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# WARNINGS Read Before Using Your Sega Dreamcast<sup>™</sup> Video Game System CAUTION

A responsible adult should read these manuals together with any minore who will use the Sega Dinamosal before operating them.

#### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic setures or loss of consciousness when exposed to contain flashing lights or light patients that they encounter in everyday its, such as those in certain television images or video games. These setures or loss of consciousness may occur even if the person has never had an epileptic seture.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcest.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizainess, blumed vision, are or masked brahme, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMNOR PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- . Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- . Do not play if you are tired or have not had much sleep.
- . Make sure that the room in which you are playing has all the lights on and is well it.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

#### OPERATING PRECAUTIONS

- To prevent personal injury, property damage or malfunction:
- · Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM clisc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this clis: in anything other than a Sega Dreamcast console, especially not in a CD player.
- . Do not allow fingerprints or dirt on either side of the disc.
- · Avoid bending the disc. Do not touch, smudge or scratch its surface.
- . Do not modify or enlarge the center hole of the clac or use a clac that is cracked, modified or repaired with achesive tape.
- . Do not write on or apply anything to either side of the disc
- · Store the disc in its original case and do not expose it to high temperature and humidity.
- . Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

#### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## SEGA DREAMCAST VIDEO GAME USE

This GRAM can only be used with the Segb Dreamcast video game system. Do not attempt to play this DRAM on any other CD beyown ching are may drampt the heapthores should separate. This game is licensed to have have yet on the Segb DRAM on any other CD system ching are may drampt the heapthores should separate. This game is a violation of applicable user. The system conv. Unauthorated copying, reproduction, rentel, or public performance of this game is a violation of applicable user. The detractives and weatthore bortswich in this game are purely factoreal. Any attempt to other persons, Wing of each, to purely concidentus

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anhannenPo	-0

# SEGA DREAMCAST "



OPEN BUTTON
Press to open the Disc Door.

## CONTROL PORTS

Use these ports to connect the Bega Dreamcest<sup>111</sup> Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For PROJECT JUSTICE, use Control Ports A, B, C and D to connect controllers for players 1, 2, 3 and 4 respectively.

PROJECT JUSTICE is a 1-to-4 player game. Before furning the Sega Dreamcast power ON, contect the Sega Dreamcast controller(a) or other peripheral equipment into the control ports. Purchase additional controlleres (sold segarately) to play with two or more people.

To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

#### SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save option settings and high score information, insert a memory card into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dresmosst,

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



# STARTING A GAME



Press the Start Button et the Title screen to display the Play Mode Select menu. To make your selections, use the Directional Button or Joystick to choose and press the A Button to confirm.

- Select a game mode. (See game mode descriptions beginning on page 8.)
- Select a school, character or team of characters, depending on your game mode. (See the "Character" section starting on page 17)

# SAVING/LOADING GAME INFORMATION

You can save game information to an optional memory card and eccess your saved games in order to resume play. Use the MEMORY CARD option from the Play Mode Select menu. (See page 11 for instructions.)

This game requires an optional memory card with 4 fee blocks to save gene information.

#### CONTROLS SEGA DREAMCAST CONTROLLER Expansion Slot 1 FORWARD VIEW Right Trigger - X + Y (Throw) Left Trigger - Side step (Trigger R) (Trigger L) **Expansion Slot 2 OVERHEAD VIEW** X Button ~ Light Punch (LP) Y Button - Heavy Punch (HP) Analog Thumb Pad B Button - Canrel selections \* Heavy Kick (BK) Directional Button (D-Button) Light Kick (LK) Highlight selections on menu screens / Move your character\*: Vertical jump \* 7 Diagonal forward jump -> Move forward Start Rotton Crouch Start name Crouch Pause / Resume Crouch / Lower block Move backward / Upper block Never tough the Analog Thumb Pad or Triggers L/R while S Diagonal backward jump turning the Saga Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result \* These moves are for characters in malfunction. If the Analog Thumb Pad or Triggers L/R facing right. Reverse the left/right are accidentally moved while turning the Sega Dreamcast directions for fighters facing left. power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

#### SEGA DREAMCAST ARCADE STICK X Button - Light Punch (LP) Start Rutton -Start / Pause / Resume Y Button - Heavy Punch (HP) 7 Button - Taunt - C Button - Side step Joystick -Highlight selections on menu screens / B Button - Cancel selections / Move your character Heavy Kick (HK) A Button - Confirm selections / Light Kick (LK) Note: When inserted into SEGA DREAMCAST JUMP PACK Expansion Slot 1 of the PROJECT JUSTICE supports the Jump Pack Sees Dreamcast controller.

evolution and the appoints the samp side wherein periods and the same state of the Expansion Slot of a Begg Dreamcast controller or compatible peripheral augument, the samp Pack provides a wherein effect that can considerably animous the gamaplag experience. (The Jump Pack amount be used with the Arenale Strok.)

- PROJECT JUSTICE is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- To return to the Title screen at any point during game play, simultaneously press and hold the A,

was a set that a want a state both in the set of the set of the set

Note: When inserted into Expansion. Slot I of the Segs Dreamosst controller, the Jump Pack connects, but does not look. If the controller is jarred, the Jump Pack may fall out during gameplag or otherwise inhibit game operation.



- B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.
- For both the controller and Aroade Stick, you can change the default button assignments. Use the BUTTON CONFIG option in Option mode, See page 10.

# **GAME SCREEN**

# Vinis Wash Character Winis Mask Basis Message Partner B Partner B Partner B

Roora Player's current score Timer Remaining round time. Vitality Gauge Character's remaining vitality. The color bar decreases as character is attacked. If the color bar disappears, the character is knocked out. Cherenter Name and portrait of the player. Win Mark Shows number of rounds won. Bonus Measage Various messages appear as the battle rages on. Burning Vigor Gauga The gauge builds up as you attack an opponent or block the opponent's attack. When the gauge reaches a certain level (1, 2 or 3), you can perform the Burning Vigor Attack, Team Up Technique, Team Up Technique Counter and Triple Team Up Technique, (See pages 15-16.)

Partner A / Partner B Your partners for Team Up Technique, Team Up Technique Counter and Triple Team Up Technique.

# FIGHT RULES

#### MATCH PLAY

- Each round lasts for 99 counts (default) or until one player wins.
- The first player to use up all the opponent's vitality before time is up wins the round.
- If both players have some vitality remaining when time is up, the player with more vitality wins the round.
- The first player to win two out of three rounds (default) wins the match.

#### DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.), or when both fighters have the same amount of vitality left when time is up.

If a draw game occurs in the final round, the match is judged on points

Note: Use Option Mode to change round time and number of rounds in a match. See page 10.

## CHARACTER CHANGE

You can change your character before each round of the match.

# GAME MODES

#### ARCADE (1 or 2 players) Play in Story Mode or Free Mode:

- STORY MODE Play against the computer. Choose a school, follow the story, and defeat the final enemy to see the exciting ending.
- FREE MODE Choose three characters and play them as a team against the computer. Defeat the final enemy to see the incredible ending.

# VERSUS (2 players)

Challenge a friend head-to-head. Insert two controllers into your Sega Decamcast before starting. Choose a fighter and set handicaps (add stars to increase power) before each match.

#### TRAINING

Practice basic controls and special movas. Select your character and sparring partners. Press the Start Button to display a menu allowing you to change the settings. To make your adjustments, use the Orectional Button or Joyatiok to choose and press the A Button to confirm.





LEAGUE BATTLE MODE (up to 6 teams) A round-robin tournament by two to six teams. The team that while the most matches while the tournament. Choose the number of teams first then select characters for each team.

TOURNAMENT MODE (up to 8 teams) A tournament for up to sight isams, choose "CPU" in the Character Select screen to have a computercontrolled opponent participata.

- Press the Start Button in the Character Select screen to randomly choose team characters and allow the computer to control the team.
- When only one controller is connected, all the matches are automatically played against the computer. To play with more than one player, connect two or more controllers.



# OPTIONS

Adjust various game settings. Use the Directional Button or Joystick  $\gamma / \psi$  to choose an option and  $\ll / \Rightarrow$  to adjust the setting. (An explanation of each option appears when the option is selected.)

- \* DIFFICULTY Default difficulty level is 2.
- \* DAMAGE Default damage level is 2
- \* TIMER SPEED Default timer speed is 2.
- \* ROUNDS (CPU) Default number of rounds is 2.
- · ROUNDS (VS) Default number of rounds is 2.
- · QUICK CONTINUE Default is ON.
- \* SOUND OUTPUT Default is MONAURAL
- · BGM VOLUME Default level is 15.
- · SE VOLUME Default level is 15.
- BUTTON CONFIG Press the A Button to display the submeru. Change the controller button assignments for each player Individually, and turn vibration on/off. (The Vibration option is displayed only when a Jump Pack is connected to a controller).
- GAME SYSTEMS Press the A Button to display the submenu. Adjust game features for each player individually, such as the initial number of Defensive Falls, Burning Vigor Gauges and so on.
- · DEFAULT SETTINGS Restore the default settings.

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\* EXIT - Return to the Mode Select screen.



# MEMORY CARD

Save and load game settings and game information. Use the Directional Button or Joystick  $\Lambda/\Psi$  to select an item and  $\ll/\Rightarrow$  to adjust the setting. This game requires 4 blocks in a memory card to save a game file.

- \* An optional memory card is required to save a game file.
- Do not turn off the Dreamcast, remove the memory card or the controller while saving or losding. Doing so could destroy the game information in the memory card.

# EXTRA

If you meet certain conditions during gameplay, you can watch the story demos you've completed or listen to character voices. (An explanation of each option appears when the option is selected.)

- · WATCH Watch CPU-controlled matches.
- · STAGE Check out the stage backgrounds.
- STORY OF THE ARCADE MODE View cinema scenes from Arcade Mode stories you've cleared.
- \* BGM Sample background music.
- · VOICE Sample character voices.
- CREDITS View names of the real folks who made this game.
- \* RANKING Check out high scores for Arcade Mode.



# **BASIC SPECIAL MOVES**

# BLOCK

Select either MANUAL block or SEMI-AUTO block from the Options/Game Systems menu. (See page 10.) Each option works as follows:

MANUAL — Block your opponent's attack by pressing the Directional Button/Analog Thumb Pad/Joystick sway from the opponent. You can use Upper Block or Lower Block – choose according to the opponent's attack.

SEMI AUTO — Block without using the Directional Button/ Analog Thumb Pad /Joyetick. Perform a Lower Block by pressing the Directional Button/Analog Thumb Pad/Joyetick 4

# JUMP, HIGH JUMP

Jump by pressing  $\uparrow$ . Jump diagonally by pressing  $\overline{K}/\overline{J}$ . For a high jump, press  $\psi + \uparrow \varphi$  quickly.

## DASH

Dash by quickly pressing  $\rightarrow \rightarrow$  or  $\leftarrow \leftarrow$ 

# PUNCH

X Button — Light punch.

Y Button — Heavy punch.

#### KICK

A Button — Light kick.

B Button - Heavy kick.



#### THROW

Press the Right Trigger (or the X + Y Buttons simultaneously) while near an opponent to throw that fighter.

When your opponent is crouching, press  $\psi$  while pressing the Right Trigger (or the X+Y Buttons).

#### DODGE

Press the A+B Buttons +  $\downarrow$  simultaneously to dodge forward (toward the front of the stage).

Press the A+B Buttons + the Left Trigger simultaneously to dodge backward (toward the back of the stage).

If you are skillful in dodging, you can move around to the opponent's back. Now's your chance to attack!

#### GET UP

When your character is down, press:  $\triangle =$ Get up on the spot.

- Roll to a side and get up.

→ - Roll forward and get up.

← - Roll backward and get up.

# TECHNIQUE

#### TEXTBOOK COMBO

LP or LK + LP or LK then HP or HK + any direction + HP or HK

Perform a chain of attacks by pressing the Punch (P) and Kick (K) buttons in sequence. Use both Light (L) and Heavy (H) attacks.

#### **DEFENSIVE FALL**

When launched into the sit, press any two buttons (or just the Right or Left Trigger) to land on your feet.

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# TARDY COUNTER

Counterattack an opponent's attack by pressing a special move command while blocking the opponent's attack. Special move commands are different for each character (see "Characters" beginning on page 17).

# **RIVAL LAUNCHER**

Press  $\Im + HP$  or HK to launch your opponent into the air. Jump to pursue your opponent, then continue the combo with your attacks. Combine it with the fextbook Combo for even greater damagel

# BURNING VIGOR ATTACK

Storing up power in the Burning Vigor Gauge will allow you to use this awesome move. See "Characters" beginning on page 17 for individual Burning Vigor Attacks for each character. A Burning Vigor Attack consumes one Burning Vigor Gauge.

# TEAM UP TECHNIQUE

When two or more gauges are stored on your Burning Vigor Gauge and the READYI sign is displayed on screen, you can perform the Team Up Technique by pressing LP+LK or MP+HK Grauthaneously. HP+HK - Team Up Technique with Partner A

LP+LK - Team Up Technique with Partner B.

You can increase the damage by repeatedly pressing a button while performing the Team Up Technique.

15

# TEAM UP TECHNIQUE COUNTER

When your opponent performs a Team Up Technique on tiou, press LP+LK or HP+HK to call your Partner to help you. Team Up Technique Counter uses a Level 1 Burning Vigor Gaude.

When you perform a Team Up Technique Counter, a match between your Partner and your opponent's third character bagins. If you hit the opponent's character first within the time limit you can successfully counter the oppopent's Team Up Technique.

Note: Your team and the opposing team must have three characters each in order to perform a Team Up Technique Counter

## TRIPER TEAM UP TECHNIQUE

When five or more paupes are stored in your Burning Vigor Gauge and the ALL READYI sign is displayed, you can perform the Triple Team Up Technique, Press anu three attack buttons, or press the Leff and Right Trippers simultaneously.

Increase the damage bu repeatedly pressing a button while performing this technique.

# **CHARACTERS**

In this section, the arrow moves shown are for characters facing right; reverse when characters are facing left, P = Punch; K = Kick,



RATSU TALVO SCHOOL

A hot-blooded, guarrelsome PE devotee, Batsu has a strong sense of justice. He is an expert street fighter. People tend to think he's rough. but he has a rarely-seen gentle side

#### SPECIAL MOVES

Guts Bullet Guts Unnercut Crescent Kick Shooting Star Kick

#### BURNING VIGOR ATTACKS 1+++KU++KU

Super Guts Bullet

Super Guts Uppercut Super Shooting Star Kick ↓>+P tesable in airt ->LSI+P JEC+K JJ>+K (in air)

(usable in air) LKELKE+P

+ + K (in air

Super Banaskiken Fire Senpukyaku

イオン イオン + P JKEJKE+K (usable in air)

HINATA TAIYO SCHOOL A bright, high-energy girl, Hinata allied with Batsu to solve the year-old mustery of the disappearances. Gifted in martial arts. she is a karate muster and expert in all sports.

#### SPECIAL MOVES

Renoekiken Enhukyaku

JJ→+ P (press rapidly) JLN+P

JACE + K (usable in air) JJ→+Kin air

BURNING VIGOR ATTACKS



#### KYOSUKE TAIYO SCHOOL

This mysterious, cool-headed boy cooperates with Batsu while hiding a searet. He possesses magnificent fighting techniques, and makes sport of his opponents.

JAND + P

13+K

->JUN+P

JKE+P

JAN + P (in air

(also usable in air)

1+ <del>CKICKI</del>

also usable in

# SPECIAL MOVES

Cross Cutter Shadow Wave Shadow Cut Kick

Lightning Uppercut Shadow Breaker

# BURNING VIGOR ATTACKS

Super	Cross Cutter
Super	Shadow Cut Kick

Super Lightning Uppercut



#### SHOMA GORIN SCHOOL

A short-tempered and competitive power slugger. Shoma's scrappy sense of justice causes a confrontation wherever he goes. Natsu is his good childhood friend.

#### SPECIAL MOVES

Homenin Hitter

Homerup Slide

18

Fast Ball リンシャ P (also usable in air) Grand Slam Smash Fishing Swing リレン・P BURNING VIGOR ATTACKS UInsion Balts



#### NATSU GORIN SCHOOL

Natsu is an excellent volleyball player with a powerful attack. She is competitive, smart and determined to protect her teammates. She is also Batsu's cherished childhood friend.

## SPECIAL MOVES

Serve Spike Sliding Receive Rolling Receive Top Block Jokkun Spike

#### $\psi \forall \rightarrow + P$ (also usable in air) $\Rightarrow \psi \forall + P$ $\psi k' \in + P$ $\Rightarrow \psi \forall + P$ (in air) $\psi k' \in + P$ (in air)

#### **BURNING VIGOR ATTACKS**

Blazing Serve Orbital Serve 

#### ROBERTO GORIN SCHOOL

Usually cool, Roberto turns hot-blooded when playing soccer. A masterful goalie, he only fights for the sake of friendship and always helps comeone in need.

#### 

#### BURNING VIGOR ATTACKS

Blaz

Blaz

$43 \rightarrow 43 \rightarrow 18$
(also usable in ai
1K41K4+1



#### ROMAN PACIFIC SCHOOL

A-counselor-in-training, Boman tries not to lose his temper because he knows he could really hurt someone. When he does fight, there is no stopping him!

		MOV	
are	LINE	mou	20

Great Rur Great Hook Great Offense Great Lariat

#### RURNING VIGOR ATTACKS

Great Slach Great Cross LNA IP JKG+P 1×+K Jue + P (in air)

TASTAS JEEJEE +P

(also usable in air)

#### INCHO TAIYO SCHOOL Incho is very popular and trusted by all her friends. She has a strong sense of responsibility, though only passing ability

in martial arts or sports.

## SPECIAL MOVES

Wind Stance Dragon Stance Lightning Stance Bock Breaker Stance Front Stance

## BURNING VIGOR ATTACKS

Demonstrations Lecture Attack

123->+P falso usable in air →JJN + P (chamable) JJJ→+K(charnable) JKG+P JK+K

JUNALNA - P 



#### RAN TAIYO SCHOOL

Ran hopes one day to be a journalist. She is high-spirited and rushes to covar any event that makes good copy. Her favorite phrase is "This is

#### SPECIAL MOVES

Flash Attack

# Extra Editor

Change Film

# JKE+P JKE+K (also usable in air)

JJJ+P

(also usable in air)

(also usable in airi

# **BURNING VIGOR ATTACKS**

Super Flash Attack Exclusive Interview イスシイスシ+b JKEJKE+P

# EBGE

GEDO SCHOOL His uncontrolled manie streak keeps Edge on the brink of total violence. He follows his leader Daigo's instructions.

# SPECIAL MOVES

Slash Out

**Reversing Blade Strike**  $J \rightarrow P$ Chean Shot Low Blow

#### (also usable in air) LN-X-K JAK + K falso usable in airi

#### BURNING VIGOR ATTACKS Strike Out

(also usable in air) JKEJKE+P



#### GAN GEDO SCHOOL

Gan has extraordinary power, which he is very proud of. He teams up with Edge frequently He loves food, and can eat five cheeseburgers at every meal.

# SPECIAL MOVES

Gun Stabbing	+×++P
<b>Clapping Hand Destruction</b>	+4×+P
Rough Wave Stomping	$\psi \exists \rightarrow *K$
Giant Storm	-> YYKE+P
The Rock	43+ K (in air)
Giant Cyclone	+++ P (in airl

#### BURNING VIGOR ATTACKS

Super Gun Stabbing	
Concrete Smash	
Helicopter Smash	

インシートレシュー JKE KE + P LNAL NA + P (in sir

22

# DAIGO GEDO SCHOOL

Big boss Daigo is very strict, though warmbearted. He has a strong sense of duty. He is also a very charismatic leader who never fights dirtu.

#### SPECIAL MOVES

Phoenix Fist	
Phoenix Fire	JK+P
Phoenix Kick	
Skuli Aura	+ P (in air) + ♦
URNING VIGOR AT	TACKS
Phoenix Fury	イバンチャンシン + b
Super Skull Aura	+ + K T ← K T

+ P (in air)



#### HIDEO JUSTICE SCHOOL

A Shimazu-style karate expert, Hideo's job as a teacher has led him into some unsavoru dealings. He joins Kuoko and Hauato to investigate what is happening.

> LN-F+P also isable in airl

LKET

+ Kule

JKG+1

JY + FRU

(in air)

#### SPECIAL MOVES

Seihaken Anti-Air Seibaken liechokuken Shinenkyaku Raieishuu

## **RURNING VIGOR ATTACKS**

JKEJKE + P Shimazu Seihaken Shimazu Jiochokuken JUN-JUN- + P



#### KYOKO **JUSTICE SCHOOL**

A brainu and energetic purse, Kuoko's medical training as a surgeon makes her deadly in combat. She is investigating the case with Midon

# SPECIAL MOVES

Shokushin Shussekikakunin Kaishin One Wing Stance

 $\downarrow \downarrow \downarrow \rightarrow + P$  then K (press rapidly) LKG+P JKE+K  $43 \rightarrow + K$  then P or K

# BURNING VIGOR ATTACKS

Stairway to the Sky	<del>1 1 1 1 1 1 1 1 1 1 1 1 1 1</del>
final Prescription	$\uparrow n \rightarrow \uparrow n \rightarrow +$



#### HAYATO TAIYO SCHOOL A red-blooded PE teacher, Hayato is secretly helping his students. He makes his own justice with his bamboo sword.

# SPECIAL MOVES

# Scolding Slash

#### Counter Thrust Devastation Kick Second Kick

## BURNING VIGOR ATTACKS

Burning Push-Ups	443443+1
Burning Cross Counter	AREAKE+P

# ↓↓→+P (also usable in mir) ↓⊭€+P



# BURNING VIGOR ATTACKS

SPECIAL MOVES

Reflex Barra

Aerial Barra

20

	$4 \rightarrow 4 \rightarrow + b$
	(also usable in air)
ge	VKEVKE+P
le	<b>↓</b> K€↓K€+K

AN ID A

SEIJUN GIRL'S SCHOOL

Akira rides a motorcucle for kicks. A former

Gedo student, she now attends Seiun with her

best friends Zaki and Yurika. Akira thinks her

brother Daigo is acting strangely.

J->+P

 $43 \rightarrow + K$ 

JUGAK

JKE+P



#### ZAKI SEIJUN SCHOOL

Zaki helps Akira investigate Daigo's unusual acts. Zaki used to lead a 5,000 girl gang. She is extremely suspicious of strangers.

#### SPECIAL MOVES

Hakou no Tessa Dokuhebi no Tessa Gankou Geri

#### **BURNING VIGOR ATTACKS**

Hissatsu Inazuma Gankou Geri Hissatsu Denkou Tessa

 $\psi \exists \Rightarrow + P$ (also usable in air)  $\psi \forall \in + P$  $\Rightarrow \psi \exists + K$  $\psi \forall \in + K$ 

#### + P Tragic Waltz + K Tragic Minuet + K Trogic Lullaby

# BURNING VIGOR ATTACKS

Necturne	1+++KV+KV
Requiem	AREARE+ P
Rondo	1+++R4+R4
	(also usable in ai

# YURIKA SEIJUN SCHOOL

Yurika has outstanding musical ability and uses her violin as her primary wespon. She helps her brother Kuro fight, but at heart she wants him to stop.

> ↓/∠←+P (also usable in air)

13+>+P

->JJJ+K

JACE + K

# SPECIAL MOVES

Eafa

Fata

Fata

25



# MOMO GORIN SCHOOL

12++P

Momo tags along with Shoma. Though she is backing Kuro's evil plan, it's only because it seems like fun to her and she likes Kuro."

# SPECIAL MOVES

Whale Serve Serve and Volley **Bocket Backet** Spin Smash Giant Swing

#### ↓>+ P (during Serve) ->UN+P 44AL -> JUKE +P

# **BURNING VIGOR ATTACKS**

Whaam Slam Momo Crash

T77+T7+K (also usable in air)



#### NAGARE GORIN COLLEGE

Nagare opaches the swim team. He is usually quiet and hides his feelings, but his personality changes completely when he is in the water.

# SPECIAL MOVES

Concrete Dive Artificial Resolvation Breaststroke Kick

26

# BURNING VIGOR ATTACKS

Underwater Dash Splash Kick  $4 \pi \rightarrow 4 \pi \rightarrow + K$ 

4×++P (also usable in air) JKE+P 1×++K イアメーシ+ b (also usable in air)





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