


Read this first



Last Bronx is designed for 16-bit colours and up.

This help file should also be viewed in 16-bit colour mode, or higher.



Click the button  in the upper right corner of the screen to view this Help file at full-screen size.



The images in this help file are taken from versions of the game under development. There may be some differences with images in the final version of the game.

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KEY CONTROLS

- [F1] Pauses the game and brings up the Help file
- [F3] Pauses game/resumes paused game
- [F4] Brings up the Screen Settings window
- [F5] Brings up the Key Assign screen

- [Alt+F4] Exits the game and returns to Windows 95
- [Alt+F2] Stops the current game and returns to the Title screen

Keyboard Controls (Player 1)

Keyboard Controls (Player 2)

Gamepad/Joystick Controls



Note: For gamepads with four buttons or more.



Note: Do not connect or change gamepads during play.



Note: Before beginning play, configure your peripheral device in Gaming Devices (or Joystick) in your PC's Control Panel.

[Space]	Start
[W] [S] [A] [D]	Move fighter
[V]	Guard
[G]	Punch
[H]	Kick
[Space] or [V] or [H]	Enter selection
[G] or [Esc]	Cancel selection

[Enter]	Start
[Arrows]	Move fighter
[Delete]	Guard
[End]	Punch
[Page Down]	Kick
[Enter] or [Delete] or [Page Down]	Enter Selection
[End] or [Esc]	Cancel selection




Button 4	Start
Directional Button	Move fighter
Button 1	Guard
Button 2	Punch
Button 3	Kick
Button 1, 3 or 4	Enter selection
Button 2	Cancel selection

The Moves

























The moves shown are for a fighter facing right. Reverse the directions for a fighter facing left.









KEY

- Press the key or directional button for the direction shown.
-  Press Guard.
-  Press Punch.
-  Press Kick.
- + Press the buttons simultaneously.

MOVES





-   Press a directional button/key to walk in the direction indicated.
-     Press a directional button/key to make a quickstep forward or back.
-   Press a directional button/key twice and *hold* to dash in the direction indicated.
-  Jump straight up.
-   Flip forward or back. This move can be used to jump up onto a nearby wall.
-   Crouch. Press diagonally in either direction to move forward or back while crouching.
-     Make a low combat roll forward toward your opponent. The combat roll protects you from upper and middle (but not low) attacks.
-      Make a low combat roll forward toward your opponent. The combat roll protects you from upper and middle (but not low) attacks.

ATTACKS














-  Punch.
-  Kick.
- 
- 
-  Throw your opponent (from close range only).
- 
-  Middle Kick.
-  Attack cancel. Press in the middle of an attack to cancel that attack.

In addition, each character has an arsenal of individual special attacks.
See Special Attacks.

Guard

-  Guard against upper and middle attacks.
- 
- 
-  Guard against low attacks.

Saves (Getting up when you've been knocked down.)

- 
- 
- ... Roll away to side.
 -  Roll toward the back of the screen.
 -  Roll toward the front of the screen.
-  ()
- 
- 
-  Get up kicking
 -  Get up with a low kick.
- 
-  Roll forward or backward.
 -  Kick up to your feet in a handspring.

The Rules

The first fighter to win two rounds is the winner and moves on to the next stage.

To win a round:

- Reduce your opponent's Life Gauge to zero.

- Have more Life left than your opponent when time expires.

In the event of a Draw, both fighters are awarded one round win.

If a Draw decision gives two wins to both fighters, a one-round Sudden Death match takes place. Winner take all.

The Match Point and Time Limit can be changed in Options.

The Fighting Ring



(1) Life Gauge

You lose Life every time you get hit by an opponent's attack.

(2) Aerial Combo Hits

This counter shows how many successful hits you score on an airborne opponent with your fighter's aerial combo attack.

(3) Time Remaining

Shows the amount of time left in the current round.

(4) Stage Name

Shows the name of the current stage.

(5) Wins

One box turns red for each round you win.

(6) Total time

Shows the total amount of play time so far.

Single Player

These are the modes available for one-player only matches.

Arcade Mode

Take on each of the Last Bronx fighters in order, just like in the arcade version.

Survival Mode

Face each of the fighters in single-round elimination combat. You don't recover Life between rounds, so you need skill to win.

Team Battle Mode

Make a 5-member line-up and face the CPU team.

Two Players

Play against a friend on the same PC.

Two Players VS

Go head-to-head against your friend.

Team Battle

Both players make 5-fighter teams and duke it out in elimination play.

Network Play

The following modes let you play over a network connection.

Two Players VS

Lets two players fight it out in Link Game play.

Playing Link Games (Two Player VS)

Team Battle (LAN only)

Stage a Team Battle tournament for Link Game play.

Up to six players can join in the fighting (LAN connections only).

Playing Link Games (Team Battle)

Playing Link Games (Two Players VS)

Getting started

When you select Two Player VS, the window below appears. Highlight a connection type and press a selection key. There are three connection types to choose from: modem, serial cable and LAN.



After selecting a connection type, pick the game type from:

NEW GAME: Start your own game session as the Host, and wait for another player to connect.

CONNECT: Join a game session hosted on another player's PC.

CANCEL: Exit Two Player VS and return to the Title screen.

When you have selected the game type, the following windows appear:

1) NEW GAME



Session Name:

Enter a name for the game session in the box provided.
The session name lets other players find your game.
You can enter your own name as an easy to identify name.
The session name is limited to eight characters.

Player Name:

Enter your name in the box provided.
The player name is limited to eight characters.

When you have finished entering the session and player names, the Game Settings screen appears. Make any changes to game settings and click OK.

When you finish with the game settings, your PC sets up the appropriate connection, and the game goes into “Waiting for Opponent” mode (see graphic below). Once another player joins your game session, the Character Select screen automatically appears.



2) CONNECT



Player Name:

Enter your name in the box provided.

The player name is limited to eight characters.

After you have entered your name, a list of the game sessions available appears. Select the name of the session you want to join and click OK. The Character Select screen appears.



Chat

Bring up the Chat message window from the Character Select or Game Pause screen to send or receive messages online.

To Chat from the Character Select screen

Press **[F9]**, or move the cursor onto CHAT and press a selection button or key. Input messages using the keyboard. The message appears in the center of the Chat window. Click OK to send the message. Press **[Esc]** to return to Character Select.

To Chat from the Game Pause screen

Press [**F3**] to pause the game. Press [**Enter**] while the game is paused to begin entering a message. The message appears on the Game Pause screen.

Game Start

When you have finished selecting a fighter and sending any messages, highlight OK and press any selection key/button. When both players select OK, the fight begins.

Game Settings

Match Point

Set the number of rounds needed to win the match.

Press **left arrow** or **right arrow** to make changes.

Time

Set the duration of the fighting round.

Choose from 30, 45, 60 or (for no time limit).

Press **left arrow** or **right arrow** to make changes.

Level

Set the difficulty level of the CPU-controlled opponent.

Press **left arrow** or **right arrow** to make changes.

Life Gauge

Set the length of the Life Gauge for each player. (A longer gauge makes the player's fighter stronger.)

Press **left arrow** or **right arrow** to make changes to the highlighted player's gauge.

Press **up arrow** or **down arrow** change the highlighted player.

Life Recovery

Decide whether to have fighters recover Life after each round.

Press **left arrow** or **right arrow** to make changes.

Stage

Decide which stage to hold your battles in.

Pick RANDOM to have the PC pick the stage for you.

Press **left arrow** or **right arrow** to make changes.

[Return to Playing Link Games \(Two Player VS\)](#)

[Return to Playing Link Games \(Team Battle\)](#)

Playing Link Games (Team Battle)

Getting started

When you select Team Battle, the window below appears. Highlight a connection type and press a selection key. There are three connection types to choose from: modem, serial cable and LAN.



After selecting a connection type, pick the game type from:

NEW GAME: Start your own game session as the Host, and wait for another player to connect.

CONNECT: Join a game session hosted on another player's PC.

CANCEL: Exit Team Battle and return to the Title screen.

When you have selected the game type, the following windows appear:

1) NEW GAME



Session Name:

Enter a name for the game session in the box provided.
The session name lets other players find your game.
You can enter your own name as an easy to identify name.
The session name is limited to eight characters.

Player Name:

Enter your name in the box provided.
The player name is limited to eight characters.

When you have finished entering the session and player names, the the Game Settings screen appears. Make any changes to game settings and click OK.

When you finish with the game settings, your PC sets up the appropriate connection, and the game goes into "Waiting for Opponent" mode (see graphic below). Once another player joins your game session, the player's name appears in a window on your screen. When all the players necessary for a Team Battle fight have joined your game session (up to a maximum of six players can play), click OK to bring up the Character Select screen.



2) CONNECT

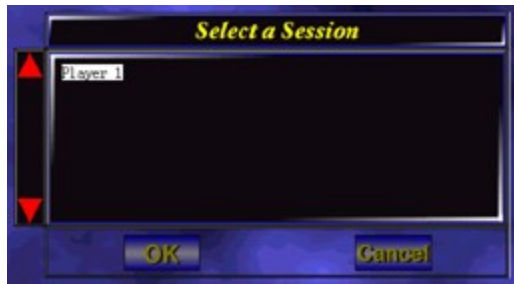


Player Name:

Enter your name in the box provided.

The player name is limited to eight characters.

After you have entered your name, a list of the game sessions available appears. Select the name of the session you want to join and click OK. The game session begins only when after Host player clicks OK. When the Host player has clicked OK, the Character Select screen appears.



Character Selection and Team Lineups

All the players in a Team Battle game must select their characters and positions on a team. (See the graphic below.)



Deciding team lineups

JOIN appears when no-one has made a selection yet.

(1) Move the cursor over the position on the team you want and press a selection button or key. Your Player Name appears in that position.

(2) Select a Last Bronx fighter. The fighter's name appears beneath your Player Name.

Use the Chat message window to talk with the other players and decide who joins what team and where. You can make teams of less than 5 members.

Chat

Bring up the Chat message window from the Character Select or Game Pause screen to send or receive messages online.

To Chat from the Character Select screen

Press [**F9**], or move the cursor onto CHAT and press a selection button or key. Input messages using the keyboard. The message appears in the center of the Chat window. Click OK to send the message. Press [**Esc**] to return to Character Select.

To Chat from the Game Pause screen

Press [**F3**] to pause the game. Press [**Enter**] while the game is paused to begin entering a message. The message appears on the Game Pause screen.

Game Start

When you have finished selecting fighters and sending any messages, highlight OK and press any selection key/button. When all the participating players have select OK, the fight begins.

Game Settings

Match Point

Set the number of rounds needed to win the match.

Press **left arrow** or **right arrow** to make changes.
(This setting is ignored in Survival Mode.)

Time

Set the duration of the fighting round.

Choose from 30, 45, 60 or (for no time limit).

Press **left arrow** or **right arrow** to make changes.
(This setting is ignored in Survival Mode.)

Level

Set the difficulty level of the CPU-controlled opponent.

Press **left arrow** or **right arrow** to make changes.
(This setting is ignored in Survival Mode.)

Life Gauge

Set the length of the Life Gauge for each player. (A longer gauge makes the player's fighter stronger.)

Press **left arrow** or **right arrow** to make changes to the highlighted player's gauge.
Press **up arrow** or **down arrow** change the highlighted player.
(This setting is ignored in Arcade Mode or Survival Mode.)

Life Recovery

Decide whether to have fighters recover Life after each round.

Press **left arrow** or **right arrow** to make changes.
(This setting is ignored in Arcade Mode or Survival Mode.)

Stage

Decide which stage to hold your battles in.

Pick RANDOM to have the PC pick the stage for you.

Press **left arrow** or **right arrow** to make changes.
(This setting is ignored in Arcade Mode or Survival Mode.)

STORY

TOKYO — *The Last Bronx*

Tokyo was riding high on the *tsunami* of global economic supremacy when the Bubble broke in '91. Then things fell apart. Hundred billion yen building complexes were left half-finished, and salarymen started having instant *ramen* for lunch as the slush-money supplies dried up. And slowly, the hidden Japan began to emerge, crawling in from the shadows on the outskirts of town. Biker gangs and Chinese mafia; loansharks and slave-traders; Doomsday cults, madmen and thieves.

Those were the days of the first All-Tokyo StreetWar — where young gangs met and clashed and slid into ruin down streets slick with their own blood. Then a single crew of unstoppable riders appeared to put an end to the violence and bloodshed. Through fair-handed dealings and iron-fisted fighting skills, the Soul Crew gang blazed a path for the future of Tokyo's young...

... until, under circumstances still riddled with doubt and accusations, the leader of the Soul Crew was viciously killed. The tenuous balance of power was thrown out of whack, and every street tribe with pride, dreams or ambition felt the shockwave of his fall like a call to arms. The Second StreetWar was ignited.

At the height of the fighting, an ominously worded challenge to the leaders of the toughest gangs appeared in graffiti scrawls all over town:

Fellow Citizens:

We all grow weary of this bitter strife. And so now I call on each of you in the name of peace. You all know how useless and regrettable these recent squabbles are, and how wasteful of the blood of the young. I have a modest proposal to remedy this unfortunate situation: I call for a fighting tournament, solely between the chosen leaders of each worthy gang — a decisive battle that will spare the lives of the young while settling the thorny question of which group has the power needed to rule Tokyo. Of course the fights will be held in secrecy, and the results will not be made public. This is a fight for honor, not fame.

A final word: I regret that under no circumstances can a refusal to participate be accepted. In the event that any of you do not attend, I will make arrangements to have flowers sent to the funeral. I look forward to meeting each of you at the appointed hour.

Several of the recipients of this very peculiar challenge shrugged it off as a practical joke or thought it was a trap set by a rival gang. But when members of their crews were found face-down in Tokyo Bay, the truth of its warning became very clear.

There will be no RSVPs to the Last Bronx.



YUSAKU Character Intro



SPECIAL ATTACKS

Yellow Zone 



Red Zone 



Full RPM 



Top Speed 



Combo•Over Top 



Combo•Backspin 



Combo•Low Spin 



Uppercut Swing 



Neo Soul Swing 



Soul Swing Double 



Burning Soul 



Tornado Starter 



Red Tornado 



Open Throttle 



Pedal to the Metal 



Power Loop 



Snake Through Traffic 



Accelerated Turn 



Sonic Elbow 



Highway Buster



Headbash kick



Flywheel Kick



Rev Kick



Rev Kick•Double R



Low Spin Kick



Dual Knock



Legbreaker



Exhaust Storm



Shoulder Tackle



THROWS

Hi-Speed Brainbuster



Crank Throw





Two-Stroke V Impact



Full Tune Up



BASIC ATTACKS

Quick Tune Up

Quick Tune Up•Low



High Kickstart

Kickstart•Low{BMC.2.BMP}

Kickstart



GROUND ATTACKS

Hard Landing



Two Wheel Shoot



JUMP ATTACKS

Curb Hopper(while jumping)

Jumper Cable(while jumping)

RISING ATTACKS

Rising Kick•Middle(while rising)



Rising Kick•Low(while rising)





JOE Character Intro



SPECIAL ATTACKS

Swing High 



Pitch•Double 



Triple Swing 



Double Swing•Front 



Four Swing•Combo 



Four Swing•Combo 



Wild Uppercut 



Cracked Ribs 



Broken Clavicle 



Multiple Fracture 



Cutting Elbow 



Cutting Spin 



Chop Down 



Hurricane Shot 



Double Hurricane 



Black Tornado 



Side Slasher 



Slash Axle 



Hey Moe 




Midnight Buster 



Long Midriff Kick 



Standing Kick (while rising) 

Lights Out Backspin 



Hard Shoulder•Rumble 



Hard Shoulder•High 



Hard Shoulder•Crawl 



Stealth Bomber 



Comin' Atcha 



Upward Shot 



THROWS

Shoulder Throw 



Fangs of the Beast 



Skullhead Crush 





Gallows Pole 



BASIC ATTACKS

Swing Lead 

Low Swing 



High Kick 

Squat Low Kick 



Middle Kick 



GROUND ATTACKS

After Dark Dive 



Sundown Swing 



JUMP ATTACKS

Bad Air(while jumping) 

Hopping Mad(while jumping) 

RISING ATTACKS

Rising Kick•Middle(while rising) 



Rising Kick•Low(while rising) 





LISA Character Intro




SPECIAL ATTACKS

Bongo Beat•High Spin 



Quaver 



Hemiquaver 



Hemisemiquaver 



Hemisemidemi-quaver 



Drumroll Please 



Drumroll•Mule Kick 



Quick Elbow 



Back Beat 



Double Back Beat 



Slant Back Beat 



Low Back Beat 



Back Beat•Double Low 



Tympanic Blast 



Tympanic Roll 



Percussion Strike 



Orchid Cutter 



Rising Toe 



High Kick Inside 



Baton Twirl 



Baton Twirl•Extra 



High Hat Shot 



High Hat•Snare 



Buddy Rich Tribute 



Snaredrum Shot 



Tom-Tom Rush 



Sonic Wave 



Swing Low 



THROWS

Lisa's Overthrow 



Lisa's Fly High Flip 





Lisa's Drop Kick 



Q.T. Pie 



BASIC ATTACKS

Drum Beat 

Sitdown Beat 



Hip Action Kick 

Low Kick 



Pivot Kick 



GROUND ATTACKS

Showstopper 



G Clef Assault 




Loop Kick 



JUMP ATTACKS


Up and Away(while jumping) 

Rhythmic Ascent(while jumping) 

RISING ATTACKS

Rising Kick•Middle(while rising) 



Rising Kick•Low(while rising) 





TOMMY Character Intro



SPECIAL ATTACKS

Headbanger 



Headbanger•Slash 



Headbanger•Kick
Headbanger•Roundhouse
Upshot
Double Upshot
Smack
Smack•Crack
Smack•Crack•Whack
Backhand Thrash
Forehand Thrash
AC•DC Thrash
AC•DC Cartwheel
Getting Air
Air with a Vengeance
Torsion Stick
One Big Stick
Full 360
Full 360•Comedown
Ankle Breaker



Double Ankle Breaker 



Skater's Squat Thrust (while crouching) 



Extreme Backlash 



Cartwheel Kick 



Ankle Kick 



Whirlybird 



Whirlybird Special 



Quick Jab 



Radical Launcher 



Wishbone Lunge 



THROWS

Over Easy 



Over Hard 



Pushover Thrash 



Round the World 



BASIC ATTACKS

Staff Thrash 

Low Thrash 



High Kick 

Low Kick 



Mid Kick 



GROUND ATTACKS

Skay-Bo Smash 



Point First Jab 



Whirl Down 



JUMP ATTACKS

Air Woody(while jumping) 

Flying Kick(while jumping) 

RISING ATTACKS

Rising Kick•Middle(while rising) 



Rising Kick•Low(while rising) 







YOKO Character Intro



SPECIAL ATTACKS

Knock High Kick 



Double Knock 



Double Knock•Hook Kick Ⓞ



Combo•Double High Ⓞ



Combo•Catch Kick Ⓞ



Triple Knock Ⓞ



Combo•High Spin Kick Ⓞ



Combo•Low Spin Ⓞ



Combo•Air Raid Ⓞ



Scratch Hammer Ⓞ



Scratch Side Ⓞ



Twist Shot Ⓞ



Smash Elbow Ⓞ



Back Blow Ⓞ



Double Back Ⓞ



BB Spin Ⓞ



Middle Straight Ⓞ



Vertical Hammer Ⓞ



Vertical One-Two



Toe Kick



Knee Assault



Air Raid Kick



Running Heel Trap



Step Kick Inside



Step Kick High



Step Kick Low



Low Spin Kick



Double Hammer



THROWS

Lightning Strike



Stay Down!



Geronimo Drop



Rollover Hard



BASIC ATTACKS

Lead Knock 

Squat Straight 



High Kick 

Low Kick 



Middle Upper Kick 



GROUND ATTACKS

Paratrooper Attack 




Circular Swing 



JUMP ATTACKS

Mid-Air Assault(while jumping) 

Three Point Landing(while jumping) 

RISING ATTACKS

Rising Kick•Middle(while rising) 



Rising Kick•Low(while rising) 





KUROSAWA Character Intro



SPECIAL ATTACKS

Hack•Kick 



Hack•Hack 



Violent Brutal Hacking Ⓞ

Ⓞ

Ⓞ

Boys School Ⓞ

Ⓞ

Boys School•Dropout Ⓞ

Ⓞ

Ⓞ

Greetings from Tokyo Ⓞ

Ⓞ

Misdemeanor Assault Ⓞ

Ⓞ

Felonious Assault Ⓞ

Ⓞ

Ⓞ

Assault with Intent Ⓞ

Ⓞ

Ⓞ

Ⓞ

Angry Young Man Ⓞ

Ⓞ

Ⓞ

Expressing my Hostility Ⓞ

Ⓞ

Ⓞ

Spill yer Guts Ⓞ

Ⓞ

Ⓞ

Yakuza Kneebreaker Ⓞ

Ⓞ

Ⓞ

Knuckle Sandwich Ⓞ

Ⓞ

Ⓞ

Ⓞ

Bad Guy Shin Kick Ⓞ

Ⓞ

Choirboy Shuffle Ⓞ

Ⓞ

Ⓞ

Hauling Off Hard Ⓞ

Ⓞ

Ⓞ

Yakuza Massage Ⓞ

Ⓞ

Ⓞ

Ⓞ

Whatsamatta You? Ⓞ

Ⓞ



Forehead Dink



Pommel Dink



Roppongi Kiss



THROWS

Face, Meet Floor



Hardcore Lovetap



Eat Dirt



Jugular Slice



The Big Goombah



BASIC ATTACKS

Hack

Guts Punch

Ⓞ
Roppongi Kick Ⓞ

Lowball Kick Ⓞ

Ⓞ
Guts Kick Ⓞ

Ⓞ

GROUND ATTACKS

Hard ComeDown Ⓞ

Ⓞ

Mr. Niceguy Ⓞ

Ⓞ

Pungee Stick Ⓞ

Ⓞ

JUMP ATTACKS

Comin' Down Fast (while jumping) Ⓞ

Aggressive Tendency(while jumping) Ⓞ

RISING ATTACKS

Rising Kick•Middle(while rising) Ⓞ

Ⓞ

Ⓞ

Rising Kick•Low(while rising) Ⓞ

Ⓞ

Ⓞ

Ⓞ



NAGI Character Intro



SPECIAL ATTACKS

Snap•High Kick 



Snap•Knock 



Snap•Knock•Turn Ⓞ



Spiny High Kick Ⓞ



Sadistic High Kick Ⓞ



Middle Hook Kick Ⓞ



Cutthroat Upper Ⓞ



Hardbody Twist Ⓞ



Middle Slash Ⓞ



Slash•Rush Ⓞ



Rush•Edge Ⓞ



Rush•Body Piercing Ⓞ



Hardbody Snap Ⓞ



Half-Moon•Cutter Ⓞ



Half-Moon•Falling Star Ⓞ



Middle Thrust Ⓞ



Middle Thrust•Side Ⓞ



Cross Cutter Ⓞ



Double Hand•Charge 



Double Hand•Smash 



Step Edge 



Back Somersault 



Hook Kick 



Rising Kick 



Dizzy Heel 



Bad Girl Jump 



BGJ•Low Spin Kick 



Screw Fall Kick 



Low Spin Kick 



Double Spin Kick 



Triple Spin Kick 





Hysteric Spin Kick 



Head Trauma 



Nasty Fork 



THROWS

Ice Queen 



Crab Claw Legdrop 



Head Scissors 



BASIC ATTACKS

Quick Snap 

Low Snap 



High Kick 

Low Kick 



Mid-Body Kick 



GROUND ATTACKS

Dagger Down 



Lowdown Double Snap 



Up and Over 



JUMP ATTACKS

Vengeance of the Amazons(while jumping) 

High Tension(while jumping) 

RISING ATTACKS

Rising Kick•Middle(while rising) 





Rising Kick•Low(while rising) 









ZAIMOKU Character Intro



SPECIAL ATTACKS

Hammer Down•Kick



Double Hammer Down



Triple Hammer Down



Upper Hammer



Katsushika Hambone



Tamp Down



Tamp Down•Launcher



Smash Hammer



Ravin' Hammer



Demolition Team



Big Tool



Side Hammer








To the Moon (while crouching) 









Leg Hammer 




Megaton Hammer 




Zaimoku Wind Up 






Junkyard Dog Kick 




Steamroller Kick 





John Henry 







John Henry•Launcher 





Round Hammer 




Titanium Headbutt 






THROWS

Working Overtime 



Clothesline Clout 



Wrecking crew G



Workingman's Blues G



Clean-up Crew(near wall) G



COUNTERATTACKS

High Body Counter (vs. hi/mid P) G



Low Body Counter (vs. low P) G



Up Ramp Detour (vs. hi/mid K) G



Down Ramp Detour (vs. low K) G



BASIC ATTACKS

Hammer Down G

Ankle Hammer G



Kick Head G

Kick Leg G



Kick Torso G



GROUND ATTACKS

Dumpster Drop 



Driving Iron 



JUMP ATTACKS

Payday (while jumping) 


Dirty Work(while jumping) 

RISING ATTACKS

Rising Kick Middle(while rising) 





Rising Kick Low(while rising) 









Full Name: Yusaku Kudo

Weapon: Three-section Staff

Age: 19

Height: 171 cm

Weight: 66 kg

Team: Neo-Soul (Biker gang)

“Life was easy back in the old days - Soul Crew ruled the streets, and nobody gave us any trouble. But since our chieftain got wasted, you gotta watch your back around here. Now I’m the boss of Neo Soul, but I have to fight to get any respect. Joe split off to do his own thing, and Zaimoku went back home to work for his dad. Now every punk on the street wants to challenge me for the chance to be the new Number One. But I’ve got three big sticks that say I’m here to stay.”

[Back](#)



Full Name: Joe Inagaki

Weapon: Nunchaku

Age: 23

Height: 179 cm

Weight: 76 kg

Team: Shinjuku MAD (Biker gang)

“Yusaku’s a good kid — maybe a little wet behind the ears — but he’ll do alright. I coulda taken over the Soul Crew after the shakeup, but that’s not my thing. So I told Yusaku it was time for him to step up and be a man. Then I hit the road.

Just give me some clear streets and room to ride and you won’t hear any complaints from me. That’s why I started Shinjuku Mad. We’re into the same things: bikes, brawls and bad attitudes. It’s not that we go out looking for trouble, it just seems to come our way. Never seems to hang around for long though. Hard to cause a beef on two broken knees.

Anyway, that’s my story. I’m not too interested in this whole fighting game, but I’ve got time to kill, and plenty of it. And somebody’s gotta show Redrum what it means to be bad.”

[Back](#)



Full Name: Lisa Kusanami

Weapon: Double Sticks

Age: 17

Height: 159 cm

Weight: 45 kg

Team: Orchids (Band)

“Grampa Kusanami’s OK I guess... he taught me everything I know about using my sticks. But I wish he wasn’t so old-fashioned about things. He doesn’t understand that a high-school girl’s got to have time to have fun too. He’s always nagging that I should spend more time in the *dojo* and less time hanging out with the Orchids. I just let him talk, then I go and do what I want. After all, since my mom ran off to America with that lawyer, I’m all the family he’s got. What’s he gonna do — disinherit me?”

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Full Name: Hiroshi Tomiie

Weapon: Battle Stick

Age: 18

Height: 165.5 cm

Weight: 54 kg

Team: Helter Skelter (Skater gang)

“Thrashing the streets of L.A., shredding the slopes in Vale, chilling out back home in Osaka. Yeah, you could say I’ve been there and done that. I don’t ask much out of life. Just have a good time all the time. But that doesn’t mean I can’t get serious when I need to. Old man Kusanami taught me about that, about finding a center and trusting myself. About using my stick.

I learned a lot at the Kusanami-dojō. And I met Lisa there. Man, is that girl hot or what? But she looks through me like I’m the Invisible Man. I tried to get with her, but she just totally blew me off. She was like, “I like you as a friend.” Can you believe it?

So I quit the *dojo* and got together a couple of guys in Helter Skelter to tear up the streets of Tokyo and generally get it on. And when I win this tournament, I think Lisa will begin to see why she and I were meant to be.”

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Full Name: Yoko Kono

Weapon: Tonfa

Age: 20

Height: 165.5 cm

Weight: 49 kg

Team: G-TROOPS (Survival Game team)

“When my brother and I started the G-Troops, all we wanted to do was practice our skills: survival game tactics, hand-to-hand combat, some commando weapons techniques. But the whole thing was training. Nobody was supposed to get hurt.

But I guess word got around that the G-Troops could rock hard with the best of them. Then my brother got that ‘invitation’ from the Redrum gang, and when he refused, they messed him up pretty bad. I haven’t seen him since. So now there’s nobody to take his place but me.

I’ve been in some scrapes before, but nothing like this. The other guys in this tournament look pretty tough, and they’ve all earned their reps on the street. But I don’t care about any of that — they can keep the stupid tournament. All I want is to get my hands on Redeye for what he did to my brother.”

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Full Name: Toru Kurosawa

Weapon: Bokuto (wooden sword)

Age: 25

Height: 177.5 cm

Weight: 71 kg

Team: Roppongi Hardcore Boys (Street gang)

“Welcome to Roppongi...now get out. This is my turf, my town. You wanna walk on my streets, yer gonna hafta pay the piper. That’s me. And I’m packin’ a pretty big pipe if ya know what I mean. This whole fightin’ tournament is a joke. Nobody gets over on Kurosawa.

Yusaku, Joe, Zaimoku — the whole buncha them — they’re running around playing kids games, trying to decide who’s King of the Hill. Last time I checked the crown it said ‘Roppongi Hardcore Boys rule.’

If the whole town wants to scuffle for the top spot, I’m game. Never walk away from somebody when you can walk all over them. And if that punk Redeye wants a taste — well let’s see how he likes sucking down three feet of hardwood with no teeth.”

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Full Name: Nagi Hojo

Weapon: Sai

Age: 23

Height: 167.5 cm

Weight: 52 kg

Team: DOGMA (Girl's gang)

“Just because I’m the only daughter of a *zaibatsu* director’s family, doesn’t mean I have to be spoiled rotten and nasty... but I am anyway. I formed the Dogma crew with one rule only — ‘No boys allowed.’ I don’t hate men, I just expect them to serve me. And if pigs like Kurosawa can’t handle it, they can tell it to the business end of my *sai*. That tomboy Yoko on the other hand is welcome to join us whenever she wants. There’s something I like about that girl....”

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Full Name: Saburo Zaimoku

Weapon: Hammer

Age: 26

Height: 183 cm

Weight: 102 kg

Team: Katsushika Dumpsters (Neighborhood guardians)

“I thought I could give up all this king of the streets tough-guy baloney when I came back to work for my pop. All I wanted to do was put in an honest day’s work at the yards, and set a good example for the rest of the Dumpsters.

Then this whole stupid StreetWar thing had to flare up again. That’s the reason I quit Soul Crew to begin with. But now Redrum’s making threats to my boys. They say there’s gonna be trouble if I don’t show. I say there’s gonna be trouble when I do.”

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Player 1
Player 2
Gamepad

[W] **[S]** **[A]** **[D]**
[Arrows]
Directional Button

Player 1
Player 2
Gamepad

[V]
[Delete]
Button 1

Player 1
Player 2
Gamepad

[G]
[End]
Button 2

Player 1
Player 2
Gamepad

[H]
[Page Down]
Button 3

