

ACTIVATOR™ GAME GUIDE

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SEGA™

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EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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

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HOW TO USE THIS GUIDE

JUMP INTO THE GAME!

Activator is the ultimate way to play Sega Genesis games. Every punch and kick you deliver transforms in a flash into an action on screen!

Now you can really drive home that freight-train-crushing body blow as Evander Holyfield. Leave no bones unbroken as your favorite Streets of Rage brawler! IT'S AS IF YOU BECOME THE GAME CHARACTERS!

This guide uses a picture model of the Activator to show the controls for many Sega Genesis games. The model shows the Activator's eight panels, numbered clockwise from 1 through 8. Panel 1 is the Master Panel that connects to your Sega Genesis.

Each Activator panel emits an infrared beam. You stand inside the Activator and break the beams with a variety of moves. You can break the beams at a low level, near the floor, by kicking or sweeping your feet over the Activator panels. You can break the beams higher up with high kicks, punches, elbow jabs, shoulder butts and head butts.

In the picture models in this guide, the low beam break controls are shown in the shaded rectangles. The high beam break controls are shown in the rectangles that are not shaded. The height at which you break the beam determines what action your characters do in the game.

BREAKING THE BEAMS

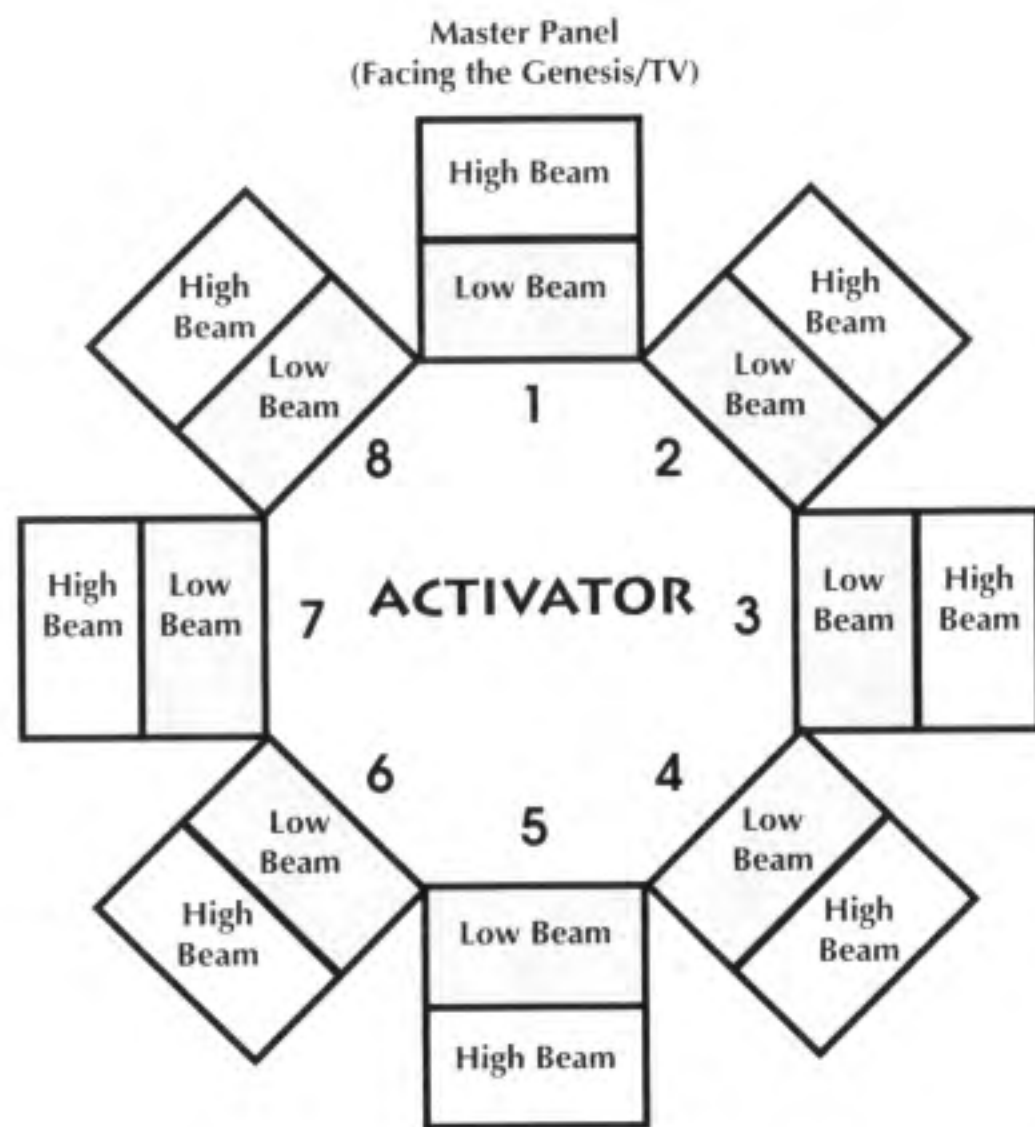
- Break the beams at a low level by kicking over the panels from the triangles to 20 inches above them.
- Break the beams at a high level by punching over the panels with your hands, arms and head at about chest height, at least 20 inches above the triangles or higher.
- Sometimes breaking the beam at either a high or low level performs the same action, depending on the game you're playing.

You can use the Activator controls on page 5 with most of the Sega Genesis games in your collection. Check out the following pages to see the controls for specific games.

Some new games will be **Activated** with special powers and moves! These games may use the Activator beams to control the game differently than shown in this guide. See page 4 for more information about **Activated** games.

Please see the manual for each title for game play instructions and standard controller button actions.

Please see your *Activator Instruction Guide* for complete information on setting up and using your Activator.



Low Beam Break

From the triangles to 20" above them



High Beam Break

20" or higher above the triangles

ACTIVATED GAMES



Many new games will be **Activated!** This means that when the game is developed, the Activator controls will be specially designed into it.

Look for the special **ACTIVATED** symbol on game packages in order to find the specially **Activated** games. These games can have special moves, extra power and other surprises that you won't find with standard controllers.

Because they're specially designed for the Activator, **Activated** games will use the beams to control the game differently than other games. If a game is **Activated**, its game manual will tell you how to use the Activator.

GENERAL GAME CONTROLS

COMBINATIONS

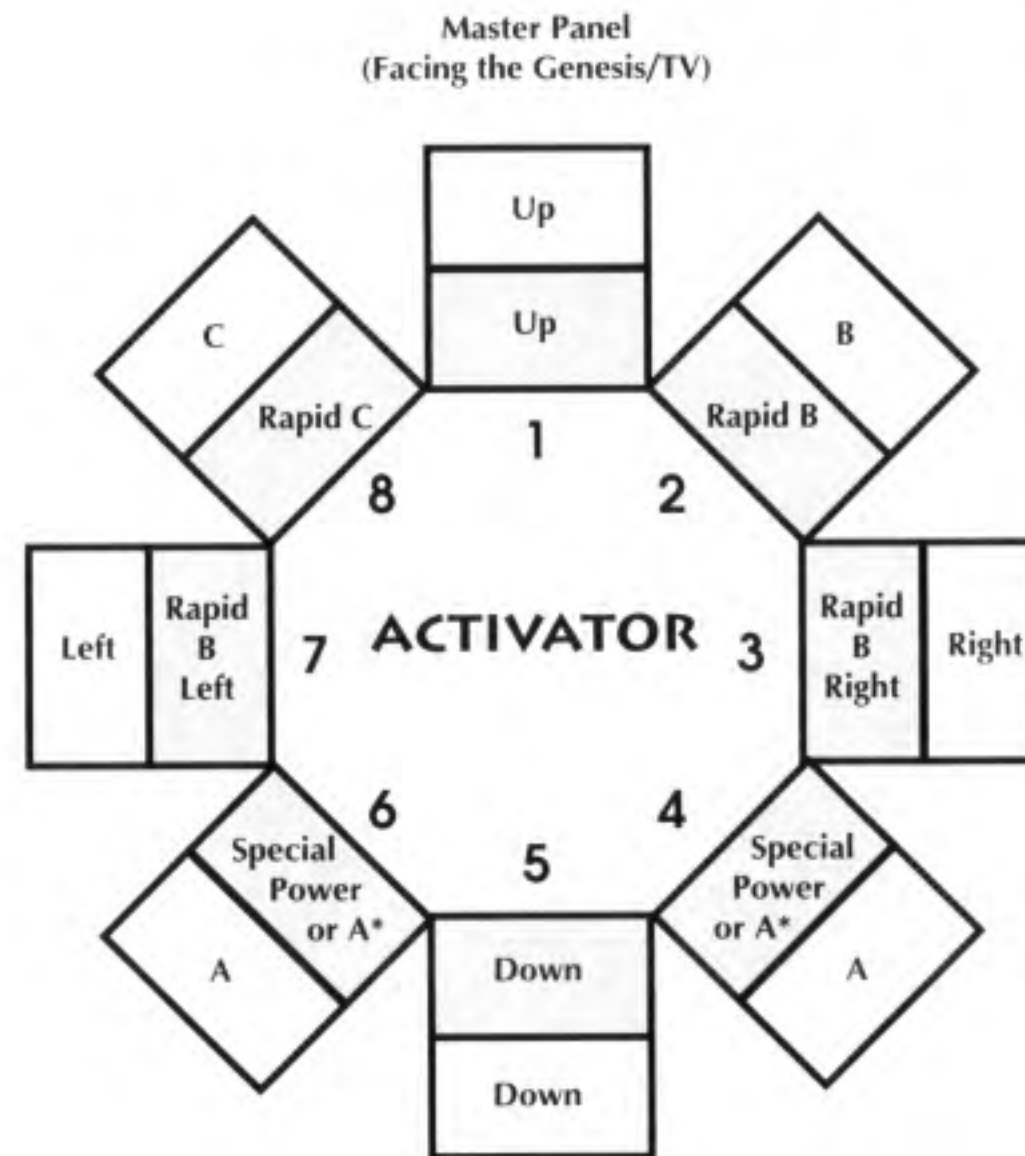
Start/Select ~~~~ 4 + 6

Pause/Resume ~~~~ 4 + 6

You'll find a list of combination moves for every game described in this guide. You perform combination moves by breaking the beams over two or more panels at once.

In some games, the Activator lets you do combination moves besides the normal game moves. Combination moves are easier to execute on the Activator than on standard controllers. The Activator is so powerful, it'll surprise you every time you play. You never know what moves you'll turn up next!

- In this guide, the descriptions of combination moves show both the panel number and the height of the beam break (low or high). For example, a high beam break on panel #3 is shown as **3H**, and a low beam break on panel #7 is shown as **7L**. When it doesn't matter whether the beam break is high or low, the panel numbers stand alone. For example, **4 + 6**, as shown above, means you can break the beams anywhere over panels 4 and 6 together to start the game, select options, pause and resume.
- In most games, in order to achieve a combination move, you must break the beams at exactly the same time. If you delay on either beam, the first beam you break will control the action.
- To achieve rapid action, you must break and hold the beams. For example, for rapid B-Button action, you must hold your foot (low beam break) over panel #3.

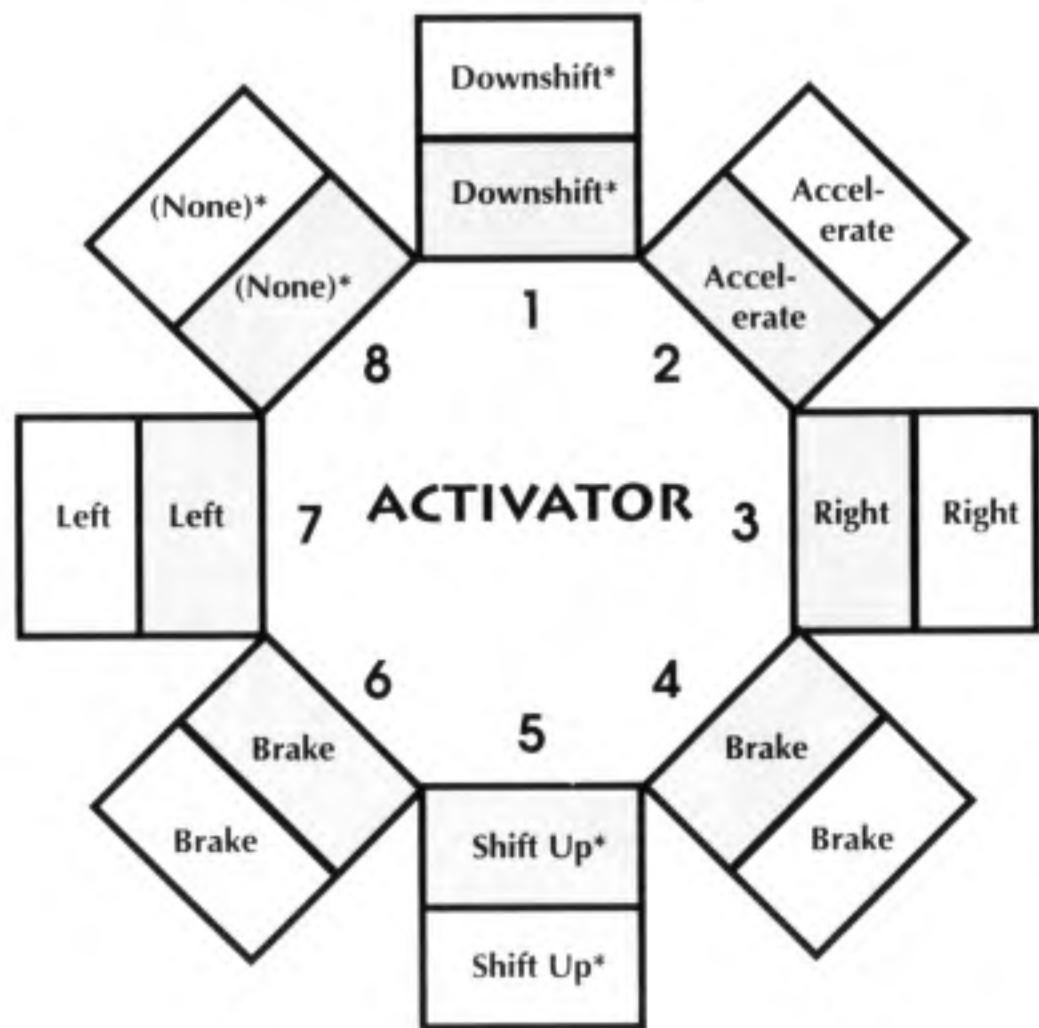


* Some older games may not have special powers. In those games, this panel functions as Button A.

The controls listed in this guide are just a start. See what other new moves you can discover!

AYRTON SENNA'S SUPER MONACO GP I & II

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

Start/Select ~~~~4 + 6

Exit Option/Pause/Resume ~~~~4 + 6

Accelerate ~~~~3H + 7H + 1L

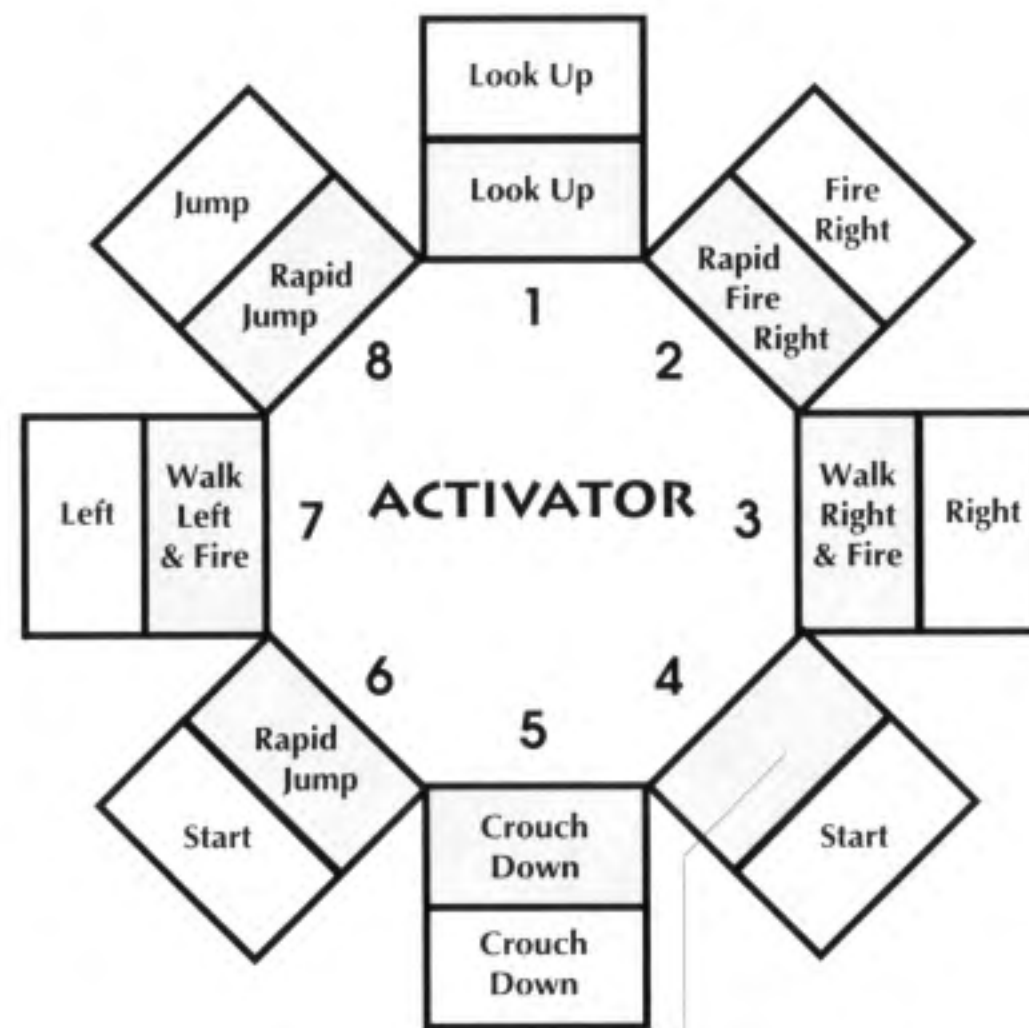
New Moves: _____

* These panels have no function when you're using the automatic transmission options. Changing the button controls on the Options menu activates these panels.

Note: Don't use panel #5 with an automatic transmission or you may cause a transmission malfunction.

COOL SPOT™

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

Start/Select ~~~~4 + 6

Pause/Resume ~~~~4H + 6H

Hyper Attack Left & Right ~~~~3H + 7H + 1L

Look Up & Fire ~~~~1H or 1L + 2H or 2L

Somersault Right ~~~~8H + 3H or 3L

Somersault Left ~~~~8H + 7H or 7L

High Somersault Right ~~~~8L + 3L

High Somersault Left ~~~~8L + 7L

Spot Dance Right ~~~~1L + 2L

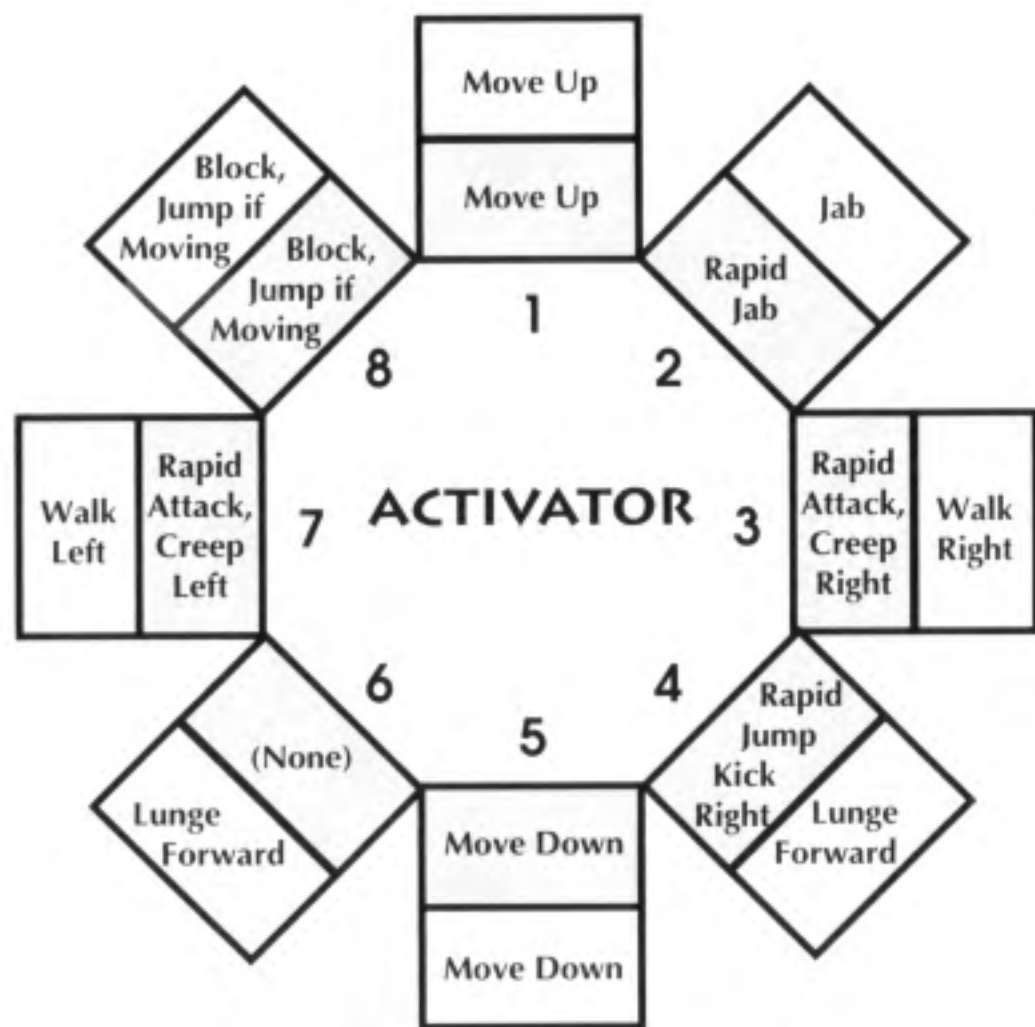
Spot Dance Left ~~~~1L + 8L

New Moves: _____

Rapid Hyper Somersault & Fire

CYBORG JUSTICE™

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 3H + 7H + 5L
- Jump Up ~~~~ 2 + 1, or 8 + 1, 3 or 7
- Alternating Punch ~~~~ 3H + 7H + 1L
- Uppercut Right ~~~~ 4H + 1L
- Uppercut Left ~~~~ 6H + 1L
- Overhead Strike Right ~~~~ 5 + 4
- Overhead Strike Left ~~~~ 5 + 6
- Head Smash ~~~~ 3 + 4 or 6, or 7 + 4 or 6
- Crouch ~~~~ 8H + 5L
- Use Special Hand ~~~~ 4H + 6H
(quickly double-tap)

New Moves: _____

CYBORG JUSTICE

COMBINATIONS

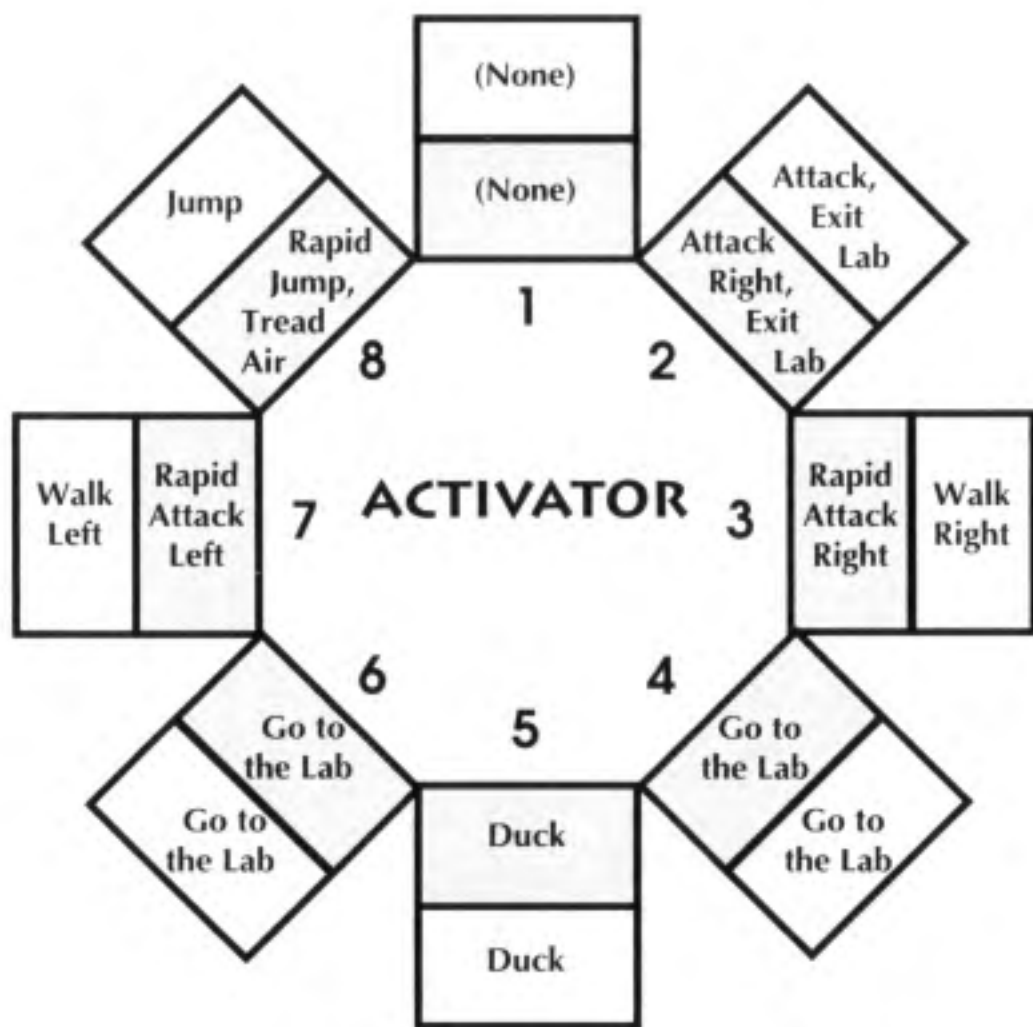
New Moves: _____

COMBINATIONS

New Moves: _____

DECAPATTACK™

Master Panel
(Facing the Genesis/TV)



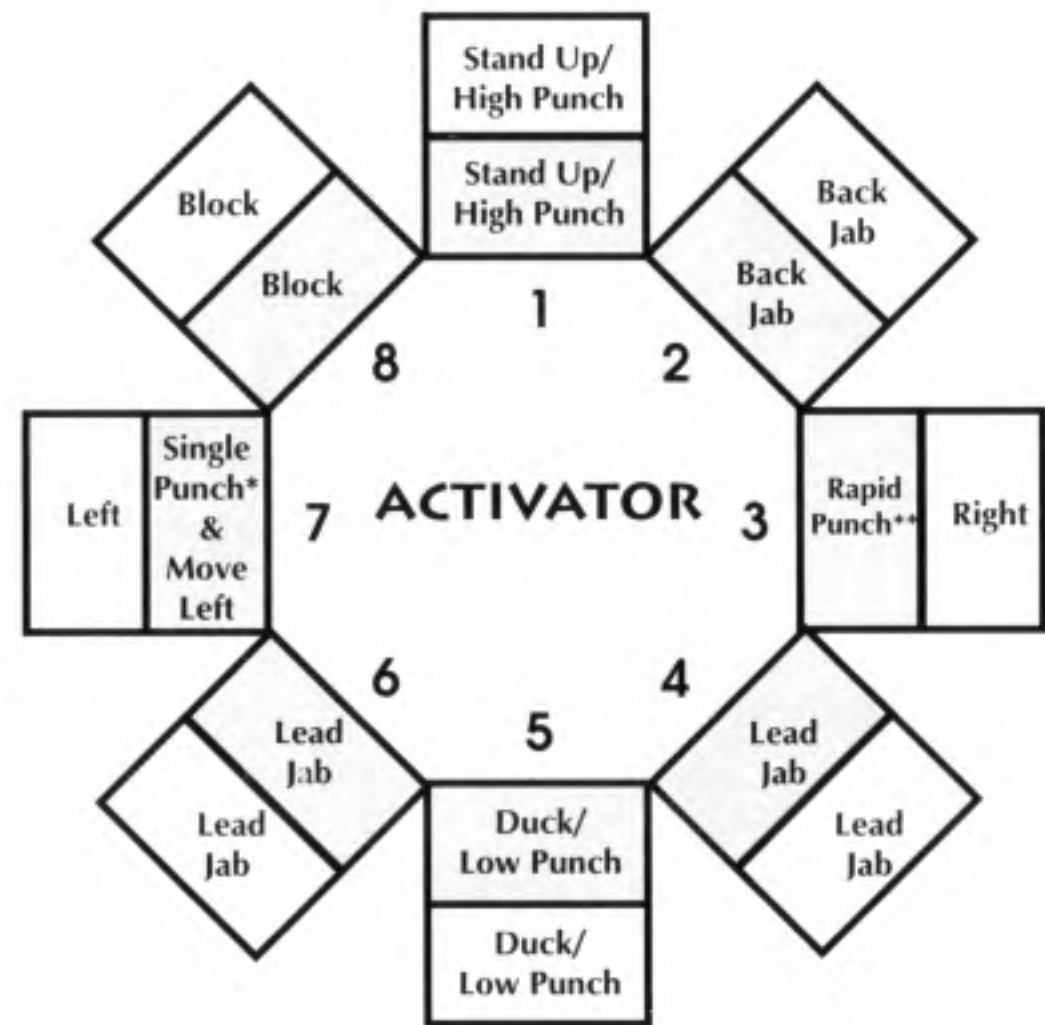
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6
- Select Items in the Lab ~~~~ 8
- Flurry ~~~~ 3H + 7H + 1L

New Moves: _____

EVANDER HOLYFIELD'S "REAL DEAL" BOXING™

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Lead Uppercut Right ~~~~ 2 + 4
- Lead Uppercut Left ~~~~ 2 + 6
- Lead Hook Right*** ~~~~ 3 + 4 or 6
- Lead Hook Left*** ~~~~ 7 + 4 or 6
- Back Hook Right*** ~~~~ 2 + 3
- Back Hook Left*** ~~~~ 2 + 7
- Back Uppercut ~~~~ 2 + 8
- Pause/Resume ~~~~ 4 + 6

New Moves: _____

* A single punch occurs when moving toward opponent.
 ** Rapid punches occur when moving away from opponent.
 *** Hooks occur when moving toward opponent.

EVANDER HOLYFIELD'S "REAL DEAL" BOXING

COMBINATIONS

New Moves: _____

COMBINATIONS

New Moves: _____

G-LOC™ AIR BATTLE

COMBINATIONS

Start/Select ~~~~ 4 + 6

Pause/Resume ~~~~ 4 + 6 or 3H + 7H + 5L

Advance Map & Fire ~~~~ 2

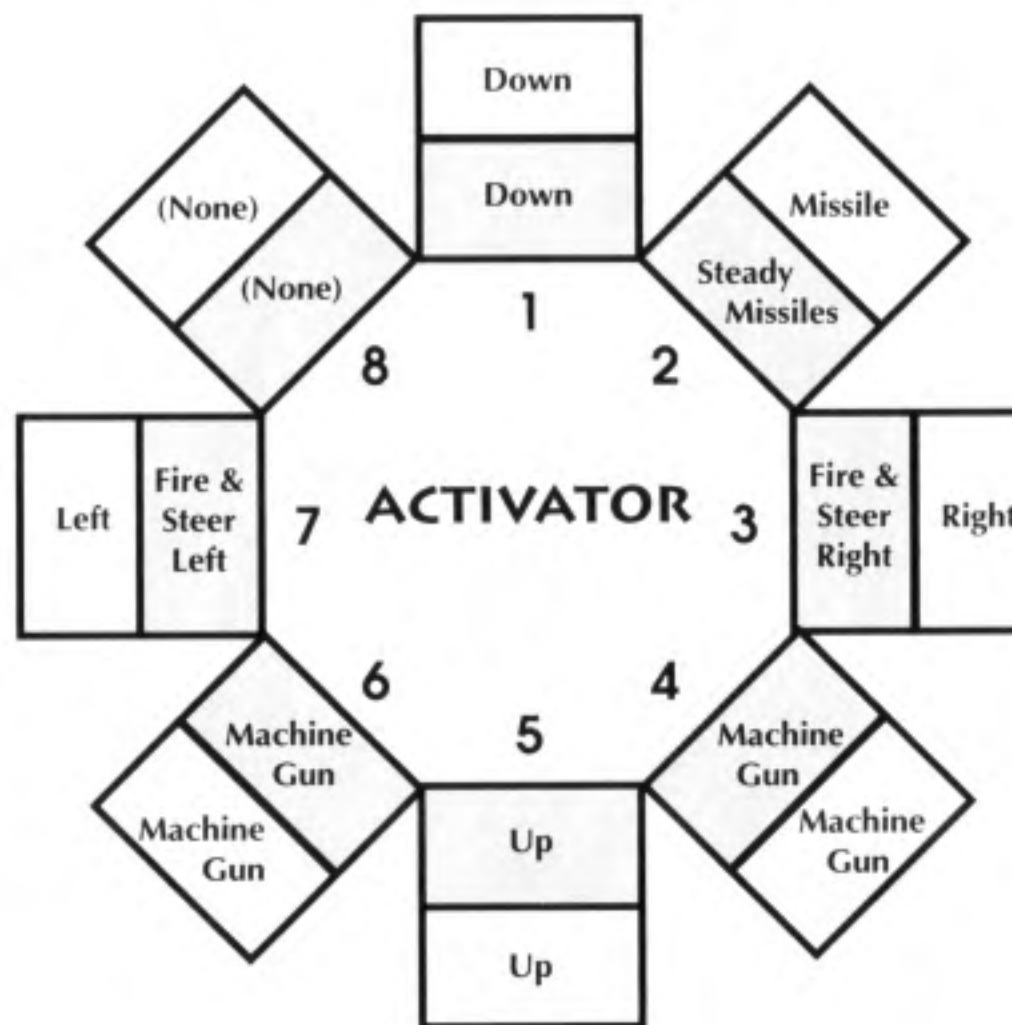
Zoom Mission Map ~~~~ 4 or 6

Roll Aircraft ~~~~ 3 + 7

(Hold both, then release one while holding the other)

New Moves: _____

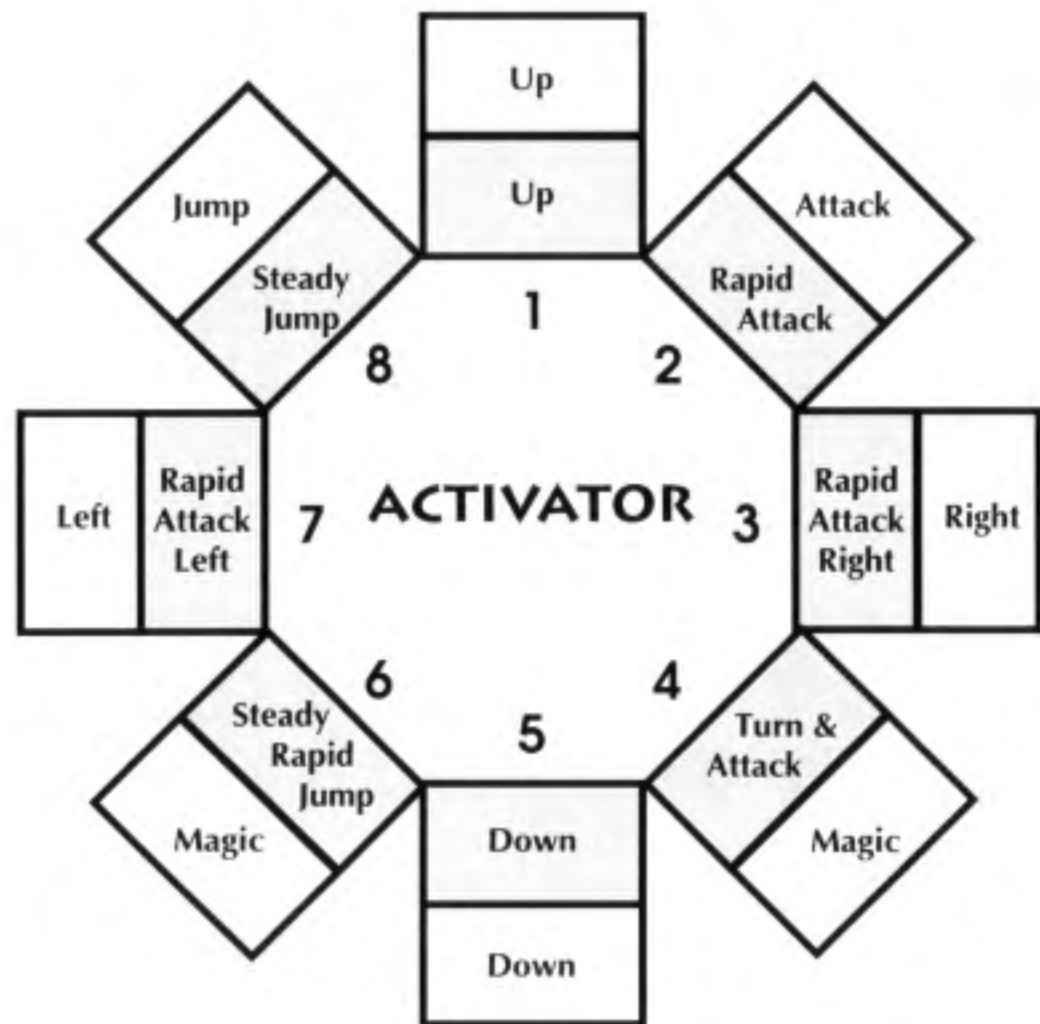
Master Panel
(Facing the Genesis/TV)



ACTIVATOR

GOLDEN AXE™

Master Panel
(Facing the Genesis/TV)



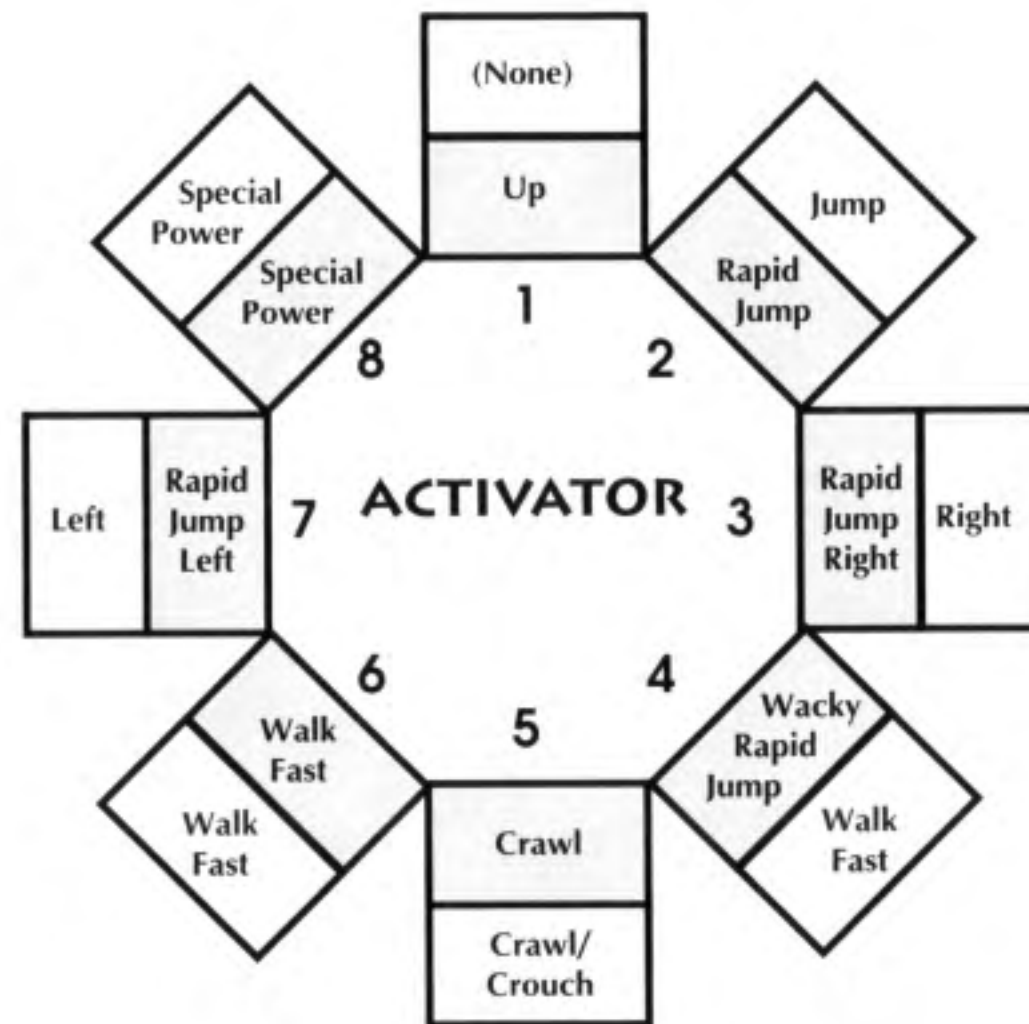
COMBINATIONS

Start/Select ~~~~ 4 + 6
Pause/Resume ~~~~ 4 + 6 or 3H + 7H + 5L
Jump Right ~~~~ 3H + 8H
Jump Left ~~~~ 7H + 8H
Turn & Attack ~~~~ 2H + 8L

New Moves:

KID CHAMELEON™

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

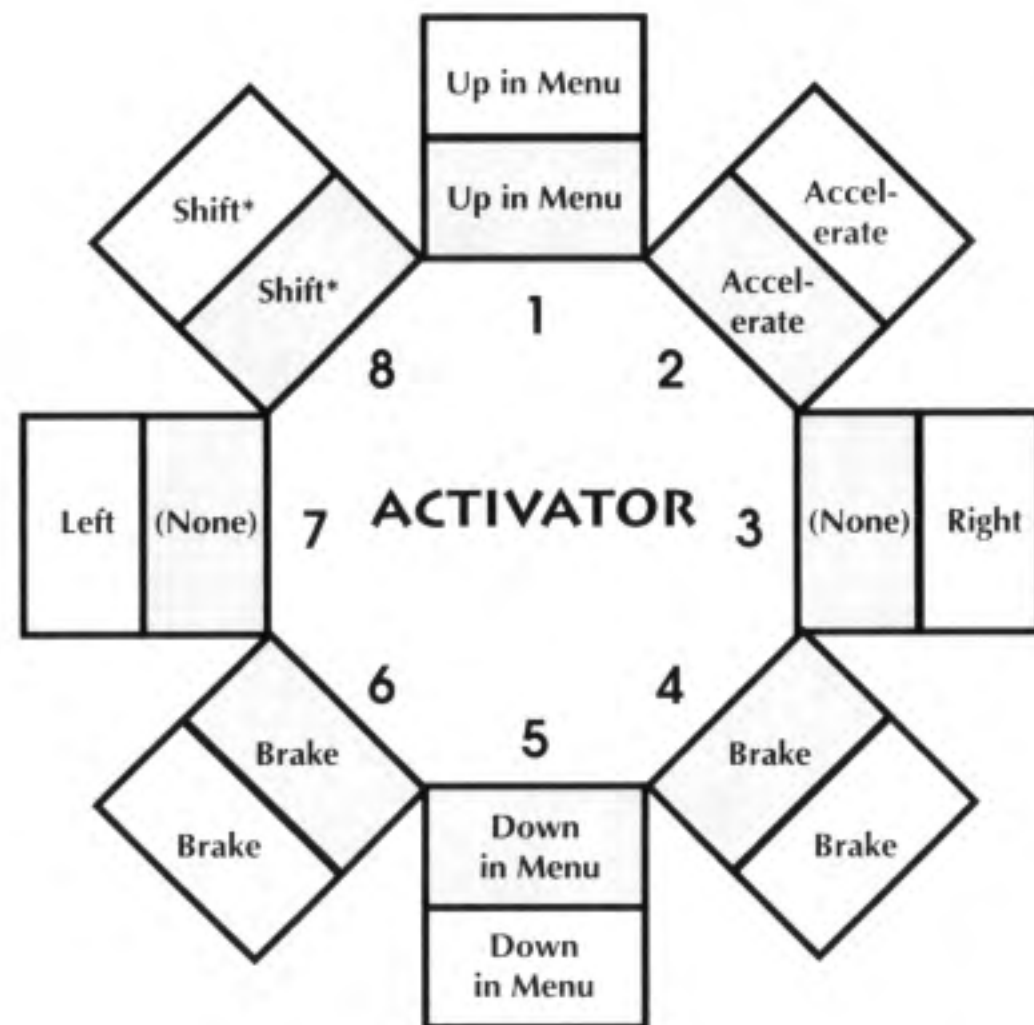
Start/Select ~~~~ 4 + 6
Pause/Resume ~~~~ 4 + 6 or 3 + 7 + 5L
Run Right ~~~~ 3H + 4H or 6H
Run Left ~~~~ 7H + 4H or 6H
Rapid Jump & Spin ~~~~ 3H + 7H + 1L
Crawl ~~~~ 5H + 3H or 7H

New Moves:

* Use these panels in combination with the left and right directions.

OUTRUN 2019™

Master Panel
(Facing the Genesis/TV)



* These panels have no function with automatic transmissions.

COMBINATIONS

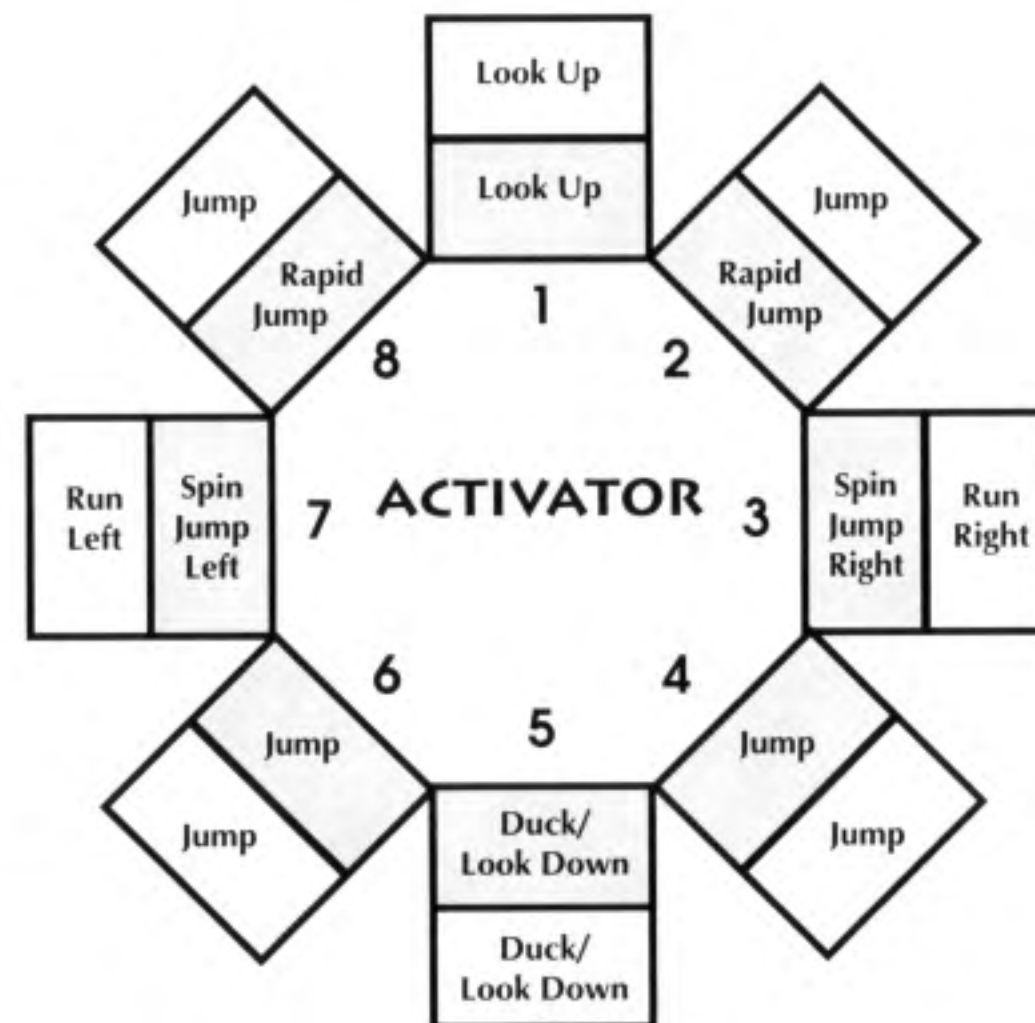
Start/Select ~~~~ 4 + 6

Pause/Resume ~~~~ 4 + 6 or 3H + 7H + 5L

New Moves: _____

SONIC THE HEDGEHOG™

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

Start/Select ~~~~ 4 + 6

Pause/Resume ~~~~ 4 + 6

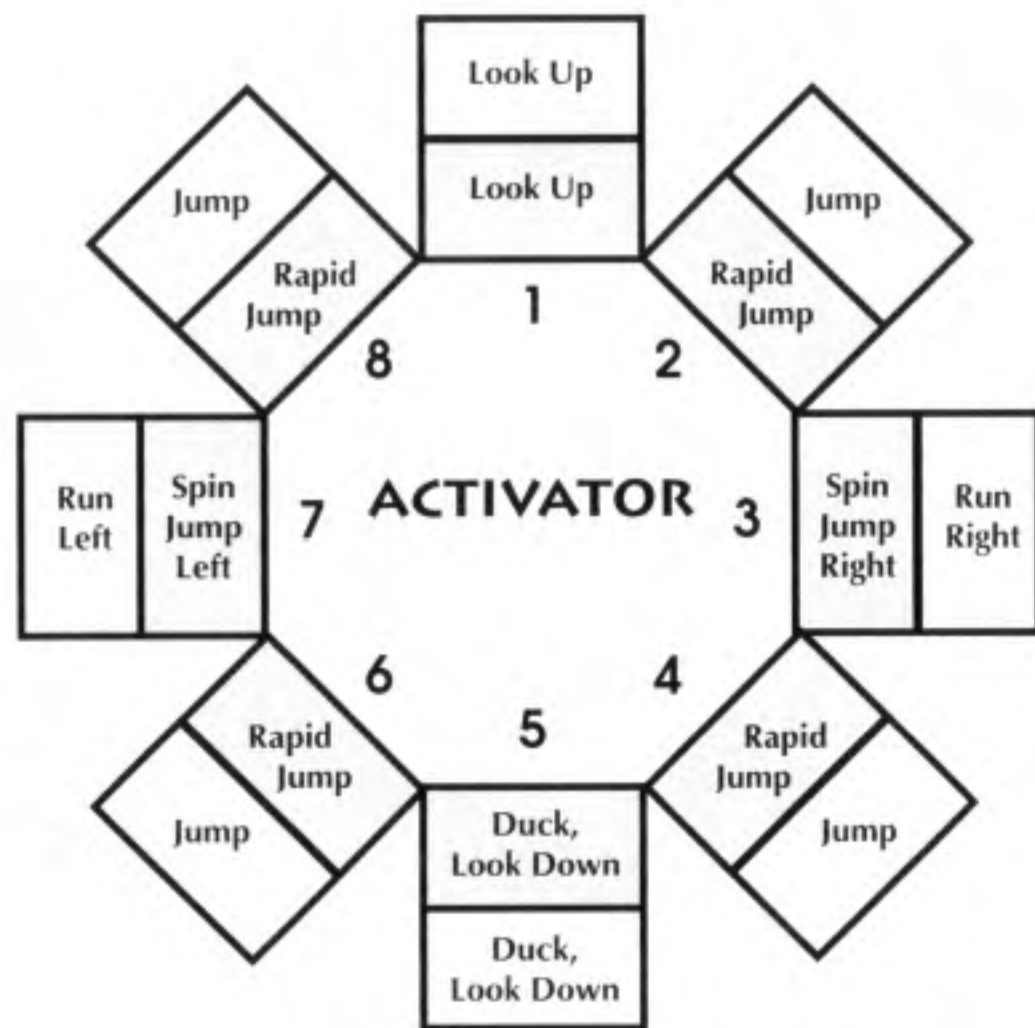
Spin Attack Right ~~~~ 3H, then 5H (not together)

Spin Attack Left ~~~~ 7H, then 5H (not together)

New Moves: _____

SONIC THE HEDGEHOG 2

Master Panel
(Facing the Genesis/TV)



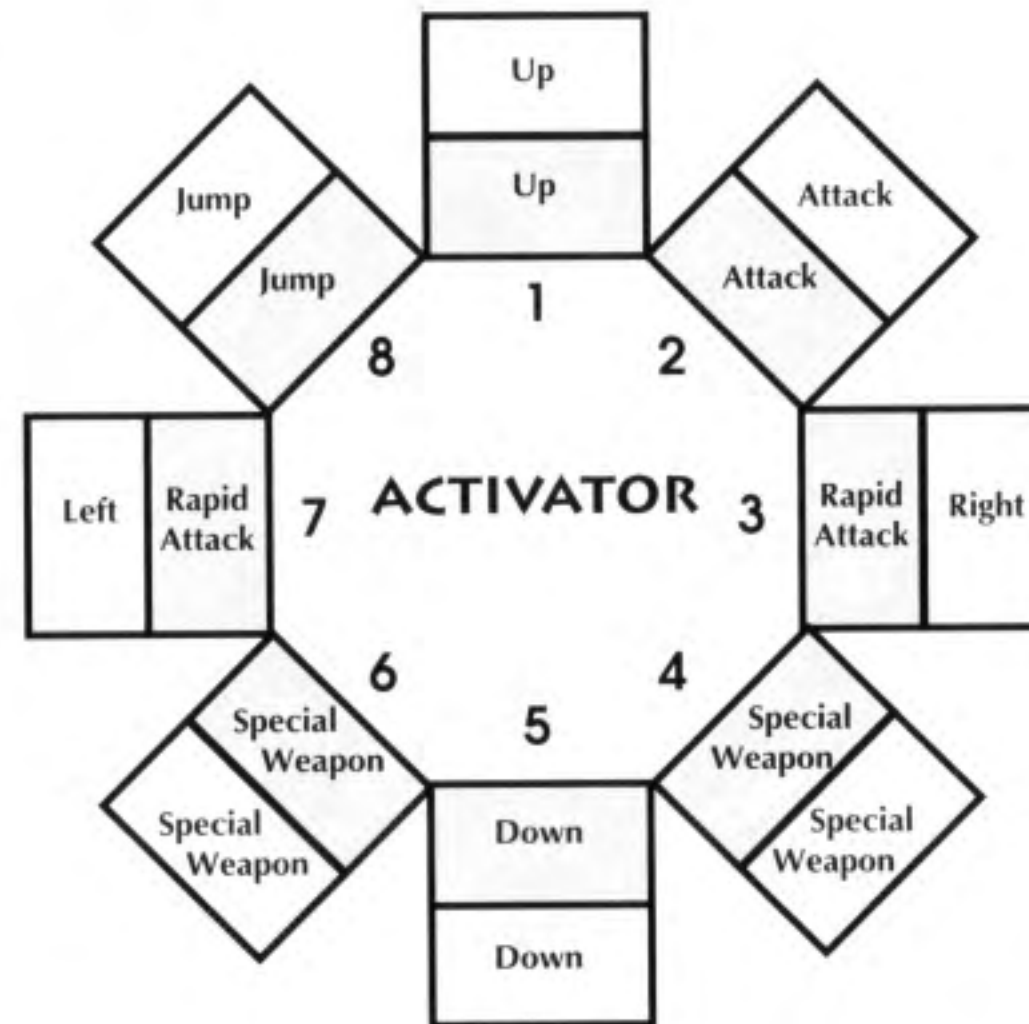
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 3 + 7 + 5L
- Short Spin Jump ~~~~ 4H + 6H + 1L
- Short Spin Jump Right ~~~~ 1L + 2L
- Short Spin Jump Left ~~~~ 1L + 8L
- Rapid Spin Jump ~~~~ 3 + 7 + 1L
- Spin Jump & Land ~~~~ 7H + 3L
- Facing Opposite Direction
- Super Twist Right ~~~~ 3L
- Super Twist Left ~~~~ 7L
- Flip Right Pinball Lever ~~~~ 6
- Flip Left Pinball Lever ~~~~ 2

New Moves: _____

STREETS OF RAGE™

Master Panel
(Facing the Genesis/TV)



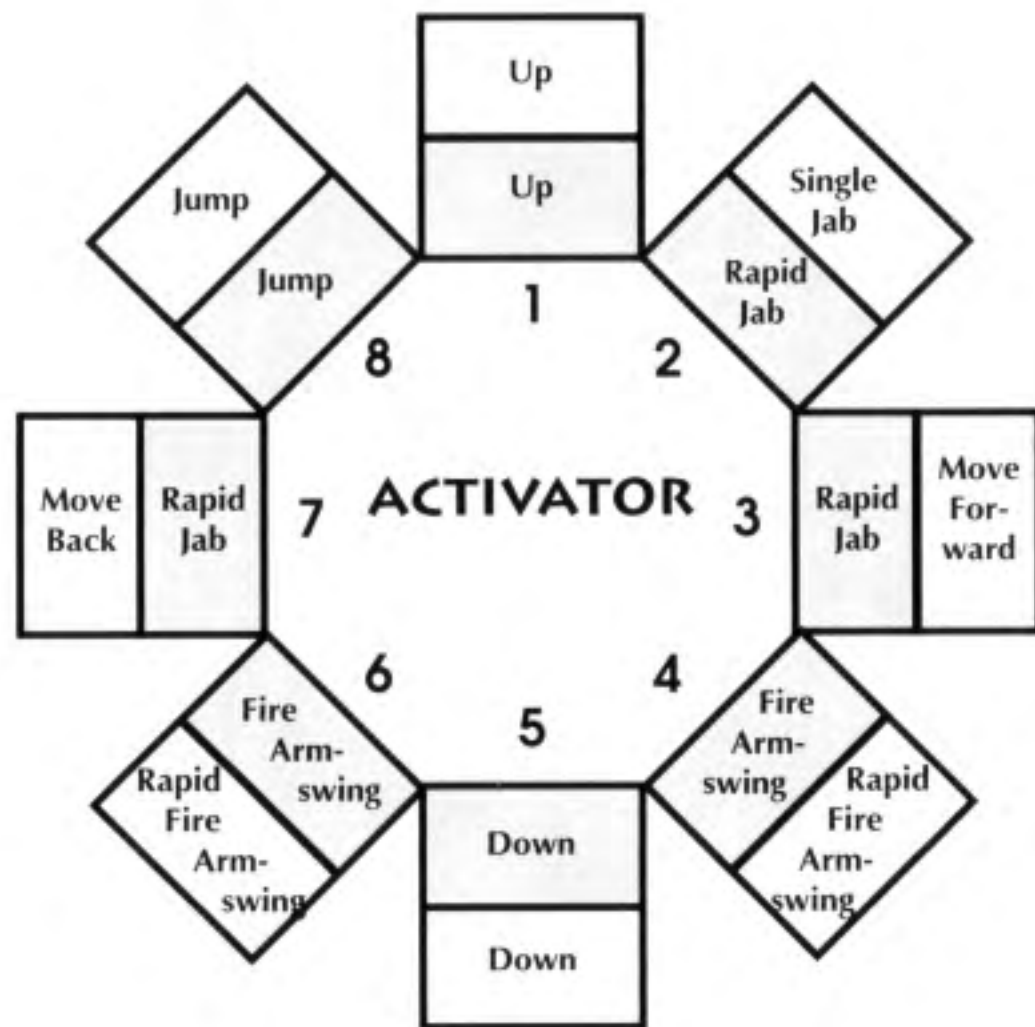
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 2L + 8L
- Rear Attack ~~~~ 2 + 8
- Throw Right ~~~~ 2 + 3
- Throw Left ~~~~ 2 + 7
- Move Diagonally Up/Right ~~~~ 1 + 3
- Move Diagonally Up/Left ~~~~ 1 + 7
- Move Diagonally Down/Right ~~~~ 5 + 3
- Move Diagonally Down/Left ~~~~ 5 + 7
- Speed Punches (Left & Right) ~~~~ 3H + 7H + 1L

New Moves: _____

STREETS OF RAGE 2

Master Panel
(Facing the Genesis/TV)



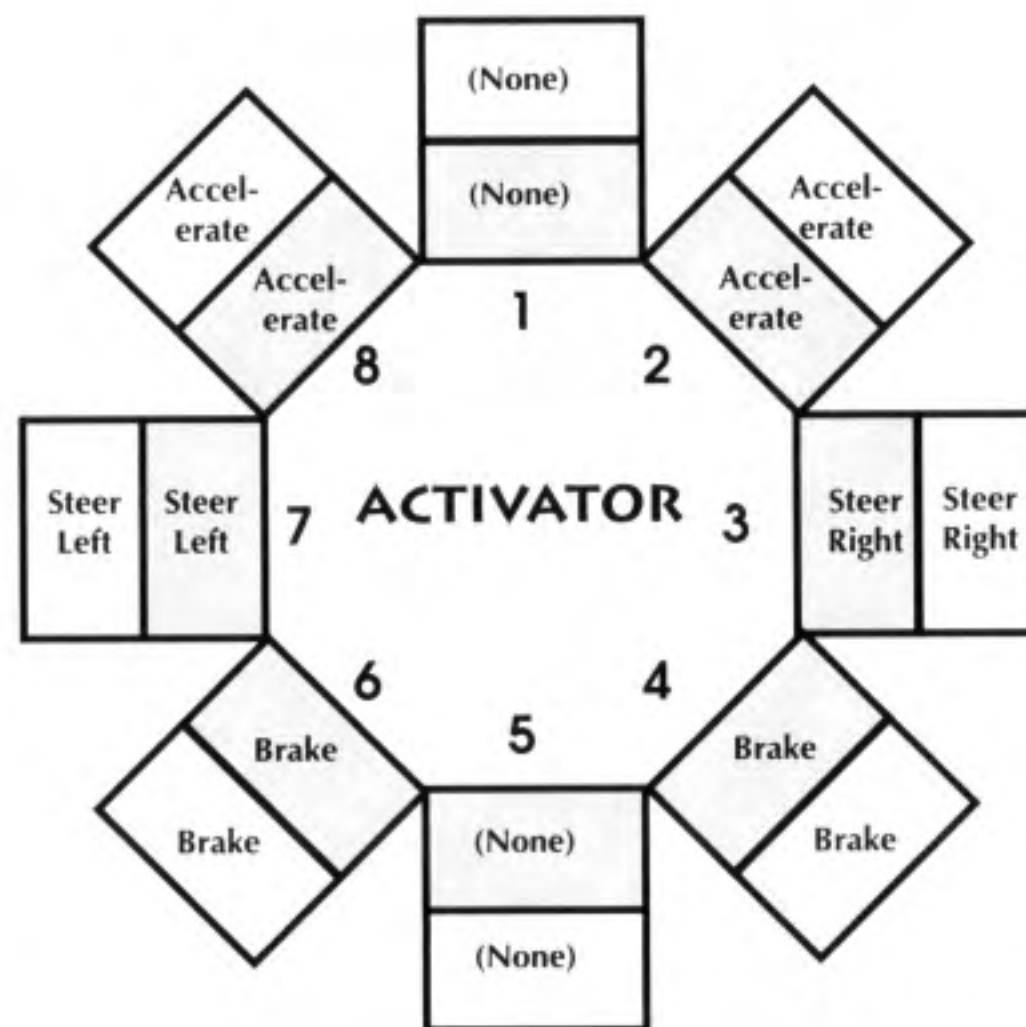
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 3 + 7 + 5L
- Jump ~~~~ 4H + 6H + 8L
- Right Jump Kick ~~~~ 3L + 7
- Left Jump Kick ~~~~ 3 + 7L
- Super Uppercut ~~~~ 3H + 7H + 1L or hold 1 + 3 + 7
- Land after Throw ~~~~ 1 + 8
- Move Diagonally Up/Right ~~~~ 1 + 3
- Move Diagonally Up/Left ~~~~ 1 + 7
- Move Diagonally Down/Right ~~~~ 5 + 3
- Move Diagonally Down/Left ~~~~ 5 + 7
- Directed Attack Right ~~~~ 3H + 4H
- Directed Attack Left ~~~~ 7H + 4H
- Super Slam ~~~~ 8, then 2 (not together)
(when holding opponent)

New Moves: _____

SUPER HANG-ON™

Master Panel
(Facing the Genesis/TV)



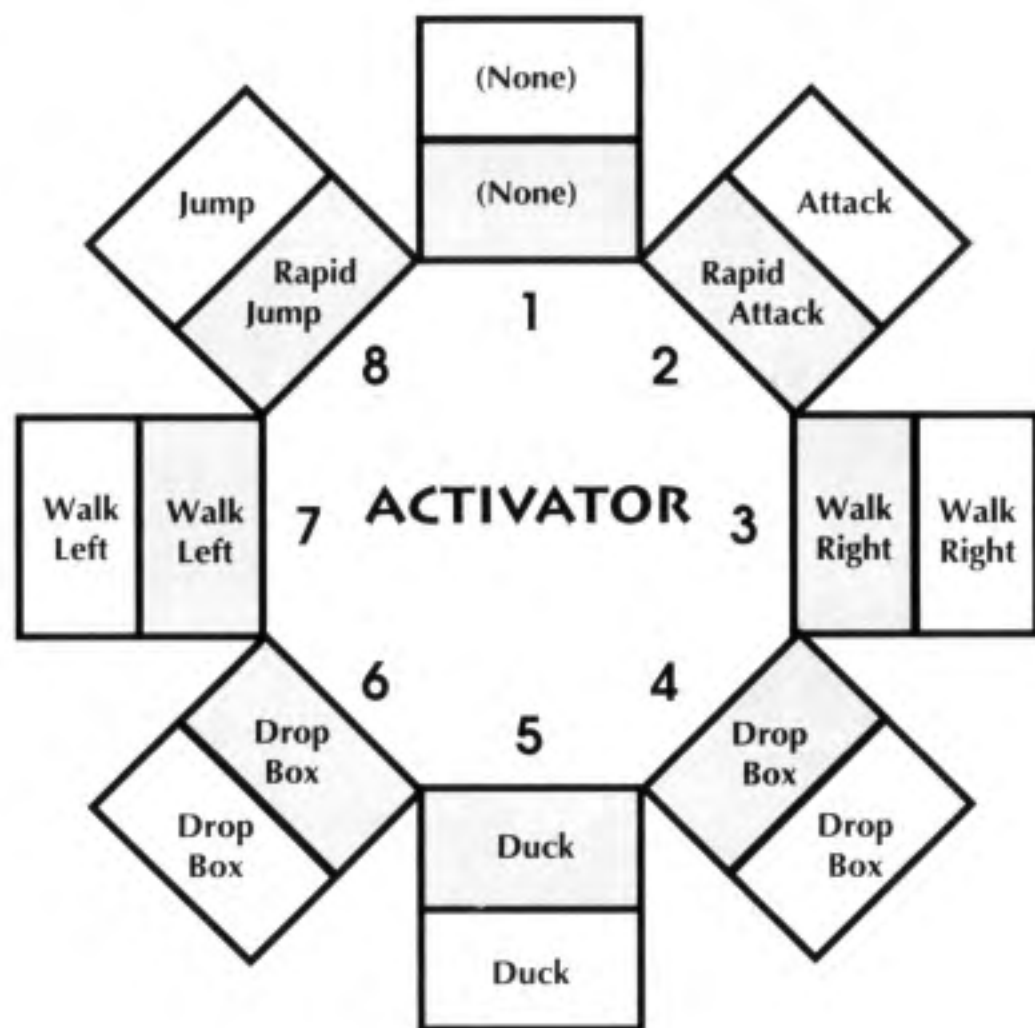
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 3 + 7 + 5L
- Accelerate ~~~~ 3 + 7 + 1L
- Turbo Speed ~~~~ 2 + 8

New Moves: _____

TALESPIN

Master Panel
(Facing the Genesis/TV)



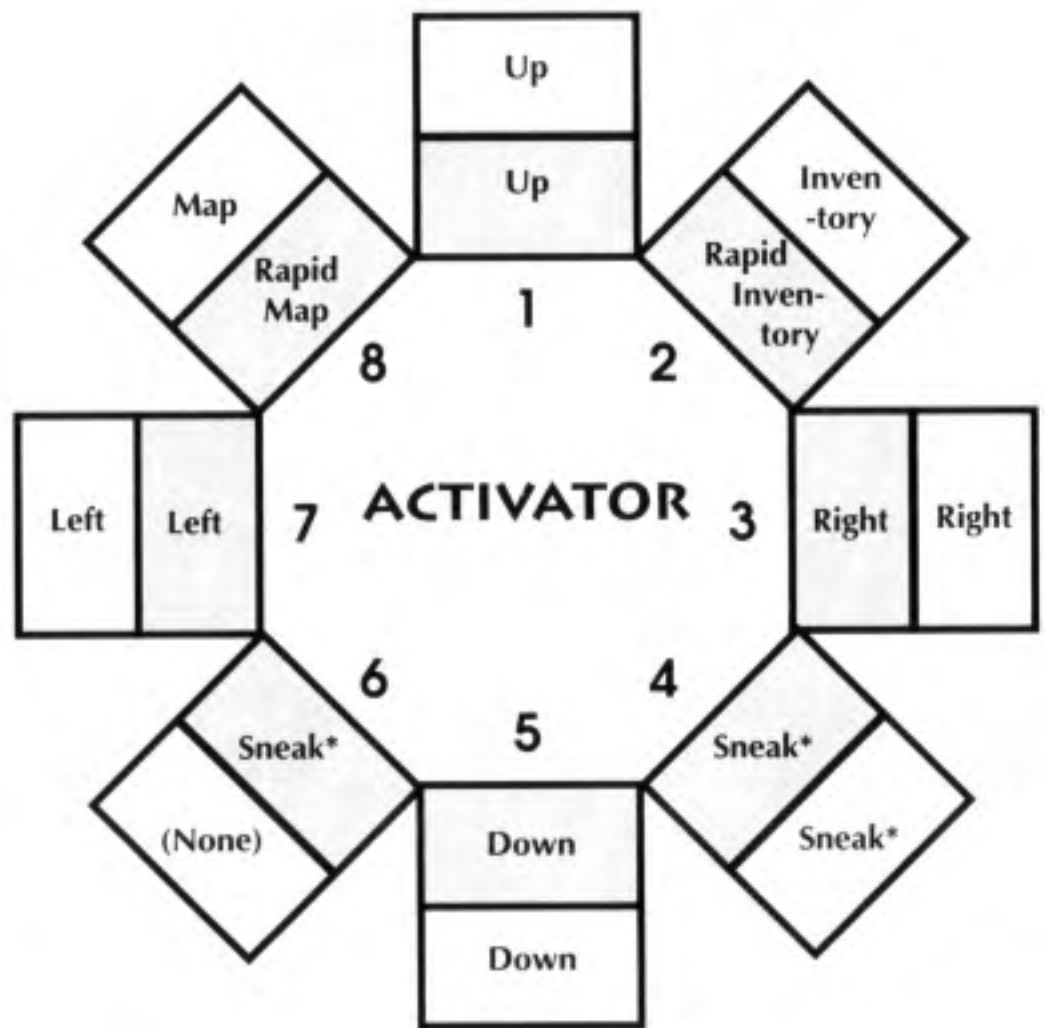
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 3 + 7 + 5L
- Flurry Attack ~~~~ 3H + 7H + 1L
- Walk Right ~~~~ 1L + 2
- Walk Left ~~~~ 1L + 7H or 8L
- Continuous Rapid Fire ~~~~ 5H + 3L + Jump Right
- Continuous Rapid Fire ~~~~ 3H + 5L + Jump Left

New Moves: _____

TOEJAM & EARL™

Master Panel
(Facing the Genesis/TV)



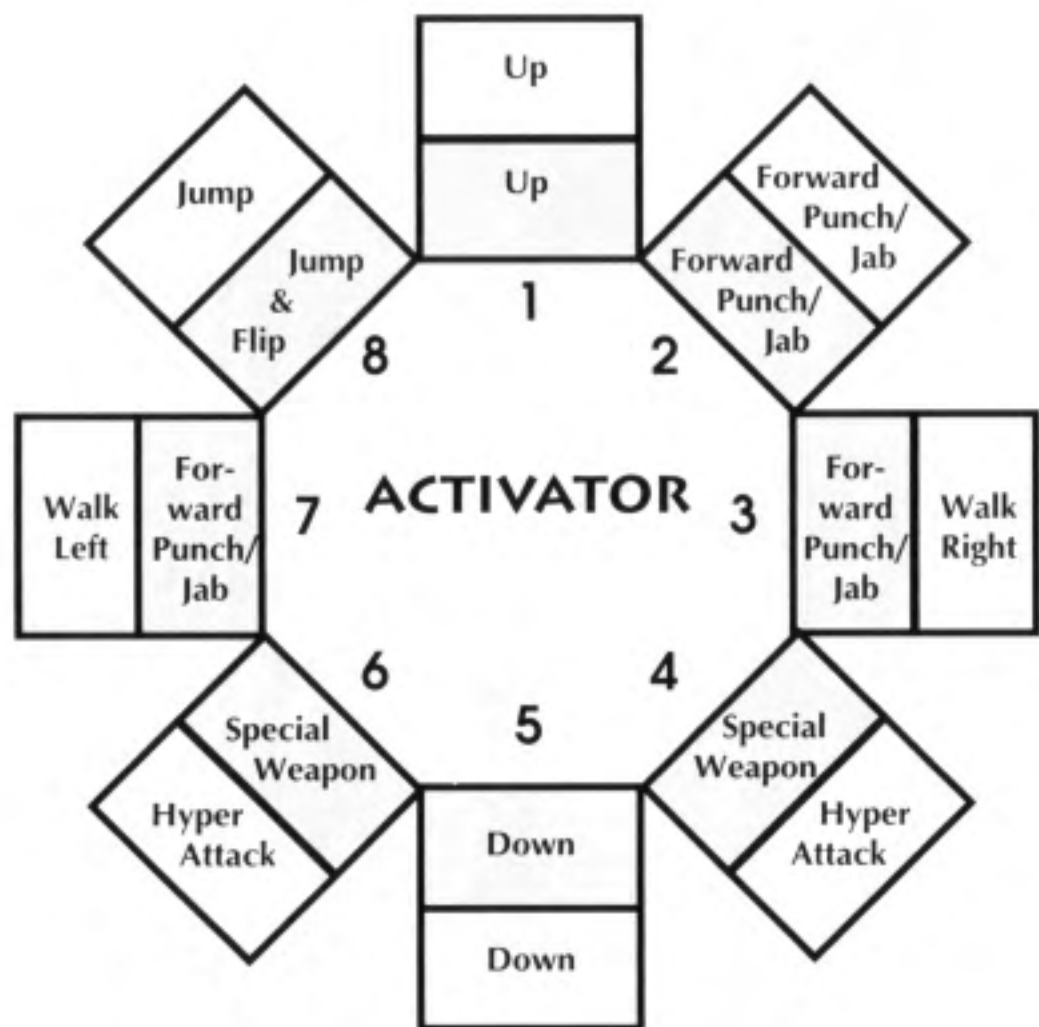
COMBINATIONS

- Start/Select ~~~~ 4 + 6
- Pause/Resume ~~~~ 4 + 6 or 3 + 7 + 5L
- Wake Up, Shake Character ~~~~ 3 + 7 + 1L
- Special Action Up ~~~~ 1 + 4 or 6
- Special Action Down ~~~~ 5 + 4 or 6
- Special Action Right ~~~~ 3 + 4 or 6
- Special Action Left ~~~~ 7 + 4 or 6
- Dash (when wearing ~~~~ 6L + 1, 3, 5 or 7 Bonus Hi-Tops)

New Moves: _____

* Use these panels with a right or left direction.

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

Start/Select ~~~~ 4 + 6
 Pause/Resume ~~~~ 4 + 6
 Attack Right ~~~~ 3 + 1L
 Attack Left ~~~~ 7 + 1L
 Auto Punch Right ~~~~ 7H + 3L
 Auto Punch Left ~~~~ 3H + 7L
 Menu ~~~~ 3 + 5 + 7

New Moves:

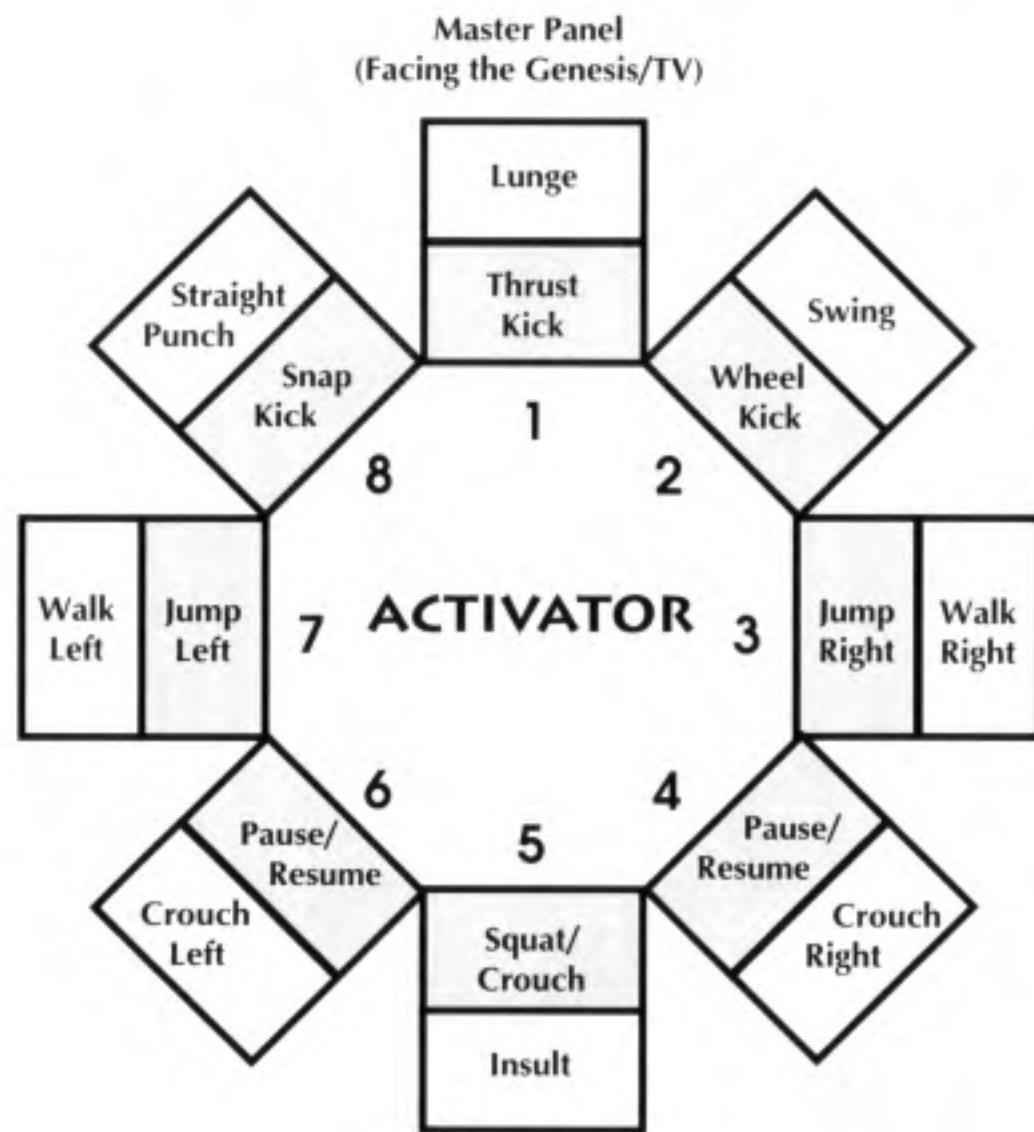
COMBINATIONS

New Moves:

COMBINATIONS

New Moves:

ETERNAL CHAMPIONS™



COMBINATIONS

Start/Select ~~~~ 1L or 4 + 6
 Pause/Resume ~~~~ 4 + 6
 Special Move ~~~~ 2H + 8H
 Jump Up ~~~~ 3 + 7

Blade

Stun Beam ~~~~ 2H + 8H, then 1H
 Backfire ~~~~ 2H + 8H, then 1L
 Wild Fury Attack ~~~~ 2H + 8H, then 2H
 Personal Shield ~~~~ 2H + 8H, then 2L
 Tracking Blade ~~~~ 2H + 8H, then 5
 Straight Tracking Blade ~~~~ 2H + 8H, then 8H
 Project Containment Field ~~~~ 2H + 8H, then 8L
 Power Drain ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

ETERNAL CHAMPIONS

COMBINATIONS

Jetta

Bladerang ~~~~ 2H + 8H, then 1H
 Phase ~~~~ 2H + 8H, then 1L
 Flying Choke Hold ~~~~ 2H + 8H, then 2H
 Ricochet ~~~~ 2H + 8H, then 2L
 Ceiling Grab ~~~~ 2H + 8H, then 8H
 Moving Corkscrew ~~~~ 2H + 8H, then 1 + 2 or 8
 Resonate ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

COMBINATIONS

Larcen

Sai Throw ~~~~ 2H + 8H, then 1H
 Reflect Back Projectile ~~~~ 2H + 8H, then 1L
 Swinging Hammer Fist ~~~~ 2H + 8H, then 2H
 Power Sweep ~~~~ 2H + 8H, then 2L
 Long Distance Sweep ~~~~ 2H + 8H, then 8H
 Air Sweep ~~~~ 2H + 8H, then 8L
 Shoe-Knife Back Flip ~~~~ 2H + 8H, then 1 + 8
 Ceiling Crawl ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

ETERNAL CHAMPIONS

COMBINATIONS

Midnight

Ceiling Ram ~~~~ 2H + 8H, then 1H

Mist Attack ~~~~ 2H + 8H, then 1L

Flying Wall Smash ~~~~ 2H + 8H, then 2H

Bedazzle ~~~~ 2H + 8H, then 2L

Overhead Stomach Punch ~~~~ 2H + 8H, then 8H

Dispel ~~~~ 2H + 8H, then 8L

Life Drain ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

COMBINATIONS

RAX

Cyber Punch ~~~~ 2H + 8H, then 1H

Cyber Kick ~~~~ 2H + 8H, then 1L

Lock & Load ~~~~ 2H + 8H, then 2H

Air Jets ~~~~ 2H + 8H, then 2L

Turbine ~~~~ 2H + 8H, then 8H

Jet Knee Smash ~~~~ 2H + 8H, then 8L

Overload ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

ETERNAL CHAMPIONS

COMBINATIONS

Shadow

Ninja Weapon: Shuriken ~~~~ 2H + 8H, then 1H

High Jump Angle Kick ~~~~ 2H + 8H, then 1L

Smoke Screen ~~~~ 2H + 8H, then 2H

Flying Step Tobi Ashi ~~~~ 2H + 8H, then 2L

Flying Mine ~~~~ 2H + 8H, then 8H

Twirling Fan Attack ~~~~ 2H + 8H, then 8L

Ninja Weapon: Knife Throw ~~~~ 2H + 8H, then 1 + 2

Ninja Weapon: Smoke Bomb ~~~~ 2H + 8H, then 1 + 8

Shadow Mode ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

COMBINATIONS

Slash

De-Claw ~~~~ 2H + 8H, then 1H

Double-Footed Swing Kick ~~~~ 2H + 8H, then 1L

Bat Back Projectile ~~~~ 2H + 8H, then 2H

Running Head Butt ~~~~ 2H + 8H, then 2L

Massive Club Swing ~~~~ 2H + 8H, then 8H

Power Thud ~~~~ 2H + 8H, then 8L

Spinal Crush ~~~~ 2H + 8H, then 1 + 3 or 7
(toward enemy)

New Moves: _____

ETERNAL CHAMPIONS

COMBINATIONS

Trident

- Spinning Trident ~~~~ 2H + 8H, then 1H
- Repulser Field ~~~~ 2H + 8H, then 1L
- Plasma Bolt ~~~~ 2H + 8H, then 2H
- Depth Charge Field ~~~~ 2H + 8H, then 2L
- Spinning Trident Low ~~~~ 2H + 8H, then 5
- Bio-Stun Field ~~~~ 2H + 8H, then 8H
- Bio-Drain Field ~~~~ 2H + 8H, then 8L
- Liquid Mode ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

COMBINATIONS

Xavier

- Dragon Trap ~~~~ 2H + 8H, then 1H
- Snap Back ~~~~ 2H + 8H, then 1L
- Confusion Spell ~~~~ 2H + 8H, then 2H
- Attract & Smack ~~~~ 2H + 8H, then 2L
- Midas Touch ~~~~ 2H + 8H, then 8H
- Swap Spell ~~~~ 2H + 8H, then 8L
- Identity Change ~~~~ 2H + 8H, then 3 + 7

New Moves: _____

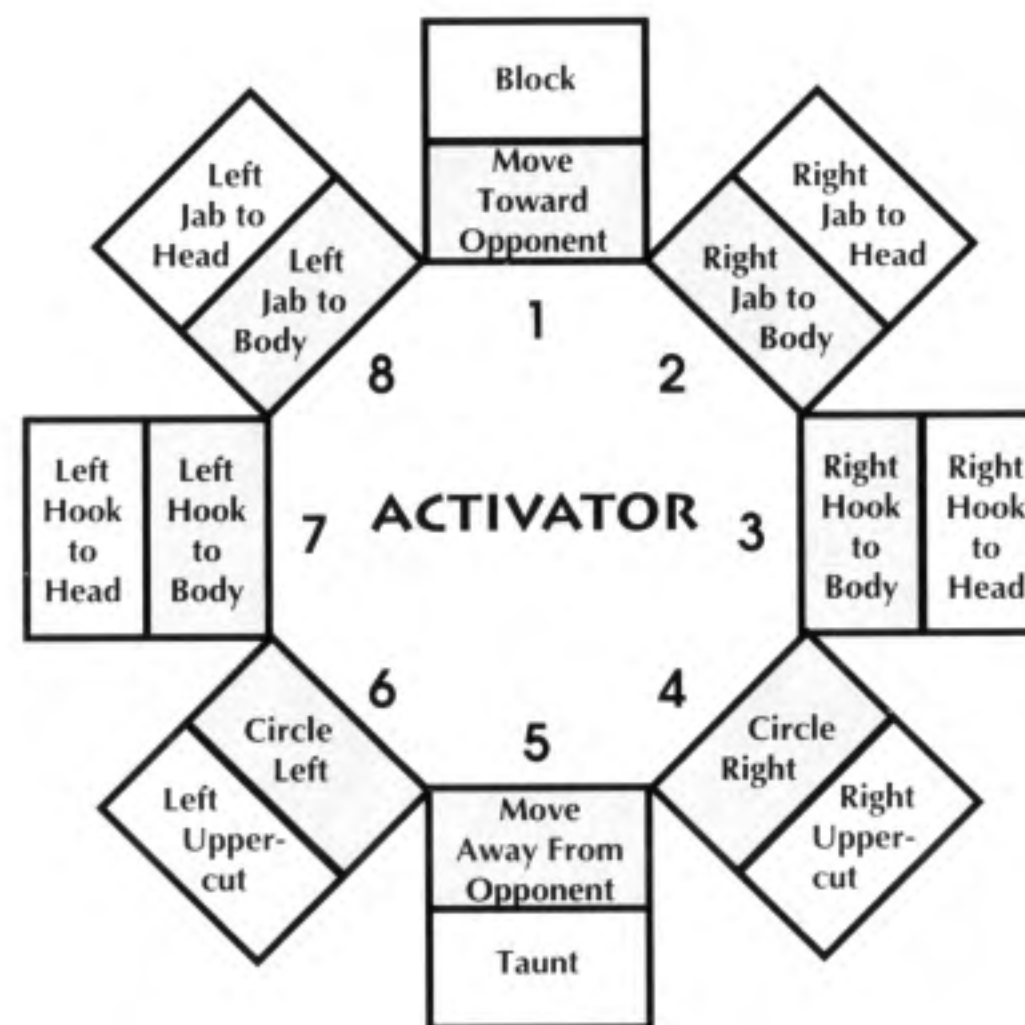
GREATEST HEAVYWEIGHTS™

COMBINATIONS

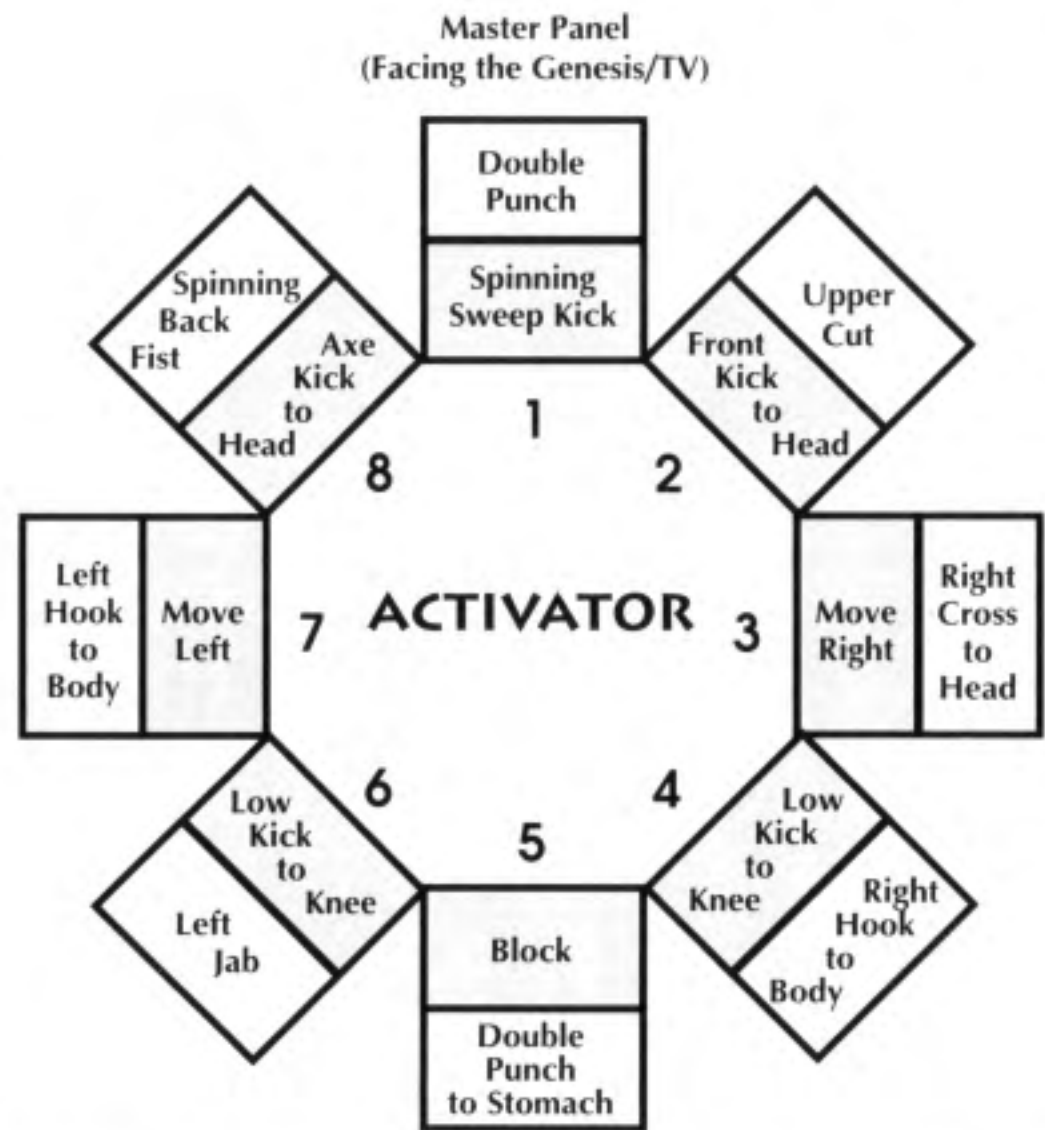
Start/Select ~~~ 1L or 4L + 6L
 Pause/Resume ~~~ 4 + 6

New Moves: _____

Master Panel
 (Facing the Genesis/TV)



ELECTROBRAIN'S BEST OF THE BEST CHAMPIONSHIP KARATE™



Note: ElectroBrain's Best of the Best Championship Karate lets you set your own Activator moves. Please refer to the game manual for more specific instructions.

COMBINATIONS

Start/Select ~~~~ 4 + 6
 Pause/Resume ~~~~ 4 + 6 or 2H + 8H
 Hard Kick to Head ~~~~ 2H + 1L
 Double Low Punch ~~~~ 6H + 1L
 Spin Kick to the Head ~~~~ 4H + 1L

New Moves: _____

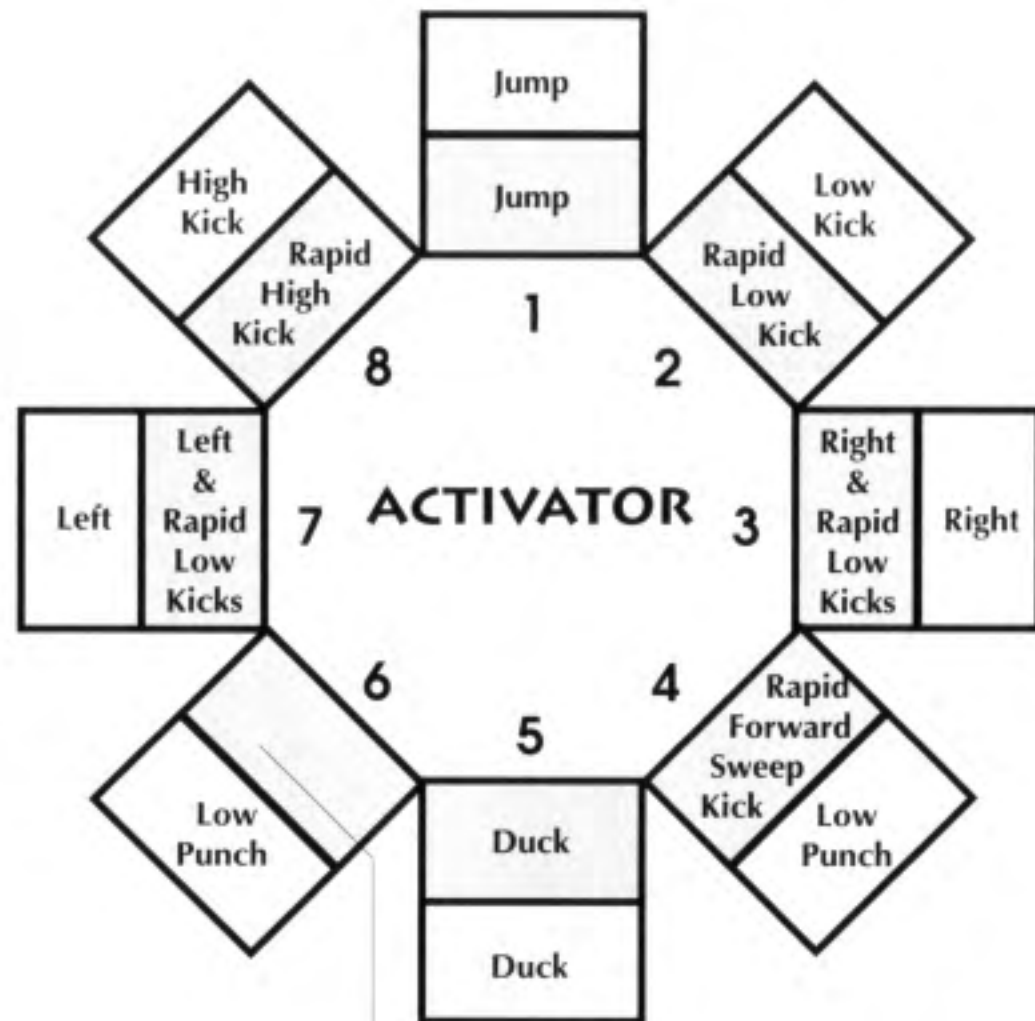
ELECTROBRAIN'S BEST OF THE BEST CHAMPIONSHIP KARATE™

COMBINATIONS

New Moves: _____

MORTAL KOMBAT™

Master Panel
(Facing the Genesis/TV)



Rapid Kicking
& Punching

COMBINATIONS

- Start/Select ~~~~4 + 6
- Pause/Resume ~~~~4 + 6
- Rapid Punch ~~~~4 + 6 + 1L
- Rapid Attack Two ~~~~4 + 6 + 2L
- Low Block ~~~~3 + 5 + 7
- Rapid Roundhouse ~~~~Low 3 + 7 or 3H + 7L
& Sweep Kick

Johnny Cage

- Special Attack ~~~~3 + 7 + 1L
- Shadow Kick Right ~~~~7 + 3L
- Shadow Kick Left ~~~~3 + 7L
- Power Up to Break Bricks ~~~~6L
in Power Test
- Break Bricks ~~~~Hold 6L + 4H

New Moves: _____

MORTAL KOMBAT

Liu Kang

- Fireball ~~~~4 + 6 + 2L
- Flying Kick ~~~~4 + 6 + 8L

New Moves: _____

Rayden

- Lightning Bolt ~~~~4 + 6 + 2L

New Moves: _____

Scorpion

- Van Dam Spear & Vanish ~~~~4 + 6 + 2L

New Moves: _____

Subzero

- The Slide ~~~~4L
- The Freeze ~~~~4 + 6 + 2L

New Moves: _____

SNEEK PEEK: STREET FIGHTER 2™: SPECIAL CHAMPIONSHIP EDITION

Ryu or Ken

Hurricane (Kicks) ~~~~ 5L, 7H + 5L, 7H + 8H
 Fireball (Punches) ~~~~ 5L, 3H + 5L, 2H + 3H

New Moves: _____

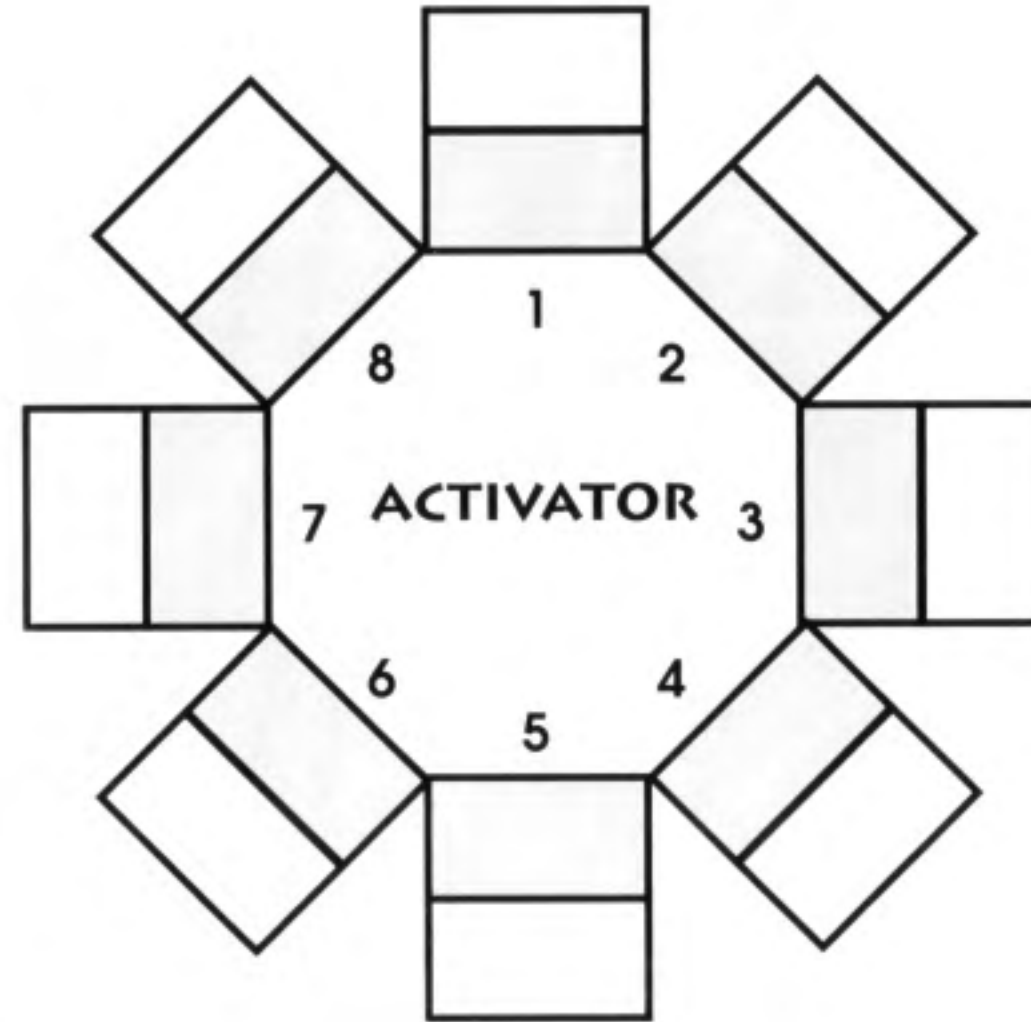
Blanka or Honda

Roll (Punches) ~~~~ 7H for 2 sec., then 3H + 2L
 Upward Roll (Kick) ~~~~ 5L for 2 sec., then 2H + 1L
 Electricity ~~~~ 2L

New Moves: _____

TITLE: _____

Master Panel
(Facing the Genesis/TV)

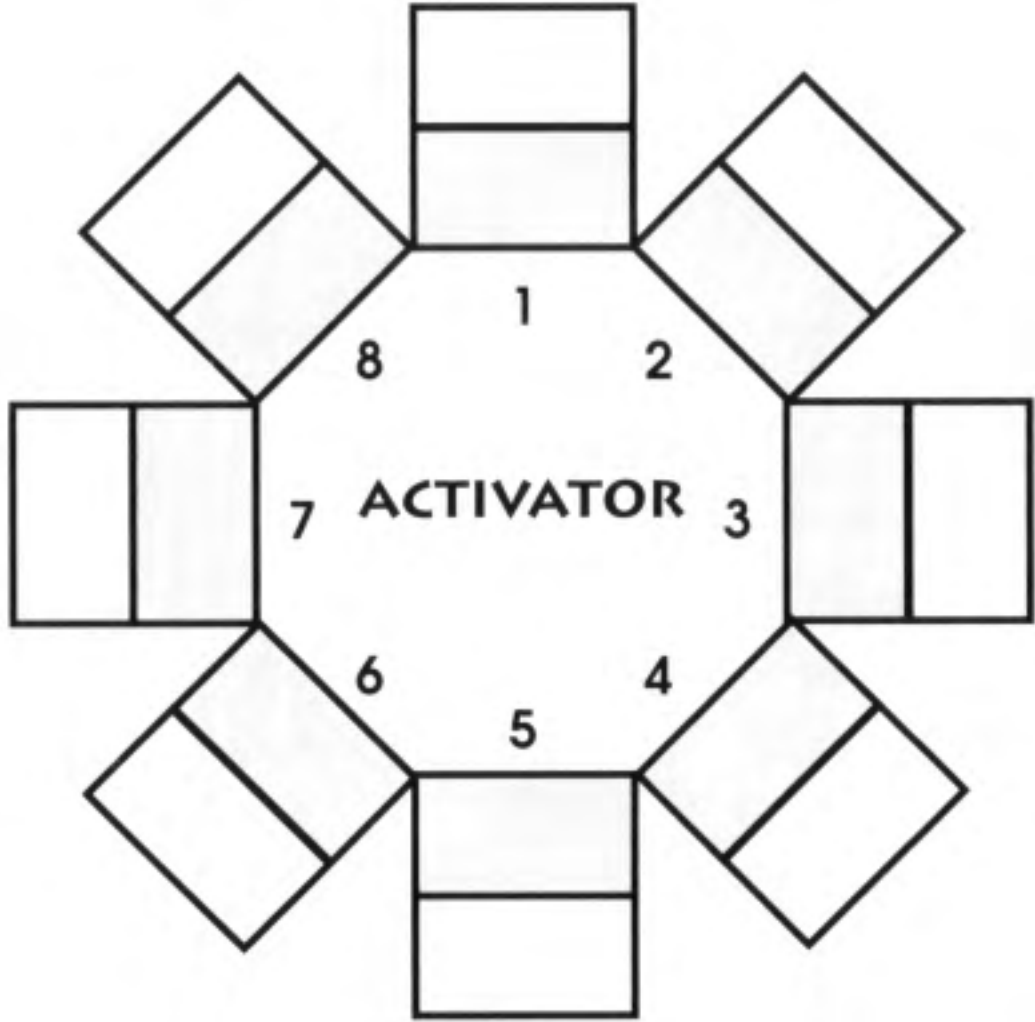


COMBINATIONS

Start/Select ~~~~ 4 + 6
 Pause/Resume ~~~~ 4 + 6

TITLE: _____

Master Panel
(Facing the Genesis/TV)

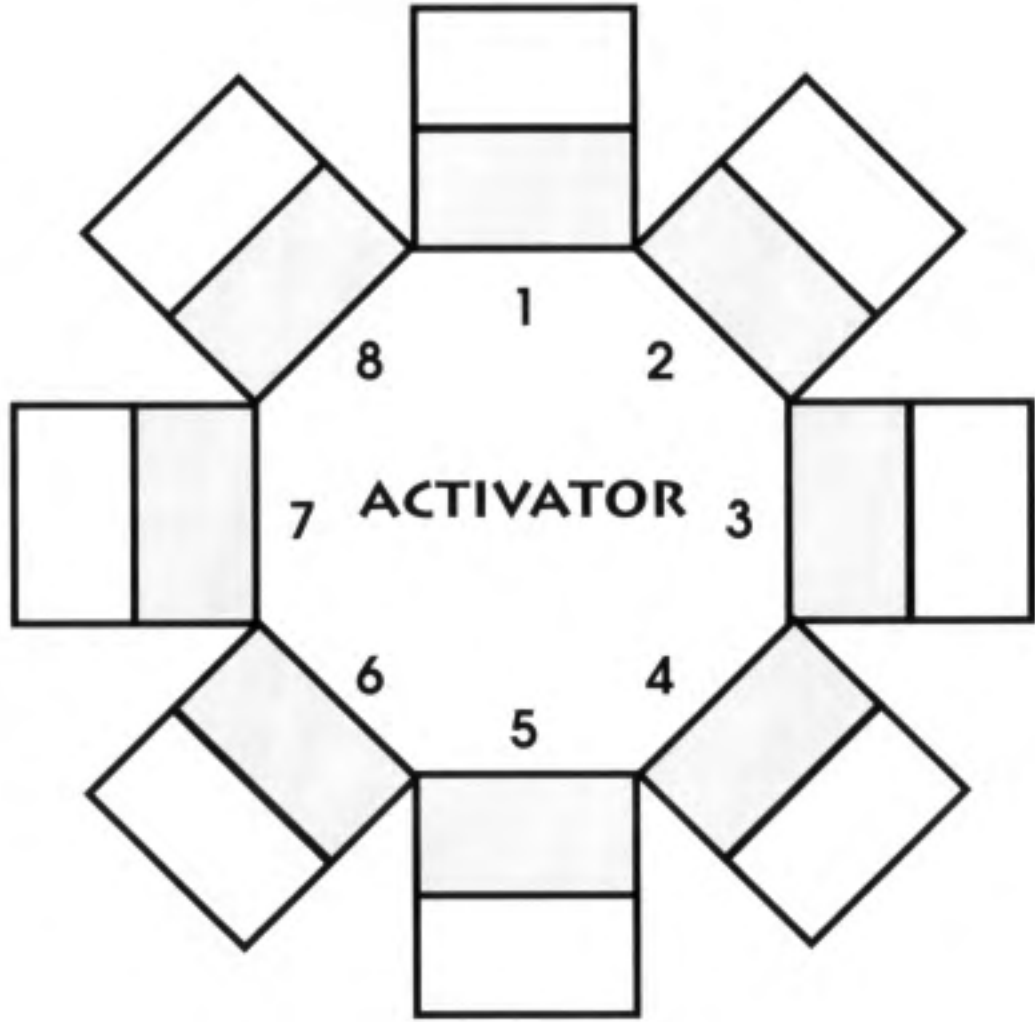


COMBINATIONS

Start/Select ~~~~ 4 + 6
Pause/Resume ~~~~ 4 + 6

TITLE: _____

Master Panel
(Facing the Genesis/TV)

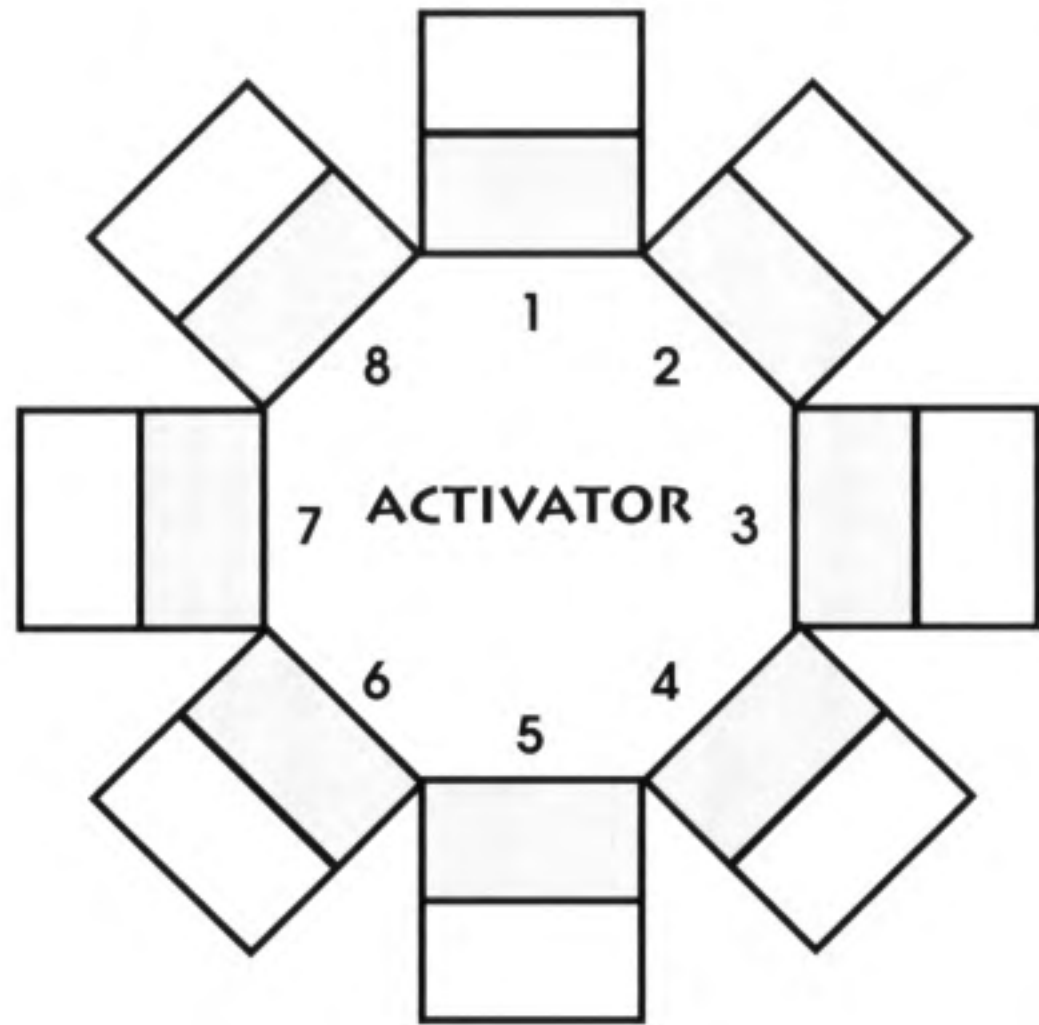


COMBINATIONS

Start/Select ~~~~ 4 + 6
Pause/Resume ~~~~ 4 + 6

TITLE: _____

Master Panel
(Facing the Genesis/TV)

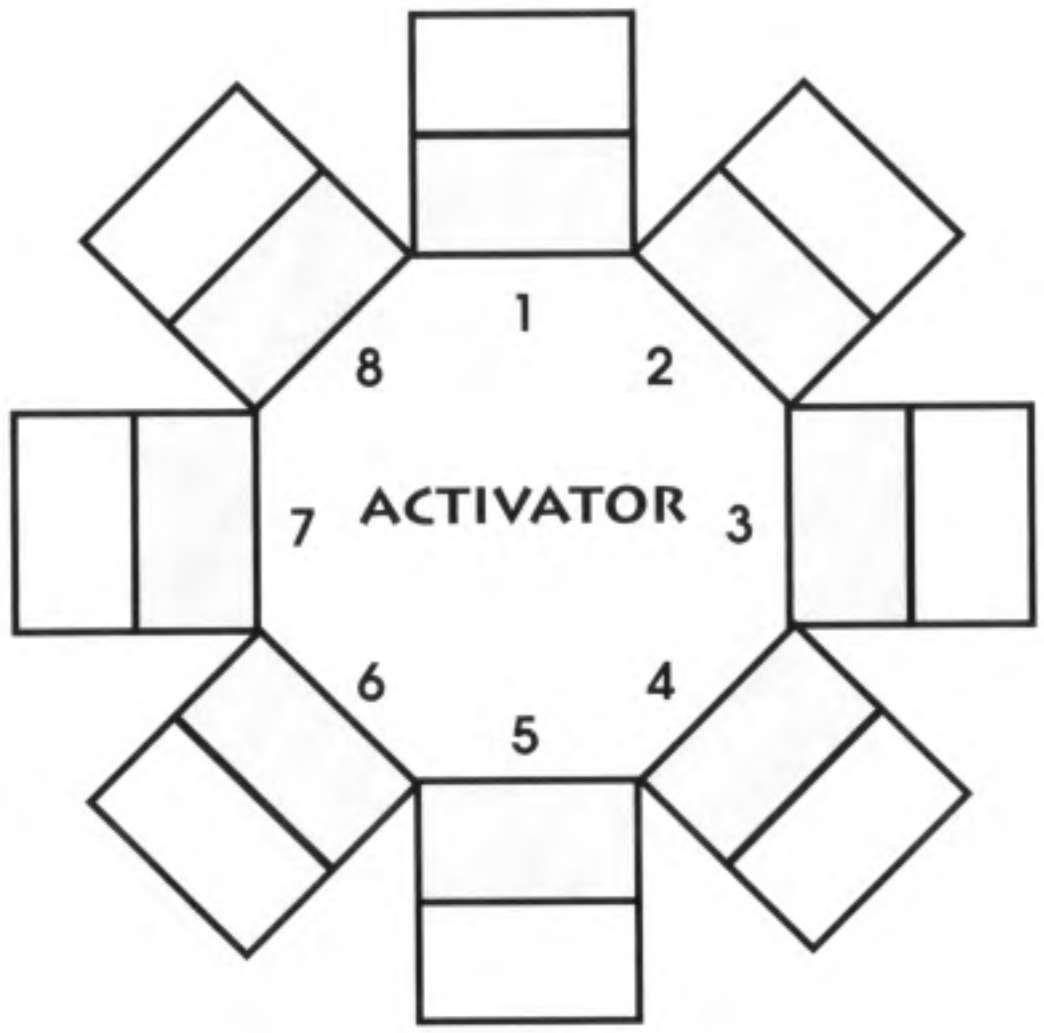


COMBINATIONS

Start/Select ~~~~ 4 + 6
Pause/Resume ~~~~ 4 + 6

TITLE: _____

Master Panel
(Facing the Genesis/TV)

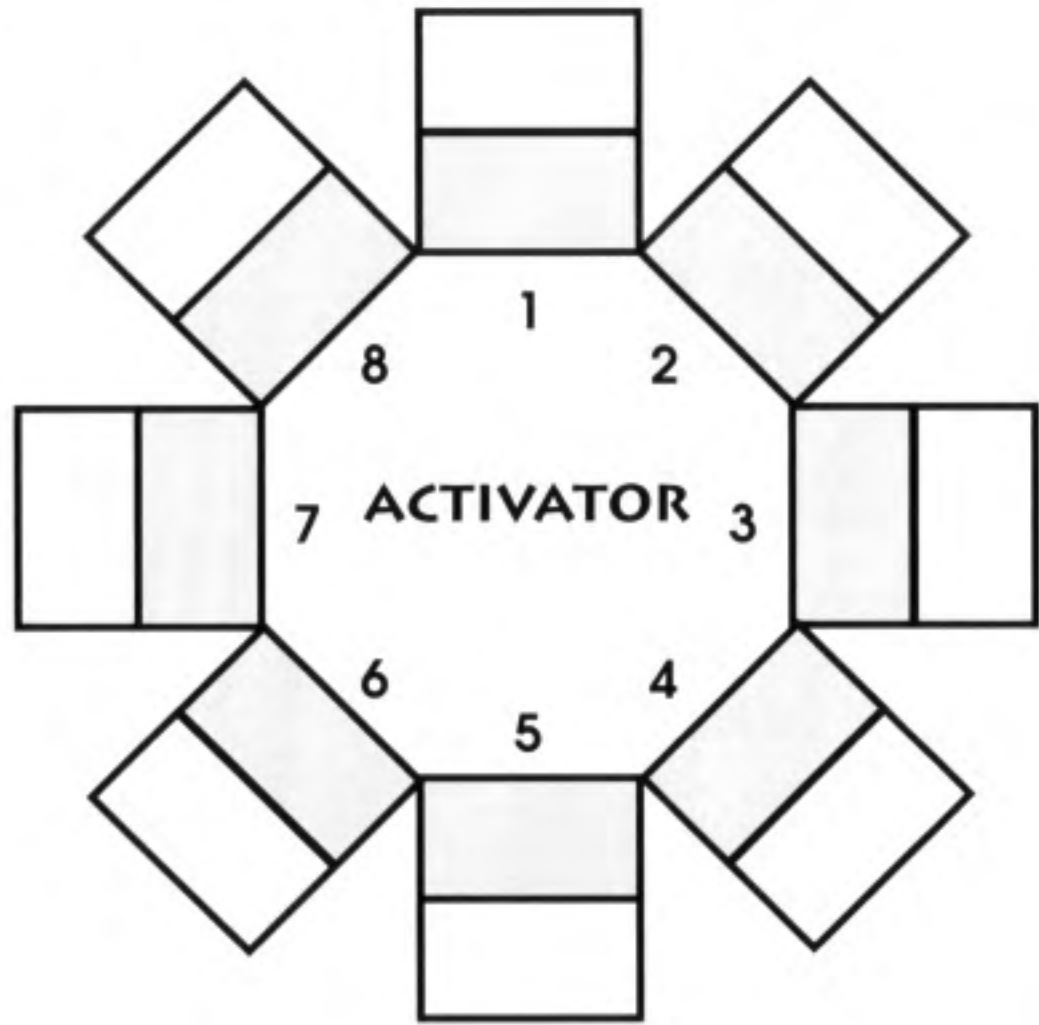


COMBINATIONS

Start/Select ~~~~ 4 + 6
Pause/Resume ~~~~ 4 + 6

TITLE: _____

Master Panel
(Facing the Genesis/TV)



COMBINATIONS

Start/Select ~~~~4 + 6

Pause/Resume ~~~~4 + 6
