FLYING DRAGON ™

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Serious Fun™
NATSUME®

INSTRUCTION
BOOKLET

NINTENDO 64

CONTENTS

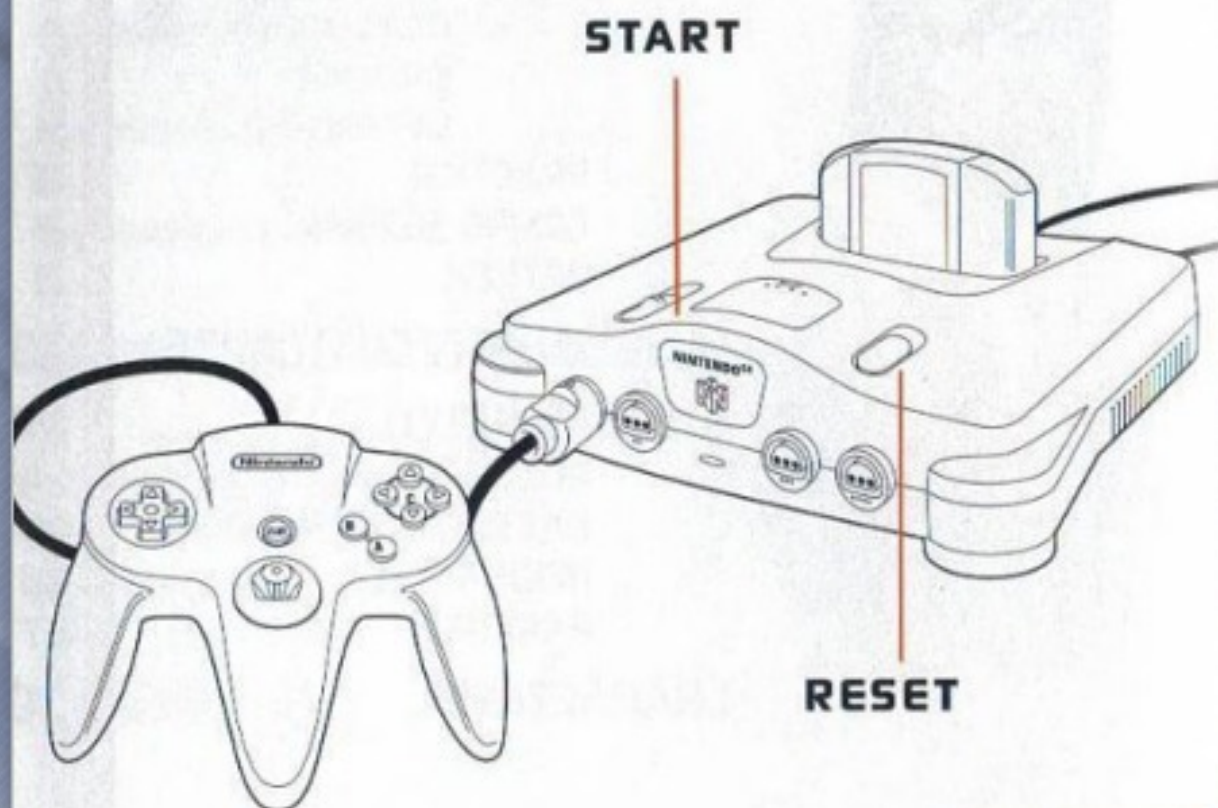# THE DECK

IMPORTANT WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Instead, first turn the power OFF on your N64.

Then insert the Game Pak into the slot of your N64.

Press firmly to lock the Game Pak in place.

Turn the power switch ON. After the appearance of the title and legal screens, you may begin play at any time by pressing START.
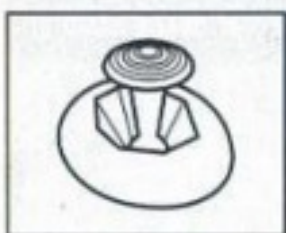
START

RESET

NINTENDO64

OPERATING INSTRUCTIONS

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

This game is compatible with the Controller Pak™ and Rumble pak™ accessory. Before using these accessories, please read the Controller Pak™ and Rumble pak™ instruction booklet's carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak™ and Rumble Pak™ accessories.

CONTROLLER BASICS

BASIC SETTINGS

Below is the default setup for the N64 Controller. You can change this by going into Config in either fighting mode. The direction of any sidestep is chosen by the computer.

START

C BUTTONS

L BUTTON

R BUTTON

Nintendo

CONTROL PAD

A BUTTON

B BUTTON

Z BUTTON
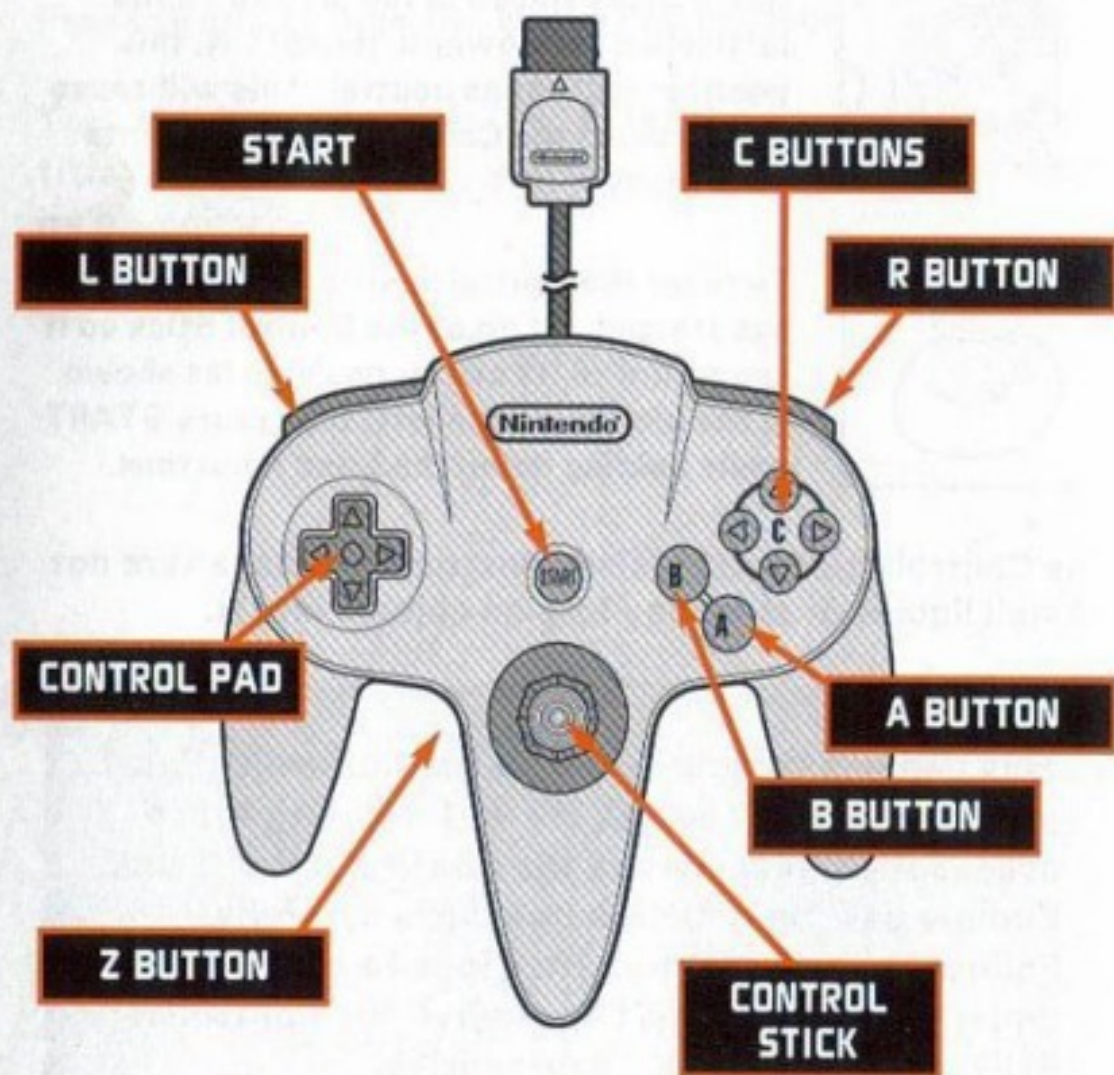
CONTROL STICK

CONTROLLER BASICS

	MAIN/SUB SCREEN	ACTION SCREEN
CONTROL PAD/CONTROL STICK		
UP	previous selection	JUMP
LEFT	change the menu item	BACK/FORWARD
RIGHT	change the menu item	FORWARD/BACK
DOWN	next selection	CROUCH
DEFAULT BUTTON SETTING		
START	ACCEPT SELECTION	PAUSE
A	ACCEPT SELECTION	KICK
B	CANCEL	PUNCH
C ▲	-NOT USED-	USE ITEM I
C ▶	-NOT USED-	USE ITEM 2
C ◀	-NOT USED-	SECRET BUSTER
C ▼	-NOT USED-	SPECIAL TECHNIQUE
L	-NOT USED-	SIDESTEP
Z	-NOT USED-	SIDESTEP
R	-NOT USED-	GUARD

GETTING STARTED

CONNECTING CONTROLLERS

Make sure that you have the proper number of controllers plugged in before you turn the game on. If you need to add or remove a controller, you must turn the system off first.

GAME START

Turn on the system. A series of introductory scenes will play. If you wish to skip these, press A.

START/CONTINUE

You can save your game by using a Controller Pak. Although you don't need it in when you start, it's a good idea to start the game with it plugged into the appropriate controller.

INPUT NAME

Here, you can choose your name.
You are limited to six letters.

MEMORY AND RUMBLE PAK

CONTROLLER PAK

If you have a Controller Pak in your
Controller, select "yes". If the system
needs a Controller Pak at some point dur-
ing game play, and you selected "no" here,
it will ask you for it.

RUMBLE PAK

If you want a Rumble Pak added, press "A",
if not, press "B".

CHOOSE YOUR MODE

Choose "SD Hiryu" or "Virtual Hiryu" from
the menu. These selections are discussed
in full on p.10 and p.24.

SD HIRYU

RULE SELECT AND PRESETS

CIRCUIT
BATTLE AGAINST THE COMPUTER
TO WIN TREASURE ITEMS

CIRCUIT MODE

In Circuit Mode, you battle a series of computer chosen opponents to win ten special medals. The series of battles follows the pattern on the next page. The competition alternates between normal and championship tournaments, where championship will end with a boss that requires a special item to defeat.

CHARACTER SELECT

Here you select which character you wish to fight with, and the computer will select its choice, which will be in silhouette. It is possible to fight the character you have chosen to play with, so be warned.

ITEM EQUIPMENT

You may equip your character with the items you feel you need to win the fight. Each one changes your statistics and may allow a special move.

1 EQUIP ITEM

You may have 4 items: 1 offensive, 1 defensive, and 2 special.

2 CHARACTER STATUS

From left to right, rank is followed by your overall ability (A is the highest, E is the lowest), your strength, throw ability, defense, and your mind's eye. The last four range from 01 (lowest) to as high as you can try to make them.

3 ITEM INFORMATION

This window lists an item's basic information, telling you how it affects your various stats and any special effects it may have.

TOURNAMENT COMPETITION

Tournament Competition is a part of Circut Mode, but you are never pitted against a boss. Like Circuit Mode, the general flow of the tourney is laid out at the right.

BATTLE START

↓

1-4 COMPETE

WIN   LOSE

If you lose, you have a limited number of continues.

SEMI FINAL

WIN   LOSE

FINAL   **3RD PLACE**

1ST   2ND   3RD   LOSE

BATTLE SCREEN

1 STAMINA GAUGE
The current health of the character named below it.

2 WINNING POINTS
The number of rounds which a character has won.

3 ICONS
The first column is a list of special skills, the second is a character's equipment, the last is of consumable equipment, such as potions. When a move or item is no longer available, it will be grayed out.

4 S.B. (SECRET BUSTER) GAUGE
This gauge will increase with each successful hit upon an opponent. When it fills, you will be able to perform an additional Secret Buster.

5 S.B. STOCK
The total remaining Secret Busters you may perform. If it reaches zero, you may no longer perform a special skill.

6 CURRENT STAGE
Your position in a tourney.

7 S.B. STOCK METER
The yellow dots are the number of special skills you can perform, the green dots are slots open to be filled by yellow dots. When all the green dots are filled, you have reached your maximum available Secret Buster.

8 TOTAL PLAY TIME
Total time you have been playing in this tourney.

9 PAUSE
Resume combat or end the combat.

10 CHARACTER NAME

11 TIME LIMIT
Time remaining in the match.

SD HIRYU

VERSUS MODE

Versus mode allows you to play against another human. You must have all the Controllers you plan to use plugged in before you turn the game on. Each player may use the information they have saved in their Controller Pak.
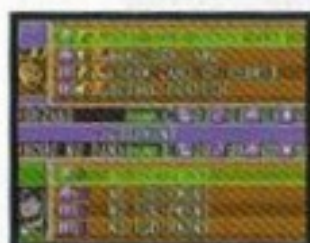
ITEM EQUIPMENT

The top allows you to change player one's equipment, the bottom, player two's. Item descriptions are not shown here, so you must remember what each item does.

DATA SAVE

After each battle, you have a choice of continuing the fight, changing the mode, or adding and removing Controller Paks.

TOURNAMENT MODE

In tournament mode, you select up to eight human or computer players that will fight in a single elimination tournament. You can load characters from the Control Pak for computer or human play. You have the option to watch matches where the computer fights against itself. The first tier of combat has four matches, the second has two matches (between the winners of the first tier) and then a final battle with the victors of the second tier.

GROUP BATTLE

Group Battle is a combat between two teams of up to five characters. When one is defeated, the next character in the team fights the winner. When there are no more characters left to fight, the other team wins.

TREASURE BOX

In the Treasure Box, you can view the details of your treasures, exchange treasures with another human player, and purchase and sell treasures.
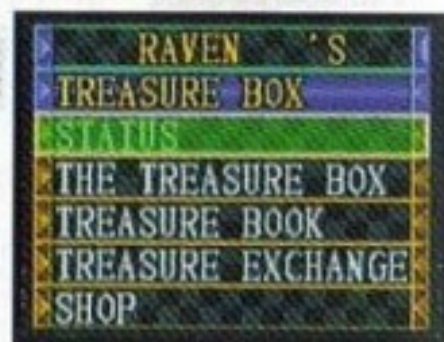
FOR THE BATTLE

ATTACK	A weapon that increases the damage you cause against an enemy. You may only equip one.
DEFENSE	Armor that reduces the damage you take from an enemy. Again, you may only equip one.
MEDICINE	A one use item that increases your ability or heals you.
SPECIAL	Causes your ability to increase or an enemy's to decrease, the actual effect varies from item to item.

SD HIRYU

FOR STRATEGY

SCROLL	Scrolls teach you new special skills. You get them by winning them in battle.
SECRET	Modifies the environment of the fight, such as the music.
STRATEGY	Shows hints about how to defeat enemies, find items, use special skills effectively, etc.
7 WONDERS	Each of these seven scrolls reveals a secret of the game.
OTHERS	These are miscellaneous items that affect game play, such as the items you need to defeat bosses.

FOR RANKING

MEDALS	After you reach certain levels or beat certain enemies, you win medals that may affect your statistics.

LEVEL UP OF TREASURES

After each victory you will be awarded experience points. In addition, you will learn how to use each item you have fought with more efficiently.

EVOLUTION OF TREASURES

Some items evolve into a better version once you gain enough experience with them. It will become more effective and may gain an extra ability.

EQUIP LEVEL OF TREASURES

Some items may only be equipped by certain characters at certain levels. To find out if this is the case, on the item information screen, hold down the Control Stick and scroll down. For example, Ryuhi can't use the Silver Sack until he reaches level two.

CHECK STATUS

The Check Status screen shows you the state of the selected character. On it are listed the character's level, rank, and money. Beneath them, on one line, are the character's strength, throw, defense, and mind's eye. Then come the four items the character has currently equipped and finally the password.

PASSWORDS

The password is a record of the character's current state. If you do not have access to a Controller Pak, and you wish to keep a record of the character, you can write down the password as shown here.

MEDALS

Medals are the awards for defeating the boss at the end of a Circuit Mode championship. In addition, each one conveys a unique benefit. If a character has all 10, they will receive an added bonus.

THE TREASURE BOX

The Treasure Box lists all the items you have won over all your characters in the course of your play. It shows their complete description, as well as who can use which item and at what level it can be used.

SD HIRYU

THE ITEM GUIDE

The Treasure Book is very similar to the Treasure Box, except that items which you don't have are also listed as a line filled with question marks.

EXCHANGE

You can exchange items with another player. Each of you select one and only one item to trade. Then you will be asked if the trade is ok. If both players agree, the trade will be made, and you will be asked if you wish to trade another item. The item descriptions aren't shown, so be careful that you don't trade away something you need. Also, if any player chooses not to continue, the trading is over, and if any player does not approve of a trade, that trade won't go through.

You can buy, sell, or trade items at the shop. The shopkeeper will list items she has for sale, and you can view their properties in the treasure book. Also, you can sell anything you have, except for the special items that are required to beat the bosses.

VISIT THE SHOP OFTEN

The more often you buy and sell items at the shop, the friendlier the shopkeeper will become towards you. If the shopkeeper is friendly, she will offer more items and better prices. If you spend too many fights away from the shop, however, she'll become angry and raise prices. She will become nice again if you buy a few items in between matches.

PRACTICE

The practice section allows you to train yourself in the use of the techniques needed to beat the game.

FREE TRAINING

In Free Training, your opponent stands still while you attack them. This is ideal for getting combinations and special moves down.

SD HIRYU

	FREE TRAINING	COMMAND TRAINING	PRACTICE GAME
GUARD BUTTON C + ▲	Changes the computer's response by taking one step back.	Changes the computer's response by taking one step back.	Changes the computer's level to high.
GUARD BUTTON C + ▼	Changes the computer's response by taking one step forward.	Changes the computer's response by taking one step forward.	Changes the computer's level to low.
GUARD BUTTON C + ◄	Switches between a standard status bar, a damage indicator, or nothing.	-Unused-	Switches between a standard status bar, a damage indicator, or nothing.

COMMAND TRAINING

Command Training allows you to practice specific moves from the Command list.

SUMMERSAULT
↑ ●

PRACTICE GAME

This is a simple practice fight between two characters of your choosing. It is identical to the other fights, though it does not affect your record.

KNEE KICK
←K
DROP KICK
←●
SUMMERSAULT
↑ ●
SPACE ROLLING ELBOW
→←●
DRAGON SHOOT(ON EARTH)
↓←●
DRAGON SHOOT(IN THE AIR)

COMMAND LIST

The Command List lists all possible moves and combinations for the selected character, as well as what you need to do to perform them.

MINDS EYE TRAINING

The Mind's Eye shows you the enemy's weak points, where you can hit them to cause the most damage when it is active. In this practice mode, you are shown a flashing dot and you must attack it or defend it. You have three tries (represented by the stars) to get the move right before the computer resets the fight.

NAVIGATE MARKS	CRITICAL MARKS
○ **SHINGAN MARK** This point is where your opponent is aiming. You can prevent this by either attacking them or defending the point.	◇ **WEAK POINT MARK** When you have maxed your special skill gauge, this pink dot will appear. This is their weak spot.
○ **S.D. PUNCH MARK** When this appears, you should use Super Defense to properly counter the enemy's punch.	◇ **HI DAMAGE MARK** If you hit this mark, you can damage an enemy who is guarding.
○ **S.D.KICK MARK** When this appears, you should use Super Defense to properly counter the enemy's kick.	◆ **FINISH MARK** If you hit this, you will take away all of your enemy's health.
○ **COUNTER MARK** Hitting this blue dot will allow you to counter attack an enemy.	

CHANGING CHARACTERS

First, decide if you want to use a Controller Pak. If you do, this is a good time to put it in. Then move the cursor to the character you want and press A.

BACK TO THE MODE SELECT

In Pause, you can select Mode Select, which will return you to the main screen for the fighting mode you are in.

CONFIG SCREEN

In the Config Screen, you can select various commands that each controller uses. Try to use a configuration that is comfortable.

WATCH MODE & AUTO BATTLE

It may get to the point where you don't have the time or energy to fight all the battles in a round yourself. Thankfully, you can buy or win computers that will fight for you. To activate them, go to the Config Screen and choose the name at the top of the list, then move to either the right or left to scroll through the available computers.

OPTION

In the Option Mode, you can change the environment of your game.

DIFFICULTY

The difficulty has five settings, ranging from easy to hard.

TIME

The time can be set to 30 seconds, 45 seconds, one minute, or infinity.

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ROUND

In each match, you can select best out of one, two of three, or three of five.

TURBO

The Turbo mode makes everything move faster. It has four settings, off (slowest) one, two, or three (fastest).

AUTO GUARD

If you have autoguard on, the computer will block for you if you are standing still. If you move, you must defend yourself.

MIND'S EYE

If Mind's Eye is on, you can see where the computer is attacking you, similar to the Mind's Eye practice. If you have it the critical hit marks may still appear, but the navigation marks won't.

MUSIC

The music can be on stereo or mono. Choose the one that your television can support.

HEALTH

You can choose from 100 to 200 points in 20 point intervals.

RUMBLE

Turn on or off the Rumble Pak.

GAME EXPLANATION/SD HIRYU

RULE SELECT AND CUSTOMIZE

The Rule Select screen allows you to change some of your combat environment.

CANCEL

Cancel allows you to start a move and then stop yourself from finishing it, performing a sort of feint.

SIDE STEP

If sidestep is on, you can avoid an enemy's attack by stepping clockwise to the side.

ADDITIONAL HIT

The More Hit option allows you to attack an opponent who is lying on the ground. If this is off, both you and your enemy have to wait until both characters are standing.

COMBO TURBO

This allows you to perform combos easier.

COMBO LIMIT

This limits the number of times you can use the same combo in a row.

VIRTUAL HIRYU

RULE SELECT

The rule select decides whether you are going to fight in 2-D mode, 3-D (sidestep) mode, or if you are going to customize the fight.

2D

Traditional mode for fighting games. There is no sidestepping in 2-D mode.

3D

3-D mode allows you to sidestep. Also, there are certain special moves that can only be executed in 3-D mode.

CUSTOMIZE

Customize allows you to change the environment as discussed on page 23.

GAME EXPLANATION/VIRTUAL HIRYU

BATTLE SCREEN

1 STAMINA GAUGE
The current health of the character named below it.

2 WINNING POINTS
The number of rounds which a character has won.

3 PAUSE
Resume combat or end the combat.

4 CURRENT STAGE
Your position in a tourney.

5 PLAY TIME
Total time you have been playing in this tourney.

6 CHARACTER NAME
Your current character's name.

7 SPECIAL TECHNIQUE STOCK METER
This gauge will increase with each successful hit upon an opponent. When it fills, you will be able to perform an additional special skill.

8 TIME LIMIT
This is the amount of time left in the match.

MODE SELECT

This is the primary mode selection screen for Virtual Hiryu mode.

CIRCUIT

This is similar to the SD Hiryu circuit mode, except instead of winning items, you advance on a ranking system.

VERSUS

This is one on one competition with another human.

TORNAMENT

This is identical to the SD Hiryu tournament.

GROUP

This is identical to the SD Hiryu Group fight.

GAME EXPLANATION/VIRTUAL HIRYU

RANKING LIST

This ranking list records your current rank, but it only does so after you have finished a complete Circuit or tournament. You will be measured on 2-D mode, 3-D mode, and a total of the two.

Rank		
10 Dan		Expert
9 Dan		
8 Dan		
7 Dan		
6 Dan	Black	
5 Dan	Belts	
4 Dan		
3 Dan		
2 Dan		
1 Dan		
1 Kyu		
2 Kyu		
3 Kyu		
4 Kyu		
5 Kyu	White	
6 Kyu	Belts	
7 Kyu		
8 Kyu		
9 Kyu		
10 Kyu		Beginner

RANKING SCREEN

This screen shows your rank at the end of the current tournament. It also offers you advice on how to improve your game.

RANKING RESULT

3D MODE	RYUHI					
TOTAL SCORE				7 9		
	1	2	3	4	POINTS
LIFE	46	17	0	0	13
TIME	56	62	0	0	20
TECH	24	27	0	0	25
COMBO	8	8	0	0	8
CONDITION		5 OUT OF 20			5
CLEAR		9STAGE	(7)		3
VS		0 WIN	0 LOSE		5
CIRCUIT		2	TIMES		0
BACK	TECHNIQUE	CONDITION			

1 RULE

This is which mode the ranking is for, either 2-D, 3-D, or a total.

2 TOTAL SCORE

This is the total number of points your character has accumulated in this mode.

3 AVERAGE OF STAMINA

This is the average stamina of your enemies at the end of your matches.

4 AVERAGE OF DEFEAT TIME.

This is the average length of time it has taken you to defeat your enemies.

5 COMPULSORY TECHNIQUES

The number of special techniques that you have used. The score given is on the basis of a list.

6 COMBO TOTAL

Total number of combos which you have executed.

7 QUALIFICATION OF THE GAME

This is the number of special game qualifications that you have matched.

8 CLEAR THE QUALIFICATION.

The number of stages you have passed. The number of your character's losses is in parenthesis.

9 TIMES OF VICTORY OR DEFEAT.

The number of wins and losses of this character in Versus mode.

10 TIMES OF GAME PLAY.

This is the number of times you have been through the circuit.

11 RANK

This is your belt rank or grade.

12 CHARACTER NAME.

The name of the character.

GAME EXPLANATION/VIRTUAL HIRYU

PRACTICE

This is the same as Practice in SD Hiryu. It is very useful to test your skills with the characters in Virtual Hiryu.

CONFIG

Here you change your Controller settings and decide if the computer will fight for you. It behaves as it does in SD Hiryu.

OPTION

Here you may change the game options.

CHARACTER MOVES

An SD is a Super Defense. To use it, you must stop an enemy's attack before replying with your own. An ST is a Super Technique. You must avoid an enemy's attack before using this on them.

SPECIAL ATTACKS

In SD Hiryu, certain special attacks (in the gold letters on the list), require that you have special items before you may use them.

```
165    SUZAKU SCROLL VOL.2
       SCROLL        RAVEN
       SHURA SENSHUSATSU
        →0    ( )

IT IS THE SCROLL WRITTEN ABOUT
THE SECRET BUSTER OF SUZAKU.
IF YOU HAVE IT, SUZAKU CAN
USE THE SECRET BUSTER
"SHURA SENSHUSATSU".
```

RYUHI

A boy-genius from Syorin-Ji temple, Ryuhi fights for justice.

CHOUCHU	→P
TOKYAKU	←K
SQUAT PUNCH	↓P
SOTAI	↓K
SENPUKYAKU	▼
RYUOUKYAKU	↑K
RYUGA SOKUTOU	→▼
RYUGA RENKYAKU	←◉ ◈ ◆
KINRYUHA	←→▼
ST NIKIKYAKU	←◉

CHARACTER MOVES

HAYATO

The eternal rival of Ryuhi, Hayato is skilled in most of the martial arts.

AGEMEN USIRO	→P
MAWASHIGERI	→K
SQUAT SHOUDA	↓P
SURIGERI	↓K
KASUMI	→⊗
GENRYUKA	↑⊗
TOBIYOKOGERI	←→⊗
HOUREI SHOKI	↓↑⊗
ST TATSUMAKIGERI	←⊗
ST HARAIGERI	↓⊗

SYORYU

Syoryu is a young monk of the Ghost Hunter cult. He is renowned for his kicks.

ELBOW	→P
KNEE KICK	→K
DROP KICK	→⊗
SUMMERSAULT	↑⊗
SPACE ROLLING ELBOW	←→⊗
DRAGON SHOOT	↓↑⊗
DRAGON SHOOT (AIR)	↓↑⊗
ST MOONSAULT	↑⊗
ST ASHIBARAI	↓⊗
SD STRETCH MUFFLER	on guard →K

WILER

This former CIA Special Attack Force Member is very skilled in close combat.

BODY BLOW	→P
KNEE KICK	→K
SQUAT PUNCH	↓P
SIT SPINKICK	↓K
SONIC BUSTER	▽
TORNADO KICK	→▽
ST ROLLING SOBAT	←▽
ST LEG SLICER	↓▽
SD WAKIGATAME	on guard →P
SD CAPTURED	on guard →K

ROBONOHANA

This sumo-wrestling robot wants to stand out, he wants to be the hero of the universe. He may be heavy, but he's very strong.

TATAKITSUKE	→P
KACHAGE	→K
DAI TSUPPARI	▽
GOTTSUAN MISSLE	→▽
GOTTSUAN ROCKET	↑▽
ROCET TSUPPARI	↓→▽
ST HIP ATTACK	←▽
ST HARAITE	↓▽
UWATENAGE	close →▽
ABISETAOSHI	close ↓→▽

CHARACTER MOVES

YUKA

This young girl has mastered the throwing techniques.

HIJIATE	→P
KASANEATE	+K
KIRYUNAGE	← →▼
KERIAGE	▼
YUME NO UKIHASHI	→▼
ST TOBIKERIATE	←▼
ST KUMOZUKAMI	→▼
SD HARUKAZE	on guard ←P
SD NAGI	on guard ←K
SD KOTEGAESHI	close ←→P

POWERS

He is already renowned as the world's best wrestler. His next goal is becoming the best martial artist in the world.

ELBOW	→P
KNEE	→K
SHORT RANGE LARIAT	▼
TACKLE	→▼
HAMMER NUCKLE	→▼
LARIAT	← →▼
ST ARI KICK	→▼
ST LEG LARIAT	→▼
SD WING CRASHER	on guard ←P
SATELLITE SHOOT	close ▼

SUZAKU

An evil man when he was alive, Suzaku has risen from Hell to take revenge on the dragon warriors.

SHORT UPPER	→ P
KNEE KICK	→ K
BLOOD MOON	↑ ▼
SLASH KICK	→ ▼
HELL'S GIMLET	← → ▼
SEABING SPEAR	← → ▼
ST CYCLONE KICK	← ▼
ST STING UPPER	→ ▼
SD ENDBRINGER	on guard → P
SD DEATH VICE	on guard → K

CHARACTER MOVES

RYUHI

The "Holy Fist" of Syorin-Ji temple, Ryuhi fights for justice.

RYUGEKISYU	← → K
SENPUKYAKU	↓ ← ▼
RYUOUKYAKU	↓ ← K ▼
KINRYUHA	↓ ← P
SD JOUKACHOCU	← G+P
SD YOUHONSHIUN	→ ← G+P
SD KAKUTOUHOKEN	← G+K
SD HEIMONKYAKU	↘ G+K
HIRYU NO KEN	← ↓ → ▼
RENKEN RYUSENPU	PP + KK

HAYATO

The eternal rival of Ryuhi, Hayato is skilled in most of the martial arts.

TOBIYOKOGERI	← → K
SAKA MAWASIGERI	↓ ← K
ABISEGERI	↓ ← ▼
GENRYUKA	↓ ↓ ↘ P
ST TATSUMAKIGERI	← G+ ▼
ST HARAIGERI	↓ G+ ▼
SD KOTEGAESHI	→ ← P
SD MIGIRI	← G+P
SHINGI YAMIBOTARU	← ↓ → ▼
RANSHI	PKPP

SYORYU

Syoryu is a young monk of the Ghost Hunter cult.

SPACE ROLLING ELBOW	→ ← ▼
SPINNING ELBOW	↓ → P
DROP KICK	← → K
LOW SPIN KICK	↓ ← K
DRAGON SHOOT	↓ ↓ → P
DRAGON SHOOT (AIR)	↓ ← KP
SCHMIDT STYLE BACK BREAKER	close ← → ▼
SWING D.D.T.	close ↓ → ▼
JAW CRASHER	close → ← ▼
SD STRETCH MUFFLER	← G+K

MINMIN

A child of Chinese martial arts masters, Minmin has grown to be a master in her own right.

MIDDLE HOSUI	→ P
MAIHUKUSEI	↓ → P
HONSHIN URAKEN	↓ ← P
CHOUBUKYAKU	↓ → ▼
SENZANBU	↓ ← K
SENPUKYAKU	↓ ← ▼
KOCHOUSYOU	close ← → ▼
SD RYUSENKYAKU	← G+P
SD RASENRAKU	↖ G+K
KIRINGEKI	↓ → ▼

CHARACTER MOVES

KATE

Sweden transferred this renowned officer to the LAPD to learn about American law enforcement methods

RIGHT UPPER	↓ →P
HURRICANE KICK	↓ →K
HEEL SLASH	→ ↓ ×▼
SPACE ROLLING KNEE	↓ ←K
LOW STRIKE	↓ ←▼
ST JUMPING SOBAT	→G+▼
NIAGARA DRIVER	close← →▼
URANAGE	close→ ←▼
SD CUTTING ELBOW	→G+P
STARLIGHT BURST	↓ ↓ →▼

RED FALCON

This unknown man has no scruples. He will fight as dirty as necessary to win.

STING UPPER	↓ ←P
HIGH SPIN KICK	←K
SIDE HIGH KICK	←▼
HELL'S GIMLET	↓ →▼
JUMPING KNEE	↓ ←K▼
CYCLONE KICK	↓ ←K
SEARING SPEAR	↓ ↓ →P
FACE CRASH DRIVER	close→ ←▼
SD ENDBRINGER	→G+P
SD DEATH VICE	×G+K

RAIMA

A secret organization tried to kill this ninja. His life was saved when he was made into a cyborg, and he has vowed revenge.

TOBIGERI	←	→	K
ZANGETSU	↓	←	K
ABISE	↓	←	▼
RAIJIN	←	→	P
FUUJIN	↓	→	▼
MIKAZUKIJIN	↓	←	P
ST TATSUMAKI	←	G +	▼
ST HARAIGERI	↓	G +	▼
RAKURAI	close →	←	▼
ERROR	←	↓	▼ ▼

GENGAI

The former teacher of Ryuhi, he was once known as "a treasure of the Syorin-Ji temple," but no more.

KOUKEN	→	▼	
RYUYOU SHODA	→	P	
RASENKEN	←	P	
KOBOKU	↓ ←	P	
SENPUKYAKU	↓ ←	▼	
SD JOKACHOUCHU	←	G+P	
SD YOUHONSHUIN	→ ←	G+P	
SD HEIMONKYAKU	↘	G+K	
HAKKEI	← →	▼	
SOUHIKYAKU	↘	▼	K