

SNK



THE KING OF FIGHTERS '96 © SNK 1996

ROM
CARTRIDGE

THE KING OF
Fighters '96

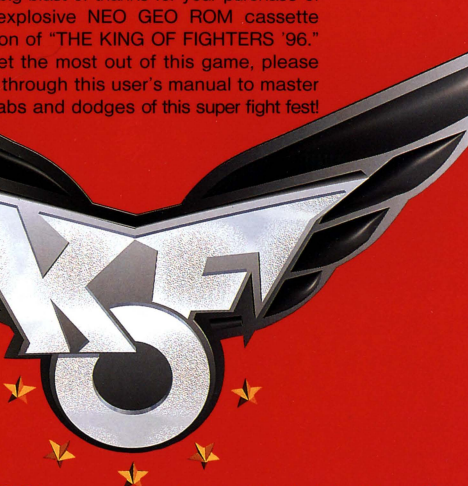
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THE KING OF *Fighters* '96



TO OUR DEVOTED USERS

One big blast of thanks for your purchase of the explosive NEO GEO ROM cassette version of "THE KING OF FIGHTERS '96." To get the most out of this game, please read through this user's manual to master the jabs and dodges of this super fight fest!



*Be sure to have your NEO GEO home system user's manual handy during this exciting read.

WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY WARNING]

Please read before playing
the NEO GEO system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. PLAYMORE and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with your projection television.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne vous tenez pas trop près de l'écran
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR] L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.



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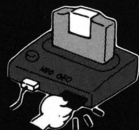
THE KING OF
Fighters '96

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Memory card Function

LOAD & SAVE, INITIALIZATION

Using MEMORY CARD (sold separately) you can easily SAVE and LOAD data of the game. This function enables you to restart your game from the stage you left off, instead of starting from the beginning.



■ TO LOAD

Insert the MEMORY CARD into the memory card slot on the NEO GEO system. "LOAD DATA" appears on the screen before the start of the game. Select "YES" with the joystick and confirm with the "A" button.

■ TO SAVE

Insert the MEMORY CARD into the memory card slot on the NEO GEO system. After playing the game, "SAVE DATA" appears on the screen. Select "YES" with the joystick and confirm with the "A" button.

※Note that previous data will be deleted when new data of the same title is saved.

■ INITIALIZATION

Note that the NEO GEO MEMORY CARD must be initialized using the NEO GEO HOME SYSTEM before it can be used.

① Install any NEO·GEO game cartridge into the NEO GEO HOME SYSTEM and turn the power on.



② Push the "Reset" button on the console while holding down A, B, C, & D button on the 1P controller.



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



④ Press "A" button when completed.

NOTES ON USING MEMORY CARD

- A NEO GEO game cartridge is necessary when SAVE & LOAD data on the MEMORY CARD.
- Do not remove the MEMORY CARD or game cartridge from the console during LOAD or SAVE. Do not turn off the power until LOAD or SAVE is completed.
- Make sure that the MEMORY CARD is inserted into slot with the markings matching the console.
- IC cards other than NEO GEO CARDS are invalid for use on the NEO GEO SYSTEM. Use NEO GEO MEMORY CARDS designed for NEO GEO SYSTEM only.

NOTES ON USING CARTRIDGE

- This cartridge is compatible only with NEO GEO HOME SYSTEM.
- Please turn the machine OFF before inserting or removing the game cartridge.
- Do not expose this cartridge to extreme temperatures or severe shock. Never attempt to take this cartridge apart as it may damage the sensitive components within.
- Exposing the cartridge to water or dirt may result in damage to the cartridge.
- Cleaners such as thinner, benzine, or alcohol should not be used on this cartridge.
- When not in use, disconnect the console from its power source.
- Do not connect NEO GEO HOME SYSTEM to a Projection TV. It might cause burn on the screen.





1996 A.D. The curtain rises again

AREA

1996 A.D. The curtain rises again on the King of Fighters tournament. This year's tournament includes:

The Hero Team

[Kyo Kusanagi, Benimaru Nikaido, Goro Daimon]

The Fatal Fury Team

[Terry Bogard, Andy Bogard, Joe Higashi]

The Art of Fighting Team

[Ryo Sakazaki, Robert Garcia, Yuri Sakazaki]

The New Ikari Team

[Leona, Ralph, Clark]

The Psycho Soldier Team

[Athena Asamiya, Shii Kensu, Chin Genzai]

PROLOGUE

on the King of Fighters tournament.

BOY!

The New Lady Fighters Team

[Mai Shiranui, Kasumi Todoh,
King]

Kim's Team

[Kim Kap Hwan, Chan Koehan,
Choi Bounge]

Yagami's Team

[Iori Yagami, Mature, Vice]

The Boss Team

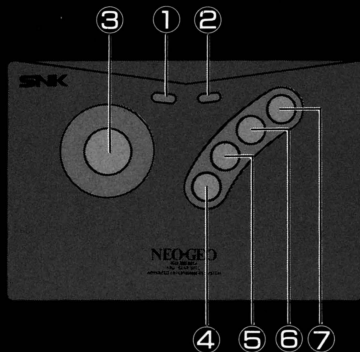
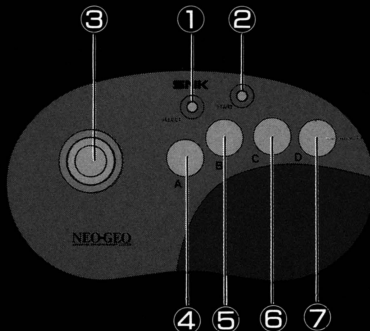
[Geese Howard,
Wolfgang Krauser, Mr. Big]

**In the end, when the dust
has settled, the bruises
bandaged, and the cuts
sewn up, which team will
don the crowns of glory?
Let's find out!**



THE KING OF
Fighters '96

Operating the Controls



① SELECT Button

Pauses action
(Push again to resume play.)

② START Button

Starts regular play, break-in play,
and continued play.

③ Joystick

Moves characters and cursor for
game setting / option selection.

④ A Button.....Light Punch/
Selection Set

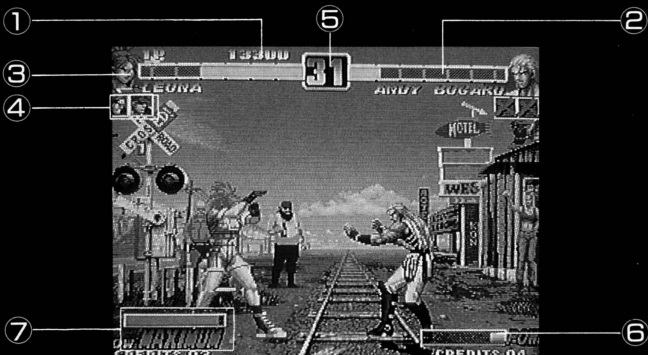
⑤ B Button.....Light Kick

⑥ C Button.....Strong Punch

⑦ D Button.....Stronk Kick

*Change A to D Button functions with the
Option Mode's [PAD SET] item.

A Look at the Game Screen



① Player Score

② Power Gauge

(Flashes red when power dips below 1/4. Character loses when it reaches 0.)

③ Character in Battle

④ Other Characters & Wins/Losses

(Defeated characters are crossed out with an X.)

⑤ Time Remaining

(Remaining Strength Gauge levels decide the match when the timer reaches "0.")

⑥ Power Gauge

⑦ MAX Power Display

(Take advantage of MAX power until the upper blue gauge reads "0.")



Beginning the Battle

① Push the START Button when the Title Demo screen appears.

② Select a game mode.

Move the joystick up or down to 1 of 6 modes below and press the A Button.

● **TEAM PLAY**

Select 3 members to form a team and battle the computer.

● **TEAM VS**

A 2-player game where each player selects 3 members to form their own team and battle each other.

● **SINGLE PLAY**

Choose your favorite character and take on 9 team representatives (Computer battle).

● **SINGLE VS**

A 2-player mode where each player selects a character for competition battles.

● **SURVIVOR**

Select 1 character and take on all tournament characters. Race to defeat all characters in the fastest clear time possible. The shorter the clear time, the more points you get (Computer battle).

● **OPTION**

Change all game settings to meet your tastes (see p. 15).



③ Select Team Members

For team battles, select 3 team members from 27 characters. Make selections one at a time moving the joystick and push the A Button to confirm each choice. For single battles, select 1 character. Push the A Button to begin play.

④ Select Fighting Order

For team battles, determine the order members will fight after making your selections. Select characters in any order you like by moving the joystick left or right. Push the A Button to confirm each choice. Once you set the fighting order, it cannot be changed until a match or the game is over.



⑤ Begin!

■ Burst-In Play

During 1-player computer battles, push the unused controller's START Button to end single play and begin 2-player play. When the new player selects a team's members, 2-player play begins automatically.

■ Continue

If your team is defeated, the continue screen will appear. To continue play, press the START Button before the countdown timer reaches "0."



Basic Player Movement

Take a gander below to master basic movement commands. The arrows represent directions to move the joystick and letters A to D indicate buttons you need to push.

■ Basic Movement (when characters are facing right)

| | |
|----------------------|--|
| Forward | → (press →→ quickly for the Forward Dash Fake-out) |
| Backward | ← (press ←← quickly to Flyback Jump Escape) |
| Crouch | ↵ or ↓ or ↘ |
| Jump | ↶ (backward) or ↑ (up) or ↗ (forward) |
| Guard | when attacked, ← (standing guard) or ↵ (crouch guard) |
| Mid-air Guard | During forward and regular jumps, ← or ↵ |
| Punch | A (Light) or C (Strong) |
| Kick | B (Light) or D (Strong) |

■ Special Movements (when characters are facing right)

Body Toss Attack C & D together Knock down your opponent when you land a punch. You can also use this baby during jumps!

The Teaser B & C together Decreases opponent's Power Gauge level.

Power Charger A & B & C together

Increases Power Gauge level to increase attack power when the gauge reaches MAX.

Emergency Escape (backward) A & B together

Quickly flip backward to avoid attacks and distance yourself from your opponent.

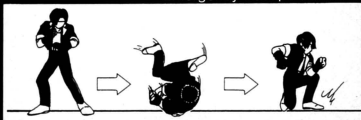
Emergency Escape (forward) → + A & B together

Quickly flip forward to avoid attacks and get near opponent. Use this command to sneak up on your opponent and trounce him/her senseless!

⟨Emergency Escape (backward)⟩



⟨Emergency Escape (forward)⟩



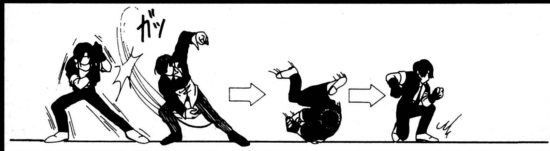
Guard Cancel Emergency Escape (backward) During Guard, A & B together

After guarding from attacks, flip away. This can only be used when your Power Gauge reaches MAX.



Guard Cancel Emergency Escape (forward) During Guard, A & B together

After guarding from attacks, flip forward. This can only be used when your Power Gauge reaches MAX.



Back-up Attack A & B & C together (with conditions)

There's a 50-50 chance team members will jump in to help characters out if the 3 conditions below are met:

- ❶ A character is knocked down or trapped by opponent.
- ❷ The teammate to help out appears on screen when the command is entered.
- ❸ Your Power Gauge is lower than your opponent's.

*Based on how your team members get along, meeting conditions 1 and 2 lets you use this attack. But sometimes, even if all conditions are met, your characters will never back each other up. Hey, that's life, pal!



Down Escape **A & B** right before you're knocked down

After you take a bad whallop, recover your footing without getting knocked down.



Big Jump Quickly enter, ↓↖ or ↓↗ (keep pushing the joystick in the needed direction), or enter ↗ during Forward Dash Fake-out.

Medium Jump Quickly enter, ↓↖ N or ↓↗ N, or ↗ briefly during the Forward Dash Fake-out.

* N indicates the neutral or center position.

Small Jump Briefly enter ↖ or ↑ or ↗

Breaking Guards

For a brief time while using combination attacks against an opponent in the guard position, break his/her guard. To be successful, your Power Gauge must be at MAX. If your guard is broken, however, your power will decrease dramatically.

Super Special Moves

To use these, meet one the following conditions: 1 your life gauge is flashing, and 2 the Power Gauge is at MAX. If conditions 1 and 2 are met (the life gauge is flashing and the Power Gauge is at MAX), your Super Special Moves' power increases big time!

OPTION MODE

When selecting modes, moving the joystick up or down to select [OPTION] and press the A Button to call up the Option Screen. Move the joystick up or down to select items and change game difficulty, time countdown speed, and message languages.



■ LEVEL

Set computer battle difficulty at 1 of 8 levels--1 being easiest, 8 being most difficult.

■ PLAY TIME

Set match times at 1 of 5 settings--1 being slowest, 5 being fastest.

■ LANGUAGE [initial setting: Japanese]

Select from Japanese, English, Spanish, and Portuguese for game messages.

■ PAD SET

Match the cursor to this item and push the A Button to call up the "Pad Set" screen. This lets you change functions for buttons A to D. Select the functions you want to change and push a button to assign functions. Select [EXIT] when all adjustments are made and push the A button to return to the [OPTION] screen.

■ EXIT

To return to the [MODE SELECT] screen, move the cursor to [EXIT] and push the A Button.



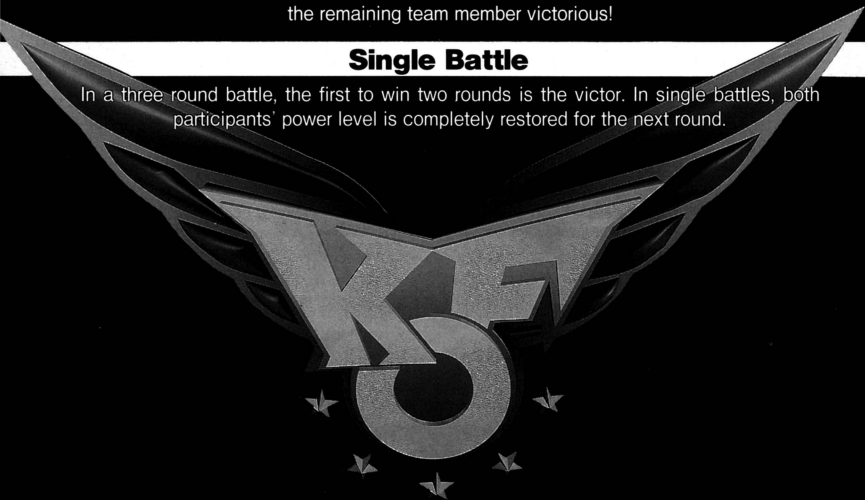
Competition Rules

Team Battle

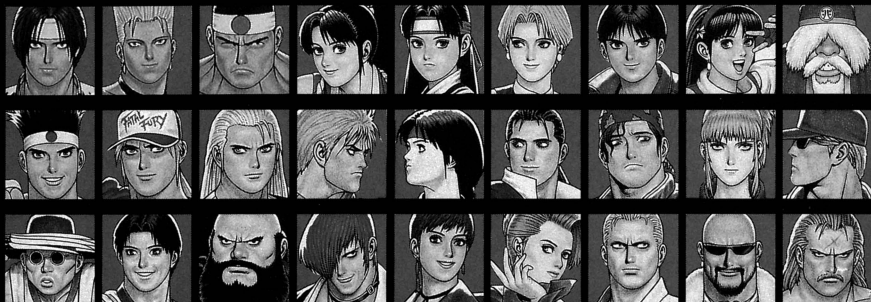
- ① Each team's starting member fights it out in a one-round match.
- ② When one member is defeated, the second member enters the battle. The victor remains to fight with the same strength meter level as the previous battle. (The victor's strength level is restored slightly with a victory bonus and time bonus.)
- ③ When a third team member is defeated, the match is over and the remaining team member victorious!

Single Battle

In a three round battle, the first to win two rounds is the victor. In single battles, both participants' power level is completely restored for the next round.



Players and Their Special Moves



Now here's some information you've really been waiting for:
Special and Super Special Move commands for all 27 participants.

[Things to Get Straight]

- (1) All arrows show joystick directions for characters facing right.
 - (2) Letters A to D indicate the button(s) you must push.
 - (3) The star mark (★) represents Super Special Moves.
 - (4) Super Special Moves can be used only when the Power Gauge reaches MAX and/or when the strength gauge is flashing.
- There are even more Special Moves and Super Special Move commands than introduced below. See if you can find these during battle yourself, ya big palooka!



"The Burning Young Noble"



KYO KUSANAGI

FIRE BALL

→↓↘ + **A or C**

CRESCENT SLASH

→↘↓↙← + **B or D**

NEW WAVE SMASH

↓↘→ + **B·B or D·D**

WICKED CHEW

↓↘→ + **A**

POISON GNAWFEST

↓↘→ + **C**

SERPENT WAVE ★

↓↙←↘↓↘→ + **A or C**

"The Human Lightning Bolt"



BENIMARU NIKAIIDO

LIGHTNING FIST

↓↘→ + **A or C**

LIGHTNING LIGAMENT CUFF

During jump, ↓↘→ + **A or C**

SHINKU KATATEGOMA

→↘↓↙← + **B or D**

IAIDO KICK

↓↘→ + **B or D**

BENIMARU COLEDA CRUNCH

Near opponent, ←↙↓↘→ + **C**

HEAVEN BLAST FLASH ★

↓↘→↓↘→ + **A or C**

"The Stainless-Steel Macho Man"



GORO DAIMON

MINELAYER

→↓↘ + **A or C**

SUPER UKEMI

↓↙← + **B or D**

CLOUD TOSSER

←↙↓↘→ + **A**

STUMP THROW

←↙↓↘→ + **C**

EARTH MOVER

Near opponent, →↘↓↙←↘ + **C**

HEAVEN-TO-HELL DROP ★

Near opponent (→↘↓↙←) × 2 + **C**

"The Legendary Lone Wolf"



TERRY BOGARD

BURNING KNUCKLE

↓↙← + **A or C**

POWER WAVE

↓↘→ + **A or C**

CRACK SHOT

↓↙← + **B or D**

RISING TACKLE

→↓↘ + **A or C**

POWER DUNK

→↓↘ + **B or D**

POWER GEYSER ★

↓↙←↘ + **A or C**

"The Master Bonebreaker"



ANDY BOGARD

ZAN EI KEN

↘↙ + **A or C**

SHO RYU DAN

→↓↘ + **A or C**

SONIC SPLIT

↙↘↓↘ + **B or D**

HISHO KEN

↓↙← + **A or C**

DAM BREAKER PUNCH

Near opponent, ↙↘↓↘ + **C**

SUPER SONIC SWIRL ★

↓↙←↘↓↘ + **B or D**

"The Kick-Boxing Storm"



JOE HIGASHI

HURRICANE UPPER

↙↘↓↘ + **A or C**

TIGER KICK

→↓↘ + **B or D**

SLASH KICK

↙↘↓↘ + **B or D**

GOLDEN HEEL HURTER

↓↙← + **B or D**

TNT PUNCH

A or C repeatedly

SCREW UPPER ★

↓↘→↓↘ + **A or C**

THE KING OF FIGHTERS '96

Players and Their Special Moves

"The Invincible Dragon"



RYO SAKAZAKI

TIGER FLAME PUNCH

↓↘→ + A or C

LIGHTNING LEGS KNOCKOUT KICK

→↘↓↙ + B or D

KOHO

→↓↘ + A or C

CRAZY TIGER THUNDER CRUSHER

↓↙↘ + A or C

KYOKU GEN KICK DANCE

Near opponent, ←↙↓↘→ + C

RYUKO RANBU ★

↓↘→↘↓↙↘ + A or C

"The Kyoku Gen Bombshell"



YURI SAKAZAKI

KO OH KEN

↓↘→ + A or C

RAI KOH KEN

↓↘→ + B or D

YURI SUPER UPPER

→↓↘ + A or C

YURI SUPER KNUCKLES

↓↙↘ + A or C

YURI SUPER SPIN KICK

↓↙↘ + B or D

FLYING PHOENIX KICK ★

↓↘→↘↓↙↘ + B or D

"The Unbeatable Tiger"



ROBERT GARCIA

DRAGON BLAST PUNCH

↓↘→ + A or C

LIGHTNING LEGS KNOCKOUT KICK

→↘↓↙ + B or D

RYUGA

→↓↘ + A or C

FLYING DRAGON BLAST PUNCH

During jump, ↓↙↘ + B or D

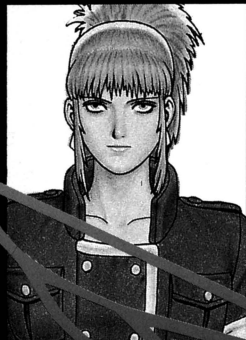
KYOKU GEN KICK DANCE

Near opponent, ←↙↓↘→ + D

HAOH SHO KOH KEN ★

→←↙↓↘→ + A or C

"The Serene Woman Warrior"



LEONA

MOON SLASHER

↓ briefly, then ↑ + A or B
X-CALIBER

↓ briefly, then ↑ + B or D
BALTIC LAUNCHER

← briefly, then → + A or C
GRAND SABRE

← briefly, then → + B or D
V SLASHER ★

During jump, ↓↘→↘↓↙← + A or C

"The Battleground Tough Guy"



RALPH

VULCAN PUNCH

A or C repeatedly
GATLING ATTACK

← briefly, then → + A or C
BLITZKRIEG PUNCH

↓ briefly, then ↑ + A or C
RALPH KICK

← briefly, then → + B or D
SUPER ARGENTINE BACK BREAKER

Near opponent, ←↙↓↘→ + D
SUPER VULCAN PUNCH ★

↓↘→↘↓↙← + A or C

"The Laconic Mercenary"



CLARK

VULCAN PUNCH

A or C repeatedly
ROLLING CRADLER

←↙↓↘→ + A or C
FRANKENSTEINER

←↙↓↘→ + B

SUPER ARGENTINE BACK BREAKER

Near opponent, ←↙↓↘→ + D

NAPALM STRETCH

→↓↘ + A or C

ULTRA-ARGENTINE BACK BREAKER ★

Near opponent, (→↘↓↙←) × 2 + C

"The Psychic High School Coed"



ATHENA ASAMIYA

PSYCHO BALL ATTACK

↓↙← + A or C

PHOENIX ARROW

During jump, ↓↙← + A or C

PSYCHO SWORD

→↓↘ + A or C

PSYCHIC TELEPORT

↓↘→ + B or D

SHINING CRYSTAL BIT ★

↔→↘↓↙← + A or C

CRYSTAL SHOOTER ★

During Shining Crystal Bit,

↓↙← + A or C

"The Fiery Psychic Boy"



SHII KENSU

SUPER BULLET ATTACK

↓↙← + A or C

DRAGON UPPERCUT

↔↓↘ + B or D

EARTH DRAGON FANG NIBBLE

↔↘↓↘→ + A

HEAVEN DRAGON FANG NIBBLE

↔↘↓↘→ + C

DRAGON TALON TEAR

During jump, ↓↙← + A or C

DRAGON GOD DRUBBING ★

↓↘→↘↓↙← + D

"The Lifetime Wild Guy"



CHIN GENZAI

GOURD ATTACK

↓↙← + A or C

BURNING SAKE BELCH

→↓↘ + A or C

ROLLING PUNCH

↔↘↓↘→ + B or D

MOCHIZUKI INTOXICATOR

↓↙← + B or D

DRUNKEN TWISTER

↓↘→ + A or C

THUNDER BLAST ★

↓↘→↓↘→ + A or C

"The Proud Martial Arts Babe"



KASUMI TODOH

ECSTASY CRUNCH

↓↘→ + A or C

AIRBORNE ECSTASY CRUNCH

During jump, ↓↘→ + A or C

SNOW PEAK PUNCH

↓↙← + A or C

INVINCIBLE BODY BLOW

↙↘↓↘→ + B

FAKEOUT PUNCH KICK CRUNCH

↙↘↓↘→ + D

ULTIMATE ECSTASY CRUNCH ★

↓↘→↓↘→ + A or C

"The Captivating Ninja Cutey"



MAI SHIRANUI

KACHO SEN

↓↘→ + A or C

RYU EN BU

↓↙← + A or C

FLYING DRAGON BLAST

→↓↘ + B or D

FLYING SQUIRREL DANCE

During jump, ↓↙← + A or C

DEADLY NINJA BEES

↙↘↓↘→ + B or D

SUPER DEADLY NINJA BEES ★

↓↙↘↙↘↓↘→ + B or D

"The Beautiful Kick Boxing Lady"



KING

VENOM STRIKE

↓↘→ + B or D

DOUBLE VENOM STRIKE

↓↘→↓↘→ + B or D

TORNADO KICK

→↘↓↙← + B or D

SURPRISE ROSE

→↓↘ + A or C

MIRAGE KICK

↙↘↓↘→ + B or D

ILLUSION DANCE ★

↓↘→↘↓↙← + B or D

THE KING OF FIGHTERS '96

Players and Their Special Moves

"The Teacher of Justice"



KIM KAP HWAN

FLYING SLICE

↓ briefly, then ↑ + B or D

CRESCENT MOON SLICE

↓ ↙ ← + B or D

FLYING KICK

During jump, ↓ ↘ → + B or D

BLOWING SANDBLASTER

↓ briefly, then ↑ + A or D

COMET CRUNCHER

← briefly, then → + B or D

PHOENIX FLATTENER ★

↓ ↙ ↘ ↗ + B or D

"The Human Wrecker Ball"



CHAN KOEHAN

BREAKING IRON BALL

← briefly, then → + A or C

SPINNING IRON BALL

A or C repeatedly

FLYING BALL BREAKER

↓ briefly, then ↑ + B or D

BIG DESTROYER TOSS

Near opponent, → ↘ ↓ ↙ ← + C

WILD BALL ATTACK ★

↓ ↘ ↗ ↙ ↓ ↙ ← + A or C

"The Incisive Mad Slasher"



CHOI BOUNGE

HURRICANE CUTTER

↓ briefly, then ↑ + A or C

HISHO KURETSUZAN

↓ briefly, then ↑ + B or D
(keeping buttons pressed down)

SOARING KICK

During jump, ↓ ↘ → + B or D

FLYING MONKEY SLICE

← briefly, then → + B or D

FLYING SLICE DASH

← briefly, then → + A or C

TORNADO RIPPER ★

(→ ↘ ↓ ↙ ←) × 2 + A or C

"The Burning Avenger"

"Lugal's Dreaded Secretary"

"Lugal's Dreaded Secretary's Secretary"



IORI YAGAMI

FIRE BALL

→↓↘ + A or C

DARK CRESCENT SLICE

→↘↓↙← + B or D

DEADLY FLOWER

(↓↙← + A or C) × 3

DARK THRUST

↓↘→ + A or C

SCUM GALE

Near opponent, ←↙↓↘→ + C

MAIDEN MASHER ★

↓↘↙↘↓↘→ + A or C



MATURE

DEATH DOWNER

(↓↙← + A or C) × 3

METAL MASSACRE

↓↙← + B or D

DESPAIR

↓↘→ + A or C

DECEASER

←↙↓↘→ + A or C

HEAVEN'S GATES ★

↓↙←↙↓↘→ + B or D



VICE

OUTRAGE

↓↙← + B or D

RAVE FEST

During jump, ↓↙← + B or D

GORE FEST

Near opponent, →↘↓↙↘→ + C

DA CIDE

←↙↓↘→ + A or C

NEGATIVE GAIN ★

Near opponent, (→↘↓↙↘) × 2 + C

THE KING OF FIGHTERS '96

Players and Their Special Moves

"The Ultimate Self-Made Badguy"



GEESE HOWARD

REPPU KEN

↓↘→ + A

EVIL SHADOW SMASHER

→↘↓↙← + A or C

UPPER BODY BLOW

←↙↓↘→ + B

MIDDLE BODY BLOW

←↙↓↘→ + D

FLYING SAWBLADE SLICER

→↓↘ + A or C

RAISING STORM ★

↙↘↘↓↙←↘ + A or C

"The Emperor of Darkness"



WOLFGANG KRAUSER

BLITZ BALL-UPPER

↓↙← + A or C

BLITZ BALL-LOWER

↓↙← + B or D

LEG TOMAHAWK

↓↘→ + B or D

KAISER SUPLEX

Near opponent, →↘↓↙←↘ + C

KAISER KICK

→↓↘ + B or D

KAISER WAVE ★

→←↙↓↘→ + A or C

"The Chrome-Dome Don"



MR. BIG

GROUND BLASTER

↓↘→ + A or C

CROSS DIVING

→↘↓↙← + A or C

SPINNING LANCER

→↘↓↙← + B or D

KALIFORNIA ROMANCE

→↓↘ + A or C

CRAZY DRUM DRAM

A or C repeatedly

BLASTER WAVE ★

↓↘→↓↘→ + A or C

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 Symptome während des Spielens mit Videospiele bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

- Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.
- Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE EPILEPSIA] POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugar video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico ; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.



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MADE IN JAPAN

NEO
ADVANCED ENTERTAINMENT SYSTEM
GEO™

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