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ATLUS
WWW.ATLUS.COM

15255 Alton Parkway, Suite 100
Irvine, CA 92618

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GAME BOY ADVANCE

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

THE KING OF FIGHTERS EX2

Warranty

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE ATLUS PRODUCT.

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If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353
Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9:00 am to 5:30 pm Pacific Time.

GAME HINTS!

Visit www.atlus.com for helpful hints that can help you master King of Fighters EX2: Howling Blood Just click on the "Support" link!

For more information on any of our other products, you can visit our website at www.atlus.com or e-mail us at webmaster@atlus.com



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For Experts**Technical Judgement**

In STORY mode, when each stage is cleared or when all of the stages have been cleared, a technical evaluation is made based on your performance. Characters that receive a good evaluation score are awarded a rank. The rank is based on the handicapped settings used in VS Mode.

**Master Mode****Press the L Button and R Button at the same time.**

When 3 of the bars on the power gauge have filled up and the MASTER Mode is activated, the character turns red. The character's attacking power is increased and the effect of Master Mode continues until all of the power gauge bars are used up.

- Only characters that have received the Master Class rank can use the Master Mode.
- The character can make unlimited use of MAX Deadly Attacks.
- You can cancel a Deadly Attack and issue a Super Deadly Attack (Super Cancel).
- In Master Mode, you cannot use a Block-Cancel Emergency Escape or a Flying Attack.

Challenge Modes

If certain conditions are met while playing a game, the following new modes will be added to the Menu Screen.

TIME ATTACK: Race to achieve the best time for clearing a total of 7 stages.

ENDLESS: Try to win as many consecutive fights as possible.

And More...

The game has a lot more hidden elements. It's up to you to use your hands and eyes to discover all of the features that "The King of Fighters EX2 — Howling Blood" has to offer.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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Rev-D (L)

THE KING OF FIGHTERS EX2

Special Techniques of the Yagami Team Members

Iori Yagami

108 Style Dark Thrust	↓↘↗+P
127 Blue Flower	↓↖↙+P
212 Harp Moon Shadow	→↘↓↙↗+K
★ 1211 Maiden Masher	↓↘↗↘↓↙↗+P

Jun Kagami

Chop Buster	→↘↓↙+P
Revolver Drop	→↓↘+P
Sunset Low	→↓↘+K
★ Chop Buster Special	→↘↓↙↗↘↓↙↗+P

Miu Kurosaki

Amagakeri (hidden)	↓↘↗+P
Yomosugara	→↘↓↙↗+P
Shubatu	→↓↘+P
★ Yomosugara (dirk)	↓↘↗↘↓↙↗+P

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Yagami Team***Contents***

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Linking Game Boy® Advance Systems**What You Need**

- 2 Game Boy® Advance systems.
- 1 King of Fighters EX2 Game Pak.
- 1 Game Boy® Advance Game Link® cable.

How to Connect

1. Make sure that the POWER switches on both Game Boy® Advance systems are turned OFF. Then, insert a Game Pak in each system.
2. Connect the Game Link® cable to the socket on each system.
3. Turn the POWER switch ON for both systems.
4. Player 1 is the system with the smaller plug. (See right.)

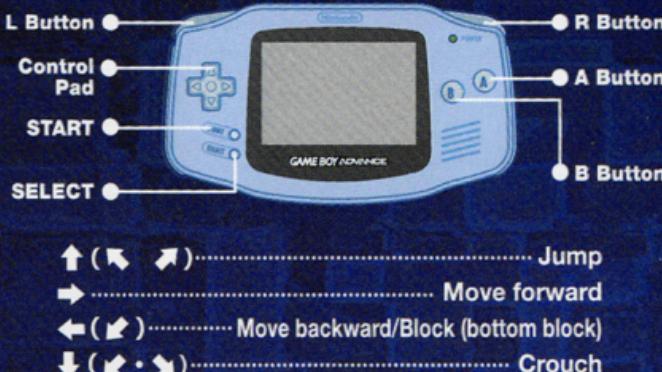
**Note**

The game may not function correctly or the vs. mode may not function in the following cases:

- When a Game Link® cable other than an official Game Boy® Advance Game Link® cable is being used.
- When the Game Link® cable is not connected firmly into the sockets.
- When the Game Boy® Advance Game Link® cable is either pulled out or inserted during a link game.
- When the Game Boy® Advance Game Link® cable is connected to the Junction Box.
- When more than 2 Game Boy® Advance systems are connected.

Game Operations**Basic Operations (4-Button Mode)**

- L Button Weak kick
 Control Pad Move the selection cursor/Move a character
 START Display the Pause Menu
 SELECT Taunt
 R Button Strong kick
 A Button Select the "highlighted" item/Strong punch
 B Button Cancel the current selection/Weak punch

**Special Operations**

Small Jump Press and release Up (Left-Up or Right-Up).

Medium Jump Press and release Down and then press and release Left-Up or Right-Up.

Large Jump Press and release Down and then press and hold Left-Up or Right-Up.

Sprint (Back Step) Quickly press Right or Left 2 times.

Emergency Escape (Emergency Escape Backward) Press Right (Left) + B Button + R Button

Throw Approach an enemy and then press Right + L Button or R Button.

Throw and Release Press the Attack Button while being held.

Break a Fall Press B Button + R Button just before going down.

Flying Attack Press B Button + R Button

Call out the Striker Press B Button + L Button

Special Techniques of the Korean Team Members**Kim Kaphwan**

Han Getsu Zan $\downarrow \leftarrow \leftarrow + K$

Hishou Zan $\downarrow \text{Push and Hold} \uparrow + K$

Hishou Kyaku During a Jump $\downarrow \leftarrow \rightarrow + K$

★ Phoenix Flail $\downarrow \leftarrow \leftarrow \leftarrow \rightarrow + K$

Chang Koehan

Ball and Bash $\leftarrow \text{Push and Hold} \rightarrow + P$

Spinning Steel Repeat P

Drumming Drubber $\leftarrow \leftarrow \downarrow \leftarrow \rightarrow + K$

★ Berserk Ball $\downarrow \leftarrow \rightarrow \downarrow \leftarrow \leftarrow \rightarrow + P$

Choi Bounce

Tornado Swing $\downarrow \text{Push and Hold} \uparrow + P$

Rising Rip $\downarrow \text{Push and Hold} \uparrow + K$

Surprising Flying Ape Attack $\leftarrow \text{Push and Hold} \rightarrow + P$

★ Super Tornado Vacuum Slice $\rightarrow \downarrow \leftarrow \leftarrow \leftarrow \rightarrow \downarrow \leftarrow \leftarrow \rightarrow + P$

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Korean Team



For the upcoming King of Fighters Tournament, each team will consist of three members. Hearing that John would be joining their team, Chang and Choi happily thought that one of them would likely be able to sit out the next tournament. Unfortunately however, they have just heard that John was involved in a traffic accident. In order to instill the hospitalized John with the courage to go on, Kim Kaphwan finds new resolve to lead his team to victory. Chang and Choi have a hunch that Kaphwan's special training has made him stronger than ever, and they themselves feel compelled to begin the hardest training of their lives.

2-Button Mode

2-Button Mode A (For Beginners)

A Button (+ Left- Right or Right)
Weak kick (Strong kick)

B Button (+ Left- Right or Right)
Weak punch (Strong punch)

L Button Call out the Striker

R Button in combination with the Control Pad
(8 Directions) Deadly Attack techniques

Emergency Escape (Emergency Escape Backward)

Press Right (Left) + A Button + B Button

(You can make a Super Deadly Attack using any of the commands listed above. If the power gauge shows 3 bars, these commands will initiate a MAX Super Deadly Attack.)

* When making a Super Deadly Attack using the R Button, holding the R Button down changes the attack from a weak (short) attack to a strong (long) attack. You can check the available Deadly Attack commands from the command list in the Pause Menu.

2-Button Mode B

A Button Kick (Hold down to switch between strong/weak)

B Button Punch (Hold down to switch between strong/weak)

Super Deadly Attack Super Deadly Attack Command + A Button or B Button

MAX Super Deadly Attack Super Deadly Attack Command + R Button

* You can make small, medium or large jumps and sprints (back steps) in 2-button mode using the same techniques as in 4-button mode.

* You can also make flying attacks and Striker attacks while in the air.

Making an emergency escape or flying attack decreases the number of power gauge bars by 1. These attacks can also be made during a block (the attack cancels the block).

* "Left" and "Right" actions apply to when the character is facing the right. These actions are reversed if the character is facing the left.

* The button settings indicated are the default button settings. The button settings and 4-button/2-button mode can be changed in the Options Menu (see page 9).

* During a game, pressing START, SELECT, and the A and B Buttons at the same time cancels the game and returns to the Title Screen.

Starting the Game

Insert the Game Pak into the Game Boy Advance (GBA) and turn on the GBA. The game opening is played and then the Title Screen is displayed. Press START to display the Menu Screen and then select the mode you want to play.

Game Modes

STORY Mode

In this mode, a 3-member team battles against the computer. You can assemble and modify your team. The story unfolds differently depending on the team selected. At the end of the game, your team will be awarded a technical level based on the score, number of continuous hits, etc. (see page 26).
 (The technical level is not evaluated when the game play is continued from a previous game.)
 The 1st and 2nd team members can call a Striker to help them, but the last character cannot.

VS TEAM Mode and VS SINGLE Mode

These are two-player modes played using the Game Boy® Advance Game Link® cable. In VS TEAM mode, you play against another three-member team, and in VS SINGLE mode, you play with one character and 1 Striker.
 In these challenge modes, handicaps are set for the characters depending on the character ranking (see page 26).

Game Play Flow When Playing with the Game Link Cable

1. Connect 2 Game Boy® Advance systems with the Game Link® cable.
 2. Insert a Game Pak into each of the Game Boy® Advance systems.
 3. Turn on both of the Game Boy® Advance systems and select either VS TEAM or VS SINGLE from both the player 1 and player 2 systems (the same mode must be selected from both systems).
 4. After the Game Boy® Advance systems establish the connection, the game begins.
- * See page 5 for information about connecting the Game Link® cable

Special Techniques of the Psycho Soldiers Team Members

Athena Asamiya

Psycho Ball Attack	$\downarrow \uparrow \leftarrow +P$
Phoenix Arrow	During a Jump $\downarrow \uparrow \leftarrow +K$
Psycho Sword	$\rightarrow \downarrow \uparrow +P$
★ Shining Crystal Bit	$\rightarrow \uparrow \downarrow \leftarrow \uparrow \downarrow \leftarrow +P$

Sie Kensou

Serpent Fang	$\leftarrow \uparrow \downarrow \uparrow +P$
Serpent Jawbreaker	$\leftarrow \downarrow \uparrow +K$
Boring Fang	$\downarrow \uparrow \rightarrow +K$
★ Dragon God Heaven Hoolah	$\downarrow \uparrow \rightarrow \uparrow \downarrow \leftarrow +Strong K$

Bao

Psycho Ball Attack Front	$\downarrow \uparrow \leftarrow + Weak P$
Psycho Ball Attack Rise	$\downarrow \uparrow \rightarrow + Weak P$
Psycho Ball Attack Reflect	$\downarrow \uparrow \leftarrow + Weak K$
★ Psycho Ball Attackmax	$\downarrow \uparrow \leftarrow \downarrow \uparrow \leftarrow +P$

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Psycho Soldiers Team



A gust of wind carries the crying voice of a child from somewhere in the darkness...

Athena's nightmares began on the day the King of Fighters invitation arrived. Realizing that her dreams are a kind of premonition about the series of kidnappings, Athena clenches her invitation as she makes her decision to participate in the tournament. Can Athena and her teammates Kensou and Bao unravel the mystery of the connection between the tournament and the kidnappings in order to save the missing children?

PRACTICE Mode

This mode lets you practice your continuous attack techniques and the Deadly Attack commands. From the Pause Menu, you can also change the status of the enemy character.

Battle RECORDS

The game saves information such as high score rankings and characters used.

Options

You can personalize the game settings. Move the cursor to highlight the setting you want to change and then press Left or Right on the Control Pad to change the setting. When you have finished modifying the settings, select "EXIT" to save the changes and return to the Menu Screen.

COM LEVEL — Sets the level of game difficulty when playing against the computer.

ROUND TIME — Sets the length of time for each round.

VS ROUNDS — Sets the number of rounds for the VS SINGLE mode.

BUTTON CONFIG — Selects 4-Button Mode, 2-Button Mode

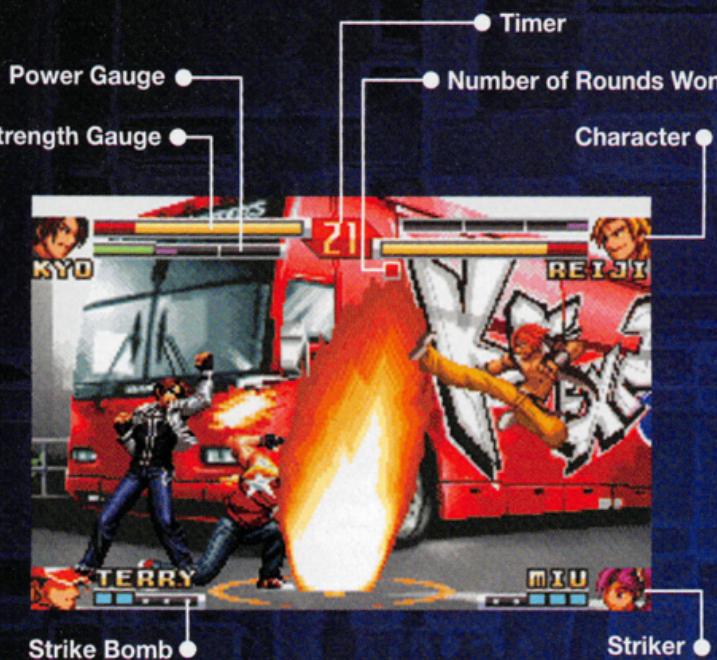
BUTTON SETTING — Makes detailed game button settings for 4-Button Mode and 2-Button Mode B only.

VS HANDICAP — When playing in a VS mode with the handicap set to "ON", a handicap is automatically set.

RESET — Resets all of the settings to the default settings.

RECORD RESET — Deletes all of the data in the game's backup memory.

HI-SCORE	RANKING
KOF DREAM KYO	1000 PT
SILVER WOLF KOF	3550 PT
THUNDER HAWK REIJI	1000 PT
TIGER FANG TERRY	2610 PT
BLACK JAGUAR RYO	2000 PT
ROCK	HEAVY

About the Game Screen

Timer Shows the remaining time in the round.

Number of Rounds Won Increases by 1 each time an enemy character is defeated.

Character Shows the face and name of the character.

Strength Gauge The strength gauge for the character.

Power Gauge The gauge needed when using techniques like the Deadly Attack. Power gauge bars are collected when making an attack or being attacked, and a character can have a maximum of 3 bars at one time.

Striker Shows the character that is the Striker.

Strike Bomb An icon showing the number of attacks that the Striker can make. This number can be increased by 1 by challenging an enemy (which decreases the Power Gauge by 1).

Special Techniques of the Ikari Team Members**Leona**

Moon Slasher	↓ Push and Hold ↑ + P
Baltic Launcher	◀ Push and Hold ▶ + P
Grand Saber	◀ Push and Hold ▶ + K
★ V-Slasher	During a Jump ↓ ↘ ↙ ↘ ↗ ↙ + P

Clark

Super Argentine Backbreaker	(Near an Enemy) ← ↘ ↙ → + K
Mount Tackle	← ↘ ↙ → + P
Clark Lift	During a Mount Tackle ↓ + Weak P
★ Running Three	← ↘ ↙ → ← ↘ ↙ → + K

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.



The Ikari Team

Heidern, who has been following the mysterious case of the serial kidnappings, has discovered some kind of link between an ancient castle in Switzerland, rumored to be the place where the kidnapped children are taken, and the young industrialist who is the main sponsor of the upcoming King of Fighters Tournament. Under orders from Heidern, Ralf, Clark and Leona will appear as a team in the tournament and try to get close to the main sponsor. Leona, however, is sensing something very unsettling about this assignment.

K.O.F. EX2 Rules

The following is a list of the basic rules for K.O.F. EX2.

This is a knockout competition that continues until all of the members of a team have been knocked out.

- When you knock out an enemy, your strength is restored based on the remaining time.
- When all three of the enemy team members have been knocked out, you win the round and clear the stage.
- If all three of your team members are knocked out, you lose and the game ends.

If the remaining time reaches "00", the character with the most remaining strength wins.

- If both fighters have the same amount of remaining strength, the round ends in a draw and the next member for each team appears for battle. The same applies when there is a double knockout.
- If all of the battles for each of the three team members ends in a draw or double knockout, the game ends.

Game over

■ If you lose against the computer, the "CONTINUE" screen is displayed. Select either "YES" or "NO".

YES: Replay the same stage using the same teams.

NO: Your technical level is evaluated and then the "GAME OVER" screen is displayed.

* In VS SINGLE mode, the first team to win two rounds is the winner.



Victory Screen



Continue Screen

The Heroes Team

Reiji Oogami shows up with a King of Fighters invitation at the home of Kyo Kusanagi, who is living in America. Reiji, as a representative for Chizuru Shigaku, has come to ask Kyo to join him as his teammate in the championship competition so that they can investigate the waves of mystery that are interfering with the "Orochi" seal. Moe Habana, who herself has been disclosed as a member of the Jyu-Shu Sinpou, has also decided to join Kyo and Reiji in the competition. These Sanshu No Jingi and Jyu-Shu Sinpou alight on the stage of battle so that they can put a stop to the troubles surrounding the "Orochi".

Special Techniques of the Art of Fighting Team Members**Ryo Sakazaki**

Tiger Flame Punch	↓↘↗+P
Koho	→↓↘+P
Slicing Wind Punch	→←↗+P
★Conquest Cruncher	→←↖↓↘↗+P

Yuri Sakazaki

Yuri Super Knuckles	↓↙←+P
Yuri Super Spin Kick	↓↙←+K
Yuri Chou Upper	→↓↘+P
★ Flying Phoenix Kick	↓↘↗↓↙←+K

Takuma Sakazaki

Tiger Boulder Bash	↓↙←+P
Shoran Kyaku	→↘↓↙←+K
Slicing Wind Punch	→←↗+P
★ Haoh Shi Koh Ken	→←↖↓↘↗+P

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Art of Fighting Team



The upcoming King of Fighters Tournament is being co-sponsored by famous European financiers and major European enterprises. The Garcia Foundation is one of the leading sponsors, so Robert Garcia will be unable to participate in the tournament. Therefore, Takuma Sakazaki, founder of a style of extreme contact karate, has chosen to appear in his place. In order to prove the strength of his extreme contact karate style, Takuma is joined by his son, Ryo, who is known as the "Invincible Dragon", and his powerful daughter, Yuri. The Sakazaki family team is after only one thing — victory.

Special Techniques of the Heroes Team Members

Kyo Kusanagi

- 100 Baked Demons →↓↘+P
- 427 Trigger Steel →↘↓↙←+K
- 114 Wicked Chew ↓↘→+ Weak P
- ★ 108 Major Serpent Wave ↓↖←↖↓↘→+P

Moe Habana

- Reading Stars ←↓↘+P
- Steam Blast →↓↘+K
- Deciphering Moon ↓↖←+K
- ★ Cherry Blossom Storm ↓↖←↖↓↘→+P

Reiji Oogami

- Violent Wolf Bash ↓↘→+P
- Aerial Wolf Kick ←↖↓↘→+K
- Flying Wolf Bash →↓↘+P
- ★ Meteor Great Wolf Kick ↓↖←↖↓↘→+K

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.

The Fatal Fury Team



Mai Shiranui joins Terry and Andy, the Bogard brothers, to form the new Fatal Fury Team. This team is considered to be one of the top contenders to win the upcoming King of Fighters Championship. Victory, however, is not their true goal. Actually, they have been asked by Blue Mary to look into the case of the serial kidnappings that target only children, guided by a dark rumor surrounding the sponsors of the tournament. Will the team be able to win the vicious tournament and learn the true identity of the tournament sponsors?

Special Techniques of the Fatal Fury Team Members

Terry Bogard

Burning Knuckle	$\downarrow \leftarrow \leftarrow + P$
Power Wave	$\downarrow \nwarrow \rightarrow + \text{Weak P}$
Rising Tackle	$\downarrow \text{Push and Hold} \uparrow + P$
★ Power Geyser	$\downarrow \leftarrow \leftarrow \leftarrow + P$

Andy Bogard

Zan Ei Ken	$\uparrow \rightarrow + P$
Sonic Rip	$\leftarrow \downarrow \leftarrow \rightarrow + K$
Sho Ryu Dan	$\rightarrow \downarrow \nwarrow + P$
★ Super Shell Burst	$\downarrow \leftarrow \leftarrow \rightarrow + K$

Mai Shiranui

Deadly Bees	$\leftarrow \downarrow \leftarrow \rightarrow + K$
Flying Fan Smack	$\downarrow \nwarrow \rightarrow + P$
Dragon Flame Fandango	$\downarrow \leftarrow \leftarrow + P$
★ Super Deadly Bees	$\downarrow \leftarrow \leftarrow \downarrow \nwarrow \rightarrow + K$

* A Deadly Attack reduces the power gauge by 1 bar. (You must have at least 1 power gauge bar saved up in order to make a Deadly Attack.)

MAX Deadly Attack: When you have 3 power gauge bars saved up, use a Deadly Attack command together with the MAX button to make a MAX Deadly Attack.

* The default "MAX" button command is entered by pressing the A and B Buttons at the same time. This setting can be changed with the button settings.

* Please see the command list in the Pause Menu for detailed information about these special techniques and using Deadly Attack commands in 2-button mode.