



FINAL VENDETTA



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[ATTENTION]

- Do not disassemble!! Cartridge contains high precision parts.
- Do not drop or subject the cartridge to strong shocks.
- Do not touch the terminals.
- Avoid exposure to water or dust.
- After play, be sure to unplug the AC adapter from the outlet.
- If you connect your console to a screen projection TV, you may risk screen burn.
- Do not connect your console to the network.

[NOTES ON CARTRIDGE USE]

- Insert the memory card with the arrow pointing up.
- Do not unplug or unplug the memory card or cartridge while saving/loading, and never turn on/off at main power source.
- Make sure to switch off the main power source before inserting or removing the cartridge.

INTRODUCTION

After receiving a mysterious phone call, Claire discovers her twin sister Juliette has been kidnapped! The distorted voice on the phone is believed to be "Syndic8". Refusing to pay the outrageous ransom, Claire is initially at a loss to know what to do...

However, Claire teams up with her friends Duke and Miller to bring back her sister.

And pay the ransom in blood...



HEROES

Before you set out on your mission, you must first select your hero. Each of which has their own strengths, special moves and abilities, making them play differently from one another.

Miller is strong and has the most health, but is slower.

Duke is fast and has a number of kick-based moves.

Claire has the most moves and is quick, but has the least health.



Name: Claire Sparks

Sex: Female

Age: 24

Blood Type: O

Height: 5'6", 168cm

Weight: 136 lbs, 62kg

History: Studied chemistry at university

Abilities: Martial Arts

Super Move: Flash Kick

Special Move: Ultrasonic Burst

Favourite Food: Apple crumble



*Ambitious and confident, Claire is self-assured.
Don't confuse her determination with arrogance.*



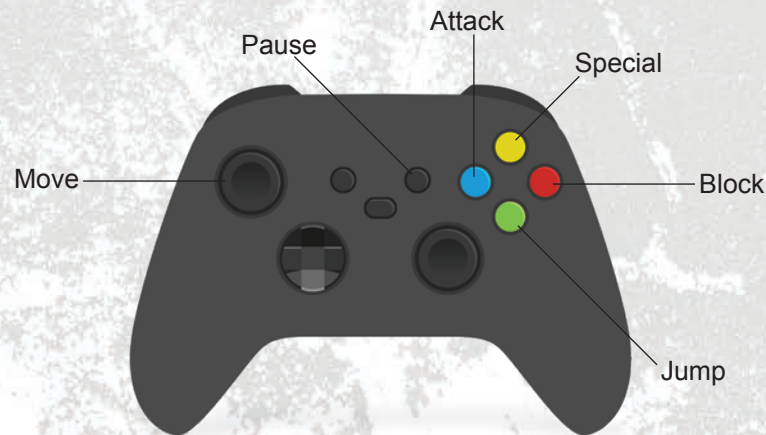
Name: Damion 'Duke' Sancho
Sex: Male
Age: 22
Blood Type: AB
Height: 5'11", 180 cm
Weight: 85kg, 187lbs
History: Ran away from home
Abilities: Karate (blue belt)
Super Move: Hurricane Kick
Special move: Inferno Punch
Favourite Food: Spicy wings

*Quick-witted, but somewhat self-centred and irresponsible.
 Given the nickname 'Duke' after a street brawl.*

CONTROLS

Your chosen hero can move in 8 directions as well as attack. They must battle their way through gangs of thugs and enemies before confronting a boss. All heroes have a variety of punch and kick attacks as well as the ability to block and perform special moves.

Controller

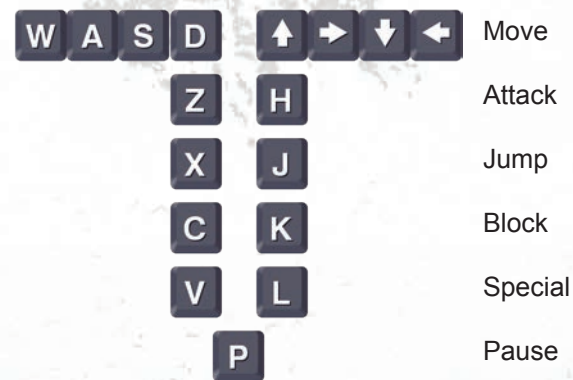


Name: Miller T. Williams
Sex: Male
Age: 45
Blood Type: A
Height: 6'3", 191 cm
Weight: 251lbs, 114kg
History: Ex-Professional Wrestler
Abilities: Wrestling
Super Move: Double Axe Handle
Special move: Tornado Twister
Favourite Food: Pizza! No, wait!
 Nachos! No... muesli?



An imposing figure with a history of wrestling. Miller remains cool in a crisis, but is often distant and aloof. He is also very indecisive.

Keyboard



HOW TO PLAY



Use the joystick to move your character.



Run by double-tapping LEFT or RIGHT.



CLAIRE



If your health is low and your SUPER METER is not full, you will be unable to perform a SUPER MOVE.

However, using your SUPER MOVE without a full SUPER METER will drain your health.



Press ATTACK to perform a basic attack.

By attacking enemies your SUPER METER will increase.



Dodge by double-tapping UP or DOWN.



Perform your SUPER MOVE by pushing ATTACK + JUMP together.



Pick up a weapon, such as the knife with ATTACK.



Throw the weapon with SPECIAL





Hold B to BLOCK.
Heavy attacks cannot be blocked.



Perform a back-attack by pushing
ATTACK + SPECIAL together.

Stomp on your opponents
when they are down!



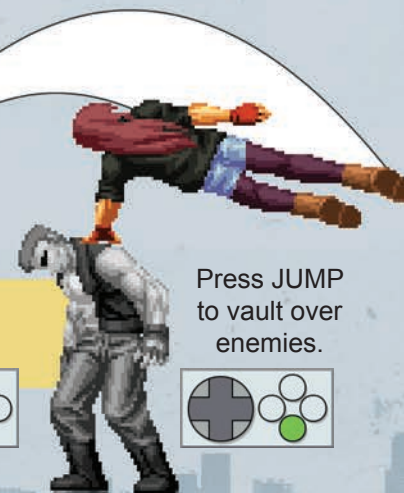
Press SPECIAL to
strike enemies that
are knocked down.

Vault over an opponent by first grabbing them.



Press A to JUMP.
Some objects like crates
can be jumped on.

Move towards your
opponent to grab them.



Press JUMP
to vault over
enemies.

GRAB MOVES

Some moves are done in stages indicated by an arrow →



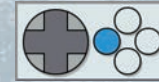
Grab your opponent



Grab Finish
Grab → Special



Grab Attack
Grab → Attack



Vault
Leap over enemy to
face the other way.



Slam Attack
Grab → Vault → Attack



Throw Opponent
Hold away + ATTACK



Grab Push
Grab + Push Towards + Special





Flying Knee
Run → Special



Mid-Air Knee Stun
Jump → Down + Attack



Ultrasonic Burst
Special+Block



Double Kick
Forward +
(Attack + Special)



Slide Attack
Run → Attack



Short Throw
Grab → Briefly Hold Away → Attack





Long Throw
Grab → Hold Away → Attack



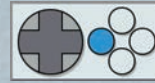
Kick Slam
Grab → Special



Upper Cut
Grab → Push Towards + Special



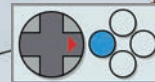
Jump Kick
Jump → Attack



SUPER MOVE
Flash kick
(Crowd Control)
Jump + Attack



Flying Kick
Move → Jump → Attack





Flip Kick

Run → Special



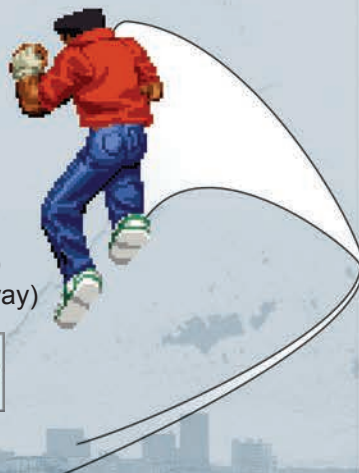
Rising Fury

Run → Attack



Flaming Fists

Special + Block



Wall Kick

(Performed near edge of screen)
Move → Jump → (Attack + Hold Away)



Mid-Air Knee Stun

Jump → Down + Attack



Round House Kick

Forward + (Attack + Special)





Big Elbow
Grab → Special



Clothesline
Run → Special



SUPER MOVE
Hurricane Kick
(Crowd Control)
Jump + Attack

SUPER



Tornado Punch
Jump + Attack



Flying Kick
Move → Jump → Attack



Elbow Drop
Jump → Down + Attack



Mid-Air Kick
Jump → Attack



Flying Kick
Jump → Move → Attack



SUPER MOVE
Double Axe Handle
(Crowd Control)
Attack + Block



Spine Breaker
Grab → Special



Mid-Air Spine Break
Mid-air Enemy + Special



GAME MODE OPTIONS

Difficulty

The game has three difficulty settings: **Easy**, **Hard** and **Ultra**. Note Ultra Mode is unlocked when you complete the game with Miller on Hard difficulty.

Full Screen

Toggles between full screen and windowed mode.

Vibration

Allows the controller to vibrate, if one is connected.

CRT Shader

Switches the Cathode Ray Tube shader on and off. Keep it on for an old school arcade experience.

Audio

Separately control the volume of the music and sound effects.

Controls

Change the keyboard and controller buttons from a selection of pre-set configurations.

Achievements

View the 24 possible game accomplishments and how to obtain them. A good starting point would be successfully completing various stages of the game. Or for the more experienced players, completing a state without using a Super Attack.

Language

Select the in-game language from English, French, Italian, German, Spanish, Portuguese, Dutch, Japanese, Korean, Traditional Chinese and Simplified Chinese.

High Scores

View the top high scores from Arcade Mode, Survival Mode and Boss Rush Mode.

GAME MODES

1 Player / 2 Player

Choose to play alone or with another local player.

Arcade Mode

The original, story-based version of the game.

Survival Mode

See how long you can survive in a fixed location with waves upon waves of enemies attacking you. Small caveat – you have just one life for this challenge!

Versus Mode

Who is the best? Miller? Claire? Duke? - You find out!

Boss Rush Mode

Try yourself against all the bosses! One after another! Once again, you have just one life to complete this challenge.

Training

Need some extra time to learn the ways of your enemies? Use Training Mode to take one selected opponent at a time.

Please note that not all game modes are initially available to play. Here's how to unlock them:

To unlock Ultra Mode:

You must first complete the game with Miller on Hard.

To unlock Training Mode:

You must first complete the game.

To unlock Survival Mode:

You must first complete the game with Duke.

To unlock Boss Rush Mode:

You must first complete the game with Claire.

GAME SCREEN

Health

Shows the amount of health a character has. When health is completely depleted the player will lose a life.

Lives

Show the number of chances the player has to continue the game. The last chance the player has is shown with a zero.

Portrait

A small picture of which character you are playing.

Score

Current score of the player.

Chain

The number of successful hits accumulated in quick succession. Will return to nothing after a short period of inactivity.

Super Meter

Slowly fills up with successful attacks. Once full, a Super Move can be performed.

Enemies

Your opponents will attack you!

Item

Jewels, gold and watches can greatly increase your score. Items of food such as fruit, pizza and sushi can increase your health. Don't let the rats and pigeons eat them first!

Weapon

You may acquire a weapon to increase the players attack. Weapons can also be knocked out of your hands and lost.

Breakable Object

Some objects such as crates and barrels can be broken to reveal items inside. Who knew?



- 1 P1 Health
- 2 P1 Portrait
- 3 P1 Score
- 4 P1 Chain
- 5 P1 Super Meter
- 6 P2 Health
- 7 P2 Portrait
- 8 P2 Score
- 9 P2 Chain
- 10 P2 Super Meter
- 11 Enemy Health
- 12 Enemy Portrait
- 13 Weapon

ENEMIES

As you make your way through the city you will encounter a range of enemies. All of whom are intent on stopping you! Each opponent has their own fighting style and means of attack. Many of them can be defeated without too much resolve. However, others will require quick wits and cunning to defeat!

Here are just a few of the unsavoury characters you'll encounter:



Cooper

Charmless, low life thug. Lets his fists do all the talking.
Tip: Get your attacks in quick, and he'll go down fast.

Douglas

Fiery red hair and a temper to match. Also has a nasty right hook. None of his teeth are his own.
Tip: Wait for the right moment before approaching.



Vixen

Ain't got time for trouble - she is trouble and ready to bring it.
Tip: Watch out for her recovery attack and that riding crop. Ouch!



Derek

He charms you with his dancing skills and then draws you in to an unsuspecting fight.
Tip: Derek is always quick to bounce back to his feet.

Geoff

Despite his size, Geoff is fast and packs a punch. Watch out!
Tip: If you see Geoff running, get out the way. Fast!



Kane

One of the Nihilist Punks with attitude. Wears a mask to disguise his voice.
Tip: He'll take you down as he gets up!



Billy

Always asleep on the job or using a clever tactic to trip up his enemies. Elusive to the grab.
Tip: Creep up on him quietly for a sneaky attack.

ITEMS

You will need to keep your health topped up from time to time. This can be done with snacking a food item such as a Hackney Pizza, Barking Burger or can of Bitz Cola. Some items, such as fruit will top up your health a small amount. Grabbing fast food will increase it more. Pizza or the Roast Hog will restore your player's health to maximum. Eating a whole Street Chicken has the bonus of increasing health as well as your Super Meter.



Slasher

Slasher is cunning and fast, there's no escaping his blades in combat!
Tip: Try to dodge his knives as he leaps over you.

Axl

A high-powered metal head, ready to leap from a moving vehicle to get in on the fight.
Tip: Likes to throw a Molotov cocktail your way if you're not too careful.



Liu

Amateur kickboxer but she doesn't stick to the rules. She will put you in the hospital!
Tip: She never lets her guard down!
Simple punches will not work on her.

Clive

Known as Meathook to his mates. Used to work as a butcher, until the "accidents" happened.
Tip: Stay out of his sights, literally.



WEAPONS

Weapons can be acquired once per stage. Heroes can only carry one weapon at a time; picking up a new one will discard their old weapon. Be careful - getting knocked to the ground will cause you to drop your weapon. Using your special move will also make you drop your weapon, as will using your special move or grabbing an enemy.

These are the weapons you'll come across.

Knife

Small and pointy. This blade that can also be thrown at an enemy.

Iron pipe

Brutal and slow. Will heavily hurt enemies, if you time it right. No plumbing skills required.

Cricket bat

Hit your enemies for a six with a nice bit of willow! Howzat?

Katana

An elaborate single edge sword. Swift and deadly. May possibly belong in a museum.

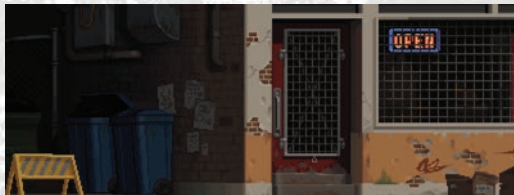


STAGES

Your journey will span several areas of the city.
What can you expect to find on your adventure?

Slum

Within the relics and ruins of the city is where you begin.
Things are not so desolate as they look...



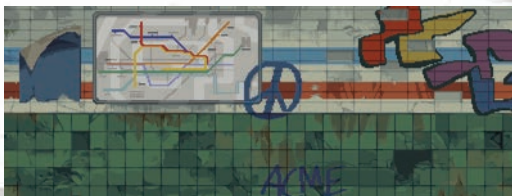
Underground

You may have to fight your way for a seat
on the Tube. Please mind the gap.



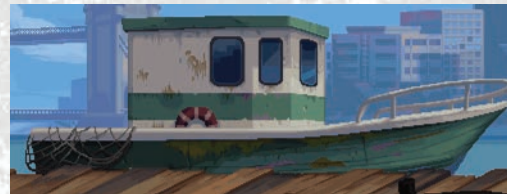
Elevator

That's a lot of stairs up to street level.
What can go wrong with taking the lift?



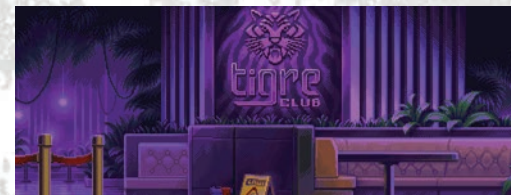
Docks

The dockyards can be a hazardous area.
Watch out for discarded containers as well
as moving lifting equipment.



Tigre Tigre Club

Where the party never stops. After a night
out on the tiles, you'll want to hit a club!
Just don't get too distracted!



The Mansion ???



Before entering the club, you'll encounter a bonus stage.
Be prepared for anything!

COMBAT TIPS

Remember to save special moves for tactical moments such as crowd control.

Eating food items with a full health bar does nothing. If you can, wait until your health bar is low before snacking.

Don't try to fight bosses head on. Instead hit them a couple of times and then fall back to safe distance. Watch how they move and react.

Punching and kicking does different amounts of damage for each hero. Experiment with different combinations to find the most effective moves for your fighting style.

Avoid getting knocked down and complete an area with a quick time, to reach S rank.

Learn when it's most effective to block, such as when you recover from being knocked down.

Pick up valuables to increase your score.

Watch out for dockside machinery and cascades of barrels.

There are no save points during the game. It's a tough game but practice makes perfect.

In each stage there is a hidden painting. Finding it will increase a player's life by one.

Weapons cannot be carried over to the next stage. Use them when you have the chance.

Don't feed the pigeons!



Avoid being attacked by two enemies at a time. It's easy to become overwhelmed and maybe difficult to fight your way out.

Perform a back attack on a crate or barrel that would normally contain food to turn it in to something valuable - very worthwhile if you're going for a high score!

Back attacks can catch your opponent unawares

Don't disturb the rats - they're nesting.

Good luck!



**bitmap
bureau**