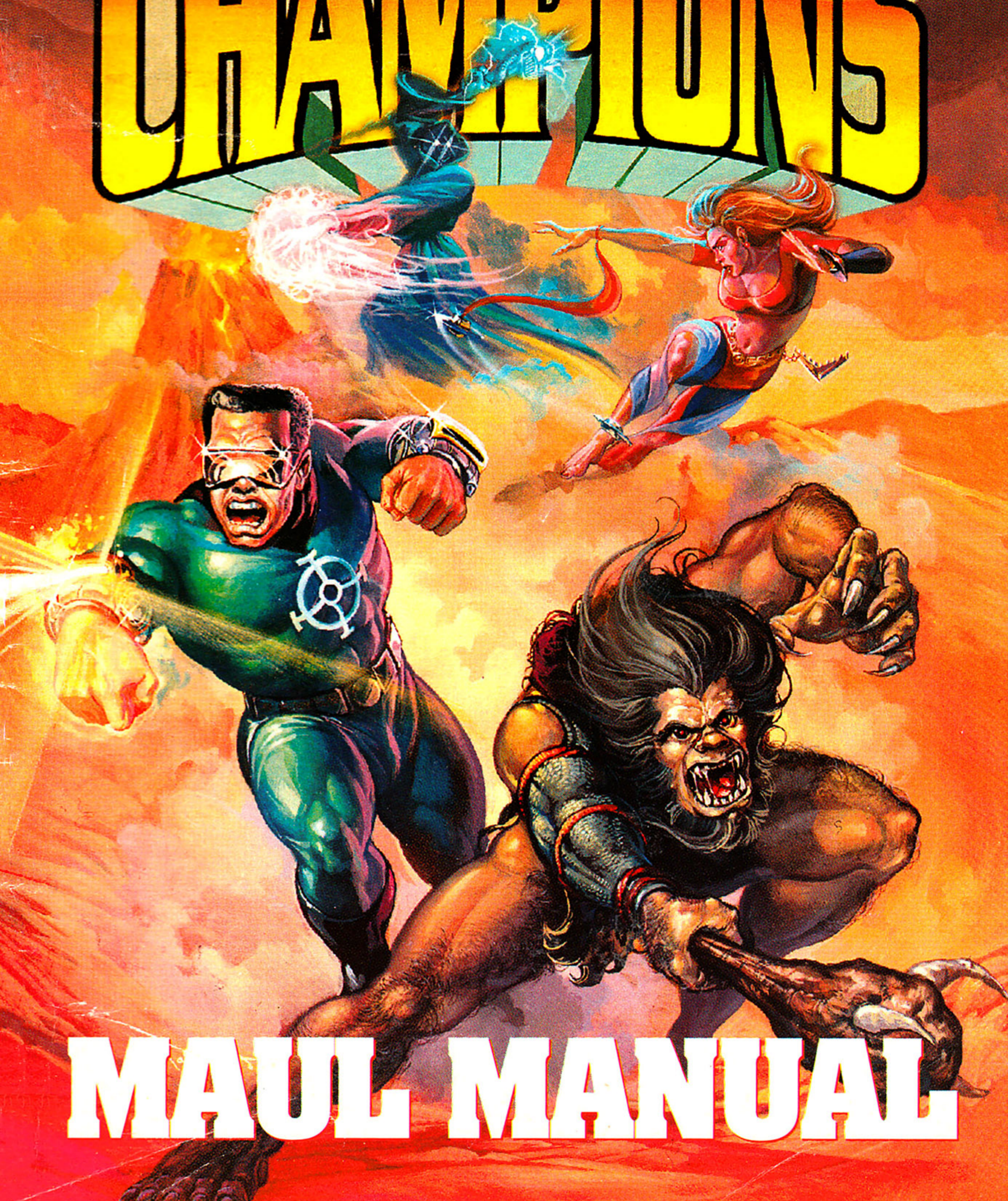


**BOOK**  
**#2**

**Game Players**  
**ULTIMATE STRATEGY SERIES**

**ETERNAL**

**CHAMPIONS**



**MAUL MANUAL**



# CONTENTS

4  
**BLADE**

If you're a power-player, Blade's your man. He towers over the other fighters, and his wide arsenal gives him the edge.

6  
**JETTA**

Jetta's fast — almost *too* fast! Dizzying kicks mixed with circus-style showmanship make a deadly combination.

8  
**LARCEN**

You've *gotta* be tough to survive the streets of Chicago — but does Larcen have what it takes to become the new champ?

10  
**MIDKNIGHT**

Deadly science collides with macabre supernatural forces to make Midnight one of the most feared contenders.

12  
**R.A.X.**

R.A.X. lost an opportunity to become a champion once, and he'll do whatever it takes not to fail again!

14  
**SHADOW**

Hidden beneath Shadow's beautiful exterior lies the cunning mind of a master ninja. You're sure to *fall* for her!

16  
**SLASH**

Slash may not be as "advanced" as the rest of the bunch, but don't dare call him "brute" — he's a genius when it comes to combat.

18  
**TRIDENT**

Atlantis's mysterious hero returns to bring honor to the memory of his people. He won't fail them a second time!

20  
**XAVIER**

It's been more than three centuries since the people of Salem burned Xavier at the stake. He's still pretty steamed about it.

22  
**WHO IS THE ETERNAL CHAMPION?**

Your powerful host is as mysterious as he is deadly. Who knows what to expect when you finally come face to face.

23  
**THE ROPES**

Sure each fighter has his or her private arsenal of magic, technology, and superpowers, but fundamentals win the real battle.



**EDITOR**

Leslie Mizell

**ASSOCIATE EDITOR**

Chris Slate

**ART DIRECTOR**

Michael G. Wilmoth

*Special thanks to*

*Jaime Wojick for all the help,  
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## Introduction

"Welcome to my complex. I am the Eternal Champion, keeper of this vast fighting chamber. It exists in a place and time corrupted by centuries of misuse and destruction.

"Your future — my present — has been destroyed by a cruel and unjust twist of fate: Nine individuals throughout time were killed before their lives could affect this dark existence. I have observed each of their short lives but was powerless to stop the chaos.

"But for centuries I have grown more powerful, waiting for this moment. I am the pure and untouched energy of all the great martial-art masters that lived before me. Yet even with the collective force of their power, I can choose only one of the nine fighters to return to his or her life. Since each can have an equally profound effect on the future, they must *earn* the right in the fighting arena.

"At the end of this contest, one will stand alone. The victor will be returned a precious few seconds before his or her death, able to avoid the past with the knowledge to save the future.

**"Let the contest begin...."**



# ETERNAL CHAMPIONS

## The Tournament Begins!

Sega of America's *Eternal Champions* is a fighting-gamer's dream. Not only do you get the same hard-hitting, "gouge-your-eyes-out" action that made games like *Street Fighter II* and *Mortal Kombat* household names, but there are also features you won't find in any other title.

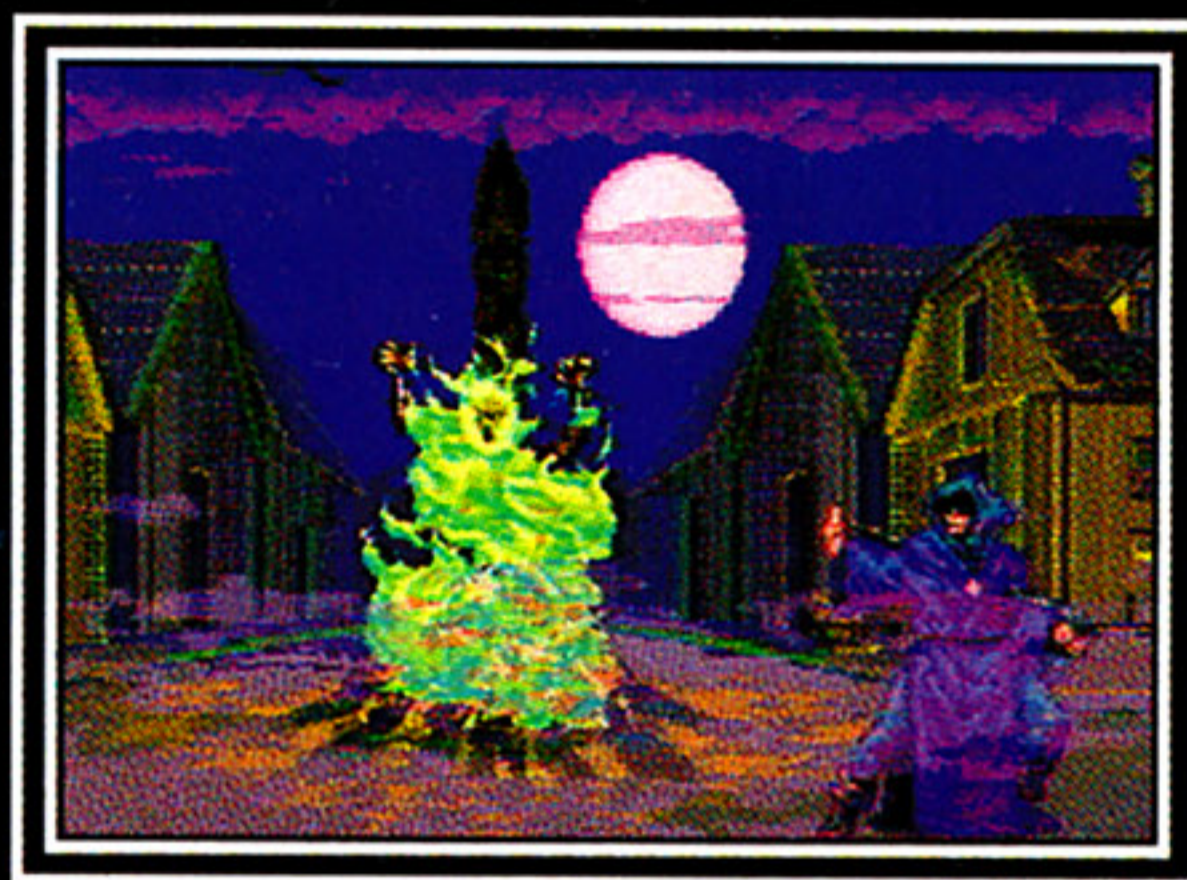


### 9 Contenders

Nine different fighters vie for the title "Eternal Champion," but there's only room for one at the top. Each character has more special attacks than in any other game, and the animation is super-smooth!

### 24 Megs

*Eternal Champions* is only the second 24-meg cartridge ever made; the first was *Street Fighter II: Special Champion Edition*. More megas means more moves, more features — more action!

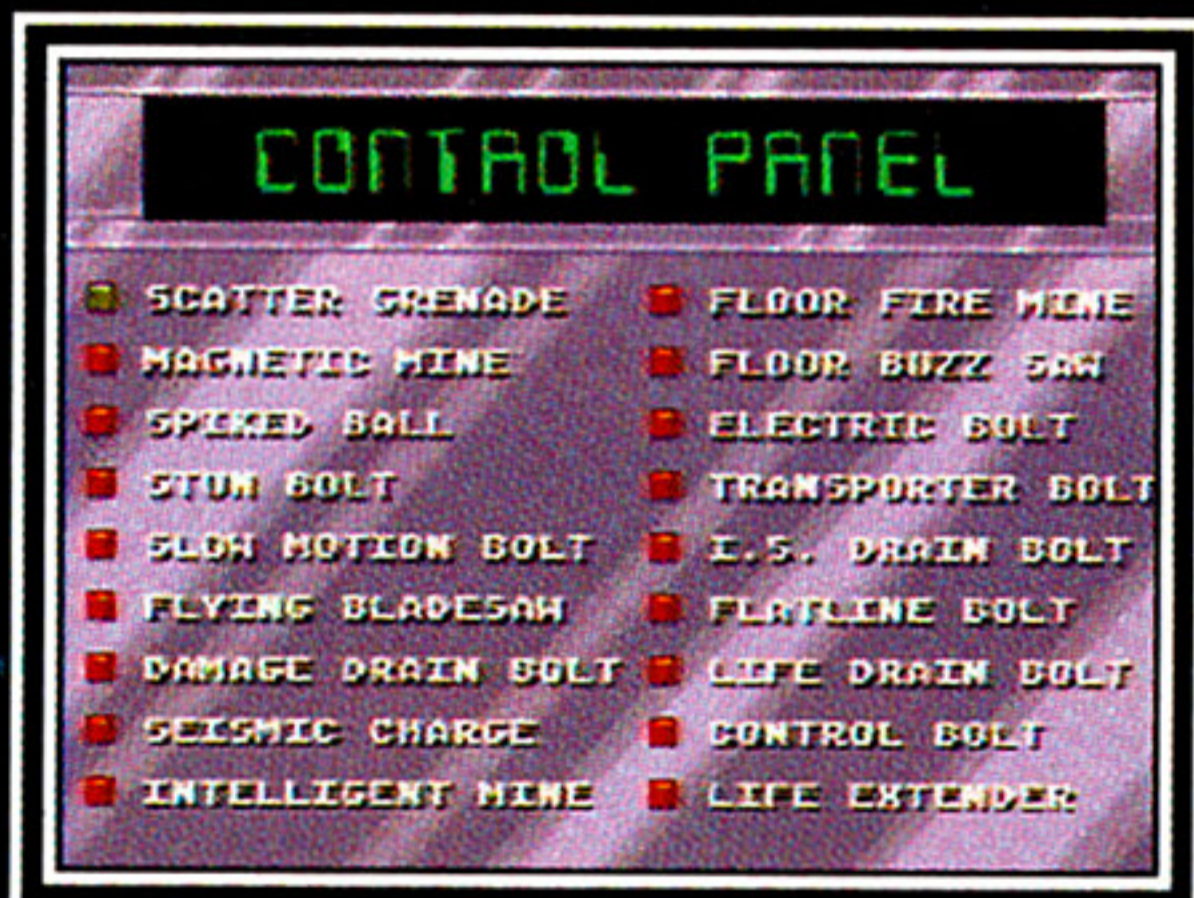


### Overkills

If you've *gotta* go, go out with a *bang*. It's not easy to set up your opponent for an Overkill maneuver, but the proceeding light show is well worth it. The move won't work unless you nail your opponent with at least two quick hits in just the right spot on the battle area.

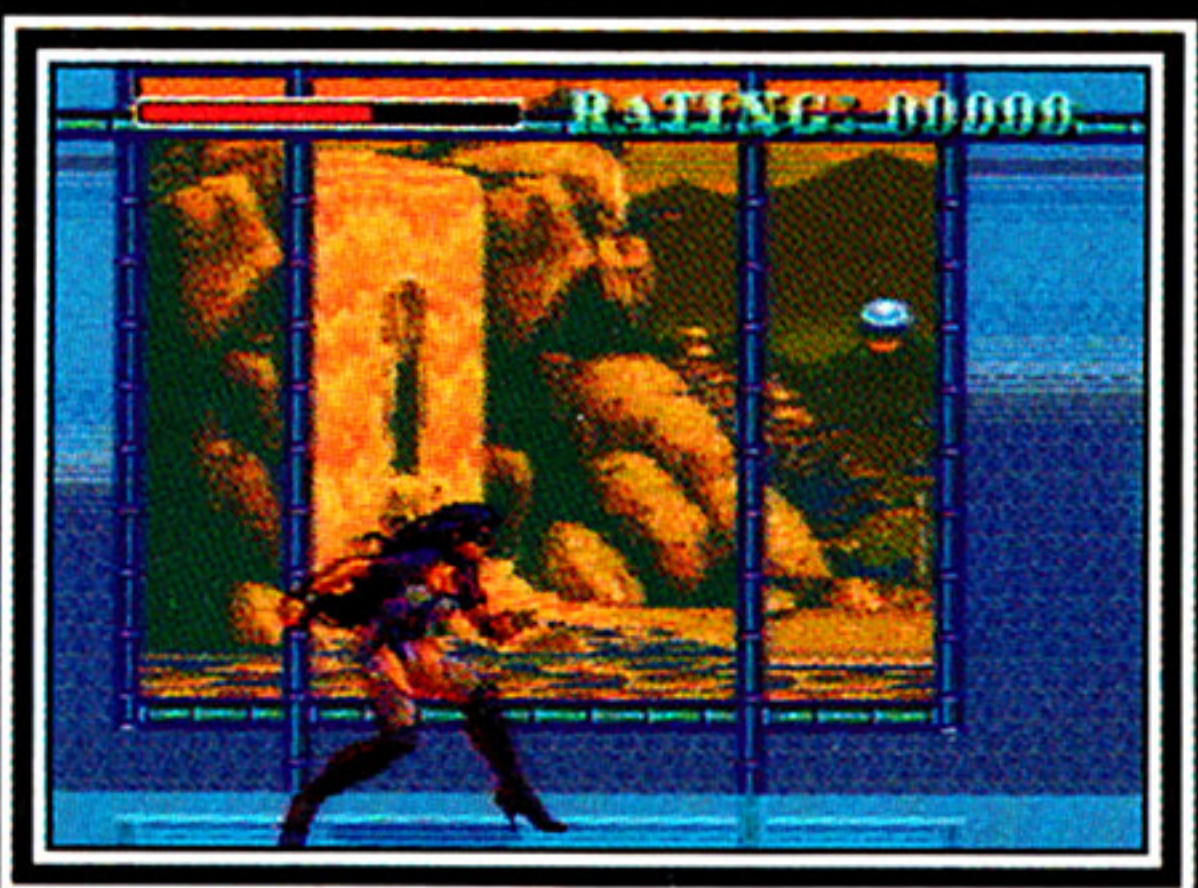
### Battle Room

Only *Eternal Champions* allows you to custom-design your own battlefield. You can spice up your fights with Scatter Grenades, Magnetic Mines, Transporter Bolts, and 15 other diabolical devices. You're in for — some pretty wild fights!



### Training Mode

Not yet up to tournament form? No problem — just brush up your skills in the training mode. Three different options allow you to practice attacks and combos on training spheres or with life-like holograms of the other combatants!



### The Story

The battles in *Eternal Champions* are wrapped around detailed sub-plots. Each character has his or her own story, explaining who each is — and *why*. The conclusion of each fighter's saga is told when, and *if*, you become the Eternal Champion.



# Get It? Got It? Good!



# Jonathan Blade



**OCCUPATION:**  
Bounty Hunter

**TIME PERIOD:**  
A.D. 2030

**FIGHTING STYLE:**  
Kenpo, the "fist"

method, employs linear as well as circular moves to create intermittent power when and where it's needed. The style is interspersed with minor and major moves that flow with continuity. Kenpo is flexible in both thought and action, blending with encounters as they occur.

## "Loser!"

**B**orn in Syria and raised in Africa, Blade was a dedicated cop who worked his way into the meanest parts of New Chicago. He had, however, one small problem: his temper. When he finally cornered a suspect who had several times tried to kill him, Blade sidestepped a laser shot and beat the crook to a pulp. Unfortunately, the suspect sued the department and Blade was fired to hush the scandal. He ended up moving back to Syria and becoming a bounty hunter.

His final case was hunting down a rogue scientist who had escaped a government bio-weapons lab and was threatening to smash a vial of bacteria that could kill 95 percent of the Earth's population. Blade agreed to retrieve the vial only if the Syrian government didn't interfere. They agreed, but then followed Blade and when he cornered the scientist, they filled both hunter and prey with laser blasts. The last thing Blade saw before he died was the smashed vial.



## The Scouting Report

Power, hand speed, and range make Blade the combination *machine*. Don't give your opponent room to move — corner him and go to work. Use **Tracking Blades** often, particularly the homing variety, which stops an opponent's charge and forces him to go on defense. A good trick is to launch a homing blade close to an opponent. If he blocks, close in and throw him.

SPEED	■	■	□	□	□
ENDURANCE	■	■	■	■	□
POWER	■	■	■	■	■
RECOVERY	■	■	■	□	□
DEFENSE	■	■	■	□	□
EQUILIBRIUM	■	■	■	■	□



# Combo Attacks

Leap C, Low B,  
Stand Z,  
Stun Beam



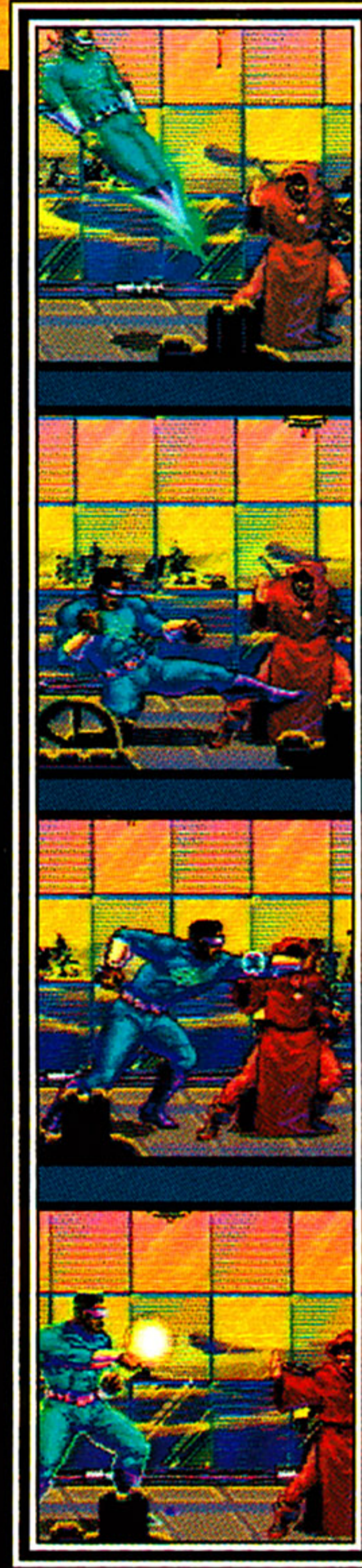
Tracking Blade  
(homing), Leap C,  
Close Z, Stand Z



Leap B, Close Y,  
Stand Z, Tracking  
Blade (straight)



Leap C, Low B,  
Wild Fury,  
Stun Beam



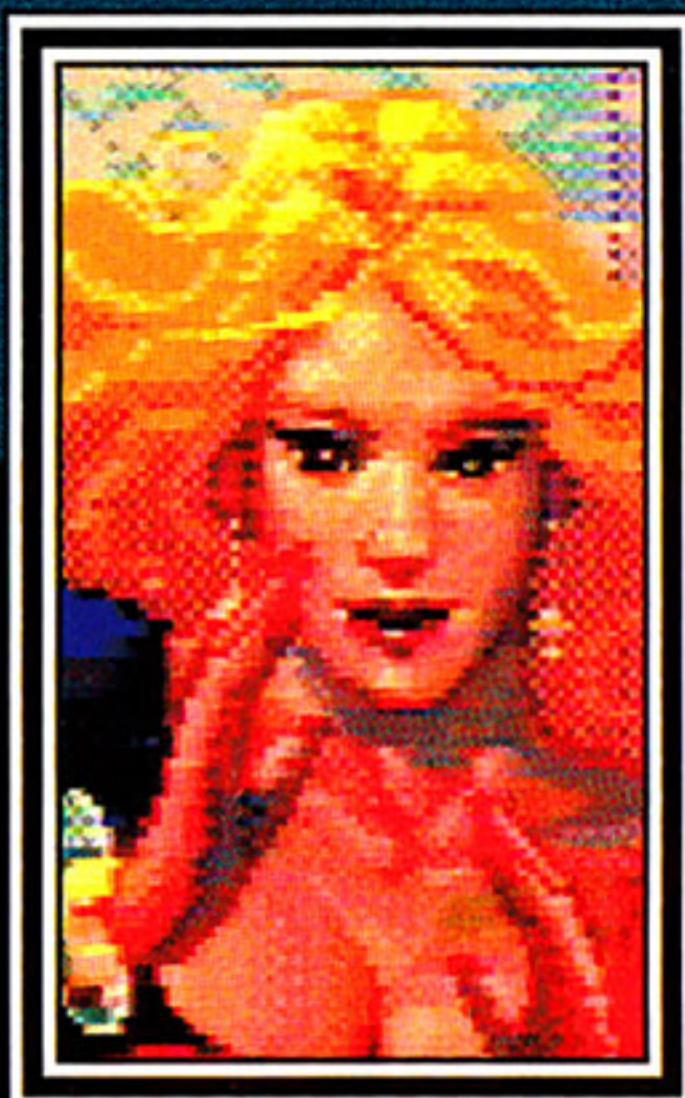
Leap A, Low X,  
Wild Fury



Leap C, Low C,  
Power Drain



# Jetta Maxx



**OCCUPATION:**  
Circus Acrobat

**TIME PERIOD:**  
A.D. 1899

**FIGHTING STYLE:**  
*Savate and Pencak*

*Silat*. Savate is a form of hand and foot fighting once practiced by French aristocracy and known for its flamboyant kicking techniques. Pencak Silat is the fighting art of Indonesia. Known as a dancing martial art, it is primarily the study of empty-hand fighting. Many of the moves are based on evasion and warding off attack. When attacks occur, they're met with lightning strikes that drive opponents off balance so they can be dropped to the ground.



## "Pig!"

Rebellious Jetta Maxx was born in Russia, the cousin of Czar Nicholas II. Traveling the world as a circus performer, she also learned gymnastics and martial arts. In 1899 her circus troupe visited China, which was being ripped apart by the Boxer Rebellion. Distraught that so many innocent Chinese were dying, Jetta infiltrated the Yihe Quang, or the "Righteous Harmony Fists" to try to get the organization to settle its differences with foreigners peaceably. Jetta also saw that Russia's involvement in the revolution would weaken its stability.

However, before Jetta was able to change the course of history for these two major world powers, she was assassinated: A radical with the Yihe Quang cut her safety net and tension wire, and Jetta plunged to her death during the grand finale of a command performance for the Chinese emperor.

## The Scouting Report

**Phase** and **Phase** often, then follow with a high-speed **Ricochet** or leap at your opponent and execute an in-close B. Combinations work extremely well while phased — even more so after **Resonate**. Jetta is a hit-and-run character, so keep enemies away with **Boomerangs**, and jump in for short combinations. Use the **Ricochet** for a quick corner escape.

SPEED	■	■	■	■	■
ENDURANCE	■	■	□	□	□
POWER	■	■	■	■	□
RECOVERY	■	■	■	□	□
DEFENSE	■	■	■	■	□
EQUILIBRIUM	■	■	■	□	□



# Combo Attacks

Leap C, Low Y,  
Spinning  
Corkscrew



Low A,  
Low X,  
Boomerang



Leap Z,  
Spinning Corkscrew,  
Close B



Leap C,  
Low X,  
Ricochet



Leap C, Stand Z,  
Stand C,  
Ceiling Grab



Leap A, Standing Z,  
Standing B,  
Flying Choke-Hold





# Larcen Tyler



**OCCUPATION:**  
Ex-Cat Burglar

**TIME PERIOD:**  
A.D. 1920

**FIGHTING STYLE:**  
*Praying Mantis*

*Kung Fu*, a style of kung fu characterized by fierce grasping movements, clawing attacks, and punches. This fighting style originated in a Shao-Lin temple, where priests needed a technique that allowed them to defend against larger and stronger attackers. A priest observed two mantises and used their fighting style to create this brutal, specialized art.



## "Punk!"

**L**arcen grew up with the crime bosses and street lords of his era. As a youth, he went to work for a

Mr. Taglalini, one of the most powerful bosses. Growing up as one of the world's best cat burglars, Larcen did many illegal jobs for Taglalini, including planting illegal evidence in other crime-boss hideouts. But he wouldn't kill: Instead he used martial arts to stop and drop any attacker.

However, Taglalini set Larcen up. Sent to plant a package on a hospitalized crime boss, Larcen instead found the chief of police and realized he was carrying a bomb. He tried to throw the package out the window, but it was too late. The ensuing explosion not only killed the chief and Larcen, but also most of the people in the hospital.

<b>SPEED</b>	■	■	■	□	□
<b>ENDURANCE</b>	■	■	■	■	■
<b>POWER</b>	■	■	■	■	□
<b>RECOVERY</b>	■	■	■	□	□
<b>DEFENSE</b>	■	■	■	■	□
<b>EQUILIBRIUM</b>	■	■	□	□	□

## The Scouting Report

Larcen is one of the more well-rounded characters, so he's equally effective on offense and defense. The **Back-Flip Shoe-Kick** is a great counter to aerial assaults, and the **Power Sweep** helps you escape if you're trapped in a corner. Combinations are Larcen's best weapons, so use them when at all possible to prove his impressive speed and damage potential.



# Combo Attacks

Leap Forward B,  
Low B, **Swinging  
Hammer Fist**



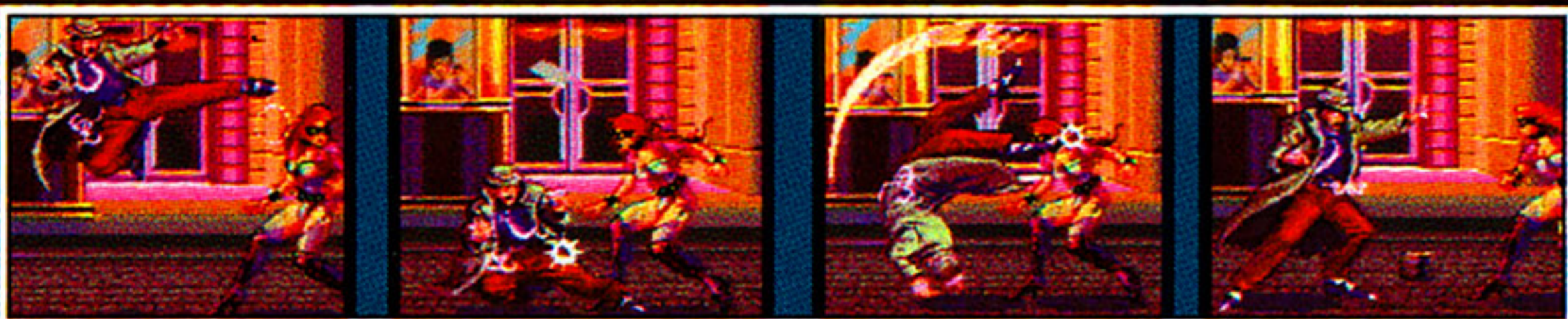
Standing A, Back-Flip  
Shoe-Kick,  
**Power Sweep**



Leap Forward B,  
Close Z,  
**Air Sweep**



Standing A, Back-Flip  
Shoe-Kick, **Long  
Distance Sweep**



Leap Forward B,  
Low B, Back-Flip  
Shoe-Kick, **Throw Sai**

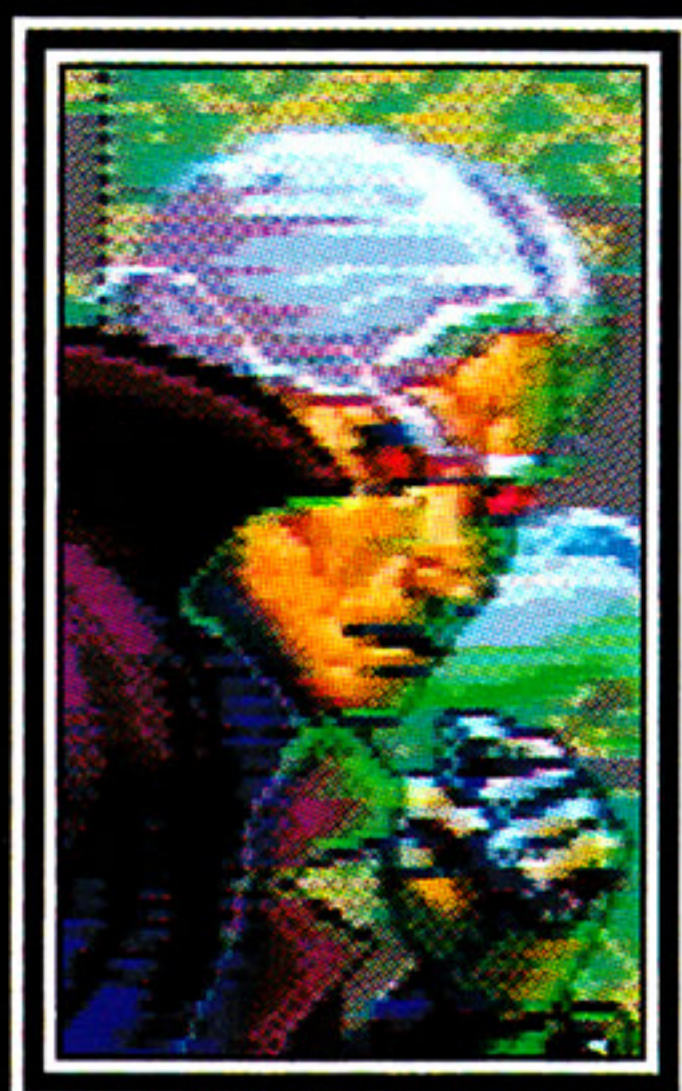


Leap Forward B,  
Low B, Standing B,  
Standing Z





# Mitchell Middleton Knight: Midknight



**OCCUPATION:**

Bio-Chemical Scientist

**TIME PERIOD:**

A.D. 1967

**FIGHTING STYLE:**

*Jeet Kune Do*, known as the “way of the intercepting fist.” This style is a collection of basic mental and physical concepts,

observations of combat maneuvers, and philosophies developed by the late Bruce Lee.

“Weakling!”



Born in London, Knight was one of the best bio-chemical scientists working in the spy biz. Interpol loaned him to the CIA to develop a bio-chemical weapon that could end the Vietnam War — the resulting virus weakened its victims to the point of death until an anecdote was given. When the CIA tried to use the virus in the enemy’s water supply, killing innocent people, Knight stole it back and fled to London. Unfortunately, he was cornered at the airport by agents and accidentally fell from a nine-story building into a chemical storage vat.

The force of the impact ruptured the seal on the vial containing the virus, and Knight was transformed into a vampire-like creature. After using his newfound strength to escape, Knight spent the next 133 years searching for a cure to his affliction as his body slowly rotted away because he refused to kill another person to renew his life energy. Midknight was at last about to find a cure when a government agent finally tracked him down and drove a magnesium stake through his heart.

SPEED	■	■	■	■	■
ENDURANCE	■	■	■	□	□
POWER	■	■	■	■	□
RECOVERY	■	■	□	□	□
DEFENSE	■	■	■	■	□
EQUILIBRIUM	■	■	■	□	□

## The Scouting Report

Midknight’s high-speed combinations make him a terror — especially when he’s able to get in close. Drop onto an opponent with a **Leaping A** and follow it with a **Stomach Punch** (or **Life Drain** if he’s low on health). **Wall Smashes** should be used often to close distance or blast out of a corner.



# Combo Attacks

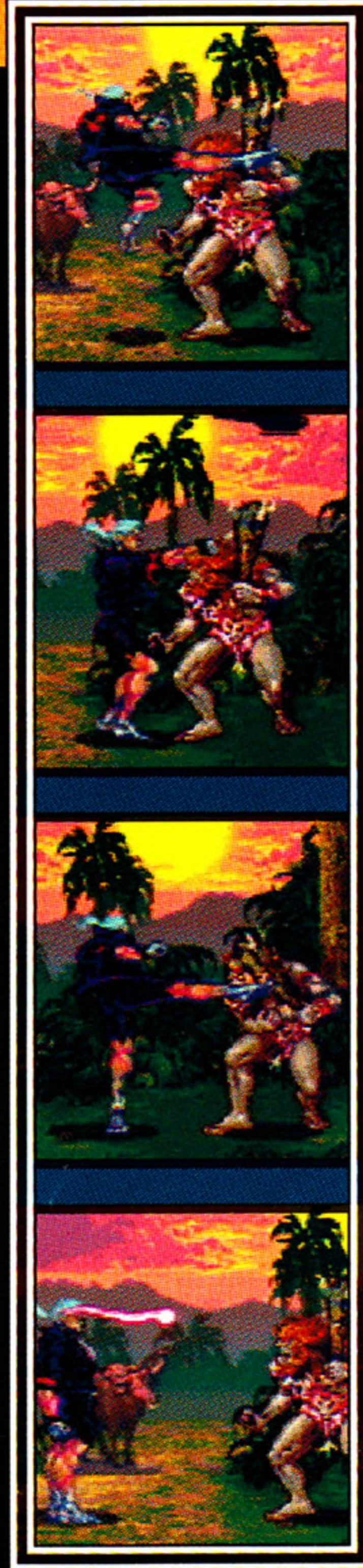
Leap A, Close Y,  
Low B,  
**Wall-Smash**



Leap A, Low X,  
Low C,  
**Mist Attack**



Leap A, Close Z,  
Stand A,  
**Bedazzle**



Leap A,  
Low Z,  
**Stomach-Punch**



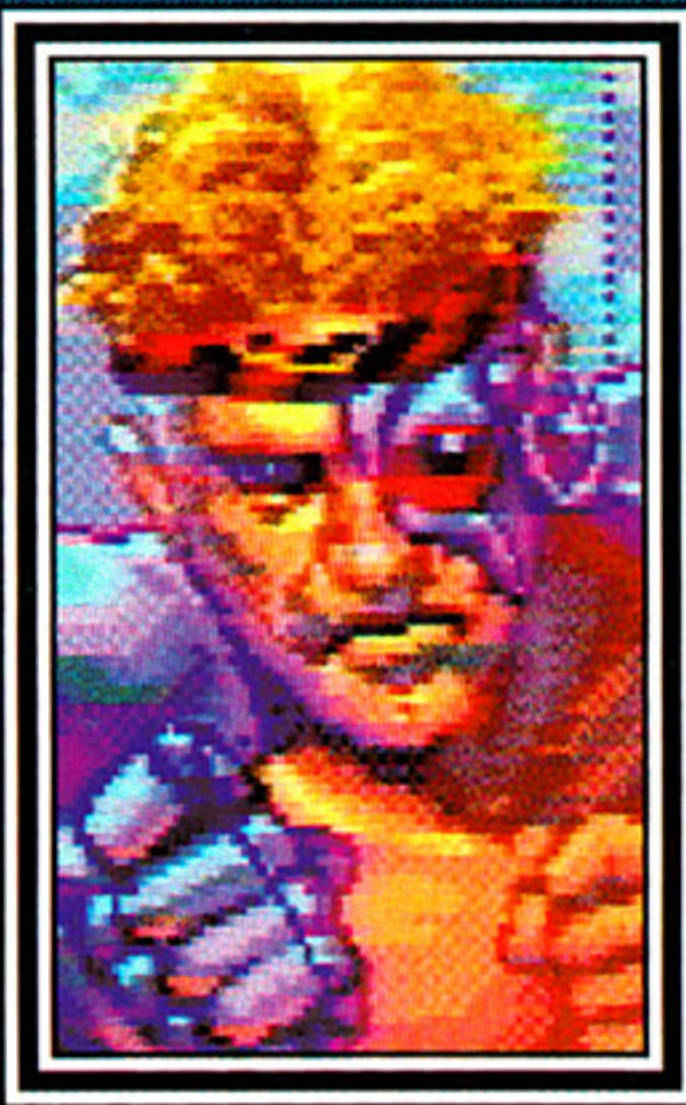
Leap A,  
**Life Drain**

Low C (ending  
move just short  
of opponent),  
**Ceiling Ram**





# R.A.X. Coswell



**OCCUPATION:**  
Cyber-Fighter

**TIME PERIOD:**  
A.D. 2345

**FIGHTING STYLE:**  
*Muay Thai kick-*

*boxing*, the national pastime of Thailand that's often called the "Sport of Kings." It's a mixture of powerful kicks and devastating punches in which the fighter can use his hands, feet, knees, and elbows to injure his opponent. Kicks deliver massive blows to the opponent's legs, knees, and thighs, making this one of the bloodiest fighting styles.

"Wimp!"

Once R.A.X. Coswell was one of the best human kickboxers, but interest dropped once crowds began watching cyber-fights, in which fighters could take *huge* amounts of damage before "failing." The crowds for human competitions finally dwindled to nothing, killing the sport before R.A.X. could become world champion.

Desperate to compete, the fighter underwent painful surgery that allowed him to compete in the cyber-fights. He began climbing the ladder of success again, but just as he was about to become world champion, his promoter sold him out. In the title bout, the crook placed an electronic virus in R.A.X.'s brain that shut down his vital systems seconds before he could deliver a fatal blow to the reigning world champion.



## The Scouting Report

Offense is better than defense as far as R.A.X. Coswell is concerned. Combination attacks, **Overloads**, and **Jet-Knee Smashes** are his main weapons and should be used to dominate the fight. He's not without his wiles, however — his **Turbine** can be used to escape a corner trap or slip behind an opponent to deal his own style of punishment.

SPEED	■	■	■	□	□
ENDURANCE	■	■	■	■	■
POWER	■	■	■	■	□
RECOVERY	■	■	■	□	□
DEFENSE	■	■	□	□	□
EQUILIBRIUM	■	■	■	■	□

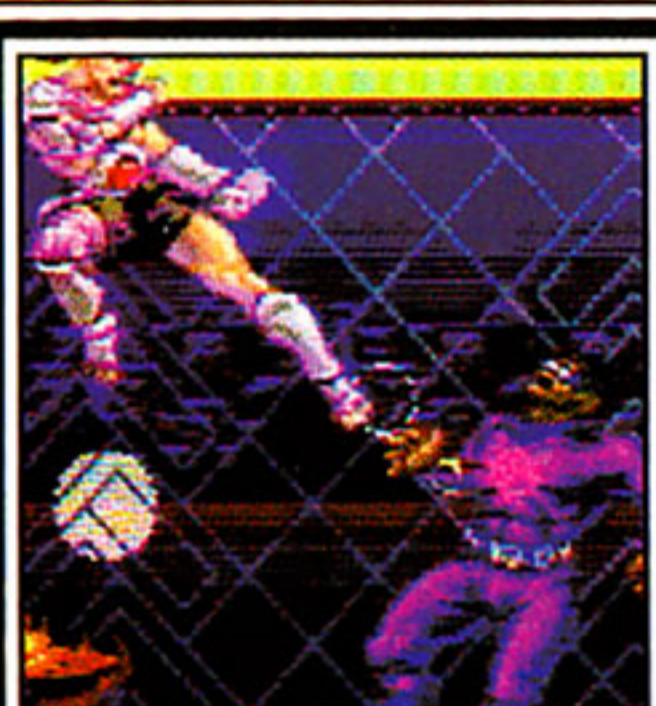


# Combo Attacks

Leap Forward B,  
Low A (x2),  
**Jet-Knee Smash**



Leap Forward B,  
Close A, Stand A,  
**Cyber-Kick**



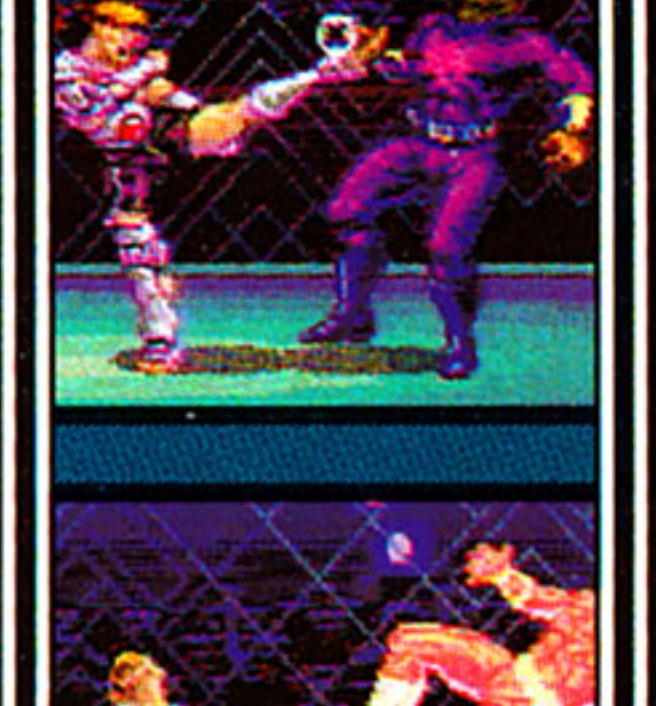
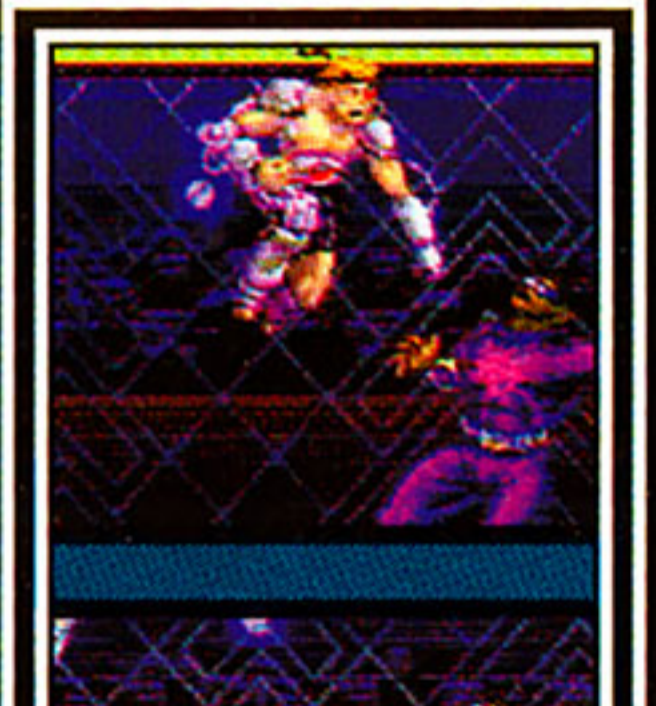
Leap Forward B,  
Stand Y, Stand A,  
**Cyber-Punch**



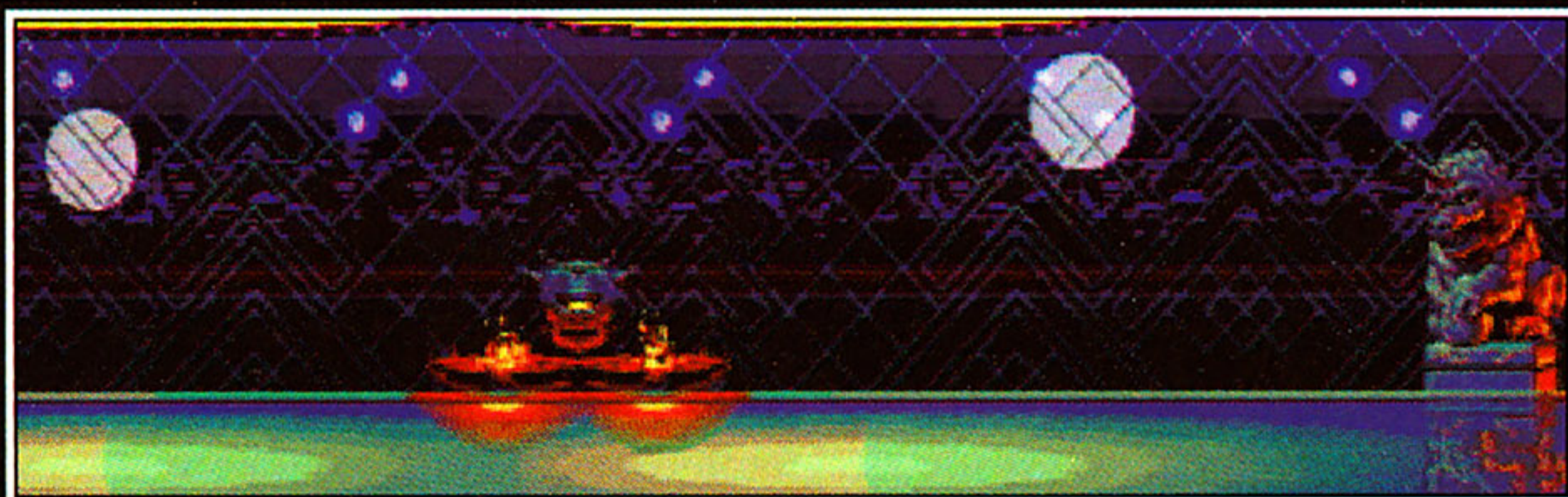
Leap Forward A,  
**Turbine** (to get  
behind), Close C



Leap Forward Z,  
Close C,  
**Overload**

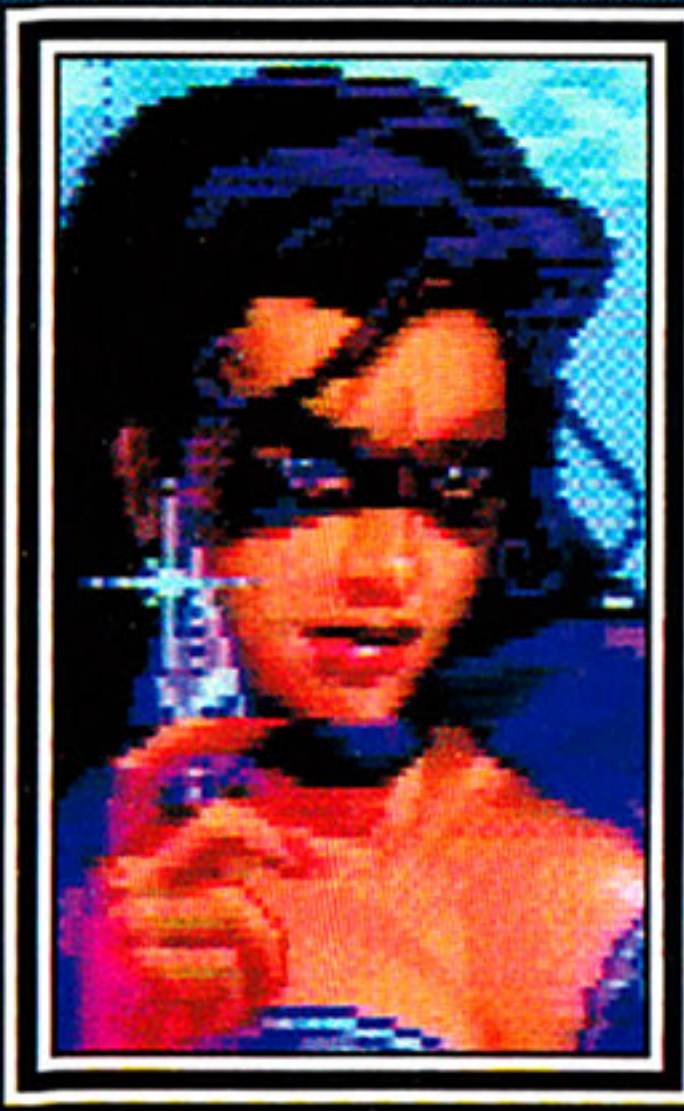


Leap Forward Z,  
**Turbine** (to get  
behind),  
**Overload**





# Shadow Yomoto



**OCCUPATION:**  
Corporate  
Assassin

**TIME PERIOD:**  
A.D. 1993

**FIGHTING STYLE:**  
*Taijutsu*, a sys-  
tem of unarmed combat similar to jujutsu,  
and a forerunner of modern judo. This  
technique is mixed with *Ninjitsu*, the art  
of invisibility. The Ninja fighting art com-  
bines all areas of offense and defense,  
including the use of dirks, darts, daggers,  
throwing stars, caltrops, brass knuckles,  
smoke bombs, and various poisons.



## "Coward!"

Shadow Yomoto was the best corporate assassin in the Black Orchid Corporation, performing tasks ranging from individual elimination jobs to preventing corporate takeovers. She was a true star at the Black Orchid headquarters, but she never thought much about the morals of her occupation until she learned that if she didn't complete a job to the corporation's satisfaction, another assassin would eliminate *her*.

When she realized the value of her own mortality, she could no longer kill others. But the corporation doesn't allow resignations, so they arranged her fall from Floor 101 of the Black Orchid building.

## The Scouting Report

Initiate the **Shadow Mode** at the beginning of every match to force opponents to run at the outset. An enemy taunt can't stop the initial **Shadow Mode**. Shadow's a hit-and-run specialist: Her **Leaping Forward A** can be used for long-distance attacks (followed by a quick B, C, or Z button press), or for leaping over and past relentless opponents. **Smoke Screens** provide an excellent defense if you're hard pressed, and they can surprise opponents if she utilizes the angled-jump re-entry.

SPEED	■	■	■	■	□
ENDURANCE	■	■	■	□	□
POWER	■	■	■	□	□
RECOVERY	■	■	□	□	□
DEFENSE	■	■	■	■	■
EQUILIBRIUM	■	■	■	■	□



# Combo Attacks

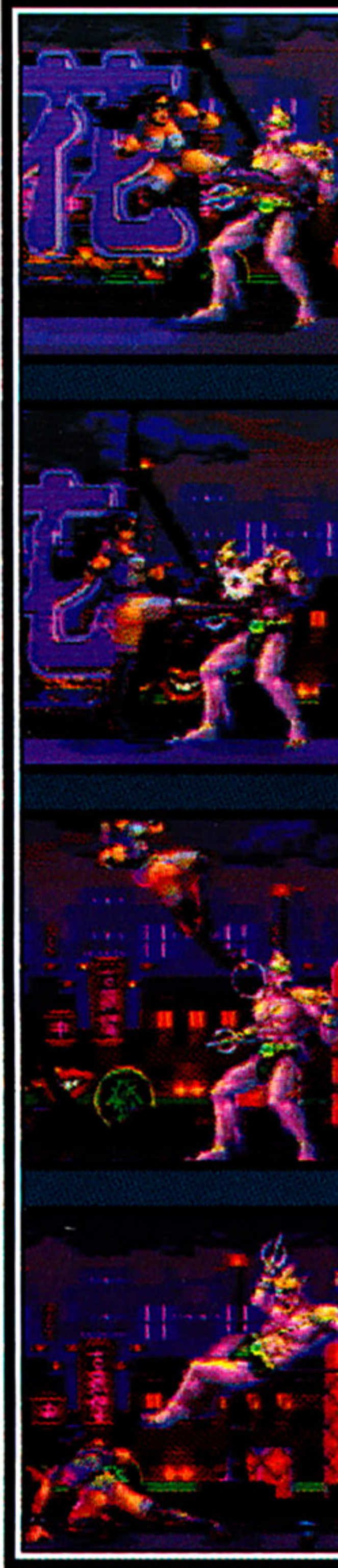
Leap C, Close C,  
High Angle Jump  
Kick, Standing Z



Leap B, Low Z,  
Close B,  
Throw Shuriken



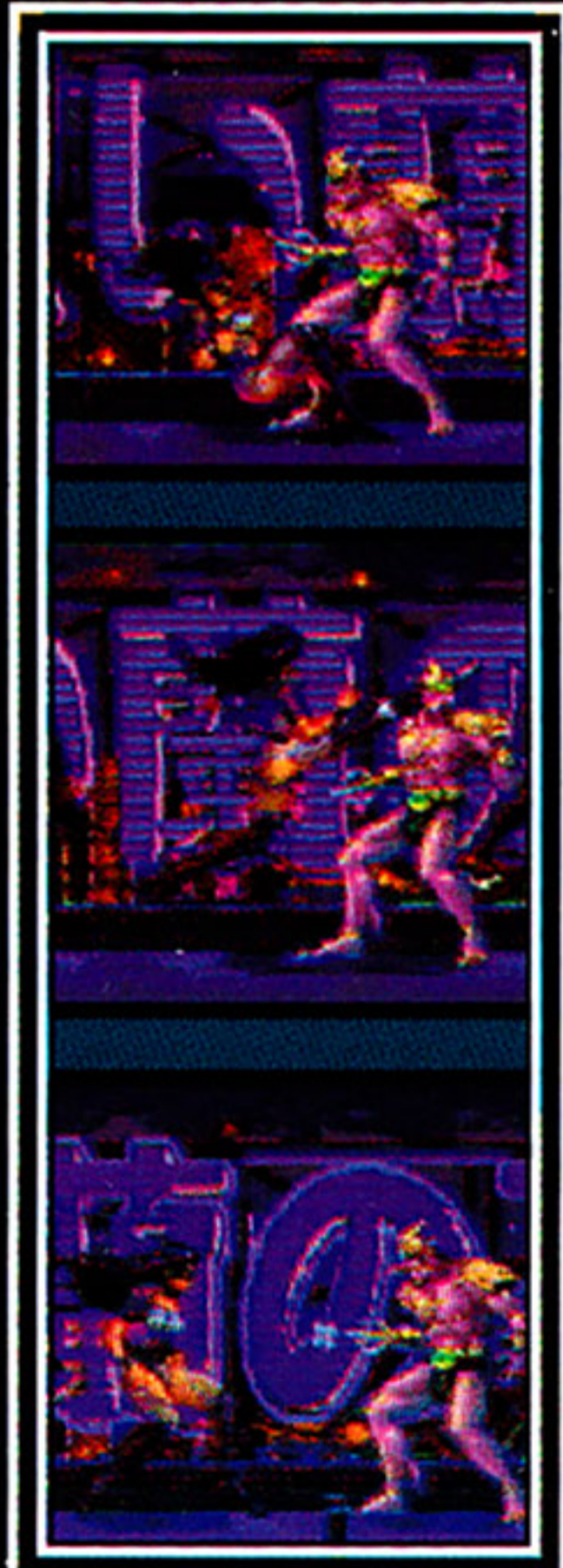
Leap B, Stand B,  
High Angle Jump-  
Kick, Super Slide



Leap B,  
Low Y,  
Twirling Fan



Low Z, High Angle  
Jump-Kick,  
Standing Z

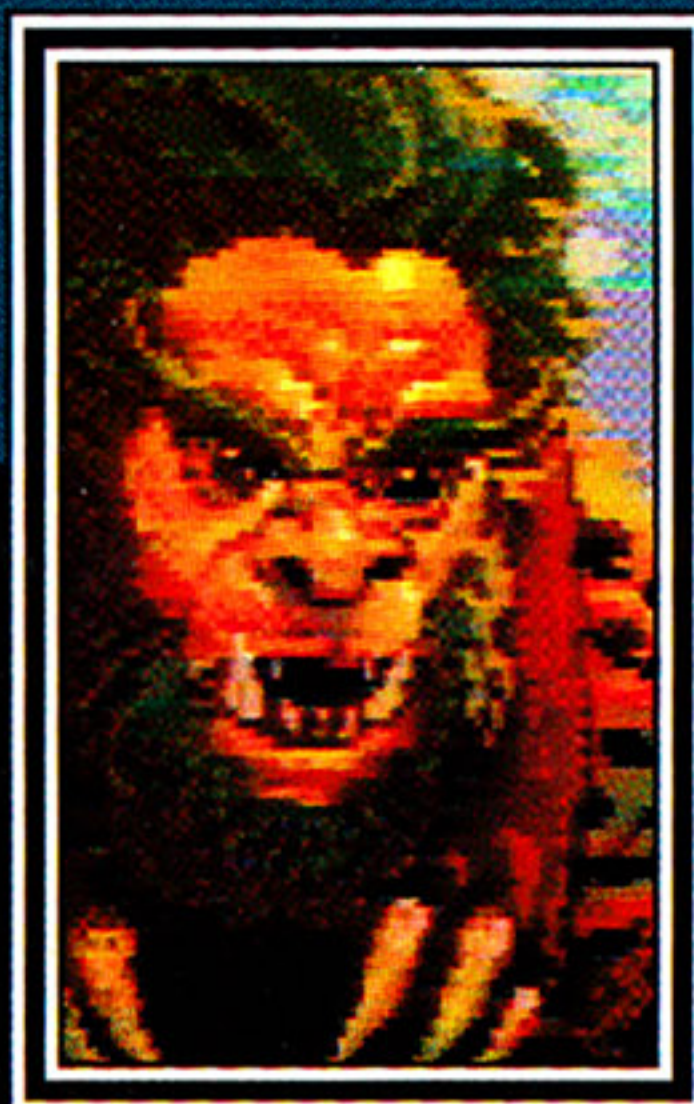


Low Z,  
Close C,  
Flying Mine





# Slash



**OCCUPATION:**

Hunter

**TIME PERIOD:**

699 B.C.

**FIGHTING STYLE:**

*Pain*, which

includes any moves or attacks that cause injury or damage — eye-poking, ear-drum popping, neck-throttling, nostril-pulling, and hair-yanking. The most deadly moves come from build-up attacks, which occur when Slash begins to built strength for a given move, but holds it in so its strength begins to grow. Slash also carries a large wooden club that he uses to dispense pain.



"GRUNT!"

Slash was always advanced — he was the greatest hunter, the best fighter, and the most intelligent man of his generation. Slash used his superior intelligence in his fighting to out-think his opponents. His knowledge eventually got him into trouble: The cave elders resented his intellect and rejected his every idea, including an agricultural plan to turn his clan from hunter-gatherers into farmers. But the elders enjoyed the violence of the hunt.

One day when Slash publicly opposed the elders in a clan meeting, he was stoned to death as an evil force.

SPEED	■	■	■	□	□
ENDURANCE	■	■	■	■	□
POWER	■	■	■	■	■
RECOVERY	■	■	■	■	□
DEFENSE	■	■	□	□	□
EQUILIBRIUM	■	■	■	□	□

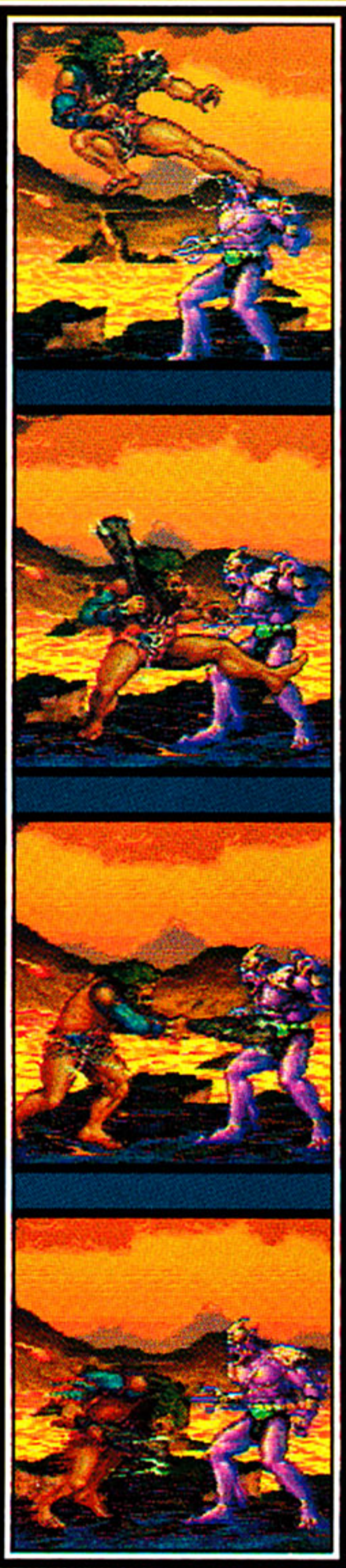
## The Scouting Report

The range and power of Slash's club commands respect. Work it into a combination, and close in for his bread-and-butter attack, the **Spinal Crush**. If hard pressed, burst from a corner with a **Running Head-Butt**, and if an opponent is knocked down, instantly initiate a **Power-Thud** to knock him down again and keep him dizzy.



# Combo Attacks

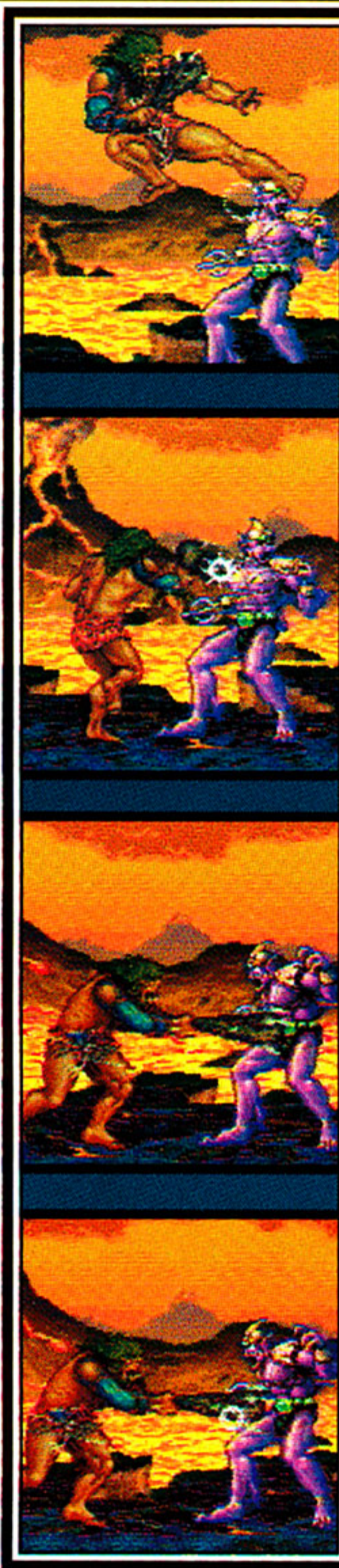
Leap Forward C,  
Close B, Standing Z,  
**Running Head-Butt**



Leap Forward Z,  
Low B, Low C,  
**Declaw**



Leap Forward C,  
**360-Degree Power Swing**,  
Close C, Standing Z



Standing C,  
Low B, Low C,  
**Power Thud**



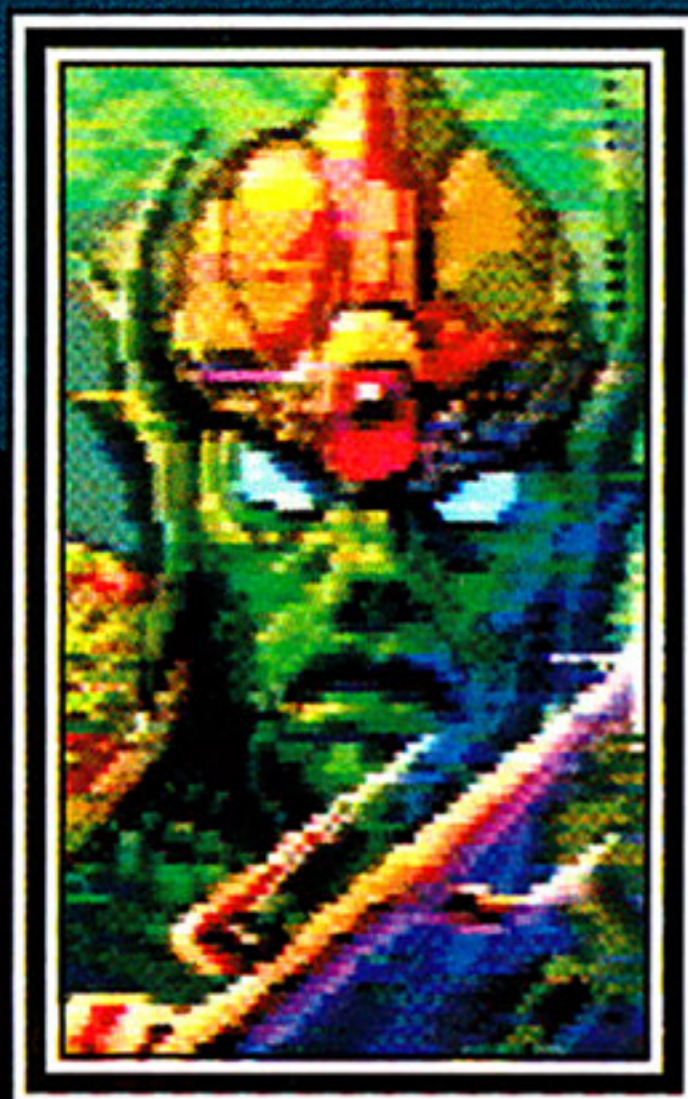
Leap Forward C,  
Close B, Standing Z,  
**Declaw**

Leap Forward Z,  
**Double-Foot Kick**,  
Standing Z





# Trident



**OCCUPATION:**

Gladiator

**TIME PERIOD:**

110 B.C.

**FIGHTING STYLE:**

*Capoeria*, a Brazilian combat form adopted by African slaves to fight oppression. In it, the foot is considered the strongest weapon and the head the most vulnerable target. Thus, bringing your foot to your opponent's head — the strongest force to the most vulnerable point — is at the heart of its strategy. *Capoeria* involves not only kicking, but also somersaults and handsprings.



"Freak!"

**T**rident got his nickname because of the trident that replaced the hand he lost in a battle with a shark. He's a consummate fighter — in fact, he was genetically engineered in Atlantis to be a gladiator. The Atlantians and the Romans were involved in a power struggle to see who would control land, and who would be driven into the sea. The Atlantians pursued science while the Romans perfected war. Scientists eventually build enclosed environments that would allow people to live in peace above *and* below water, but the Romans would have no part of this compromise.

The matter could only be settled in a fight, with the victors remaining above ground and the losers sinking into the ocean's depths. Trident was created to battle the Romans, but the hostile race tricked him and crushed him beneath a stone pillar. The Atlantians had no choice but to face the cold waters of oblivion.

## The Scouting Report

The **Bio-Stun Field** and the rest of Trident's fields earn quick respect from his opponents. Begin a match with the **Bio-Stun Field** activated, then charge — if an opponent tries to block, close in and throw him. Trident is fairly fast, and that speed coupled with the range of his trident lets him chop an opponent down to size. If you can stun an opponent with a deadly combination, finish him off with a **Spinning Trident**.

SPEED	■	■	■	■	□
ENDURANCE	■	■	□	□	□
POWER	■	■	■	■	□
RECOVERY	■	■	■	□	□
DEFENSE	■	■	■	□	□
EQUILIBRIUM	■	■	■	■	■



# Combo Attacks

Leap Forward C,  
Low Z,  
Plasma Bolt



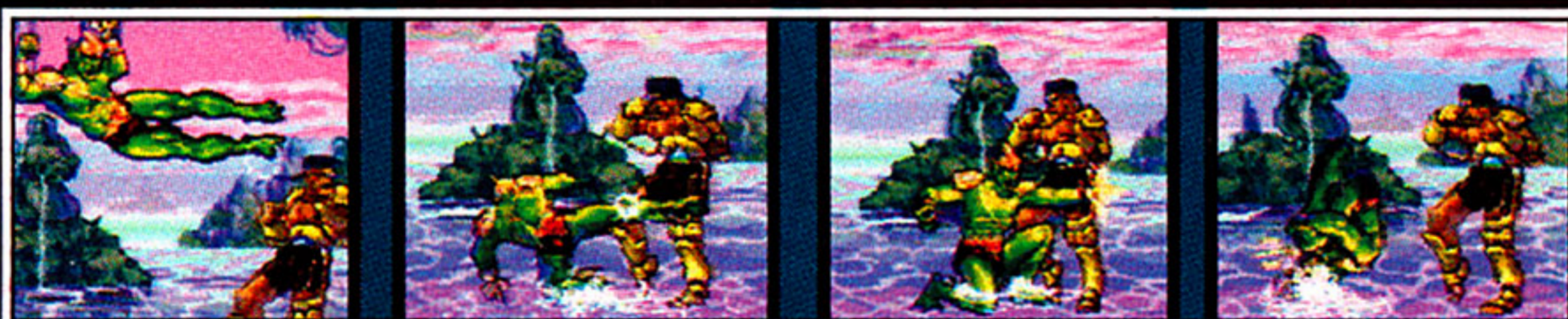
Leap Forward A,  
Liquid Mode,  
Spinning Trident



Leap Forward A,  
Close X,  
Spinning Trident



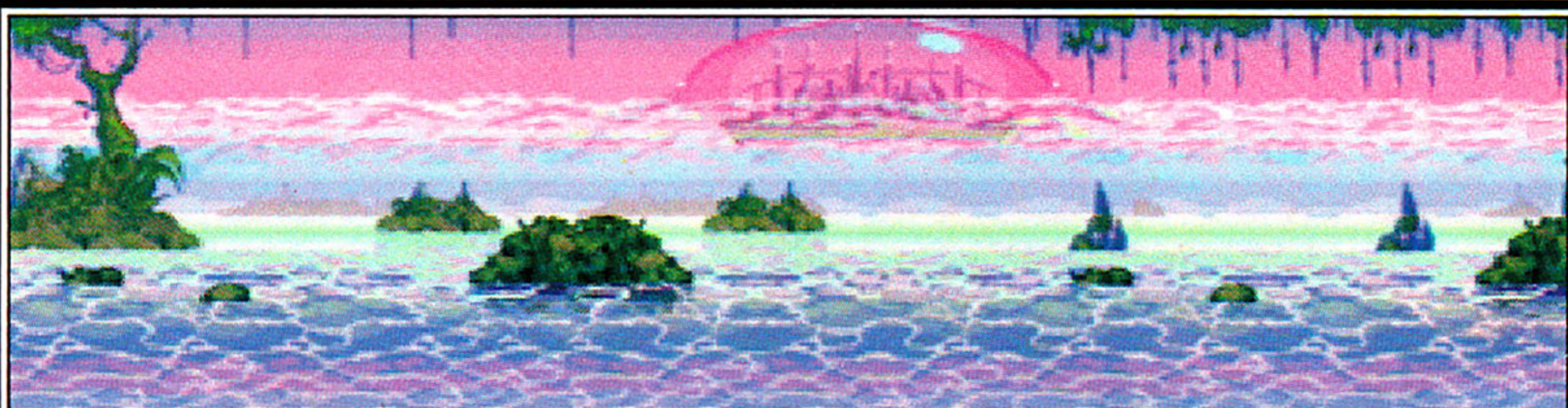
Low Spinning  
Trident, Low B,  
Spinning Trident



Leap Forward C,  
Low A, Low Spinning  
Trident, Close Z



Stand C, Stand Z,  
Stand Y, Plasma Bolt





# Xavier Pendragon



**OCCUPATION:**

Warlock/  
Alchemist

**TIME PERIOD:**

A.D. 1692

**FIGHTING STYLE:**

*Hapkido cane fighting*, which emphasizes a code of nonviolent counterdefense. If the force of an attacker's blow is strong, it must be met with a soft reception and countermove. If the force is soft, counter it with a powerful defense. The approach leads to fluid circular motion and constant mobility. The cane, which is used in almost all hits and defenses, takes the place of arms and legs.



"Simpleton!"

Xavier always made poor career choices, but nothing prepared him for his final job. After a failed blacksmithing job in which he nailed hot horseshoes to the mayor's prize horse, he had to find new employment. Xavier's only love was science, so he tried his hand at alchemy, attempting to turn base metal into gold.

But Xavier didn't find the formula for gold — instead, he created an unlimited clean-running source of energy. But before he could begin to use this power and document it for future generations, the people of Salem burned him at the stake as a warlock. While some of Xavier's powers could be mistaken for witchcraft, all are based on real science.

## The Scouting Report

Keep your opponents at range with the Standing Z and Leaping A, then shower them with spells, particularly the **Midas Touch**. Don't underestimate the power of the **Confusion** spell, as you can use your opponent's lack of control to beat him with a combination move. If you're in combat against a favored character, try **Identity Change**, and if an opponent throws a slow projectile at you from across the screen, use the **Swap** spell to put *him* on the receiving end.

SPEED	■	■	■	□	□
ENDURANCE	■	■	■	□	□
POWER	■	■	■	■	□
RECOVERY	■	■	□	□	□
DEFENSE	■	■	■	■	■
EQUILIBRIUM	■	■	■	■	□



# Combo Attacks

Leap A, Low X,  
Low Y, Stand Z,  
**Attract-and-Smack**



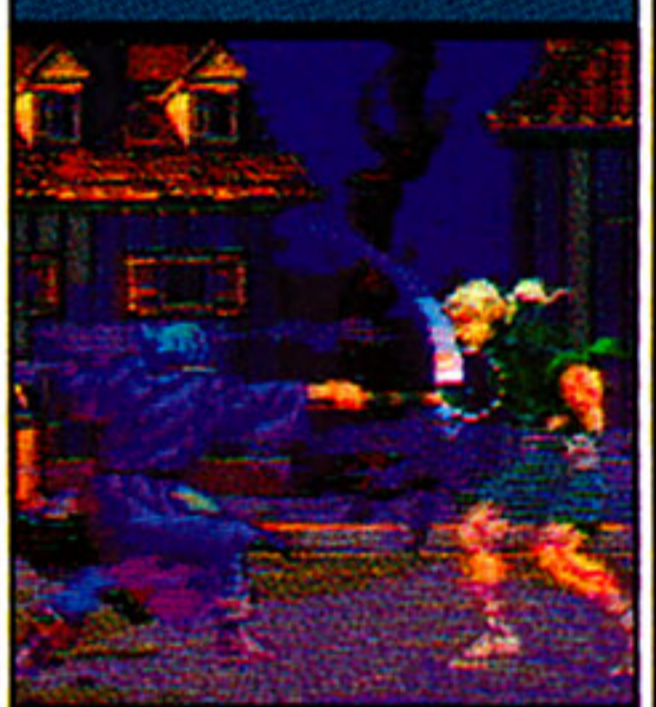
Leap Z, Close C,  
Low B,  
**Confusion Spell**



Leap A, Close A,  
Stand Y,  
**Snap-Back**



Leap C, Low X,  
Stand Y,  
**Midas Touch**



Leap C,  
Close X,  
**Dragon Trap**

Leap C, Low X,  
Low C,  
**Identity Change**





# Who Is the Eternal Champion?!?

Win or lose, first you've gotta learn to play *his* game.

The mysterious “main man” behind the tournament holds many secrets, each of which you must unravel to defeat him. He's easily your toughest opponent — after all, he's had *centuries* to practice.

The road ahead isn't easy — and it could very well send you *back* to the grave. But if you succeed, you earn the ultimate prize of the universe: the title of the Eternal Champion.



## Hints? A Few —

- By beating him, you only make him stronger.
- Study his room's “decorations” for clues to his powers.
- To overcome him completely, you must defeat *all* his forms.
- Study his moves — many of his attacks reveal weaknesses.

Only *one* can be the *Eternal Champion*. Second place returns you to your spot among the dead.



# The Ropes

So you can execute a “Spinning-Somersault-Behind-the-Back-Super-Smash-Kick.” But do you know how to throw a *punch*?

## Charge Up

Many of the game’s “Special Attacks” require you either to hold down a direction or a button combination for 2-3 seconds to “charge up” the move. However, even after you become familiar with attack executions, you’ve still got a lot to learn. I mean, who has time to hold *Down* for three seconds while your opponent is wiping the floor with you?

To use these moves effectively, you’ve got to pull them off at a moment’s notice. Experiment with charging your moves while performing other functions at the same time. For example, if an attack requires you to hold *Down* for two seconds, power it up while defending against attacks from a crouching position, then strike when your enemy lets up for a moment. You could even hold the directional pad *Down/Back* to power up a move that requires you to hold *Back* for a few seconds. Or you could jump toward your opponent, “charging up” as you fly toward him, then spring it on him just after you land and deliver a kick or punch. Always try to think a few steps ahead to plan your strategy.

## Taunts

Taunts are very powerful in *Eternal Champions*, since they can greatly hamper your opponent’s arsenal. The key is knowing when and how often a taunt should be used. For example, if Trident uses his **Bio-Stun Field** with brutal efficiency, a wise player keeps Trident’s Inner-Strength meter below half-normal. If you’re new to the game and your opponent is adept at special moves, taunts should be your main special attack.

*When* to taunt is just as important as *how often*. Taunting at the wrong time is a good way to get a boot in the head. Generally, a character can complete one or two taunts before an enemy is on him. It’s a good time to taunt immediately after throwing, stunning, or sweeping an enemy. Creative players can also find ways to work taunts into combinations.

- If you’re having trouble catching your enemy in a certain move, design an attack combination to make him dizzy, then use it when he’s defenseless.
- Design your battle strategy around the character you choose. It’s unwise to choose Blade, for example, then hop all over the screen — he’s the slowest character there is. In his case, you let the fight come to *him*.
- Practice as each character before entering the tournament — that way you know the abilities of each fighter, most devastating attacks, *and* how to counter them. A good way to learn how to beat a character is to play as him against the computer. Watch how the computer-controlled opponent fights and learn from its strategy.

## Use “Weaker” Moves, Too

One of the first mistakes many players make is to use the stronger punches and kicks exclusively. Why bother with the jabs when you can clock him with a roundhouse, right? Not always.

Take time to explore each character’s full arsenal of attacks, not just the major ones. You’ll quickly find that weaker attacks can be good for much more than just doing damage. For example, a light punch or kick can sometimes down an opponent when he’s in the middle of a special attack. Other light punches can be great defenses against jumping attacks.

When fighting with weapons, throwing out a slow projectile amidst the fast ones can sometimes throw an opponent off his rhythm. Learn to experiment with every possible combat situation.





***Eternal Champions***

Sega of America  
130 Shoreline Drive  
Redwood City, CA 94065