH: → →

Press the D-Pad TWICE RIGHT and HOLD.



THROW: [A + B]

If you are within grabbing range of your opponent, press Buttons A and B SIMULTANEOUSLY to throw the opponent. Throws vary according to fighter.



MID-LEVEL KICK: ↘ C

Quickly press the D-Pad DOWN/RIGHT, then press Button C. This kick can damage an opponent who is in a crouching guard position.



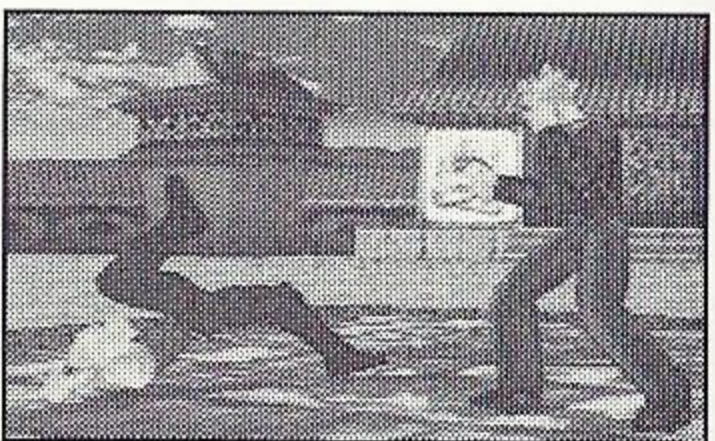
QUICK STOMP: ↑ B

Quickly press the D-Pad UP, then press Button B to jump or stomp on a fallen opponent.



QUICK SAVES

When you're knocked off your feet, you'll get up automatically after a few seconds, but during that time your opponent might try to stomp on you. Use these moves to save yourself:



RECOVERY:

Quickly Stand Up Straight:

↔ (rapidly toggle D-Pad LEFT and RIGHT)

Roll Backwards Away From Opponent:

←

Roll Away to Side:

AAA...

Spring Up Onto Feet:

↑

KICK RECOVERY:

Recover with High or Vertical Kick:

CCC...

Recover with Sweep Kick:

↓ CCC...

Roll Away to Side + Sweep Kick:

AAA... then **C** (Wait until completely on the ground before initiating)

THE VIRTUA FIGHTERS

Akira

Full Name: Akira Yuki

Nationality: Japanese

Date of Birth: September 23, 1968

Age: 26

Occupation: Kung fu Instructor

Hobby: Kung fu

Technique: Hakkyoku-ken



Already a legendary master of the art of Hakkyoku-ken, Akira has spent the past year traveling and honing his skills to a razor edge. Though he didn't win the first tournament, he considered it a learning experience, and eagerly anticipates trying out his new moves on all comers.

REGULAR ATTACKS

Chuusui:

B

Housui:

B (while crouching)

Shoutai:

C

Youzentai:

C (while crouching)

Sokutai:

↘ C

SMALL-JUMP ATTACKS

Rakuhou Sousui:

B (simultaneous with jump)

Rakuhosui:

B (on way up)

Choushitai:

C (on way up)

Shitai:

C (just before landing)

GIANT-LEAP ATTACKS

Rakugeki Sousui:	[→ + B] (on way up)
Toukyaku:	C (simultaneous with jump)
Hidantai:	[→ + C] (on way up, opponent in front)
Rakuho Tai:	C (on way up)
Fujintai:	C (immediately after apex)
Fuumon Toukai: behind)	[← + C] (on way up, hits opponent from

SPECIAL MOVES & COMBOS

Renkantai:	→ → C C
Jyoho Chouchuu:	→ B
Rimon Chouchuu:	→ → B
Yakuho Chouchuu:	→ → → B
Mouko Kouhazan:	↓ → B
Youhou:	↓ ↘ B
Tetsuzan Kou:	↔ → [B + C]
Soukahou:	↘ B (on fallen opponent)
Shin Iha:	↙ → B (close to opponent)
Youshi Senrin:	↔ ↘ [B + C] (close to opponent)
Daiden Housui:	→ [B + C] (close to opponent)
Junho Honko:	↔ ↓ [B + A] (close to opponent)
Kaiko:	→ [B + A] (close to opponent)
Honko:	← [B + A] (close to opponent)
Gekiho Honko:	↓ [B + A] (close to opponent)
Shinpo Riko:	↙ [B + A] (close to opponent)
Gaimon Chouchuu:	A [← + B] (countering high punch)
Tai Atari:	A [↙ + B] (countering midlevel kick)
Koutoubu Naguri:	A [↓ + B] (countering low punch)
Rimon:	A [↙ + B] (countering elbow attack)
Hougeki Unshin	
Soukoshou:	(close to opponent) [B + C + A] (immediately followed by:) ↔ ↘ [B + C] (immediately followed by:) ↓ → B or ↓ ← B

Pai

Full Name: Pai Chan
Nationality: Chinese (Hong Kong)
Date of Birth: May 17, 1975
Age: 19
Occupation: Action Film Star
Hobby: Dancing
Technique: Ensei-ken



Even though Pai is Lau's daughter, there is little love between the two—while Lau pursued his obsessive search for perfection, Pai's mother toiled so hard to support the family that she died of overwork. Pai never forgave Lau for her mother's death, and swore she would someday beat Lau at his own game. Though she didn't have what it took to defeat him in the last tournament, this time she's armed with a few new techniques that just might knock Lau out of the champion's position. And with Lau out of the way, the others should fall like dominoes.

REGULAR ATTACKS

Chuu Ken:	B
Souchuu Ken:	B (while crouching)
Koushuutai:	C
Sensai Tai:	C (while crouching)
Senchuu Tai:	↘ C

SMALL-JUMP ATTACKS

Toukuu Soushou:	B (simultaneous with jump)
Toudan Kensui:	B (on way up)
Hishitai:	C (on way up)
Sokushuu Tai:	C (just before landing)

GIANT-LEAP ATTACKS

Rakugeki Souken:	[→ + B] (on way up)
Hien Toukyaku:	C (simultaneously with jump)
Hien Youshuu:	[→ + C] (on way up, opponent in front)
Hien Kaikyaku:	C (on way up)

GIANT-LEAP ATTACKS (CONT'D)

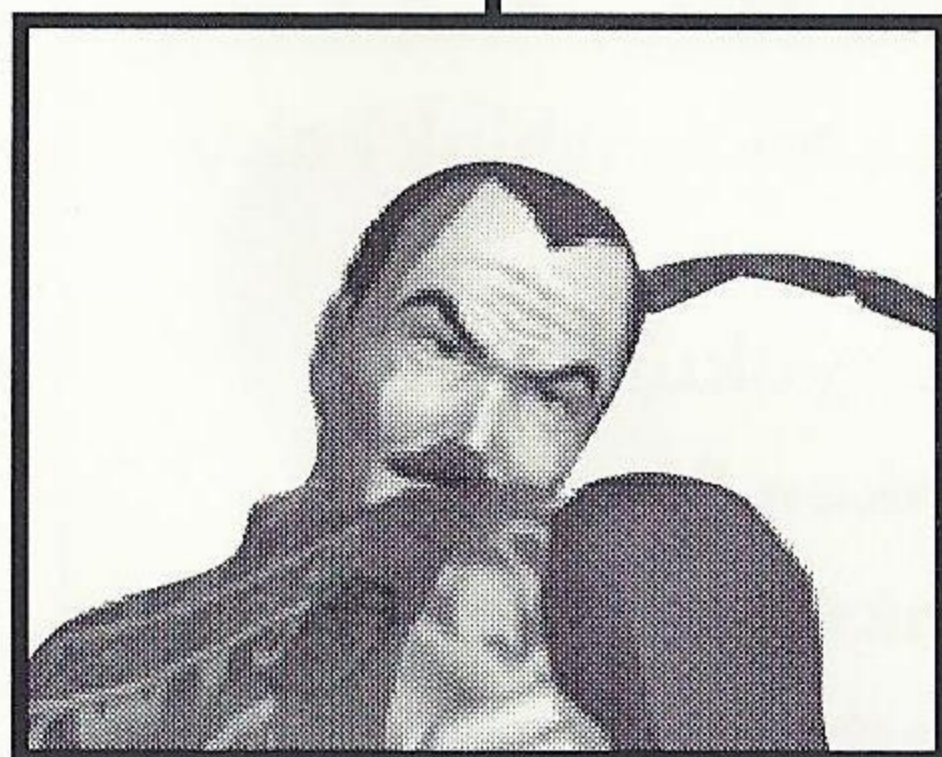
Enshou Fujinkyaku:	C (immediately after apex)
Enhaishou: behind)	[← + C] (on way up, hits opponent from

SPECIAL MOVES & COMBOS

Senpuuga:	[C + A]
Enjin Senpuukyaku:	← [C + A]
Renkan Tenshin Kyaku:	B B B C
Ensen Shuu:	[C + A] (while crouching)
Renkan Tenshin Soukyaku:	B B B ↓ C
Renken Senpuuga:	B [C + A] (after opponent punches)
Renken Ensenshuu:	B ↓ [C + A] (after opponent punches)
Hai Tentai:	↖ C
Renkan Haitenkyaku:	B B B ↖ C
Taitou Risenkyaku:	C (while standing from crouch)
Koutan Kyaku:	→ [→ + C]
Hien Rekkyaku:	[↗ + C] C
Senchuu Ken:	→ B
Rikensui:	← [← + B]
Raiin Shouda:	→ B (on fallen opponent)
Sokushin Inshou:	→ → [B + C] (close to opponent)
Senpuu Enjin:	← → B close to opponent)
Tenchi Touraku:	→ ↓ B (close to opponent)
Seien Katou:	← ↓ [B + A] (close to opponent)
Ensen Hairyuu:	← B (use as counter to punch)
Rasen Anshou:	← B (use as counter to kick)
Kakyaku Senten:	↙ B (to counter opponent's midlevel kick)
Enfuu Rinshou:	→ [C + B + A] (on crouching opponent)

Lau

Full Name: Lau Chan
Nationality: Chinese
Date of Birth: October 2, 1940
Age: 54
Occupation: Cook
Hobby: Chinese Poetry
Technique: Koen-ken



Lau strives for perfection in anything he does, whether it's working as a famous chef in China or acquiring the title of the most powerful fighter in the world. Though declared champion, Lau was far from satisfied with his performance, so after the first tournament, he headed for the mountains for an excruciating year-long regimen of training. He hopes that in the next tournament he'll be able to perform up to his own exacting standards.

REGULAR ATTACKS

Chuu Ken:	B
Souchuu Ken:	[↓ + B]
Katsumentai:	C
Sensai Tai:	[↓ + C]
Senchuu Tai:	↘ C

SMALL-JUMP ATTACKS

Toukuu Shashou:	B (simultaneous with jump)
Toukuu Chuuken:	B (on way up)
Hishitai:	C (on way up)
Tenshin Soutai:	C (just before landing)

GIANT-LEAP ATTACKS

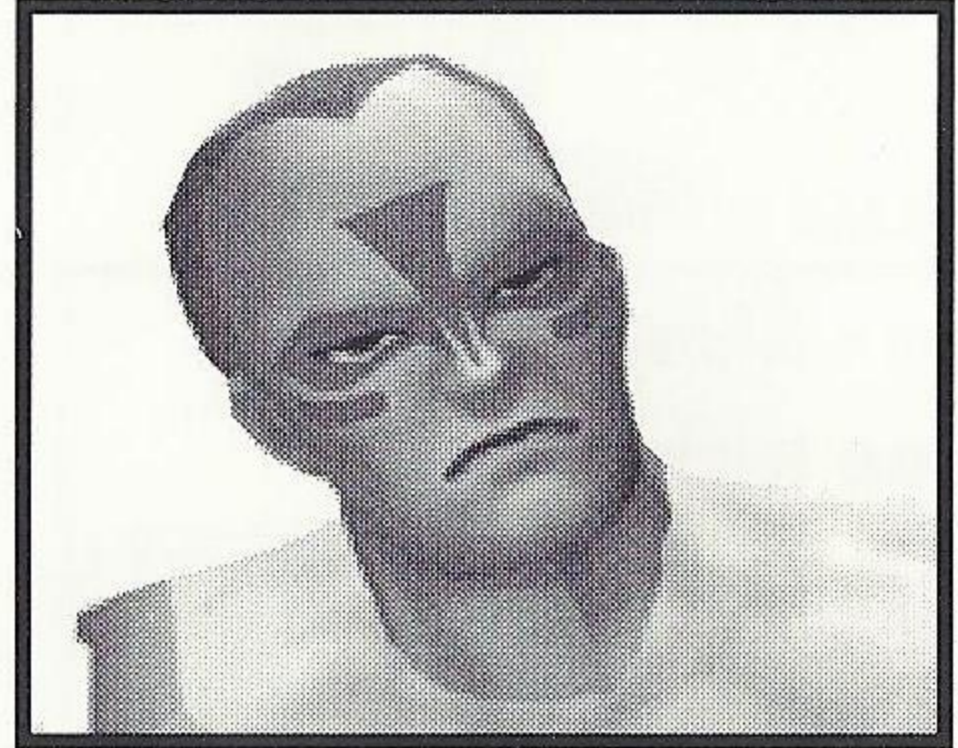
Touraku Sousuishou:	[→ + B] (on way up)
Hishuutai:	C (simultaneous with jump)
Toukuu Soutai:	[→ + C] (on way up, opponent in front)
Toukuu Tankyaku:	C (on way up)
Toukuu Fujinkyaku:	C (immediately after apex)
Kokyaku Haishou:	[← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

Senpuuga:	[C + A]
Ensen Shuu:	[C + A] (while crouching)
Renkan Tenshinkyaku:	B B B C
Renkan Tenshin Soukyaku:	B B B ↓ C
Renken Senpuuga:	B [C + A] (after opponent punches)
Renken Ensenshuu:	B ↓ [C + A] (after opponent punches)
Renshou Senpuuga:	↘ B [C + A] (after opponent punches)
Renshou Ensenshuu:	↘ B ↓ [C + A] (after opponent punches)
Souken Senpuutai:	B B C
Kokyaku Haiten:	↖ C
Renkan Haitenkyaku:	B B B ↖ C
Taitouri Senkyaku:	C (when standing from crouch)
Toukuu Kosen Kyaku:	[↗ + C]
Kuuko Kyaku:	↗ [C + A]
Chisoutai:	→ ↓ C
Chuugeki:	→ B
Shakashou:	↘ B
Shajoushou:	↘ B
Junpo Chuushou:	↘ ↘ B
Honshin Chuugeki:	↖ B
Fumitsuke:	↘ C (use on fallen opponent)
Ryuusha Senten:	← B (close to opponent)
Tenshin Haiinshou:	← → B (close to opponent)
Ryuushu Katou:	← ↓ [B + A] (close to opponent)

Wolf

Full Name: Wolf Hawkfield
Nationality: Canadian
Date of Birth: February 8, 1966
Age: 28
Occupation: Pro Wrestler
Hobby: Karaoke
Technique: Pro Wrestling



Wolf worked as a lumberjack until he was discovered by a scout and encouraged to take up professional wrestling. It wasn't long before he became invincible in the sport. He entered the World Fighting Tournament in order to find an opponent skilled enough to call a rival. It wasn't long before Akira gave him exactly what he was looking for, and the two set up a friendly but intense competition. At the end of the first tournament, both swore they would battle again. Now that chance has arrived, and Wolf has his eye on the championship.

REGULAR ATTACKS

Straight Hammer:	B
Low Hammer:	[↓ + B]
High Kick:	C
Low Smash:	[↓ + C]
Face-Lift Kick:	↘ C

SMALL-JUMP ATTACKS

Step Hammer:	B (simultaneous with jump)
Rock Punch:	B (on way up)
Toe Crush:	C (on way up)
Hammer Edge	C (just before landing)

GIANT-LEAP ATTACKS

Jumping Lariat:	[→ + B] (on way up)
Rising Toe:	C (simultaneous with jump)
Hammer Kick:	C (on way up)

GIANT-LEAP ATTACKS (CONT'D)

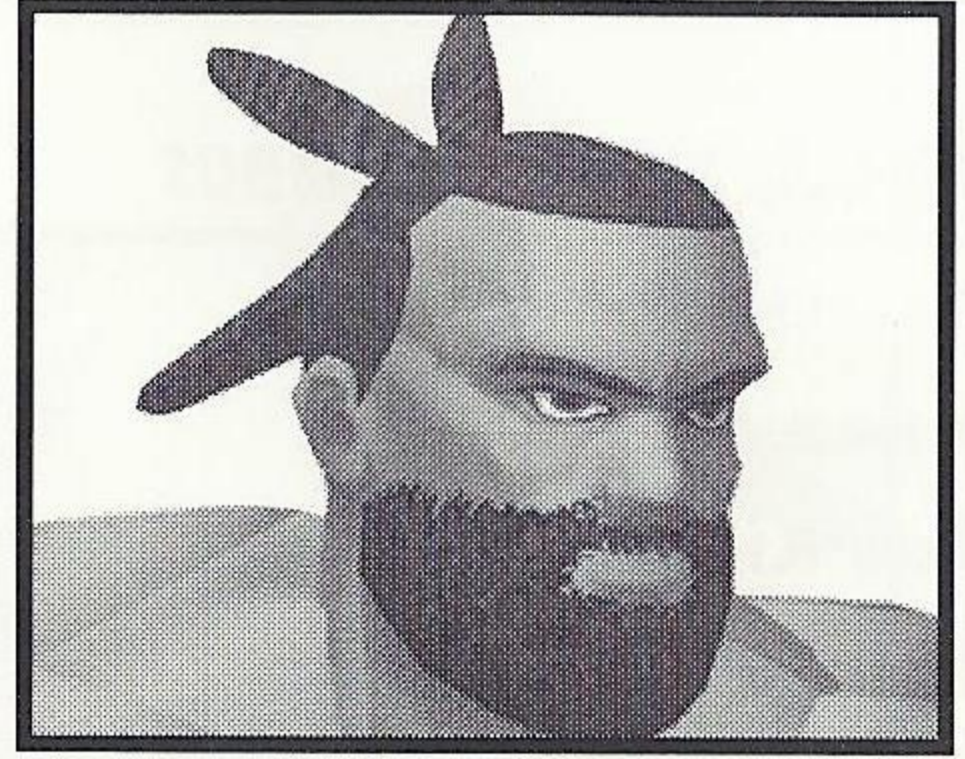
- Heel Crush:** C (immediately after apex)
Back Side Kick: [← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

- Knee Blast:** → C
Drop Kick: ↗ C
Neck Cut Kick: [C + A]
Rolling Saw Butt: → [C + A]
Flying Kneel Kick: → [→ + C + A]
Front Roll Kick: ← → [A + C]
Hammer Kick: B C
Body Blow: → B
Level Back Chop: ← B
Elbow Butt: ← [B + C]
Elbow Smash: B B [→ + B]
Sonic Upper: ↘ B
Vertical Upper: ↘ B
Reverse Sledgehammer: ↓ → B
Axe Lariat: → → B
Shoulder Attack: ← B
Somersault Drop: ↑ C (on fallen opponent)
Elbow Drop: ↘ B (on fallen opponent)
Body Slam: → B (close to opponent)
Frankensteiner: ↗ [C + A] (close to opponent)
Steiner Screwdriver: ↘ ↘ [B + C] (close to opponent)
Giant Swing: ← ↙ ↓ ↘ → B (close to opponent)
Double-Arm Suplex: ↙ [B + C + A] (use on crouching opponent)
Tiger Driver: ↘ [B + C + A] (on crouching opponent)
Side Suplex: ↓ [B + A] (on crouching opponent)
Dragon Suplex: [B + C + A] (standing behind opponent)
Dragon Screw: ↙ B (to counter opponent's midlevel kick)

Jeffry

Full Name: Jeffry McWild
Nationality: Australian
Date of Birth: February 20, 1957
Age: 37
Occupation: Fisherman
Hobby: Reggae Music
Technique: Pancratium



Jeffry uses the prize money from his fighting tournaments to maintain a fishing boat, his chief source of livelihood. All his life, he has sought one trophy above others: the legendary, man-eating "Devil Shark." Their last battle was the most ferocious yet, but the shark escaped, leaving nothing of Jeffry's boat but splinters. So Jeffry polished up his fighting techniques and is stepping into the ring again. If he wins this time, he can buy a new boat and get rid of his nemesis once and for all.

REGULAR ATTACKS

Straight Knuckle:	B
Low Knuckle:	[↓ + B]
Upper Kick:	C
Vertical Kick:	[↓ + C]
Side Kick:	↘ C

SMALL-JUMP ATTACKS

Hammer Down:	B (simultaneous with jump)
Step Knuckle:	B (on way up)
Step Kick:	C (on way up)
Pushing Kick:	C (just before landing)

GIANT-LEAP ATTACKS

Rising Sun Hammer:	[→ + B] (on way up)
Killing Bites:	C (simultaneous with jump)
Jumping Foot Stomp:	[→ + C] (on way up, opponent in front)
Flying Low Kick:	C (on way up)

GIANT-LEAP ATTACKS (CONT'D)

Heel Stomp:	C (immediately after apex)
Rear Kick:	[← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

Knuckle Kick:	B C
Knee Attack:	[→ + C]
Toe Kick:	[↓ + C]
Toe Kick Hammer:	[↓ + C] B
Kenka Kick:	→ [→ + C]
Heel Attack:	→ [↓ + C]
Vertical Upper:	↘ B
Double Upper:	[↘ + B] B
Dashing Elbow:	→ [→ + B]
Elbow Upper:	→ [→ + B] B
Elbow Hammer:	[→ + B] [← + B]
Elbow Stamp:	← → B
Head Attack:	→ [B + C]
Hell Stab:	[↓ + B + C]
Elbow Attack:	← ↘ B
Stomach Crush:	↙ [→ + B + C]
Hip Attack:	[B + C + A]
Stomping:	↘ C (on fallen opponent)
Power Slam:	→ B (close to opponent)
Body Lift:	← [B + A] (close to opponent)
Splash Mountain:	↘ ↘ [B + C] (close to opponent)
Front Back Breaker:	← → → [B + C + A] (close to opponent)
Iron Claw:	↓ B (on crouching opponent)
Power Bomb:	↘ [B + C + A] (on crouching opponent)
Machine Gun Knee Lift:	↓ → C (on crouching opponent)
Triple Head Butt:	← → [B + C] (close to opponent, followed by:) → [B + C] (Followed by:) → [B + C]

Kage

Full Name: Kage-maru
Nationality: Japanese
Date of Birth: June 6, 1971
Age: 24
Occupation: Ninja
Hobby: Mah-jongg
Technique: Hagakure-ryu Jujutsu



Not much can be said about Kage's background, only that he is searching for the mysterious organization that murdered his father and kidnapped his mother. His search led him to the first tournament, which he entered in order to pick up clues. Though he made an impressive showing as a fighter, he was unable to bring the syndicate to light... however, he did receive word that his mother might still be alive. He has stepped into the arena again in the hope that once declared champion, he will be able to find out more.

REGULAR ATTACKS

Danken:	B
Jizuri Dan:	[↓ + B]
Tsukikaeshikeri:	C
Surigeri:	[↓ + C]
Naka Geri:	↘ C

SMALL-JUMP ATTACKS

Shutou:	B
Tobi Seiken:	B (on way up)
Tobi Maegeri:	C (simultaneous with jump)
Jitsumuji:	C (just before landing)

GIANT-LEAP ATTACKS

Rakuyou:	[→ + B] (on way up)
Hishougeri:	C (simultaneous with jump)
Kuuhadan:	[→ + C] (on way up, opponent in front)
Marutageri:	C (on way up)

GIANT-LEAP ATTACKS (CONT'D)

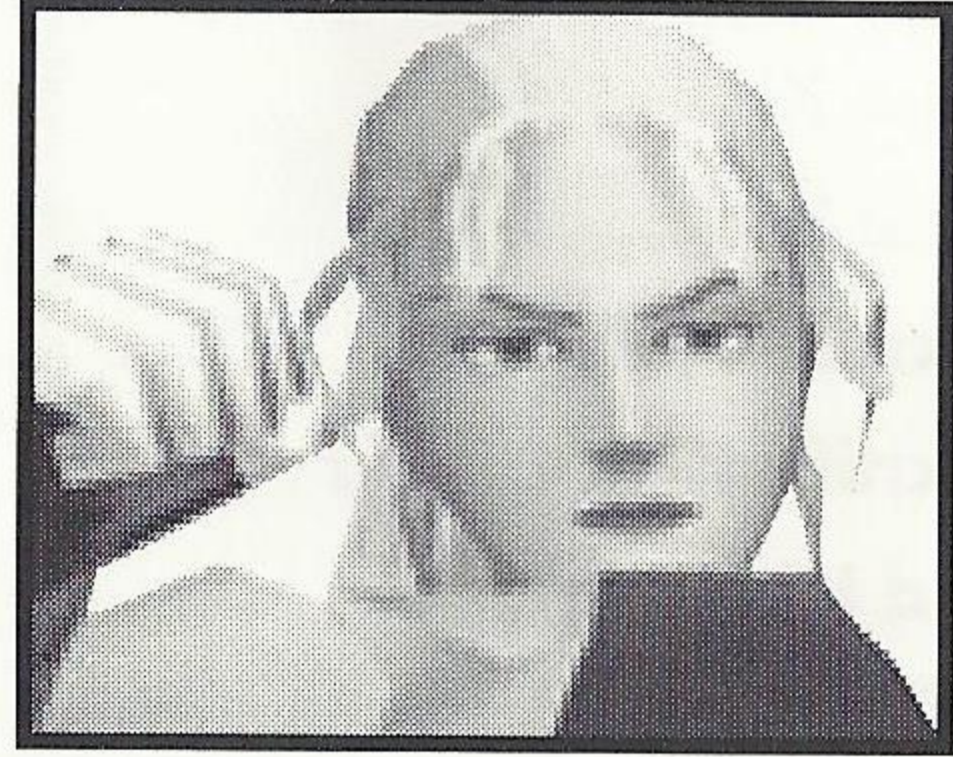
Tobi Kakato Geri:	C (immediately after apex)
Kaiten Enzui Geri:	[← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

Hagasane:	B C
Resshou Kyaku:	B B C
Sandan Urageri:	B B B C
Senpuu Geri:	↖ C
Sandan Fuujin Kyaku:	B B B ↖ C
Suisha Geri:	↖ [C + A]
Genyou:	← [C + A]
Tsumuji Geri:	[C + A] (standing from crouch)
Fushin Hiza Geri:	↓ → C
Ryuuei Kyaku:	→ [→ + C]
Hagaryuu:	→ → [C + A]
Rairyuu Hishoukyaku:	→ → [B + C + A]
Jibashiri:	← ↙ ↓ C
Kaiten Jizuri Kyaku:	← ↙ ↓ ↘ → C
Kouten Jizuri Kyaku:	→ ↘ ↓ ↙ ← C
Renkan Zenten:	← ↙ ↓ ↘ → B (following a front roll)
	← ↙ ↓ ↘ → C (following a front roll)
	← ↙ ↓ ↘ → [B + C + A] (following a front roll)
Fuusenjin:	↓ [B + C] [B + C]
Risenjin:	↓ → [B + C] [B + C]
Hiji Uchi:	→ B
Kakato Otoshi:	↘ C (on fallen opponent)
Katana Gasumi:	[B + C + A] (close to opponent)
Koenraku:	← B (close to opponent)
Kagegasumi:	← → B (close to opponent)
Kote Gaeshi:	↓ B (use to counter a high punch)
Side Roll:	A ←

Sarah

Full Name: Sarah Bryant
Nationality: American
Date of Birth: July 4, 1973
Age: 21
Occupation: College Student
Hobby: Skydiving
Technique: Jeet Kune Do



Kidnapped, brainwashed, and groomed for combat by an underground organization, Sarah Bryant was pitted against her brother in the first tournament. The organization had hoped to eliminate Jacky this way, but because they couldn't control Sarah completely, she failed to carry out her orders. She has spent the past year being reconditioned under a new set of teachers. By the time she steps into the arena again, she will be the ultimate fighting machine.

REGULAR ATTACKS

Straight Lead:	B
Squat Straight:	B (while crouching)
Vertical Hook Kick:	C
Low Kick:	C (while crouching)
Middle Kick:	↘ C

SMALL-JUMP ATTACKS

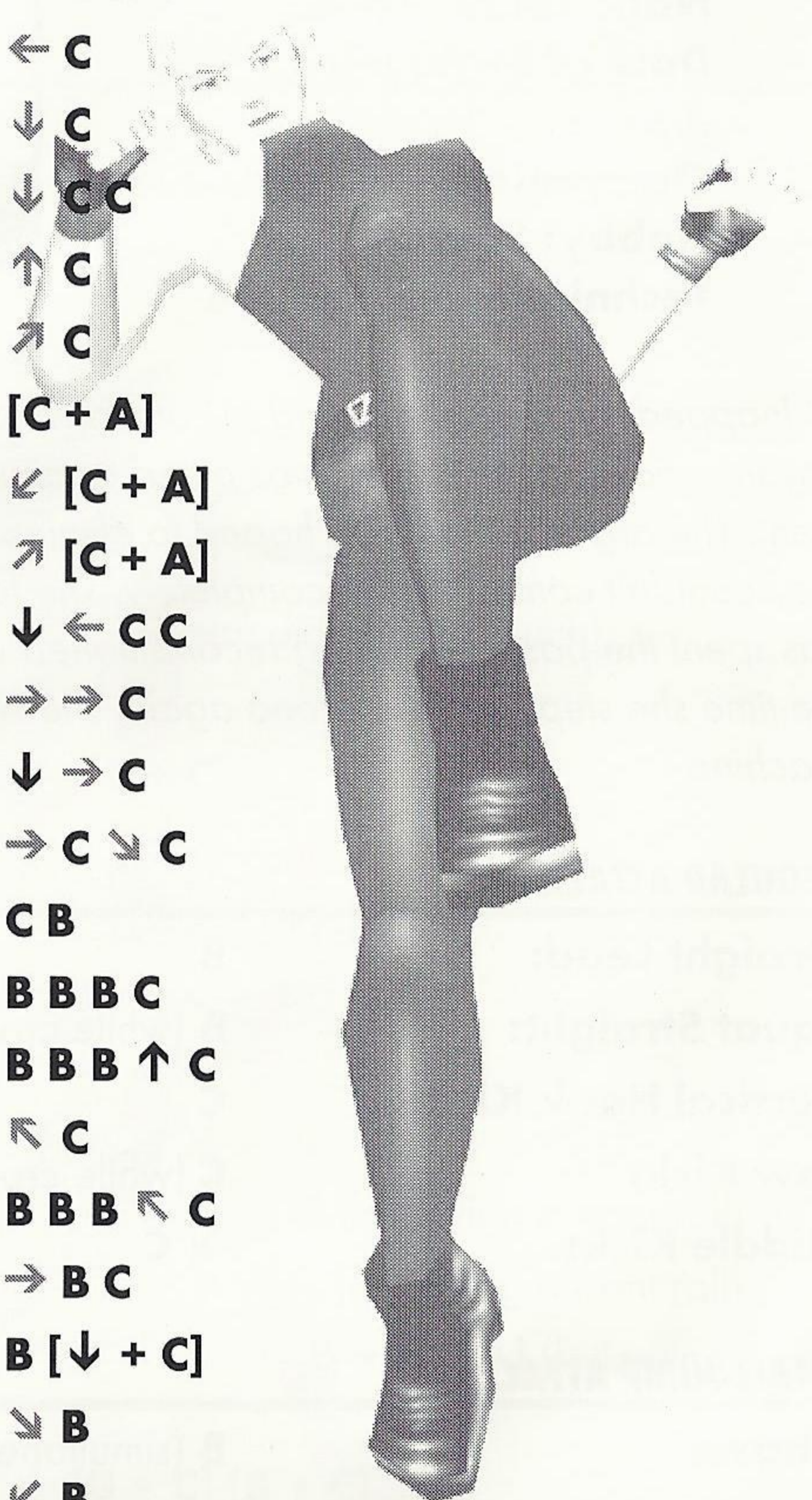
Elbow:	B (simultaneous with jump)
Step Straight:	B (on way up)
Step Hook Kick:	C (on way up)
Step Heel Kick:	C (just before landing)

GIANT-LEAP ATTACKS

Jumping Hook Knuckle:	[→ + B] (on way up)
Jump Kick:	C (simultaneous with jump)
Dragon Kick:	[→ + C] (on way up, opponent in front)
Middle Kick:	C (on way up)
Heel Kick:	C (immediately after apex)
Jump Over Kick:	[← + C] (hits opponent from behind)

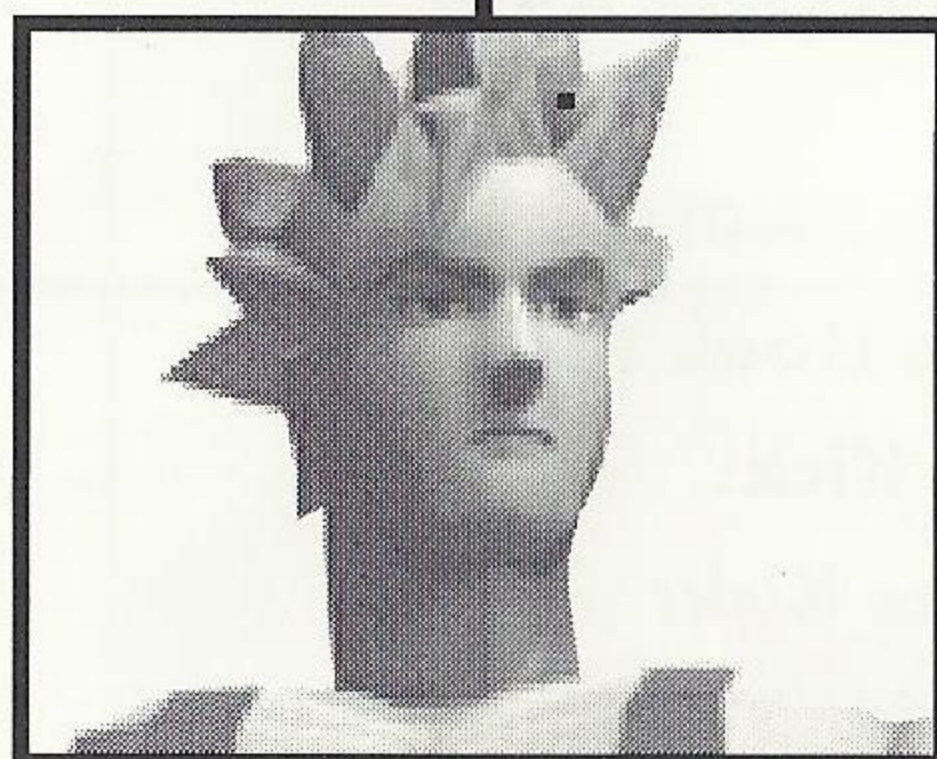
SPECIAL MOVES & COMBOS

Leg Slicer:	[C + A] (while crouching)
Illusion Kick:	↘ C C
Mirage Kick:	↘ C C C
Double Kick:	← C
Jackknife Kick:	↓ C
Jackknife Kick+Side:	↓ C C
Round Kick:	↑ C
Step Round Kick:	↗ C
Spinning Kick:	[C + A]
Side Hook Kick:	↙ [C + A]
Tornado Kick:	↗ [C + A]
Double Spin Kick:	↓ ← C C
Dashing Knee:	→ → C
Rising Knee:	↓ → C
Double-Step Knee:	→ C ↘ C
High Kick & Straight:	C B
Rising Knee Combo:	B B B C
Rising Kick Combo:	B B B ↑ C
Somersault Kick:	↖ C
Somersault Combo:	B B B ↖ C
Double-Joint Butt:	→ B C
Punch & Side Kick:	B [↓ + C]
Snap Back Knuckle:	↘ B
Sway Smash:	↙ B
Soccer Ball Kick:	↘ C (on fallen opponent)
Neck Breaker Drop:	→ → B (close to opponent)



Jacky

Full Name: Jacky Bryant
Nationality: American
Date of Birth: August 28, 1970
Age: 24
Occupation: Indy Car Racer
Hobby: Training
Technique: Jeet Kune Do



One fateful day, hotshot race driver and Jeet Kune Do master Jacky Bryant was separated from his sister, Sarah, when she was kidnapped by an underground syndicate. After years of searching, he learned that Sarah was being trained for combat and was considered tops in the art of Jeet Kune Do. When the first World Fighting Tournament was announced, Jacky took the challenge in the hopes of finding and rescuing Sarah from the syndicate. But once a winner was declared, Sarah vanished. Jacky spent the next year training for the ensuing bout he knew would come. This time he plans to win the championship and take Sarah back for sure.

REGULAR ATTACKS

Straight Lead:	B
Squatting Straight:	B (while crouching)
Vertical Hook Kick:	C
Low Kick:	C (while crouching)
Middle Kick:	↘ C

SMALL-JUMP ATTACKS

Elbow:	B (simultaneous with jump)
Step Straight:	B (on way up)
Step Hook Kick:	C (on way up)
Step Heel Kick:	C (just before landing)

GIANT-LEAP ATTACKS

Jumping Hook Knuckle:	[→ + B] (on way up)
Jump Kick:	C (simultaneous with jump)
Drop Kick:	[→ + C] (on way up, opponent in front)
Middle Kick:	C (on way up)

GIANT-LEAP ATTACKS (CONT'D)

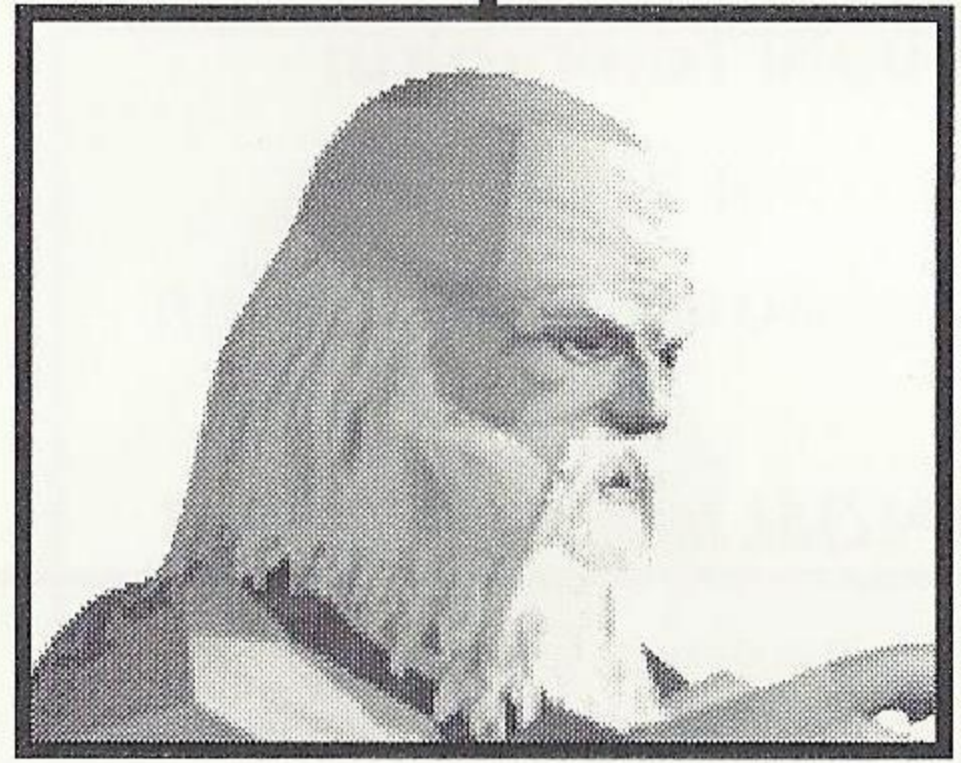
Heel Kick:	C (just before landing)
Jump Over Kick:	[← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

Side Hook Kick:	← C
Toe Kick:	↓ C
Knee Kick:	→ C
Dashing Hammer Kick:	→ → C
Somersault Kick:	↖ C
Leg Slicer:	[C + A] (while crouching)
Spinning Kick:	[C + A]
Middle Spin Kick:	← → [C + A]
Lightning Kick:	↓ [B + C] CCC...
Double Spinning Kick:	C C
Punch & Spin Kick:	B C
Punch & Low Spin Kick:	B ↓ C
Double Punch & Snap Kick:	B B C
Spinning Back Knuckle:	← B
Spinning Low Spin Kick:	← B ↓ C
Double Spin Knuckle:	← B B
Spinning Slant Back Knuckle:	← B ↙ B
Jab, Straight, & Back Knuckle:	B B ← B
Rising Elbow:	→ B
Elbow Spin Kick:	→ B C
Elbow Combo:	B B → B
Elbow & Spin Kick Combo:	B B → B C
Smash Hook:	↘ B
Slant Back Knuckle:	↖ B
Slant Low Spin Kick:	↖ B ↓ C
Beat Knuckle:	[B + C]
Soccer Ball Kick:	↘ C (on fallen opponent)
Neck Breaker Drop:	→ → B (close to opponent)
Knee Strike:	→ ← [B + C] (close to opponent)

Shun

Full Name: Shun-di
Nationality: Chinese
Date of Birth: January 2, 1912
Age: 82
Occupation: Herbal Doctor
Hobby: Collecting Medicinal Herbs
Technique: Drunken Kung fu



Under the guise of a hermit taking shelter deep in the mountains of northern China, Shun spent his days instructing young students in several esoteric and deadly martial arts. One day, while drinking with two old friends (who happened to be grand masters in the arts of Hakkyoku-ken and Hissou-ken), Shun learned that his contemporaries had students who had achieved high ranks in the previous World Fighting Tournament, and were planning to return for the next. This sounded intriguing, and Shun decided to enter the tournament as well. His old friends tried their best to discourage him—what could one old man do against such powerful young predators? But Shun would not be turned away. It's time to show those youngsters a trick or two....

REGULAR ATTACKS

Chougeki:	B
Fuku Chougeki:	[↓ + B]
Koushuu Tai:	C
Gyousen Tai:	[↓ + C]
Sokuten Kyaku:	↘ C

SMALL-JUMP ATTACKS

Touchihan Soushou:	B (simultaneous with jump)
Rakuho Chuugeki:	B (on way up)
Ryuubi Kyaku:	C (simultaneous with jump)
Saika Tai:	C (on way up)
Jigen Tai:	C (on way down)

GIANT-LEAP ATTACKS

Soushou Touraku Geki:	→ B (on way up)
Touku Kyaku:	C (simultaneous with jump)

GIANT-LEAP ATTACKS (CONT'D)

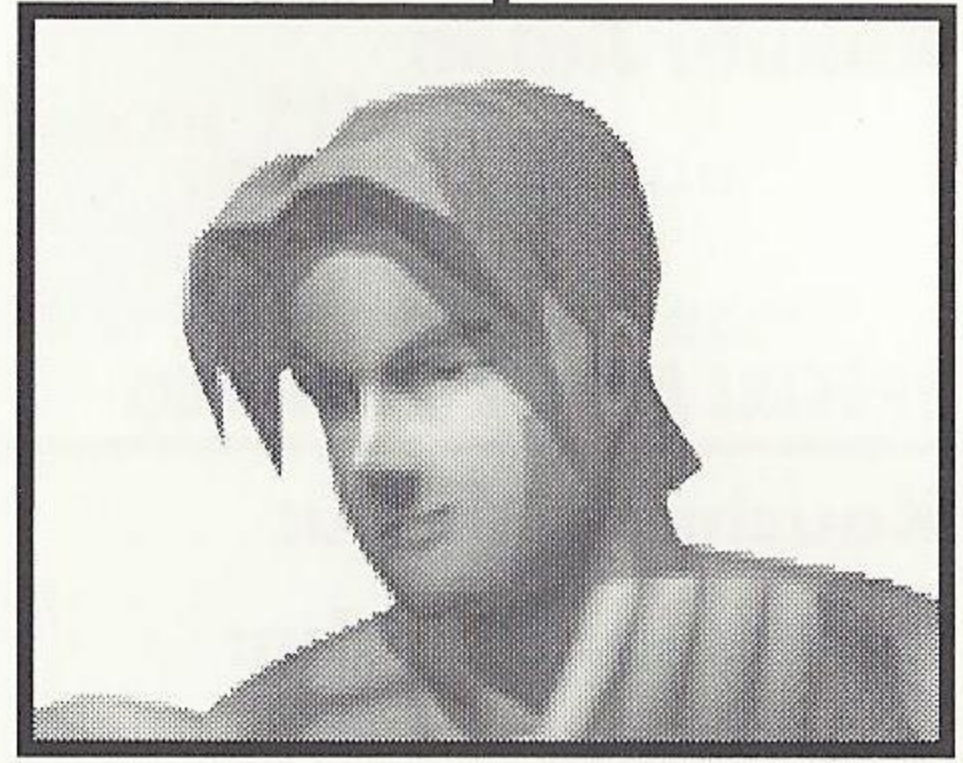
Soutai Rakushuu:	[→ + C] (on way up, opponent in front)
Kuuhitankyaku:	C (on way up)
Rakuhi Shoutai:	C (immediately after apex)
Hai Soutai Rakushuu:	[← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

Gyoushin Toutai:	← C
Senshi:	↗ C
Haitourensen Kyaku:	↙ ↙ C
Goshuu Rentai:	[↙ + C] CA
Chuubu Souten Kyaku:	→ [→ + C]
Kousoku Kouhi Fushi:	[A + C]
Senpuu Soutai:	[A + C] (while crouching)
Toukyaku:	↓ [A + C]
Honshin Rensen Kyaku:	← [A + C]
Renpuu Soutai:	[↓ + B + C] CC (after drinking 3 times)
Ousoushu:	[A + C] B
Tenshin Souchuushou:	[B + C]
Zabantetsu:	↓ ↓
Saikei Kyaku:	C (from seated position only)
Tentouritsu:	→ ↘ ↓ ↙ ←
Toshinren Kyaku:	C (from Tentouritsu position only)
Haisenchuu:	↙ B
Ousogeki:	← B
Hiten Hougeki:	↗ B
Rensai Gakushu:	→ B
Getsuya Saigeki:	→ B (while crouching)
Chouwan Ryouken:	↓ ↘ → B
Koushin Hifushutsu:	[← + A] B
Tanhi Chougeki:	[↙ + A] B
Kousoku Hifushutsu:	[↙ + A] B + C
Toushin Chuugeki:	[A + B + C] (close to opponent)
Kousoku Zenhi:	A ↘

Lion

Full Name: Lion Rafale
Nationality: French
Date of Birth: December 24, 1979
Age: 15
Occupation: High school student
Hobby: Skateboarding
Technique: Tourou-ken



A wealthy, prominent French family, the Rafales were known first and foremost for their success in aircraft research and development, but this business was only a front for an underground weapons trade. Lion Rafale grew up with the best education available, and had been groomed all his life to follow in his father's footsteps, but once he discovered his father was a "death merchant," Lion wanted nothing at all to do with the family business. His father has given him an ultimatum: if he wants out of the family legacy, he has to prove he can be successful enough in whatever he does to be worthy of the Rafale name. In other words, if Lion wins the World Fighting Tournament, his father will free him of all family obligations.

REGULAR ATTACKS

Tousui:	B
Katousui:	[↓ + B]
Senshin Tai:	C
Atsu Tai:	[↓ + C]
Dantai:	↘ C

SMALL-JUMP ATTACKS

Tou Kuugeki Shou:	B (on way up)
Senpuu Tai:	C (simultaneous with jump)
Toukuu Shoukyaku:	C (on way up)
Chisou Shoukyaku:	C (just before landing)

GIANT-LEAP ATTACKS

Toukuuraku Sousui:	→ B (on way up)
Chou Hidantai:	C (simultaneous with jump)
Toukuuraku Soutai:	[→ + C] (on way up)

GIANT-LEAP ATTACKS (CONT'D)

Hichuu Sentai:	C (on way up)
Rakufu Jintai:	C (immediately after apex)
Roukuuraku Haitai:	[← + C] (hits opponent from behind)

SPECIAL MOVES & COMBOS

Koushu Teishitsu:	→ C
Sentenkuu Kyaku:	↗ C
Zensoutai:	[↓ + C] C
Katoutai:	↑ C C
Senkyuutai:	↓ ↓ C
Kousoutai:	↓ [A + C]
Shitsu Chisoutai:	↘ [A + C]
Tenshin Ryouin Kyaku:	→ → [A + C]
Zensoutai, Katoutai:	[↓ + C] [C + A]
Taizan Soukoushu:	← B
Juuchou Senshou:	↑ B
Senshitsu:	→ [→ + B]
Tougeki Shou:	[↙ + B] B
Senin Shou, Rakugeki Shou:	[↘ + B] B
Rensoukoushu:	→ B B (from crouching position)
Touho Soushu:	[A + B]
Touho Haisoushu:	↘ [A + B]
Mabanshu:	A → B
Shaho Shasousui:	A [↘ + B]
Souji Senpuu:	→ [B + A]
Renkoushu Haishu:	[A + B] (behind opponent)
Fuushu Shuutai:	← [B + C] (close to opponent)
Saishu Houkou:	→ → [A + B] (close to opponent)
Tenshin Soukoushu:	→ ↘ ↓ ↙ ← [A + B] (close to opponent)
Shazen Ho:	[↘ + A]
Shakou Ho:	[↙ + A]

RECENT ADDITIONS

VERSIONS 2.0 AND 2.1

In the Option menu, you can choose between Versions 2.0 and 2.1. Both versions of *Virtua Fighter 2* have been released in the arcades and are faithfully reproduced for Sega Saturn. New attack levels have been added over the previous *Virtua Fighter* game.

Version 2.0:

- Unblocked P K combo causes characters to fall
- No pauses when running backwards
- Player and CPU-controlled opponents of Shun and Lion automatically track (face towards them) when Shun or Lion scoot around behind the opponent
- 2P (right side) Lau floats higher when kicked, and is slower getting up

Version 2.1:

- Unblocked P K combo causes characters to stagger, but not fall
- Pause introduced between steps when running away (harder to attack, then run away until time runs out)
- Player and CPU-controlled players do not automatically track Shun and Lion when they scuttle sideways around their opponents
- Both Laus react exactly the same to kicks and getting up
- Kage's Koenraku-thrown characters don't float as long, making it harder to get off attacks before they land
- Jacky's recovery from the bicycle/back kickflip is longer (by 1/5 of a second), making him more vulnerable afterwards
- If hit during a backdash, the character staggers
- Height of Kage's Koenraku adjusted
- Recovery from staggering after elbow, sidekick attacks now easier to do with lever, buttons
- Lever controls made easier. (Moves will still work with small misses)
- In the case of an attack which involves falling to the ground (ie. Shun's various moves), a down attack can hit even if Shun is not completely down on the ground
- The stopping distance after a long-distance run changed from 3.0 meters to 1.5 meters
- Shun-di now able to get master ranking in ranking mode

GAME MEMORY

The records and Expert Mode learning functions in *Virtua Fighter 2* require a bit of stored memory. Before you begin to play, and if you have an external memory cartridge plugged into your Sega Saturn, you will be asked whether you want to save the information in internal memory or on the cartridge, Make your selection with the D-Pad, and press Start.

If you are using an external memory cartridge, remember to insert it before turning on your Sega Saturn.

CREDITS

PRODUCER

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Tim Dunley

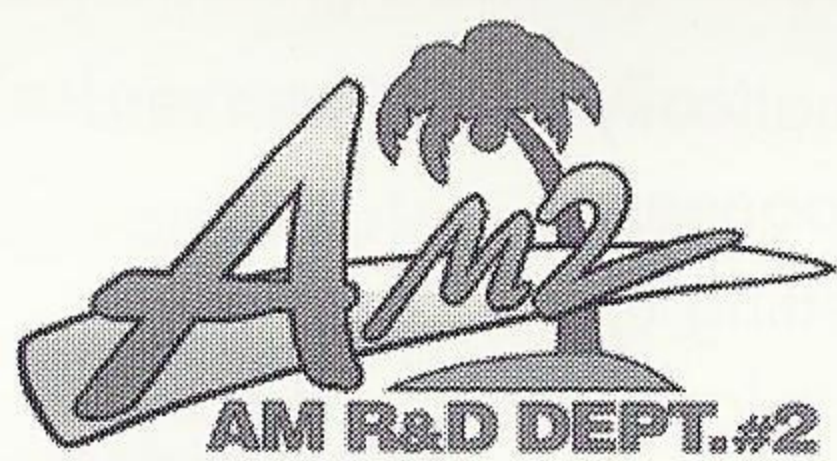
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Devi Diones

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Chris Johnson

Justin King

Marcus Montgomery

Annette Dancel

Duane Beadles

Polly Villatuya

Matt Ironside

Matt Clerici

Roles Conlan

Chris Lucich

Jeremy Wheat

Dan Tyrell

Alex Barawis

Jeremy Campbell

Scott Crisostomo

Steve Wong

Ben Briones

Ron Allen

Jack Amato

Charles Delan

Tai Hoynh

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Mark Lerma

Todd Slepian

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Jeff Junio

Rob Prideaux

Tony Borba

Ovouji Powell

Ernie Deakyne

Chad Lowe

Sean Doidge

VIRTUA TESTERS (CONTINUED)

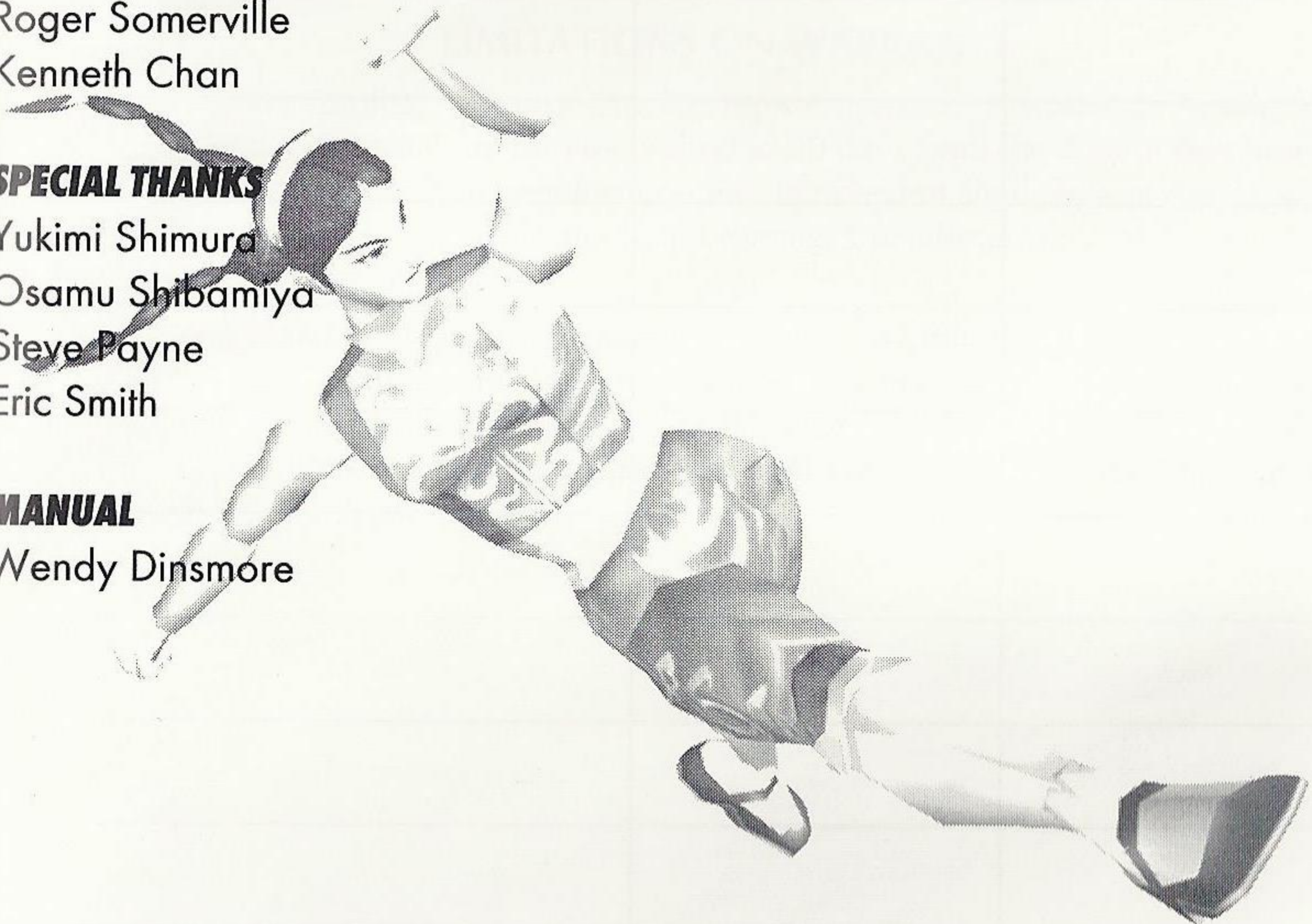
Tony Lynch
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Jay Vo
Crisi Albertson
John Amrikhan
Lance Nelson
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Matt Ironside
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Tim McKnew
Don Carmichael
Roger Somerville
Kenneth Chan

SPECIAL THANKS

Yukimi Shimura
Osamu Shibamiya
Steve Payne
Eric Smith

MANUAL

Wendy Dinsmore



LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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

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