



NTSC U/C

PlayStation



SLUS-00766  
50011



# KICK-1 REVENGE

*ARATE*

*ENPO*

*ICKBOXING*

*UNG-FU*

JALECO®





**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.





# **REVENGE**

## ***What is K-1?***

K-1, the exciting fighting sport from Japan. K-1 is simply the most demanding martial arts fighting tournament in the world. The “K” in K-1 refers to the many martial arts disciplines that start with, or have the letter “K” in them, such as: Karate, Kung-Fu, Kenpo, Tae-Kwondo and Kickboxing. The “1” in K-1 represents #1; K-1 is the competition that determines who is the best (#1) in these full-contact martial arts.

The rules of K-1 are designed to allow martial artists from all styles (even those without the letter “K”) to compete in a format that favors no particular martial art or fighting style. The rules of K-1 competition are also specifically formulated to ensure fighter safety while providing K-1 spectators with the most exciting and action-packed fights possible.

K-1 events are held throughout the year. The first K-1 event in the USA was held in Las Vegas on August 7, 1998. Among the various K-1 events, the most important is the K-1 Grand Prix where the world’s elite martial arts specialists compete for the title. The K-1 Grand Prix has been held once a year since 1993, and the champions for the last three years are as follows:

**1996 Andy Hug • 1997 Ernesto Hoost • 1998 Peter Aerts.**

The winner of the Grand Prix earns not only a considerable purse, but is also given the undisputed K-1 title of World’s Best Fighter.

**<http://www.k-1.co.jp/> • <http://www.k-1usa.com>**



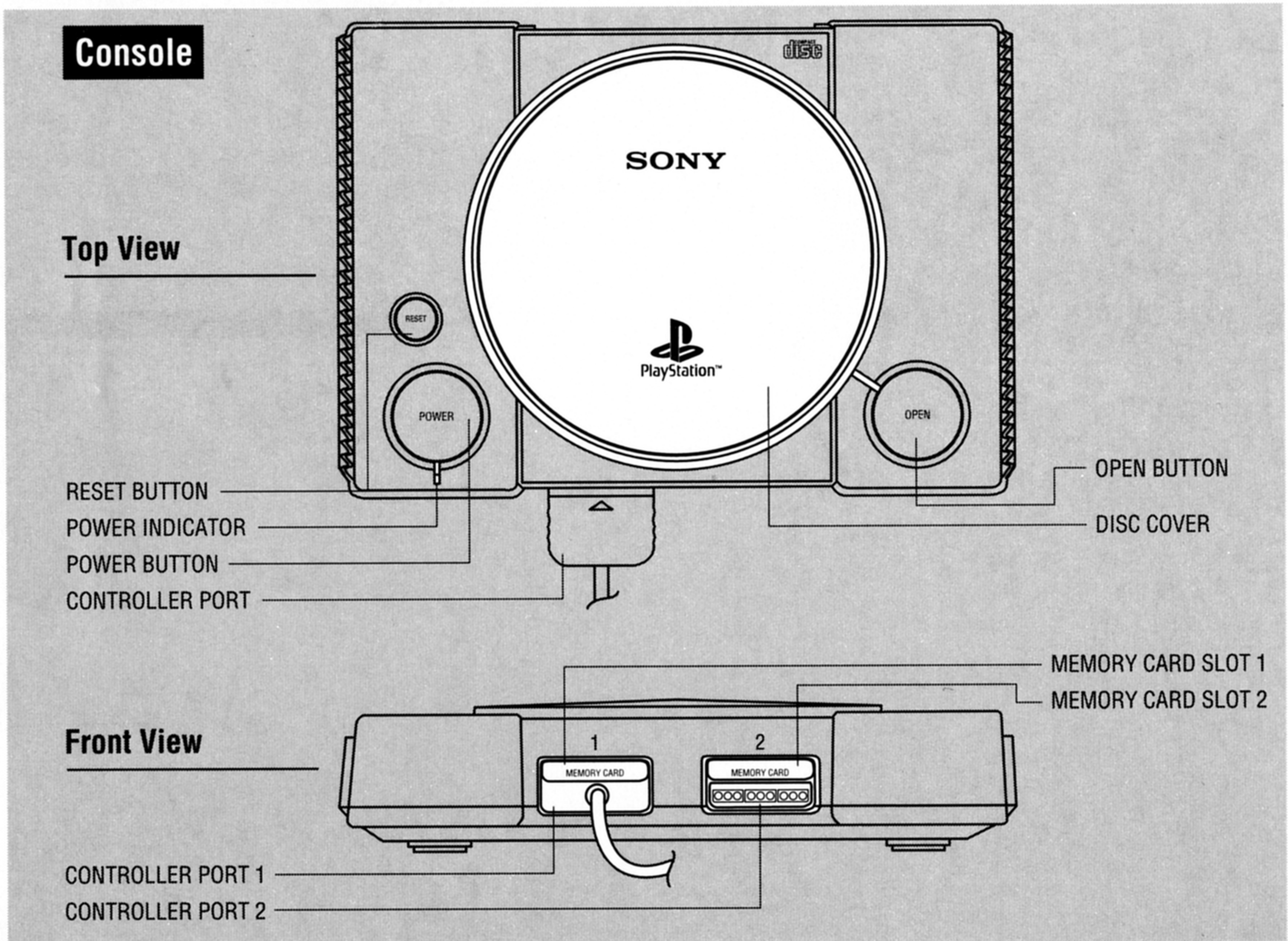
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# Setting Up Your Game

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the K1 Revenge disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.





# ***Menu Controller Functions***

DIRECTIONAL BUTTONS — scroll through options

✕ — Confirm

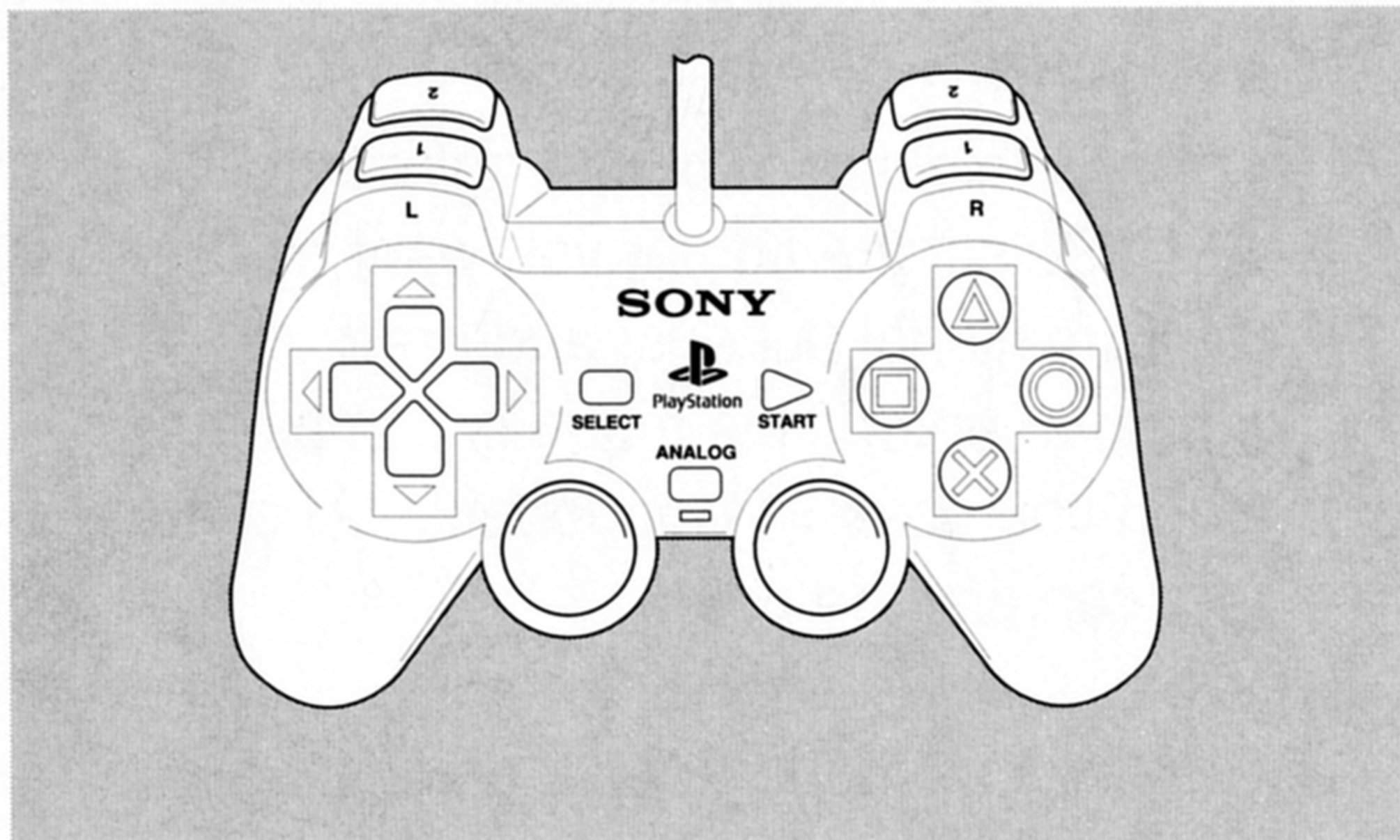
▲ — Cancel decision/return to previous screen

## **Abbreviations**

Bk	Back
Dbl	Double
R	Right
H	High
Hk	Hook
Jp	Jump
K	Kick
L	Left
Lg	Long
Lw	Low
M	Middle
Rv	Reverse
Sg	Swing
Sp	Spin
Stp	Step
Strt	Straight
Sy	Sway



# Game Controller Functions



(Key configuration can be changed at OPTION mode)

L1 Dodge left

R1 Dodge right

▲ Special attack / Cancel

● Kick / Change Power experience point (AI mode)

✕ Punch / Enter

■ Change Speed experience point (AI mode) / Change control (Player / AI)

SELECT Move to next assignment (Training mode)

START Pause game / Start game

DIRECTIONAL BUTTONS Move fighter / Move cursor

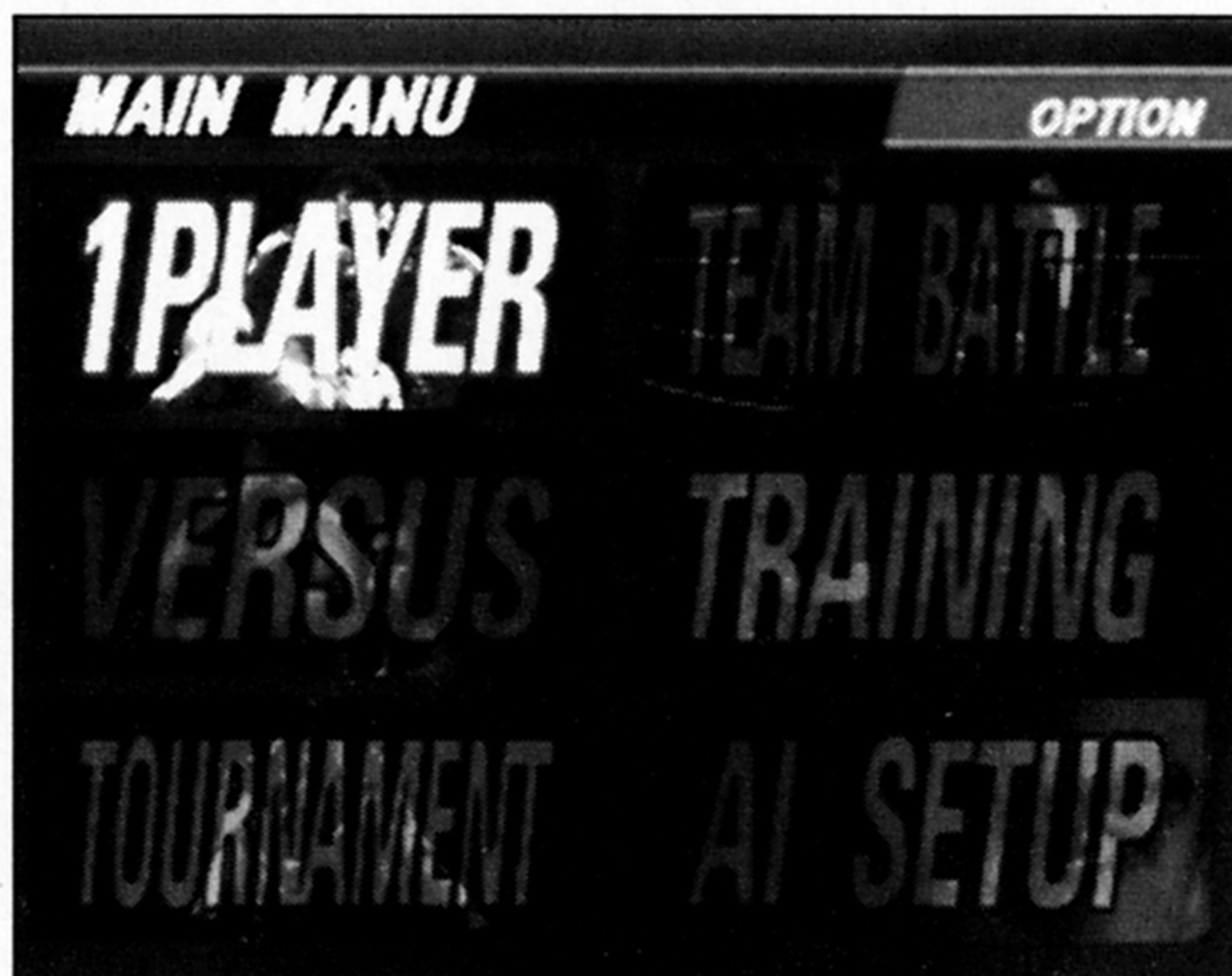
L2, R2 buttons are not used.

## Starting A Game

Press START button, and the GAME MODE SELECT screen is displayed.

Select a mode and press the ✕ button to enter.





## Modes

### 1 PLAYER

Choose this mode to fight against the CPU. Select the fighter you want by using the Directional buttons, and press the **X** button to enter. This mode is complete when you defeat 11 opponents. AI characters can also be used.

### VS

Choose this mode to fight against another

player. Fighter selection is the same as 1 PLAYER mode.

### TOURNAMENT

This mode allows you to play tournament matches consisting of a maximum of 8 players. Select the number of players, and then select the fighter you want to play. AI characters cannot be used. (Note: the location of the controller may alternate depending on the combination of the matches.)

### TEAM BATTLE

You can pick your three favorite fighters to create a team, and fight against another team (second player or CPU). AI characters can also be used.

### TRAINING

This mode allows you to practice fighting moves (see page 11 for details).

### AI setup

This mode allows a player to select settings for customizing a fighter (see page 12 for details).

### OPTION

Set the level of difficulty and other parameters of match (see page 16 for details).



# Game Screen



## LIFE GAUGE

Shows the fighter's physical strength level. The strength is recoverable when it is in red. A fighter recovers the strength to a certain extent during every interval. When knocked down, press the Directional button repeatedly to quickly recover strength.

## STAMINA GAUGE

Displays the fighter's stamina. It decreases each time a fighter uses a move. Low stamina means low offensive or defensive power.

## TIME GAUGE

Shows the elapsed time of the round.

## COMBO ATTACK DISPLAY

Shows the number of hits of combination attacks (More than one move at a time).

## NUMBER OF DOWNS

Displays the number of times that a fighter has been knocked down.

## DOWN GAUGE

Shows the level of damage. When it reaches the maximum, a player gets knocked down.



# ***K-1 Special Rules for PlayStation®***

**ARTICLE 1:** Two appropriately trained fighters shall fight the match. They may attack and defend within the rules. The rules are shown in the following articles (2 – 4).

**ARTICLE 2:** Matches shall consist of three-180 second rounds.

1. Matches shall extend one extra 180 second round in case the fighters tie after 3 rounds.
2. Matches shall extend one last 180 second round in case the fighters tie again. The judges will decide the winner of this match based on even the slightest difference in the gauges.

**ARTICLE 3:** A point shall be scored each time when there is an attack effective enough to cause damage to the opponent.

**ARTICLE 4:** The winner of a match shall be decided as follows:

1. Decision (The judges decide a winner based on the score.)
2. Knock Out (KO)
  - a. When a fighter cannot pose for fighting within 9 seconds after being knocked down.
  - b. When a fighter receives a “Technical Knock Out” (TKO).
  - c. When a fighter gets damaged so the life gauge goes below 0.



# Basic Operation

## EXPLANATION ON CONTROLS

→ Press Directional button in the direction shown.

\* Release Directional button.

▲ Press special attack button.

✕ Press punch button.

● Press kick button.

L1, R1 Press L1 / R1 button.

*Example:* FRONT KICK [→●] Press Directional button to right and kick button.

## MOVES (When a fighter is facing right)

→← Forward / Backward

→→←← Step in / Step out

\* Upper Auto guard

↓ Lower Auto guard

L1, R1 Dodge Left / Right

↓↓ Ducking

## UNIVERSAL MOVES (When a fighter is facing right)

✕ Jab

→✕ Straight

←✕ Upper

↓✕ Body Blow

● High Kick

←● Middle Kick

→● Front Kick

↓● Low Kick



## **UPPER ATTACK, LOWER ATTACK, AND GUARD**

The upper attacks, such as straight and high kicks, can be automatically guarded by releasing the Directional button. The attacks against the opponent's body, such as body blows and middle kicks, can also be guarded by releasing the Directional button. The lower attacks, such as upper and low kicks, can be guarded by pressing the Directional button ↓ (down).

To get up after being knocked down, push the Directional button repeatedly.

## ***Special Attacks***

### **DUCKING ATTACKS**

Attacks while evading the opponent's upper attack.

Ducking Hook      Press ↓↓\*✕

Ducking Upper      Press ↓↓✕

### **GRAPPLE MOVE**

Grapples the opponent and knee kicks. It prompts a push when the opponent tries to kick.

Press the ●✕ buttons simultaneously.

### **PUSHING**

Push the opponent.

Press ←←✕

### **SWAY ATTACK**

Bends the body backward and attacks.

Press ←←▲



## MOVING ATTACK

Dashes towards opponent and attacks.

Long Straight      Press ↓→✕

Dash Upper      Press ↓←●

Dash Middle      Press →→▲

Dash Ultimate      Press ↓←▲

## COUNTER GUARD

Counter attacks the opponent.

For upper attack      Press ↓←▲

For middle attack (or Dash Upper)      Press ↓←✕

For lower attack (or Dash Middle)      Press ↓←●

## DODGE ATTACK

Dodges to the opponent's side and attacks.

Upper Dodge      Press L1 (R1) ✕

High Dodge      Press L1 (R1) ●

Knee Dodge      Press L1 (R1) ▲

## BOOST ATTACK

Increases the damaging power of special attacks.

Press the ▲ button for an extended period of time when a special attack is commanded.



# Tournament Mode

Tournament consisting of up to eight outstanding fighters!  
Reproduce the K-1 Grand Prix in your home!

- 1) Select the Tournament mode. Press the ✖ button to enter.
- 2) Select the number of players.
- 3) Select the fighters.

\*The position of the controller may alternate depending upon the combination of fighters.

# Team Battle Mode

Two-team battle consisting of six fighters!



- 1) Select the Team Battle mode. Press the ✖ button to enter.
- 2) Select 1P VS. 2P or 1P VS. CPU.
- 3) Select fighters using the Directional button, and press the ✖ button to enter. (Press the ■ button to switch MANUAL or AI.)  
\*A fighter cannot be assigned twice in the same team.
- 4) A team wins when it defeats all 3 opponents.



# Training Mode

This mode gives you an opportunity to get used to maneuvering the controller functions. There are 3 training modes available. Press the START button to pause and select Quit to exit from the training mode.

**1. Attack Training** This is for practicing ultimate attacks or combination attacks. Select a fighter and use a move against the coach. Coach Minatoya does not counter-attack. The damage of the move will be shown on the damage score. The damage of a combination attack is also displayed.



**2. Counter Training (Defense Training)** This training is for practicing counter moves. Coach Minatoya punches and kicks at random.

**3. Combo Training** In this mode, coach Minatoya will teach you hands-on fighting combinations. Assignment Success Count Failure Count

- Displayed commands are for fighters facing right. If facing left, a player must reverse the moves.

- In case of Musashi, the assigned moves may require a player to input a left/right stance change ( $\leftarrow\rightarrow\blacktriangle$ ) in advance.

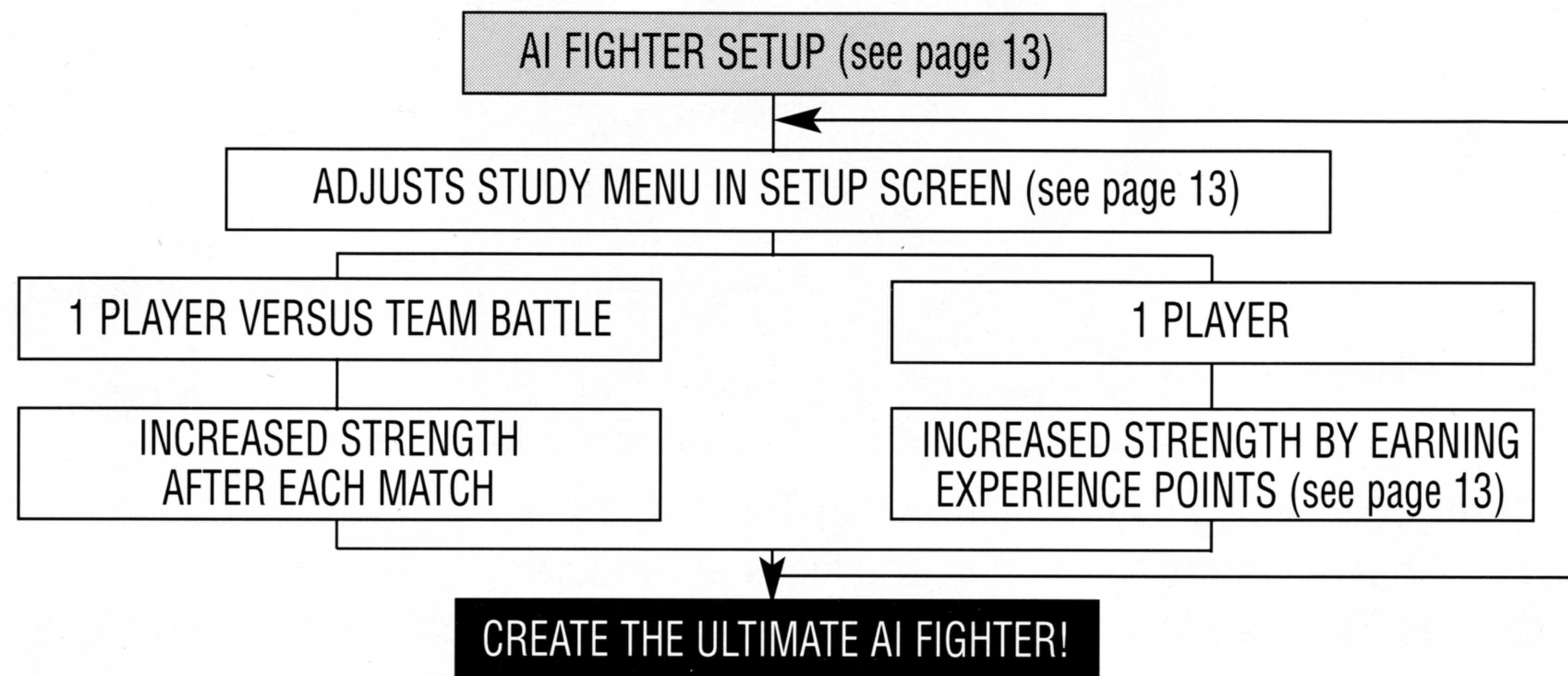


# AI Setup Mode

## AI Fighter Mode

This mode enables a player to educate a fighter to learn certain fighting patterns. There are 1P, VS, or Team Battle modes to play. As an AI fighter goes through matches, he learns offense and defense techniques and gradually becomes smarter. An AI fighter also earns experience points each time a 1P game is cleared, which increases the attacking power and speed.

Note: A memory card with 4-block memory capacity (1 block for option data and 3 blocks for study data) is required to play this AI Fighter mode. In order to avoid an error, do not remove your memory card during a game.



## Setup AI Data

1. Select AI Setup Data using Directional button up / down.
2. Select NEW using L1/R1 button. Press the ✖ button to enter.

AI data is now setup to study and store the data from all fighters. Press the ▲ button to exit.



## Select A Fighter

1. Select Edit using L1/R1 button. Press the ✖ button to enter.
2. Select a fighter by pressing the ✖ button and choose the settings.

## Fighter Setting Screens

**NUMBER OF MATCHES**  
**NUMBER OF WINS**  
**WIN RATIO**

**TIME USAGE**

**FREQUENCY GRAPH**

**UNUSED EXPERIENCE POINT**

**USED EXPERIENCE POINT**

ARTS NAME	ACTIVITY	USED	UNUSED
Low Kick	35	0	0
Jockey	54	0	0
Body Blow	51	0	0
High Kick	55	0	0
Jee	64	0	0
Front Kick	35	0	0
Straight	34	0	0

## What Is An Experience Point?

AI fighters earn Experience Points each time he clears a 1 Player mode. By assigning each point to a move, an AI fighter's ability is improved. The more



points assigned to a player, the stronger AI fighter gets. Press the ■ button to increase his speed; and the ● button to increase his power. The harder the difficulty level of a game, the more points a player earns as follows:

LEVEL 1 . . . . . 1 POINT

LEVEL 2 . . . . . 2 POINTS

LEVEL 3 . . . . . 3 POINTS

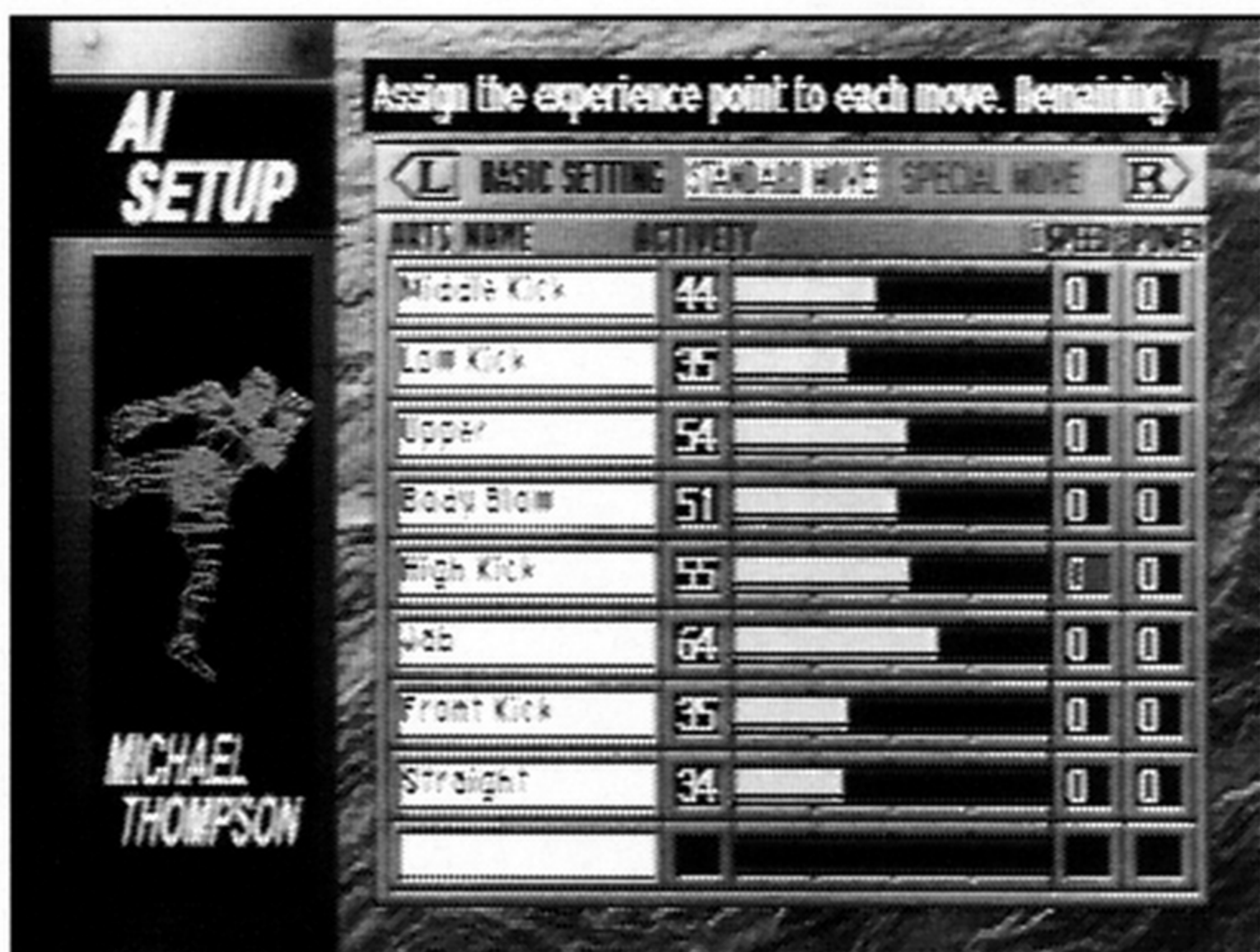
NOTE: A player cannot control AI fighter.

## Regarding Auto Save

This game saves automatically. Information on options and hidden fighters are saved in MEMORY CARD slot 1 as "K-1 Revenge Option". AI setup information will be saved under K-1 REVENGE AI 01-03 and the study information will be saved automatically after each fight. Select AI setup if you need new study data or you need to renew AI data. To avoid an error, do not remove the MEMORY CARD or Controller during a game.

## AI Setup

Press the ✕ button in Edit Mode and the AI Fighter Edit screen will be displayed. This mode lets you setup an AI fighter in detail. Use the Directional button up/down or L1/R1 buttons to move the cursor and Directional button left/right to select a frequency. AI will use a move with the greater frequency. However, AI studies the effectiveness of a move and may reduce the frequency if necessary. Press the ▲ button to exit.



1. Basic Settings: It determines the study efficiency and basic actions.



- Study Level .....Sets the extent of how much the AI learns each time.
  - Preemptive Attack .....Sets a fighter to engage in a preemptive attack.
  - Counter .....Sets a fighter to counter-attack.
  - Evade .....Sets a fighter to evade attacks.
  - Guard.....Sets a fighter to guard against attacks.
  - Combination .....Sets a fighter to make consecutive moves.
  - Counter-Guard.....Sets a fighter to counter-guard often.
  - Boost .....Sets a fighter to boost-attack often.
  - Cancel .....Sets a fighter to cancel often.
2. Special Attack:           Sets the frequency and assigns the experience points.
  3. Standard Attack:       Sets the frequency and assigns the experience points.
  4. Moving Attack:         Sets means of moving attack and its frequency, and also assigns the experience point.
  5. Combination Attacks: Sets the frequency of combination attacks.
  6. Void:                    Cancels the changes of AI settings.

## Select A Fighter

Press the ■ button when you select a fighter in 1P, VS, or TEAM BATTLE mode and the control is switched to AI.

## Copy AI Data

It copies the studied data of AI.

1. Move the cursor to COPY (using L1/R1 button) and select the AI data to be copied. Press the ✕ button to decide.
2. Select a file to which the data is to be copied. Press the ✕ button to enter.



## Delete AI Data

Select this mode when you want to reprogram the AI.

1. Select ERASE.
2. Select the AI data to be erased. Press the ✖ button to enter.

## Change Assigned Controller of AI Data

All AI data is denoted with 1P or 2P. Data with 1P is controlled by controller 1; data with 2P is controlled by controller 2. Do the following when you want to change the setting:

1. Select AI data.
2. Press the ■ button to assign the controller 1.  
Press the ● button to assign the controller 2.

# Option

This mode enables you to set the game contents in detail. Option data will be automatically saved to the memory card in slot 1, but not in slot 2.

## Rule Option

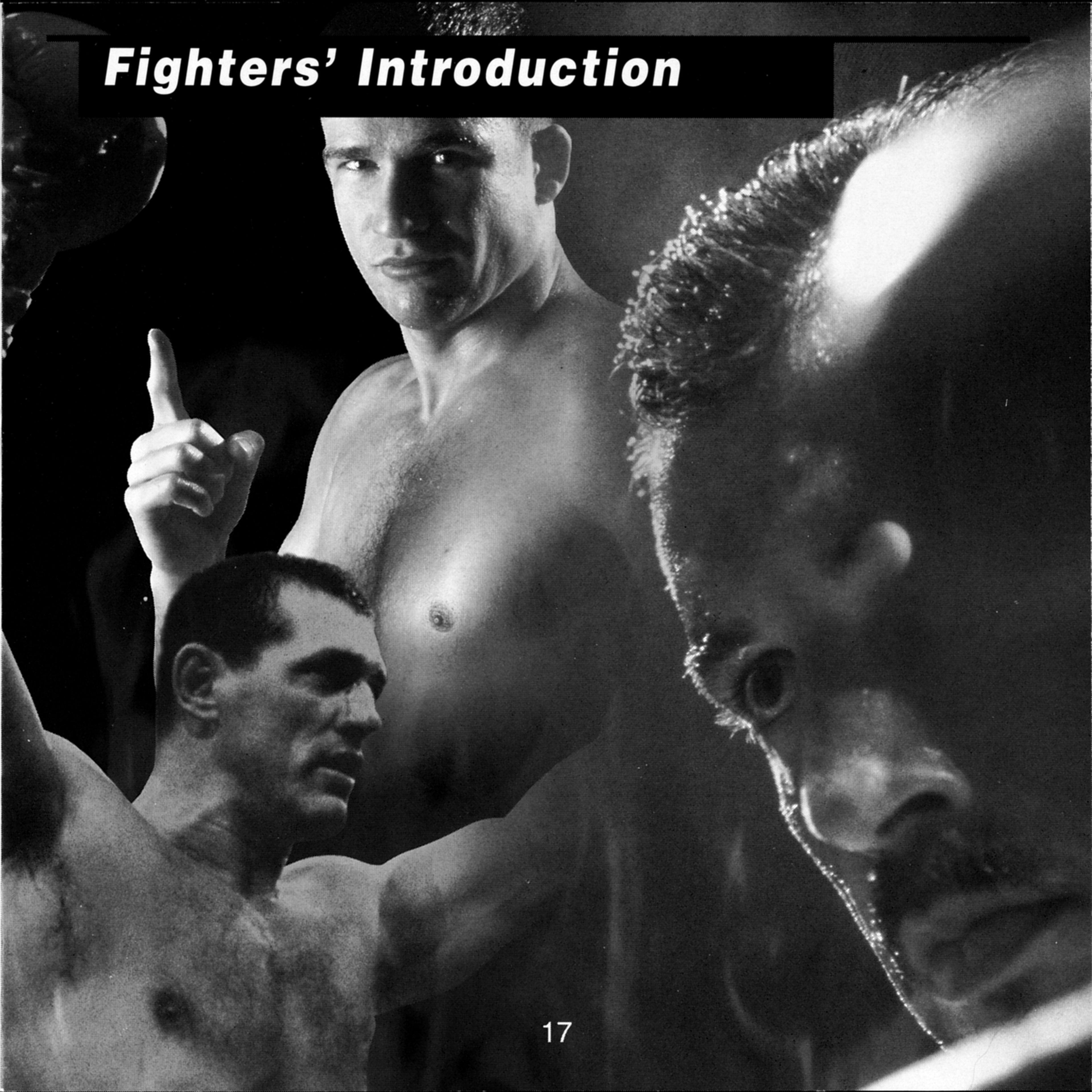
Game Level	Sets difficulty. 1=Easy ~ 5=Hard
Round	Sets the number of rounds.
Down	Sets the number of downs to get a Technical Knock Out.
Time	Sets the time for one round.
SE Volume	Sets the sound effects volume.
EGM Volume	Sets the background music volume.

## Player Configuration

Punch	Sets a button for punch (Standard: ✖).
Kick	Sets a button for kick (Standard: ●).
Special	Sets a button for special attack (Standard: ▲).



# ***Fighters' Introduction***





## ANDY HUG



Date of Birth: September 7, 1964  
Height: 180 cm  
Weight: 96.7 kg  
Title: WMTC World Super Heavy Weight  
Champion  
K-1 Grand Prix '96 Champion

Birth Place: Switzerland  
Gym: Seido Kaikan

Favorite Moves:

- ▲ Left Hook
- ←▲ Back Spin Hook High
- ↓▲ Hug Tornado
- ▲ Axe Kick
- ←→✕ Hand Chop

## BRANKO CIKATIC



Date of Birth: October 4, 1954  
Height: 189 cm  
Weight: 98 kg  
Title: K-1 Grand Prix '93 Champion  
Birth Place: Croatia  
Gym: Tiger Gym

Favorite Moves:

- ▲ Right Hook
- ←▲ Back Blow
- ↓▲ Back Spin Kick Middle
- ▲ Back Spin Kick High
- ←→▲ Smash



## CHANGPUEK KIATSONGRIT



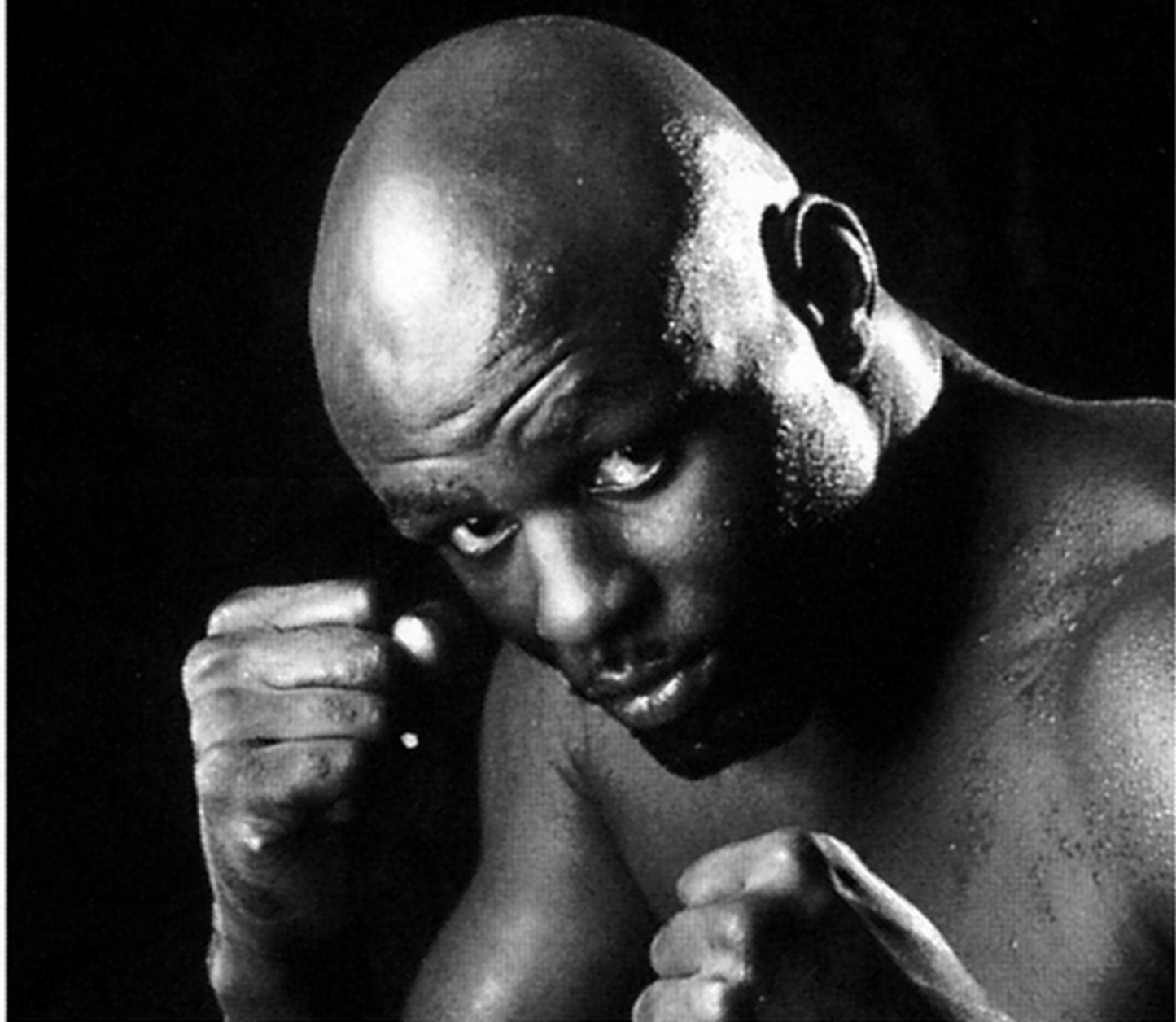
Date of Birth: October 23, 1966  
Height: 175 cm  
Weight: 77 kg  
Title: IMF World Light Heavy Weight  
Champion  
K-2 Grand Prix '93 Runner-up

Birth Place: Thailand  
Gym: Kiatsongrit Gym

Favorite Moves:

←→× Elbow Strike  
←→×× Double Elbow  
▲ Step in Middle  
←▲ Spin Elbow  
↓▲ Knee Kick

## ERNESTO HOOST



Date of Birth: July 11, 1965  
Height: 195 cm  
Weight: 98.2 kg  
Title: K-1 Grand Prix '96 Third Place  
K-1 Grand Prix '97 Champion

Birth Place: Holland  
Gym: Vos Gym

Favorite Moves:

▲ Step in High  
←▲ Back Blow  
↓▲ Left Upper  
→▲ Jump Knee  
←→× Elbow Strike



## **JEAN CLAUDE**



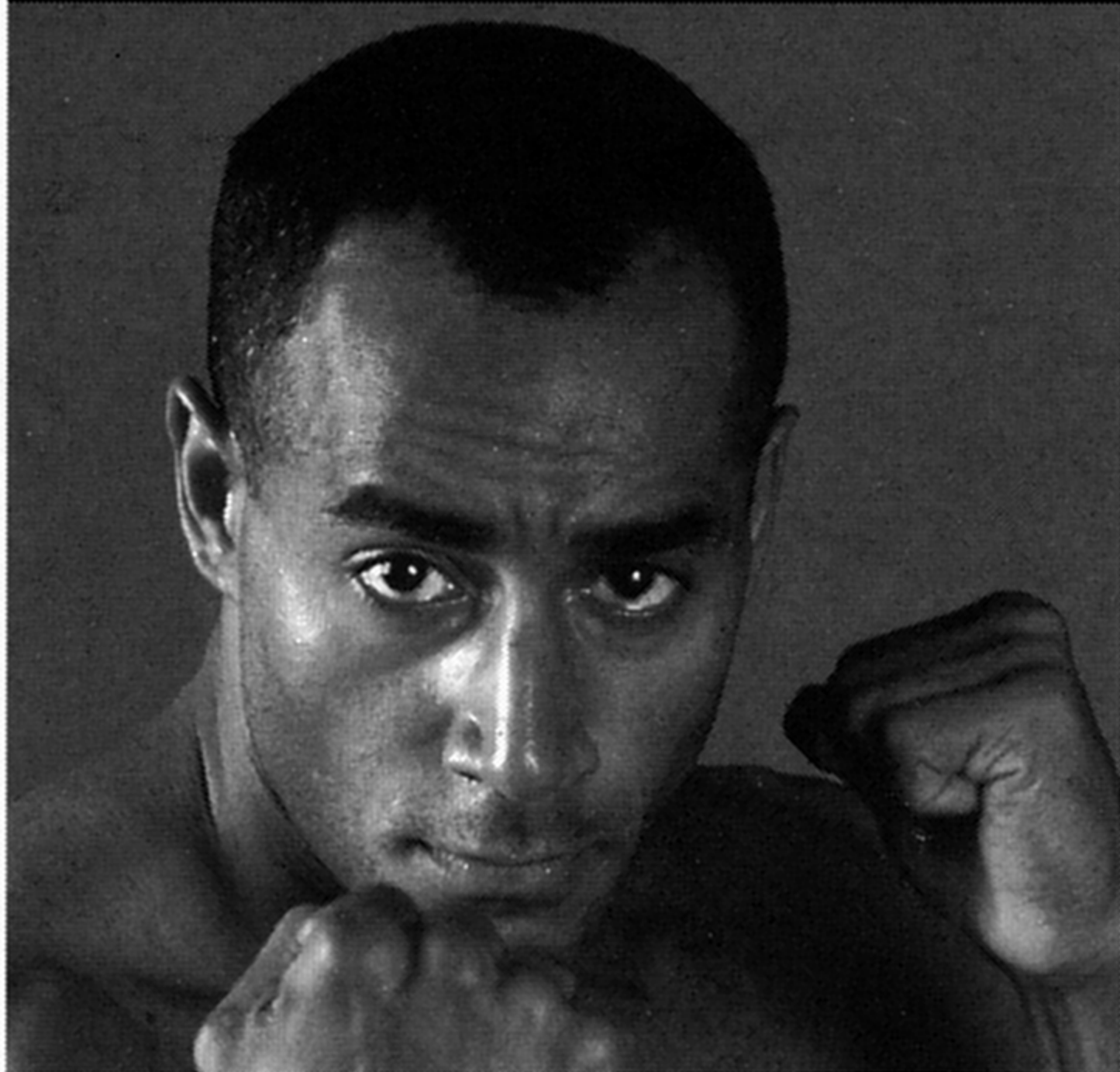
Date of Birth: November 30, 1970  
Height: 191 cm  
Weight: 106.6 kg  
Title: ISKA World Free Style Super Heavy  
Weight Champion

Birth Place: U. S. A.  
Gym: Fairtex Gym

### **Favorite Moves:**

- ▲ Swing Hook
- ←▲ Upper Cut
- ↓▲ Body Hook
- ▲ Axe Kick
- ▲▲ Combo Hook

## **MICHAEL THOMPSON**



Date of Birth: June 23, 1962  
Height: 180 cm  
Weight: 88 kg  
Title: WKA World Super Cruiser Weight  
Champion

Birth Place: U. K.  
Gym: Seido Kaikan

### **Favorite Moves:**

- ▲ Back Spin Kick High
- ←▲ Jump Spin Kick
- ↓▲ Back Spin Kick Middle
- Double Kick High
- ↓●● Double Kick Low & High



## MIKE BERNARDO



Date of Birth: July 28, 1969  
Height: 193 cm  
Weight: 112 kg  
Title: WAKO Pro World Thai Boxing Super Heavy Weight Champion  
K-1 Grand Prix '96 Runner-up

Birth Place: South Africa  
Gym: Steve's Gym

### Favorite Moves:

- ▲ Swing Hook
- ←▲ Back Blow
- ↓▲ Swing Upper
- ▲ Swing Straight
- ▲▲ Double Hook

## MIRKO TIGER



Date of Birth: September 10, 1974  
Height: 189 cm  
Weight: 94 kg  
Title: K-1 Grand Prix '96 Best 8

Birth Place: Croatia  
Gym: Tiger Gym

### Favorite Moves:

- ▲ Step in Straight
- ←▲ Back Blow
- ↓▲ Back Spin Kick Middle
- ←←▲ Sway Knee
- ▲ Step in High



## MUSASHI



Date of Birth: October 17, 1972  
Height: 185 cm  
Weight: 98 kg  
Title: K-1 Grand Prix '96 Third Place  
Birth Place: Japan  
Gym: Seido Kaikan

### Favorite Moves:

- ←▲ Jump Back Spin Kick
- ↓▲ Punch High
- ×× One Two
- ↓●● Double Low (Orthodox)
- ←→▲ Stance Change (Change Pose)

## NOBUAKI KAKUDA



Date of Birth: April 11, 1961  
Height: 174 cm  
Weight: 93.1 kg  
Title: 7th All-Japan Weight Category Karate  
Competition Heavy Weight Fourth Place  
Birth Place: Japan  
Gym: Seido Kaikan

### Favorite Moves:

- ▲ Swing Hook
- ←▲ Reverse-thrust
- ↓▲ Swing Kick Low
- ▲ Right Front Kick
- ▲▲ Double Hook



## **PETER AERTS**



Date of Birth: October 25, 1970  
Height: 192 cm  
Weight: 105.2 kg  
Title: K-1 Grand Prix '98 Champion  
K-1 Grand Prix '94 & '95 consecutive  
Champion

Birth Place: Holland  
Gym: No Affiliation

### **Favorite Moves:**

- ▲ Knee Kick
- ←▲ Back Blow
- ↓▲ Back Kick Low
- ▲ Back Kick High
- ←→× Elbow Strike

## **SAM GRECO**



Date of Birth: May 3, 1967  
Height: 188 cm  
Weight: 105.5 kg  
Title: K-1 Grand Prix '96 & '97 Best 8  
WAKO World Super Heavy Weight  
Champion

Birth Place: Australia  
Gym: Seido Kaikan

### **Favorite Moves:**

- ▲ Swing Blow
- ←▲ Right Body
- ↓▲ Low Thrust
- ▲ Straight Thrust
- ▲▲ Swing Hook Double



## STAN THE MAN



Date of Birth: June 25, 1965  
Height: 176 cm  
Weight: 97.3 kg  
Title: WKA World Super Heavy Weight  
Champion  
ISKA World Super Heavy Weight  
Champion

Birth Place: Australia  
Gym: Fitzroy Star Gym

### Favorite Moves:

- ▲ Swing Hook
- ←▲ Jump Spin Kick
- ↓▲ Back Spin Kick Middle
- ▲ Back Spin Kick High
- ▲▲ Swing Hook Combo

## TAIEI KIN



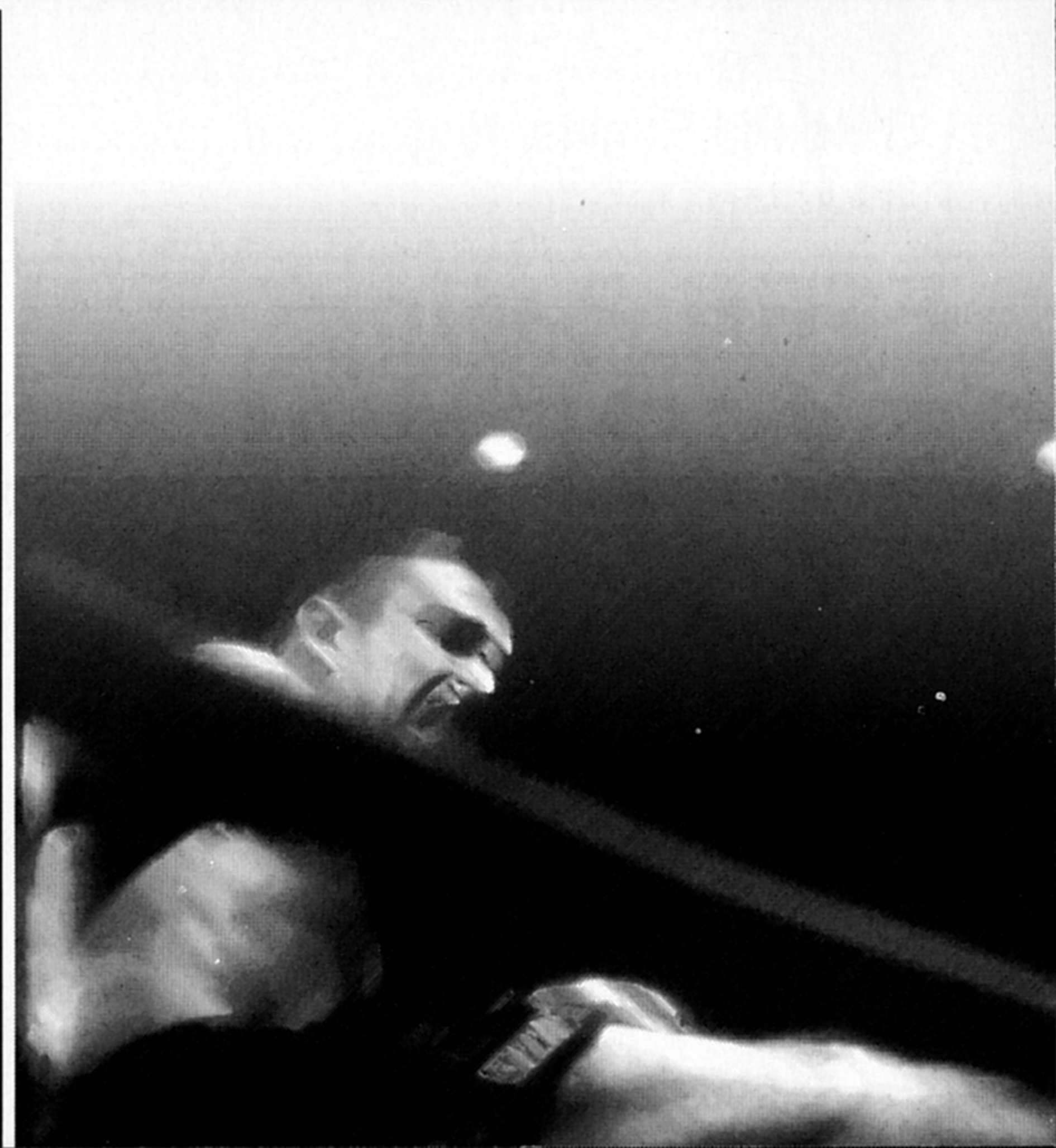
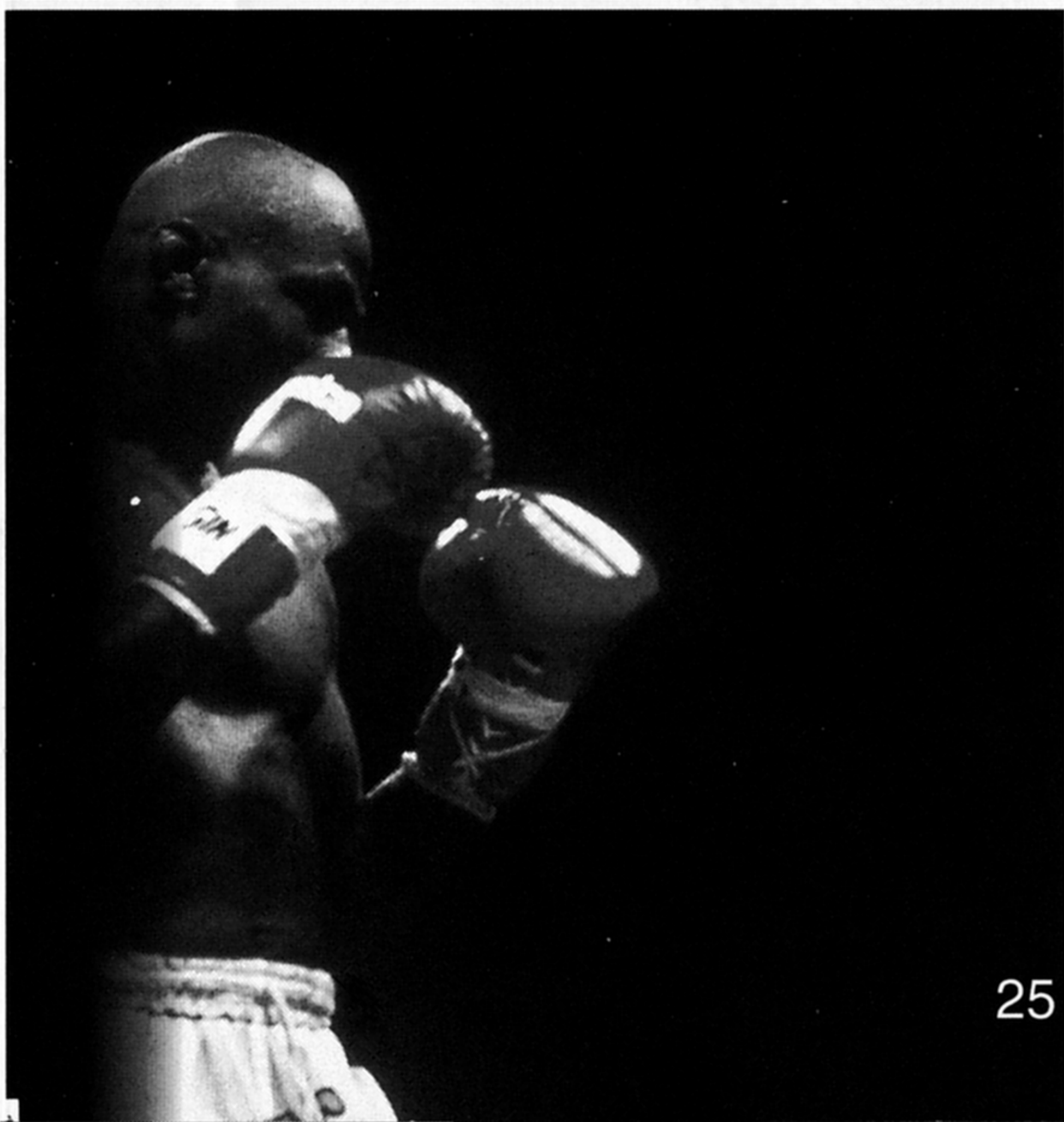
Date of Birth: July 8, 1970  
Height: 180 cm  
Weight: 74 kg  
Title: Karate World Cup '95 Champion  
WMTC World Junior Middle Weight  
Champion

Birth Place: Japan  
Gym: Seido Kaikan

### Favorite Moves:

- ▲ Step in Middle
- ←▲ Back Blow
- ↓▲ Step in Low
- ▲ Back Spin Kick
- ↔▲ Body Straight







# **Credits**

Jaleco USA, Inc.

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Vice President .....	Greg Hasler
Japanese Translation .....	Yuki Tanaka
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.....	Kaeko Ueno
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Packaging Design .....	Murrie Leinhart Rysner & Assoc.

## **ESRB Rating**

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.



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