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Installing BRUTAL

CD-ROM Installation Instructions

1. Insert the CD into your drive.
2. Change the active drive to your CD ROM (i.e. D:).
3. Type **JNSTALL**.
4. Follow the on-screen instructions.

3.5 Floppy Install Instructions

1. Insert disk 1 into your drive.
2. Change the active drive to your floppy Drive (i.e. A:).
3. Type **JNSTALL**.
4. Follow the on-screen instructions.

Running BRUTAL - PAWS OF FURY

After you have installed BRUTAL - PAWS OF FURY on your PC type:
CD\GAMETEK\BRUTAL then type
BRUTAL

If you are having problems running Brutal please consult the information below.
You will need 350k Conventional memory and 4Mb RAM.

FREEDING UP CONVENTIONAL MEMORY

If you have MS DOS 6.0 or higher type **MemMaker** <Enter> and go through the Express setup. Answer no when MemMaker asks whether you have programs that require Expanded memory.

ALTERNATE METHOD

An alternate method is removing Terminate & Stay Resident (TSR's) programs that aren't required for the game.
Make a boot disk. Copy your **AUTOEXEC.BAT** and **CONFIG.SYS** files onto the boot disk.
Make sure in your **C:\CONFIG.SYS** that **EMM386.EXE** and **DOS=UMB** or **DOS=HIGH.UMB** are being loaded.
Look at your **C:\CONFIG.SYS** and **C:\AUTOEXEC.BAT** files for's such as **DOSKEY.EXE**, **SHARE.EXE**, **SETVER.EXE**, **VSAFE.EXE**, **POWER.EXE**, **PRINT.COM** and **FASTOPEN.EXE**

FREEDING UP EXTENDED MEMORY

If you have MS DOS 6.0 or higher type **MemMaker** <Enter> and go through the Express setup. Answer no when MemMaker asks whether you have programs that require Expanded memory.

ALTERNATE METHOD

Make a boot disk. Copy your **AUTOEXEC.BAT** and **CONFIG.SYS** files onto the boot disk.
Change the **EMM386.EXE** line to **DEVICE=C:\DOS\EMM386.EXE NOEMS**.

MAKING A BOOT DISK

The following instructions are for those running **MS DOS 5.0** or higher.
Insert a disk into your A:\ drive and type **SYS A: <ENTER>**
Now copy the **AUTOEXEC.BAT** and **CONFIG.SYS** files from you C:\ drive onto the A:\ drive. Type **COPY C:\AUTOEXEC.BAT A:\ <ENTER>**. Then type **COPY C:\CONFIG.SYS** and hit **ENTER**. Once that's done type **A:\ <ENTER>**.



Now at the A:\ prompt type
EDIT CONFIG.SYS <ENTER>.

Go ahead and make the changes recommended for the **CONFIG.SYS** and once that's done save it. (Go to **FILE** at the top left and select **SAVE**).

Then again go to **FILE**, select **OPEN** and type **AUTOEXEC.BAT <ENTER>**.

Again make the changes recommended below for **AUTOEXEC.BAT** and save that. (Go to **FILE** and select **SAVE**).

You're almost there. Now go to **FILE** and select **EXIT**.

Now restart your computer with the disk in and the changes will take effect.

Users running PC DOS 6.0 or higher, refer to your DOS manual on editing files.

Overview

BRUTAL PAWS OF FURY is a game of cartoon Martial Arts.

The characters in **BRUTAL PAWS OF FURY** each have certain traits that they embody; like all heroes, these traits are their strength and weakness.

Background

Every four years the Dali Llama travels the world in search of the greatest warriors. He judges not only on martial prowess but how much they truly possess the "warrior spirit", inviting them all to his peaceful island where they compete to see who is worthy to wear the belt of heaven.

The Paths of Wisdom

Each character represents one of the paths of wisdom.

- | | |
|------------------------|---------------------|
| 1. Right Understanding | 2. Right Resolve |
| 3. Right Speech | 4. Right Action |
| 5. Right Livelihood | 6. Right Effort |
| 7. Right Mindfulness | 8. Right Meditation |
| 9. Right Power | 10. Right Love |

The characters are:

- | | |
|----------------|--------------|
| Kung Fu Binny | Tai Chetan |
| Kende Coyote | Foxy Roxy |
| Rhei Rat | Prince Leon |
| Juan the Bear | Pantha |
| Karate Croak | Psycho Kitty |
| The Dali Llama | Chung Poe |

Each of the characters

has his own background and abilities.

How to play BRUTAL

PLAYER 1

Left
Right
Up
Down

H
K
U
J

Light Kick
Medium Kick
Hard Kick

Q
W
B

Light Punch
Medium Punch
Hard Punch

A
S
D

Pause/Unpause
Normal Speed
Fast Speed
Turbo

F1
F8
F9
F10

PLAYER 2

KEYPAD LEFT
KEYPAD RIGHT
KEYPAD UP
KEYPAD DOWN

INSERT
HOME
PGUP

DELETE
END
PGDN

Pause/Unpause F1
Normal Speed F8
Fast Speed F9
Turbo F10

NOTE: Special Move Sections -
the symbol "&" represents
simultaneous actions.

NOTE: Special Move Sections -
the symbol "&" represents
simultaneous actions.

Fighting

Brutal is all about fighting so you had better read this section.

Punching

Light punch. A jab useful for inflicting multiple blows in a short space of time.

Medium punch. An all round good attack. Does average damage.

Hard punch. Delivers the most damage, but takes the longest to execute.

To do a **CROUCHING** punch, simply press **Down** then repeat as above. To do a **ROUNDHOUSE** punch (not all characters), press **AWAY** and a punch button.

Kicking

Light kick. A kick useful for inflicting multiple blows in a short space of time.

Medium kick. An all round good attack. Does average damage.

Hard kick. Delivers the most damage, but takes the longest to execute.

To do a **SWEEP**, simply press **Down**, then repeat as above. A successful sweep will throw your opponent on their back. To do a **ROUNDHOUSE** kick (not all characters), press **AWAY** and a kick button.

Instant Replay

At the options screen, the player has the option of **Turning Off/On** the **INSTANT REPLAY**. Once **On**, at the end of each fight the player is given the option to view that particular fight or pass on the viewing. **WHOEVER WINS THE BOUT CONTROLS THE REPLAY**. During the instant replay, the action will automatically be at a slow speed.

Right Stick
Right Stick
Right Stick
Right Stick

Right Stick
Right Stick
Right Stick
Right Stick

The characters are:

King of the Ring
Kenji Kuroki
The Star
The Star
Kenji Kuroki
The Star

The Star
Kenji Kuroki
The Star
Kenji Kuroki
The Star
Kenji Kuroki

Each of the characters
has his own background and abilities.

Character

道

Profiles



Kung Fu Bunny

Right Understanding - "To know fear is courage" **Style** - Relaxed Paw

He bowed his head in contemplation. Cross-legged he looked for guidance from deep within his soul. "It is in the nature of things that all good must come from evil and all evil must come from good." He remembered what his old teacher had told him. "A white painting on a white canvas is not a painting at all." Kung Fu Bunny nodded slowly at the wisdom.

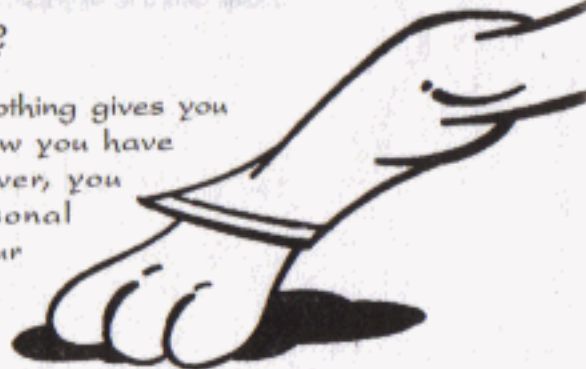
The invitation had arrived yesterday at his temple refuge. Handwritten in the Dali Llama's own hand it asked him to come and fight in the competition once again. Kung Fu Bunny was torn. He had taken his vows of nonviolence and yet the monastery was poor and badly needed the funds the competition could provide.

He gazed around at the peace of this forest retreat. Idly, two butterflies meandered by, oblivious to any concerns he might have. It was their nature to fly and feed, not to ponder the world. He smiled as he struck upon the answer. He would enter the competition and fight; if he won, the monastery would be safe for years.

But he knew that was not why he was going; he fought because it was his nature to fight and, reluctantly, he realized he could never be free of his nature. "A white painting is still a painting, to the painter" he said aloud and smiled. The butterflies ignored him and flew on.

Who plays Kung Fu Bunny?

You are kind and considerate. Nothing gives you greater pleasure than seeing how you have helped another succeed. However, you have difficulty making personal decisions and keeping them. Your desire to help others comes from your desire for someone else to give your life direction.



SPECIAL MOVES

Taunt

Light Punch or Kick, then
Medium Punch or Kick

Hi Flash Kick

Press ↓

Press ↓ & Medium Punch or Kick

Press ↓

Press ↓ & Medium Punch or Kick

Flash Kick

Medium Punch or Kick,

Medium Punch or Kick

& Heavy Punch or Kick,

Medium Punch or Kick,

Medium Punch or Kick

& Heavy Punch or Kick

Double Flash Kick

Press ←

Press ↓

Press ↓

Press ↓

Press →

Scissors Kick

Medium Punch or Kick

& Heavy Punch or Kick

"Dance of Death"

Light Punch or Kick,

Light Punch or Kick & Release,

Light Punch or Kick & Release

"Iron Flair"

Heavy Punch or Kick

(1/2 second minimum) & release,

Heavy Punch or Kick & release

Heavy Punch or Kick & release

"Devil's Kiss"

Press ←

Press ↓

Press ↓

Press ↓

Press ←

Press ←

Tai Cheetah

Right Mindfulness - "To teach someone is to be responsible for them."
Style - Tai Chi Chuan

Tai Cheetah stood motionless on the lonely mountain top. His fur rose slightly as a chilly breeze stroked him. Time to begin. Slowly, he began his training kata focusing his mind on the battle to come. As he turned back and forth his hands weaved an intricate pattern in front of him slowly, his mind drifted as his body exercised. So the four years had passed already. The invitation was tucked inside his belt unopened, the symbol on the front was enough to tell him what it contained. The fist of the eight-fold path of enlightenment, the sign of the Dali Llama, the competition was afoot! He did not need to attend, he had already won life's great contest. He had succeeded at everything in life, he was spiritually rich, he had a happy family, and he was wealthy. Yes, he had won at everything he could. He lost his footing and stumbled in the middle of the kata. Except for him. He sighed as he always did when he thought of his pupil Kendo Coyote. He had rescued him from a pride of lions and taught him all his skills and yet he had failed. While Kendo excelled in all areas of physical endeavour he never understood the spiritual side. Now Kendo was everything that Tai Cheetah stood against and yet, the two still shared a deep fellowship.

Tai Cheetah remembered well the difficulties of teaching Kendo Coyote. They had sat cross-legged in the dojo with a single pillow between them. In softness is always strength," he had taught. "Your paw may break the thickest wood or the strongest brick, but you can never break a pillow." Before Tai Cheetah could blink an eye, Kendo had taken his sword out, delivered a blow and sheathed it. Before him was a pillow in two pieces. Tai Cheetah sighed once more. Although it pained him, he must go to the competition to see how his pupil was faring. He feared the worst.

Who plays Tai Cheetah?

You are devoted to those who are close to you. Yet, you are cold and unfeeling to those who you regard as enemies. Your abilities are second to none and yet, you lack the self-motivation to excel. Often you are happy with your lot and see no need to change. Too often you have seen others "succeed," only to change into an unpleasant character. Your aims are modest, but your happiness will be grand.

SPECIAL MOVES

"Team"
 Light Punch or Kick
 & Medium Punch or Kick

"Fire Punch"

Press ↓

Press ↘

Press →

"Fire Kick"

Press ←

Press ↙

Press ↓

"Fire Run"

Press →

Press ↘

Press ↓

Press ↙

Press ←

"The Way of the Crane"
 Light Punch or Kick
 & Medium Punch or Kick
 & Heavy Punch or Kick

"Fist of the North"

Light Punch or Kick

(1/2 second minimum) and release.

Light Punch or Kick and release.

Light Punch or Kick and release.

"Divine Wind"

Medium Punch or Kick

(1/2 second minimum)

Medium Punch or Kick and release.

Medium Punch or Kick and release.



Kendo Coyote

Right Resolve - "I'm BACK!" Style - Kenjutsu

THEY'RE GOOOOOOOD! Kendo held up the packet of Kendo Coyote flakes to the camera and smiled broadly. "And CUT!" the director shouted. "Great Kendo, great, really, you are THE one, Baby!" Kendo dropped the smile dead, ignored the director, and made his way to the dressing room. Once in there he snatched up the phone and dialed. "Hey James? Yeah, its me Kendo, Yeah, just finished." Kendo poured himself a glass from the chilled bottle and laid back on the couch. "Look man I want to go into movies....Yeah, sure, but adverts can't buy me that new yacht, you know?" He absently pulled his robe on from the side of the couch, it was initialed KC. "Whaddaya mean I'd have to fight again? Hey, I was number 1 for....yeah WAS Ok, Ok." He gazed around the room's walls packed with trophies and medals from past tournaments, the public memory was fickle and shallow. "Sure I'll do it, you know me, anything for a buck! Yeah, no problem, I got just the thing, Leave it to me and within a month I'll have another trophy that we can get rich off. Sure, James." Kendo hung up and stared down at his belly. It flopped over his belt like it was trying to escape. Clearly he would have to start exercising again. He walked over to the ample food tray near the couch and looked under the caviar plate. Disappointed, he moved a few other choice dishes to see if there was anything beneath them. Then a slow smile of realization came across his face as his eyes fell upon the trash can at the other side of the room. He moved over and emptied the small trash can on the floor.

Sifting through the trash he came upon a small paper dart. "Gotcha!" He shouted and unfolded the dart to reveal a fist surrounded by an eight pointed star. He was aging and overweight but Kendo vowed to himself that he would win this tournament. Let them despair as I turn my back on their foolish rituals and beat the best, my way.

Who plays Kendo?

You are a winner. No matter what happens, you know eventually you will succeed. You are undaunted by problems and any setback merely makes you seek another solution. Your confidence makes you reckless. You indulge yourself totally and never cheat yourself of any pleasure.

SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"Slamming Punch"

Light Punch or Kick
& Medium Punch or Kick
& Heavy Punch or Kick

"Head Butt"

Medium Punch or Kick
& Heavy Punch or Kick

"Cannonball"

Press →
Press ↘
Press ↓
Press ↙ and release
Medium Punch or Kick

"Spinball"

Press ↓
Press ↘
Press →

"The Five Rings"

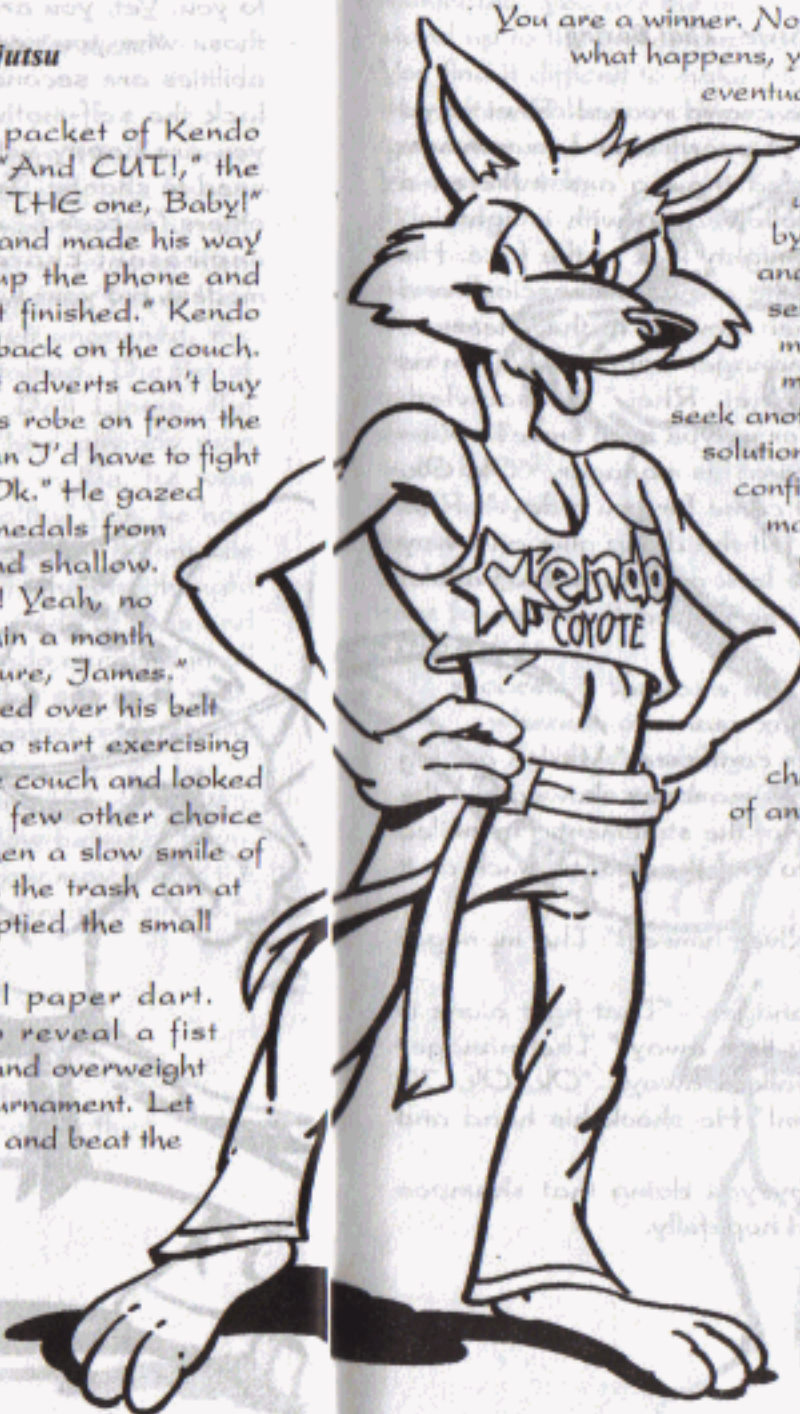
Press ←
Press ↙
Press ↓
Press ↘ and release
Medium Punch or Kick

"Ki Force"

Light Punch or Kick
(1/2 second minimum) and release
Heavy Punch or Kick and release
Heavy Punch or Kick and release

"Hapkido Kata"

Medium Punch or Kick
(1/2 second minimum) and release
Light Punch or Kick and release
Light Punch or Kick and release



Rhei Rat

Right Speech - (Quote unavailable) Style - Thai Boxing

His opponent wiped his bloody nose and the crowd roared. Rhei stood poised, waiting for his opponent's next move. A poorly aimed roundhouse came flying at him; in one move he deflected the leg and inflicted a double punch to his opponent's groin. He followed up with a lightning blow to the neck and finished him off with a mighty kick to the face. His opponent flew out of the ring and landed in the crowd unconscious and would probably need to be hospitalized. Rhei scowled at the cheers of admiration for him and left the arena. His manager approached him as he walked back to the dressing room. "Rhei, Rhei." He scowled, "Couldn't you just wave to the crowd once?, or maybe even smile?" Rhei stopped in his tracks, turned, and stared hard at his manager. "Ok, Ok, it was just a thought. Look, here's a letter; it came for you today." Rhei took the letter and raised an eyebrow as he felt the damp glue give way to open the envelope. His manager caught the look and started to babble. "The uh..., servants opened it by mistake, so I had them reglue it..." he stammered.

Rhei shook his head at the stupidity of the excuse. Invitations to the competition came with a wax seal not glue. "Anyway, you can't go." His manager continued, "You've got big money fights all through that month, sorry." His manager showed him the page of his day-timer to back up the veracity of the statement. He smiled a sympathetic smile and shut his day-timer to end the debate, such as it was.

Rhei stared at him. "One of them is Silver River himself!" The manager argued.

Rhei looked at the invitation, then at the manager. "That fight alone is worth \$100,000 to us. You can't just throw that away!" The manager was getting desperate. Rhei turned and walked away. "Ok, Ok, I'll rebook it. Darn, I just can't argue with him!" He shook his head and followed Rhei towards the dressing room.

"Hey, Rhei, we could make up the cash by you doing that shampoo endorsement we were discussing?" He added hopefully.

The door to the dressing room slammed shut.

Who plays Rhei?

You despise fools. You want them to be humiliated. You are the one who can stand up to the bullies and shame them.

You find it difficult to make friends as they often make you cringe with their ignorance and inability.

You speak very little, as you can

normally answer

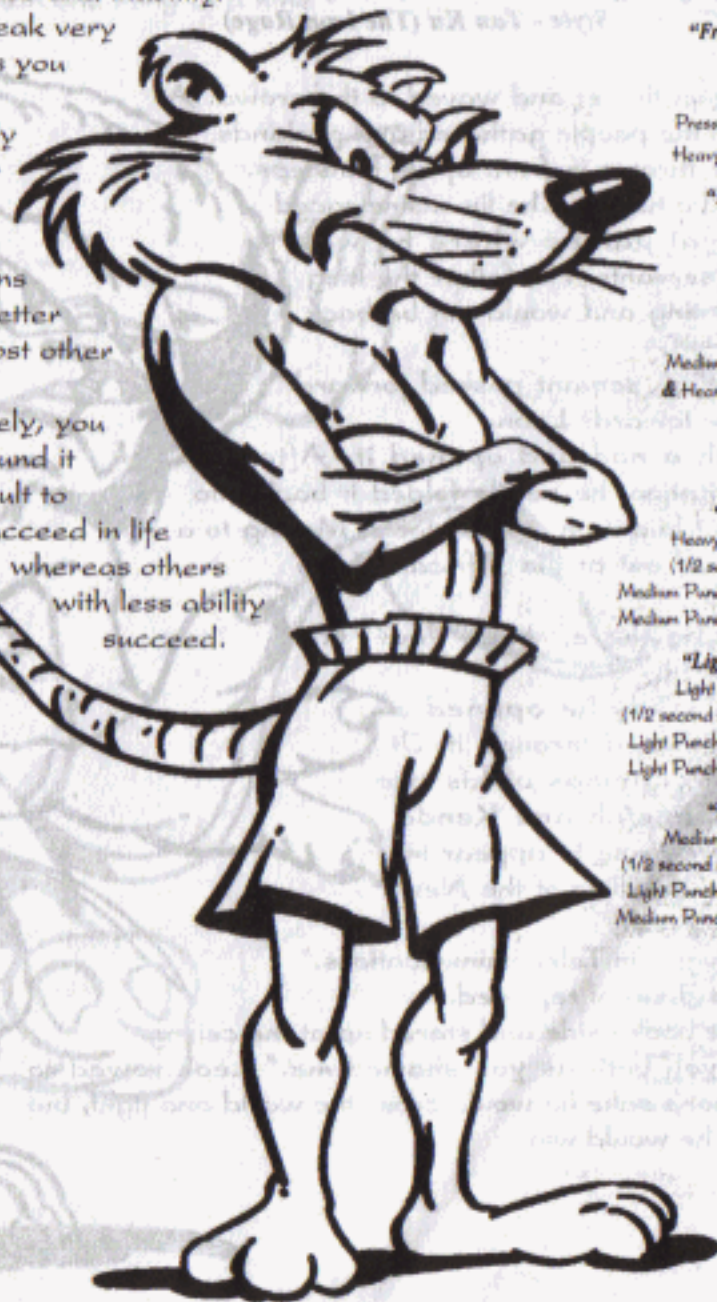
your own

questions much better

than most other people.

Strangely, you have found it difficult to

succeed in life whereas others with less ability succeed.



SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"Knockout Punch"

Light Punch or Kick
& Medium Punch or Kick
& Heavy Punch or Kick

"Frenzy Attack"

Press ←
Press ↗
Press ↓ and release
Heavy Punch or Kick

"Face Pull"

Press ↓
Press ↘
Press →

"Batter"

Medium Punch or Kick
& Heavy Punch or Kick

"Tsunami"

Heavy Punch or Kick
(1/2 second minimum)
Medium Punch or Kick and release
Medium Punch or Kick and release

"Lightning Fury"

Light Punch or Kick
(1/2 second minimum) and release
Light Punch or Kick and release
Light Punch or Kick and release

"Berzerk!"

Medium Punch or Kick
(1/2 second minimum) and release
Light Punch or Kick and release
Medium Punch or Kick and release

Prince Leon the Lion

**Right Effort - "I have only one judge, the world."
Style - Tan Ku (The Iron Rage)**

Leon walked from the jet and waved to the crowd. A cheer rose from the people gathered and garlands of flowers were thrown in front of his footsteps. It was good to be home. The limousine raced him to the royal palace where he was greeted by the servants. His father the king was still out hunting and would not be back for some days.

"Your highness?" A servant pushed forward a small envelope towards Leon. He took it with a nod and opened it. After reading the invitation, he neatly folded it back into the envelope and laid it on a small table. Moving to a window he gazed out at the African plains beyond.

"You both will be there, won't you?" He spoke to himself.

Moving to his study he opened a scrapbook and flicked through it. It was filled with clippings of his two enemies, Tai Cheetah and Kendo Coyote. "Kendo Coyote to appear in new movie!" The headline of the New York Informer blared.

"Tai Cheetah invests in Telecommunications." The Wall Street Journal reported.

Leon pushed the book aside and stared up at the ceiling.

"I will shame you both as you shamed me." Leon vowed to himself. For honor's sake he would cross the world and fight, but for pride's sake he would win.



Who plays Leon?

You never forget a debt for right or wrong. You stop at nothing to even up the score. Your will power is indomitable; however, you find it difficult to focus on more than one thing at a time.

SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"Bite"

Medium Punch or Kick
& Heavy Punch or Kick

"Swim Attack"

Press →

Press ↘

Press ↓

Press ↙

Press ←

"Roar"

Press ↓

Press ↘

Press → and release, then

Medium Punch or Kick

"Powerclaw"

Press ←

Press ↙

Press ↓

Press ↘

Press →

"Wild Side"

Light Punch or Kick

(1/2 second minimum) and release,

Light Punch or Kick and release

Light Punch or Kick and release

"Rage Within"

Light Punch or Kick

& Heavy Punch or Kick

(hold down 1/2 second minimum)

Light Punch or Kick

& Medium Punch or Kick

& Heavy Punch or Kick

"The Leon Experience"

Medium Punch or Kick

(1/2 second minimum) and release

Heavy Punch or Kick and release

Heavy Punch or Kick and release

Heavy Punch or Kick and release

Heavy Punch or Kick and release

Foxy Roxy (Indrah Prashmet)

Right Livelihood - "To care for others is the greatest joy."

Style - Penjat Silat

Reaching down to the injured child, Indrah's smile was genuine, even if the surroundings were not. The flashes of the camera shot away any feelings of intimacy between her and the infant. Still these were the burdens of being the President of the U.N.'s Children's Fund. How ironic she thought that not 20 years ago she too was an abandoned orphan in a U.N. hospital just like this one; her youth had only one passion, the mastery of the martial art of Penjat Silat. Her adulthood also had only one passion, to help others who had gone through the pain she had. Now, here she was, still helping people, determined with every passing day to ease the pain of another in some small way. To the world she was one of the most successful and popular bureaucrats ever, but she held a secret. Now another four years had passed and it was time for her secret again. She would attend the competition as long as she was invited, such was her love for the great man who held it, the Dali Llama. "Could you hold the child up Ms. Prashmet?" A reporter brought her back to reality. She smiled a broad smile and secretly thought of the time soon coming when no one would be asking her to smile, only to accept the belt of heaven.

Who plays Foxy?

You are a capricious, playful soul who loves to see joy & happiness. You are unable to take anything seriously for too long however, and you have a strong need for diversion.

SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"Whiplash Kick"

Medium Punch or Kick
& Heavy Punch or Kick

"Spin Attack"

Press ← and release
Press ← and release
Heavy Punch or Kick

"Roll Over Sweep"

Press ↓
Press ↘
Press →

"Kuntao Kata"

Light Punch or Kick
& Medium Punch or Kick
& Heavy Punch or Kick

"Call of the Lotus"

Heavy Punch or Kick
(1/2 second minimum) and release
Heavy Punch or Kick and release
Heavy Punch or Kick and release

"Pentjak Silat Mind Throw"

Press →
Press ↘
Press ↓
Press ← and release
Heavy Punch or Kick



Ivan Bear

Right Action - "You can rest when you're dead."

Style - Soviet Military

Ivan strained against the cramped rail carriage seat. Of course the Trans Siberian Railway was not designed for comfort, but for someone of his frame, it was worse than usual. Ivan was not the sort of Russian who would bear such grievances stoically either. He was more the sort of Russian who wanted to share his discomfort with others. To this end he constantly nudged his neighbours, either waking them or causing them to wish he was smaller so they could threaten him. After a while he took to gazing out into the forests whizzing by and wishing he was out there doing something. Anything, in fact. The inactivity of the journey was made tolerable only by the thought of the action at the end. Imagine him, Ivan, invited by the greatest living martial artist to compete on his island. Ivan was not even trained in any particular martial art; of course, he had been military hand-to-hand champion for 3 years running before he had left. Then, he had taken up a job on a construction site and thought the competitive part of his life was over until the letter came. It was smuggled deeply within his pocket and every now and then he would pat it for reassurance. Ivan smiled and elbowed his neighbour in the ribs.

Who plays Ivan?

You are a down-to-earth kind of person who stands for no nonsense. Almost any problem can be overcome by a bit of common sense and hard work. You hate to sit still for any length of time and you are unable to see why some people want to do nothing all the time.



SPECIAL MOVES

Special Move - "Taani"

Light Punch or Kick

& Medium Punch or Kick

"Big Belly Attack"

Press →

Press ↘

Press ↓

Press ↙

Press ←

"Earthquake"

Press ←

Press ↙

Press ↓

Press ↘

Press →

"Strength of the North"

Press ↓

Press ↙

Press ← and release

Medium Punch or Kick

"Jab-AI-nar"

Heavy Punch or Kick

(1/2 second minimum) and release

Light Punch or Kick and release

Light Punch or Kick and release

"Rage of the World"

Medium Punch or Kick

& Heavy Punch or Kick and release

Light Punch or Kick

& Heavy Punch or Kick

The Pantha

Right Meditation - "Inner strength is a goal above morality"

Style - Chin Na

The chanting rose and fell before the dark idol. A score of monks bowed and prostrated themselves before the ugly squat beast. The Pantha held his hands aloft before the assembled priests and screamed a terrible cry. The sound was of pure hate and it rang throughout the caverns long after the Pantha had finished. The Pantha hung his head low, then slowly raised it, his flat tongue licked his sharp teeth that jutted out from his fleshy gums. His eyes fell upon the small lamb tied to the altar.

Who plays the Pantha

You know the game. There are leaders and followers. Most people are honest, hard workers willing to put in a fair day's work for a fair day's pay. You are a leader. These people will work for you and the rewards shall be yours. You know people better than they know themselves. No matter what they say, they respect the stern leader.



SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"NRC"

Press \leftarrow and release
Press \downarrow and release
Press \rightarrow and release

"Drain Energy"

Press \downarrow (1 second minimum) and release

Light Punch or Kick and release
Light Punch or Kick and release
Light Punch or Kick and release

"Cloak Attack"

Medium Punch or Kick
& Heavy Punch or Kick

"The Gentle Path"

Heavy Punch or Kick
(1/2 second minimum) and release
Heavy Punch or Kick
Heavy Punch or Kick

"Serpent's Kiss"

Medium Punch or Kick
(1/2 second minimum) and release
Heavy Punch or Kick and release
Heavy Punch or Kick and release

"Summon Chi"

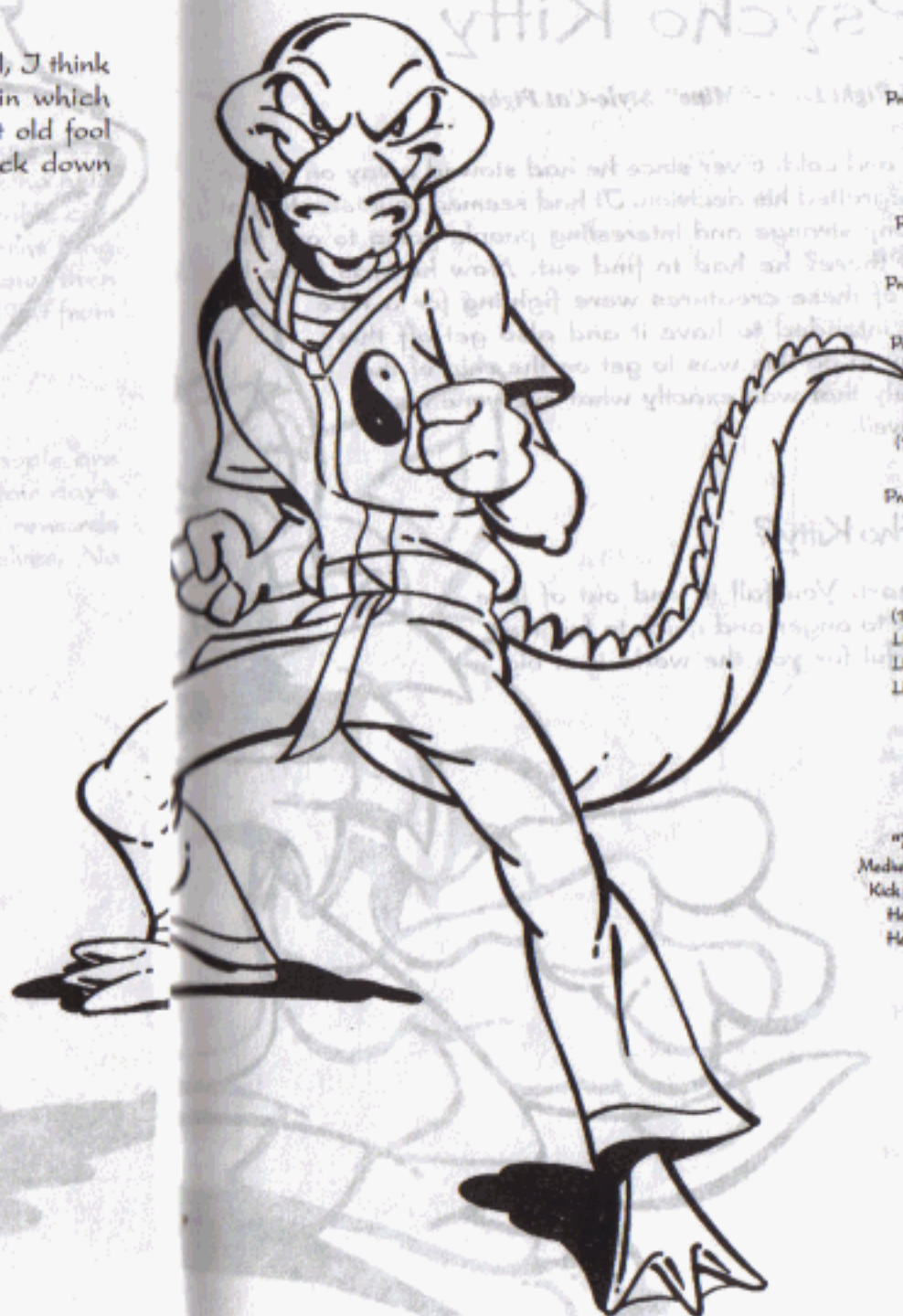
Light Punch or Kick
& Heavy Punch or Kick
(1/2 second minimum) and release
Heavy Punch or Kick and release
Heavy Punch or Kick and release

"The Path of the Empty Hand"

Medium Punch or Kick & Heavy Punch or Kick
(1/2 second minimum) and release
Heavy Punch or Kick and release
Heavy Punch or Kick and release

Karate Croc

The Croc slithered up onto the jetty. "So invitations only eh? Well, I think I will come along anyway." He allowed himself a deep grin which showed racks of teeth. "Maybe its time someone showed that old fool that you don't need training to be the best!" He dropped back down under the jetty and waited.



SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"One Tail Whip"

Press → & Medium Punch or Kick
& Heavy Punch or Kick

"Torpedo Attack"

Press ↓ (1 second minimum)
Press ↓ & Light Punch or Kick
Press ↓
Press ↓ & Medium Punch or Kick
Press ↓
Press ↓ & Heavy Punch or Kick

"Multi Tail Whip"

Press ←
(1 second minimum) and release
Press →
Press → & Medium Punch or Kick
& Heavy Punch or Kick

"Escrima Kata"

Light Punch or Kick
(1/2 second minimum) on release
Light Punch or Kick and release
Light Punch or Kick and release
Light Punch or Kick and release

"The Swallow"

Light Punch or Kick
& Medium Punch or Kick
& Heavy Punch or Kick

"The Path of the Empty Hand"

Medium Punch or Kick & Heavy Punch or Kick (1/2 second minimum) and release
Heavy Punch or Kick and release
Heavy Punch or Kick and release

Psycho Kitty

Right Love - "Mine" Style-Cat Fight

The Kitten was wet and cold. Ever since he had stowed away on a ship to get here he had regretted his decision. It had seemed so interesting at the time though. Many strange and interesting people going to one tiny island - What was there? he had to find out. Now he was here he discovered that all of these creatures were fighting for a nice shiny new belt. He intended to have it and also get off this island. The only way to do this was to get on the ship of the Llama - Unfortunately that was exactly what everyone else was trying to do as well.

Who plays Psycho Kitty?

You live by your heart. You fall in and out of love easily. You are quick to anger and quick to forgive. Capricious and playful for you the world is a big ball of string.



SPECIAL MOVES

"Taunt"
Light Punch or Kick
& Medium Punch or Kick

"Roly-poly"

Press →

Press ↘

Press ↓

Press ↙

Press ←

Press ←

Press ←

Press ↓

Press ↘

Press →

"Round & Round"

Light Punch or Kick

& Heavy Punch or Kick

"Too Much Whiskers"

Medium Punch or Kick

(1/2 second minimum) and release

Medium Punch or Kick and release

Heavy Punch or Kick and release

"Face Gauge"

Heavy Punch or Kick

(1/2 second minimum) and release

Medium Punch or Kick and release

Light Punch or Kick and release

"9 Lives"

Light Punch or Kick

(1/2 second minimum) and release

Light Punch or Kick and release

Light Punch or Kick and release

"Hacker"

Press ↓

Press ↓ & Light Punch or Kick

& Medium Punch or Kick

"Devastator"

Medium Punch or Kick

& Heavy Punch or Kick

Press ← & Medium Punch or Kick

& Heavy Punch or Kick

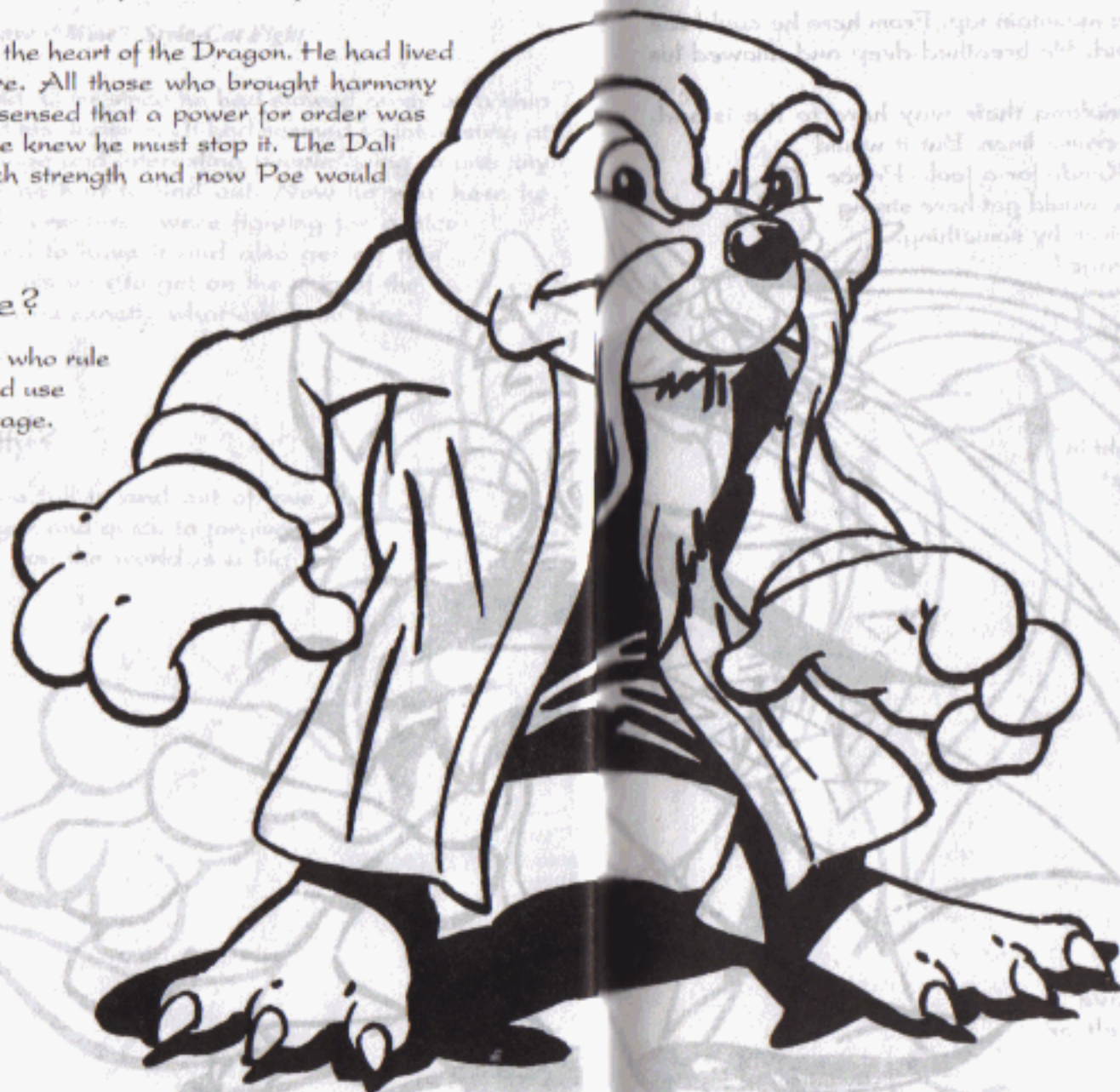
Chung Poe

Right Power - "Water can destroy mountains" **Style** - Sabbaal

Within the small frame beat the heart of the Dragon. He had lived forever but he wanted more. All those who brought harmony were his enemies. He had sensed that a power for order was rampant in the world and he knew he must stop it. The Dali Llama had gained too much strength and now Poe would have to restore the balance.

Who plays Chung Poe?

It is the wise not the strong who rule the world. You know this and use other people to your advantage.



SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"Fire Punch"

Press ↓

Press ↘

Press →

"Portal Attack"

Press ←

Press ↙

Press ↓

"Mole Punch"

Press →

Press ↘

Press ↓

"Hate of the Ancients"

Medium Punch or Kick

(1/2 second minimum) and release

Medium Punch or Kick and release

Light Punch or Kick and release

"The Dark"

Light Punch or Kick

(1/2 second minimum) and release

Light Punch or Kick and release

Heavy Punch or Kick and release

"Winter Storm"

Heavy Punch or Kick

(1/2 second minimum) and release

Light Punch or Kick and release

Heavy Punch or Kick and release

"The Famine Wind"

Medium Punch or Kick

& Heavy Punch or Kick

(1/2 second minimum)

Press → & Medium Punch or Kick

& Heavy Punch or Kick

The Dali Llama

He stood arms outstretched on the mountain top. From here he could see the ocean on all sides of the island. He breathed deep and allowed his mind to reach out. He saw them all, one by one, making their way here to the island. There was Kendo drinking on a cruise liner. But it would be an unwise opponent who took Kendo for a fool. Prince Leon still running through Asia, he would get here strong after his journey. Leon seemed driven by something. Would Leon ever be rid of his rage? The Llama wondered. Tai Cheetah deep in meditation waiting for the airplane to come. Tai, the only one who truly did not care, if he won or lost. Foxy whisked away at night in a black car to make her secret journey. Kung Fu Bunny still training deep in the forest. Ivan the Bear uncomfortable on the train complaining about food. The Llama lowered his arms and waited, soon it would begin. "Only through inner strength can come physical strength." "Sometimes the fastest blow is the one delivered last." You are given the code to play Dali Llama once you have completed the game on black belt or above.



SPECIAL MOVES

"Taunt"

Light Punch or Kick
& Medium Punch or Kick

"Headbutt"

Medium Punch or Kick
& Heavy Punch or Kick

"Smoke Attack"

Press ←

Press ↓

Press →

Press ↘

Press ↙

"Mind of the Gods"

Press →

Press ↘

Press ↓

Press ↙

Press ←

"Apocalypse"

Press ↓

Press ↘

Press → and release

Medium Punch or Kick

Tao of BRUTAL Paws of Fury

"Only through inner strength can come physical strength."

"Sometimes the fastest blow is the one delivered last."

The Mirror

When your opponent attacks is when he is weakest, To defeat your
opponent you must understand him,
To know your opponent you must become him, By defeating your
opponent you must defeat yourself,
There are no opponents.

The Fire

The warrior knows fear for he must give it,
The warrior knows strength for he needs it,
The warrior knows his body for it is his weapon, The warrior may take
a lifetime to
become a master, The warrior may lose a fight but never honour.

The Water

The free have knowledge so fear is impossible, The free do not have
strength
they have laughter, The free knows his body for it gives him joy, The
free, may become so, the instant he opens his eyes, The free laugh and
so the fight passes them by.

The Music

The music is all around,
Everything becomes greater with the rhythm,
Rhythm gives you form,
Form brings victory,
With form victory is no longer important.

Tao of BRUTAL Paws of Fury

The Wind

Can you fight the wind?
Can you see the wind?
Can you hold the wind?
Who is the wind?
Look there it is!

The Road

Where do you wish to go?
Why are you going there?
Who do you wish to be?
What do you wish to have?
Wait!
Did you get there faster?

The Master

The master does not speak of it,
The novice speaks as a master,
The master knows joy and form,
The master smiles at the world,
For him the world smiles back.

Glossary of Martial Arts Terms

"Only the inner strength can come physical strength."

"Sometimes the fastest blow is the one delivered last."

- kata** [kah tah]: A set sequence of moves. The student is made to repeat these moves so often that it becomes instinct. In a fight situation when a combatant is confused, he often remembers his kata.
- chi** [chee]: Translated as "breath", Chi is inner energy.
- ki** [key]: Similar in many ways to Chi (see above). This is the Japanese term for that inner energy or spirit.
- dojo** [do-joh]: Martial arts school or training area.
- obi** [oh-bee]: A belt or sash worn to show the level of martial arts advancement.
- dan** [dahm]: Translated as "step". This is a grade system for those who have achieved black belt or above.
- gi** [geeh]: Loose jacket and trousers used in the practice of many martial arts.
- guru** [goo-roo]: Wise man or teacher.
- ka** [-kah]: A student of a martial art. Thus, judoka is a student of judo.
- Do** [dough]: The way of a particular art.

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