

A New Challenger Comes



Do you have what it takes to be the Champion?

Go toe-to-toe with some of the greatest Virtua Fighter gamers in the world. The entire city stands before you in your quest to become the number one Virtua Fighter and emerge victorious.



- 15 selectable characters all with new moves including two new original characters.
- Improved graphics - high-polygon character models, exquisite details, and reworked stages.
- Over 1500 accessory items - customize the characters to alter clothing, hairstyles, and more!
- Battle against opponents modeled after real-life Virtua Fighter arcade champions.

Sequel to "The Best Fighting Game Ever Made" Official PlayStation Magazine

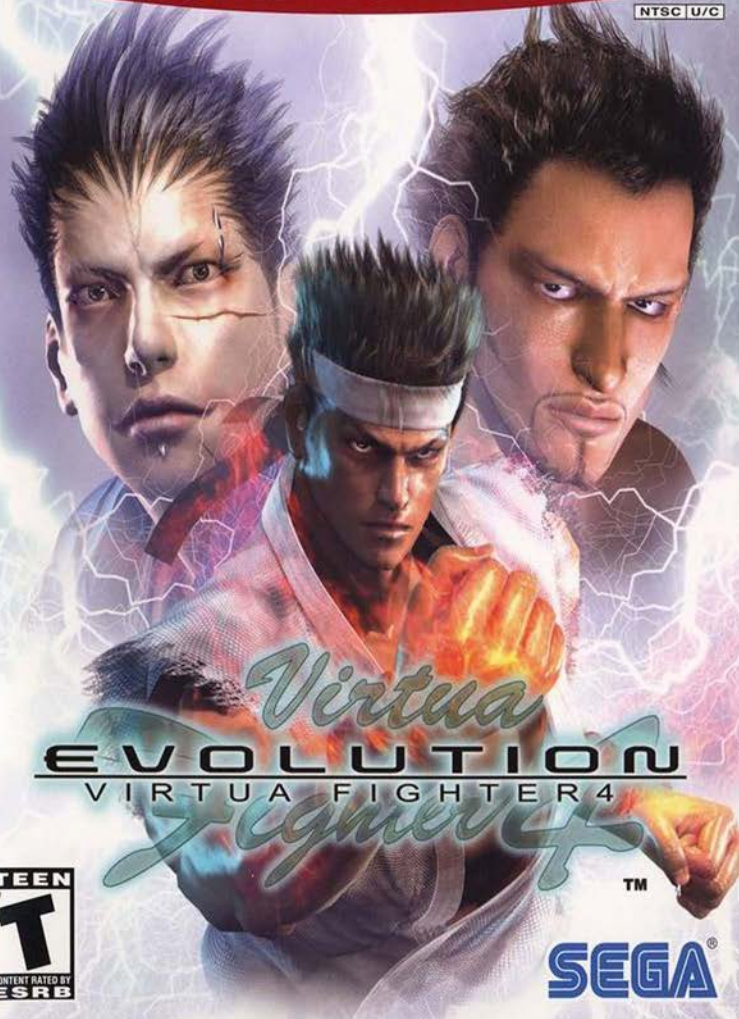


PlayStation 2



GREATEST HITS

NTSC U/C



Virtua Evolution

EVOLUTION

VIRTUA FIGHTER 4

Fighter 4



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *Virtua Fighter™ 4 Evolution*. Please note that this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing *Virtua Fighter™ 4 Evolution*.

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Virtua **EVOLUTION** VIRTUA FIGHTER 4 *Legend 45*

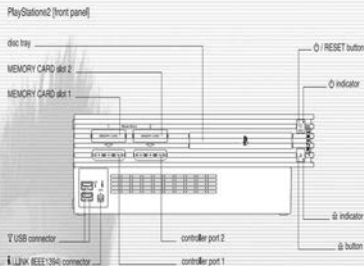
One year has passed since the "Worldwide Martial Arts Championship," The *Virtua Fighter 4* national tournament... Now, the date has been set for a new national tournament, the "Worldwide Martial Arts Championship II."

To qualify for the "Worldwide Martial Arts Championship II" tournament, you must fight your way through all of the arcades in the city, and make a name for yourself in the local tournaments.

The entire city stands before you in your quest to become the number one *Virtua Fighter* player...

And to emerge victorious from the "Worldwide Martial Arts Championship II."

STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open. Place the Virtua Fighter™ 4 Evolution disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

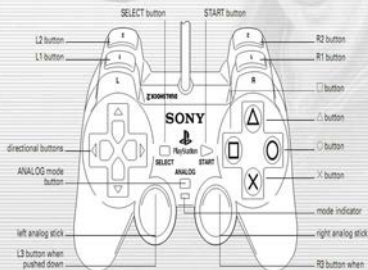
MEMORY CARD (BMB) (FOR PLAYSTATION®2)

Virtua Fighter™ 4 Evolution is a memory card (BMB) (for PlayStation®2) compatible game. When you play Virtua Fighter™ 4 Evolution for the first time, if a memory card (BMB) (for PlayStation®2) is inserted into MEMORY CARD slot 1, a system file will be created to save settings and records. A minimum of 167KB is required to create a System File. Do not switch the power to off or remove the memory card (BMB) (for PlayStation®2) while saving.

CONTROLLER

Virtua Fighter™ 4 Evolution is a one to two player game, and compatible with both the DUALSHOCK® analog controller and the DUALSHOCK®2 analog controller. When playing a 1P game, connect the controller to controller port 1. When playing a 2P game, connect the controller for the 2nd player to controller port 2.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Buttons to use	Menu/Select Screen	During Match
Directional buttons	Move cursors	Control character
Button	Enter	Kick ()
Button	Enter	Punch ()
Button	Cancel	Punch ()
Button	Cancel	Guard ()
START Button	Change color during character selection	Display Pause menu
SELECT Button	Display Player Data Select screen during character selection	Display Pause menu

Special Options During TRAINING Mode (see p.13)

L3 Button (push down left analog stick)	Reset Damage Combo Count
R3 Button (push down right analog stick)	Reset character positions

The button settings described in this instruction manual are default settings which can be modified in **OPTIONS-SETTINGS-CONTROL** (see p.18) and assume you are using the DUALSHOCK®2 analog controller.

Command Display

The basic controls used during gameplay are displayed on the right. Note that the controls listed assume the character is facing right. If a character is facing left, the right and left controls of the directional buttons must be reversed. To input a diagonal direction, press the 2 directional buttons surrounding the direction you wish to press.

- Hold the directional button in the direction indicated
- ◊ Tap the directional button in the direction indicated
- ⊕ Press to punch.
- ⊙ Press to kick.
- ⊖ Press to guard.
- + Press two or more buttons at the same time.

COMMON COMMAND TECHNIQUES

Basic Controls

With the directional buttons, a character can advance, step back, crouch or ARM. Use ⊕ (⊖ or ⊙ buttons) to punch, ⊙ (⊖ button) to kick and ⊖ (⊙ button) to guard. Also, a character can combine the directional buttons with ⊕⊙⊖ to perform a wide variety of moves.

RUNNING

A character runs forward. If you let go of the directional button, the character stops running.



DASH/BACK-DASH

A character can dash a short distance forward or backward.



CROUCHING DASH/ CROUCHING BACK-DASH

A character can dash a short distance crouching forward or backward.



JUMP

Press and hold ⊕+⊖ (or ⊙)

A character can jump.



ARM (ALL RANGE MOVE)

Walk any direction (except ◊) and move in any direction you like.

If you press and hold any directional button except ◊, your character will begin walking. To command your character to walk downward, press ◊, and immediately press and hold ◊ again.



ACTIONS

As well as the basic commands mentioned on the previous page, each character can perform a variety of actions by combining the directional buttons with ⊕, ⊙ and ⊖. Below are the basic action combinations for attacking and guarding.

THROW

⊕+⊖

When your opponent is close, you can perform a throw with ⊕+⊖. There are also additional throw commands individual to each character.



THROW ESCAPES

⊕+⊖

With a throw escape, you can evade your opponent's throw. For other throws that use ⊕+⊖ and a direction, enter the last direction of a command simultaneously.



DOWN ATTACK

⊕⊖ (while your opponent is down)

When your opponent has been knocked down to the ground, you can perform a follow-up attack. Some characters have additional attacks as well.



CHANGE DIRECTION

⊖ or appropriate directional button

When your back is turned to your opponent, you can switch direction rapidly by pressing ⊖ or the appropriate directional button.



GETTING UP

⊖ or ⊙ (while currently down)

When your character is knocked down, you can make him/her get up faster.



RIISING ATTACKS

⊖ or ◊ (while knocked down)

When getting up, you can make your character perform middle/low attacks.



EVADING

◊ or ◊ (set back to neutral after pressing)

You can dodge an attack from your opponent by moving to the right or left.



EVADE ESCAPES

⊕+⊖+⊖ (during evade)

After evading attacks from your opponent, you can perform counterattacks. Moves vary depending on the character.



RECOVERY

○+○+○ (when you are about to fall)

When you are just about to hit the ground, press **○+○+○** to spring back up, and evade a Down Attack from your opponent.

**OTHER ACTIONS**

Some actions can only be performed by specific characters. A sample can be found in the Character Profile and Command List section on p.21.

REVERSALS

High Attack **○□+○**

Mid Attack **○□+○**

Low Attack **○□+○**

With this move, you can counterattack your opponent. Different directional buttons are used depending on attributes of the attacks i.e. High/Middle/Low Attacks.

**DEFLECTING**

With this move you can deflect attacks from your opponent. If you deflect successfully, your opponent will stagger, which gives you a better chance to hit back.

**CHARGE ATTACK**

Push down on the last button you pressed

By holding down on the last button you pressed, you will be able to make a strong charged move.

**ATTACKING BY THE WALLS**

In many stages there are breakable walls. You can eject your opponent through broken walls, or inflict extra damage by hitting them against the wall.

**CREATING/LOADING THE SYSTEM FILE**

When you play *Virtua Fighter™ 4 Evolution* for the first time, a System File will be created automatically to save the settings and records.

To create a System File, free space of 167KB is required. When starting the game, any previous *Virtua Fighter 4 Evolution* data found on the memory card (BMB) [for PlayStation®2] inserted into MEMORY CARD slot 1 will be loaded automatically.

**MAIN MENU**

The MAIN MENU is displayed when you press the START button at the Title Screen. Make a selection using the directional buttons **↑ ↓** and press **○** or **□** buttons to enter. Pressing **○** or **□** buttons cancels the selection.

**MAIN MENU ITEMS****ARCADE**

P.8

Play against characters operated by the CPU through 11 stages. Unlimited Continues are possible in this mode.

VS

P.11

Compete against a human opponent. A second DUALSHOCK®2 analog controller is required for this mode.

QUEST

P.11

Fight your way through rival opponents at virtual arcades to become the top VF player.

TRAINING

P.13

Train your character and improve your fighting skills and techniques.

REPLAY

P.16

View replays of previously fought matches.

OPTIONS

P.17

Adjust various settings, and save/load your System File.

HOW TO PLAY THE GAME

There are six items in the **MAIN MENU**. The following describes each item in detail as well as how to play the game.



ARCADE Fight against CPU-controlled opponents.

When this item is selected, the **CHARACTER SELECT** screen is displayed. If **ROUTE** is set to **SELECT** in **OPTIONS:SETTINGS:GAME**, you will be asked to choose a route before selecting a character. Select a route with the directional buttons \uparrow and \downarrow and press \odot or \square buttons to enter.

CHARACTER SELECT Screen \diamond Also applies to VS, QUEST and TRAINING

Select a character with the directional buttons $\leftarrow \rightarrow \uparrow \downarrow$ and press \odot or \square

buttons to enter. Holding down **START** button lets you change the style of your character's outfit, and **SELECT** button displays the **Player Data Select** screen. When **VS STAGE** is set to **SELECT** in **OPTIONS: SETTINGS:GAME**, you can also choose the stage in **VS** mode.



Player Data Select \diamond Also applies to VS, QUEST and TRAINING

By selecting **Switch Player Data** and pressing \odot or \square buttons, you can choose one of two sets of **Player Data** for the highlighted character.



Player Data for each character contains a record of match results, proficiency level and character customization. In **QUEST** mode, **Player Data** can be edited by changing the ring name or purchasing equipment.

Loading Player Data

Player data is included in the **System File** stored on the memory card (BMB) (for PlayStation®2) inserted in **MEMORY CARD** slot 1, and is loaded automatically at startup. The **System File** contains a total of 30 sets of unique **Player Data** comprising two sets for each character.

GAME SCREEN \diamond ALSO APPLIES TO VS AND QUEST

During gameplay in **ARCADE**, **VS** and **QUEST**, the game screen appears as below. Some information may vary depending on the mode selected. character is displayed.



1 Time Remaining

When this reaches zero, the round is over and the player with the highest remaining Energy wins.

2 Match Credits

Displays how many rounds have been won by each player. One lamp lights up in yellow each time a round is won.

3 Selected Character

The name and face of your selected

PAUSE Menu \diamond Also applies to VS

If you press **START** or **SELECT** buttons during a round, the game will pause and the **PAUSE** menu will be displayed. Press \odot or \square buttons and select **YES** to return to the **MAIN MENU**, or press **START** or **SELECT** buttons again to continue the game.



Save Replay \diamond Also applies to VS and QUEST

By pressing **SELECT** button during the winning or losing animation, you can save a replay of the entire match onto the memory card (BMB) (for PlayStation®2) inserted in **MEMORY CARD** slot 1. **Replay Files** require a minimum of 34KB and can be viewed in **REPLAY** (see p.16).



WHAT'S A MISSION?

During **ARCADE** mode you are sometimes presented with missions. If you complete the mission, you will be awarded with **Items** or **Fight Money**, regardless of the outcome of the match. **Items** and **Fight Money** obtained here can be used in **QUEST** mode.



Winning a Round ⇨ Also applies to VS and QUEST

There are three different ways a round can be won. When either player completes the requirements to win, the round will end. In the event that the Energy of both players reaches zero at the same time, or both players have the same Energy remaining when **Time Up** is called, the round will be a Draw and each player will receive one Match Credit.

THREE WAYS TO WIN

K.O.



Knock out your opponent by reducing their Energy to zero. If your opponent is knocked out and you sustain no damage the win becomes **Excellent**.

RING OUT



Regardless of Energy remaining, if your opponent leaves or is knocked out of the ring, you will win the round.

TIME UP



If the time reaches zero, the player with the highest Energy remaining wins the round.

SUDDEN DEATH

When the game is at a match point for both characters and the round is a Draw, the game will continue in **Sudden Death** in which both characters fight with almost no Energy remaining. If the game still cannot determine the winner and ends in a Draw, then the CPU or player that started the round wins.



Game Over and Continue

When you lose a match in **ARCADE** mode, the game will end and the **Continue** screen will appear. Press **START** button to restart from Round 1 of the previous match before the countdown reaches zero. There is no limit to the amount of times you can **Continue**.



Join In During Gameplay

During gameplay in **ARCADE** mode, a second player can join the game. Connect a second controller to controller port 2 and press **START** button. **Challenger Comes** will be displayed on the screen and the game will begin after Player 2 has selected a character. It is also possible to win prizes that can be used in **QUEST** mode.



VS

Duel against another player

In **OPTIONS: SETTINGS:GAME** you can make changes to the **VS** mode play environment such as the length of each round and the match count. The match begins when both players have selected their characters. It is also possible to win prizes that can be used in **QUEST** mode.

QUEST

Fight your way through arcades to become the top VF player

Battle against different rivals at the arcades to win the local tournaments and get your chance to compete in the national tournament. By winning the tournaments and completing the Quest Orders, you can receive Items and Fight Money (that can be used in the shop to purchase Items) allowing you to customize your character.

TYPICAL QUEST MODE GAMEFLOW



Character Select

First select a character. If you wish to change the Player Data, press **SELECT** button to display the Player Data Select screen and choose the Player Data you wish to use.



Battle at the Arcades

Various arcades are marked on the map. Use the directional buttons **←→** to select a location and **○** or **⊙** buttons to enter. At the arcade, you can take part in tournaments as well as see the arcade rank distribution.



Purchase Items and Customize your Character

You can purchase a variety of Items at the **SHOP** using Fight Money awarded. Select **EDIT** in the **QUEST MENU** to customize your character by purchasing Items or color coordinating their outfit.



Enter the Tournament

By completing the entry requirements, you can enter the arcade's tournament. There are many kinds of tournaments, and many opportunities to win prizes of Items and Fight Money.



Move on to the next level to challenge more powerful opponents!

VIEWING THE MAP

The various levels in **QUEST** mode are navigated using the Map. Use the directional buttons \leftarrow \rightarrow to select an arcade and press \odot or \square buttons to open the arcade menu.



1 Arcade Icon

Shows the presently selected arcade.

2 Calendar

Total time elapsed in **QUEST** mode.

3 Personal Data

Player Data relating to the presently selected character. Data includes the ring name, rank, match history, win ratio and outfit. (Press \triangle or \square buttons to switch between outfits).

4 Arcade Data

Shows information relating to the currently highlighted arcade.

5 Controls

Shows the controls for navigating the Map.

Arcade Menu

Select an arcade and press \odot or \square buttons to open the arcade menu. Choose a menu item using the directional buttons and press \odot or \square buttons to proceed to one of the following.

Begin match

Fight against a variety of opponents.

Select Quest Order

Select a Quest Order to attempt. By completing a Quest Order you can win a prize. You can also check which quest order is currently selected.

Arcade Data

See Arcade Data such as the rank

distribution data for players of that arcade, the longest winning streak and completion rating.

Enter Tournament

Enter the tournament for the selected arcade. This menu item is only visible when the entry conditions have been completed.

QUEST MENU

Press **START** or **SELECT** buttons to see the **QUEST MENU**. Choose a menu item using the directional buttons and press \odot or \square buttons to proceed to one of the following.

EDIT

Manage Items, customize character, edit ring name and set difficulty. Change viewpoint using left and right analog sticks or \triangle / \square / \triangle / \square buttons.

SHOP

Use Fight Money won to purchase various Items. Equip Items in **EDIT**.

STATUS

View character statistics.

ADVICE

View advice and strategies.

PLAYER LIST

See a list of previous opponents.

TRAINING

Improve your fighting skills and techniques

Select from one of the three **TRAINING** modes detailed below to develop your fighting skills.

- During each **TRAINING** mode, **L3** button resets damage and combo counts, and **R3** button resets the player positions (see **BASIC CONTROLS** on p.4).



COMMAND

Practice commands

Practice different fighting skills according to commands displayed. By correctly entering the command, you can progress to the next technique. There are no limits on time or Energy. Press **START** or **SELECT** buttons at any time to bring up the **Pause** menu.

HOW TO VIEW THE COMMAND MODE SCREEN



1 Technique

The name of the command presently being drilled.

2 Command

The button combination required.

3 Lock Mark

Displayed when a specific command has been fixed for repeated practice.

4 Command Information

Displays button presses and frame count in real time.

5 Command Attributes

Shows the damage attributes of the command.

6 Advice

Advice concerning the command input.

PAUSE MENU



Commands

Shows a list of commands available to the selected character.

Command information

Choose how command information is to be displayed.

Advice Display

Set command input advice display to **ON/OFF**.

Lock Practice Move

Set to **ON** to continue practicing the same move.

Character Select

Return to the **Character Select** screen.

Return to Main Menu

Finish and return to the **MAIN MENU**.

- Command names and selections listed may differ from those detailed in the **CHARACTER PROFILE AND COMMAND LISTS** (see p.21).

FREE Adjust settings to practice for any situation

In **FREE** mode you can practice any command. Press **START** or **SELECT** buttons to bring up the Pause Menu and change environmental settings.

HOW TO VIEW THE FREE MODE SCREEN



1 Damage Information

Displays the quantity of damage induced by most recent attack or combo, and the record damage for the session.

2 Combo

Shows the Combo count and record count for the session.

3 Throw Decision Timer

Flashes to help you time throws.

4 Command Information

Displays key presses and frame count in real time.

5 Motion Information

Meter showing the delivery of the move counted in frames.

6 Damage Meter

Meter showing hit damage.

7 Evasion Display

Shows which direction to evade to prevent further attacks.

8 Stagger Mark

Time your opponent's recovery.

9 Recovery Timer

Helps you time your own recovery maneuver.

10 Throw Evasion Command Display

Shows the command needed to escape a throw.

11 Command Attributes

Damage attributes of the attack.

PAUSE MENU

CPU Settings

Adjust the behavior of the CPU.

States

Select the CPU's state and stance.

Reactions

Select the CPU's reactions to attacks.

Actions

Select the CPU's actions when States is set to "Fight."

Counterattacks

Adjust the CPU's counterattacks after guarding.

Details

Adjust detailed settings for the CPU.

Command List

View a list of all commands available to the selected character.

Speed Settings

Set the display speed for different types of movement.

Display Settings

Choose information to display on-screen.

Position Settings

Adjust character positions.

Ring Settings

Adjust wall settings.

Record

Control the CPU and record your motions into an Action File.

Playback

Play back the recorded CPU motions.

Character Select

Return to the Character Select screen.

Return to main menu

Finish and return to the MAIN MENU.

- Action Files require a minimum of 30KB of free space on the memory card (8MB) (for PlayStation®2).

TRIAL

Practice with exercises for specific situations

TRIAL mode allows formal training in the complete range of skills from the most basic moves to advanced techniques and combos. Choose from one of the four modes below and select a character to begin your training. Progress is stored in the Player Data.



TRIAL MENU

TUTORIAL

Learn about and practice the basic fighting techniques. Suitable for beginners.

TACTICS ADVICE

Practice mid-air combo moves and attack series. Suitable for intermediate players.

CHALLENGE

Practice with more advanced fighting techniques. Suitable for advanced players.

MISSION PRACTICE

Practice the missions that appear in **ARCADE** mode.



HOW TO VIEW THE TRIAL MODE SCREEN



1 Quota and Success Rate

Shows the required quota and success rate of the present technique. Aim to clear the quota in the time provided.

2 Time Remaining

If this reaches zero before the quota is cleared, you will fail the test.

GUIDE

View explanations of Virtua Fighter™ terminology

See an explanation of the various terminology used in Virtua Fighter™ 4 Evolution. Select a category or vocabulary item using the directional buttons ↑ ↓ and press ○ or □ buttons for an explanation. Pressing ○ or □ buttons cancels the selection and returns to the previous screen.



REPLAY

View replays of previous matches

Fight replays that have been stored on a memory card (RMB) (for PlayStation®2) or the Game Disc can be viewed here. During playback, the following controls can be used.



REPLAY CONTROLS

- button Choose the player command input display.
- button Pause playback. Press once more to continue playback.
- button Show or hide controls.
- △ button Advance 1 frame at a time.
- START button Display PAUSE menu.

SEE ADVANCED PLAYERS IN ACTION!

A series of match replays fought by advanced players participating in actual tournaments are included on the Game Disc. These provide an excellent source of reference when developing your own techniques.



OPTIONS

Adjust various game settings and save/load the System File

In **OPTIONS** you can make various changes to the game settings, manage the System File and check the results of previous fights. Choose a menu item using the directional buttons and press ○ or □ buttons to proceed to one of the following.

SETTINGS

Make changes to the game environment

Make adjustments to the gameplay environment. Choose an item using the directional buttons and press ○ or □ buttons to proceed to one of the following.



GAME

Adjust game settings

This allows you to make a variety of changes to gameplay settings in **ARCADE** and **VS** modes. Make a selection using the directional buttons ↑ ↓ and use ← → to make changes. Pressing SELECT button returns all settings to default.



DIFFICULTY

Choose from 5 levels of difficulty.

MATCH COUNT

Choose how many match credits are required to win.

ROUND TIME

Set the time limit per round.

ENERGY MAX -1P- / -2P-

Set the Energy level for each player.

ROUTE

Choose whether or not the **ARCADE** mode route can be selected.

VS STAGE

Choose whether or not the **VS** mode stage can be selected.

EXIT

Return to the previous screen.

SOUNDS

Adjust sound settings

This allows you to make changes to the sound and music. Make a selection using the directional buttons ↑ ↓ and use ← → to make changes. Pressing SELECT button returns all settings to default.

AUDIO

Choose either **STEREO** or **MONAURAL** output.

SE/VOLUME

Listen to the sound effects used in the game and adjust the volume.

BGM/VOLUME

Listen to the background music used in the game and adjust the volume.

EXIT

Return to the previous screen.

CONTROLS

Adjust controller settings

Make changes to the controller button configurations for each player. Use the directional buttons $\leftarrow \rightarrow$ to select a configuration type and then **EXIT** to return. You can also edit each button function separately using the directional buttons $\uparrow \downarrow$ to select and $\leftarrow \rightarrow$ to make changes.



SCREEN

Adjust screen settings

Make adjustments to the screen **BRIGHTNESS** and **POSITION**. Make a selection using the directional buttons $\uparrow \downarrow$ and use $\leftarrow \rightarrow$ to make changes. Finally select **EXIT** to save the settings. Pressing **SELECT** button returns all settings to default.



WALLPAPER

Change your wallpaper

Set the wallpaper for the **MAIN MENU**. Use the directional buttons and $\leftarrow \rightarrow$ to choose a design and \odot or \otimes buttons to select. Press **SELECT** button to see the currently selected wallpaper and \odot or \otimes buttons to save and exit.



SYSTEM FILE

Save/load the System File

Save or load the System File stored on the memory card (8MB) (for PlayStation®2) inserted into **MEMORY CARD** slot 1.



THREE KINDS OF DATA FILES

As well as the System File, Action Files containing CPU move data recorded in **TRAINING** and **Replay Files** containing recordings of previous matches can also be stored on the memory card (8MB) (for PlayStation®2) inserted into **MEMORY CARD** slot 1.



RECORDS

View statistics

View character results and **ARCADE** mode statistics. Use the directional buttons $\leftarrow \rightarrow$ to select a rank type and $\uparrow \downarrow$ to scroll through the results. When viewing **LEAGUE**, select a character with \odot or \otimes buttons to see their individual results.



EXPLANATION OF RANKS

LEAGUE Shows the results of battles in **VS** mode.

CLEAR TIME Shows the top 50 clear times in **ARCADE** mode.

CHARACTER USAGE Shows the frequency each character is played.

VICTORY STREAK Shows the records of continuous wins.

INITIALIZE PLAYER DATA

Delete Player Data for individual characters

Use the directional buttons $\uparrow \downarrow$ to choose a Player Data to initialize and \odot or \otimes buttons to enter. On the confirmation screen, select **YES** to delete or **NO** to cancel.



EXIT

Return to the previous screen

Save changes and return to the **MAIN MENU**.



Character Profile & Command List

<i>Akira</i>	22
<i>Pai</i>	24
<i>Lav</i>	26
<i>Wolf</i>	28
<i>Jeffry</i>	30
<i>Kage</i>	32
<i>Sarah</i>	34
<i>Jacky</i>	36
<i>Shun</i>	38
<i>Lion</i>	40
<i>Aoi</i>	42
<i>Lei</i>	44
<i>Vanessa</i>	46
<i>Goh</i>	48
<i>Brad</i>	50

Ⓞ Commands listed are examples only. Selections may differ from those displayed in TRAINING mode [see p.14].

Akira Yuki

After losing the Third World Fighting Tournament, Akira isolated himself in a mountainside retreat to atone for his lack of ability. Whilst reflecting on the nature of true strength, Akira was surprised to discover a number of devastating new moves. As he continued to improve, Akira felt his soul strengthening, and resolved to fight in the tournament once again.

- Country: Japan • Birthday: 1968.09.23 • Sex: Male • Blood: Type O
- Hobby: Kung-Fu • Stature: 180 cm • B/W/H: 115/90/94 • Weight: 79 kg
- Occupation: Kung-Fu Teacher • Fighting Style: Hakkyaku-Ken

TECHNIQUE	COMMAND
ATTACKS	
Housui	□○
Kobaku	□○□○
Hachimari Kaida	○○
Kansaitai	○○
Shousui - Tanheitou	□○□
Riman Chouchu	□○□
Yakuha Chouchu	□○□○
Mouka Kouhazan - Kakuda Chouchu	■□○○ ■□○ during hit/guard
Jouha Senshou	□○□
Byakko Soutshoudo	■□○
Fukko	□○□
Yohou	□○□
Shoutai	○
Fujinkyaku	□○
Yuzentoi	■○
Renkantai	□○□○
Sokutai	□○
Maha Shoukou	■□○+○
Chouzan Housui	□○□+○ (charges)
Tetsuzankou	□○□○+○
Souka Housui	□○+○
Zanshu	○+○
Youshi Saiken	○+○○
Gekikho Hanka	□○+○+○
Kaiko	□○+○+○
Tenzankou	○+○+○ (during Evade)
Tsutenhou - Mouka Kouhazan	□○+○+○□○
Soutshoushu	□○□+○+○
Gaiman Chouchu	□○+○+○○
Tsiraoukampa - Choushinchu	□○+○+○○
Tsiraoukampa - Fujinkyaku	□○+○+○○
Teishitsu Dantai	○+○ (release ○ after 1 frame)

TECHNIQUE	COMMAND
ATTACKS	
Tsiraoukampa - Hanshin Shouten - Shouten Housui	□○+○+○○+○○
Hougeki Urashin Soukashou	○+○+○□○□+○○ / ○□
Shura Hei'ou Koukazan	□○+○○□○□+○
Kyoha	□○+○○□○ / □ (back turned)
Fujin Shoushitsu Fukkageki	□○+○○□○□○
THROWS	
Toushin Soutai	○+○
Shishi Hougeitsu	□○+○
Shishi Hougeitsu	□○+○ (against a wall)
Shinpanko	□○+○
Shin'ha	□○□+○○+○
Kouzansheki	□○□+○□○□+○
Daiden Housui	□○□+○
Youshi Senrin	□○□+○
Shin'ha	□○□+○
Junho Hanka	□○□+○
Kyuha Chouchu	○+○ (beside enemy)
Daisekkou	○+○ (behind enemy)
REVERSALS	
Gaiman Chouchu	□○+○
Tan'yakuchou	□○+○
Hanshin Tando	□○+○
JUMP ATTACKS	
Rakugo Shousui	○
Choushitai	○
DOWN ATTACKS	
Soukashou	□○
Gekihousui	□○
BACK TURNED ATTACKS	
Hairakuheki	□○
Haitai	○
Chuentai	■○
Tetsuzankou	○+○
WALL ATTACKS	
Hekiyaokutai	□○+○+○ (against a wall)
RISING ATTACKS	
Katsumen Sentai	○○○
Chisoukyaku	■○○○

Pai Chan

After her defeat in the Third World Tournament, Pai realized that her fighting skills closely matched those of her father. While training, Pai learned that Lou had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor, Pai plans to enter the tournament to defeat him.

• Country: Hong Kong • Birthday: 1975.05.17 • Sex: Female
 • Blood Type: O • Hobby: Dancing • Stature: 166 cm • B/W/H: 85/54/88
 • Weight: 49 kg • Occupation: Actor Star • Fighting Style: Ensei-Ken

TECHNIQUE

ATTACKS

Renken Tenshinyaku	⓪⓪⓪⓪
Renken Tenshin Soukyaku	⓪⓪⓪⓪⓪
Renken Haiteniyaku	⓪⓪⓪⓪ / ⓪⓪
Renken Soukyaku	⓪⓪⓪
Renken Toukiyaku	⓪⓪⓪⓪
Renkentai	⓪⓪
Souchuken	⓪⓪
Senchuken	⓪⓪
Ensei Kasouha	⓪⓪⓪
Hi'en Dantai	⓪⓪⓪⓪
Ensei Saushou	⓪⓪⓪⓪
Ensei Saushouteki	⓪⓪
Ensei Raigekiken	⓪⓪⓪
Souka Sempukyaku	⓪⓪⓪
Souka Rensushou	⓪⓪⓪⓪
Rensui Toukiyaku	⓪⓪⓪⓪⓪
Soukousu - Bokutai	⓪⓪⓪ (goes to Bokutai stance)
Rikensui	⓪⓪
Kasutu Kasu Sempukyaku	⓪⓪⓪
Ko'en Senkyaku	⓪⓪
Taitou Risenkyaku	⓪ (while rising from a crouch)
Ensei Kaitai - Turn	⓪⓪⓪ (turns back to opponent)
Renkentai	⓪⓪⓪
Ensei Toukiyaku	⓪⓪⓪
Hanshin Choutankiyaku	⓪⓪ (while running)
Koutankiyaku	⓪⓪⓪
Ensei Haikyaku - Bokutai	⓪⓪⓪ (goes to Bokutai stance)
Ensei Haijinkyaku	⓪⓪⓪
Senkyaku Chukan	⓪⓪⓪
Rensen Haiteniyaku	⓪⓪⓪⓪
Hi'en Reikkyaku	⓪⓪⓪
Ensei Katanheki	⓪⓪⓪
Hien Janshinshou	⓪⓪⓪ (while rising from a crouch, turns)
Ensei Kaitai	⓪ / ⓪⓪⓪⓪
Kasushou	⓪⓪⓪⓪⓪
Ensei Sempukyaku	⓪⓪⓪ (turns back to opponent)
Zensoutai	⓪⓪⓪⓪
Enbu Renkyaku	⓪⓪⓪⓪
Ensei Touku Haikyaku	⓪⓪⓪⓪⓪ (turns back to opponent)
Enjin Sempukyaku	⓪⓪⓪⓪
Hanshin Soukyaku	⓪⓪⓪⓪
Enshu Haiten Renkyaku	⓪⓪⓪⓪⓪
Sokushin Sempuga	⓪⓪⓪⓪⓪ (during Evade)

TECHNIQUE

BOKUTAI STANCE ATTACKS

Zensoutai	⓪
Zensou Taitoukyaku	⓪⓪
Kinkei	⓪⓪⓪
Kousoutai	⓪⓪⓪
Kousou Saushouteki	⓪⓪⓪⓪
MESHUHO ATTACKS	
Meshouho	⓪⓪⓪⓪⓪
Meshouho Gekiryuha	⓪⓪⓪
Meiha Zensoutai	⓪
Meshougei Enshi Renshou Soukyaku	⓪⓪⓪⓪⓪
THROWS	
Taushin Housoukyaku	⓪⓪⓪
Raishin Nyurin	⓪⓪⓪⓪
Raishin Nyurin	⓪⓪⓪⓪ (against a wall)
Hi'en Honko	⓪⓪⓪⓪
Kuretsu Tenhou	⓪⓪⓪⓪
Taushin Inshou	⓪⓪⓪⓪
Hanshin Haitsetsukou	⓪⓪⓪⓪
Ensei Haushin Kaitai	⓪⓪⓪⓪
Ensei Manka	⓪⓪⓪⓪
Sei'en Katou	⓪⓪⓪⓪
Sempu Enka	⓪⓪⓪⓪ / ⓪⓪⓪⓪⓪⓪⓪
Hanshin Choushou	⓪⓪⓪ (beside opponent)
Shun'en Katou	⓪⓪⓪ (behind opponent)
Hi'en Janshin Shoukyaku	⓪⓪⓪⓪⓪ (opponent crouching)
Enbu Rinshou	⓪⓪⓪⓪⓪ (opponent crouching)
Ensei Shoutai	⓪⓪⓪⓪⓪ (opponent crouching)
Hanshin Choushou	⓪⓪⓪⓪⓪ (beside crouching opponent)
Shun'en Katou	⓪⓪⓪⓪⓪⓪ (behind crouching opponent)
REVERSALS	
High Punch/Kick/Elbow Parry	⓪⓪⓪⓪
Mid Punch/Kick/Elbow Parry	⓪⓪⓪⓪
High Punch/Kick/Elbow Reversal	⓪⓪⓪⓪
Mid Punch/Kick/Elbow Reversal	⓪⓪⓪⓪
Hanshin Ransen Anshou	⓪⓪⓪⓪ (Pai vs Pai K reversal-reversal)
JUMP ATTACKS	
Toudan Kensui	⓪
Sakushutai	⓪
DOWN ATTACKS	
Rai'in Shoudo	⓪⓪
Enshu Raigeki	⓪⓪
BACK TURNED ATTACKS	
Kasushutai	⓪
Zaban Saushou	⓪⓪⓪
Hanshin Kasui	⓪⓪
Zaka Sentai	⓪⓪
Meshouho	⓪⓪⓪⓪⓪
WALL ATTACKS	
Haikou Haishu	⓪⓪⓪⓪⓪
Haikou Haiten	⓪⓪⓪⓪⓪
RISING ATTACKS	
Zensentai	⓪⓪⓪
Zensou Sentai	⓪⓪⓪⓪⓪

Lau Chan

After losing against Kage-Maru in the third tournament, Lau found himself incurably ill. Fearing his individually developed style, Koen-Ken, may be forever lost upon his death, Lau began looking for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer them a chance to master his powerful martial arts style.

Country: China • Birthday: 1940.10.02 • Sex: Male • Blood Type: B
 • Hobby: Chinese Poem • Stature: 172 cm • B/W/H: 99/90/93
 • Weight: 77 kg • Occupation: Cook • Fighting Style: Koen-Ken

TECHNIQUE

ATTACKS

Renkan Tenshinkyaku	⓪⓪⓪⓪
Renkan Tenshin Soukyaku	⓪⓪⓪⓪
Renkan Haitenkyaku	⓪⓪⓪⓪ / ⓪⓪
Souken Sempukai	⓪⓪⓪
Tenshin Soukashou	⓪⓪⓪⓪
Renkentai	⓪⓪
Souchuken	⓪⓪
Hou/ou Soushou • Kakei	⓪⓪⓪⓪+⓪+⓪ (goes to Kakei stance)
Ka'en Souyaku	⓪⓪⓪
Kosouhou	⓪⓪⓪
Fukko Sougeki	⓪⓪⓪
Hi'en Renshou	⓪⓪⓪⓪
Hi'en Soukyaku	⓪⓪⓪⓪
Hi'en Sempukyaku	⓪⓪⓪⓪+⓪
Renshou Tenshinkyaku	⓪⓪⓪⓪
Renshou Haitenkyaku	⓪⓪⓪⓪⓪
Renshou Tenshin Soukyaku	⓪⓪⓪⓪⓪
Renshou Sempukai	⓪⓪⓪⓪
Shajou Chusai • Kakei	⓪⓪⓪⓪+⓪+⓪ (goes to Kakei stance)
Renkan Ka'enshou	⓪⓪⓪⓪+⓪
Junho Renshou • Kakei	⓪⓪⓪⓪⓪+⓪+⓪ (goes to Kakei stance)
Renshou Sempu	⓪⓪
Taitou Risenkyaku	⓪ (while rising from a crouch)
Ka'en Kasou Renshou	⓪⓪⓪
Tenshin Risenkyaku	⓪⓪⓪
Chisupai	⓪⓪⓪
Senkyaku Renkan Koshou	⓪⓪⓪⓪
Senkyaku Chushou • Kakei	⓪⓪⓪⓪+⓪+⓪ (goes to Kakei stance)
Kakyaku Haiten	⓪⓪
Touku Kosenkyaku	⓪⓪
Enshishou	⓪+⓪
Ka'en Souken	⓪⓪+⓪
Tenshin Sanchugeki	⓪⓪+⓪
Souko Sensou	⓪⓪⓪+⓪ (turns back to opponent)
Ka'en Tenshin Utanohu	⓪⓪+⓪⓪
Sakosouhou	⓪⓪+⓪

COMMAND

TECHNIQUE

ATTACKS

Souku Reppa	⓪⓪+⓪
Honshin Heikikan	⓪⓪+⓪
Sempuga • Kakei	⓪+⓪ (goes to Kakei stance)
Enshenshu	⓪⓪+⓪
Koryu Tenshinkyaku	⓪⓪+⓪
Enjin Sempukyaku	⓪⓪+⓪ (back turned)
Kakyaku	⓪⓪+⓪
Kasokutshi Ka'enshou	⓪+⓪+⓪ (during Evade)

KAKEI STANCE

Senshin Shajou Sougeki	⓪⓪⓪+⓪
Kakyaku Haiten	⓪
Kosou Gekishou	⓪+⓪

THROWS

Kensha Tairaku	⓪+⓪
Raishin Nyurin	⓪⓪+⓪
Raishin Nyurin	⓪⓪+⓪ (against a wall)
Honshin Soukashou	⓪⓪⓪+⓪
Ryusha Senten	⓪⓪+⓪
Ryusha Senten	⓪⓪+⓪ (against a wall)
Tenshin Ha'inshou	⓪⓪⓪+⓪
Daichi Taushu	⓪⓪⓪+⓪
Ryushu Katou	⓪⓪⓪+⓪
Ka'en Rentou	⓪⓪⓪+⓪
Tenshin Souhoshou	⓪+⓪ (beside enemy)
Mayuka Haishu	⓪+⓪ (behind enemy)

JUMP ATTACKS

Touku Chuken	⓪
Rekka Kosenkyaku	⓪
Tenshin Soutai	⓪⓪

DOWN ATTACKS

Toushugeki	⓪⓪
Kasou Raishu	⓪⓪

BACK TURNED ATTACKS

Haigo Shokashou	⓪⓪
Zaku Sentai	⓪⓪
Touku Haishou	⓪⓪+⓪
Gekishochu	⓪+⓪

WALL ATTACKS

Hekika Haishu	⓪⓪+⓪+⓪
Hekika Haiten	⓪⓪+⓪+⓪

RIISING ATTACKS

Zensentai	⓪⓪⓪
Zensou Sentai	⓪⓪⓪

Wolf Hawkfield

Wolf fought in the Third World Tournament due to a recurring nightmare of the apocalypse. Although these nightmares ceased when the tournament ended, they soon returned. The shaman of his settlement told Wolf that the tournament organizers planned to turn his nightmares into reality. Wolf resolved to enter the next tournament and prevent such a thing from happening.

• Country: Canada • BirthDay: 1966.02.08 • Sex: Male • Blood Type: O
 • Hobby: Karaoke • Statute: 181 cm • B/W/H: 123/93/98 • Weight: 101 kg
 Occupation: Woodman • Fighting Style: Pro Wrestling

TECHNIQUE

ATTACKS

TECHNIQUE	COMMAND
One Two Upper	②③
Combo Double Arm Suplex	②③④⑤⑥⑦⑧⑨
Hammer Kick	②
Low Hammer	④⑤
Dragonfish Blow	④⑤⑥
Reverse Sledgehammer	④⑤⑥
Axe Lariat	④⑤⑥
Screw Lariat	④⑤⑥⑦⑧⑨⑩
Elbow Butt	④⑤
Shoulder Attack	④⑤⑥
Shoulder Feint	④⑤⑥⑦
Arrow Knuckle Real	④⑤⑥
Arrow Knuckle	④⑤
Vertical Smash	④⑤⑥
Camel Hook	④⑤
Flying Meyer	④⑤⑥⑦⑧
Double High Kick	④⑤
Standing Low Kick	④⑤
Low Smash	④⑤
Knee Lift	④⑤
Low Drop Kick	④⑤⑥
Face Lift Kick	④⑤
Drop Kick	④⑤
Level Back Crush	⑥⑦
Running Shoulder Attack	⑥⑦⑧ (while running)
Push Up	⑥⑦⑧
Short Shoulder	⑥⑦⑧⑨
Grizzly Lariat	⑥⑦⑧
Neck Cut Kick	⑥⑦ (falls down)
Rolling Savate	⑥⑦⑧
Tornado Savate	⑥⑦⑧⑨
Toe Kick Stunner	⑥⑦⑧⑨⑩
Toe Kick Side	⑥⑦⑧⑨
Front Roll Kick	⑥⑦⑧⑨ (falls down)
Thrust Kick	⑥⑦⑧ (turns back to opponent)
Flying Zero	⑥⑦⑧ (falls down)
Reject Wall - Level Back Chop	⑥⑦⑧⑨
Reject Wall - Low drop kick	⑥⑦⑧⑨
Reject Wall - Catch	⑥⑦⑧⑨⑩ (goes to Catch)
Reject Wall - Reject Wall	⑥⑦⑧⑨⑩⑪

TECHNIQUE

COMMAND

ATTACKS	
Side Step Catch	⑥⑦⑧ (during Evade)
Jumping Lariat	⑥⑦⑧⑨ (while running)
THROWS	
Face Crush Chop	⑥⑦
Giant Swing	④⑤⑥⑦⑧⑨⑩
KS	④⑤⑥⑦ / ④⑤⑥⑦⑧⑨⑩
Pendulum Lariat	④⑤⑥⑦⑧⑨⑩⑪
DDT	④⑤⑥⑦
Smash Down Bottom	④⑤⑥⑦
Excalibur	④⑤⑥⑦
Wall Body Slam	④⑤⑥ (against wall)
Jackhammer	④⑤⑥⑦⑧⑨
Swing Through	④⑤⑥⑦
Arm Whip	④⑤⑥⑦⑧
Frankensteiner	④⑤⑥⑦
Low Sway Tackle	④⑤⑥⑦⑧
Double German	④⑤⑥⑦⑧⑨⑩⑪⑫
Sliding Leg Scissors	⑥⑦ (beside opponent)
Cyclone Whip	④⑤ / ④⑤⑥⑦ (beside opponent)
German Suplex	⑥⑦⑧ (behind opponent)
Dragon Suplex	⑥⑦⑧ (behind opponent)
Frankensteiner	⑥⑦⑧ (behind opponent)
Side Suplex	⑥⑦⑧⑨ (opponent crouching)
Reverse Tiger Driver	⑥⑦⑧⑨ (opponent crouching)
Big Bridge Bomb	④⑤⑥⑦⑧ (opponent crouching)
Double Arm Suplex	⑥⑦⑧⑨ (opponent crouching)
Cross Armbreaker	④⑤ / ④⑤⑥⑦⑧ (beside crouching opprt.)
German Suplex	⑥⑦⑧ (behind crouching opponent)
REVERSALS	
Captured	④⑤⑥⑦
Dragon Screw	④⑤⑥⑦
Low Punch Cut	④⑤⑥⑦
Shining Wizard	④⑤⑥⑦⑧⑨
JUMP ATTACKS	
Step Hammer	⑥
Toe Crush	⑥
DOWN ATTACKS	
Elbow Drop	④⑤
Elbow	④⑤
Piercing Elbow	④⑤⑥⑦
Double Claw	④⑤⑥⑦
Stamping	④⑤⑥⑦
BACK TURNED ATTACKS	
Back Low Hammer	④⑤
Back Drop Kick	④⑤
WALL ATTACKS	
Jumping Knee	④⑤⑥⑦⑧
RISING ATTACKS	
Rolling Clear	④⑤⑥
Low Clear	④⑤⑥⑦

Jeffrey McWild

With the prize money he received from the last tournament, Jeffrey completed the construction of his ship. Unfortunately, when he returned to sea, 'Devil Shark' was nowhere to be found. To find it, Jeffrey would need to utilize a fishing research vehicle - a costly purchase he couldn't afford. Tempted by the prize money, Jeffrey jumped at the chance to enter the fourth tournament.

• Country: Australia • Birthday: 1957.02.20 • Sex: Male • Blood Type: A
 Hobby: Reggae Music • Stature: 183 cm • B/W/H: 121/93/97
 Height: 111 kg • Occupation: Fisherman • Fighting Style: Pancratium

TECHNIQUE

ATTACKS

TECHNIQUE	COMMAND
Body Blow - Threat Stance	□□□+□+□ (goes to Threat stance)
Combo Pile Bunker	□□□
Low Knuckle	□□
Elbow Hammer	□□□□
Dash Elbow Upper	□□□□
Battle Cut Chop	□□□
Double Impact	□□□
Kenka Hook	□□□
Tomato Punch	□□□□
Rising Hammer	□□□□
Double Upper	□□□
Full Swing Upper	□□□
Vertical Upper	■□□
Killing Toe Kick Splash Mountain	□□□□□□+□
Killing Tow Kick Hammer	□□□
Toe Kick Hammer	□□□
Toe Kick Splash Mountain	□□□□□□+□
Vertical Kick	■□
Knee Attack	□□
Kenka Kick	□□□
Knee Push Battle Cut	□□□
Side Kick	□□
Heavy Low Kick	□□
Double Stab	□+□□
Hell Dunk Elbow	□□+□
Middle Hell Stab	□□+□
Running Body Press	■□+□ (while running)
Choke Slam	□□□+□□+□
Stomach Destroyer	□□+□□
Heavy Back Knuckle - Threat Stance	□□+□□+□+□ (goes to Threat stance)
Megaton Knuckle	□□□+□
Head Attack	□□□+□
Full Swing Double Hammer	□□□□□+□
Megaton Body Blow	□□+□□□
Megaton Fist Drop	□□+□
Ducking Low	□□+□
Heel Drop	□□+□
Running Hip Attack	■□+□ (while running / falls down)

TECHNIQUE

COMMAND

ATTACKS

Heel Sylete Kick	□□+□
Rolling Heel Attack	□□+□
Side Step Elbow	□+□+□ (during Evade)
THREAT STANCE ATTACKS	
Threat Stance	□□+□□
Heavy Knee Strike	□□□+□
Counter Side Kick	□
Spear Straight	□+□
THROWS	
Knee Smash	□+□
Power Slam	□□+□
Body Lift	□□+□
Spine Buster	□□+□
Back Flip	□□+□
Wall Back Flip	□□+□ (against a wall)
Back Throw	□□+□
Triple Head Butt	□□□+□□□+□□□+□
Head Crush	□□□+□□□+□□□+□
Head Crush	□□□+□□□+□
Tackle	□□□+□
Machine Gun Tackle	□□□+□ (against a wall)
Machine Gun Hammer	□□□+□
Front Backbreaker	□□□□+□
Splash Mountain	□□□+□
Coconut Crush	□+□ (beside enemy)
Armbreaker	□□ / □□□+□ (beside enemy)
Backbreaker	□+□ (behind enemy)
Choke Sweeper Swing	□□+□ (behind enemy)
Power Bomb	□□+□+□ (enemy crouching)
Iron Claw	□□+□+□ (enemy crouching)
Machine Gun Knee Lift	■□□+□+□ (enemy crouching)
Corkscrew Knuckle	□□+□+□ (beside enemy crouching)
Backbreaker	□+□+□ (behind enemy crouching)
JUMP ATTACKS	
Hammer Down	□
Step Kick	□
DOWN ATTACKS	
Stamping	□□
Body Press	□↑
Devil Reverse Claw	□ / □□+□
BACK TURNED ATTACKS	
Back Double Hammer	□□
Back Heel Kick	□□
WALL ATTACKS	
Jumping Knee	□□+□+□
RISING ATTACKS	
Spinning Up Kick	□□□
Spinning Low Kick	□□□□

Kage-Maru

Kage took part in the third tournament to defeat Dural and obtain new parts to help save his mother. Sadly, his mother's condition worsened and she became Dural completely. On infiltrating the organization he found a new Dural which contained the secret to saving his mother. With that, he pledged to enter the fourth tournament.

- Country: Japan • Birthdate: 1970.06.06 • Sex: Male • Blood Type: B
- Hobby: Mah-jong • Stature: 178 cm • B/W/H: 101/89/90
- Weight: 66 kg • Occupation: Ninja • Fighting Style: Haggare Style

TECHNIQUE

ATTACKS

Sandan Urageri	ⓄⓄⓄⓄ
Sandan Fujinkyaku	ⓄⓄⓄⓄ / ⓄⓄ
Sandan Rosen Urageri	ⓄⓄⓄⓄ
Resshou Rasenzeki	ⓄⓄⓄⓄ hold Ⓞ to enter Jumanji stance
Resshoukyaku	ⓄⓄⓄ
Hogasono	ⓄⓄ
Jzuridan	ⓄⓄ
Hijijuchi	ⓄⓄ (hold Ⓞ to enter Jumanji stance)
Rosen Urageri	ⓄⓄⓄ
Fusenjin	ⓄⓄ
Yougaki	ⓄⓄⓄ
Sokudangasane	ⓄⓄⓄ
Tsukikaoeshogen	Ⓞ
Jsubenbashiin	ⓄⓄ (during Run)
Surigen	ⓄⓄ
Ryugakuha	ⓄⓄⓄⓄ
Ryueikyaku	ⓄⓄⓄ
Fu ei Renkyaku	ⓄⓄⓄⓄ
Fushin Hizogeri	ⓄⓄⓄⓄ
Tenshin Agakudaki	ⓄⓄⓄⓄ
Kuruwageri	ⓄⓄⓄ
Nakageri	ⓄⓄ
Jibashiri	ⓄⓄ
Senpuger	ⓄⓄ
Basotsushou	Ⓞ+Ⓞ (goes to Jumanji stance)
Fujin Urasusha	ⓄⓄ+ⓄⓄ
Rakusenjin Goeshi	ⓄⓄ+ⓄⓄ+Ⓞ
Kosumi Yaita	ⓄⓄⓄ+Ⓞ (into Jumanji stance)
Naraku Otoshi	ⓄⓄⓄⓄ+ⓄⓄ
Rosen Souryujin	Ⓞ+ⓄⓄⓄ
Tsumujigen	ⓄⓄ+Ⓞ
Fusen Renkyaku	ⓄⓄ+Ⓞ
Hogaryu	ⓄⓄⓄ+Ⓞ
Gen'you	ⓄⓄ+Ⓞ
Urasusha	ⓄⓄ+Ⓞ
Suishagen	ⓄⓄ+Ⓞ
Engetsugen	ⓄⓄ+Ⓞ
Hogakure Senjin	Ⓞ+Ⓞ+Ⓞ (during Evade)
Rainyu Hishoukyaku	ⓄⓄⓄ+Ⓞ+Ⓞ
Sokuten	ⓄⓄ+Ⓞ+Ⓞ
Naraku Otoshi	ⓄⓄⓄⓄⓄ (during Roll)
Ryugakuha	Ⓞ+Ⓞ (during Roll)
Shinsodan Zenten	ⓄⓄⓄⓄⓄⓄ

TECHNIQUE

JUMANJI STANCE

Enter Jumanji Stance	Ⓞ+Ⓞ+Ⓞ (goes to Jumanji stance)
Kama Itachi	ⓄⓄⓄ (stays in Jumanji stance)
Kusabi Uchi	ⓄⓄ (stays in Jumanji stance)
Suigetsumeri	Ⓞ (stays in Jumanji stance)
Suimengeri	ⓄⓄ
Dzunuki	ⓄⓄ (hold Ⓞ to return to normal stance)
Suigetshuhou	Ⓞ+Ⓞ (hold Ⓞ+Ⓞ for normal stance)
Hi'en	Ⓞ+Ⓞ (hold Ⓞ+Ⓞ for normal stance)
Ryu'eiten	Ⓞ / Ⓞ
Jumanjibashiri	ⓄⓄ (stays in Jumanji stance)
Yabutowari	Ⓞ (during Jumanji Run, stays in Jumanji stance)

THROWS

Taitou	Ⓞ+Ⓞ
Jungyaku Jizai	ⓄⓄ+Ⓞ
Ko'enraku	ⓄⓄ+Ⓞ
Izuna Otoshi	ⓄⓄ+ⓄⓄⓄⓄ
Katangaosumi	ⓄⓄ+Ⓞ
Fushin Randangeki	ⓄⓄ+Ⓞ
Kageosumi	ⓄⓄⓄ+Ⓞ
Fugasumi	ⓄⓄⓄ+Ⓞ
Shiramii	ⓄⓄⓄ+Ⓞ (against a wall)
Kirigasumi	Ⓞ+Ⓞ (beside opponent)
Ha'uragasumi	Ⓞ+Ⓞ (behind opponent)
Ha'uragasumi	Ⓞ+Ⓞ+Ⓞ (behind opponent)
Fushin Randangeki	Ⓞ+Ⓞ (from Jumanji stance)

REVERSALS

Kotegoshi	Ⓞ / ⓄⓄ+Ⓞ
Chiryu	Ⓞ+Ⓞ+Ⓞ (from Jumanji stance)

JUMP ATTACKS

Shuto	Ⓞ
Tabi Moegeri	Ⓞ

DOWN ATTACKS

Kakato Otoshi	ⓄⓄ
Hishougeki / Asuka / Hi'endan	ⓄⓄ

BACK TURNED ATTACKS

Urasushuto	ⓄⓄ
Hangetsugeru	ⓄⓄ
Hairyusou	ⓄⓄ
Shin'youshu	Ⓞ+ⓄⓄ
Raimezan	Ⓞ+ⓄⓄ
Ura'ale	Ⓞ (from Jumanji stance)
Ura Minamogiri	ⓄⓄ (from Jumanji stance)

TURN AWAY ATTACKS

Rakujingeri	ⓄⓄⓄ
Ura Tsumujigeri	ⓄⓄⓄ
Ryubsen	ⓄⓄⓄ+Ⓞ

WALL ATTACKS

Kaimon Kousui	ⓄⓄ+Ⓞ
Boukeshu	ⓄⓄ+Ⓞ+Ⓞ

RISING ATTACKS

Itsumakigeri	ⓄⓄⓄ
Itsumaki Surigen	ⓄⓄⓄⓄ

Sarah Bryant

After regaining her memory and returning home, Sarah's desire to defeat Jody was still overwhelming. Before long, she received a call from her brother informing her that he planned to enter the fourth tournament. Hoping to regain her former life back completely, Sarah entered the tournament as well, determined to defeat her brother and put the past behind her.

Country: America • Birthday: 1973.07.04 • Sex: Female • Blood Type: AB
 • Hobby: Sky Diving • Stature: 173 cm • B/W/H: 90/57/90 • Weight: 55 kg
 Occupation: College Student • Fighting Style: Martial Arts

TECHNIQUE

ATTACKS

Combo Rising Knee	④④④
Combo Somersault Kick	④④④ / ④④
Combo Scarecrow	④④④④ (goes to Flamingo stance)
Double Punch Snap Kick	④④
Punch High Kick	④
Punch Side Kick	④④④
Squid Straight	④④
Double Joint Butt	④④④
Elbow Side Chop	④④④
Setup Combination	④④④ (goes to Flamingo stance)
Moonsault	④④
High Kick Straight	④④
Double Thrust Kick	④④
Jackknife Middle Kick	④④④
Quick Knee	④④
Dash Knee	④④④
Switch Kick	④④ (goes to Flamingo stance)
Feather Scarecrow	④④ (goes to Flamingo stance)
Heel Kick Moonsault	④④④
Mirage Kick	④④④ (goes to Flamingo stance)
Dragon Smash Cannon	④④④
Somersault Kick	④④ / ④④④
Low Kick	④
Hide Side Kick	④④ (goes to Flamingo stance)
Serpent Smash Cannon	④④④④
Storm Combination	④④④④④ (④ cancels, goes to Flamingo)
Double Rise Kick	④④④ (goes to Flamingo stance)
Spinning Scarecrow	④④④ (goes to Flamingo stance)
Crush Tornado	④④④ (while rising from a crouch)
Running Knee	④④④ (while running)
Leg Slicer	④④④
Spin Heel Sword	④④④
Rising Knee Double	④④④④
Rising Knee Combo	④④④④④
Crescent Heel	④④④
Round Kick	④④④
Low Spin Kick	④④④
Valkyrie Sword	④④④④ (goes to Flamingo stance)
Venom Smash	④④④
Right/Left Side Kick	④④④④ (during Evade)

COMMAND

TECHNIQUE

FLAMINGO STANCE

Step-in Menace	④ (stays in Flamingo stance)
Backroll Escape	④
Cut-in Punch	④
Cut-in Chop	④④
Moonsault	④④ (stays in Flamingo stance)
Side Kick Combination	④④④ (stays in Flamingo stance)
Low Cut Combination	④④④ (stays in Flamingo stance)
Cannon Combination	④④④④ (stays in Flamingo stance)
Hand Hold Neck Cut	④④④④
Guard Crush Sword	④④ (stays in Flamingo stance)
Cut-in Middle	④④ (stays in Flamingo stance)
Somersault Kick	④④
Fall	④④④ (stays in Flamingo stance)
Side Neck Cut Sword	④ / ④④④ (stays in Flamingo stance)
Neck Cut Slash	④④④④
Low Spin Kick	④④④ (stays in Flamingo stance)
Heel Sword Slash	④④④

THROWS

Front Suplex	④④④
Mermaid Phalanx	④④④
Lightning Knee Smash	④④④ (against a wall)
Rolling Face Crush	④④④
Neckbreaker Drop	④④④④
Leg Hold Throw	④④④④
Sweet Pain	④④④④ / ④④④④④④④④
Falling Angel Throw	④④④④
Shell Break Elbow	④④④ (beside opponent)
Backdrop	④④④ (behind opponent)
Backdrop	④④④④ (behind opponent)
Leg Hook Throw	④④④ (from Flamingo)
Golfing Kick Beat	④④④④ / ④④④④④④④ (from Flamingo)

JUMP ATTACKS

Elbow	④
Step Hook Kick	④

DOWN ATTACKS

Soccerball Kick	④④
Jumping Knee Stamp	④④

BACK TURNED ATTACKS

Turn Low Straight	④④
Turn Low Spin Kick	④④
Dragon Kick	④④
Turn Rising Kick	④④

TURN AWAY ATTACKS

Back Knuckle Turn	④④④
Back Spin Kick Turn	④④④
Spin Turn Kick	④④④
Double Spin Kick	④④④④

WALL ATTACKS

Rear Round Kick	④④④④
Wall Back Roll	④④④④

RISING ATTACKS

Vertical Spin Kick	④④④
Low Spin Kick	④④④④

Jacky Bryant

With Sarah back and the third tournament behind him, Jacky was anxious to return to racing, but 3 months before his first comeback race, Jacky's sponsors were mysteriously attacked. That same week, Jacky received a letter ordering him to enter the fourth tournament if he wanted the attack to stop. This threat was more than enough to convince Jacky to enter the tournament once again.

- Country: America • Birthday: 1970.08.28 • Sex: Male • Blood Type: A
- Hobby: Training • Stature: 182 cm • B/W/H: 110/87/92 • Weight: 75 kg
- Occupation: Indy Car Racing • Fighting Style: Jeet Kune Do

TECHNIQUE

ATTACKS

Flash Pistol Punch	□□□
Double Punch Grain Kick	□□□
Combo Smash Sword	□□□□
Combo Smash Back Knuckle Spin	□□□□□
Combo Smash Back Knuckle Low Spin	□□□□□□
Combo Back Knuckle Spin	□□□□
Double Punch Low Spin Kick	□□□
Job Double Straight	□□□
Punch Spin Kick	□□ (parallel foot position)
Punch Side Kick	□□ (reverse foot position)
Punch Low Spin Kick	□□□
Punch High Kick	■□□
Squat Straight	□□
Middle Back Knuckle Spin	□□□□
Middle Back Knuckle Low Spin	□□□□□
Middle Smash Sword	□□□
Double Back Knuckle	□□□
Spinning Start Back Knuckle	□□□□
Spinning Arm Kick	□□□
Spinning Back Knuckle Low	□□□□
Lightning Back Knuckle	□□□□
Smash Back Knuckle	□□□□□
Smash Uppercut	■□□
Start Low Spin Kick	□□□
Combo Knuckle Spin Kick	□□□
Combo Knuckle Low	□□□□
Double Spinning Kick	□□
Smash Low Kick	□□
Fake Elbow Back Knuckle	□□□□
Grain Kick	□□
Step-in Middle Kick - Turn	□□□□
Standing Knee Kick Combo	□□□
Middle Kick	□□
High Angle Upper Kick	□□□
Somersault Kick	□□
Low Kick	■□
Beat & Back Knuckle	□□□
Beat Spin Kick	□□□
Chopping Left Combo	□□□□

TECHNIQUE

TECHNIQUE	COMMAND
Sway Hook	□□+□
Bill Jee	□□+□
Lightning Kick 3	□□-□□□□
Kiss of the Dragon	□□+□□+□
Lightning Combination 5	□□+□□□□
Lightning Low	□□+□□□□□
Spinning Kick Low Spin Kick	□+□□+□
Spinning Kick	□+□
Spin Leg Slicer	□□+□□
Spin Heel Sword	□□+□
Middle Spin Kick	□□+□
Jumping Savate	□□+□
Head Hook Kick	□□+□
Switch Spin Kick	□+□+□
Heavy Body	□□+□+□□□□
Step-in Sword	□□+□+□
Step-in Low Slash High	□□+□+□□□□
Barrier Kick	■□+□+□ (during Evade)
THROWS	
One-Inch Blow	□+□
Northern Light Bomb	□□+□
Dragon Fist	□□□+□
Wall Face Crush	□□□+□ (against a wall)
Knee Strike	□□□+□
Sadistic Hanging Knee	□□□+□
Neck Slashing	□+□ (beside opponent)
Face Crusher	□+□ (behind opponent)
REVERSALS	
Pok Soo	Standing Neutral
Pok Soo Knuckle	Pok Soo □
JUMP ATTACKS	
Elbow/Step Straight	□
Step Hook Kick/Step Heel Kick	□
DOWN ATTACKS	
Soccerball Kick	□□
Jumping Knee Stamp	□□
BACK TURNED ATTACKS	
Turn Start Low Spin Kick	□□□
Turn Kick	□
Turn Low Spin Kick	□□
Blind Back Knuckle	□+□
Step Back Bill Jee	□+□+□□
Step Back Side Kick	□+□+□□
TURN AWAY ATTACKS	
Side Hook Turn	□□□
Spinning Kick Turn	□□□
WALL ATTACKS	
React Round Kick	□□+□+□
Wall Back Roll	□□+□+□
RIISING ATTACKS	
Vertical Spin Kick	□□□
Low Spin Kick	■□□□

Shun-Di

Although he joined the tournament to look for his pupil, Shun could not find him. Returning home, Shun found a letter from his pupil explaining that he would need to help rescue him if he failed to escape the Organization. Months passed and the pupil did not return, so Shun resolved to enter the fourth tournament, infiltrate the Organization, and rescue his pupil by force.

- Country: China • Birthday: 1912.01.02 • Sex: Male • Blood Type: O
- Hobby: Drinking • Statute: 1.64 cm • B/W/H: 88/86/89 • Weight: 63 kg
- Occupation: Herbal Doctor • Fighting Style: Drunken Kung-Fu

TECHNIQUE

COMMAND

ATTACKS

Saishu Renkangeki	⓪⓪
Rengeki Koukashutai	⓪⓪⓪⓪ (after 6 Drinks)
Chougeki Ripoutai - Turn	⓪⓪
Fukuchougeki	⓪
Chouwan Saishu	⓪⓪⓪⓪ (after 6 Drinks)
Kosenka	⓪⓪⓪⓪
Ousougeki	⓪
Rengeki Gokushu	⓪⓪⓪⓪
Shingo Saikoushu	⓪⓪
Gyuu'in Renkan Ran'yaku - Suisen Touritsu	⓪⓪⓪⓪⓪⓪⓪⓪ (after 8 Drinks)
Getsuuga Saigeki	⓪
Haisenchi Kaikaziyaku	⓪⓪
Renshu Kaishu	⓪⓪
Renshu Haikanyakyaku	⓪⓪⓪⓪ (after 16 Drinks)
Gyousentai	⓪
Sakutan Senshu	⓪
Chubu Souten'yaku	⓪⓪
Getsuuga Chougeki	⓪
Taushin Sautanshu	⓪⓪ (falls down)
Kouhi Senta	⓪
Sakutan'yaku	⓪
Kaushu Rentai	⓪
Suisen Ren'yaku - Suisen Touritsu	⓪⓪⓪⓪⓪⓪
Tenshin Souchushou	⓪⓪⓪ (+3 Drinks)
Tenshin Getsuga Chougeki	⓪⓪⓪ (after 10 Drinks)
Gekizan Senchu	⓪⓪
Kanshouhi	⓪⓪⓪
Ousoushu	⓪⓪
Tanhi Chougeki	⓪⓪
Renkan Zansen Soutai	⓪⓪⓪⓪⓪⓪ (after 7 Drinks)
Senpu Soutai	⓪ / ⓪⓪⓪
Toukyaku	⓪⓪⓪
Honshin Rensen'yaku	⓪⓪⓪
Ryubikyaku	⓪⓪⓪
Haitsu Rensen'yaku	⓪⓪⓪
Gyuu'inshu	⓪⓪⓪⓪ (+1 Drink)
Shasoku Ren'yaku	⓪⓪⓪⓪ (during Evade)
Kasen Renchugeki	⓪ / ⓪⓪⓪⓪⓪⓪
Koushinhi Futushu	⓪⓪⓪⓪⓪
Kousoku Zenthi	⓪ / ⓪⓪⓪⓪
Kousoku Kouhi Futushu	⓪ / ⓪⓪⓪⓪⓪⓪
Kousoku Kouhi Soushu	⓪ / ⓪⓪⓪⓪⓪⓪⓪

TECHNIQUE

COMMAND

ZABANETSU STANCE (SITTING)	
Zabonetsu	⓪⓪⓪
Chubu Rokusen'yaku	⓪
Saiken'yaku	⓪
Za'inshu	⓪⓪⓪⓪ (+3 Drinks)
TENTOURITSU STANCE (HANDSTAND)	
Tentouritsu	⓪⓪⓪⓪⓪⓪⓪
Taushin Ren'yaku	⓪
Tenshin Sushukou	⓪⓪
Tenshin Sushukou - Oushin	⓪⓪⓪
Saushutai	⓪⓪
OUSHIN STANCE (LYING DOWN)	
Oushin	⓪⓪⓪⓪⓪⓪⓪
Gyoushin Toutai	⓪⓪
Nehan Rengekikatai	⓪⓪⓪⓪⓪ (after 10 Drinks)
Nehan Saikyaku	⓪
Oushin Inshu	⓪⓪⓪⓪ (+3 Drinks)
CHOUKAROU STANCE	
Choushu	⓪ / ⓪
Ousai Sengeki	⓪
Sakutan Senshu	⓪
Zansen Soutai	⓪⓪
Getsuuga Chougeki	⓪⓪⓪⓪
Taushin Sautanshu	⓪⓪⓪⓪
Shingo Saikoushu	⓪⓪⓪⓪⓪⓪
Suisen Rensoutai	⓪⓪⓪⓪⓪
THROWS	
Suitho Tenshinchu	⓪⓪⓪ (+4 Drinks)
Rengeki Tenshin Ousoushu	⓪⓪⓪⓪⓪⓪ (after 3 Drinks)
Taushu Richu	⓪⓪⓪
Taushu Richu	⓪⓪⓪ (against wall, +5 Drinks)
Gaouhi Senbu	⓪⓪⓪⓪⓪⓪⓪⓪⓪⓪ (10 Drinks, +4 Drinks)
Tenshin Souka	⓪⓪⓪
Tenshin Saiken'yaku	⓪⓪⓪⓪⓪ (after 6 Drinks)
Tenshin Saichu Richu	⓪⓪⓪ (beside opponent)
Kanshoun	⓪⓪⓪ (behind opponent, +5 Drinks)
Haibu Richu	⓪⓪⓪ (after 5 Drinks, back turned)
JUMP ATTACKS	
Tauchi Harashou/Rokuho Chougeki	⓪
Saikatai/Jigetai	⓪
Hiten Hougeki	⓪
DOWN ATTACKS	
Risen Saichu	⓪
Tenchi Rakuyaku	⓪
BACK TURNED ATTACKS	
Senran'yaku	⓪⓪⓪
Itabikyaku	⓪
Kouhi Ren'yaku	⓪⓪
Haibai Renkoushu	⓪⓪⓪⓪⓪
Haibai Renkoushu, Auto Throw	⓪⓪⓪⓪⓪⓪⓪ (after 10 Drinks)
TURN AWAY ATTACKS	
Chougeki Hatten	⓪⓪
Asen Kaikyaku	⓪⓪
RISEING ATTACKS	
Kinkousen	⓪⓪
Gyousentai	⓪⓪⓪

Lion Rafale

After two defeats at previous tournaments, Lion returned home doubting his own abilities. Lion's father encouraged him to return to training and helped him regain his pride. A few months later, the invitation for the fourth tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

- Country: France • Birthdate: 1979.12.24 • Sex: Male • Blood Type: AB
- Hobby: Collecting Knives • Stature: 171 cm • B/W/H: 90/84/88
- Weight: 63 kg • Occupation: Student • Fighting Style: Tsuru-Ken

TECHNIQUE

ATTACKS

ATTACKS	COMMAND
Renkan Senshou	○○○
Renrai Mabanshu	○○○
Renrai Soshu	○○○
Renrai	○○
Katavui	○
Ryusei Koushugeki	○
Bancho Renkanshu	○○
Shippo Shousenshu	●
Senshippo	○○
Ni In'you	○○
Shingo Tsuru Soshu	○○
Rokugekishou	○○
Rensou Koushu	●
Tougeki Renrai	○○
Touku Gekishou	○
Rensentai	○○
Zensutai	●
Tousentai	○○
Koushu Teishitsu	○
Fujin Rentankiyaku	○○
Katutai	○○
Dantai	○
Senkiyutai	○○
Senten Kuyakuyaku	○
Souji Sempu	○
Touho Soshu - Turn	○
Tenshin Touho Soshu	○
Tenshin Touho Soshukiyaku	○
Tokui Houshinshou	●
Tourou Youzan	○○
Rensourai Bancho	○○
Toizan Soukoushu	○
Koushu Hachihansui	○○
Juchou Senshou	○○
Hansui	○○
Shaha Shousui	○○
Kousutai	○○
Tenshin Ryuuinkyaku	○○
Sempu Haisoushu	○○

TECHNIQUE

ATTACKS

ATTACKS	COMMAND
Sempu Shoukyaku	○○○
Shicchi Soutai	○○
Zensou Tenshinkyaku	○○
Mabanshu	○
Shazento - Hansui	○
Shazento - Shousuisui	○
Shakouho	○○
THROWS	
Hatoushu Shutai	○
Shichisei Tenbunchu	○○
Hoika Senten	○○
Tsuru Chouji Soukoushu	○○
Tazan Hanshakyaku	○
Saishu Houkou	○○
Hiten Soukuyakuyaku	○○
Bakuho	○○
Yokushin	○
Renkan Sakusui 1	○○
Renkan Sakusui 2	○○
Renkan Sakusui 3	○○
Rokushu Dantai	○○
Rokushu Soshu	○○
Tenshin Soukoushu	○○
Goda Rankanheki	○○
Hanshin Teishitsu	○
Renkoushu Houshu	○
JUMP ATTACKS	
Touku Haigekishou/Raikou Tousui	○
Touku Gekishou	○
Chisou Shoukyaku	○
Touku Shoukyaku	○
DOWN ATTACKS	
Rakusenshu	○
Hiten Rakutai	○
BACK TURNED ATTACKS	
Haito Soshu	○
Kaikiyaku	○
Haitshin Sempu	○
Haitshin Sakusui	○
TURN AWAY ATTACKS	
Senshou Haiten	○○
Koushutai	○○
Kasentai Haiten	○○
WALL ATTACKS	
Saishou Koukyaku	○○
Hekikai Han'yakuyaku	○○
RISING ATTACKS	
Tousenkyaku	○○
Shicchi Sentai	○○

Aoi Umenokoji

Aoi realized what a small world she was in after losing the third tournament. Returning home, she tried hard not only to learn Akido and Kobujutsu, but also to improve her knowledge of other martial arts. She is anxious to enter the fourth tournament so that she can demonstrate her enhanced repertoire of moves.

• Country: Japan • Birthday: 1979.03.14 • Sex: Female • Blood Type: A
 • Hobby: Ikebana • Stature: 162 cm • B/W/H: 83/53/86 • Weight: 46 kg
 • Occupation: Student • Fighting Style: Aiki Ju-Jutsu

TECHNIQUE

COMMAND

ATTACKS

Rentasu Kodachi	□□□□
Rentasu Kusonagi	□□□□□
Rentasu Kusonagi - Tenchi In'you	□□□□□□□□□□ (to Tenchi In'you)
Nirentasu Ouda	□□□□
Rentasu Kinuguruma	□□□□□
Nirentasu Kugikyaku	□□□
Shougerigassone	□□
Gedan Shouho	□□
Tsumujakura	□□□
Karomoguruma	□□□
Joudan no Ate	□□□
Kogetsurou - Tenchi In'you	□□□□□□□□ (to Tenchi In'you stance)
Tenkai	□□□□□
Ryushii	□□□
Shodeshinken - Tenchi In'you	□□□□□□□□ (to Tenchi In'you stance)
Musouho - Sodeguruma	□□□ (counter hit) □□□
Sunekudaki	□□
Uegeri	□
Raijinha - Tenchi In'you	□□□□□□□□ (to Tenchi In'you stance)
Kumogeri	□□□
Kosumigeri	□□
Gedan Kerii ate	□□
Maegeri	□□
Gedan Kerii ate	□□
Hirate 3	□□□□□
Tengu Otashi	□□□ (while rising from a crouch)
Oushu Hijii ate	□□□□
Ouka	□□□□□□
Shinchuzuki	□□□□□
Jousei Ryusenshou	□□□□□
Soushanda	□□□□□
Inshou	□□□□□
Hou'oushu	□□□□
Shigure	□□□
Kusonagi	□□□□
Kusonagi - Tenchi In'you	□□□□□□□□□□ (to Tenchi In'you stance)
Suigetsubutu	□□□□□

TECHNIQUE

COMMAND

ATTACKS

Ogamigeri	□□□□
Mikawashi Hijii ate	□□□□□ (during Evade)
Tenchi In'you	□□□□□
Ryusui	□ / □ (stays in Tenchi In'you stance)
Ryusen	□ / □□ (stays in Tenchi In'you stance)

THROWS

Ko'ate	□□□
Hikichigai	□□□□ / □ / □ / □
Maroteki	□□□□□
Kanaha Otashi	□□□□
Obaroguruma	□□□□□
Hangetsuha	□□□□
Aikinage	□□□□□
Okure Mawashi	□□□□□
Chougarami - Yumigatame - Ebi'ari	□□□□□□□□□□□□□□□□□□
Kiri'e Otashi	□□□□□ / □□□□□□□□
Taboku Kudaki	□□□□□ / □□□□□□□□□□□□□□
Samidare	□□□□ (beside opponent, right)
Ayatatori	□□□□ (beside opponent, left)
Sagi Taoshi	□□□□ (behind opponent)
Tekime Taushin	□□□□□
Shin no Kurai	□□□□□□
Samidare / Ayatatori	□ / □□□□□□ (beside crouching opponent)

REVERSALS

Tenshin Nyushin	□□□□ (vs right HP)
Uzuneri	□□□□ (vs left HP)
Urokatogeshi	□□□□ (back turned)
Senryu	□□□□ (vs LP)
Edosaki	□□□□ (vs right MK)

JUMP ATTACKS

Tabi Shutou	□
Tabi Maegeri / Tabi Kakotageri	□

DOWN ATTACKS

Tateshuto	□□
Kusei Komashutou	□□
Edokudaki	□□□□

BACK TURNED ATTACKS

Sokutougeri	□
Mawari Shutou	□□
Mawari Sunegeri	□□

TURN AWAY ATTACKS

Uzumaki Shutou	□□□
Ogamigeri	□□□□

RISING ATTACKS

Kosumigiri	□□□
Mizugiri	□□□□

Lei-Fei

At times in Chinese history, there emerged martial arts styles too powerful for the military to suppress. It thus fell to a group of experts to eliminate the forbidden styles and their practitioners. Lei Fei, a young monk with outstanding abilities, was charged with the elimination of Koen-Ken, but as he prepares for the tournament, he secretly plans to make his legendary power his own.

- Country: China • Birthday: Unknown • Sex: Male • Blood Type: B
- Hobby: Praying • Stature: 175 cm • B/W/H: 95/88/83 • Weight: 63 kg
- Occupation: Monk • Fighting Style: Shaolin-Ken

TECHNIQUE

ATTACKS

TECHNIQUE	COMMAND
Rengeki Souchouha	ⓂⓂⓂ (goes to Hai Shiki stance)
Fukusouchou	ⓂⓂ
Kakushu Surengeki	ⓂⓂⓂ
Toutenshou	ⓂⓂⓂ
Toushou	ⓂⓂⓂ
Rokengeki	ⓂⓂⓂ
Soyuyugeki	ⓂⓂⓂ
Uryu Banda	ⓂⓂⓂ (goes to Hai Shiki stance)
Shiten Renshou	ⓂⓂⓂⓂ
Haisenkyaku	Ⓜ (goes to Hai Shiki stance)
Fujinkyaku	ⓂⓂ
Rigoutai	ⓂⓂ (goes to Koko Shiki stance)
Toukyaku	ⓂⓂⓂ
Tenshin Sempukai	ⓂⓂⓂ
Bunryaku	ⓂⓂ
Nikibunryaku	ⓂⓂ
Kangou Renshinhou	ⓂⓂⓂⓂ
Haishin Chugeki	ⓂⓂⓂⓂ
Kochouheki	ⓂⓂⓂⓂ
Mahoushi	ⓂⓂⓂ
Zabou Hakishou	ⓂⓂⓂⓂ
Kyusho Soufukun	ⓂⓂⓂⓂ
Sousugeki	ⓂⓂⓂ
Haisekyaku	Ⓜ / ⓂⓂⓂⓂ (goes to Koko Shiki stance)
Sakutankyaku	ⓂⓂⓂ (goes to Dokuritsu Shiki stance)
Zensoutai	ⓂⓂⓂ
Hansensu	ⓂⓂⓂ
Sempukyaku	ⓂⓂⓂⓂⓂ (goes to Koko Shiki stance)
Soushachi Kousoutai	ⓂⓂⓂⓂⓂⓂ
Taoku Tenshinryaku	ⓂⓂⓂ
Chisen Choukyaku 2	ⓂⓂⓂⓂ
Toushin Choukyakyaku	ⓂⓂⓂⓂⓂⓂ
Toushin Sen'enryaku	ⓂⓂⓂⓂⓂⓂⓂⓂ
Saushikyaku	ⓂⓂⓂ
Teshitsu Sokushou	ⓂⓂⓂⓂ (during Evade)
HAI SHIKI STANCE ATTACKS	
Hai Shiki	ⓂⓂⓂⓂⓂ
Houshi Rengeki	ⓂⓂ (goes to Dokuritsu Shiki stance)
Houshi Shouheki	ⓂⓂⓂ
Koudantai	Ⓜ (goes to Dokuritsu Shiki stance)
Hai Shiki Zensoutai	ⓂⓂ
Sempukyaku	ⓂⓂⓂ (stays in Hai Shiki stance)
Senshoppo	ⓂⓂⓂ

TECHNIQUE

BOKUTAI STANCE ATTACKS

Bokutai	Ⓜ (from Hai Shiki stance)
Shinpo Sershinken	ⓂⓂ
Tenshin Ryouzou	ⓂⓂ
Fukushin Koushitai	Ⓜ
Harshouda	ⓂⓂⓂ
Taoku Tenshinryaku	ⓂⓂⓂ

DOKURITSU SHIKI STANCE ATTACKS

Dokuritsu Shiki	ⓂⓂⓂⓂⓂⓂ
Senshin Toushou	Ⓜ (goes to Hai Shiki stance)
Nikikyaku	ⓂⓂ
Fukushintai	ⓂⓂ (goes to Hai Shiki stance)
Soushachi Kousoutai	ⓂⓂⓂⓂⓂ
Shinpo Bunryakyaku	ⓂⓂⓂ
Sakushin Kousoutai	ⓂⓂⓂⓂ
Sakushin Zensoutai	ⓂⓂⓂⓂ

NEHAN SHIKI STANCE ATTACKS

Nehan Shiki	ⓂⓂⓂⓂⓂⓂ
Sakushiyakyaku	ⓂⓂ (goes to Dokuritsu Shiki stance)
Hi'en Sempukyaku	Ⓜ (goes to Koko Shiki stance)
Zensoutai	ⓂⓂ
Rienken Harshin Mahoushi	ⓂⓂⓂⓂⓂ

KOKO SHIKI STANCE ATTACKS

Rienken Sausui	Ⓜ
Kaushitai	Ⓜ
Haishin Kasoushou	ⓂⓂ
Kasou Rensen Housui	ⓂⓂⓂⓂ

THROWS

Rashin Senbu	ⓂⓂⓂ
Haizan Toukai	ⓂⓂⓂⓂ
Kiyusen Shouheki	ⓂⓂⓂⓂ
Haiyakyaku Soutou	ⓂⓂⓂⓂ
Bokutai Nantou	ⓂⓂⓂ (beside enemy right)
Riyuu'in Senshu	ⓂⓂⓂ (beside enemy left)
Toushin Soukuzui	ⓂⓂⓂ (behind enemy)

REVERSALS

Dokuritsu Senshou	Neutral during Dokuritsu Shiki stance
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JUMP ATTACKS

Chouhousei / Choudansui	Ⓜ
Chouhatsushu / Chouhatsushu	Ⓜ

DOWN ATTACKS

Taushingeki	ⓂⓂ
Rokugeki Houwa	ⓂⓂ

BACK TURNED ATTACKS

Haichugeki	ⓂⓂ
Kaushitai	ⓂⓂ
Zansenshu	ⓂⓂ
Haishin Chugeki	ⓂⓂⓂ (goes to Koko Shiki stance)
Haishin Sentai	ⓂⓂⓂ (goes to Hai Shiki stance)

WALL ATTACKS

Hakika Haishu	ⓂⓂⓂⓂⓂ
Hakika Hosten	ⓂⓂⓂⓂⓂ

RISING ATTACKS

Zensentai	ⓂⓂⓂ
Zensou Sentai	ⓂⓂⓂⓂ

Vanessa Lewis

Vanessa was adopted by a special forces officer named Lewis, but he was later murdered by terrorists. Learning that the terrorists were targeting VIPs, Vanessa became a security officer and vowed to find her father's killer. Years later, Vanessa learned that a woman named Sarah Bryant was being targeted, so she entered the fourth tournament to protect Sarah from harm.

- Country: Unknown • Birthday: Unknown • Sex: Female • Blood Type: AB
- Hobby: Singing • Stature: 175 cm • B/W/H: 93/57/93 • Weight: 55 kg
- Occupation: Security Guard • Fighting Style: Vale Tudo

TECHNIQUE

DEFENSIVE STYLE ATTACKS

Shadow Combo High Kick	⓪⓪⓪⓪
Crush Jaw	⓪ (while rising from a crouch)
Back Knuckle Stream	⓪⓪⓪⓪
Ducking Body Smash	⓪⓪⓪⓪
Cut Upper	⓪⓪
Defensive Elbow	⓪⓪
Half Moon Kick	⓪ (while rising from a crouch)
Stopping Low Combo	⓪⓪⓪
Sit Down Low Kick	⓪⓪
Cut-in Knee Kick - Front Sleeper	⓪⓪ (counter hit) ⓪⓪+⓪
Shadow Slicer	⓪⓪⓪
Counter Strike	⓪⓪
Parrying Combination	⓪⓪⓪⓪
Bone Crush Middle	⓪⓪
Heavy Hook Combo	⓪+⓪⓪
Bomber Strike	⓪+⓪+⓪
Cut-In	⓪⓪+⓪
Boomerang Hook	⓪⓪+⓪
Low Spin Slicer	⓪+⓪+⓪
Heel Kick	⓪⓪+⓪
Back Charge Set-up	⓪⓪+⓪⓪ into Offensive Style
Leg Bomber	⓪⓪+⓪
Stomach Crush - Front Sleeper	⓪⓪+⓪ (hit) ⓪⓪+⓪
Intercept Body Blow	⓪⓪ (while ⓪ is held down)

OFFENSIVE STYLE ATTACKS

Set-up (from Defensive Style)	⓪+⓪+⓪ (switches to Offensive Style)
Combination Middle	⓪⓪⓪
Fake Lancer	⓪⓪⓪+⓪
Smash Upper	⓪ (while rising from a crouch)
Stride Combination	⓪⓪⓪⓪
Long Barrel Blow	⓪⓪⓪
Assault Combination	⓪⓪⓪⓪⓪⓪
Intrude Combo	⓪⓪⓪
High Kick - Intercept	⓪⓪
Fake Lancer	⓪⓪⓪+⓪
High Kick	⓪⓪
Cluster Knee	⓪ (while rising from a crouch)
Stopping Low Smash	⓪⓪⓪⓪
Low Kick	⓪⓪
Knee - Kick - Jab - Hook	⓪⓪⓪⓪
Crimson Lancer	⓪⓪⓪ (counter hit) ⓪⓪+⓪
Stopping Toe - Second Impact	⓪⓪⓪

TECHNIQUE

OFFENSIVE STYLE ATTACKS

Chopping Hook - Body Smash	⓪+⓪⓪
File Bunker	⓪⓪+⓪
Lightning Lancer Lode	⓪⓪⓪+⓪
Upper Heel Sword	⓪⓪+⓪⓪
Low Spin Slicer	⓪⓪+⓪
Heel Kick	⓪⓪+⓪
Leg Cut Low - Takedown	⓪⓪⓪+⓪ (hit) ⓪⓪+⓪
Back Charge Set-up	⓪⓪⓪+⓪⓪ (into Defensive Style)
Leg Bomber	⓪⓪+⓪
Barrier Kick	⓪+⓪+⓪ (during Evade)

THROWS

Canyon Dive	⓪+⓪ (Def.)
Elbow Rush	⓪⓪+⓪ (Def.)
Hell's Gate	⓪⓪+⓪⓪ (Def.)
Heaven's Gate	⓪⓪⓪⓪ / ⓪⓪⓪⓪⓪⓪+⓪ (Def.)
Judgement - Guilty	⓪⓪⓪+⓪⓪⓪+⓪ (Def.)
Takedown Blow	⓪+⓪ (beside opponent, right) (Def.)
Rock Crush Throw	⓪+⓪ (behind opponent) (Def.)
Rib Crush Knee	⓪⓪+⓪+⓪ (Def.)
Leg Breaker	⓪⓪⓪⓪ / ⓪⓪⓪⓪⓪⓪+⓪ (Off.)
Shin Hole	⓪⓪⓪⓪⓪⓪+⓪ (Off.)
Arm Crush Low	⓪⓪⓪+⓪ (Off.)
Chinook Strike	⓪+⓪ (beside opponent, right) (Off.)
Deep Sweeper	⓪+⓪ (behind opponent) (Off.)
Halfround	⓪⓪+⓪+⓪ (Off.)
Hammer Knuckle	⓪ (during Takedown)
Body Punch	⓪⓪ (during Takedown)
Heavy Hammer Knuckle	⓪+⓪ (during Takedown)
Mount Elbow	⓪+⓪ (during Takedown)

DEFENSIVE STYLE REVERSALS

Set-up (from Offensive Style)	⓪+⓪+⓪ (into Defensive Style)
Right/Left Hand Hold	Neutral against High/Mid Punch
Hold High Kick	⓪ (during Hand Hold)
Hold Shin Kick	⓪⓪ (during Hand Hold)
Right Armbreaker	⓪+⓪ (during Right Hand Hold)
Prison Armlock	⓪⓪+⓪
Leg Hold Throw	⓪⓪+⓪

JUMP ATTACKS

Double Knuckle/Elbow/Step Straight	⓪
Step Hook Kick/Heel Kick	⓪

DOWN ATTACKS

Soccerball Kick	⓪⓪
Rolling Leg Drop	⓪⓪ (Defensive Style)
Bryant's Knee Stamp	⓪⓪ (Offensive Style)

BACK TURNED ATTACKS

Stopping Foul Kick	⓪⓪
Turn Low Spin Slicer	⓪⓪+⓪

WALL ATTACKS

React Round Kick	⓪⓪+⓪+⓪
Wall Back Roll	⓪⓪+⓪+⓪

RISING ATTACKS

Vertical Spin Kick	⓪⓪⓪
Low Spin Kick	⓪⓪⓪⓪

Goh Hinogami

After his father was murdered by a jealous friend, Goh was taken in by the Organization and trained in the assassination arts. Although he was taken in to investigate the extermination of traitors, orders have come from above that he is to appear in the fourth tournament and send the other participants into a dark oblivion...

- Country: Japan • Birthday: Unknown • Sex: Male • Blood Type: AB
- Hobby: Collecting Silver Accessories • Stature: 175 cm • B/W/Ht: 93/57/93
- Weight: 66 kg • Occupation: Assassin • Fighting Style: Judo

TECHNIQUE

ATTACKS

ATTACKS	COMMAND
Tsurane Shouda	⓪⓪
Sune'uchi	⓪⓪
Rengoku	⓪⓪⓪
Abara Kudaki - Yami'okuri	⓪⓪⓪ (counter hit) ⓪⓪+
Tetsui	⓪⓪
Soukyu	⓪⓪⓪
Sune Kudaki	⓪⓪⓪
Raika	⓪
Inazuma (Miji Hibara) Geri	⓪
Uchikurubushigeri	⓪⓪
Tsukikage	⓪⓪
Kyousengeri	⓪⓪⓪
Ura Inazuma (Miji Hibara) Geri	⓪⓪
Senryukeri	⓪⓪
Kumiteharai - Tsukami	⓪+⓪⓪+
Minamabarai	⓪ / ⓪⓪+
Jun'yau	⓪⓪+⓪⓪
Goukitatsu	⓪⓪⓪+
Fudousatsu	⓪⓪⓪+
Karura	⓪⓪+
Katetsu	⓪⓪+⓪ (maximum charge)
Yaridashi	⓪⓪⓪+
Yamabarai - Tsukami	⓪⓪⓪+⓪ (hit) ⓪⓪+
Gohou Yur'ori	⓪⓪+
Ikaruga	⓪+⓪⓪
De'ashibarai	⓪ / ⓪⓪+
Murakuma	⓪⓪⓪+⓪ (guard or hit) ⓪⓪+
Ni'oudashi - Ni'ousatsu	⓪⓪+⓪ (counter hit) ⓪⓪+
Orachinagi	⓪⓪+
Suigetsuzeri	⓪+⓪+⓪ (during Evade)
THROWS	
Makikami	⓪+
Uchimata	⓪⓪⓪+
Tsuyuhara'i - Todome	⓪⓪⓪⓪⓪⓪+
Tachidori - Todome	⓪⓪⓪⓪⓪⓪+

TECHNIQUE

THROWS

Tsukiguma	⓪⓪⓪+
Gonseki Otoshi	⓪⓪+
Naraku Otoshi	⓪⓪⓪+
Hizao'ate - Oguruma	⓪⓪⓪⓪ / ⓪⓪⓪⓪⓪+
Enma	⓪⓪+
Gourai	⓪⓪⓪+
Hiji'ate - Kuchiki'ori	⓪+⓪ (beside opponent)
Kegan Otoshi	⓪+⓪ (behind opponent)
Kuchikitate	⓪⓪+⓪+⓪ (opponent crouching)
Onashi	⓪⓪+⓪+⓪ (opponent crouching)
Hiji'ate - Kuchiki'ori	⓪ / ⓪⓪⓪+⓪+⓪ (beside crouching oppnt.)
Kegan Otoshi	⓪ / ⓪⓪⓪+⓪+⓪ (behind crouching oppnt.)

TSUKAMI ATTACKS

Tsukitobashi	⓪+⓪
Ozalguruma	⓪⓪⓪+
Yashaguruma	⓪⓪⓪+
Okuri'ashibarai Gou - Todome	⓪⓪⓪+
Ashibarai Gou - Todome	⓪⓪⓪+

JUMP ATTACKS

Tabitsuki	⓪
Tabigeri	⓪

DOWN ATTACKS

Todome	⓪⓪
Hayate	⓪⓪
Matsasaki	⓪ / ⓪⓪+

BACK TURNED ATTACKS

Tetsui	⓪⓪
Sunegeri	⓪⓪

RISING ATTACKS

Kasumabarai	⓪⓪⓪
Minamagiri	⓪⓪⓪⓪



Brad Burns

Despite his charming personality and many girlfriends, Brad is a formidable opponent in the ring, overwhelming opponents with sharp attacks. After becoming the undefeated champion in the regional tournaments, Brad set his sights on the next stage. Anticipating the thrill of an especially heated fight, he was determined to enter the fourth tournament.

- Country: Italy • Birthday: Unknown • Sex: Male • Blood Type: B
- Hobby: Thrill Seeking • Stature: 178 cm • B/W/H: 105/78/88 • Weight: 66 kg
- Occupation: Kick Boxing • Fighting Style: Kick Boxing (Muay Thai)

TECHNIQUE

ATTACKS

TECHNIQUE	COMMAND
Job - Spin Kick	②②
Combination Low	②②②
Job Straight - Ducking	②②③
Gliding Knee - Catch	②③②②②③②
Combination Upper	②②②
Sit Job	②②
Elbow Hook - Screw High Kick	②②②
Elbow Hook - Ducking	②②③
Lumpini Combination - Catch	②②② (counter hit) ②+②
Spine Whip - Ducking	②②③
Lumpini Combination - Ducking	②②②③
Dtee Sawk Combination	②②②
Rising Upper	②②③
Teep Combination - Catch	②②② (counter hit) ②+②
Stopping - Mobility Job	②②③
Cutting Low	②②③
Double Strike	②②②
Knee Upper - Ducking	②②③
Kao Lay	②②③②
Flare Kick	②②③
Step Change Knee	②②③
Middle Kick - Catch	②② (counter hit) ②+②
Dtee Sawk Ban	②+②
Shovel Hook Triple - Last Shot	②②+②②②②③
Sawk Klab	②②+②
Dtee Sawk Lang	②②+②②
Jaguar Tail	②②+②
Pap Sawk Kao	②②②+②
Over Step Middle	②+②+② (during Evade)
SPECIAL ACTIONS	
Ducking	②②+②+②
Cross Upper	②② (during Ducking)
Ducking Knee Upper - Catch	② (counter hit) ②+② (during Ducking)
Middle Spin Kick	②+② (during Ducking)

TECHNIQUE

SPECIAL ACTIONS

TECHNIQUE	COMMAND
Sway Back	②②+②+②
Sway Back Job	② (during Sway Back)
Sway Back Job - Ducking	②③ (during Sway Back)
Sway Back Middle Kick	② (during Sway Back)
Slipping Right/Left	② / ②②+②+②
Smash Hook	② (during Slipping Right)
Hunting Middle Kick - Catch	②②+② (during Slipping Right)
Body Break	② (during Slipping Left)
Piercing Knee	② (during Slipping Left)

THROWS

Elbow Slash	②+②
Body Knee Crush	②③②+②
Neck Slash	②②+②
Face Fang	②②②+②
Change	②②+②
Pap Sawk Kao	②+② (beside enemy right)
Rehw Impact	②+② (beside enemy left)
Power Gradation	②+② (behind enemy)

REVERSALS

Death Trap	②②+②
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CATCH

Elbow Slash	②
Golk Kar Dtee Kao	②
Position Change	②
Back Through	② (during Position Change)

JUMP ATTACKS

Jump Knuckle	②
Jump Toe Kick	②

DOWN ATTACKS

Gambit	②②
Hell Dive	②②

BACK TURNED ATTACKS

Jutting Elbow	②②
Needle Kick	②
Wai Kru Turn	②②
Face Crush Elbow	②+②

WALL ATTACKS

Jumping Knee	② ② ②+②+②
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RISING ATTACKS

Vertical Spin Kick	②②②
Low Spin Kick	②②②②

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The following credits list the staff responsible for the localization, marketing and manual for the US version of *Virtua Fighter 4 Evolution*. Credits for the original development staff are listed in the game itself.

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