

SEGA

MEGAZONE

WORKS WITH
ARCADE MACHINE!



The official Megazone play-by-play guide to
Saturn Virtua Fighter

PREPARE TO FIGHT

If you've bought a Saturn, then you will have *Virtua Fighter* in your hot little hands. So we suppose you'll be wanting to know every move and cheat for this addictive slug-fest. Well, here it is then, in one easy-to-carry booklet that you can use at home and then slip into your back pocket for a trip down the arcades. Just make sure you don't leave it in there when mum does the washing.

THE KEY TO PAD MOVEMENTS USED IN THE BOOK

P – Punch

K – Kick

G – Guard (or block)

F – Tap the D-pad forward

F – Hold D-pad forward

B – Tap D-pad back

B – Hold D-pad back

U – Tap D-pad up

U – Hold D-pad up

D – Tap D-pad down

D – Hold D-pad down

Diagonal movements are signified by DF (for example), with no comma.

A comma between the letters means a new movement. The new movement should follow on without any pause. Thus P, F would mean tap forward then punch, with the punch occurring almost simultaneously with the tap.

The '+' symbol tells you to hold down the buttons simultaneously.

Note: **Red** movements are held for the duration of the move.

BACK TO BASICS

Each character has the same basic range of attacking moves. These are:

Normal Attacks

Punch	P
Low Punch	D, P
Straight Kick	K
Hook Kick	D, K
Medium Kick	DF, K
Turning Punch	P (when opponent is behind you)
Turning Kick	K (when opponent is behind you)
Stomp Attack	U, P (when opponent is on the ground)
Leap Attack	U, P (when opponent is on the ground)
Getting Up	K, K, K
Leap Up	U, K, K, K
Jump Punch	U, P (on way up)
Hard Jump	U, P (on way down)
Step Kick	U, K (on way up)
Step Heel	U, K (on way down)

Big Jump Attacks

When at a distance, hold Up diagonally towards your opponent to initiate the jump, then do any of the following while in the jump:

F + P

F + K

B + K

K (on way up)

K (on way down)

AKIRA

Mouka Kohazan	D, F, P
Youshi Senrin	A, FD, P + K
Shin'iha	BD, F, P
Toushin Soutai	B, P
Renkan Tai	F, F, K, K
Kansui Tai	P, K
Hachimon Kaida	P, P
Testuzankou	B, F, F, P + K
Jouho Chuchuu	F, P
Soukahou	FD, P
Rimon Chouchuu	F, F, P
Doppo Chositsu	F, F, K + G
Migi Tanyaku	F, F, K
Rensui Haisentai	F, F, P + K, P, P, K
Rensui	F, F, P + K, P, P
Rensui Sokutai	F, F, P + K, P, K
Renkan Sui	F, F, P + K, P
Sui Tai	F, F, P + K, K
Chu Ken	F, F, P + K



JEFFRY

Machine Gun Knee

D, F, K (opponent is close and crouching)

Iron Claw

D, P (opponent is close and crouching)

Splash Mountain

DF, DF, P + K

Body Lift

B, B, P

Power Slam

F, P

Knuckle Kick

P, K

Double Knuckle

P, P

Toe Kick + Splash

D, K, D, DF, F, G + P + K

Power Bomb

D, DF, F, G + P + K

Back Breaker

P + G (while standing behind opponent)

Backflip

P + G

One-Two-Uppercut

P, P, P

Smash Uppercut

DF, P

Double Uppercut

DF, P, P

Dashing Elbow

F, F, P

Elbow + Uppercut

F, F, P, P

Toe Kick

D, K

Toe Kick + Hammer

D, K, P

Jump

P (on the way up during jump)

Jumping Knuckle

P (on the way down during jump)

Knee Attack

F, K

Vertical Uppercut

DF, P

Elbow + Hammer

F, B, P



JACKY

Jab + Straight	P, P
Punch + Side Kick	P, K
Northern Light Bomb	P + G
Face Crusher	P + G (while behind opponent)
Neck Breaker	F, F, P
Punch + Spin Kick	P, K
Punch + Low Spin	P, D, K
Double Punch Snap	P, P, K
Flash Piston Punch	P, P, P
Combo Back Knuckle	P, P, B, P
Combo Elbow	P, P, F, P
Combo Elbow + Spin	P, P, F, P, K
Straight	F, F, P + K
Straight Kick	F, F, P + K, K
Double Jab	F, F, P + K, P
Jab + Straight + Kick	F, F, P + K, P, K
Triple Punch	F, F, P + K, P, P
Combo Backspin	F, F, P + K, P, P, K
Spinning Knuckle	B, P
Double Spin	B, P, P
Spinning Arm + Kick	B, P, K
Spin Punch + Spin Kick	B, P, D, K
Rising Elbow	F, P
Elbow + Spin Kick	F, P, K
Slant Back Knuckle	BD, P
Toe Kick	DF, K
Toe Kick + Side Kick	DF, K, K
Knee Kick	F, K
Somersault Kick	BU, K
Sweeping Toe Kick	D, K

Dashing Hammer

F, F, K

Spinning Kick

K + G

Leg Slicer

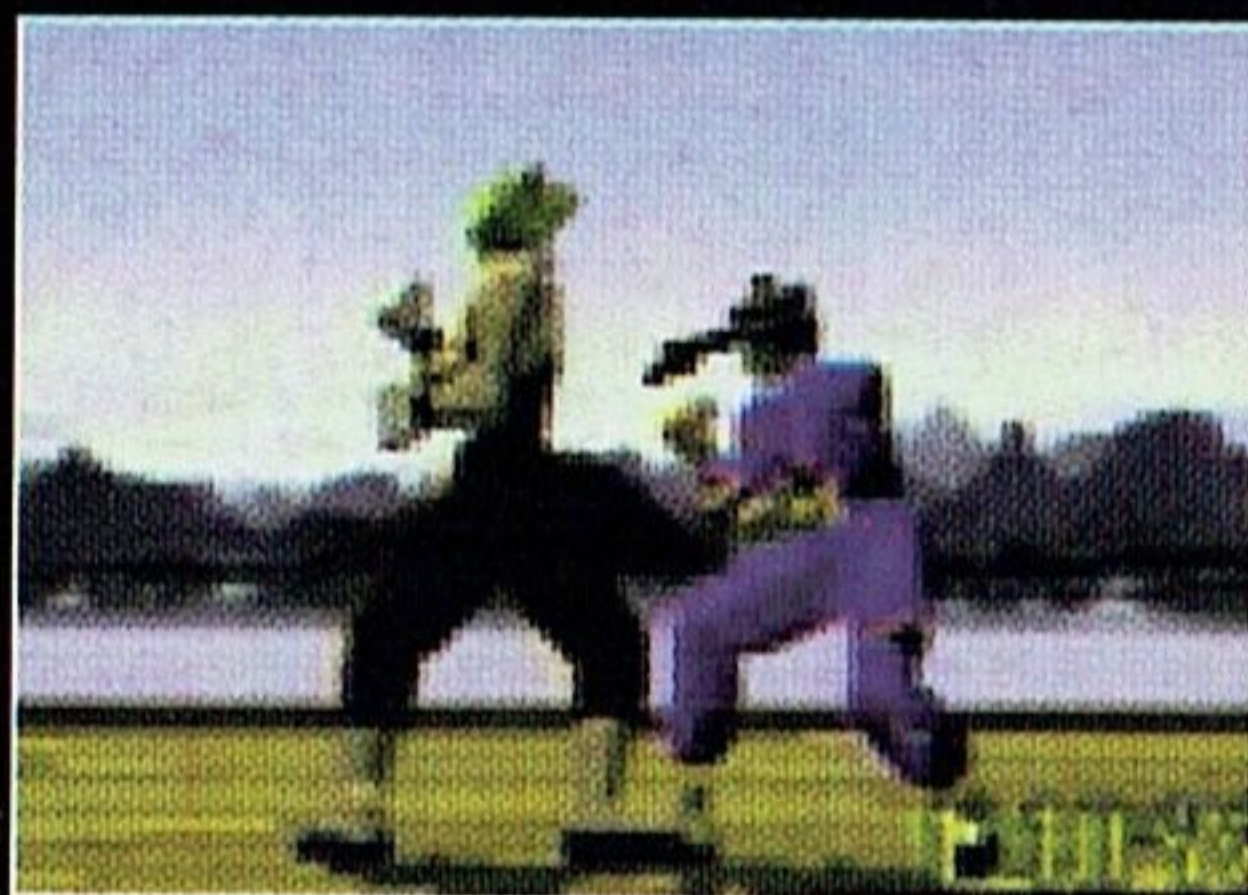
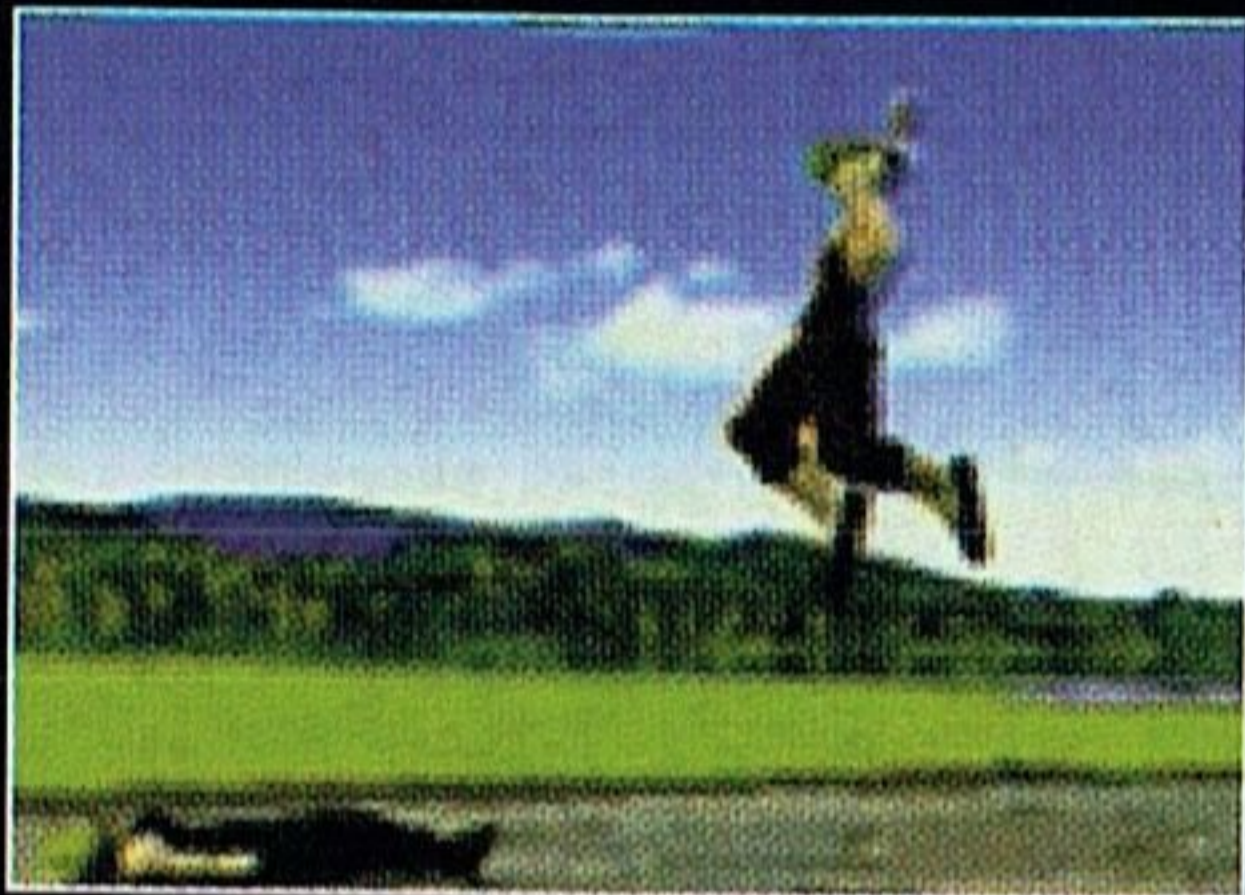
D, K + G

Double Spinning Kick

K, K

Backflip Kick

BU, BU, K



SARAH

Punch High Kick	P, K
Punch Side Kick	P, D, K
Jab and Punch	P, P
Double Punch + Snap	P, P, K
Double Step Knee	F, K, DF, K
Back Drop	P + G (while standing behind opponent)
Neck Breaker	F, F, P
Flash Piston	P, P, P or P, P, B or P, P, U
Rising Knee Combo	P, P, U, K or P, P, P, K
Somersault Kick	P, P, P, B, K or P, P, B, K
Rising Kick Combo	P, P, P, U, K
Straight	F, F, P + K
Straight + Kick	F, F, P + K, K
Double Jab	F, F, P + K, P
Jab Straight Kick	F, F, P + K, P, K
Triple Punch	F, F, P + K, P, P
Back Spin Combo	F, F, P + K, P, P, K
Rising Elbow	F, P
Double Joint	F, P, K
Knee	F, K
Toe	D, K
Toe + Side	D, K, K
Illusion Kick	DF, K, K
Mirage Kick	DF, K, K, K
Kick Punch Straight	K, P
Somersault Kick	BU, K
Jackknife	DF, K
Rising Knee	D, F, K
Dash Knee	F, F, K

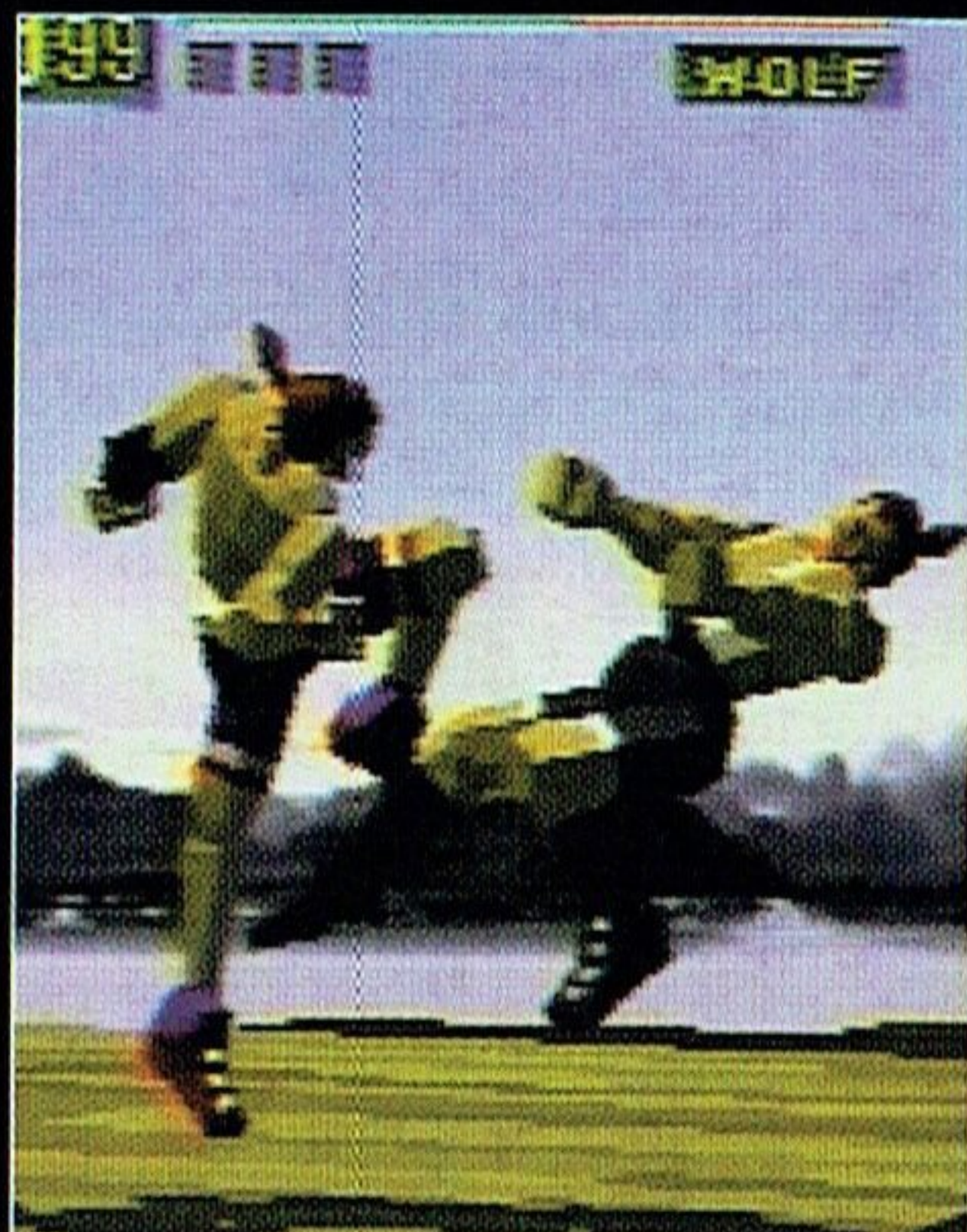
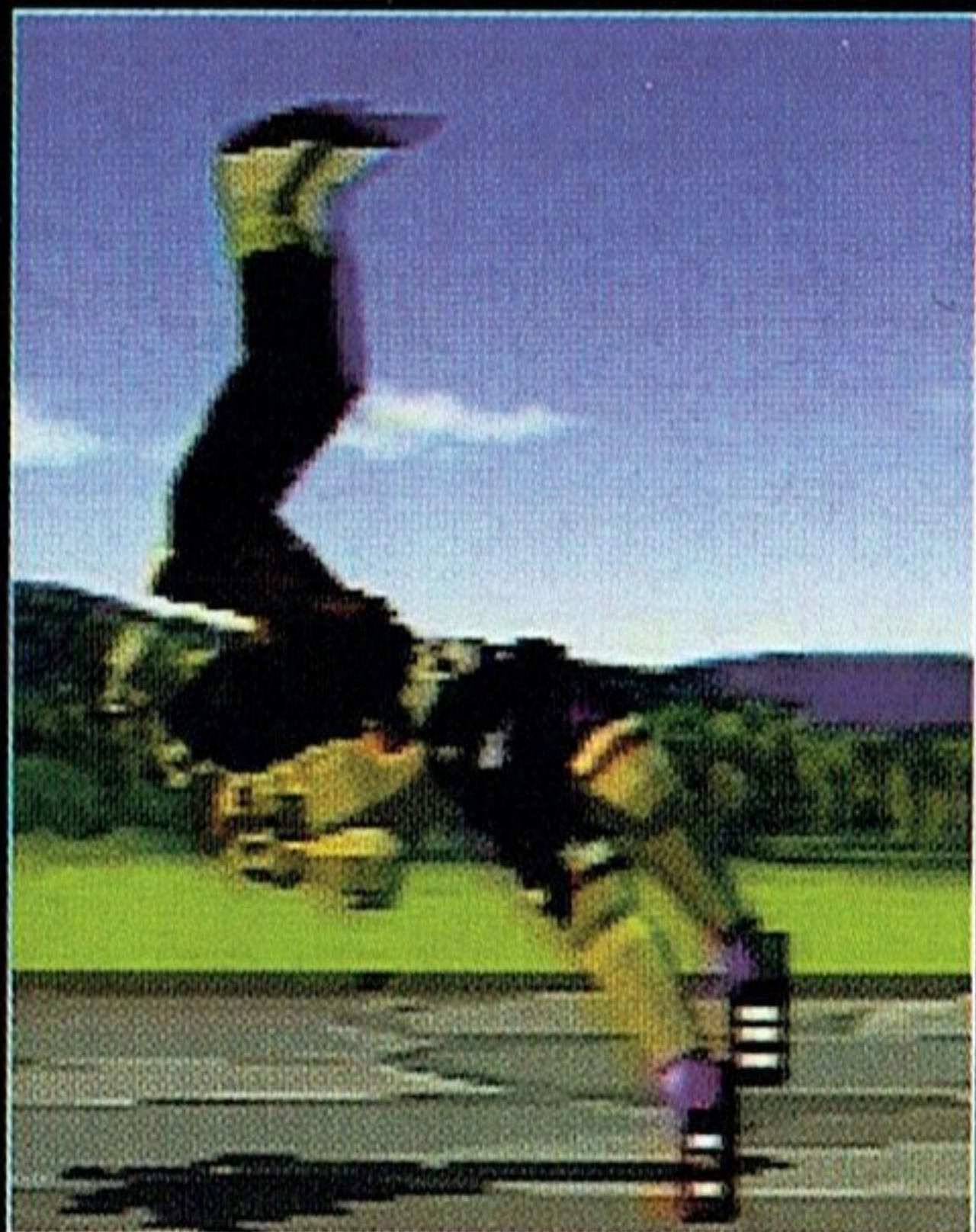
Leg Slicer
Backflip Kick
Front Suplex

D, K + G
BU, BU, K
P + G



WOLF

Running Clothesline	F, F, P
Dashing Shoulder	B, F, P
Knee	F, K
Uppercut	DF, P
Backfall	G + P
Body Slam	F, P
Crucifix Piledriver	DF, DF, P + K
Spinning Throw	B, D, F, P
Double Arm Suplex	BD, G + P + K (while opponent is crouching)
German Suplex	G + P (when behind opponent)
Punch + Roundhouse	P, K
Running Punch	P, P, P
Knee + Uppercut	F, K, DF, P
Shoulder Ram + Pounce	B, F, P, U, P
Twirl Hurl Pounce	B, D, F, P, F, F, U, P



PAI

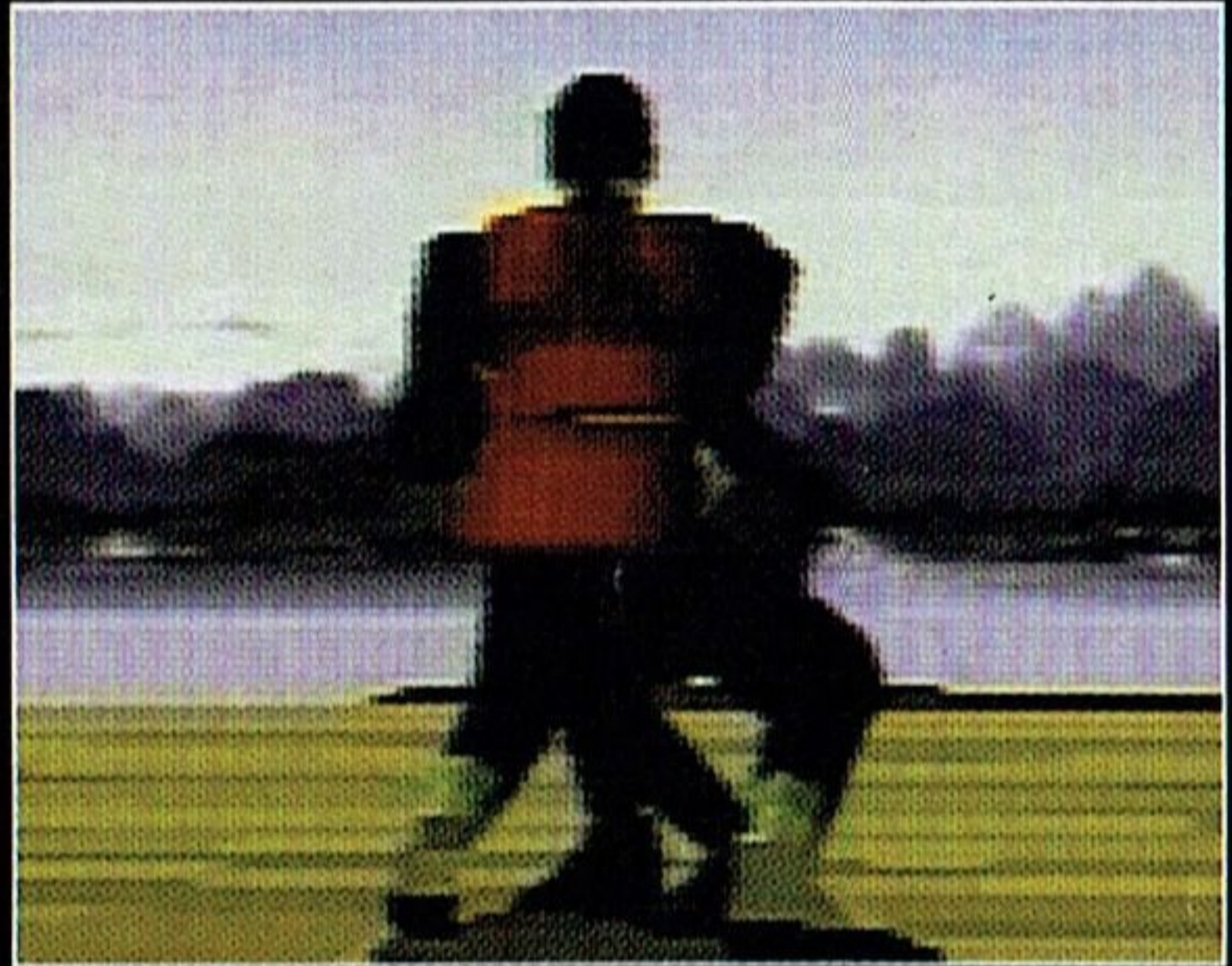
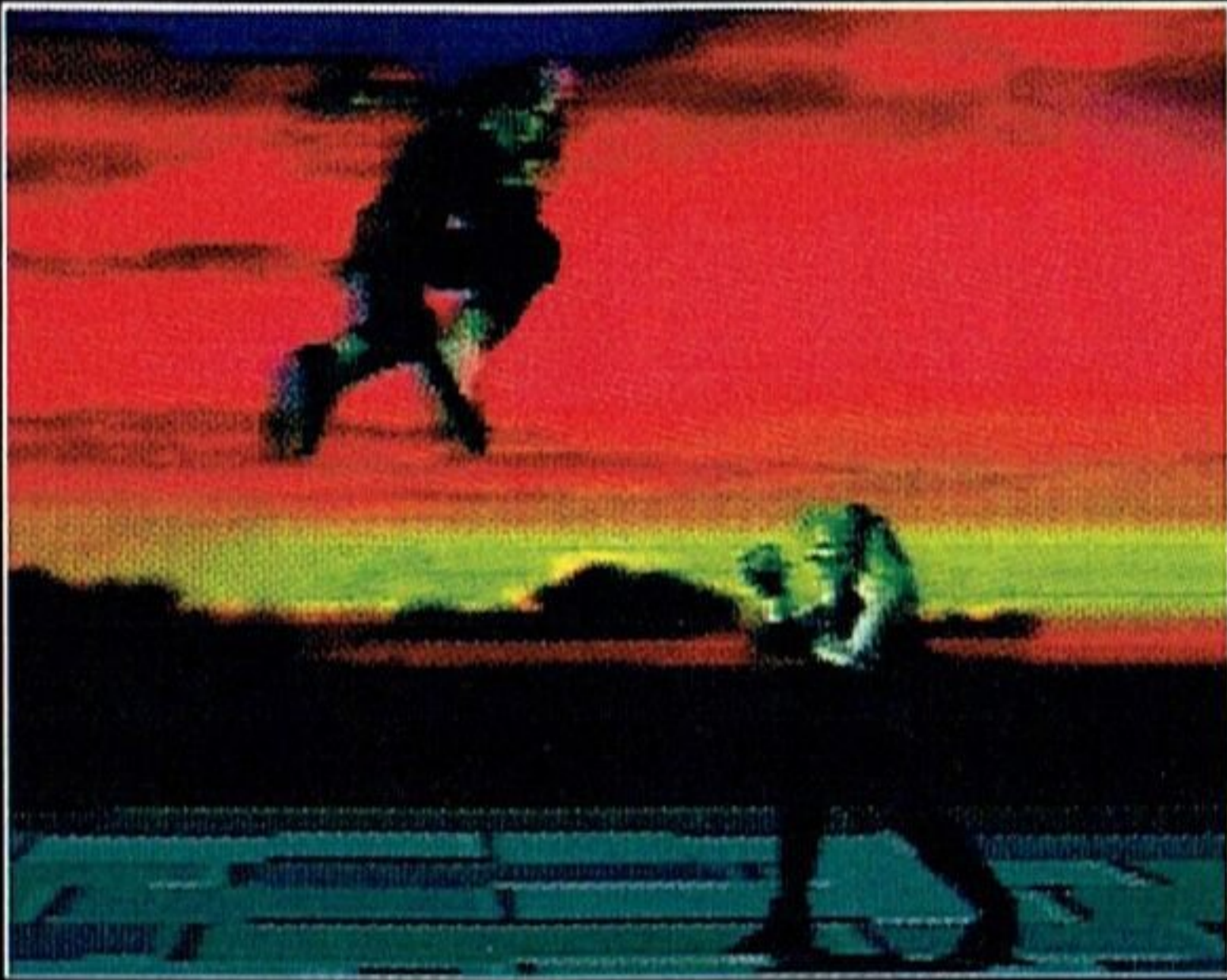
Ground Punch	DF, P
Continuous Ground	DF, P, DF, P, DF, P
Crescent Kick	G + K
Sweep	D, G + K
Heel Kick	D, K (slight pause before kick)
Backflip	BU
Kickflip	BU, U, K
Wrist Grab	P + G
Pushover	B, F, P
Falling DDT	F, D, P
Reaping Throw	F, F, P + K
Turnover Attack	B, P (when being hit)
Punch Heel	P, K
Double Punch Heel	P, P, K
Triple Punch Sweep	P, P, P, D, K
Triple Punch Crescent	P, P, P, K
Triple Punch Kickflip	P, P, P, UB, K
Triple Punch Mid-Kick	F, F, P, P, P, K
Running Punches	P, P, P
Spinning Pounce	D, G + K, U, P



LAU

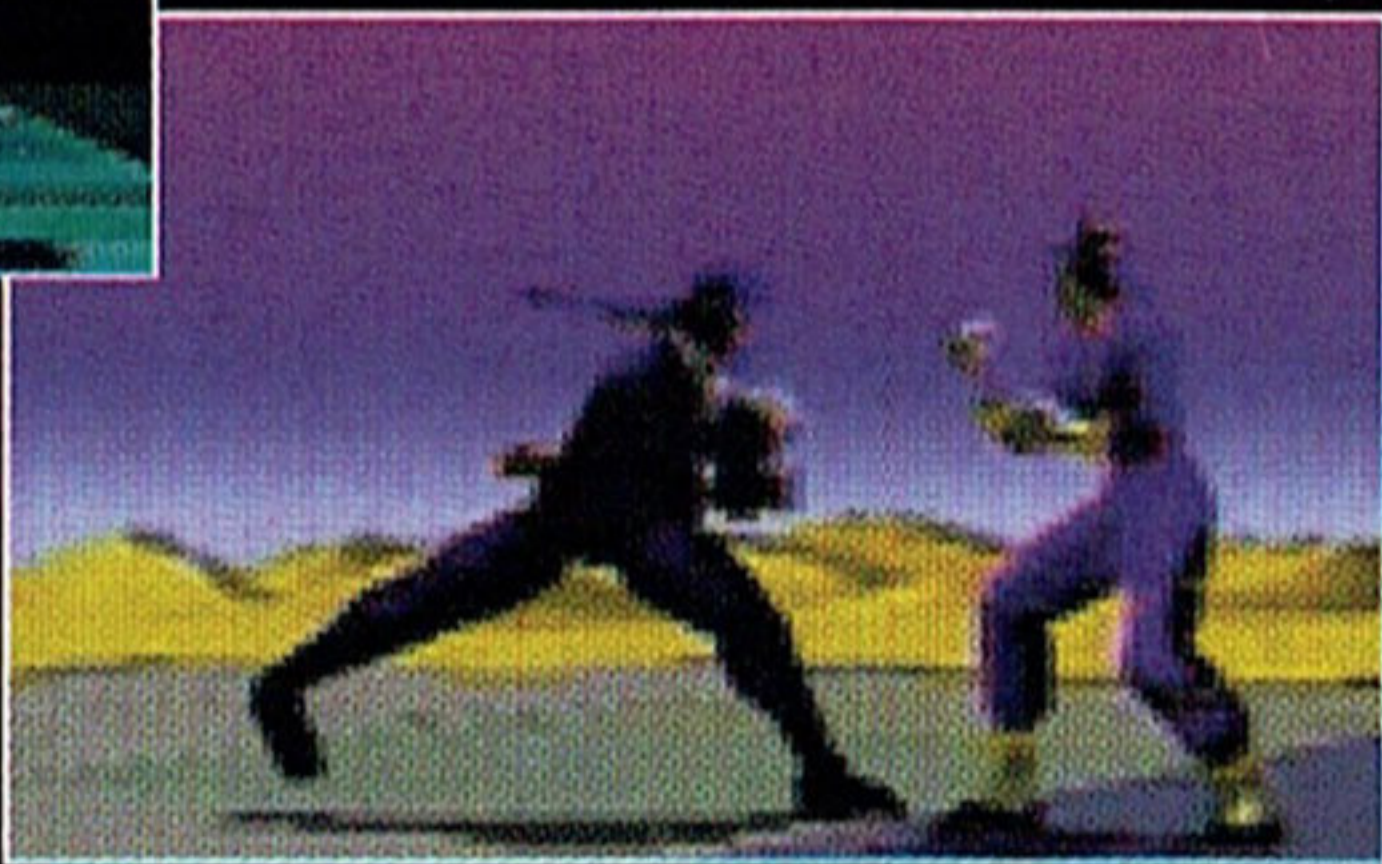
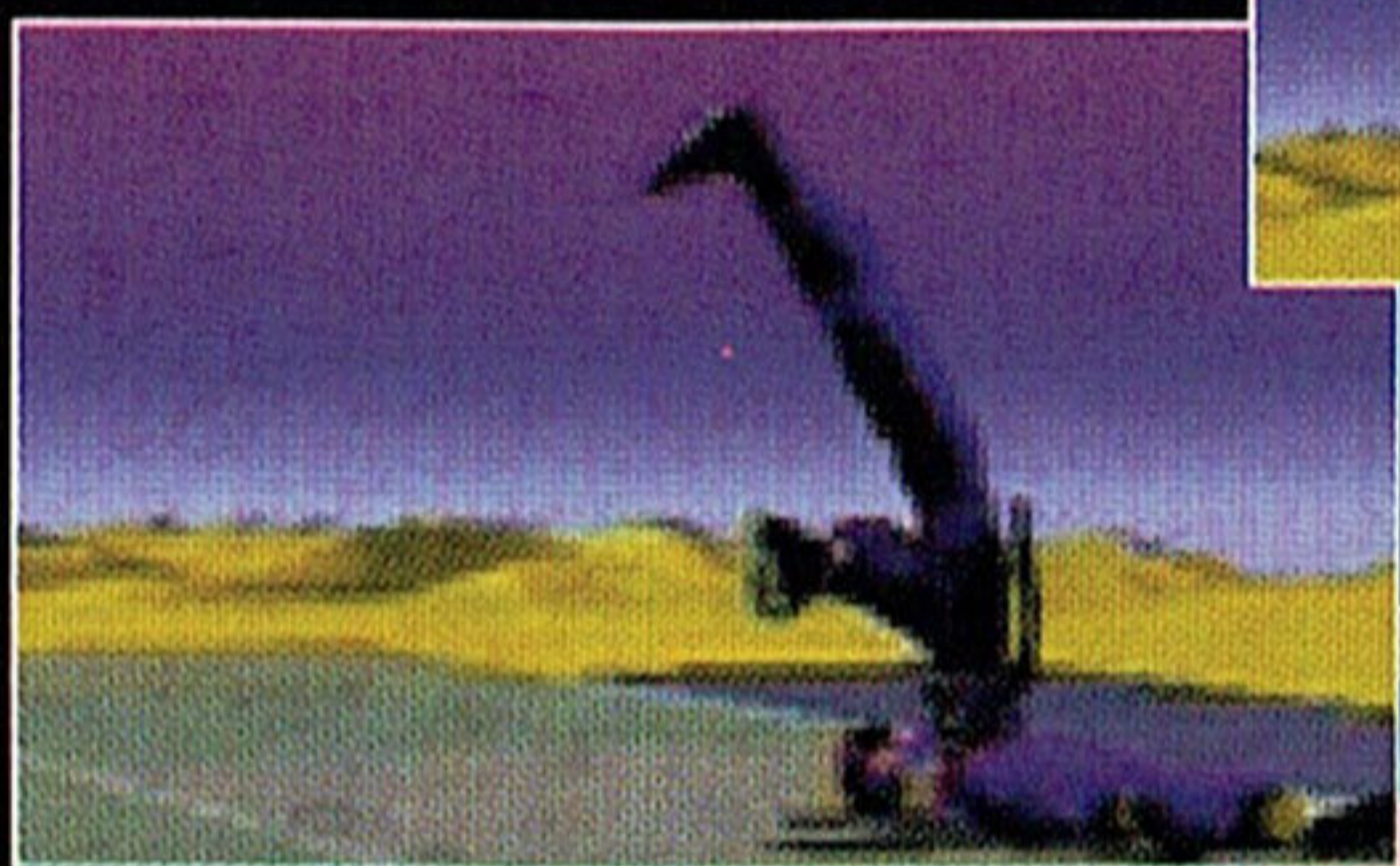
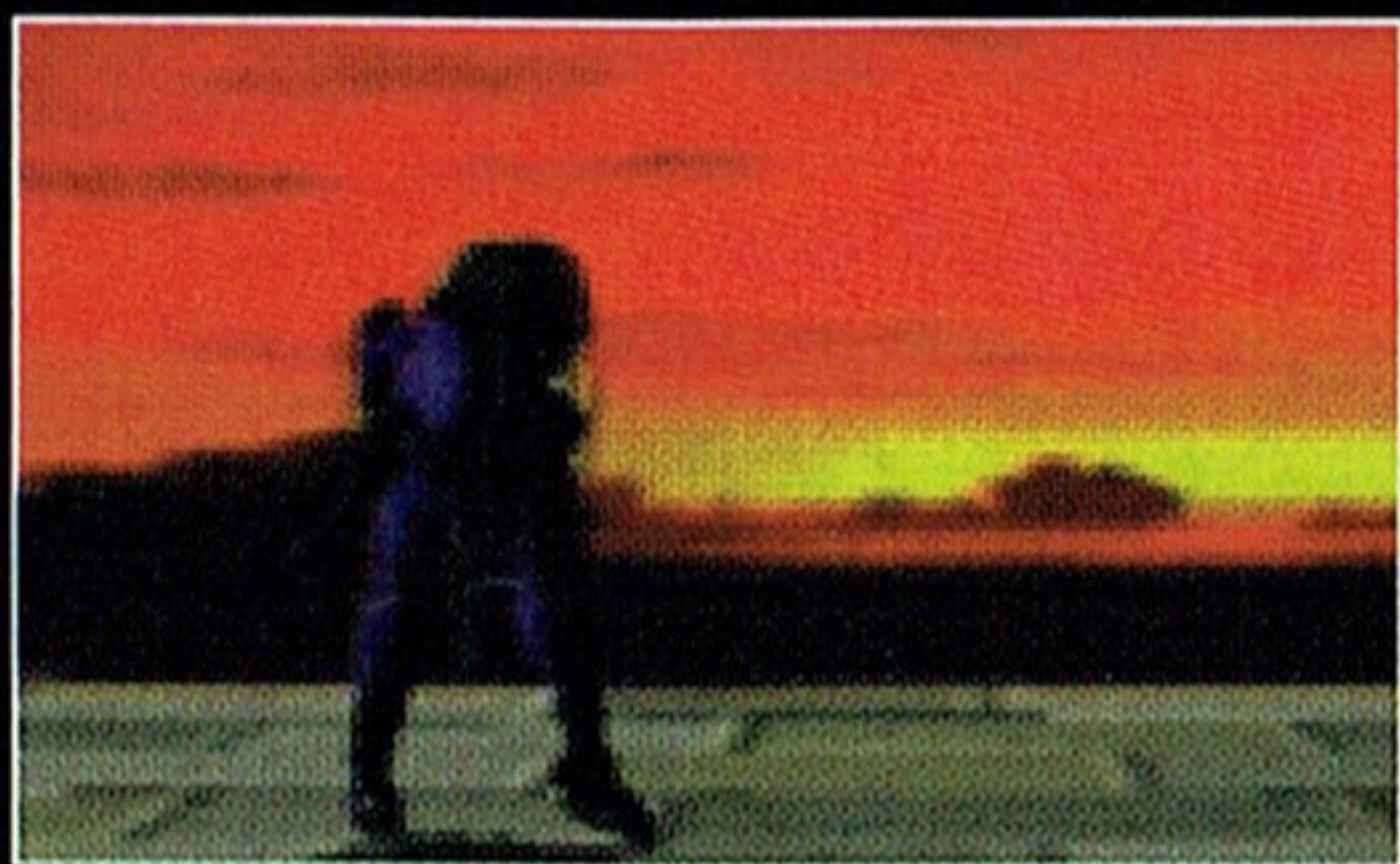
Elbow	F, P
Crescent Kick	G + K
Knife Hand	DF, P
Lifting Palm	DF, P (slight pause before punch)
Sweep	D, G + K
Heel Kick	D, K (slight pause before kick)
Backflip	BU
Kickflip	BU, K
Shoulder Throw	G + P
Piggyback Drop	B, P
Face Slam	B, F, P
Punch Heel	P, K
Double Punch Heel	P, P, K
Triple Punch Crescent	P, P, P, K
Triple Punch Sweep	P, P, P, D, K
Triple Punch Kickflip	P, P, P, UB, K
Triple Punch Mid-Kick	F, F, P, P, P, K
Running Punches	P, P, P
Knife, Punch Kick	DF, P, P, K
Knife Two-Punch Crescent	DF, P, P, P, K
Berserker Fury	P, K, P, P, P, K
Hop Kick Flurry	UF, K, P, P, P, K





KAGE

Elbow	F, P
Double Footed Sweep	F, F, K
Flying Kick	F, F, P + G + K
Roll Forwards	B, D, F, (optional kick at end)
Roll Backwards	F, D, B (optional kick during the roll)
Heel Kick	D, G + K
Hopping Knee	D, F, K
Backflip	BU
Forward Kickflip	BU, K
Backward Flip Kick	B, B, K
Hip Throw	P + G
High Throw	B, P (attack while opponent is in air for further damage)
Pull Out Feet	P + K + G
Reaping Throw	B, F, P
Torso Take Down	P + G (when behind opponent)
High Throw Jump Kick	B, P, UF, K
High Throw Sweep	B, P, B, F, F, K
High Throw Heel	B, P, D, G + K
High Throw Fly Kick	B, P, B, F, F, P + G + K
Roundhouse + Sweep	K, F, F, K
Heel Kick Sweep	D, G + K, F, F, K
Punch Roundhouse	P, K, F, F, K
Double + Straight	P, P, K, F, F, K
Triple + Spin	P, P, P, K
Triple + Kickflip	P, P, P, UB, K
Running Punches	P, P, P
Hopping Jab + Sweep	U, U, P, F, F, K



DURAL CHEAT

On the character select screen, press Down, Up, Right, then hold down A and Left simultaneously. You should hear a laser effect and the game will start. As Dural, you can use almost every move of any character.

SCREENSIZE CHEAT

On the metallic *Virtua Fighter* screen, press Up 12 times, then press Start. Go to the options screen, you should hear 'KO'. Go down to the bottom of the options screen and then go down one step further. The '2' on the life gauge size select should go yellow. Press A and you will get a screen that allows you to start at any stage and select the size of the playing area. Four is very small (sudden-death size) and 16 is bloody huge.

BEATING DURAL

Here's a sure-fire way of beating Dural every time legitimately.

Just jump over her head. When you've landed, press forward and then press and hold forward again to begin running away from her and towards the edge. She will run after you. Just as you are about to run off the edge, jump straight up into the air. Dural will run underneath you and stop at the edge. Press forward and kick and you will knock her out of the ring. It works 95% of the time.

