

CATFIGHT



THE ULTIMATE FEMALE FIGHTING GAME
FROM ATLANTIAN INTERACTIVE

INSTALLATION INSTRUCTIONS

FOR WINDOWS 95:

1. Insert CD-ROM in drive.
2. Click on START button.
3. Click on Run option.
4. Click on Brows button.
5. Click on window next to the words "Look in".
6. Click on CD-ROM icon.
7. Double-click on folder labeled "PC".
8. Double-click on file labeled either "Install" or "Setup".
9. Click on OK button.

FOR WINDOWS 3.11

1. Insert CD-ROM in drive.
2. Open Program Manager, if it's not already open.
3. Click on File menu option.
4. Select Run option.
5. Click Browse button.
6. Click on window below the word "Drives".
7. Select CD-ROM icon.
8. Double-click on folder labeled "PC".
9. Double-click on file labeled either "Install" or "Setup".
10. Click on OK Button.



Pour installer Le Jeu, Veuillez vous reporter aux instructions dans La rubrique "Lisez-moi"



Weiterführende Informationen sur Konfiguration und zum Spielen von catfight können Sie in der READ ME Datei finden.



Per Istruzioni ed installazione del gioco leggere il file "READ ME"



Por favor mirar el fichero "READ ME" para Instalación del juego y instrucciones

INTRODUCTION

LEGENDS SAY THAT LONG AGO THE UNIVERSE WAS CREATED BY TWO GODDESSES: ONE OF LIGHT: AURORA, AND ONE OF DARK: SHINMA. THE GODDESSES SHARED THE POWER OF CREATION...AND DESTRUCTION. LUMINA LOVED TO CREATE THINGS AS MUCH AS SHINMA LOVED TO DESTROY THEM, BUT THEY WERE ALWAYS EQUAL. SO EQUAL INFACT THAT IT SPAWNED A BITTER HATRED INSIDE OF SHINMA, WHO OVER TIME GREW EVEN MORE EVIL AND POWER HUNGRY. SHINMAS RAGE GREW SO INTENSE IT UNBALANCED THE FURIES OF NATURE. IN THE END SHINMA HAD DESTROYED HER TWIN AND CONSUMED HER POWER FOR ALL ETERNITY.....OR SO SHE THOUGHT, THE LEGEND ALSO INDICATES THAT ANY FEMALE COULD HARNESS THE POWER OF THE UNIVERSE, AND SEVERAL WERE CHOSEN TO ATTEMPT IT.....

WELCOME TO CATFIGHT THE MOST VIOLENT FEMALE FREE FOR ALL. AS ONE OF TEN FEMALE WARRIORS YOU MUST BATTLE YOUR WAY THROUGH A GRUELLING TOURNAMENT TO GAIN THE ULTIMATE POWER OF THE UNIVERSE. THE WRETCHED GODDESS SHINMA HAS HELD THE POWER FOR CENTURIES NOW AND IS SEEMINGLY OMNIPOTENT.....SEEMINGLY.....

CONTROL

HEALTH METER

POINT COUNTER



CLOCK

BLOCK METER

SPIRIT METER

HEALTH METER: Indicates your lifeforce; when drained completely = K.O.

SPIRIT METER: You need "KI" to perform special techniques; this meter displays your available spirit power.

BLOCK METER: Whenever you block an opponents attack your block meter will be slightly drained. If you continuously block your opponents attacks without counter attacking, he could eventually "break" your block. Your block meter regenerates but you should still be cautious of how much you block.

POINT COUNTER: Displays how many match points you won.

CLOCK: Counts down from 99 seconds; If for some reason someone has not won the match point for that round when time runs out, the winner is the one with the most health. Sudden death occurs in the case of a draw.

USING A JOYPAD

We highly recommend that you use a joypad for *CATFIGHT*; it is rather difficult to use a keyboard for any fighting game. *CATFIGHT* will support any joypad (we personally recommend the *GRAVIS GRIP*).

D-PAD
(Directional Pad)

P1
(Punch-1)



P2 (Punch 2)

K1 (Kick 1)

K2 (Kick 2)

The following is a basic control chart; **KEYBOARD** users must use the numerical pad as a controller. In two player mode: player one must use a joypad; player two the keyboard. *GRAVIS GRIP* owners can play two controllers simultanous.

MOVEMENT	JOYPAD	KEYBOARD
WALK FORWARD	D-PAD RIGHT	6
WALK BACKWARD	D-PAD LEFT	4
CROUCH	D-PAD DOWN	2
JUMP UP	D-PAD UP	8
FORWARD JUMP	D-PAD UP/RIGHT	9
BACKWARD JUMP	D-PAD UP/LEFT	7
BLOCK	HOLD LEFT	HOLD 4
CROUCHING BLOCK	D-PAD DOWN/LEFT	HOLD 1
PUNCH 1	P1	Z
PUNCH 2	P2	X
KICK 1	K1	C
KICK 2	K2	V

(ASSUMING YOUR FACING RIGHT)

MAIN MENU

YOU WILL SELECT YOUR MODE OF PLAY FROM THIS SCREEN.



TOURNAMENT: Battle your way to the "queen of mean" Shinma.

VS: Two player head-to-head action (you might need a friend for this).

WATCH MODE: Sit back and relax while watching the computer fight itself. (It's funner than it sounds).

OPTION: You'll find (HEY!) options here, (WOW!) and maybe some other stuff???

SELECT SCREEN



Now pay careful attention, because the following is very, very difficult to comprehend; at the character selection screen you must choose your character! Got that? NO?! Once again, at the character selection screen you must choose your character. Make sure you understand because you will be tested on this later.

GAME RULES

RULE#1 The victor of a match is determined by points. To win a match you must acquire three (3) points. Players are awarded one(1) point per KO.

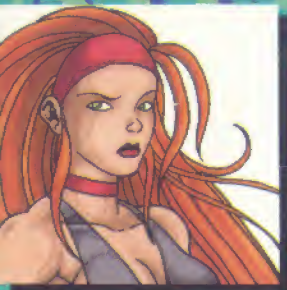
RULE#2 Anything goes!

RULE#3 Never drink milk right after brushing your teeth....yuk!

RULE#4 Your spirit meter depleats everytime you use a special technique; you can only perform special techniques when you have the appropriate "KI" in your spirit meter.

RULE#5 If your block meter is completely drained you will be rendered defenseless until it recharges.

CHARACTER PROFILES



PYRISS

AGE : N/A

HEIGHT : 5' 6

WEIGHT : 106LBS.

PyriSS, the goddess of fire entered the tournament for one reason alone: to kill the trecherous goddess Shinma and claim the power of eternity for her own.

SPECIAL MOVES

FIREBALL ↓ ↘ → PUNCH

FIRESTORM ↓ ↗ ← PUNCH

INFERNO → ↓ ↘ PUNCH

ULTIMATE

?



JENNIFER

AGE : 21

HEIGHT : 5' 9

WEIGHT : 110LBS

Jennifers plan is to pump 600gigavolts into Shinmas backside, then take control of the entire universe..."Hey, it might be fun"!

SPECIAL MOVES

HYPERSHOCK ↓ ↘ → KICK

SPIRALSHOCK ↓ ↗ ← PUNCH

ELECTRICSTORM ← ↗ ↓ ↘ → PUNCH

ULTIMATE

?



THERMIA

AGE : 24

HEIGHT : 5' 6

WEIGHT : 108

Thermia feels that Shinmas power has gotten too far out of control. She entered the tournament to make sure Shinmas reign of terror comes to a frigid end.

SPECIAL MOVES

ICICLE	↓ ↘ ←	PUNCH
FROST BREATH	← ↘ ↓ ↘ →	PUNCH
BLIZZARD KICK	↓ ↘ ←	KICK

ULTIMATE

?



BASS

AGE : 23

HEIGHT : 5' 7

WEIGHT : 110LBS

Vanity is all Bass cares about, and she'll do anything to keep hers. The gift of eternal youth and beauty is what Bass is fighting for...it will be hers if she de-throne Shinma.

SPECIAL MOVES

HYPERWAVE	↓ ↘ →	PUNCH
RAVEWAVE	↓ ↘ ←	PUNCH
FEEDBACK	↓ ↘ ←	KICK

ULTIMATE

?



CRYSTAL

AGE : 22

HEIGHT : 5' 4

WEIGHT : 104LBS.

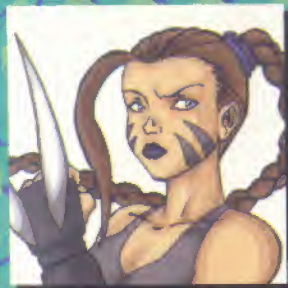
As an outstanding police officer, Crystal dedicates her life to protecting peace at all costs. She has laid her life on the line several times before, but this time all eternity is resting on her shoulders.

SPECIAL MOVES

SLICER	↓ ↘ →	PUNCH
SLICKERKICK	↓ ↗ ←	KICK
DRIVEKICK	← ↓ ↗	KICK

ULTIMATE

?



LUCINDA

AGE : 25

HEIGHT : 5' 9

WEIGHT : 110LBS

Lucinda was entered into the tournament by Shinma herself. Posing as just another fighter, Lucinda is secretly an assassin for Shinma; sent to kill anyone who might pose a threat to her dark emperess.

SPECIAL MOVES

VENOMSTING	↓ ↗ ←	PUNCH
VENOMDRILL	↓ ↘ →	PUNCH
VENOMUPPER	→ ↓ ↘	PUNCH

ULTIMATE

?



PHANTASMA

AGE : 19

HEIGHT : 5' 4

WEIGHT : 106LBS

Not much is known of this savage character, other than the fact she has razor sharp claws and an extreme lust for blood!

SPECIAL MOVES

SAVAGECANNON	↓ ↘ →	PUNCH
RISINGCANNON	→ ↓ ↙	PUNCH
SAVAGEDIVE	↓ ↗ ←	PUNCH

ULTIMATE

?



KIMALA

AGE : ?

HEIGHT : 5' 11

WEIGHT : 186LBS

The high priestess of dark magic intends to prove once and for all that she is the most evil being of all eternity; by killing Shinma and possessing her soul.

SPECIAL MOVES

DEMON SCREAM	↓ ↘ →	PUNCH
DEATH CALL	↓ ↘ →	KICK
DEMON BLADE	↓ ↗ ←	PUNCH

ULTIMATE

?



CHAE LEE

AGE: N/A

HEIGHT: N/A

WEIGHT: N/A

The mysterious ninja woman seeks revenge against Shinma for humiliating her and destroying her clan. She will not stop until either her or Shinma are dead!!!

SPECIAL MOVES	
SPIRIT FLASH	↓ ↘ → PUNCH
RISEING BLADE	↓ ↗ ← PUNCH
TELEPORT	↓ ↗ ← KICK
ULTIMATE	?



SARA

AGE: 26

HEIGHT: 6' 2

WEIGHT: 205LBS

Sara, the "world's strong woman", wants to show everyone that shes also the "universe's strongest woman". She has trained long and hard for this, and doesn't intend to lose!!!

SPECIAL MOVES	
POWERCRUSH	→ ↓ ↘ PUNCH
POWERBLAST	↓ ↘ → PUNCH
POWERCRUSH must be done at close range.	
ULTIMATE	?

CREDITS

GAME DESIGN

BROO & VAMPMAN

PROGRAMMER

VAMPMAN

ARTIST

BROO

SOUND/MUSIC

RED OTTER

GRAPHICS ASSISTANT

CHAE LEE

PRODUCER

GARY ROTHMAN

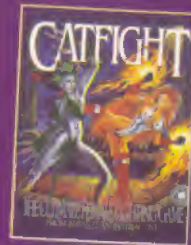
SPECIAL THANKS

DAVE HESS for the still photography; AUDREY MARTINEZ talent; to our crapichino machine, who kept us conscious in crunchtime; the little old lady outside of Kmart; and last but not least ---all the baboons of the world!!!!

ADDITIONAL TITLES FROM ATLANTEAN INTERACTIVE



ASTROROCK



CATFIGHT



THE LORDS OF TANTRA



BAMBOOZLE



ISLAND PERIL



MIRAGE

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FAX # _____

COMPUTER TYPE: MACINTOSH _____ I.B.M. _____ OTHER _____

REQUESTS _____

By completing this registration card and returning this to ATLANTIAN Interactive I am hereby allowed free access to any bulletin board information services provided by ATLANTIAN Interactive. I will also be included in any future mailings and the exclusive ATLANTIAN Interactive new release collectors club. My official entry number: Today's Date _____

SIGNATURE _____

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