



**SAMPLE Version HELP**

**Please read this first**

**Virtua Fighter 2 Controls**

**ARCADE MODE**

**VS MODE**

**VS for MULTIPLAYER**

## **Please read this first**

### **Safety precautions**

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

When using this software, make sure the room is well lit and keep an adequate distance from the monitor. For your own health, take a rest of 10 to 20 minutes every hour and don't use this software when you are tired or short of sleep.

### **Do not damage or soil disc**

Be careful not to scratch the disc or allow it to become dirty. Do not bend the disk or alter the size of the center hole.

### **Do not write on the disc**

Do not write on or attach stickers to the disc.

### **Exercise care when cleaning**

When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently in a straight line from the center to the edge. Do not use thinners, benzine or other petroleum-based products.

### **Store properly**

When storing, put the disc back in its original case and keep it away from places of high temperature or high humidity.

**\*Unauthorized copying or rental of this software is strictly prohibited.**

The graphics that appear in this Help File may be different than those appearing in the final version of the game.

This game software automatically records game data onto your hard disk. To avoid the loss of game data, do not reset or switch off the power to your computer during gameplay.

## **Virtua Fighter 2 Controls**

Virtua Fighter 2 is played using the controls outlined below.

Click on any entry in the list for details on the controls.

**1: Keyboard controls - Player**

**2: Keyboard controls - Player 2**

**3: 4-Button PC gamepad**

**4: 4-Button PC joystick**

It is recommended that you use a PC gamepad or joystick to play Virtua Fighter 2. In order to use a PC gamepad or joystick properly, the device must be correctly **calibrated**.

### **NOTE**

Please note that the performance of PC gamepads or joysticks with other than four buttons cannot be guaranteed.

## **Related Items**

**Reset and Exit**

**Reset and Exit**

**PAUSE**

[F3]

**RESET**

[Alt + F2]

**EXIT**

[Alt+F4]

## Keyboard controls - Player 1

### During gameplay

/Jump [W]

/Crouch [S]

/Back [A]\*

/Forward [D]\*

\*(Press twice quickly to dash forward or backward.)

Guard: [V]

Punch: [G]

Kick: [H]

Start/pause/resume: [Z]

Pause/resume: [F3]

### Selection screens

Up: [W]

Down: [S]

Left: [A]

Right: [D]

Select: [V]/[H]

Cancel: [G]

## Keyboard controls - Player 2

### During gameplay

Jump	[UP ALLOW]
Crouch	[DOWN ALLOW]
Back	[LEFT ALLOW]*
Forward	[RIGHT ALLOW]*

\*(Press twice quickly to dash forward or backward.)

Guard:	[Del]
Punch:	[End]
Kick:	[Page Down]
Start/pause/resume:	[Enter]
Pause/resume:	[F3]

### Selection screens

Up:	[UP ALLOW]
Down:	[DOWN ALLOW]
Left:	[LEFT ALLOW]
Right:	[RIGHT ALLOW]
Select:	[Del]/[Page Down]
Cancel:	[End]

## **PC gamepad controls**

### **During gameplay**

Move fighter: D-Pad\*

\*(Press left/right twice quickly to dash forward or backward.)

Guard: As defined by player

Punch: As defined by player

Kick: As defined by player

Start/pause/resume: As defined by player

Pause/resume: **[F3]**

### **Selection screens**

Move select cursor: D-Pad

Select: Guard/Kick buttons (As defined by player)

Cancel: Punch button (As defined by player)

## **PC joystick controls**

\* The controls can be changed from within the game from the Key Assign screen in the Options mode.

### **During gameplay**

Move fighter: Joystick\*

\*(Press left/right twice quickly to dash forward or backward.)

Guard: As defined by player

Punch: As defined by player

Kick: As defined by player

Start/pause/resume: As defined by player

Pause/resume: **[F3]**

### **Selection screens**

Move select cursor: Joystick

Select: Guard/Kick buttons (As defined by player)

Cancel: Punch button (As defined by player)



## **Configuration**

1. Open the <Control Panel> from <My Computer>.
2. Double-click on <Joystick> within the <Control Panel>.
3. Select the type of controller you wish to use. (Click on <4-Button Pad> to use a PC gamepad)
4. Click on [Configuration].

After clicking on [Configuration], follow the onscreen instructions.

## **NOTE**

The performance of your gamepad or joystick will not be satisfactory unless properly configured. Please configure your controller before playing this game.

## ARCADE MODE

Follow steps 1 - 6 below. The keynames listed are all for the Player 1 keyboard (101 keyboard, default settings).

### 1.Select Arcade Mode

Press the Start key [Z] from the Title screen to enter the Mode select screen. Scroll up or down through the mode names by pressing [W] or [S]. Select Arcade Mode by pressing [V] or [H].

### 2.Fighter Select screen



Press [A] or [D] to scroll left or right through the fighters. A closeup and profile of the currently highlighted fighter appears onscreen. Press [V] or [H] to select the highlighted fighter.

### 3.Game start

The match begins. Fight it out with all you've got.

### 4.The first set

After the conditions for victory have been fulfilled, or a draw has been declared, the set ends. The winner (if there is one) strikes a victory pose. If the match ended in a K.O. or a Ring Out, a replay of the winning attack appears onscreen. (Press [G] or [Z] to skip the replay sequence.)

### 5.Start the next set

A new set begins automatically following the conclusion of the first set. The match will continue until one of the fighters wins the number of sets specified as the Match Point. In the event of a draw, both fighters are awarded one set. In the event that both fighters gain the Match Point simultaneously as the result of a draw, a special Sudden Death one-set fight begins.

### 6.Stage Clear

When one of the fighters wins the Match Point (the default Match Point is two sets), the Stage ends. If you win the match, you proceed on to the next match automatically. In Arcade Mode, there are ten matches altogether.

The default best of three sets Match Point can be changed. In Arcade Mode games, you proceed to the next stage when you win the Match Point.

**Changing Options (Arcade Mode Options)**

## Arcade Mode Fighting Ring Screen

1. Time Limit: The Time Limit for one set. When the Time Limit runs out, the set ends. The default time limit is 30 seconds. The time limit can be changed.
2. Life Gauge: The amount of Life remaining for the fighter. When the fighter has full Life, the gauge is green. As the fighter takes damage, the gauge begins to turn red. When the Life Gauge is completely red, the fighter is KO'd.
3. hName: The name of the fighter being used.
4. Wins: The number of sets won by the fighter in the current match.

## Conditions for victory

### How to win a set

#### 1. er fighter's Life Gauge to zero

The Life Gauges for both fighters appear at the top of the screen. Reduce your opponent's Life Gauge to zero before the Time Limit expires to win the set by a K.O.

#### 1. the set

When the Time Limit expires and both fighters have Life remaining on their Life Gauges, the fighter with the greater amount of Life wins the set.

#### 1. the ring

Knock your opponent out of the ring to win the set by a Ring Out victory. The fighter knocked out of the ring loses the set regardless of how much Life is remaining on the fighters' Life Gauges.

### How to win a match and clear the stage

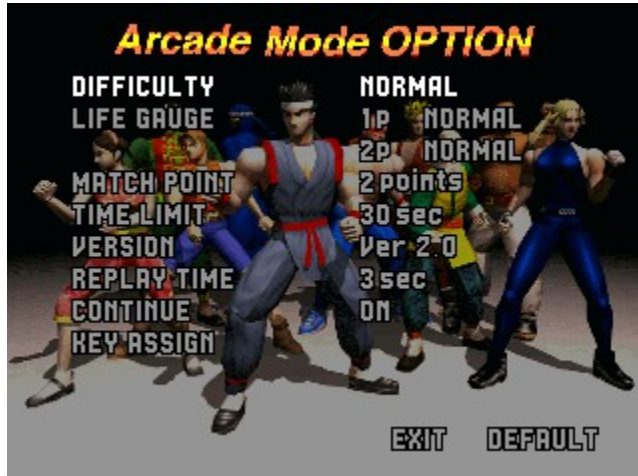
The first fighter to win the number of sets specified as the Match Point, wins the match.

The default Match Point is two sets. (The Match point can be changed in Options.)

## ARCADE MODE OPTIONS

Press **[F5]** from the Fighter Select screen to access the Arcade Mode Options screen. Press up or down to scroll through options, and left or right to make changes in the highlighted option.

You can make changes to the following game options:



- Difficulty: Set the strength of your CPU-controlled opponents.
- Life Gauge: Adjust the Life Gauge levels for Player 1 or 2.
- Match Point: Choose the number of set wins needed to clear a stage.
- Time Limit: Set how long each set will last.
- Version: Select what version of the game you want to play. Version 2.1 features slight changes to the flow and balance of gameplay.
- Replay Time: Set how long the post-set replay lasts.
- Continue: Turn the Continue function on or off
- Key Assign: Configure your keyboard controls. [Click here for details.](#)
- Exit: Return to the Fighter Select screen.
- Default: Return all game options to their default settings.

## VS MODE

Follow steps 1 - 5 below.

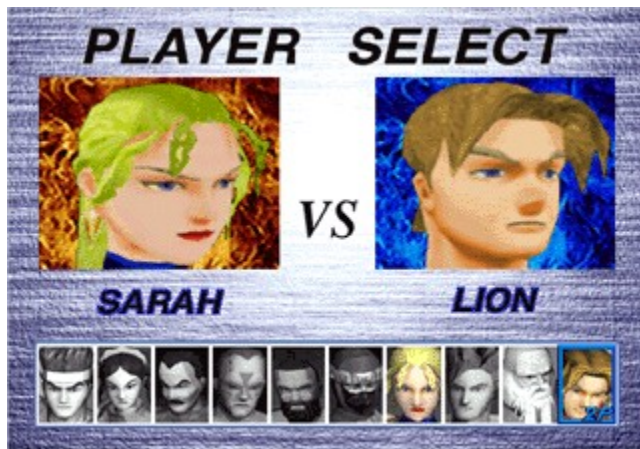
The keynames listed are all for the Player 1 keyboard (101 keyboard, default settings).

### 1. Select VS Mode

Press the Start key [Z] from the Title screen to enter the Mode select screen. Scroll up or down through the mode names by pressing [W] or [S]. Select Arcade Mode by pressing [V] or [H].

### 2. Fighter Select screen

Press [A] or [D] to scroll left or right through the fighters. A closeup and profile of the currently highlighted fighter appears onscreen. Press [V] or [H] to select the highlighted fighters.



### 3. Game start

The match begins. Fight it out with all you've got.

### 4. The first set

After the conditions for victory have been fulfilled, or a draw has been declared, the set ends. The winner (if there is one) strikes a victory pose. If the match ended in a K.O. or a Ring Out, a replay of the winning attack appears onscreen. (Press [G] or [Z] to skip the replay sequence.)

### 5. Start the next set

A new set begins automatically following the conclusion of the first set. The match will continue until one of the fighters wins the number of sets specified as the Match Point. In the event of a draw, both fighters are awarded one set. In the event that both fighters gain the Match Point simultaneously as the result of a draw, a special Sudden Death one-set fight begins.

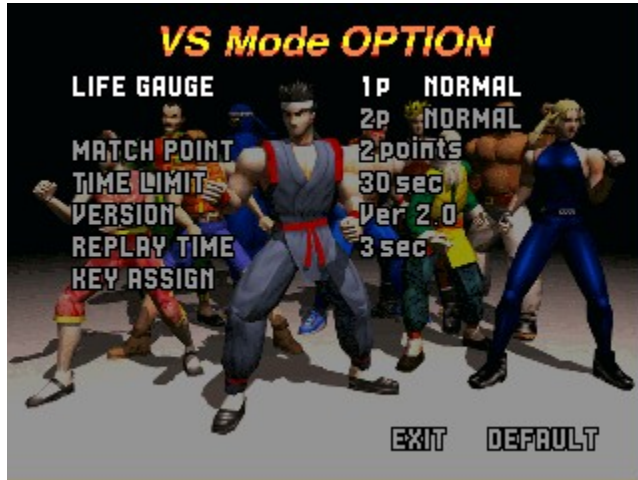
The default best-of-three sets Match Point can be changed in Options.

### Changing Options (VS Mode Options)

## VS MODE OPTIONS

Press **[F5]** from the Fighter Select screen to access the VS Mode Options screen. Press up or down to scroll through options, and left or right to make changes in the highlighted option.

You can make changes to the following game options:



- Life Gauge: Adjust the Life Gauge levels for Player 1 or 2.
- Match Point: Choose the number of set wins needed to clear a stage.
- Time Limit: Set how long each set will last.
- Version: Select what version of the game you want to play. Version 2.1 features slight changes to the flow and balance of gameplay.
- Replay Time: Set how long the post-set replay lasts.
- Key Assign: Configure your keyboard controls. [Click here for details.](#)
- Exit: Return to the Fighter Select screen.
- Default: Return all game options to their default settings.



## **RANKING MODE**

Ranking Mode is a fighting mode for one player only.

Your rank as a fighter is determined by your performance in a series of matches against CPU-controlled fighters. The Ranking Screen appears after you lose a match.

### Ranking Screen

Each fighter: The Ranking Screen gives you advice on how to improve your rank by using special attacks.

Yuki Akira  
Pai Chan  
Lau Chan  
Wolf Hawkfield  
Jeffry McWild  
Kagemaru  
Sarah Bryant  
Jacky Bryant  
Shun Di  
Lion Rafale

### Related Items

Character Intros

## Ranking Mode Results Screen

Stages Cleared: Shows how far the player progressed.

Play Time: The total time spent fighting. Your time affects your final ranking.

Style Points: A rating of how well you used your fighter's special attacks.

Total Points: An overall ranking of your fighter's performance, based on the three areas above.

## **EXPERT MODE**

In Expert Mode, the CPU learns and remembers the moves you've used in Arcade and VS Mode play, and uses what it has learned to counter your fighter's style.

Changing Options (Expert Mode Options)

## EXPERT MODE OPTIONS

Press **[F5]** from the Fighter Select screen to access the Expert Mode Options screen. Press up or down to scroll through options, and left or right to make changes in the highlighted option.

You can make changes to the following game options:

- Life Gauge: Adjust the Life Gauge levels for Player 1 or 2.
- Match Point: Choose the number of set wins needed to clear a stage.
- Time Limit: Set how long each set will last.
- Stage: Choose the stage for your battles.
- Stage Size: Pick a ring size for your fights.
- Version: Select what version of the game you want to play. Version 2.1 features slight changes to the flow and balance of gameplay.
- Replay Time: Set how long the post-set replay lasts.
- Learning: Reset the Learning Data save and load functions.
- Continue: Turn the Continue function on or off.
- Key Assign: Configure your keyboard controls. [Click here for details.](#)
- Exit: Return to the Fighter Select screen.
- Default: Return all game options to their default settings.

## TEAM BATTLE MODE

Team Battle Mode is a team fighting mode that lets you pit teams of three or five fighters against each other.

### 1. de Types

Player Vs. Player: Lets two human opponents pick teams and slug it out in VS Mode-style play.  
Player Vs. CPU: A one player team fight against the computer.  
CPU Vs. CPU: Watch a battle featuring two CPU-controlled teams.

Also

3 on 3: Two teams of three members each.  
5 on 5: Two five-member teams.

### 1. e Select

RECOVER LIFE: The fighters return to full Life after each set.  
NOT RECOVER LIFE: The Life Gauges for the fighters do not refill after the end of a set.

### 1. ect Mode

Set the fighter selection method.

MANUAL SELECT: Allows each player to decide which fighters appear on a team.  
RANDOM SELECT: Randomly assigns fighters to each team.

### 1. r Select

Select the fighters to appear on a team. You can select the same fighter to appear on both teams. You can also use the same fighter more than once on the same team.

When you finish selecting team members, an OK prompt appears. If you don't want to make any changes to the team lineup, select OK.

**NOTE:** You cannot control the team selection process in Random Select Team Battle games.

### 1. he Order

After selecting the fighters to appear on a team, you can change the order in which they appear in the team lineup. To change the order, first select any fighter on the team. Then highlight and select the fighter you want to change places with in the lineup. The positions of the fighters switch automatically. You can change the team order any number of times.

When you have finished making all the selections for your team, an OK prompt appears. The Team Battle fight begins after you select OK.

**NOTE:** You cannot control this process in Random Select Team Battle games.

Changing Options (Team Battle Mode Options)

## TEAM BATTLE MODE OPTIONS

Press **[F5]** from the Fighter Select screen to access the Team Battle Mode Options screen. Press up or down to scroll through options, and left or right to make changes in the highlighted option.

You can make changes to the following game options:

- Difficulty: Set the strength of your CPU-controlled opponents.
- Life Gauge: Adjust the Life Gauge levels for Player 1 or 2.
- Match Point: Choose the number of set wins needed to clear a stage.
- Time Limit: Set how long each set will last.
- Stage: Choose the stage for your battles.
- Stage Size: Pick a ring size for your fights.
- Version: Select what version of the game you want to play. Version 2.1 features slight changes to the flow and balance of gameplay.
- Replay Time: Set how long the post-set replay lasts.
- Continue: Turn the Continue function on or off.
- Key Assign: Configure your keyboard controls. [Click here for details.](#)
- Exit: Return to the Fighter Select screen.
- Default: Return all game options to their default settings.

## **WATCH MODE**

Watch Mode lets you watch two CPU-controlled fighters duke it out.

Changing Options (Watch Mode Options)

## WATCH MODE OPTIONS

Press **[F5]** from the Fighter Select screen to access the Watch Mode Options screen. Press up or down to scroll through options, and left or right to make changes in the highlighted option.

You can make changes to the following game options:

- Difficulty: Set the strength of your CPU-controlled opponents.
- Life Gauge: Adjust the Life Gauge levels for Player 1 or 2.
- Match Point: Choose the number of set wins needed to clear a stage.
- Time Limit: Set how long each set will last.
- Stage: Choose the stage for your battles.
- Stage Size: Pick a ring size for your fights.
- Version: Select what version of the game you want to play. Version 2.1 features slight changes to the flow and balance of gameplay.
- Replay Time: Set how long the post-set replay lasts.
- Exit: Return to the Fighter Select screen.
- Default: Return all game options to their default settings.



## PLAYBACK MODE

This mode allows you to watch fights that you saved in Arcade or VS Mode. Review classic battles and fights with interesting outcomes by saving them on your PC.

\* Data can only be saved when <1 set replay> is turned on in Options.

\* Data cannot be saved in any other setting.

### How to Save Data

Press [**Alt+P**] during the Replay of any set you want to save.

A window appears asking if you want to save the data for the set.

Press [OK] to save the fight into the Playback data files.

Replay

Export

Import

## Replay Playback Data

When you enter Playback Mode, the Playback dialog box appears.

Select a data file and click [Replay] to watch it.

Click [Comment] to attach a personal comment regarding the selected data file.

## Export Playback Data

Click [Export] from the Playback dialog box to bring up the Export dialog box.

Select the destination for the data file you want to move and click [Export] to save them in that location.  
(When exporting to the HDD, the data is exported to the VF2 folder “.”.)

Click [Comment] to attach a personal comment regarding the data file being exported

## Import Playback Data

You can import data files saved to a floppy diskette or other memory storage location. Click [Import] from the playback dialog box to bring up the Import dialog box.

Select the desired drive, folder and data file from the menu, then click [OK] to save the data into your VF2 Playback data folder.

Click [Comment] to attach a personal comment regarding the data file being imported.

## **VS for MULTIPLAYER**

\*An original PC game mode for two players.

While the game is running in this mode, you cannot access any items on the Menu Bar except <Exit> [**Alt + F4**] .

### **How to play Link Games**

Select <VS for Multiplayer> from the Menu Bar to enter VS for Multiplayer Mode.

In this mode, you can select either <Waiting for Opponent> or <Requesting Opponent>. An explanation of each of these Link Game mode types follows.

<Waiting for Opponent>

<Requesting Opponent>

How to set up a connection

VS for Multiplayer Link Game chat

## **How to set up a connection**

### IPX connection for direct play

Select this when using an SPX/IPX LAN.

This game type requires an SPX/IPX compatible LAN environment.

### Internet TCP/IP connection for direct play

Select this when using a TCP/IP LAN.

This game type requires a TCP/IP compatible LAN environment.

### Modem connection for direct play

Select this when using a modem to play over phone lines.

This game type requires a phone line and a Windows 95 compatible modem (9600bps minimum; 14400bps or more recommended). You should arrange exactly when you will link up with your opponent's modem in advance.

### Serial connection for direct play

Select this when using a serial connection cable to connect two computers via the Communication Port.

This game type requires a serial connection cable.

## **Waiting for Opponent**

**1. Select <VS for Multiplayer> in the Title screen to bring up the following screens.**  
(Select <Cancel> to return to the Title screen.)

**2. Choose a game type under Provider**

**Internet TCP/IP connection for direct play**  
**WinSock IPX connection for direct play**  
**Modem connection for direct play**  
**Serial connection for direct play**

**3. Enter your name in the Name bar**

If you have already entered a name and don't want to change it, you don't need to enter anything in this bar. It's recommended that you enter a name that is easy to recognize and understand.

**4. Click on [New Game]**

(1) When playing with a modem connection

After clicking [New Game], the Modem Settings window appears. Select the type of modem you are using.

(2) When playing with a serial connection cable

The serial port settings window appears onscreen. If you don't want to change the settings, click [OK].

There may be instances where the serial port settings window does not open when you try to cancel settings you have changed. In such instances, you will need to quit and restart the game.

**5. The <Waiting for Opponent> dialog box opens, and the game enters Link Game mode.**

**6. When an opponent is found, the connection is made automatically and the VS for Multiplayer game begins.**

**7. Fighter Select screen**

You play as Player 1. Select a fighter and let the action begin.

**NOTE:** In some LAN environments, the game may slow considerably or shut down during play.

## Requesting Opponent

1. Select <VS for Multiplayer> in the Title screen to bring up the following screens. (Select <Cancel> to return to the Title screen.)

2. Choose a game type under Provider

Internet TCP/IP connection for direct play

WinSock IPX connection for direct play

Modem connection for direct play

Serial connection for direct play

3. Enter your name in the Name bar

If you have already entered a name and don't want to change it, you don't need to enter anything in this bar. It's recommended that you enter a name that is easy to recognize and understand.

4. Click on [Connect]

(1) When playing with an Internet TCP/IP connection

The Locate Session window opens, allowing you to enter the computer name or IP address of the opponent you want to challenge. Leave the entry bar blank to search.

(2) When playing with a modem connection

The telephone number dialog box appears. Enter the telephone number of the opponent you want to challenge in the entry bar. The number is dialed automatically.

(3) When playing with a serial connection cable

The serial connection dialog box appears. Select the port you wish to use for your serial connection cable.

NOTE: There may be instances where the the serial port settings window does not open when you try to cancel settings you have changed. In such instances, you will need to quit and restart the game.

5. The Select Session window opens, listing the names of all available players.

Select the name of the player you want to challenge, and click [OK]. The Waiting dialog box appears. If the name of a player who is currently connected does not appear in the list, try clicking [Retry]. In modem connection games, it may take some a few moments before the player's name appears onscreen.

6. When the connection is made, the Link Game starts automatically

The Fighter Select screen appears. You play as Player Two. Once you select a fighter, the fight begins.

\*If your opponent doesn't respond, the Link Game window automatically appears.

NOTE: In some LAN environments, the game may slow considerably or shut down during play.



## Team Battle for Multiplayer

Hold Team Battle fights for two to ten players over your LAN.

**NOTE:** Not compatible for modem or Internet connections.

### How to play Team Battle for Multiplayer

Select Team Battle for Multiplayer from the Mode Select screen. This brings up the Team Battle for Multiplayer mode screen.

Assigning players to teams

Pre-game controls

In Link Game play, there are two mode types: <Waiting for Opponent> and <Requesting Opponent>. An explanation of each play mode follows.

Waiting for Opponent

Requesting Opponent

About Connection Types

Link Game Chat

## **Link Game Chat**

Have fun chatting with your rivals during Link Game play.

### **How to use Link Game Chat**

- 1) Press [F11] from the Fighter Select screen or while the game is paused to bring up the Chat window.
- 2) The Chat window appears.
- 3) Enter your message in the Send Message box at the bottom of the window, and click [Send] to send it off.
- 4) Incoming messages from your rivals appear in the Receive Message box. Have fun issuing challenges and bragging about your wins.
- 5) Click [Clear] to erase the text from the message boxes.
- 6) Click [Exit] to quit Link Game Chat.

## Assigning players to teams

In Team Battle for Multiplayer mode, the host player assigns all the participating players to teams. You should discuss team assignments with all the players before starting play.

### How to assign teams

When all the players are connected, the following window appears:

The players' names appear in the middle of the window. Click and drag each player's name into place on one of the teams. If there are not enough human players to fill out a team lineup, click and drag the name <CPU> into the team to fill out the roster with a CPU-controlled fighter.

Click [Chat] to bring up the Link Game Chat window, allowing you to discuss team assignments in real-time.

When you have finished assigning the players to teams, click [OK] to enter Team Battle Mode.

\*The team lineup order set in the team assignment window is the order the fighters appear in Team Battle Mode.

\*Please decide on a "5 on 5" or "3 on 3" bout before playing.

In the event that there are too few human players to fill out a team lineup, it is necessary to use CPU-controlled fighters. If there are too many human players for a team, the extra players are automatically cut.

\*Only the host player of the Team Battle for Multiplayer game can operate this window.

### Pre-game controls

## Pre-game Controls

### Controls for the host player

- Controls used before the Fighter Select screen

Host player only

- Controls used in the Fighter Select screen

Can be used by the appointed leader of each team

Refer to Team Battle Mode for details on fighter selection and gameplay.

## Portrait Mode

Portrait Mode lets you check out a series of graphics for each fighter from the Sega Saturn version of Virtua Fighter 2. Have fun seeing a new side of the Virtua Fighter world.

## Controls

The keynames listed are all for the Player 1 keyboard (101 keyboard, default settings).

The following screen appears when you enter Portrait Mode:

Choose the fighter whose portraits you want to see by pressing **[W]** or **[S]** to scroll up or down, and **[V]** or **[H]** to select. Select <Exit> to return to the Mode Select screen.

Press **[A]** or **[D]** to scroll backward or forward through the portraits of the selected fighter. Press **[G]** to return to the main Portrait Mode selection screen.

## About the Menu

\*An explanation of the items you can select from the Menu Bar

GAME

PAUSE: [F3]

RESET: [Alt+F2]

EXIT: [Alt+F4]

HELP

## STORY

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 RSVPs 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 in common: 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 his new-found rival Wolf Hawkfield. Hong Kong movie star Pai Chan returns for another chance to defeat her father, Lau, while Lau Chan, who has returned to defend his title, strives to perfect his techniques. Pancratium master Jeffrey McWild fights to preserve his livelihood. The ninja Kagamaru 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 comes 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 Torou-ken expert Lion Rafale fights for his freedom.

Akira Yuki

Already a legendary master of the art of Hakkyoku-ken, Akira has spent the last 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.



## Pai Chan

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 that someday she would 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.

## Lau Chan

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 he was declared the 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.

## Wolf Hawkfield

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 that they would battle again. Now that chance has arrived, and Wolf has his eye on the championship.

## Jeffry McWild

Jeffry uses the prize money from his fighting tournaments to maintain a fishing boat. All his life, he has sought one trophy above others: the legendary man-eating "Satan Shark." His last battle with the shark 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.

## Kagemaru

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.

## Sarah Bryant

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.

## Jacky Bryant

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.

## Shun Di

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....



## Lion Rafale

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.

