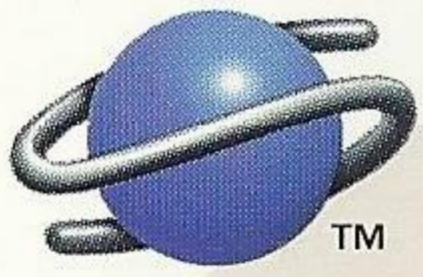


SEGA®

BATTLE ARENA **TURA** TO SHINDEN ULTIMATE REVENGE ATTACK™



SEGA SATURN



81054

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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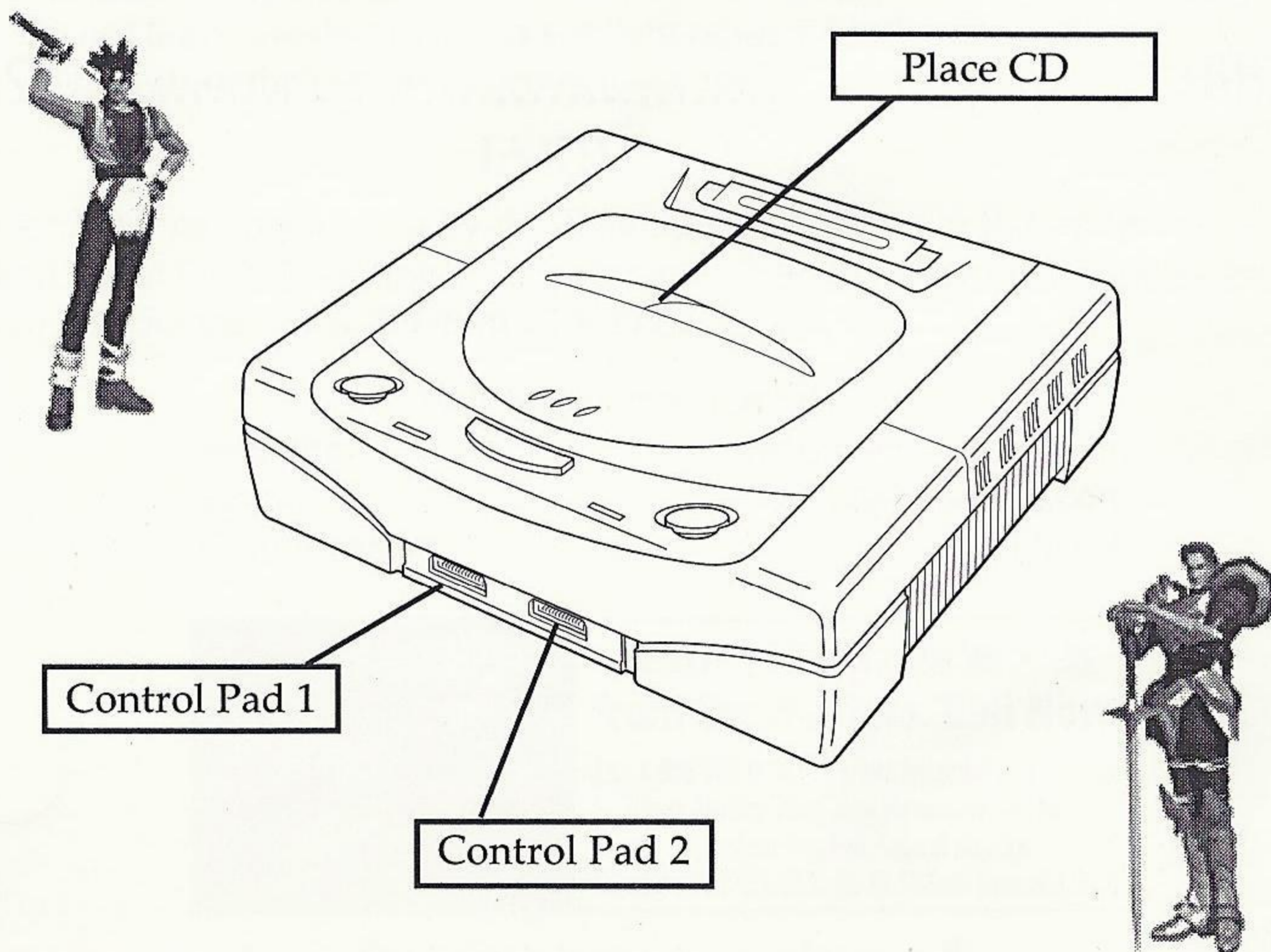
Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.

Note: *Toshinden URA™* is for one or two players.

2. Place the *Toshinden URA* disc label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press A, B, C and Start again to go to the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



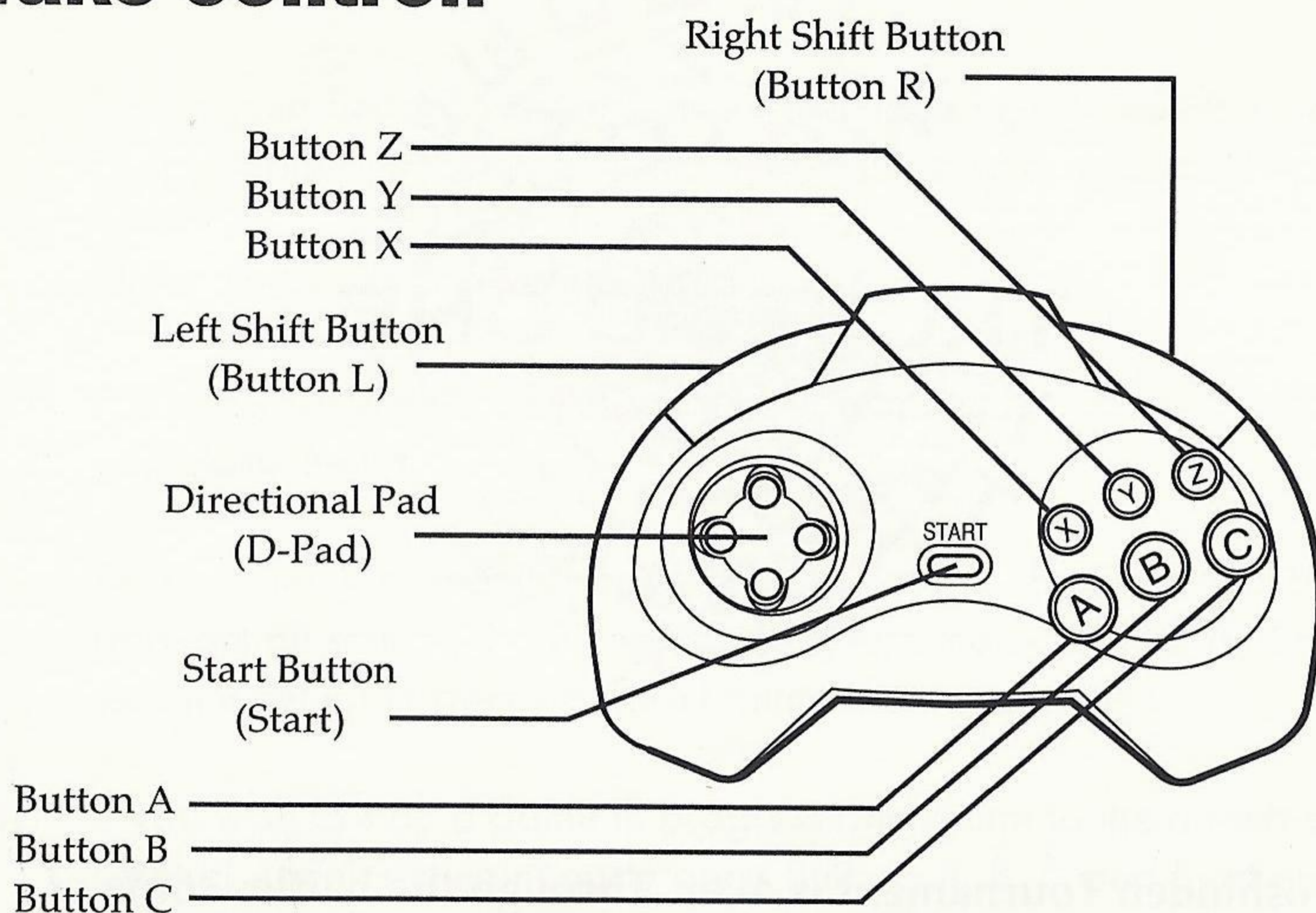


The Toshinden Tournament is over. Through the battles some of the fighters have uncovered much about the shadowy events surrounding their lives. But the others now head home with little more than a few bruises and unfulfilled dreams. None of them, however, are aware that a new battle is about to begin.

Throughout the world, martial arts experts are disappearing. Police from various nations are cooperating in an international manhunt to find the criminal responsible for the murders. Yet no motive has been established, and there is little evidence available. A wave of terror has struck the world, and now even the strongest and bravest of fighters are not safe.

The former contestants of the Toshinden Tournament find themselves in a world gone mad. It is not inconceivable that one of them is responsible for the current chaos. But who is behind the disappearances, and for what purpose? All of the fighters came to the Toshinden Tournament for different reasons, but they are all fighting for the same reason now: SURVIVAL.

Take Control!



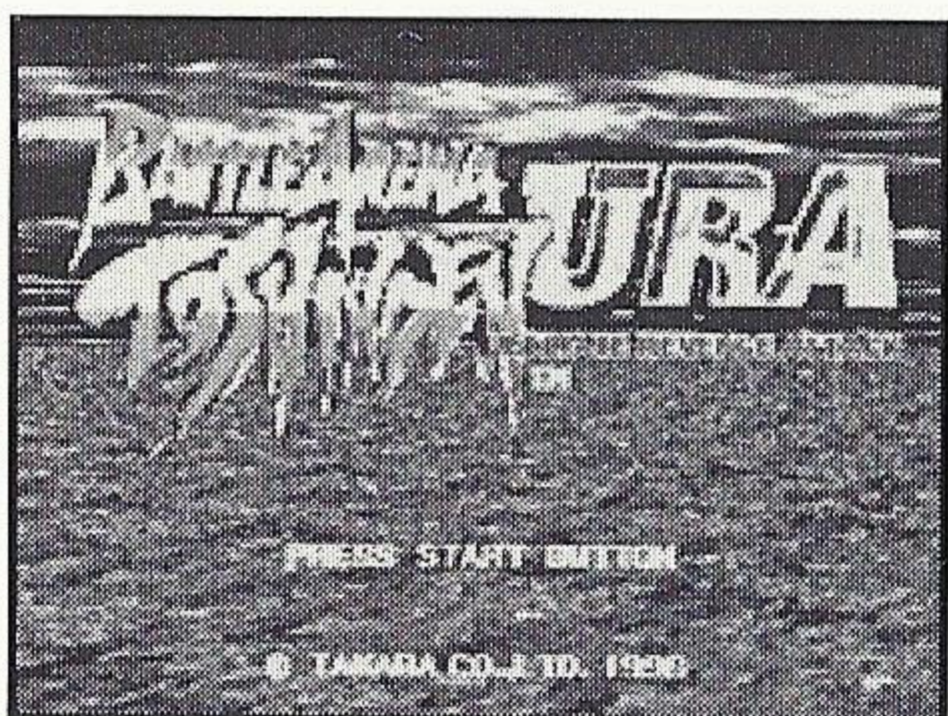
Control	Select screen	During Play
Start	Forwards to next screen	Pauses game; resumes play
D-Pad (L/R) (U/D)	Sets options Moves highlighter	Controls fighter Controls fighter
Button A	Forwards to next screen	Fighter performs Weak Kick
Button B	Returns to Mode Select screen from Options	Fighter performs Hard Kick
Button C	Forwards to next screen	Fighter performs SPECIAL 2 attack
Button X	No function	Fighter performs Weak Slash
Button Y	No function	Fighter performs Hard Slash
Button Z	Game Help Menu appears on Start/Option screen	Fighter performs SPECIAL 1 attack
Button L	No function	Fighter performs B(ack) Rotate move
Button R	No function	Fighter performs F(ront) Rotate move

Note: All of the default gameplay button functions listed above except for Start and D-Pad can be changed. See Options, pages 6-7.

Non-default Controls

Many of the Command Buttons (i.e, DASH Button) listed on pages 11–13, and Special Buttons 3 and 4 listed on pages 14–24 are not default controls. Refer to the Control Type option on page 7 to access these controls.

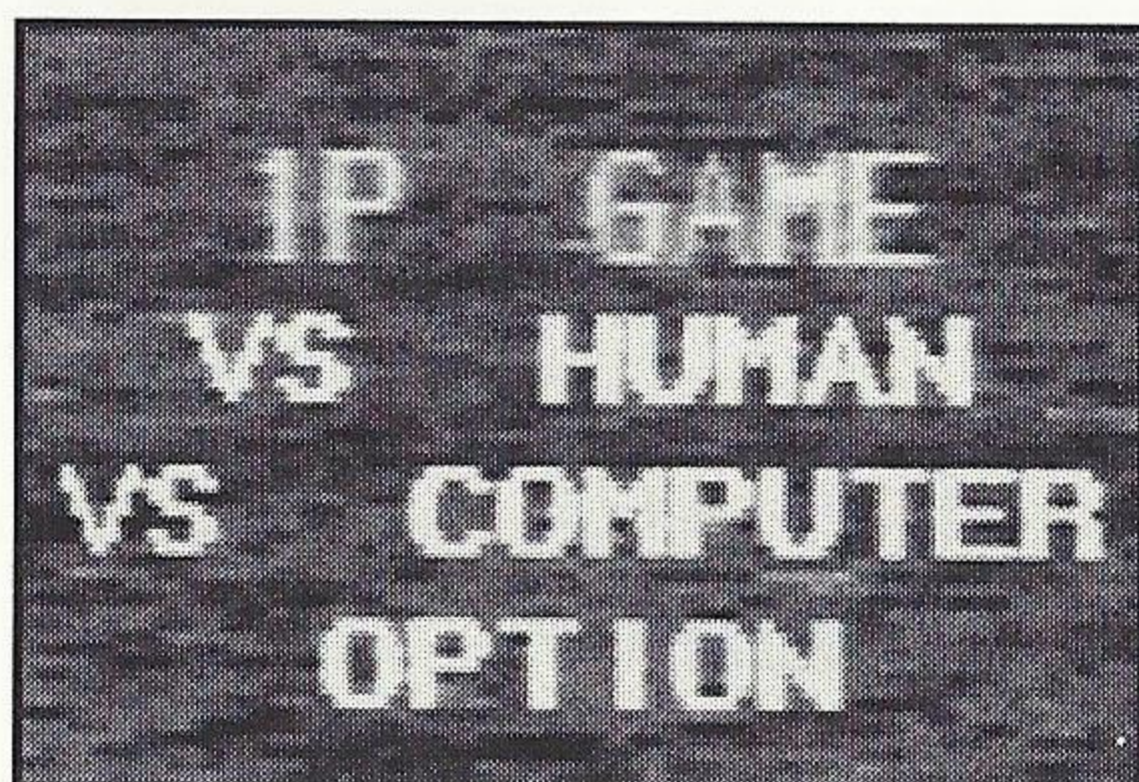
Getting Started



After the Sega™ and Takara™ logos, the *Toshiinden URA* intro begins. Watch the characters in action and then access the Title screen, or skip the intro and go directly to the Title screen by pressing Start. Press Start from the Title screen to bring up the Mode Select screen.



On the Mode Select screen, select one of the battle modes or access the game Options. Press the D-Pad UP or DOWN to highlight, and Start or Button A or C to select.



1P Game

The way to win in this mode is pretty simple: don't lose a match. The more opponents you defeat, the closer you'll get to the final showdown.

VS Human

One match determines the winner in this two-player fighting mode.

VS Computer

Try a little training with the character of your choice. You also get to select your computer-controlled opponent.

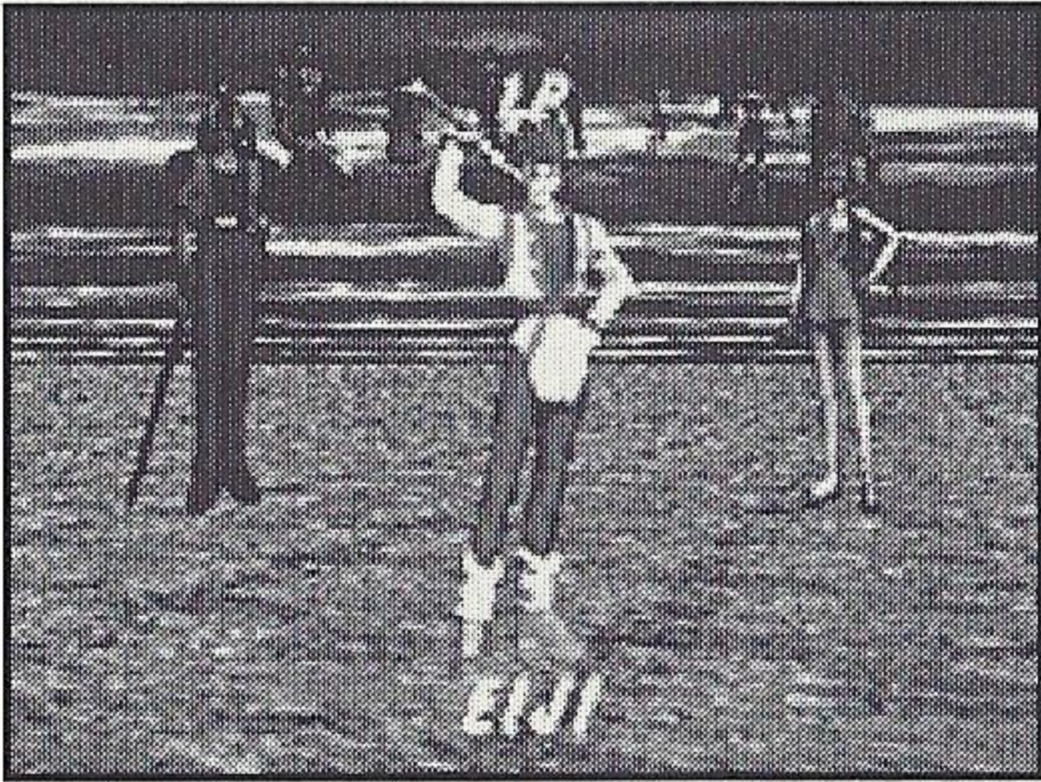
Options

Change the settings for selected features of the game.

Battle Modes

1P Game

One by one your opponents come at you with a single goal in mind, to knock you out of the tournament. After all, you're in their way on the path to the final showdown. Guess that's just too bad for them, because they're in your way too.



Choose your fighter from the Player Select screen. Press the D-Pad LEFT or RIGHT to highlight a fighter, then Button A, B, C, X or Y to select. The computer then selects your first opponent. Should you lose a match you can still

keep going. To continue, press Start before the countdown reaches zero. There is no limit to the number of times you can continue your game.



VS Human

Players select fighters at the same time on the Player Select screen. Press the D-Pad LEFT or RIGHT to highlight, then Start or Button A, B, C, X or Y to select. If desired, both players can select the same fighter.

Note: Your fighter's appearance depends on the button you press to select him/her.

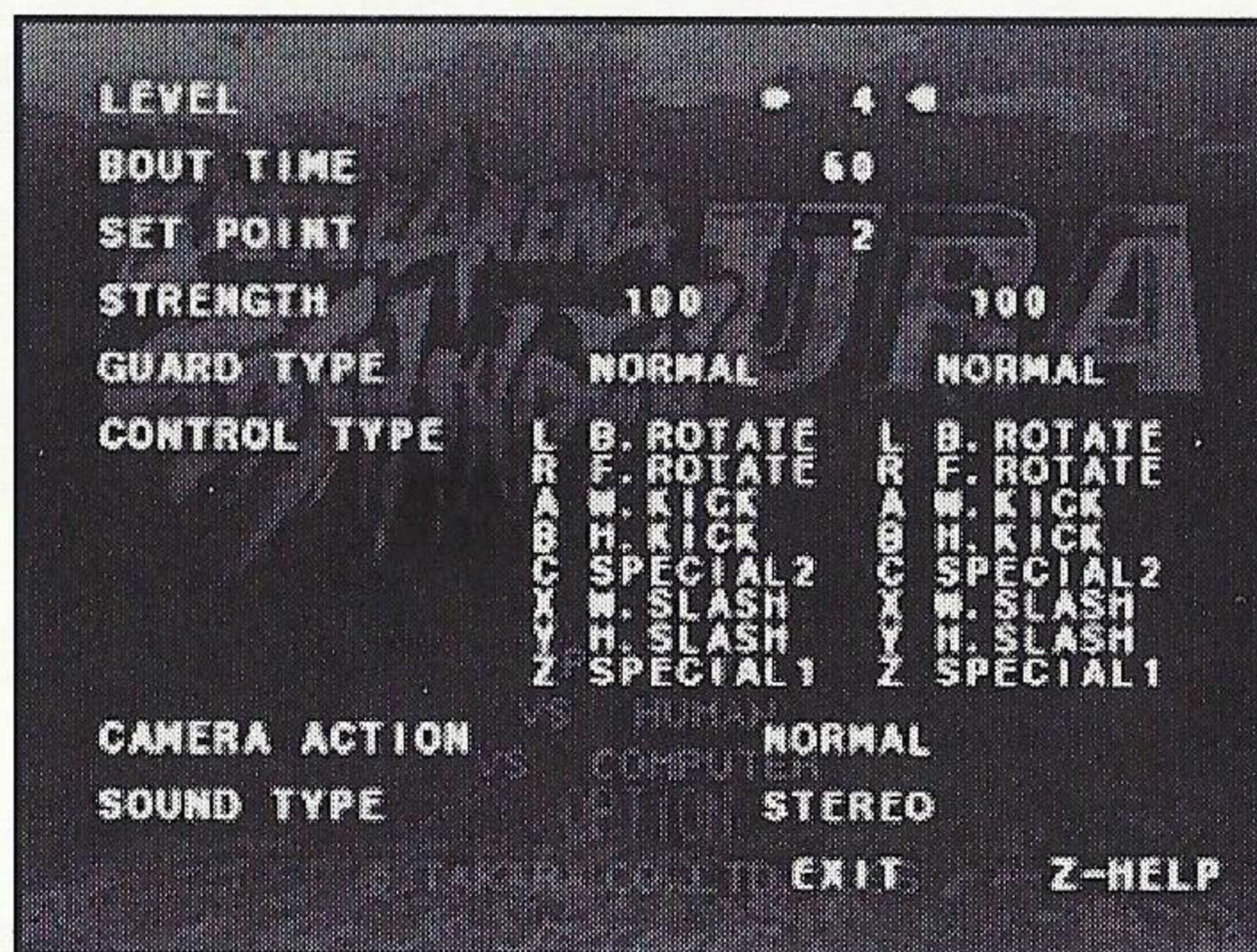
After the fight, a screen appears showing the breakdown of wins, losses, total number of times played for all fighters, and who controlled them (either Player 1 or 2). Press Start or Button C to return to the Player Select screen. Press Start and Buttons A, B and C at the same time to return to the Title screen.

1P	W	L	TOTAL	2P	W	L	TOTAL
TOTAL	1	0	1	TOTAL	0	1	1
EIJI	0	0	0	EIJI	0	0	0
KAYIN	0	0	0	KAYIN	0	0	0
SOFIA	0	0	0	SOFIA	0	0	0
BUNGO	0	0	0	BUNGO	0	0	0
FO	0	0	0	FO	0	0	0
MONDO	0	0	0	MONDO	0	0	0
DUKE	0	0	0	DUKE	0	0	0
ELLIS	0	0	0	ELLIS	0	0	0
TRACY	0	0	0	TRACY	0	0	0
RIPPER	0	0	0	RIPPER	0	0	0
ROWEN	0	0	0	ROWEN	0	0	0

VS Computer

Select your fighter first, then select the fighter for the computer. Press the D-Pad LEFT or RIGHT to highlight, then Button A, B, C, X or Y to select. You can continue a game by pressing Start before the countdown reaches zero.

Options



Press the D-Pad UP or DOWN to highlight an option and LEFT or RIGHT, or Button A or C to change the setting.

LEVEL (1-8)

Set the skill level for computer-controlled opponents. The higher the number, the more talented your opponent.

BOUT TIME (0, 60, 99)

Select the length (in seconds) for the round.

SET POINT (1-3)

Use this feature to set the number of rounds needed to win the match.

STRENGTH (50-120)

The higher the number, the less damage your character takes when hit. Set the value in increments of 10.

GUARD TYPE (NORMAL, AUTO, NO GUARD)

When AUTO is selected, your character automatically guards against most attacks—no button pressing is needed (long-range attacks will still damage your character, however). Choose NORMAL and you need to use the controls in order to guard. If you are feeling really brave go for a match with NO GUARD selected; pressing the Guard Button won't get you out of trouble here.

CONTROL TYPE

Configure the game controls to your tastes with this option. Press the D-Pad UP or DOWN to highlight the control, and LEFT or RIGHT to assign a function. For a list of moves see pages 11–24.

CAMERA ACTION

Select the view of the game. Refer to the following list for a description of the views.

NORMAL	Control your fighter from a few feet away
FAR SIDE	View from the edge of the ring
HIGH SIDE	Watch from above with this view
LOW SIDE	Get right up next to the combatants
BACK	Select the view from directly behind Player 1 or 2's fighter
FRONT	The focus is on Player 1 or 2's fighter

SOUND TYPE

Choose either Stereo or Mono (monaural) sound.

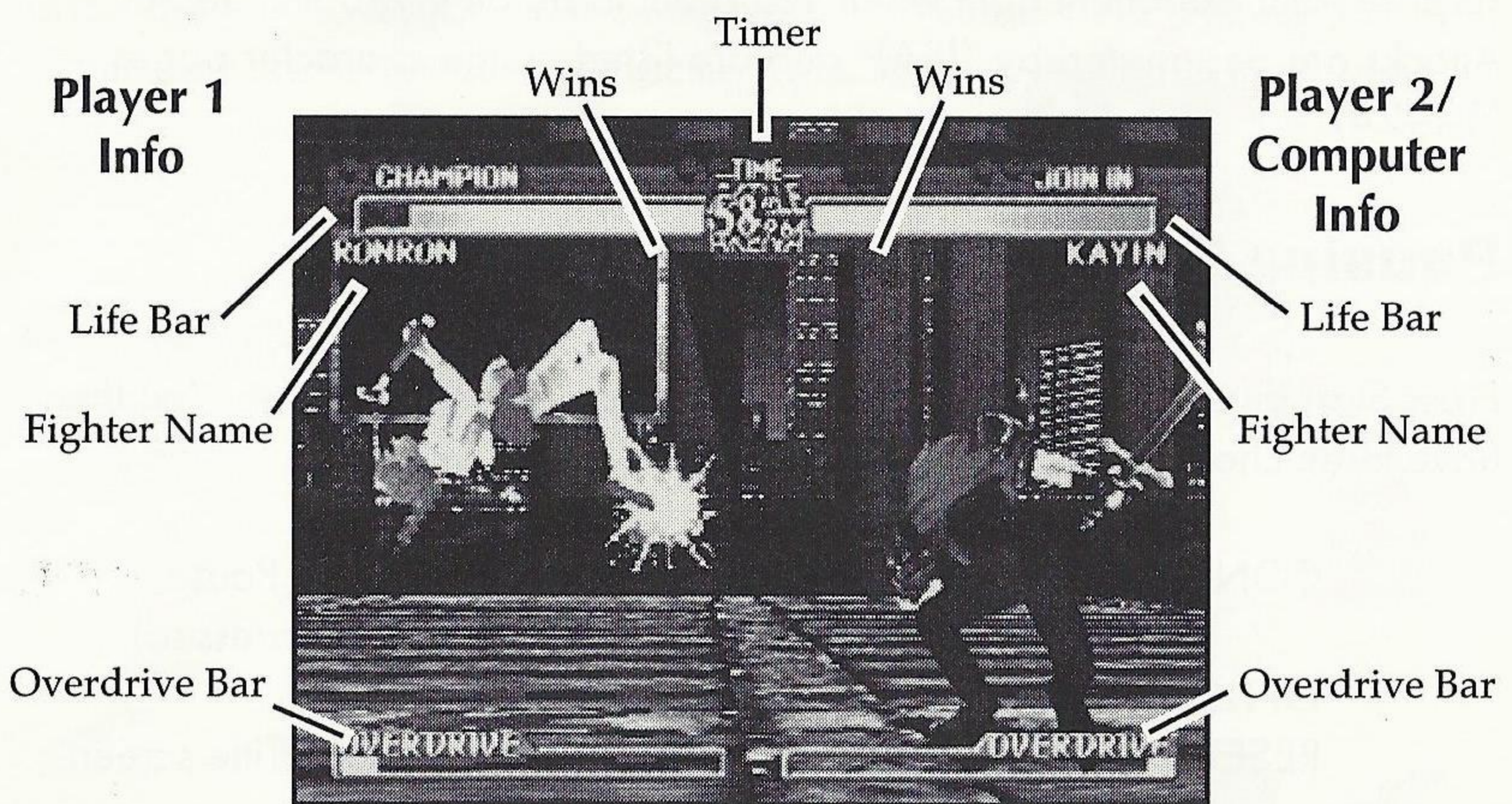
When finished with the Options, highlight EXIT and press Button A, B, C or Start to return to the Mode Select screen.

Options Help

Press Button Z on any Options screen to bring up the Options Help screen. This is a short explanation of some of the features of the Options screen.



How to Win...and Lose



Taking the Round

To win a match in *Toshinden URA* you need to win the number of rounds listed on the Options screen (see Set Point, page 6). Win a round in one of three ways: either beat your opponent until no life remains in the Life Bar, inflict more damage than you take by the time the Timer runs out, or knock your opponent out of the ring.

Fighting Moves and Special Attacks

The moves which you can use for any fighter are listed in Using the Fighter on pages 10–13. Refer to the fighter descriptions on pages 14–24 for Special Attacks unique to each fighter.

Overdrive and Secret Attacks

In addition to Special Attacks, fighters can perform very powerful Overdrive and Secret Attacks which can only be used at certain times of the game.

The Overdrive Bars appear at the bottom of the game screen. When contact occurs between fighters, the levels in the Bars rise. When the Bar is full and begins flashing, it's time to go after your opponent with the Overdrive Attack! Overdrive Attacks are designated by "(O)" and are listed on the character pages (pages 14–24).

In most fighting games, once your character's Life Bar starts flashing the end is near. Not so in *Toshinden URA*. The Secret Attack is your last chance to surprise your opponent right when you seem to be on the ropes. Secret Attacks are designated by "(SA)" and are listed on the character pages (14–24).

Pausing the Game

Press Start during gameplay to bring up the game's Pause screen. You then have three choices:

CONTINUE	To resume play (to continue on the Pause screen, Button A or C can also be pressed)
OPTION	To access the Options screen
RESET	To quit the match and return to the Title screen

Highlight an option by pressing the D-Pad UP or DOWN, and press Button A, C or Start to select.

Pause Options

All Options except LEVEL and SET POINT can be accessed with this screen. Refer to the Options screen on pages 6–7 for descriptions of options and an explanation of how to change settings.

When you select Reset

In the Confirmation Window select YES to return to the Title screen, or NO to return to the Pause screen. Highlight either by pressing the D-Pad UP or DOWN, and press Button A, B or C or Start to select.

Pause Help

Press Button Z while the game is paused to access the Pause Help screen. Character moves and Pause screen options are listed. When finished reviewing press Button Z to return to the main Pause screen.

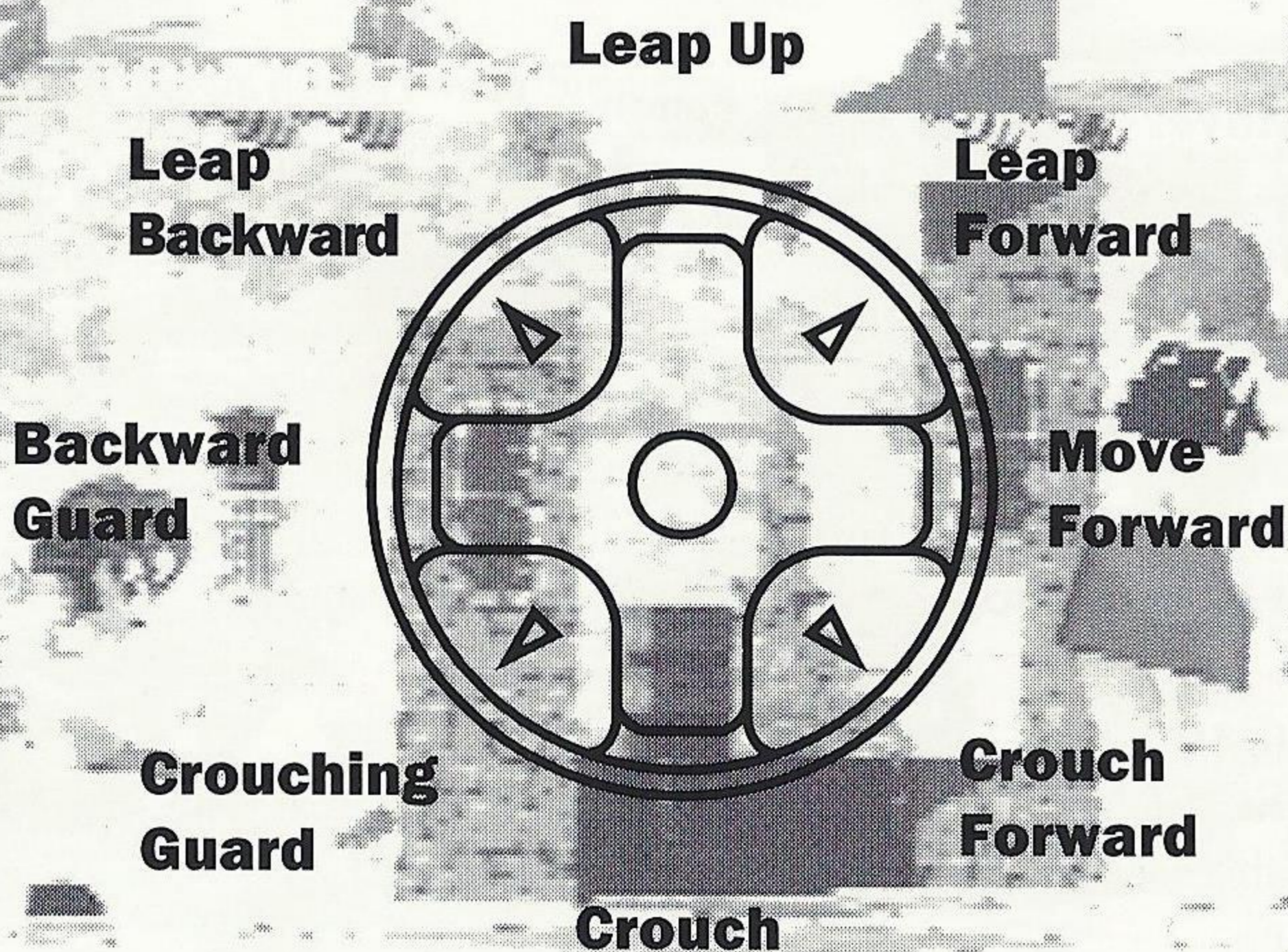


Using the Fighter

These are the moves for all of the fighters in Toshinden. All of these instructions are for a character facing right. Reverse the instructions when your character is facing left.

Basic Moves

Press the D-Pad in the direction indicated to perform the following moves.



Key

Use this key for the following pages.

- Press the D-Pad in the direction indicated
- ⇒ Hold the D-Pad in the direction indicated
- R Press the listed button
- R Hold the listed button until the action is completed

Fighting Moves



On the Move

Quick Advance/Retreat

(→→/←←)

(DASH Button + D-Pad LEFT/RIGHT)

Your character moves a couple of steps in the direction you select. This is a good move to avoid attacks or get in position to attack at close range.

Rotation Moves

These moves are useful in avoiding attacks and getting to the side of your opponent. Perform them and follow up with the attack of your choice to catch your opponent off guard!

F Rotate

(F. ROTATE Button)

Your fighter performs a roll to the front of the screen.

B Rotate

(B. ROTATE Button)

Use this move to make your fighter roll towards the back of the screen.

A Rotate

(A. ROTATE Button)

The direction your fighter rolls depends on where he/she stands in relation to the other fighter.

Closing Rotation

Hold the D-Pad in the direction of your opponent while rolling to close in on him/her. This will work with any of the rotation moves listed above.



Full Run

(→→/←←)

(DASH Button + D-Pad LEFT/RIGHT)

Sprint towards or away from your opponent with Full Run. Like Quick Advance/Retreat you can get your fighter out of harm's way, only faster, or take your opponent by surprise by getting up in his/her face quickly!

Side Dash

→→/←← + Button R or L

(DASH Button + D-Pad LEFT/RIGHT, then Button R or L)

Move sideways in a hurry with Side Dash.

Taunt (Taunt Button)

Make your fighter mock the enemy with this move. When your fighter performs the Taunt, the enemy's Overdrive Bar is partially filled. This is just a little reminder to your enemy that he/she needs all the help available when up against you. The user must select Taunt on the Options screen. The Taunt button does not appear if the settings are in Default Mode.

On the Attack

H. Kick (B)

W. Kick (A)

Press Button B for a Hard Kick or Button A for a Weak Kick.

H. Slash (Y)

W. Slash (X)

These are the attacks the fighter performs with a weapon or by hand. Press Button Y for a Hard Slash or Button X for a Weak Slash.

Hard VS. Weak...

Why choose a Weak attack if a Hard attack does more damage? It's all in the timing. The Hard attack is stronger, but takes longer to perform, which might leave you open to a counterattack. Try out both types to discover when it's best to use the Hard and Weak attacks.



Close Range Attack

(← + B or Y)

When within reach, perform this attack for a major blow that sends your opponent to the floor. Most of the fighters perform throws, though a couple of them have other nasty surprises in store.

Pounce

(X + A or N. DOWN Button for short distance pounce)

(Y + B or F. DOWN for long distance pounce)

Attack your opponent while he or she is down with this move. Use the short distance pounce for a quick attack when near your opponent, or the long distance pounce when farther away.



On Defense

Guard

(⇐)

(GUARD Button)

(For Crouching Guard, ↙)

When Knocked Down...

Your fighter will eventually get up off the ground if you do nothing, but you risk being attacked in the meantime. Use the following maneuvers to get clear of your opponent.

Roll to the Side

(Button L or R)

While down, hold either the L or R Button, and your fighter will roll to the side.

Roll to or from Opponent

(⇒ or ⇐)

Jumping Recovery

(↑)

Tracy

Height: 5'5"
Weight: 115 lbs.
Age: 21
Blood Type: B
Origin: USA

Name	Command	Special Button
Cardiac Arrest	←↙↓↘→ + SLASH	SPECIAL 1
Flip Kick	→↓↘ + KICK	SPECIAL 2
Chopper Strike	→↓↘ + SLASH, or Z + C	SPECIAL 3
Ground Tazer	↓→↘ + SLASH	
Jackpot	↓↙← + KICK	
Head Stomp	←↓↙ + SLASH	
Power Stick Butt		SPECIAL 4
Double Flip Kick (O)	Z + C	
Badge Barrage (SA)	→←→← + HARD SLASH or Z + C	

Note: Tracy can use Jackpot while in the air.

Tracy is a wildcard, good at fighting but unpredictable. She was suspended from the police force several months ago, and has since been looking for odd jobs to help her survive.

Currently, Tracy spends her time surfing the net, looking for work and doing anything else that amuses her. She comes across the story of the "replicant warrior," created by a well-known Chinese scientist, and immediately knows this is the job to get her back on the police force. Tracy decides to search the streets first to find more about the replicant.

Ripper

Height: 6'0"

Weight: 170 lbs.

Age: 27

Blood Type: Unknown

Origin: Unknown

Name	Command	Special Button
Sidewinder	→↓↘ + SLASH	SPECIAL 1
Jamming Out	↓↘→ + SLASH	SPECIAL 2
Break Out	↓↙← + KICK, or Z + C	SPECIAL 3
Lightning Stinger I	←↙↓ + SLASH	SPECIAL 4
Lightning Stinger II	↓↙← + SLASH	
Lightning Stinger III	←↙↓↘→ + SLASH	
Cutting Edge (O)	Z + C	
Dancing Shadow (SA)	→↘↓↙←↙↓↘→ + HARD KICK, or Z + C	

Little is known about the man the media now calls the Ripper. He is a prime suspect in the recent murders, if only because he has been seen stalking the streets and asking questions about other fighters.

Ripper prefers twin razor-sharp blades in combat, and despite his size, is an extremely fast fighter. His last battle with Eiji ended when Ripper wounded Eiji. Ripper has vowed to defeat the master swordsman in their next confrontation.

Ronron

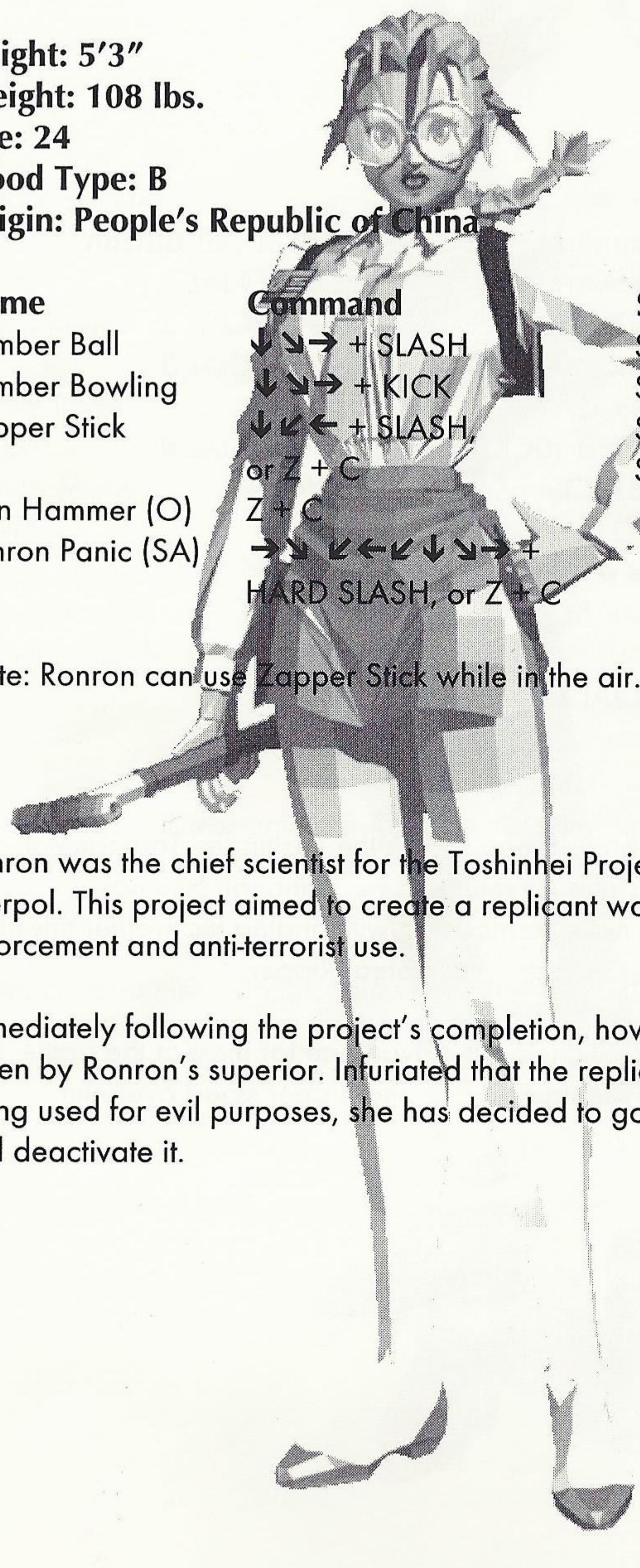
Height: 5'3"

Weight: 108 lbs.

Age: 24

Blood Type: B

Origin: People's Republic of China



Name	Command	Special Button
Bomber Ball	↓ ↘ → + SLASH	SPECIAL 1
Bomber Bowling	↓ ↘ → + KICK	SPECIAL 2
Zapper Stick	↓ ↙ ← + SLASH, or Z + C	SPECIAL 3 or SPECIAL 4
Stun Hammer (O)	Z + C	
Ronron Panic (SA)	→ ↘ ↙ ↙ ↘ ↓ ↘ → + HARD SLASH, or Z + C	

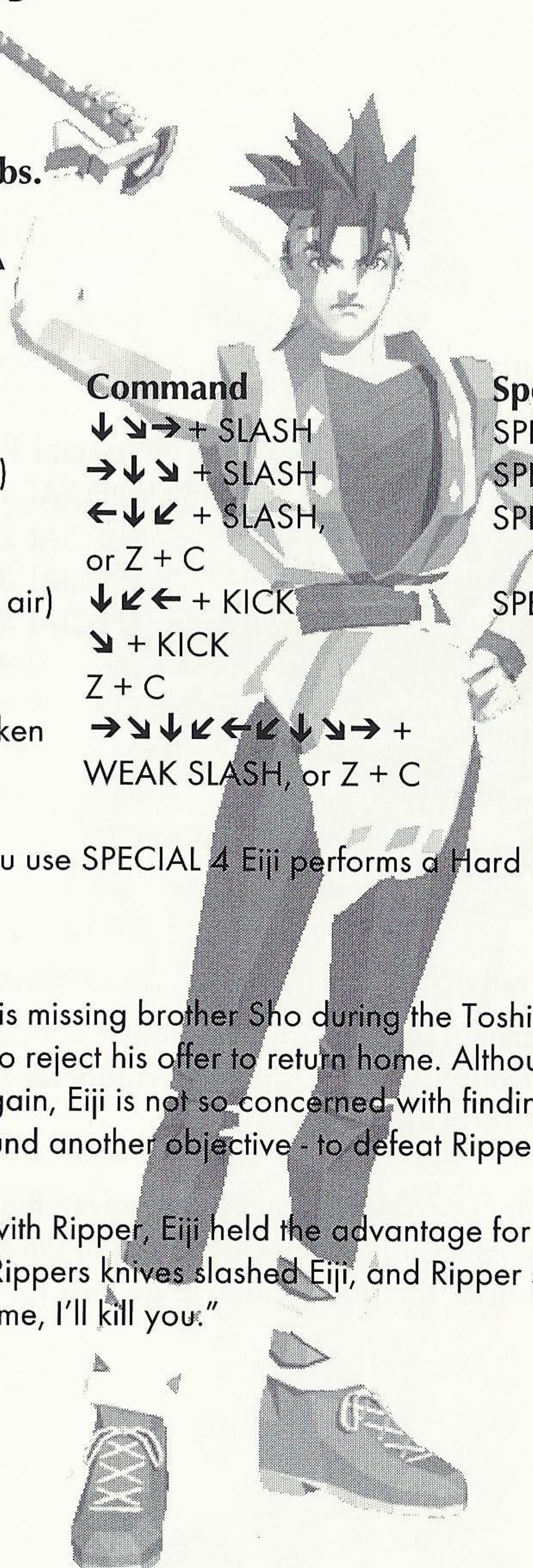
Note: Ronron can use Zapper Stick while in the air.

Ronron was the chief scientist for the Toshinhei Project, conducted by Interpol. This project aimed to create a replicant warrior for peace enforcement and anti-terrorist use.

Immediately following the project's completion, however, the replicant was stolen by Ronron's superior. Infuriated that the replicant she created was being used for evil purposes, she has decided to go look for the replicant and deactivate it.

Eiji Shinjo

Height: 5'9"
Weight: 138 lbs.
Age: 22
Blood Type: A
Origin: Japan



Name	Command	Special Button
Rekkuzan	↓ ↘ → + SLASH	SPECIAL 1
Hishouzan (Kai)	→ ↓ ↘ + SLASH	SPECIAL 2
Mukurowari	← ↓ ↙ + SLASH, or Z + C	SPECIAL 3
Ryuseikyaku (in air)	↓ ↙ ← + KICK	SPECIAL 4
Syugekidan	↘ + KICK	
Jigokumon (O)	Z + C	
Byakki Mousyuken (SA)	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + WEAK SLASH, or Z + C	

Note: When you use SPECIAL 4 Eiji performs a Hard Kick.

Eiji finally met his missing brother Sho during the Toshinden Tournament, only to have Sho reject his offer to return home. Although Sho has disappeared again, Eiji is not so concerned with finding his brother this time, since he has found another objective - to defeat Ripper.

In his last fight with Ripper, Eiji held the advantage for most of the battle. But it ended when Rippers knives slashed Eiji, and Ripper stood over him saying, "Next time, I'll kill you."

Kayin Amoh

Height: 5'10"

Weight: 140 lbs.

Age: 23

Blood Type: AB

Origin: Britain

Name	Command	Special Button
Sonic Slash	↓ ↘ → + SLASH	SPECIAL 1 or SPECIAL 4
Deadly Raise	→ ↓ ↘ + SLASH	SPECIAL 2
Leg Crush	↓ ↙ ← + KICK, or Z + C	SPECIAL 3
Scottish Moon (in air)	↓ ↙ ← + KICK, or Z + C	SPECIAL 3
Vertical Slash	↘ + HARD SLASH	
Hell's Gate (O)	Z + C	
Hell's Inferno (SA)	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + HARD SLASH, or Z + C	

"Eiji defeated!" It was only a rumor, but the news reached Kayin. And the man who had done it had a price on his head, an extra incentive for Kayin, the bounty hunter. But when he saw the videotape of Ripper, he clenched his fists. For those bright, hungry eyes, the agile movements and overall appearance reminded him of himself when he had first become a bounty hunter.

Sofia

Height: 5'8"
Weight: 110 lbs.
Age: 25
Blood Type: A
Origin: Russia

Name	Command	Special Button
Thunder Ring	↓↙← + SLASH	SPECIAL 1
Aurora Revolution	→↘↓ ↙← + SLASH	SPECIAL 2
Jewelry Shower	←↙↓↘→ + KICK, or Z + C	SPECIAL 3
Rattlesnake	↓↘→ + SLASH	SPECIAL 4
Fascination (O)	Z + C	
Call Me Queen (SA)	→←→← + HARD SLASH, or Z + C	

Note: Pressing SPECIAL 1 with Thunder Ring sends the rings skyward. Sofia can use both Thunder Ring and Aurora Revolution while in the air.

Ronron's not taking any chances with the replicant. A phone call here and a phone call there, and before long someone named Sofia is on her payroll.

Sofia looks forward to the new adventure. It wasn't hard to convince Ronron to pay for a new outfit and share some of that wonderful technology to build an even more lethal whip than the previous one. Anything to get her name out that she is the toughest fighter of all is well worth Sofia's time.

Rungo Iron

Height: 6'5"
Weight: 203 lbs.
Age: 31
Blood Type: A
Origin: USA

Name	Command	Special Button
Fire Strike	↓ ↘ → + SLASH	SPECIAL 1
Power Thrust	→ ↓ ↘ + KICK	SPECIAL 2
Spinning Charge	→ ↓ ↘ + SLASH, or Z + C	SPECIAL 3
Step and Swing	←, then → + HARD SLASH	
Batter Up	→ ↘ ↓ ↙ ← + SLASH	
Brutal Stomper	↓ ↙ ← + KICK	SPECIAL 4
Hyper Batter Up (O)	Z + C	
Mega Fire Strike (SA)	← ↙ ↓ ↘ → ↘ ↓ ↙ ← + HARD SLASH, or Z + C	

Rungo was selected as a model for a mass-produced replicant. His data was collected through a fight with Toshinhei replicant. He is fighting because he is angry that his data is being used for evil purposes.

Fo Fai

Height: 5'0"

Weight: 105 lbs.

Age: 107

Blood Type: AB

Origin: Ancient China

Name	Command	Special Button
Mystic Sphere	→↓↘↙← + SLASH	SPECIAL 1
Travel Sphere	←↙↓↘ + SLASH	SPECIAL 2
Upward Sphere	↓↙← + SLASH, or Z + C	SPECIAL 3
Pagoda Kick	↓↙← + KICK	SPECIAL 4
Claw Attack	←, then → + HARD SLASH	
Sphere Throw (O)	Z + C	
Mystic Sphere Burst (SA)	→←↙↓↘→← + HARD SLASH, or Z + C	

Note: Fo Fai can use Mystic Sphere in the air.

Fo Fai is the only Toshinden Tournament fighter who does not mind that he is now on the streets of a frantic world. In fact, he relishes the chance to be here and add to the destruction. Gleefully, he strides down the street of this paradise, the likes of which he has never seen before.

Sharpening his claws, Fo realizes he has found the world of his dreams. Yet there are always the foolish who attempt to restore order, and no doubt Fo will meet again those idiots he had to battle in the tournament. For if he is out here, why should they not be here too?

Mondo

Height: 5'10"
Weight: 145 lbs.
Age: 43
Blood Type: AB
Origin: Japan

Name	Command	Special Button
Shippu Tsuki		
High	↓ ↘ → + SLASH	SPECIAL 1
Low	↓ ↙ ← + SLASH	
Shippu Tentsuki	← ↓ ↙ + SLASH	SPECIAL 4
Goriki Raijin (in air)	↓ ↘ → + SLASH	SPECIAL 1 or SPECIAL 2 or SPECIAL 3
Goriki Tenbu	→ ↓ ↘ + SLASH	SPECIAL 2
Goriki Fujin	← ↙ ↓ ↘ → + SLASH, or Z + C	SPECIAL 3
Choriki Mondohou (O)	Z + C	
Choriki	↓ ↘ → ↓ ↘ → ← +	
Daibutsumetsu (SA)	HARD SLASH, or Z + C	

The head of the Yaki ninja clan arrives and personally hands Mondo his next assignment. Such is not unheard of, but rare. Mondo is curious as to the unusual handling of the affair, but says nothing. He never questions the decisions of his superiors.

Mondo must obtain diagrams of the Toshinhei Project replicant and deliver them directly to the head of the clan, not his immediate superior. Again, Mondo notices the breach in protocol. How interesting, yet it is not for him to wonder. He begins to meditate in preparation for his most dangerous mission ever.

Duke Rambert

Height: 6'4"

Weight: 165 lbs.

Age: 43

Blood Type: A

Origin: Medieval France



Name	Command	Special Button
Southern Cross	←→↘↓ + SLASH	SPECIAL 1
Cyclone	↓↘→ + SLASH	SPECIAL 2
Head Crush (in air)	↓↘→ + SLASH	SPECIAL 1 or SPECIAL 2
Double Lunge	→↓↘ + SLASH, or Z + C	SPECIAL 3
Charge and Strike	↓↘→ + KICK	SPECIAL 4
Grand Cross (O)	Z + C	
La Fin (SA)	↙↓↘→← + HARD SLASH, or Z + C	

Duke's in this battle because his motivation for entering the previous battles was to defeat Eiji, who had defeated him once before. Now that he's heard that Eiji was defeated by Ripper, he is joining the battle.

Ellis

Height: 5'1"
Weight: 101 lbs.
Age: 17
Blood Type: O
Origin: Turkey

Name	Command	Special Button
Twinkle Twirl	↓↙← + SLASH	SPECIAL 1
Arc Slash (in air)	↓↙← + SLASH	SPECIAL 1
Flaming Crescent	→↓↘ + SLASH	SPECIAL 2 or SPECIAL 4
Tornado	↓↙← + KICK, or Z + C	SPECIAL 3
Air Dance (in air)	↓↙← + KICK, or Z + C	SPECIAL 3
Angel Kiss (O)	Z + C	
Sweet Kiss (SA)	→←→← + HARD SLASH, or Z + C	

Gaia, her father...is it true? Ellis did confirm that Gaia was her father in the last tournament. Her reason for entering this one is a dream she had about her adoptive parents being killed, and a mysterious letter that arrived shortly afterwards. It was vague, but definitely threatening.

CREDITS

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Notes

NOTES

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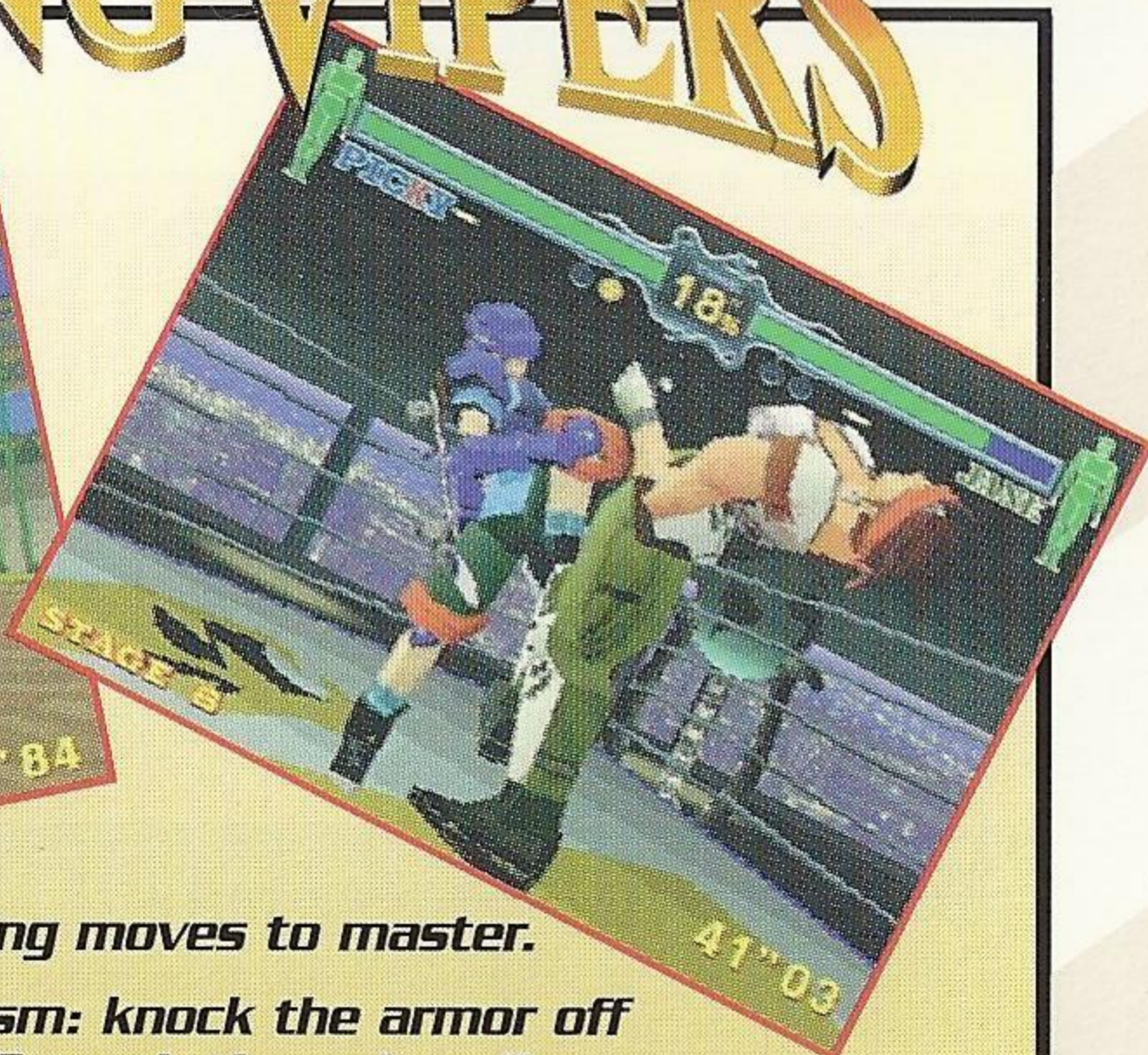
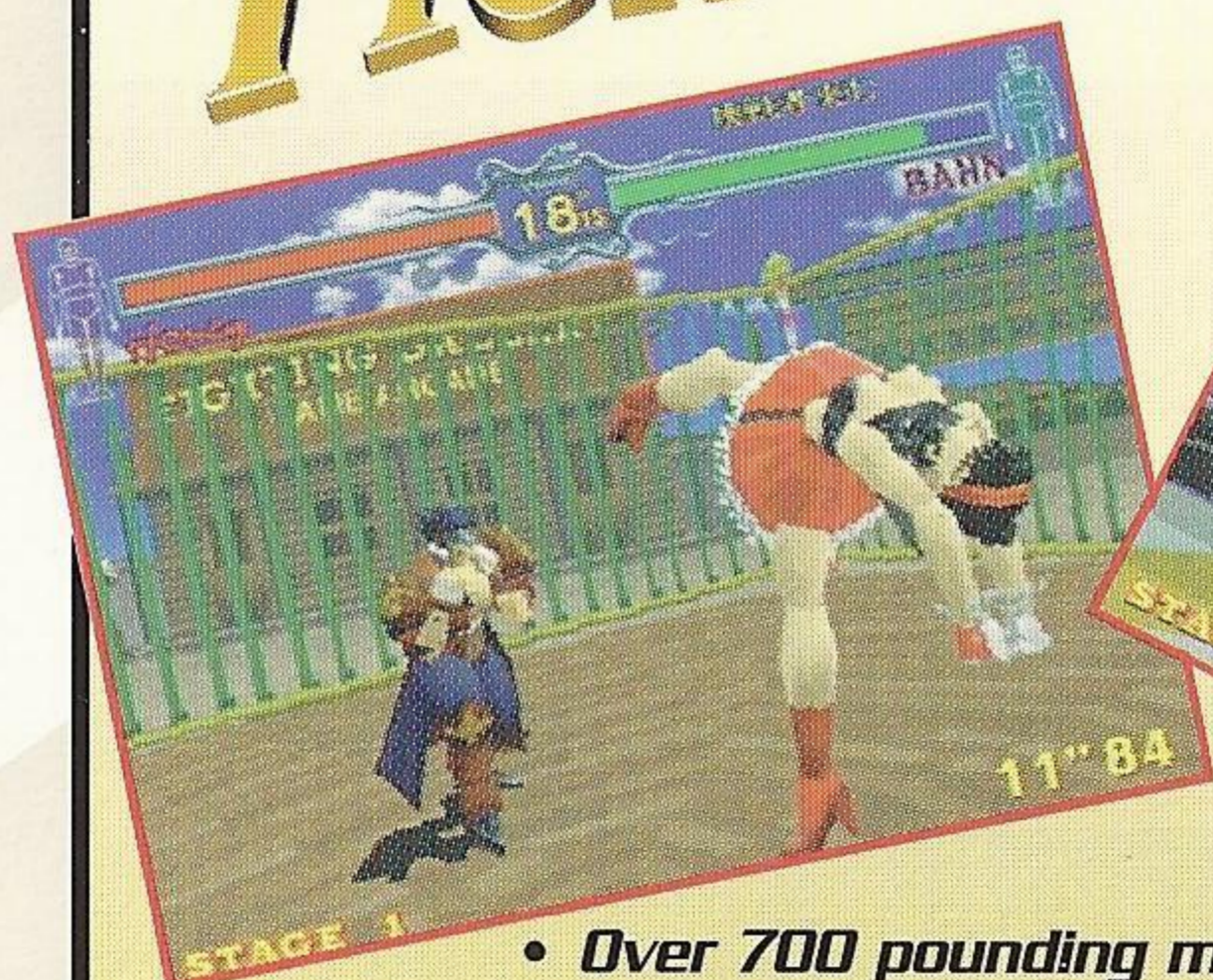
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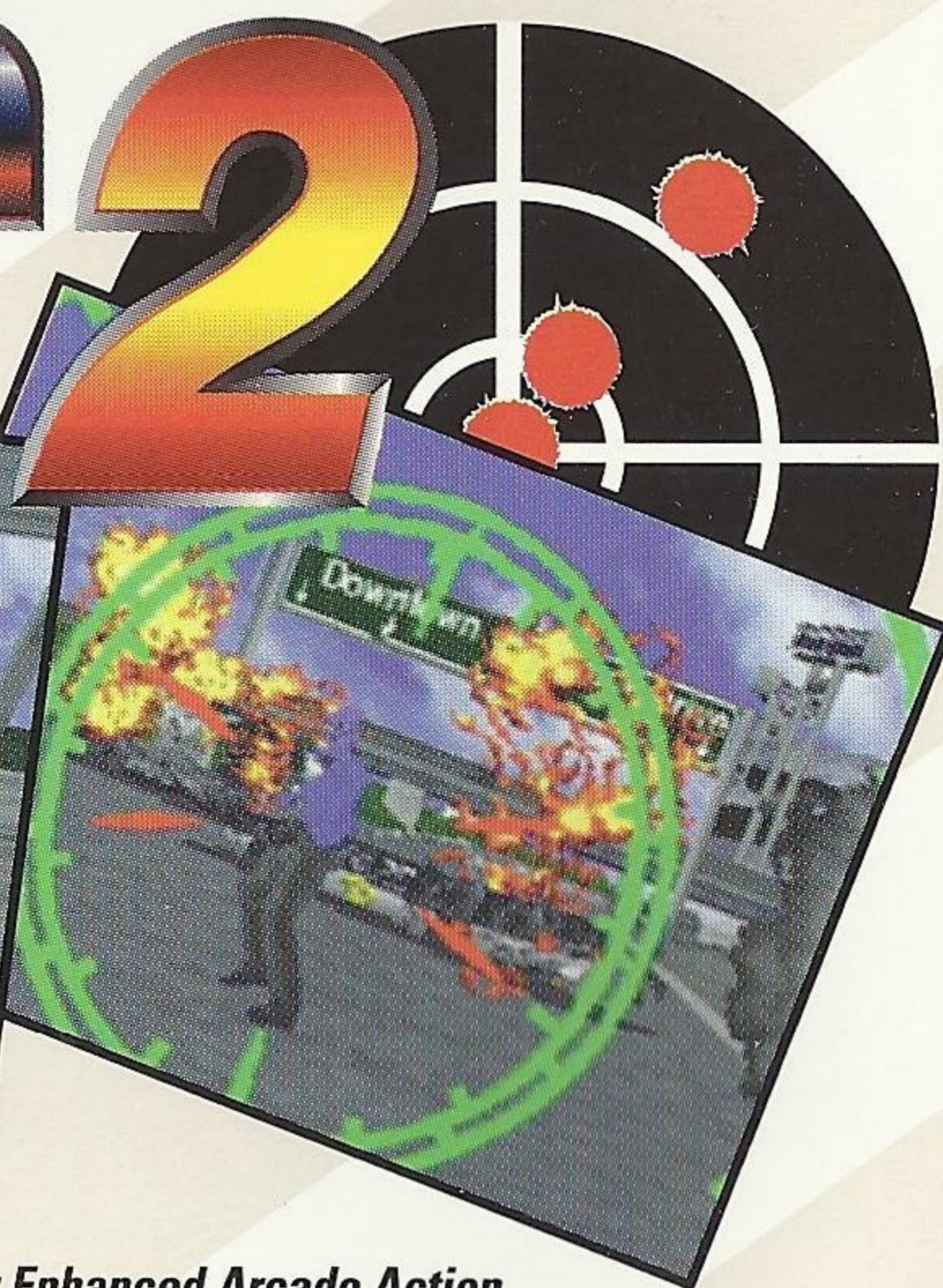
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