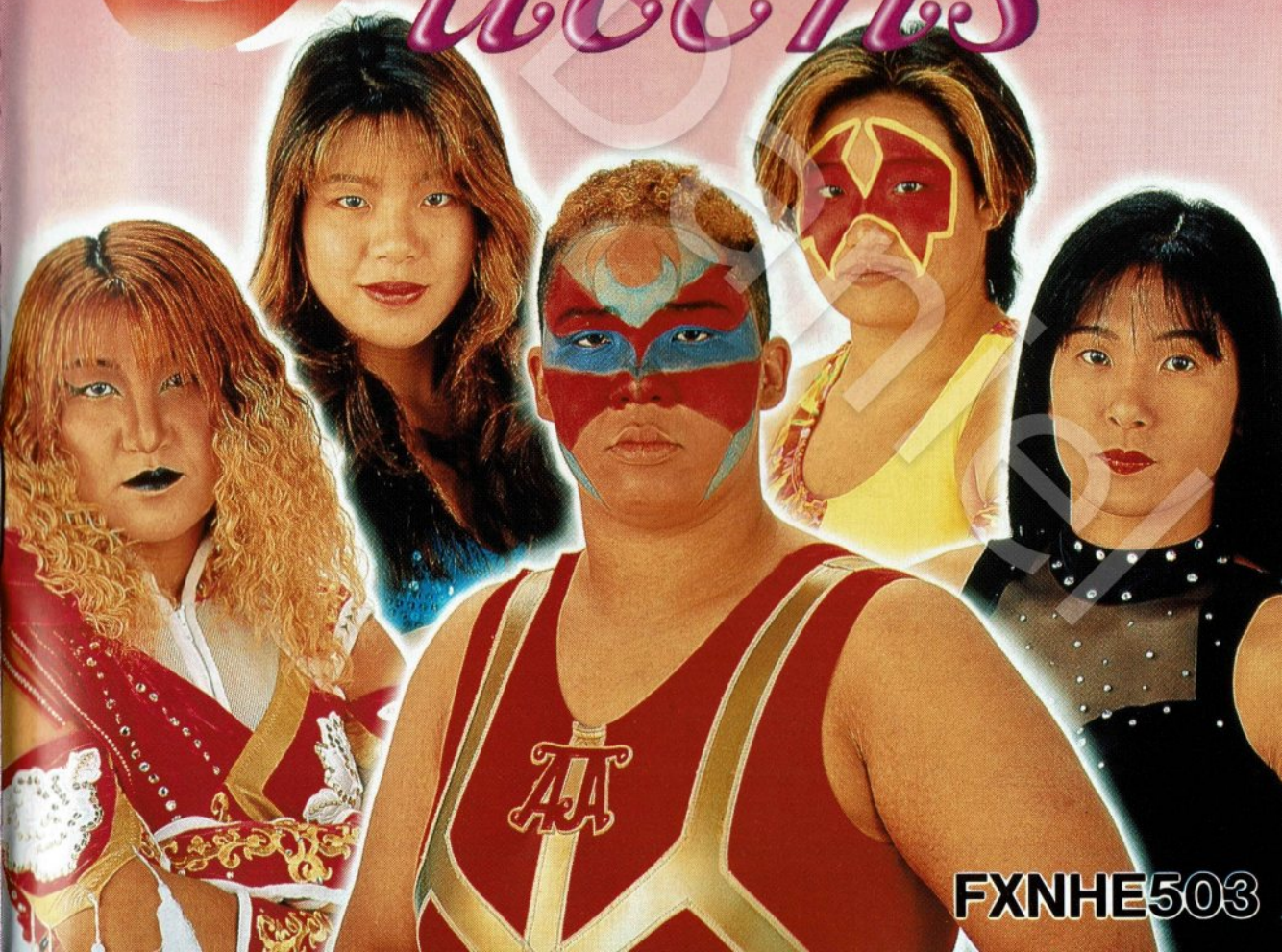


全日本女子プロレス

# Queen of Queens



FXNHE503



## Thank You for Purchasing

Thank you for purchasing a game software product from NEC Home Electronics.

Before use, please be sure to carefully read this "Instruction Manual" to ensure proper use and enjoyment of the product.

## Notes on Using PC-FX Software

### 1. Hardware Connections and Operation:

For information on connecting hardware and operational methods, please refer to the "Instruction Manual" included with each device. Please familiarize yourself before use.

### 2. CD-ROM Discs:

CD-ROM discs have a label and a blank side. When inserting the disc, ensure the side with the game title printed on it faces upward.

### 3. During Gameplay:

Do not open the lid of the CD-ROM player or shake the PC-FX unit during gameplay. Doing so may cause the game to stop working properly or damage the system and the software.



## Health Warnings

- When using this system, avoid playing when extremely tired. Play at a safe distance from the TV screen.
- To maintain your health, take a 10-15 minute break for every hour of continuous gameplay.

### • Light Stimulation:

Rarely, exposure to intense light stimulation or flickering lights may cause temporary muscle twitching, dizziness, or fainting.

If you have experienced such symptoms, consult a doctor before playing video games.

Additionally, if you experience any of these symptoms while playing, stop immediately and consult a physician.

## Notes on CD-ROM Discs

- This CD-ROM disc is for use **exclusively with the PC-FX system**.
- **Do not use the CD-ROM disc in an audio CD player** as it may produce loud noise and potentially damage the player or connected audio equipment.

## Warranty Information

If any inconvenience arises due to a defect in this product, it will be replaced with a new one in accordance with our company's warranty policy.

# All Japan Women's Pro Wrestling

## Queen of Queens

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Before using, please make sure that the following items are included.

Operating Instructions.....This is the book

A disc.....A game disc where you can enjoy "All Japan Women vs All Japan Women"

B Disc.....A game disc where you can enjoy "All Japan Women vs Mysterious corps "KWP"

Please this instruction manual before starting the game to make the game even more enjoyable.  
This game is a two-disc set, and you can play the game from either disc, so please enjoy it from either one you like.



# How to play the game

## The game

The aim of the game is as follows depending on each mode.

League Mode: Play against 7 All Japan wrestlers.

Versus Mode: Play against 1 opponent.

Scenario Mode: Play against all members of the mysterious Army "KWP"

## Winning Conditions

If you fall your opponent and take 3 counts, you will be the winner of that match.

Also, if you can give up your opponent, you will win.

League Mode is a points system, winning 1 match will add up to 2 points.

After that, the person who wins the most points will be the winner.

If the match time expires.

Depending on the mode:

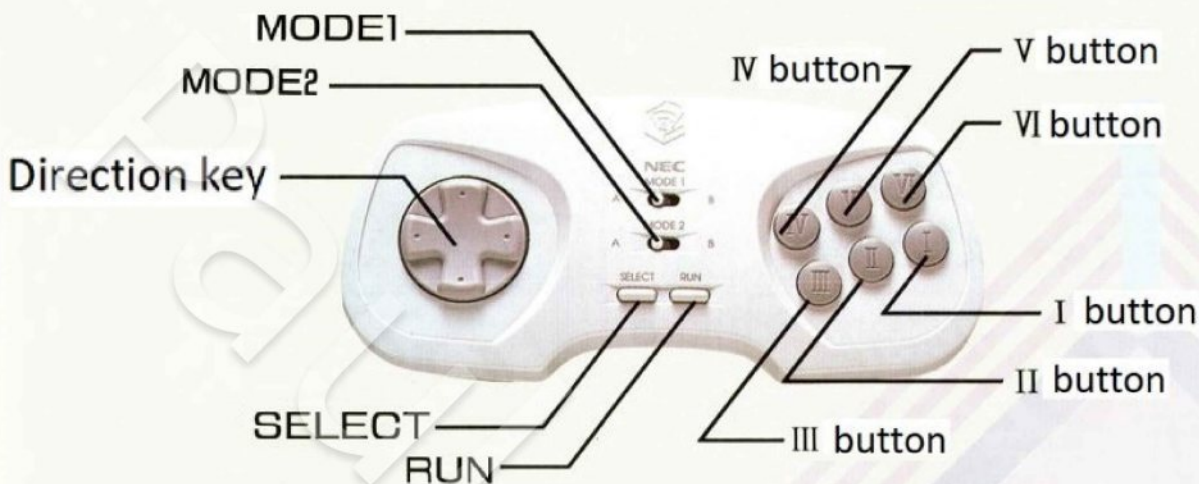
- League mode: Total points are added to 1 point.

- \*Versus mode: It becomes [DRAW].

- Scenario mode: It will be the same as losing and you will not be able to proceed.



# Name and basic operation of each button



I button.....Joint technique  
 II button.....Kick technique  
 III button.....Combination, pin, kick out of pin, recovery, etc.  
 IV button.....Suplex technique  
 V button.....Punch technique  
 VI button.....Jump (flying) technique

SELECT.....is not used  
 MODE1.....is not used  
 MODE2.....is not used

Run.....Cancellation of introduction, pause game

Irish whip.....Direction key once away from opponent,  
 once toward opponent + IV button

Run to rope.....Direction key + 2 times away from opponent

Run to each other...Direction key + 2 times toward opponent

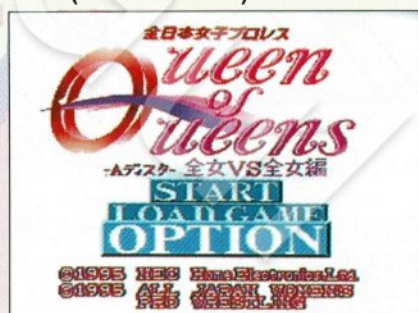


# Until the game starts

(Turn on the power of PC-FX and set the disc so that you can play the game.)  
After the NEC logo, the opening will start. If you want to skip the opening, press the RUN button.

The title screen will be displayed when the opening is over.

(For A disc)

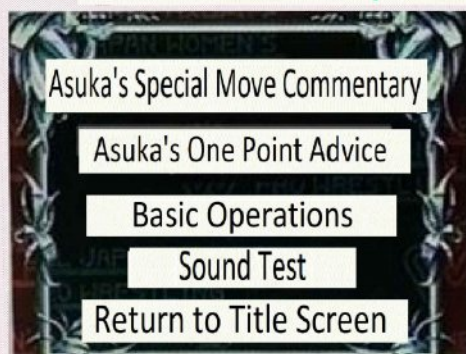


(For B disc)



- START** ..... Select to play the game for the first time or to start a new game.
- LOAD GAME** .. Select to play a game from where you saved previously.
- OPTION** ..... Lioness Asuka introduces all 10 All Japan Women's wrestlers and special skills.

## From the Option Screen.



- **Asuka's Special Move Commentary**  
Lioness Asuka explains the special moves of all 10 All Japan Women's wrestlers.
- **Asuka's One Point Advice**  
Asuka's one point advice for each of all 10 All Japan Women's wrestlers.
- **Basic Operations**  
How to learn the basic operations of the game.
- **Sound Test**  
The songs, sound effects and sound recorded in this game.
- **Return to Title Screen**  
You will return to the title screen.



## Asuka's Special Move Commentary



- Select a player and press the I button to confirm.
- Select a special move and press the I button to confirm. The commentary begins.
- Press the II button to return to the previous screen.

## Asuka's All Women One Point Advice



- Select the player you want with the direction key and confirm with the I button.
- Press the II button to return to the option selection screen.

## Basic Operations



- Asuka explains the basic operations of the game.
- It will be explained in order, so if you want to skip it, press the I button.
- Press the II button to return to the operation selection screen.

## Sound test



- Select the player or item you want to listen to.
- Select the one you want to listen to with the up and down arrow keys and press the I button. In the case of sound effects and voices, the sound will be heard each time the button is pressed. You can change the item again with the II button.
- Select "Exit" to return to the options selection screen.



# How to start the game

## When "Start" is selected.

### Disc A (All Women vs All Women)



**LEAGUE MODE:** Choose 1 out of 10 All Women players. A total of 8 players will play in a league match.

**VERSUS MODE:** Choose 2 out of 10 All Women players, 1P vs 2P, 1P vs COM or COM vs COM.

\* You cannot play All Women vs KWP on this disc.  
Please use <Disc B> to play All Women vs KWP.

### Disc B (All Women vs KWP)



**LEAGUE MODE:** A total of 8 players play a league match by selecting 1 out of a total 20 All Women or KWP players. If your player selection is from All Women, the opponent is only KWP. When you selection is KWP, your opponent is only All Women.

\* You cannot play All Women vs All Women on this disc. Please use <Disc A> to play All Women vs All Women.

**SCENARIO MODE:** Only available on <Disc B>. 1 of the All Women's competitors will be selected to compete against KWP's strong opponents.

**VERSUS MODE:** Select 1 out of 10 All Women or KWP players. In this mode you can select a battle between 1P vs 2P, 1P vs computer or computer vs computer. However, as in the case of league mode, all the opponents are KWP players.



## When "LOAD GAME" is selected.



If you select "LOAD GAME" on the title screen, the screen on the left will appear.

The league mode data is displayed on the right side of the screen. (If there is no save data, it will be displayed as "NO DATA": There are 3 places in total (For both Disc A and Disc B).

The scenario mode data is displayed on the left side of the screen. There are 3 places in total (Disc B only).

\* Since there is no scenario mode on <Disc A>, "NO DATA" is displayed on the left side.

When you select the data you want to load, the contents will be displayed in the column below, so check the contents and decide with the I button.

\* Please note that you cannot play "KWP vs KWP" in this game.



# Description of each mode

(For Disc A)

## (1) LEAGUE MODE



- ① Select the league mode on the mode select screen.
- Please confirm with the I button.



- ② On the wrestler select screen, select the wrestler you want to play with. Choose 7 players to play.
- The wrestler displayed large on the screen is your wrestler, so select one wrestler you want to play from all the all women wrestlers displayed below, and press I button to confirm.



- Next, decide the 7 players who will participate. Cursor with "COM" Move the cursor and press the I button to confirm.
- Once everyone has decided, press the RUN button.
- The order of opponents is determined automatically. Also, if you select "AUTO", the participating players will automatically select 7 players.
- When canceling a contestant, click the cursor on the selected player. Align and press the I button again.



- ③ Set match time and COM level.

### Wrestler class and COM level

Wrestler Class: Set the strength of your wrestler.

COM Level: Sets the strength of the competing computer.



## (2) VERSUS MODE



- 1 On the mode selection screen, select the battle mode. Press I button to confirm.



- 2 1P vs 2P, 1P vs COM, COM vs 2P, COM vs COM  
Select the mode you want to play.



- 3 On the left side is the wrestler for 1P, and on the right side is the wrestler for 2P. Please select 1P from the wrestlers displayed and decide with the I button.

In the case of 1P vs COM or COM vs 2P, after deciding your player, move the cursor from COM and select the opponent.



- 4 Once everything is set, press RUN to start the game.

Game start

※ Press the II button to return to the previous setting screen.

### COM level and wrestler class settings

In this game, you can choose COM level and wrestler class as follows.

#### COM level

Weakest Weak Normal Strong Strongest

#### Wrestler Class

Apprentice Low Level Intermediate Advanced Master

### match time

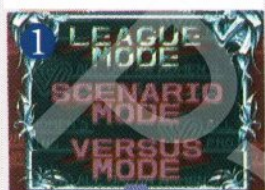
You can choose from four match time settings: 15 minutes, 30 minutes, 60 minutes, and unlimited.



# Description of each mode

(For Disc B)

## (1) LEAGUE MODE



- ① On the mode selection screen, select league mode and press I button to confirm.



- ② Operation is the same as for (Disc A).  
If you choose a player from All Women,  
all the opponents will be KWP players. If you chose  
a KWP player, all the opponents will be from All Women only.



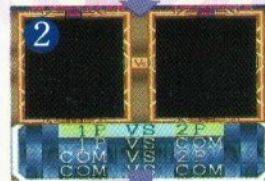
- ③ Select match time and COM level.

Game start

## (2) VERSUS MODE



- ① On the mode select screen, select the battle mode and press the I button to confirm.



- ② Select 2P battle or computer battle.



- ③ The basic operation is the same as for (Disc A).  
If All Women are selected as the player, all opponents will be KWP players.  
If you choose the KWP side as your own wrestler,  
all players will be All Women players.



- ④ Set the match and wrestler class.

Game start



### (3) SCENARIO MODE (\* This MODE is only available on (Disc B))



- ① On the Select screen, select Scenario mode by pressing the I button.



② Intro demo

- ② The intro demo begins.



- ③ Select a player from the All Women contestants shown below by pressing the I button.



- ④ Set the match time and COM level.

Game start



# Game Screen Description



- ❶ Wrestler name: Displays the name of wrestler 1P.
- ❷ Wrestler name: Displays the name of wrestler 2P.
- ❸ 1P health meter: When this is low, it is easier to get 3 count on 1P.
- ❹ 2P health meter: When this is low, it is easier to get 3 count on 2P.
- ❺ Displays remaining time in match. "00" is displayed for unlimited time.
- ❻ 1P player display: Displays 1P Player.
- ❼ 2P player display: Displays 2P Player.
- ❽ 1P spirit meter: This affects the success rate of 1P technique.
- ❾ 2P spirit meter: This affects the success rate of 2P technique.
- ❿ 1P power meter: It affects the damage to the opponent.
- ⓫ Distance meter: Relative distance between 1P and 2P, in 3 stages.  
(Red=Near, Yellow=Midway, Blue=Far)
- ⓬ 2P power meter: It affects the damage to the opponent.
- ⓭ Message field: Displays technique name and various messages.

## Spirit and Power meters

In the game, there is both a "spirit meter" and a "power meter" for each player. These will change during the match, so play according to the situation.

The "spirit meter" mainly affects the success rate of the technique and the technique level. The "power meter" mainly affects the damage dealt to the opponent at the skill level.



# Method of operation

## How to perform the technique

The conditions for performing each technique include the skill level, distance, your own condition and the condition of the opponent.

When these conditions are met, and you enter the command correctly (see command list), you can execute the technique. In addition, the person affected by the technique will be unable to move for a certain period of time. (Commands other than III button cannot be entered).

### Skill level

The level that a player has to perform a skill.  
(Not displayed on screen)

This level changes as you play the match.

### Distance

There are some techniques that can be executed successfully and some that cannot, depending on the distance from the opponent.

Near distance	----- Clinch hold, grappling techniques, etc.
Near/Middle distance	----- Kick type, chop type, etc.
Mid/Far distance	----- Drop kick, lariat, jumping or flying technique, etc.

### Your condition & your opponent's condition

Depending on when you or your opponent are standing, lying down, running, etc., there are some techniques that you can and cannot execute.

For details, refer to the command list.



# Method of operation

## Failure of a technique

In the following cases, even though the command is entered correctly, the technique is not available:

(1) If the conditions in the previous section "How to perform the technique" are not met.

At this time, "FAILED!!" appears in the screen message field.

(2) When the conditions are met, but the technique fails (Normal failure)

At this time, "MISS!!" or "DODGED!!" appears in the screen message field.

(3) When there is a technique that cannot be used.

At this time "CANT DO IT!!" appears in the screen message field.

In this case, the technique cannot be applied, no matter how many times you do it, the result will be the same.

In the case of (2) fails, some damage will be returned to you, depending on the technique.

In the case of (3), the power and spirit used to perform the technique is reduced.

## Recovery

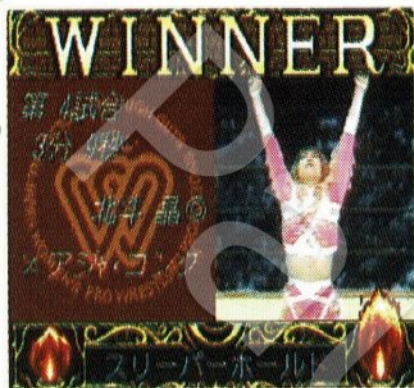
In this game, the health, spirit meter and power meter gradually recover over time.

In addition, the recovery speed will be faster by repeatedly hitting the III button.

When your physical strength or any meter is low, it is advantageous to hit III repeatedly.



# After the match



In all modes, after the match ends, the winner screen on the left is displayed.

(In the case of a draw, the DRAW screen is displayed.)

The time shown on the screen represents the match time for that match.

The "O" next to the player's name indicates the winner, while "x" represents the loser.

## Wins and losses table

WRESTLER	豊田	北斗	下田	井上	三田	アサ	山田	井上	勝点
豊田真奈美									8
北斗晶									5
下田美馬									5
井上貴子									4
三田英津子									4
アサ・コンク									2
山田敏代									2
井上京子									2

In League Mode, the results table on the left is displayed after each match ends.

The table is viewed horizontally. "O" represents a win, "●" represents a loss, and "△" represents a draw.

The player whose name is highlighted in red is the one you are currently selecting.

After all matches are finished, the player with the highest points displayed at the far right of the table becomes the champion.

Here you can select the following commands:

- "Proceed to Next Match" ... Proceeds to the next match.
- "Save" ... Saves the progress up to this point.
- "End" ... Returns to the opening screen.



# After the match

## Results



In Versus Mode, the match results screen shown to the left will be displayed at the end of each match.

Both Player 1 and Player 2 cumulative results (which are saved until the power is turned off) will be displayed.

"Continue the match" ... Returns to the wrestler select screen and continues the match.

"Reset Results" ... Resets (clears) the cumulative results.

"View Player 1's Results" ... Displays Player 1's results.

"View Player 2's Results" ... Displays Player 2's results.

"Exit" ... Returns to the opening screen.

## After the match in scenario mode

**(When You Win the Match):** The screen will switch to the save screen. If you don't want to save, cancel by pressing the II button.

**(When You Lose the Match):** After the match ends, the screen will display a game-over screen like the one on the left.



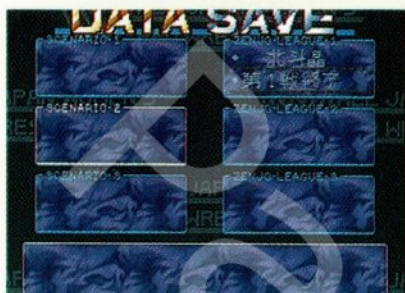
「CONTINUE」 . . . Play another match against the same opponent.

「MODE SELECT」 . . . Return to the mode selection screen.

「END」 . . . . . Return to the opening screen.



# Save



If you win in scenario mode, or if you select "Save" in league mode, the data save screen on the left will be displayed.

The save area on the left side is for scenario mode and the area on the right side of the screen is for league mode. Both can save up to 3 locations.

Select the location you want to save and press the I button. After the decision, the data will be saved and the screen will automatically proceed to the next screen.

If you press the II button before making a decision, you can proceed to the next match without saving.



# Mysterious Corps "KWP"

## Player Introduction

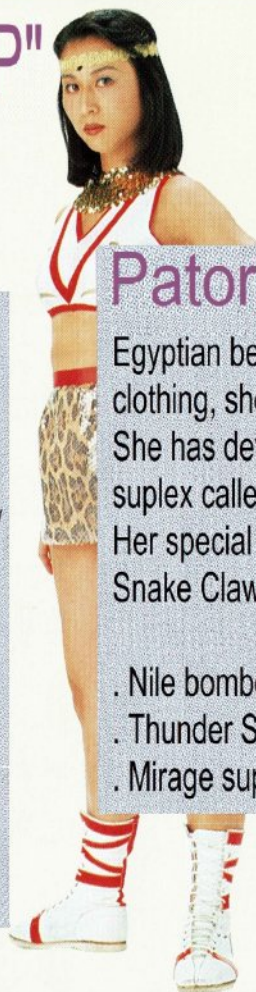


### Hardin

Commander of the mysterious KWP corps. Suspicious by nature. While showing a dance, she sets up her offensive and defensive techniques. Her attacks are mainly kicking, and her triple axel kick is an ultra high-speed rotation and is a one-shot deadly blow.

It is unknown why she suddenly appeared in the ring and initiated the challenge.

- . Rapid kicks
- . Triple axel kick
- . Jumping mega push



### Patora

Egyptian beauty. Wearing noble clothing, she is elegant but strong. She has developed an original suplex called the Mirage suplex. Her special move, the Thunder Snake Claw is super powerful.

- . Nile bomber
- . Thunder Snake Claw
- . Mirage suplex



### Yumica

A beautiful woman who has the blood of a ninja from her ancestors. She was kidnapped by Hardin when she was a child, and was educated in professional wrestling fused with martial arts.

- . Izuna suplex



## Mademoiselle Seiko

A beautiful woman with some elegance, like a quiet Madame. At a slow pace, is calm, but her personality is brutal. The Aero whip in time became her biggest attack.

- . Camel clutch
- . Aero whip



## Juli Araki

A beautiful woman wearing a bodycon-style battle suit. She has excellent balance, has excellent defense and avoidance abilities. Her fighting style is slightly different from that of other members.

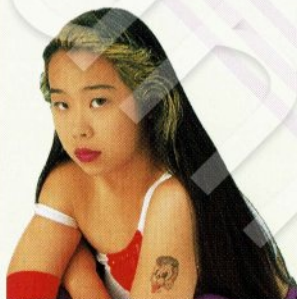
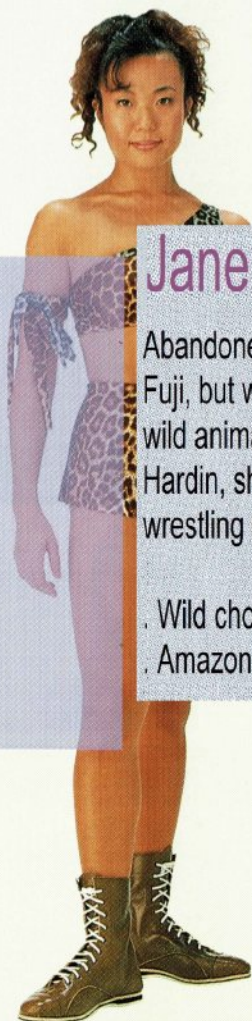
- . Won't make it
- . Punch skill sink
- . Running hip push



## Jane Honda

Abandoned as a baby in the forest of Fuji, but was miraculously saved by wild animals. After being picked up by Hardin, she received professional wrestling education with KWP.

- . Wild chop
- . Amazon high kick



## Zi-on

From an early age, she has mastered all kinds of techniques and has further trained them through actual battles. The techniques don't look bad, they come from army experience.

- . Yankee kick
- . Yankee suplex



# Mysterious Corps "KWP"

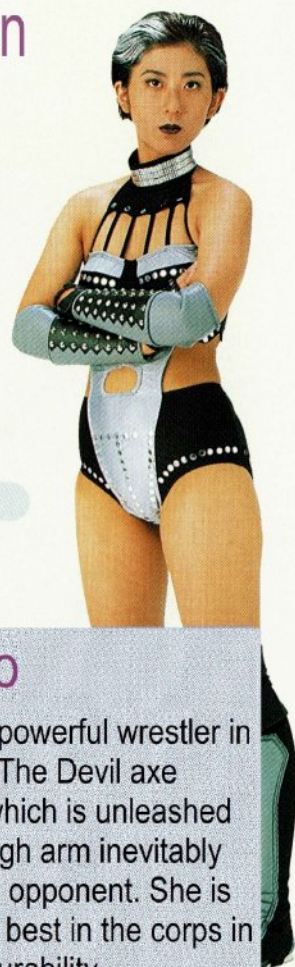
## Player Introduction



### Sarah Moon God

A beautiful woman called the incarnation of the moon. Dressed in a battle suit that looks like a sailor. She takes advantage of lightness to disturb the opponent. She looks like an innocent child, but don't be fooled.

- . Full moon kick
- . Moon driver
- . Crescent attack



### Makiko

The most powerful wrestler in the army. The Devil axe bomber, which is unleashed from a tough arm inevitably downs the opponent. She is one of the best in the corps in terms of durability.

- . Hyper backdrop
- . Devil axe bomber
- . Megatron kick



### Demon Princess

A Chinese beauty that uses magic techniques. They will not be easy to catch. Phantom fist is her special move.

- . Phantom fist
- . Dragon sword
- . Bullet slashing



# All Japan Women's Pro Wrestling

## Command List

### Common Commands

Pin.....In the direction of the opponent + III.  
 Get up.....III repeatedly.  
 Clinch hold.....Direction of the opponent + III.  
 Running.....State of when you are running.  
 Both Running.....State of when both players are running.  
 \* All directions are when you are 1P (on the left side).  
 In the case of 2P, left and right commands are reversed.

Aja Kong		Technique name	How to execute	Range	Technique name	How to execute	Range
		Boston crab	Opponent down I	Near	Uraken	↑ + V	Midway
		Low kick	II	NearMid	Double uraken	↑ ↗ → + V	Midway
		Body slam	Clinch hold IV	Near	Elbow drop	Opponent down ↓ + V	Near
		Back drop	Clinch hold ↑ + IV	Near	Body crush	Running V	MidFar
		Aja Driver	Clinch hold ↓ + IV	Near	Flying body press	Opponent down VI	Far
		Water wheel drop	Clinch hold ← + IV	Near	Diving elbow drop	Opponent down ↑ + VI	Far
		Palm strike	V	Near			

Akira Hokuto		Technique name	How to execute	Range	Technique name	How to execute	Range
		Sleeper hold	Clinch hold I	Near	High speed piledriver	Clinch hold ↓ + IV	Near
		Scorpion deathlock	Opponent down I	Near	Dangerous queen bomb	Clinch hold ← + IV	Near
		Rough kick	II	NearMid	Northern lights bomb	Clinch hold ↑ ↓ + IV	Near
		Dropkick	↑ + II	MidFar	Palm strike	V	Near
		Stomping	Opponent down II	Near	Flying body press	Opponent down VI	Far
		Spin kick	Both running II	NearMid	Missile kick	↑ + VI	Far
		Body slam	Clinch hold IV	Near	Tope con hilo	VI	Far

Yumiko Hotta		Technique name	How to execute	Range	Technique name	How to execute	Range
		Front facelock	Clinch hold I	Near	Jumbo suplex	Clinch hold ← + IV	Near
		Boston crab	Opponent down I	Near	Palm strike	V	Near
		Middle kick	II	NearMid	Elbow strike	↑ + V	Near
		High kick	↑ + II	NearMid	Elbow strike	Walking V	Near
		Flying knee kick	Running II	Far	Diving kick	VI	Far
		Body slam	Clinch hold IV	Near			
		Pyramid driver	Clinch hold ↓ + IV	Near			

Manami Toyota		Technique name	How to execute	Range	Technique name	How to execute	Range
		Muta lock	Opponent down I	Near	Palm strike	V	Near
		Kick	II	NearMid	Moonsault press	Opponent down VI	Far
		Dropkick	↑ + II	MidFar	Missile kick	↑ + VI	Far
		Dropkick	Running II	Midway	Japanese ocean		
		Body slam	Clinch hold IV	Near			
		Japanese ocean cyclone suplex	Clinch hold ↑ + IV	Near	cyclone suplex		
		German suplex	Clinch hold ← + IV	Near			

Toshiyo Yamada		Technique name	How to execute	Range	Technique name	How to execute	Range
		Sleeper hold	Clinch hold I	Near	Dragon suplex	Clinch hold ← + IV	Near
		Stretch muffler hold	Opponent down I	Near	Reverse gory bomb	Clinch hold ↓ + IV	Near
		Middle kick	II	NearMid	Palm strike	V	Near
		High kick	↑ + II	NearMid	Elbow strike	↑ + V	Near
		Enzuigiri	Running II	NearMid	Elbow strike	Walking V	Near
		Body slam	Clinch hold IV	Near	Diving brain kick	VI	Far
		Front necklock	Clinch hold ↓ + IV	Near			



## Common Commands

Pin.....In the direction of the opponent + III.

Get up.....III repeatedly.

Clinch hold.....Direction of the opponent + III.

Running.....State of when you are running.

Both Running.....State of when both players are running.

\* All directions are when you are 1P (on the left side).

In the case of 2P, left and right commands are reversed.

# All Japan Women's Pro Wrestling Command List

Kyoko Inoue			Technique name	How to execute	Range	Technique name	How to execute	Range
	Argentine backbreaker	Clinch hold ↑ + I	Near	Palm strike	v	Near		
	Spider nest STF	Opponent down I	Near	Mongolian chop	↑ + v	NearMid		
	Giant swing	Opponent down ↑ + I	Near	Tope en reversa	↑ + VI	Far		
	Campana	Opponent down ↓ + I	Near	Back elbow drop	Opponent down VI	MidFar		
	Dropkick	↑ + II	MidFar					
	Body slam	Clinch hold IV	Near					
	Niagara driver	Clinch hold ↓ + IV	Near					

Takako Inoue			Technique name	How to execute	Range	Technique name	How to execute	Range
	Dragon sleeper	Clinch hold	I	Near	Chokeslam	Clinch hold ← + IV	Near	
	Knee bar	Opponent down	I	Near	Palm strike	v	Near	
	Kick		II	NearMid	Diving knee drop	↑ + VI	MidFar	
	Flying knee	Running	II	Far				
	Body slam	Clinch hold	IV	Near				
	Cross-arm aurora special	Clinch hold	↑ + IV	Near				
	Tombstone piledriver	Clinch hold	↓ + IV	Near				

Etsuko Mita			Technique name	How to execute	Range	Technique name	How to execute	Range
	Neck hanging tree	Clinch hold ↑ + I	Near	Palm strike	v	Near		
	Iron claw	Clinch hold I	Near	Double chop	↑ + v	NearMid		
	Boston crab	Opponent down I	Near	Shoulder tackle	Running v	MidFar		
	Kick		II					
	Body slam	Clinch hold	IV					
	Piledriver	Clinch hold ↓ + IV	Near					
	Death valley bomb	Clinch hold ↑ ↓ + IV	Near					

Mima Shimoda			Technique name	How to execute	Range	Technique name	How to execute	Range
	Camel clutch	Opponent down I	Near					
	Kick	II	NearMid					
	Body slam	Clinch hold IV	Near					
	Tiger suplex	Clinch hold ↑ + IV	Near					
	Palm strike	v	Near					
	Flying neckbreaker drop	Running V	Far					
	Flying body press	Opponent down VI	Far					

Sakie Hasegawa			Technique name	How to execute	Range	Technique name	How to execute	Range	
	Headlock	Clinch hold	I	Near		Palm strike	v	Near	
	STF	Opponent down	I	Near		Elbow strike	↑ + v	Near	
	Body scissors sleeper	Opponent down	↑ + I	Near		Elbow strike	Walking	v	Near
	Rolling sobat		↑ + II	Near	Mid	Flying body press	Opponent down	VI	Far
	Rolling sobat	Running	II	Near	Mid				
	Body slam	Clinch hold	IV	Near					
	Uranage	Clinch hold	↑ + IV	Near					



# Common Commands

Pin.....In the direction of the opponent + III  
 Get up.....III repeatedly  
 Clinch hold.....Direction of the opponent + III  
 Running.....State of when you are running  
 Both Running.....State of when both players are running


\* All directions are when you are 1P (on the left side).  
 In the case of 2P, left and right commands are reversed.


## Mysterious Corps「K・W・P」


## Command List

Hardin			Technique name	How to execute	Range	Technique name	How to execute	Range
	Head lock	Clinch hold	I	Near	Body slam	Clinch hold	IV	Near
	Boston crab	Opponent on mat	I	Near	German suplex	Clinch hold ← +	IV	Near
	Kick		II	NearMid	Elbow strike		V	Near
	Rolling sobat		↑ + II	NearMid	Lariat		↑ + V	MidFar
	Rolling sobat		II	NearMid	Lariat	Running	V	MidFar
	Triple axel kick	← ↙ ↓ ↘ →	+ II	NearMid	Jumping mega push	Running	↑ + VI	MidFar
	Rapid kicks		II	Near				

Patora			Technique name	How to execute	Range	Technique name	How to execute	Range
	Front face lock	Clinch hold	I	Near	German suplex	Clinch hold ← +	IV	Near
	Thunder snake claw	Clinch hold	↑ + I	Near	Mirage suplex	Clinch hold ↑ ↓ +	IV	Near
	Scorpion death lock	Opponent on mat	I	Near	Tensioner		V	Near
	Kick		II	NearMid	Nile bomber		↑ + VI	MidFar
	Dropkick		↑ + II	MidFar				
	Dropkick	Running	II	MidFar				
	Body slam	Clinch hold	IV	Near				

Yumica			Technique name	How to execute	Range	Technique name	How to execute	Range
	Head lock	Clinch hold	I	Near	Flying body attack		VI	Far
	Kick		II	NearMid	Diving fist drop	Opponent on mat	↑ + VI	MidFar
	Art of separation	← ↙ ↓ ↘ →	+ II	MidFar				
	Poison		↑ ↓ +	IV				
	Izuna suplex		↓ +	IV				
	Positive thrust		V	Near				
	Flame stab		↑ ↓ +	V				


Mademoiselle Seiko			Technique name	How to execute	Range	Technique name	How to execute	Range
	Head lock	Clinch hold	I	Near	Elbow strike		↑ + V	Near
	Camel clutch	Opponent on mat	I	Near	Aero whip		↑ ↗ → +	V
	Knee kick		II	Near				
	Stomping	Opponent on mat	II	Near				
	Jumping knee	Running	II	Near				
	Double arm suplex	Clinch hold	← +	IV				
	Tensioner		V	Near				

Juli Araki			Technique name	How to execute	Range	Technique name	How to execute	Range
	Front facelock	Clinch hold	I	Near	Running hip push	Clinch hold	↑ + VI	MidFar
	Boston crab	Opponent on mat	I	Near				
	Kick		II	NearMid				
	Stomping	Opponent on mat	II	Near				
	Won't make it	Clinch hold	IV	Near				
	Technique deflection		V	NearMidFar				
	Stalling tactics		↑ +	V				



# Mysterious Corps K-W-P


## Command List

Jane Honda		Technique name	How to execute	Range	Technique name	How to execute	Range
		Biting	Clinch hold	I Near	Horizontal chop	V	Near
		Cobra twist	Clinch hold ↑ + I	Near	Wild chop	↑ ↗ → + V	NearMid
		Boston crab	Opponent on mat	I Near	Shoulder tackle	Running	V MidFar
		Kick		II NearMid			
		Amazon high kick	↑ + II	NearMid			
		Rolling sobat	Running	II NearMid			
		Brain buster	Clinch hold ← + IV	Near			

Sarah Moon God		Technique name	How to execute	Range	Technique name	How to execute	Range
		Headlock	Clinch hold	I Near	Moon driver	Repeated hits	VI MidFar
		Kick		II Near	Missile kick	↑ + VI	Far
		Full moon kick	← ↙ ↓ ↘ → + II	NearMidFar			
		Stomping	Opponent on mat	II Near			
		Moon regain	↑ ↓ + IV	MidFar			
		Elbow strike		V Near			
		Crescent attack	↑ ↗ → + V	Far			

Demon Princess		Technique name	How to execute	Range	Technique name	How to execute	Range
		Head lock	Clinch hold	I Near	Phantom fist	↑ + V	Near
		Middle kick		II NearMid	Back elbow drop	Opponent on mat	VI MidFar
		High kick	↑ + II	NearMid			
		Low kick	↓ + II	NearMid			
		Dragon sword	← ↙ ↓ ↘ → + II	NearMid			
		Bullet slashing	Repeated hits	II NearMid			
		Tensioner		V Near			

Makiko		Technique name	How to execute	Range	Technique name	How to execute	Range
		Death headlock	Clinch hold	I Near	Devil axe bomber	Running	V MidFar
		Boston crab	Opponent on mat	I Near	Medulla oblongata knee drop	↑ + VI	MidFar
		Kick		II NearMid			
		Megatron kick	Running	II MidFar			
		Body slam	Clinch hold	IV Near			
		Hyper backdrop	Clinch hold ↑ + IV	Near			
		Inverted horizontal chop		V Near			

Zi-on		Technique name	How to execute	Range	Technique name	How to execute	Range
		Head lock	Clinch hold	I Near	Lariat	↑ + V	MidFar
		Boston crab		I Near	Lariat	Running	V MidFar
		Yankee kick	← ↙ ↓ ↘ → + II	NearMid	Flying body attack	Running	VI MidFar
		Stomping	Opponent on mat	II Near			
		Body slam	Clinch hold	IV Near			
		Yankee suplex	Clinch hold ↑ ↓ + IV	Near			
		Tensioner		V Near			



よこ  
汚さないで！



●信号読み取り面（レーベルの反  
対側の光った面）を汚さないよう  
に注意してください。汚れた場合  
は、やわらかい布で、中心部から  
外周部に向かって放射状に軽く拭  
きとってください。

よこ  
汚れた時は、  
やわらかい布でふ  
いてね！



キズには  
弱いんだ！



●CD-ROM ディスクにキズをつ  
けないようにしてください。ケー  
スからの出し入れの際は、こすり  
キズをつけないよう、特に注意し  
てください。

やさしく、  
出し入れ！



文字を書かな  
いで！



●レーベル面に、鉛筆やボールペ  
ンなどで文字を書いたり、シール  
などを貼らないでください。読み  
取り面にキズをつける恐れがあり  
ます。CD-ROMディスクを曲げたり、  
センター孔を大きくしないで  
ください。

あな  
孔を大きく  
しないで！



いつまでも  
大切にね！



●プレイ後は元のケースに入れて  
保管してください。また、CD-ROM  
ディスクは、高温、高湿の場所  
には保管しないでください。

おんど しつど  
温度、湿度にも  
注意して！







日本電気ホームエレクトロニクス株式会社

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# Train Command



In the Title Menu  
Press in Order



Set MODE 1 to B