



SUPER FIGHTER

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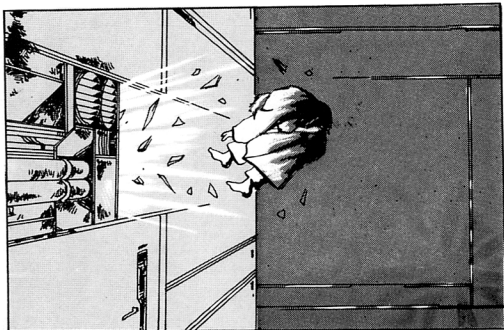
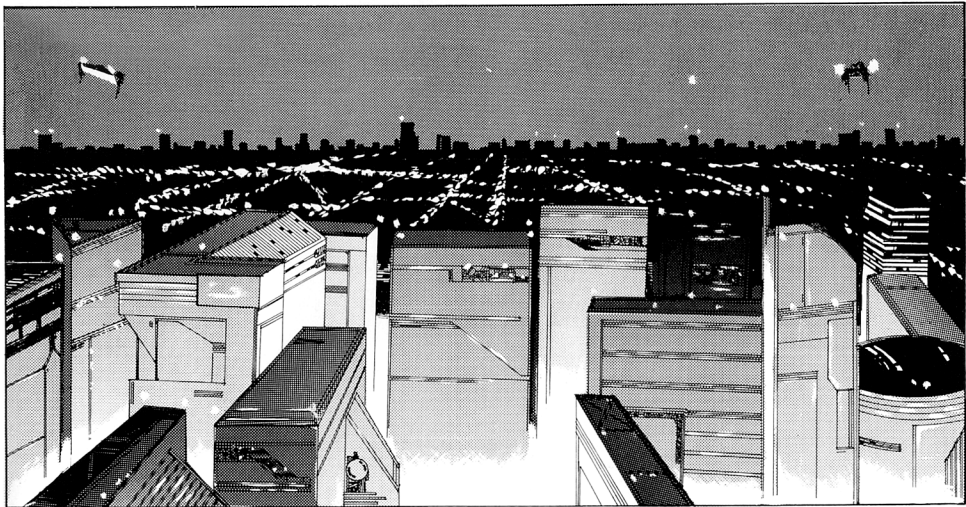
Super Fighter first hit the market in 1993, developed and published by C&E, Inc. Quickly becoming a success in its native Taiwan, the game was soon exported to South Korea and Australia.

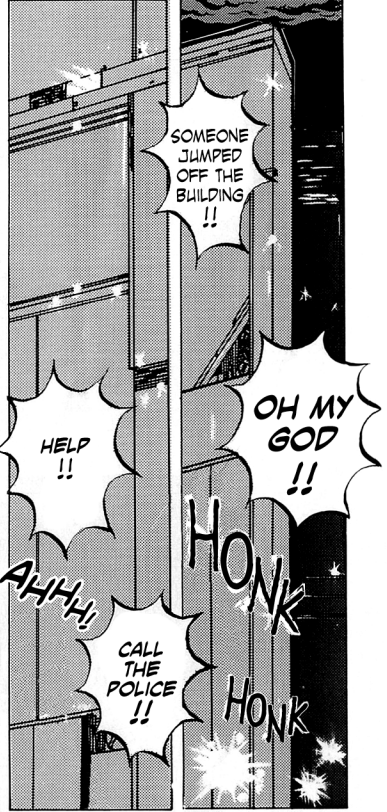
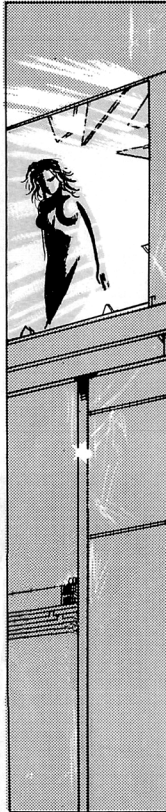
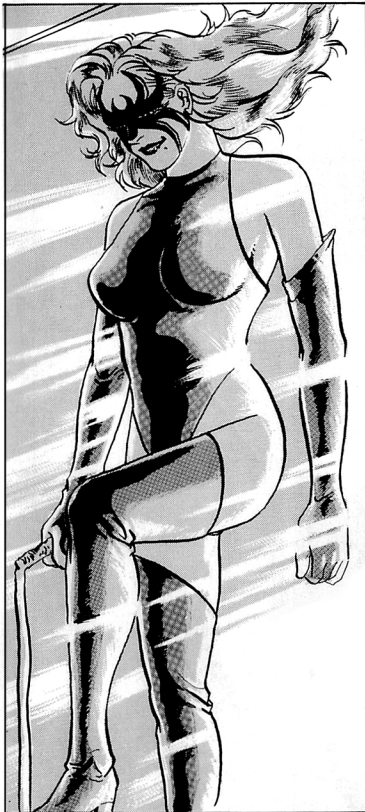
Super Fighter Team, based in the United States, became the legal custodian of Super Fighter in 2001. A special edition of the game was released as a free download in 2013, to commemorate its 20th anniversary.

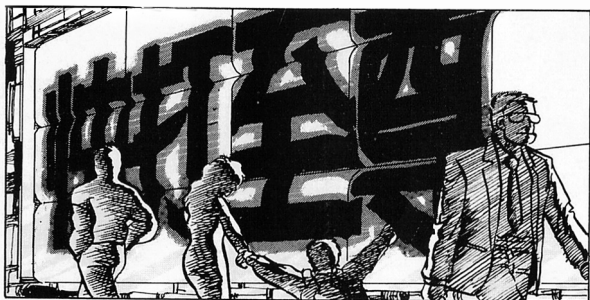
We are now proud to present this manhua: Originally produced to promote sales of Super Fighter, it has been digitally restored, and translated into English for the first time. Please enjoy it with our compliments, in celebration of the game's 30th anniversary.

Special thanks to all the fans. We appreciate your support.

Never let dreams die!







IN 200X, INTERNATIONAL GOVERNMENT OFFICIALS WERE ASSASSINATED ONE AFTER ANOTHER. WHEN

THE NEWS BROKE, POLITICIANS AROUND THE WORLD PANICKED, TERRIFIED THEY WOULD BE NEXT. INTELLIGENCE AGENCIES SUSPECTED THIS TO BE THE WORK OF TERRORIST ORGANIZATIONS, INITIATING A SERIES OF RAIDS. HOWEVER, IT WAS QUICKLY DISCOVERED THAT TERRORIST LEADERS WERE ALSO BEING ASSASSINATED IN THE SAME CRUEL MANNER.

RATHER THAN RISKING MORE INNOCENT LIVES THROUGH THE USE OF MILITARY FORCE, THE WORLD'S MOST SKILLED MARTIAL ARTISTS WERE TASKED WITH INFILTRATING THE ORGANIZATION BEHIND THIS MAYHEM, AND PUTTING A STOP TO IT. THE NAME OF THIS INITIATIVE? *SUPER FIGHTER*

