

Fighter Destiny 2

Product Features

Fighter Destiny 2 is a 3D arcade-style martial arts fighting game for the Nintendo® 64. In this sequel to the best-selling *Fighter's Destiny*, opponents have varied skills, strengths and stamina that test each player's skills and adaptability.

Features:

- Five modes of gameplay:
 - Player vs. the computer
 - Player vs. Battle – Fight one-on-one against a second player
 - Record Attack – Three levels allow gamers to test their stamina: battle against 100 fighters in a row, try to defeat opponents in under a minute, or try to stay in the ring “rodeo-style” against an angry cow opponent
 - Advance spaces on a board by defeating computer opponents, gathering new moves, skills and bonuses for each victory
 - Training – Players hone their skills and learn how to fight
- 11 characters to choose from – plus five hidden bonus opponents – each with varied skills, strengths and stamina. Choose to fight as Abdul (Mongolia), Adriana (Brazil), D-Dog (USA), Dixon (Great Britain), Federico (Italy), Kate (Great Britain), Meiling (China), Ninja (Japan), Pierre (France), Saeki (Japan) or Ziege (Germany)
- Each character has a unique personality and a large number of offensive, defensive, and special moves
- Adjustable scoring system, ring size and difficulty
- Two player support, and up to four players can play
- Rumble Pak support
- Stunning 3D graphics
- Save characters on Memory Pak
- Developed by Imagineer Co., Ltd. and published by SouthPeak Interactive
- Available June 2000 for Nintendo® 64.
- Suggested retail price: \$49.95.