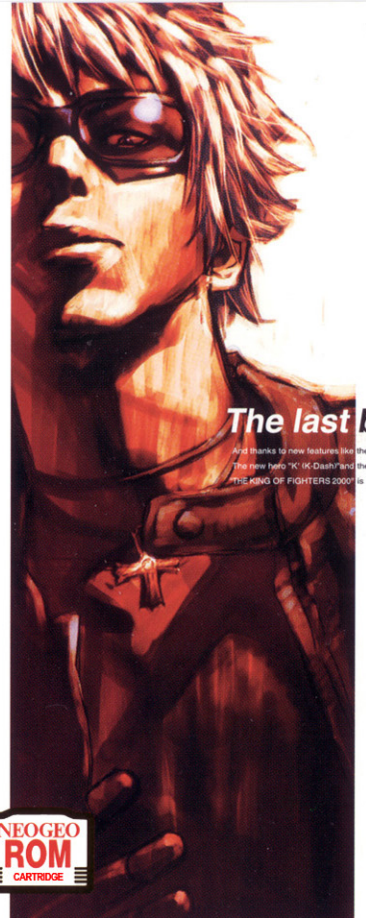
NEO
ADVANCED ENTERTAINMENT SYSTEM
GEO

SNK

NGH-2571
MADE IN JAPAN



NEOGEO
ROM
CARTRIDGE

SNK

The last battle of the twentieth century.

And thanks to new features like the "Another Striker" and "Active Striker System", last year's innovative Striker Match is all the more exciting.
The new hero "K' (K-Dash)" and the battle against the mysterious organization Nests gets takes a fast and furious new turn!
"THE KING OF FIGHTERS 2000" is here with the long-awaited millennial showdown that'll singe you senseless!

THE KING OF FIGHTERS 2000™
KING OF FIGHTERS 2000

TO ALL CONTENSTANTS

Thank you for your purchase of the NEOGEO ROM cartridge, "The King of Fighters 2000". Before you gear up for battle, be sure to read the user's manual carefully to enjoy propper game play.

★You may want to look at your NEOGEO Home System console's user's manual during play.

★For younger players, a parent or guardian should read the manual and explain its contents to them.

★All photos of the screen in this manual have been reproduced from the Japanese version of the game.

Another Strikers Lineup

There are three types of Another Strikers that can appear. They are the Strikers from past KOF, characters from titles other than KOF and your original characters.



WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen,möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

●Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!

●Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

●Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symtome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

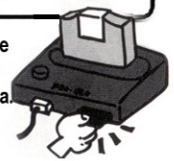


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Notes on use

MEMORY CARD-BACKUP



With a NEO GEO Memory Card (sold seperately) you can easily return to where you left off during a game. Securely insert the memory card into the console's memory card slot and follow the procedures below to save and load game data.

■TO LOAD (Retrieving Data)

If the NEO GEO Memory Card is inserted correctly, the "LOAD DATA" screen will appear. Use the joystick to select "YES" and push Button A to resume play where you left off.

■TO SAVE (Recording Data)

If the NEO GEO memory Card is inserted correctly, after a game has ended, the "SAVE DATA" screen will appear. Use the joystick to select "YES" and push button A to save data at the point where you finished. (With certain software data is saved automatically during play.)

* As a rule, you cannot save data for a game more than once. Consequently, when saving data for a game on a memory card, be aware that previous data for the same game will be erased automatically.

■FORMATTING CARDS

Newly purchased NEO GEO Memory Cards are not formatted. Before using a new card, follow the procedures below to format it..

1. Correctly insert a NEO GEO game cartridge and memory card into the console.



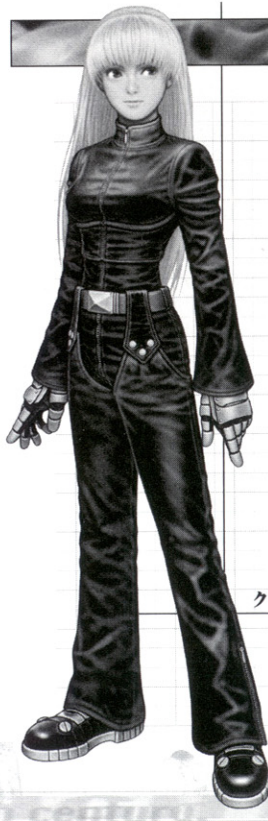
2. While holding down all the buttons (A to D) on the Player 1 controller, push the RESET button on the Home System console.



3. When the "MEMORY CARD UTILITY MENU" appears on the screen, select "FORMAT" and follow the on-screen instructions.



4. Press Button A when formatting is complete.





KYO KUSANAGI

Wicked Chew	↓↘→+A
Poison Gnawfest	↓↘→+C
427 Locomotive Upper	→↘↓↙←+BorD
Ceremony Super Slash 182	↓↘→↓↘→+AorC
Serpent Wave	↓↙←↙↓↘→+AorC
Serpent Wave	↓↙←↙↓↘→+AC

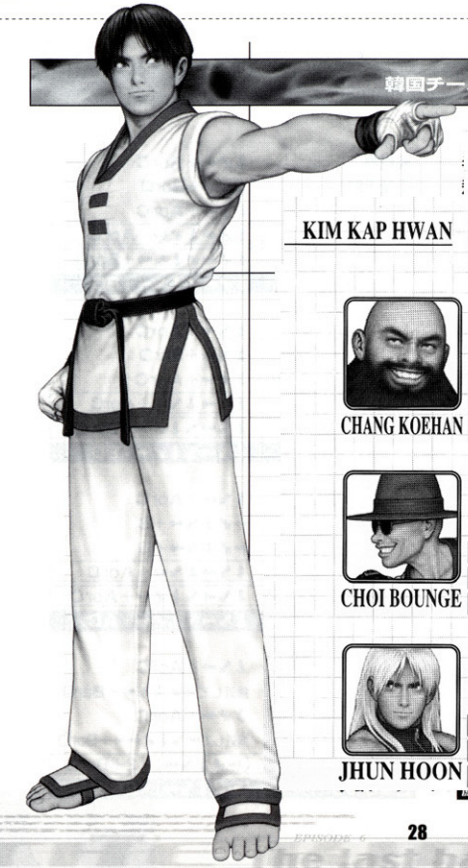


IORI YAGAMI

Fire Ball	→↓↘+AorC
Dark Thrust	↓↘→+AorC
Deadly Flower	(↓↙←+AorC)×3
Concealed 1101 Gloom Gouger	↓↘→↓↘→+AorC
Maiden Masher	↓↘→↘↓↙←+AorC
Maiden Masher	↓↘→↘↓↙←+AC

クーラ・ダイアモンド

?????	↓↘→+AorC
?????	→↓↘+AorC
?????	↓↙←+AorC
?????	↓↘→↓↘→+AorC
?????	↓↘→↓↘→+AC
?????	(→↘↓↙←)×2+AC



韓国チーム

KIM KAP HWAN

Crescent Moon Slice	↓↙←+BorD
Hien Zan	↓ briefly then ↑+BorD
Comet Cruncher	← briefly then →+BorD
Phoenix Kick Tornado	↓↘→↓↘→+BorD
Phoenix Flattener	↓↙←↙→+BorD
Phoenix Flattener	↓↙←↙→+BD

CHANG KOEHAN

Spinning Iron Ball	AorC tap repeatedly
Breaking Iron Ball	← briefly then →+AorC
Iron Drum Attack	←↙↓↘→+BorD
Wild Ball Attack	↓↘→↘↓↙←+AorC
Iron Sphere Smasher	↓↘→↓↘→+AorC
Iron Sphere Smasher	↓↘→↓↘→+AC

CHOI BOUNGE

Hisho Kuretsu Zan	↓ briefly then ↑+BorD
Flying Monkey Slice	← briefly then →+AorC
Hurricane Cutter	↓ briefly then ↑+AorC
Tornado Ripper	(→↘↓↙←)×2+AorC
Phoenix Flattener	↓↘→↘↓↙←+BorD
Phoenix Flattener	↓↘→↘↓↙←+BD

JHUN HOON

Full Moon Slice	↓↙←+BorD
Falcon Flair	↓↓+A
Tiger Flair	↓↓+B
Rising Phoenix Boot	During jump↓↘→↓↘→+BorD
Phoenix Talon Tear	↓↘→↓↘→+BorD
Phoenix Talon Tear	↓↘→↓↘→+BD

NOTES ON USING MEMORY CARDS

- A NEO GEO game cartridge must be inserted into the console to save and load data on the memory card.
- While loading and saving data, under no circumstances should you either remove the memory card and game cartridge or turn the console off!
- Insert the memory card into the slot with it's arrow mark facing upward.
- The memory card is sold seperately. Make sure you purchase and use on NEO GEO Memory Cards with the NEO GEO Home System

NOTES ON USING CARTRIDGES

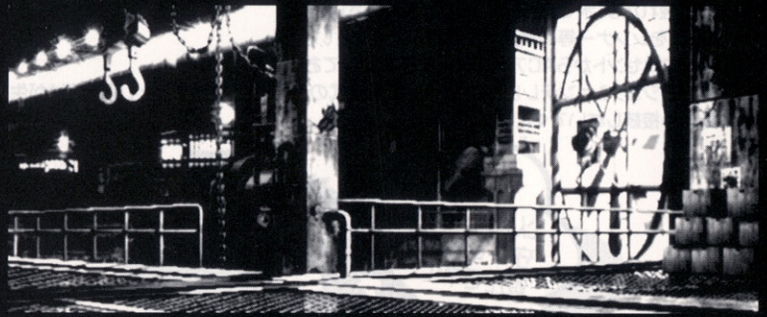
- This cartridge is for use only with the NEO GEO Home System.
- Turn the machine off before inserting or removing the game cartridge.
- Because this cartridge is a high-precision device, do not expose it to extreme temperatures or severe shock. Never attempt to take this cartridge apart as it may damage sensitive components within.
- Do not touch the cartridge's connector or get it wet.
- Do not clean the cartridge with cleaners such as thinner, benzine, or water.
- When not in use, unplug the console's AC adapter from the outlet.
- Do not connect the NEO GEO Home System to a projection-screen TV. It may cause image burn-in on the screen.

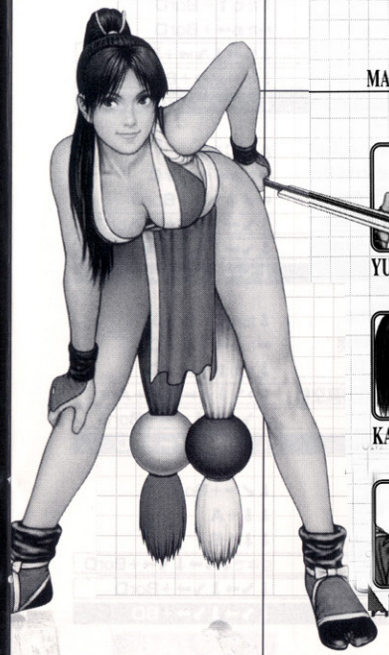


Prologue

In the previous KOF, the existence of puzzling and secret alliance of "Nests" became clear. Their activities quieted down soon after the death of Krizarid and they were not heard from much. It was at that time the occurrences of worldwide terrorism began to grow at an alarming rate. The Heidern fighting brigade had gotten word that these instances where the dirty work of 'K' and 'Maxima' and they set out to put tails on those two. However, it was just at that time that KOF was starting...

Several weeks later, the worldwide fighter's tournament began and low and behold among the names of participating teams were none other than 'K' and 'Maxima.' Just at that time as well, as if being drawn out into the open by those two, Nests also began to show more activity... or was this just a coincidence...
Now, the violence begins anew...
Welcome, once again, to the King of Fighters...





MAI SHIRANUI

Ryu En Bu	↓↙←+AorC
Night Plover	↓↙←+BorD
Kacho Sen	↓↘→+AorC
Phoenix Fandango	↓↙←↓↙←+AorC
Super Deadly Ninja Bees	↓↙←↙↓↘→+BorD
Super Deadly Ninja Bees	↓↙←↙↓↘→+BD



YURI SAKAZAKI

Tiger Flame Punch	↓↘→+AorC
Rai Oh Ken	↓↘→+BorD
Yuri Super Knuckles	↓↙←+AorC
Scalding Steam Blast	↓↘→↓↘→+BorD
Flying Phoenix Kick	↓↘→↘↓↙←+BorD
Flying Phoenix Kick	↓↘→↘↓↙←+BD



KASUMI TODOH

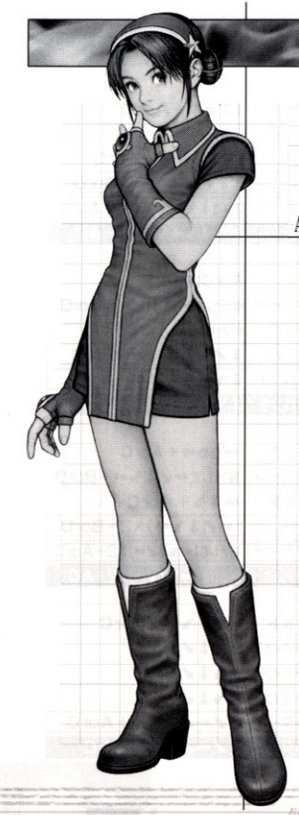
Ecstasy Crunch	↓↘→+AorC
Invincible Body Blow	←↙↓↘→+B
Fakeout Punch Kick Crunch	←↙↓↘→+D
Ultimate Ecstasy Crunch	↓↘→↓↘→+AorC
Mind's Eye Slingshot	↓↘→↘↓↙←+AorC
Mind's Eye Slingshot	↓↘→↘↓↙←+AC



SHINAKO SHIJO

Thruster	↓↘→+AorC
Gauntlet Toss	←↙↓↘→+BorD
Piledriver	↓↙←+AorC
Terrible Toss	→↘↓↙←→+BorD
Pious Twirl	(←↙↓↘→)×2+BorD
Pious Twirl	(←↙↓↘→)×2+BD

サイコソルジャーチーム



ATHENA ASAMIYA

Psycho Ball Attack	↓↙←+AorC
Psycho Sword	→↓↘+AorC
Phoenix Arrow	During jump ↓↙←+BorD
Phoenix Fang Arrow	During jump ↓↘→↓↘→+BorD
Shining Crystal Bit	(→↘↓↙←)×2+AorC
Shining Crystal Bit	**(→↘↓↙←)×2+AC**



SHII KENSU

Dragon Uppercut	←↓↙+BorD
Air-Spin Jab	↓↙←+AorC
Dragon Talon Tear	During jump ↓↙←+AorC
Super Dragon Combo Punch	↓↘→↓↘→+AorC
Dragon God Drubbing	↓↘→↘↓↙←+D
Dragon God Drubbing	**↓↘→↘↓↙←+BD**



CHIN GENSAI

Gourd Attack	↓↙←+AorC
Burning Sake Belch	→↓↘+AorC
Rolling Punch	←↙↓↘→+BorD
Invitation to the Furnace	↓↘→↘↓↙←+AorC
Thunder Blast	↓↘→↓↘→+AorC
Thunder Blast	**↓↘→↓↘→+AC**



PAO

Front Psycho Ball Attack	↓↙←+A
Rising Psycho Ball Attack	↓↘→+A
Bounding Psycho Ball Attack	↓↘→+B
Psycho Ball Crash SPECIAL	↓↙←↓↙←+BorD
MAX Psycho Ball Attack	↓↙←↓↙←+AorC
MAX Psycho Ball Attack	**↓↙←↓↙←+AC**

Explanation of the Rules



[Another Striker]

This time, a dedicated back-up striker called [Another Striker] is set for each character. Players can select whether to use the normal character or another striker when determining the order of strikers using Order Select.

[Team Battles]



■ Match type

Teams are composed of three athletes and one striker. Strikers can use one striker bomb during the match and they can jump in to help teammates at any time during a match. (However, the frequency of appearances for this character is limited.)

■ Game Rules

The first member of each appearing team fights one round. When a match is decided, the loser is replaced by the second member of his/her team and the victor remains to fight the next match with the same life gauge level as at the end of the previous match. (Life gauge power is restored slightly, however, with victory and time bonuses.) The first team to beat 3 members is the winner.

Single Battles



■ Match type

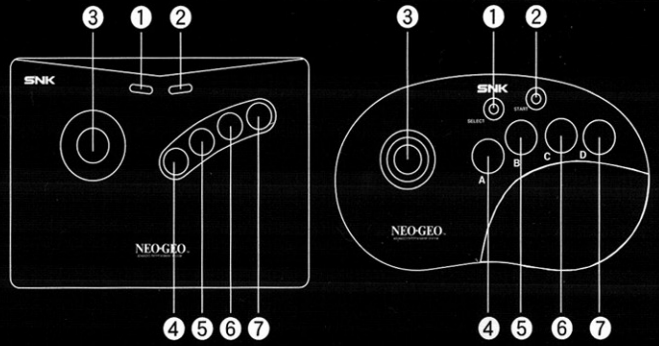
In single battles, too, a striker is assigned to a single player. As with team battles, the Striker can jump in at any time to back-up his fighting teammate during a match. (However, the frequency of appearances for this character is limited.)

■ Match Rules

In a three-fall match, the first to win two rounds (two points) wins the match. During a match, life levels are fully restored for each player after each round is decided and action proceeds to the next round.

* The number of rounds needed to win a match can be changed with [BATTLE CONFIG.] in the OPTION MODE. (See page 19)

Operating the Controls



The basic operations during the game or in each of the select menus are described below.

- ❶ **Select Button** : Pause/Resume play (by pressing a second time)
- ❷ **Start Button** : Starts game/Break-in play/Continue/Razz (during play)
- ❸ **Joystick** : Moves characters/Jumps/Crouch/Guard, etc./ Selects modes and options
- ❹ **A Button** : Light punch/Determines selections
- ❺ **B Button** : Light kick
- ❻ **C Button** : Strong punch
- ❼ **D Button** : Strong kick



LEONA

Moon Slasher	↓briefly then ↑ + AorC
Baltic Launcher	←briefly then→ + AorC
X-Caliber	During jump ↓↙← + AorC
Revolver Spark	↓↙←↙↓↘→ + BorD
V-Slasher	briefly then ↓↘→↘↓↙← + AorC
V-Slasher	briefly then ↓↘→↘↓↙← + AC



RALF

Vulcan Punch	AorC Tap repeatedly
Super Argentine Back Breaker	Near opponent ←↙↓↘→ + BorD
Gatling Attack	← briefly then → + AorC
Horsepower Vulcan Punch	↓↙←↙↓↘→ + BorD
Super Vulcan Punch	↓↘→↘↓↙← + AorC
Super Vulcan Punch	↓↘→↘↓↙← + AC



CLARK

Gatling Attack	← briefly then → + AorC
Super Argentine Back Breaker	Near opponent ←↙↓↘→ + BorD
Napalm Stretch	→↓↘ + AorC
Running Three	(←↙↓↘→)×2 + BorD
Ultra Argentine Back Breaker	Near opponent (→↘↓↙←)×2 + AorC
Ultra Argentine Back Breaker	Near opponent (→↘↓↙←)×2 + AC



WHIP

Boomerang Shot	←↙↓↘→ + AorC
Strength Shot Type A	→↘↓↙← + A
Strength Shot Type B	→↘↓↙← + B
Strength Shot Type C	→↘↓↙← + C
Sonic Slaughter	↓↙←↙↓↘→ + AorC
Sonic Slaughter	↓↙←↙↓↘→ + AC

龍虎の拳チーム



RYO SAKAZAKI

Tiger Flame Punch	↓↘→+AorC
Koho	→↓↘+AorC
Lightning Legs Knockout Kick	→↘↓↙←+BorD
Heaven Glaze Punch	↓↘→↓↘→+AorC
Haoh Sho Koh Ken	→←↙↓↘→+AorC
Haoh Sho Koh Ken	→←↙↓↘→+AC



ROBERT GARCIA

Dragon Blast Punch	←briefly then→+AorC
Scalding Punt	Near opponent ↓briefly then ↑+AorC
Flying Dragon Slice	↓briefly then ↑+BorD
Haoh Sho Koh Ken	→←↙↓↘→+AorC
Dragon-Tiger Fandango	↓↘→↘↓↙←+AorC
Dragon-Tiger Fandango	↓↘→↘↓↙←+AC



KING

Venom Strike	↓↘→+B
Surprise Rose	→↓↘+AorC
Tornade Kick '95	→↘↓↙←+BorD
Silent Flash	↓↙←↓↙←+BorD
Illusion Dance	↓↘→↘↓↙←+BorD
Illusion Dance	↓↘→↘↓↙←+BD



TAKUMA SAKAZAKI

Tiger Flame Punch	↓↘→+AorC
Shoran Kyaku	→↘↓↙←+BorD
Tiger Boulder Bash	↓↙←+AorC
Neo Demon-God Attack	Near opponent ↓↘→↓↘→+AorC
Ryuko Ranbu	↓↘→↘↓↙←+AorC
Ryuko Ranbu	↓↘→↘↓↙←+AC

A Look at the Game Screen



❶ Time remaining : Shows the time left for one round. Remaining power gauge levels decide the victor when timer reaches "0."

❷ Life Gauge : Shows the remaining life of the character during the battle. The one that reaches 0 first loses the battle.

❸ Character in Battle : Displays faces of characters in use.

❹ Power Gauge : Increases with each attach or protection. (See page 14)

❺ Other Team Member Names : Shows the names of the characters waiting to fight.

❻ Striker : Shows the face and name of the striker character (See page 15)

❼ Striker Bomb : With the use of one of these you can call the Striker into action. (See page 15)

MODES OF PLAY

1 PLAYER BATTLE

2 PLAYERS BATTLE

TEAM PLAY

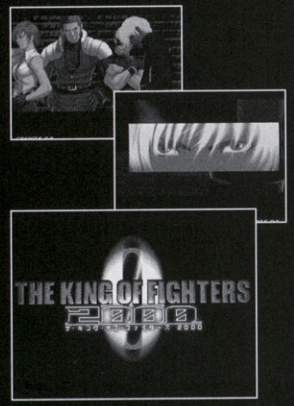
TEAM VS.

SINGLE PLAY

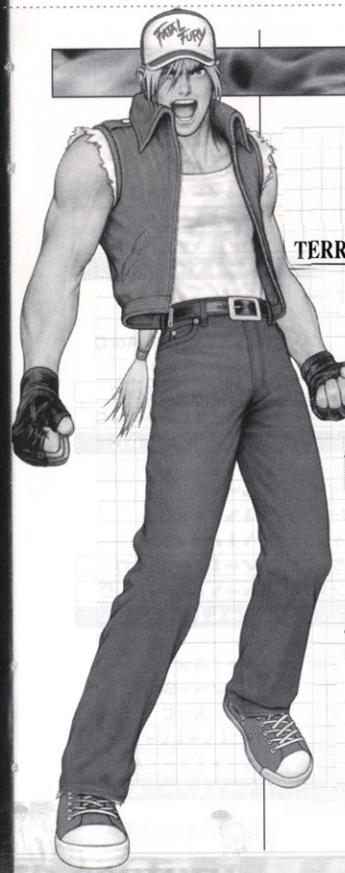
SINGLE VS.

PRACTICE

OPTION



餓狼伝説チーム



TERRY BOGARD

Power Wave	↓↘→+A
Burning Knuckles	↓↙←+AorC
Power Dunk	→↓↘+BorD
High Angle Gayser	↓↘→↓↘→+BorD
Power Gayser	↓↙←↙→+AorC
Power Gayser	↓↙←↙→+AC



ANDY BOGARD

Zan Ei Ken	↙→+AorC
Sonic Split	←↙↓↘→+BorD
Dam Breaker Punch	Near opponent←↙↓↘→+AorC
Shadow Comet Punch	↓↙←↙↓↘→+AorC
Super Sonic Swirl	↓↙←↙→+BorD
Super Sonic Swirl	↓↙←↙→+BD



JOE HIGASHI

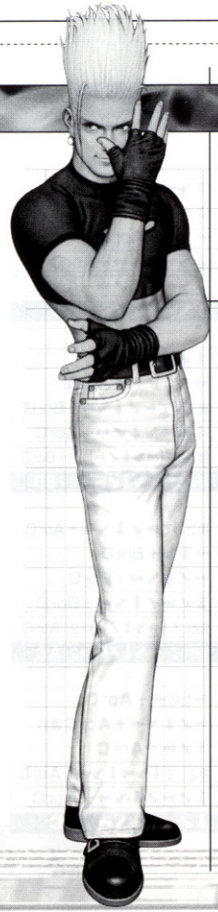
Hurricane Upper	←↙↓↘→+AorC
Slash Kick	←↙↓↘→+BorD
TNT Punch	AorC Tap repeatedly
Megaton Hurricane Tiger Kick	↓↘→↘↓↙←+AorC
Screw Upper	↓↘→↓↘→+AorC
Screw Upper	↓↘→↓↘→+AC



BLUE MARY

Straight Slicer	← briefly then →+BorD
Vertical Arrow	→↓↘+BorD
Real Counter	↓↙←+AorC
M. Typhoon	Near opponent (→↘↓↙←)X2+BorD
M.Dynamite Swing	↓↘→↓↘→+BorD
M.Dynamite Swing	↓↘→↓↘→+BD

紅丸チーム



Benimaru Nikaido

Lightning Fist	↓↘→+AorC
Shinku Katategoma	↓↙←+AorC
Iaido Kick	↓↘→+BorD
Super Lightning Kick	→↓↘+BorD
Heaven Blast Flash	↓↘→↓↘→+AorC
Heaven Blast Flash	↓↘→↓↘→+AC



SHINGO YABUKI

Beginner's Wild Bite	↓↘→+A
Beginner's Fire Ball	→↓↘+AorC
Shingo Kick	←↙↓↘→+BorD
Phosphorus Phoenix Flash	↓↘→↓↘→+AorC
Burning Shingo	↓↙←↙↓↘→+AorC
Burning Shingo	↓↙←↙↓↘→+AC



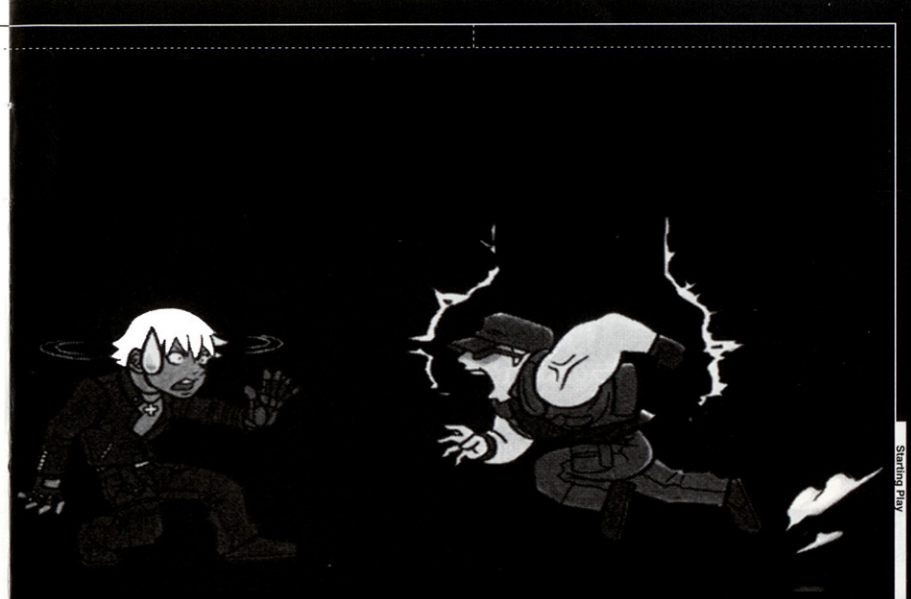
LIN

Boot of Heaven	→↘↓↙←+BorD
Veiled Scarlet Sandblast	→↓↘+AorC
Lethalvator	↓↙←+AorC
Flying Bandit Shadow Smack	(←↙↓↘→)×2+BorD
Flying Bandit Venom Moth	↓↙←↙↓↘→+AorC
Flying Bandit Venom Moth	↓↙←↙↓↘→+AC



SETH

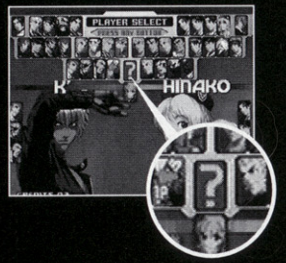
An-Getsu	During jump ↓↘→+C
Sho-Yoh	↓↘→+AorC
Doh-Kuzushi	←↙↓↘→+B
Irimi-Nadazuki	↓↘→↘↓↙←+BorD
Doh-Tori-Shichimonsatsu	↓↘→↘↓↙←+AorC
Doh-Tori-Shichimonsatsu	↓↘→↘↓↙←+AC



WILL YOU HAVE WHAT IT TAKES?!

[Roulette Team Edit]

When choosing characters for Team Battles and Single Battles in this game, use the Roulette Team Edit to select characters randomly. Move the joystick up, down, right and left to move the cursor to the question mark (?) in the Character Select screen and push the A button.

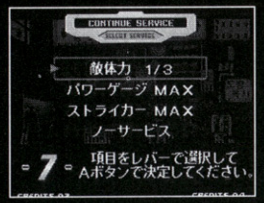


[Burst-in Play]

During Team Play and Single Play modes, pressing the Start button on the unused controller stops the 1-player computer battle and changes action to a 2-player competition mode.

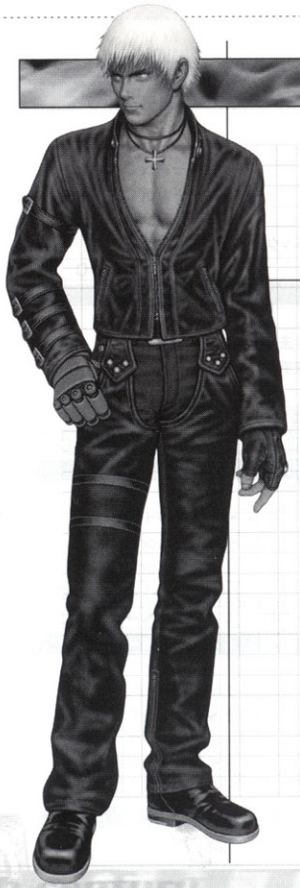
[Continuous Service]

Losing to the CPU (Team Play mode or the Single Play mode) calls up the Continue Count. Push the Start Button before the countdown on the Continue Service reaches "0." Move joystick to select an item, and press A button.



Opponent Power 1/3	Begins play with the opponent's power at 1/3 its normal level.
Max Power Gauge Start	Begins play with the Power Gauge at Max
Striker Max	Resumes action in which the striker can be used without limitation.
No Service	Resumes action without service.

主人公チーム



K'

The Trigger	↓↘→+AorC
Blackout	During The Trigger ←+BorD
Crow Bite	→↓↘+AorC
Heat Drive	↓↘→↓↘→+AorC
Chain Drive	↓↘→↘↓↙←+AorC
Chain Drive	↓↘→↘↓↙←+AC



MAXIMA

M-4 Vapor Cannon	↓↙←+AorC
System3: Maximum Lift	→↘↓↙←+BorD
M-11 Dangerous Arch	←↙↓↘→+BorD
Bunker Buster	↓↘→↘↓↙←+AorC
Maxima's Revenge	(←↙↓↘→)×2+BorD
Maxima's Revenge	(←↙↓↘→)×2+BD



RAMON

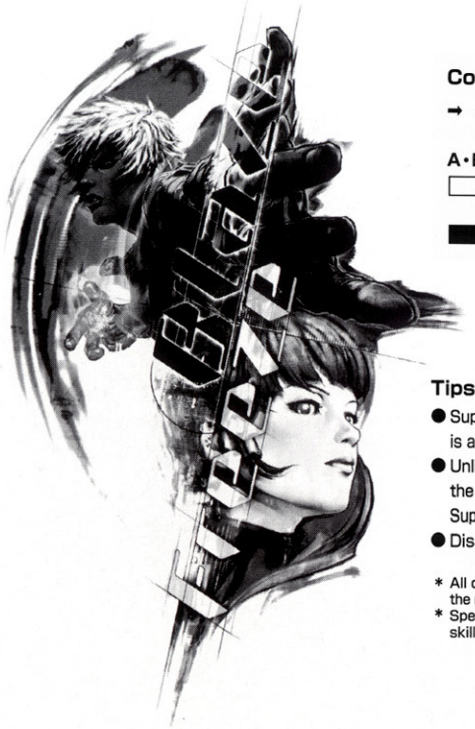
Tiger Neck Chancery	Near opponent ←↙↓↘→+AorC
Rolling Soul Bat	→↓↘+BorD
Summersault	←↙↓↘→+BorD
El Diablo Amarillo Ramon	↓↙←↙↓↘→+BorD
Tiger Spin	Near opponent (→↘↓↙←)×2+AorC
Tiger Spin	Near opponent (→↘↓↙←)×2+AC



VANESSA

Dash Puncher	← briefly then →+AorC
Machine Gun Puncher	←↙↓↘→AorC (Quick tap makes combos)
Punch & Weave	↓↙←+AorC
Champion Puncher	↓↘→↓↘→+AorC
Crazy Puncher	↓↙←↙↓↘→+AorC
Crazy Puncher	↓↙←↙↓↘→+AC

Characters and Special Moves



Command List Symbols

➡ ····· Joystick position

Abbreviations for buttons

A・B・C・D ··· Super Special Moves

▭ ··· (Uses up 1 Power Gauge)

MAX Super Special Moves

▬ ··· (Uses up 3 Power Gauges)

Tips for Using Super Special Move

- Super Special Moves can be used when there is a stock of Power Gauges during normal play.
- Unlimited use of these is made possible when the Counter Mode is activated (however, MAX Super Special Moves cannot be used.)
- Disabled when the Armor Mode id activated.

* All operations are described for characters facing the right.
* Special Moves besides those listed here. Use your skill and intelligence to find them.

Basic Character Movements

Operations are described for characters facing the right.
For the characters facing the left, input with right and left of the joystick reversed.
(Note) The arrow symbol "➡" indicates how to move joystick and the letters of "A" to "D" indicate the buttons.



[Basic Moves]

Move	➡ (Forward) ⬅ (Backward)
Jump	↖ or ⬆ or ↗ (You can differentiate from large, medium and small jumps with various joystick movements.)
Crouch	↙ or ⬇ or ↘
Guard	When attached, ⬅ (Upper Guard) or ↙ (Lower Guard)
Punch	A (Light attack) or C (Heavy attack)
Kick	B (Light attack) or D (Heavy attack)

[Special Moves]

Forward Dash	Quickly press ➡➡ (the hold down)
Back Step	Quickly press ⬅⬅
Emergency Escape	➡ or ⬅ + Press A and B together (You can cancel the guard by using one power gauge.)
Body Toss Attack	Press C and D together (You can cancel the guard by using one power gauge.)
Passive	Press A and B together just before falling down.
Houdini Body Toss Escape	When you get caught in a body toss, press A and B together, or press ➡ or ⬅ + any button of A to D.
Call-out Striker	Press B and C together (Uses one striker bomb)
Super Special Move	Command + A or C/Command + B or D (Uses one power gauge)
MAX Super Special Move	Command + A and C together/Command + B and D together (Uses three power gauges)
Counter Mode	Press A, B and C together (Uses three power gauges)
Armor Mode	Press B, C and D together (Uses three power gauges)
Razz	Press the Start Button

[Power Gauge]

The power gauge on the screen increases each time you attack your opponent or defend against your opponent's attack. When it builds to a certain level, the power gauge becomes stocked. A maximum of three can be stored at a time. By using a stocked power gauge, the commands at right can be used.

Uses One Power Gauge

- Super Special Move
- Forward / Backward Guard Cancel Emergency Escape
- Guard Cancel Blow-Away Attack

Uses Three Power Gauges

- Max Super Special Move
- Counter Mode
- Armor Mode

[Counter Mode]

By using all three stored power gauges, you can use a temporary mode that largely increases a character's attack power. When three power gauges have been stocked, push the A, B and C buttons together to activate. The actions at the right are convenient when the character is strengthened.

- Use Super Special Moves whenever you want.
- You can use Super Cancel (Special moves and super special moves.)

[Armor Mode]

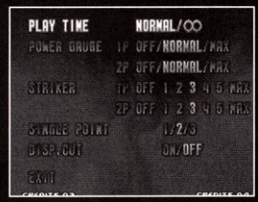
By using all three stored power gauges, you can use a temporary mode that largely increases a character's defenses. When three power gauges have been stocked, push the B, C and D buttons together. During the Armor Mode, the convenient action is possible.

- Attack even when being attacked.



[Battle Configurations]

You can change the game system in the Battle Configuration screen. Select each item by moving the joystick up or down and change the settings by moving it left and right.



PLAY TIME — Changes the round time. (Normal = Normal round time/∞ = No time limit)

POWER GAUGE — Sets the power gauge condition during the games to one of three settings. (OFF/Normal/Max)

STRIKER — Changes the number of strikers in seven levels. (OFF = Disabled; 1 to 5 = Number of times; MAX. = No limit)

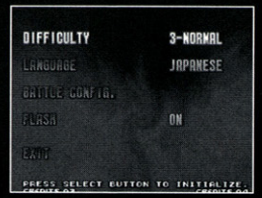
SINGLE POINT — Changes the number of points needed to win in a single battle. Select 1 to 3 points.

DISP. CUT — Sets whether to view or hide the remaining amount of time, life gauge and power gauge (ON/OFF).

EXIT — Press A to return to the Option screen.

Option Mode

Select [OPTION] on the Mode Select screen to shift to the Option screen. Select each item by moving the joystick up or down and change the settings by moving it left and right.



DIFFICULTY Sets the difficulty of the CPU's character. There are levels 1 to 8. 1 is the easiest, and 8 is the most difficult.

LANGUAGE Select one of 4 languages. Japanese, English, Spanish and Portuguese are available.

BATTLE CONFIG. Press A to call up the Battle Configuration screen. (See page 19)

FLASH Sets the display of flashes during the game. Flashes when you are hit with super special punch, you counter hit, Houndi Body Toss Escape, or Super Special Move KO.

EXIT Press A to return to the Mode Select screen.



[Striker System]

If there is more than one striker bomb during the battle, press the B and C buttons together at any time to use one striker bomb and call up the striker. The conditions under which a striker may be called up and the types of attacks are described at the right.

- When the character in play is jumping : Striker Attack
- When the character in play is attacking : Simultaneous Striker Attack
- After the character in play is thrown : Added Striker Attack (Uses One Power Stock)
- Just before the character in play is down : Striker Protective Attack

[Increasing Striker Bombs]

The power gauge is decreased by one and one striker bomb is supplied by pressing the Start Button when the power gauge is stocked.



Practice Mode

This mode enables the player to practice command inputs for the character's special moves and continuous inputs. After selecting "PRACTICE" on the Mode Select screen, press "Character," "Striker," "Practice Opponent," and "Practice Opponent Striker." After selecting the order, the menu screen is displayed. Change the following settings for your practice opponent and begin the practice mode.



[START Menu]

Select [START] on the menu screen and press the A button to start the practice. Pressing the Select button during practice will return you to the Menu screen.

[ENEMY SIDE Menu]

The menus that are in the Menu screen are for setting the operation of your opponent (the CPU). Select each item by moving the joystick up or down and change the settings by moving it left and right.

STANCE Sets the status of your opponent. You can set him to a standing, crouching or jumping state and control him to correspond to three levels of difficulty. You can also watch a battle between two on the CPU.

GUARD Sets how your opponent guards.

ATTACK Sets whether or not your opponent will attack. If you set for attacking, you can also set the types of attack.

L.RECOVER Sets your opponent's physical strength gauge.

P.GAUGE Sets your opponent's power gauge status. You can set whether to always be in counter mode or in armor mode.

[PLAYER SIDE Menu]

The menus that are in the Menu screen are for setting the operation of your character. Select each item by moving the joystick up or down and change the settings by moving it left and right.

COUNTER Sets whether or not to counter when the character is hit.

LIFE Sets your character's physical strength gauge.

P.GAUGE Sets your character's power gauge status.

START BUTTON Sets the Start button function when practicing. Your opponent approaches when pressed. (APPROACH) Your opponent escapes when pressed. (ESCAPE) Restarts when pressed. (RESTART)

[CHARACTER CHANGE Menu]

Select [CHARACTER CHANGE] on the menu screen and press A to switch to the Character Select screen where you can change characters.

[EXIT Menu]

Select [EXIT] on the menu screen and press A to return to the Mode Select screen.

* Press the Start Button on the Menu Screen to return to the menu items.
* You can start the Practice Mode from either 1P or 2P.