

SNK



**THE KING OF  
FIGHTERS '98**  
THE SLUGGEST



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## TO ALL CONTESTANTS

A gong of gratitude for your purchase of this NEO-GEO ROM cartridge, "THE KING OF FIGHTERS '97." Before limbering up for the gruelling carnival of combat, carefully read through this informative user's manual to master the moves and mysteries of this tournament of the tough.

★Read this along with your NEO GEO Home System console's user's manual for additional reference.

★For younger children who will play this game, a parent or guardian should read this manual and inform them of its contents.



# 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. SNK 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.





## Notes on use

# MEMORY CARD-BACKUP

With a NEO GEO Memory Card (sold separately), 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 cassette 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 completed.

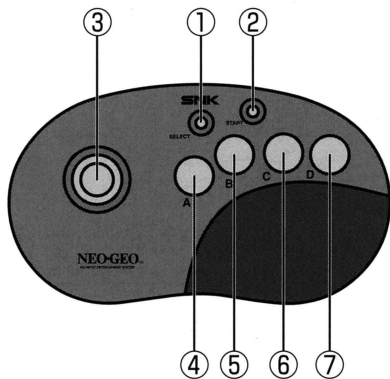
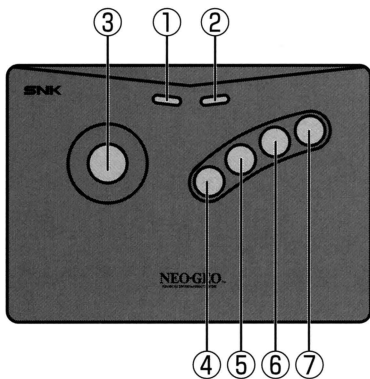
## NOTES ON USING MEMORY CARDS

- 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 its arrow mark facing upward.
- The memory card is sold separately. Make sure you purchase and use only 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, benzene, or alcohol.
- When not in use, unplug the console's AC adapter from the outlet.
- Do not connect the NEO GEO Home System to a screen-projection TV. It may cause image burn-in on the screen.





**Basic controller settings are listed below.**

- ① **SELECT Button** ————— Pause/Resume play
- ② **START Button** ————— Starts game/Break-in Play/Continue/Razz(During play)
- ③ **Joystick** ————— Character Movement, Jump,  
Crouch, Guard, etc./Options Selection
- ④ **A Button** ...Light Punch/ Selection Settings
- ⑤ **B Button** ...Light Kick
- ⑥ **C Button** ...Strong Punch
- ⑦ **D Button** ...Strong Kick

※Change A to D Button functions with the Option Mode (BUTTON CONFIG.) item. (See p. 19 for details.)



- A** Life Gauge: Displays remaining character strength. The orange gauge is the power gauge for the Advanced Mode. The yellow gauge is for the Extra Mode. (In the Extra Mode, when the remaining power decreases, the gauge will begin to flash. When this happens, you can use Super Special Move commands.)
- B** Character in Battle: Displays faces of characters in use.
- C** Other Team Member Names: The names of defeated characters are displayed in dark characters.
- D** Time Remaining: Shows the time left for one round. Remaining Power Gauge levels decide the victor when the timer reaches "0."
- E** Control Mode Display: Displays the Control Mode of the player in action. ADV: Advanced Mode/EX: Expert Mode.
- F** Order Display: Shows the fighting order of team members.
- G** Advanced Power Gauge: Power gauge for the Advanced Mode. (See p. 14.)
- H** Extra Power Gauge: Power gauge for the Extra Mode. (See p. 14.)



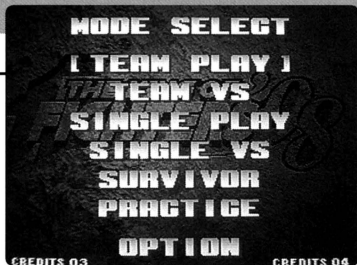
→When the Title Demo Screen appears, push the START button. The Play Instruction screen, which appears after this screen, can be cut by pressing the A Button.

**1**

**Mode Select Screen**

Move the joystick up or down to select a mode and press the A Button.

- TEAM PLAY MODE ————— A team battle against the computer.
- TEAM VS MODE ————— A 2-player competition team battle.
- SINGLE PLAY MODE ————— A single-character battle against the computer.
- SINGLE VS MODE ————— A 2-player competition single-character battle.
- SURVIVOR MODE ————— A one-fall-elimination, time-attack mode. (See p. 16)
- PRACTICE MODE ————— A special practice mode. (See p. 17)
- OPTION MODE ————— For changing all game settings. (See p. 15)



**2**

## Selecting the Control Mode

Move the joystick up, down, right, and left to select the Control Mode of characters and push the A Button to decide settings.

- **ADVANCED MODE** — A Control Mode for advanced players. (pp. 12, 14, 15)
- **EXTRA MODE** — A Control Mode for beginners. (pp. 13, 14, 15)

**3**

## Select Team Members

Select 3 team members. Choose one at a time by moving the joystick up or down and left or right, then push the A Button when you have selected the desired character.

(During single-character battles, once you have selected a player, the tournament will begin.)

**4**

## Select Fighting Order

Determines the order characters appear in matches. Choose the first character by moving the joystick right or left and push the A Button to determine the order.

(You can change the fighting order for each stage.)

**5**

## Begin!

## 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. By using Roulette Team Edit in the Team Play Mode and Single Play Mode, each time you win, the Roulette selection begins and your playing character will change automatically. There is no Roulette Team Edit function in the Survivor Mode and Practice Mode.

## Burst-In Play



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

## Continue Service

Choosing to continue battles after losing a match in the Team Play Mode or Single Play Mode activates the Continue Service. First, push the Start button before the countdown on the Continue Screen reaches "0." Next, the Roulette screen appears and a drum begins to turn. Push the A Button within the time limit to stop the drum or push the D Button to cancel (Not pushing the A Button within the time limit cancels the Continue Service, too). The continue service applies only to the first stage after play is resumed (not the first round).

## Types of Services Decided by Roulette

- MAX Gauge Start** — In the Advanced Mode begins play with the power stock at three; in the Extra Mode begins play with the Power Gauge at MAX. (Power stocks and power gauges do not decrease during play.)
- Opponent Power 1/3** — Begins play with the opponent's power at 1/3 its normal level. In Team battles, this applies to all three opponent characters.
- CPU Difficulty Down** — Lowers the difficulty of the computer to level one and begins game play.
- To Next Stage** — Begins action at the next stage unconditionally.
- Offensive Power-up!** — Player's offence is increased in the next game.
- No CPU Gauge** — The power gauge for the CPU character is disabled.

**3 VS 3 Team Battles**

Each team's starting member fights it out in a one-round match.

When one member is defeated, the second member enters the battle. The victor remains to fight with the same power meter level reading in the previous battle.

(The victor's strength level is restored slightly with a victory bonus and time bonus.)

When a third team member is defeated, the match is over and the Remaining team member is victorious and his or her team proceeds to the next match.

**1 VS 1 Single Battles**

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

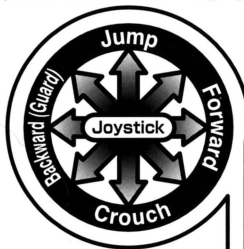
Change the number of falls needed to win matches with the "BATTLE CONFIG." item displayed on the Option Mode screen. (See p. 19)

## CHARACTER CONTROLS

All controls are described at their basic settings, and the arrow symbol "➡" indicates how to move the joystick, while letters "A to D" indicate buttons to be pressed.

# 1.EXTRA MODE

(When character is facing right)



AB together		CD together	
Incursion Aversion Move		Body Toss Attack	
<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
Weak Punch	Weak Kick	Strong Punch	Strong Kick
ABC together			
Power Charger			

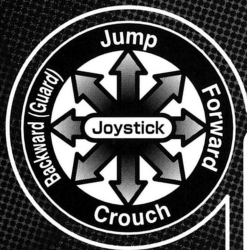
- Tap lever twice ➡➡ for the "Front Step"; ⬅️⬅️ for the "Back Step."
- Take advantage of big, medium, and small jumps using various joystick moves.
- While avoiding an attack, push either of the A to D button for the Counter Attack.
- Push AB right before a knockdown for the "Knockdown Recovery."
- Push the Start button for the "Teaser" pose.
- In the guard position, push down the A & B buttons together and move the joystick forward (➡ +AB together) for the "Forward Guard Cancel Emergency Escape."
- In the guard position, push down the A & B buttons together and move the joystick back (⬅️ +AB together) for the "Backward Guard Cancel Emergency Escape."
- In the guard position, push down the C & D buttons together for the "Guard Cancel Blow-Away Attack."

\*The "Guard Cancel Emergency Escape" and the "Guard Cancel Blow-Away Attack" cannot be used without power stocks.



## 2.ADVANCED MODE

(When character is facing right)



AB together		CD together	
Emergency Escape (Forward)		Body Toss Attack	
<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
Weak Punch	Weak Kick	Strong Punch	Strong Kick
ABC together			
Activate MAX Level			

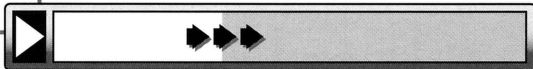
- Tap lever twice  $\rightarrow\rightarrow$  for the "Dash";  $\leftarrow\leftarrow$  for the "Back Step."
- Take advantage of big, medium, and small jumps using various joystick moves.
- $\leftarrow$  + AB together to perform the "Emergency Escape (Backward)."
- Push AB right before a knockdown for the "Knockdown Recovery."
- When grabbed in a normal "Body Throw" move, enter  $\rightarrow$  + any button (A to D) for the "Body Throw Breaker."
- Push the Start button for the "Teaser" pose.
- In the guard position, push down the A & B buttons together and move the joystick forward ( $\rightarrow$  + AB together) for the "Forward Guard Cancel Emergency Escape."
- In the guard position, push down the A & B buttons together and move the joystick back ( $\leftarrow$  + AB together) for the "Backward Guard Cancel Emergency Escape."
- In the guard position, push down the C & D buttons together for the "Guard Cancel Blow-Away Attack."

※ The "Guard Cancel Emergency Escape" and the "Guard Cancel Blow-Away Attack" cannot be used without power stocks.

### 3. Power Gauge System

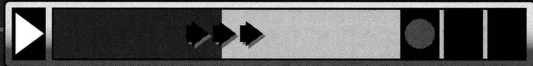
The power gauge systems vary in the Advanced Mode and Extra Mode.

#### Extra Power Gauge



In the Extra Mode, push down on the A, B, C buttons together to increase the power gauge in the lower half of the screen (Power Increase). When the gauge becomes full, your character automatically enters the temporary MAX Power Condition. When this happens use the MAX Power Super Special Moves while the Power gauge is flashing.

#### Advanced Power Gauge



In the Advanced Mode, the power gauge in the lower half of the screen increases by using Special Moves. When it becomes full, a green point mark (one "power stock") will flash next to the gauge. This allows the use of a Super Special Move. Store up to three "power stocks," and when these stocks light up, push the A, B and C buttons simultaneously to increase your character's power to MAX (MAX Power Activation). This uses up one "power stock." If more than one power stock remains when using the MAX Power Activate, you can use the MAX Power Super Special Moves.

## 4. Advantage System

In this game, losing in the Team Play Mode or the Team VS mode, the Advantage System gives the second and third players an advantage over opponents. In the Advanced Mode, the number of "power stocks" increases to five, and it becomes easier to use MAX Power Super Special Moves. In the Extra Mode, the length of the power gauge is shortened, making it easy to increase power.

※By changing settings in the "BATTLE CONFIG." of the Option Mode, play games without the Advantage Mode. (See p. 19)

## 5. Back-Up Attacks

When the conditions listed below are met in team battles, push the A, B, C buttons simultaneously to have team members jump in for the "Back-Up Attack." But watch out! The chances of receiving help will vary based on the compatibility of team members.

- When a team member is knocked out or grabbed by an opponent.
- When teammates are waiting for battles still remain.
- When the teammate(s) waiting for battle appears in the screen.

※If the compatibility of teammates is good, the percentage of getting a "Back-Up Attack" is 100% when the conditions above are met. It's 50% if compatibility is normal. If compatibility is bad, you're in quite a pickle, aren't you?

This mode is a one-player, computer-battle "Time Attack" mode. Select one character and take on all computer-controlled characters with a single power gauge to see how long it takes (Clear Time) to defeat them all.



### Beginning the Survivor Mode

After selecting "SURVIVOR" on the Mode Select screen and pushing the A Button, select the Control Mode and character by moving the joystick up, down, right and left and push the A Button to begin the game.

### Survivor Mode Rules

All matches are one-fall matches. After winning a match, your character's power gauge will increase slightly, and the next opponent will appear. During a battle, if your power gauge becomes empty, you lose, and the Continue screen will appear. To continue, push the Start button.

### Clear Data Save

After defeating all opponents to clearing the game, save results. When the Save screen appears, select "YES" with the joystick and push the A button.

After selecting "PRACTICE" on the Mode Select screen and pushing the A button, move the joystick up, down, right, or left to select the Control Mode, characters, and opponents in this order and push the A button. Next, when the Practice Menu screen appears, make settings and change the conditions of the practice opponent, etc., then begin practicing. The practice mode can be started from both the 1-player and 2-player controls.

## Practice Menu Screen Commands

Move the joystick up and down to select an item and right and left to make setting changes.

- START ————— Push the A Button to begin practice.
- ACTION ————— Choose one of three patterns of the opponent's condition at STAND, CROUCH and JUMP.
- COUNTER ————— Sets counter damage. (ON - Damage; OFF - No damage)
- ATTACK ————— Sets the attack of the practice opponent. (ON - Damage; OFF - No damage)
- GUARD ————— Sets defensive ability of practice opponent. (ON - Defence; OFF -No defence)
- CHARACTER CHANGE ——— Calls up the Character Select screen to change characters.
- EXIT ————— Push the A Button to return to the Mode Select screen.

※Push the Select button on the Practice Menu screen to begin the Practice Mode automatically.

```

>START
ACTION
<STAND CROUCH JUMP>
COUNTER           OFF
ATTACK            OFF
GUARD             OFF
CHARACTER CHANGE
EXIT
  
```

### Stuff To Be Careful Of

- Pushing the Select button during Practice Mode play changes to the Practice Menu screen.
- By pushing the Start button in the Practice Mode and using the Teaser, the opponent will attack (In the standing condition only).

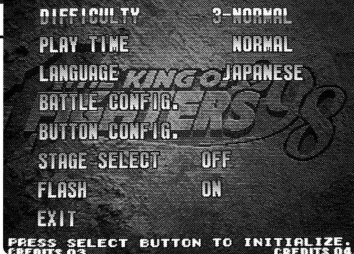


→When choosing modes, move the joystick up and down to select "OPTION" and push the A Button to call up the Option screen. Move the joystick up and down to select items, and left and right to change settings.

- DIFFICULTY ——— Set computer battle difficulty at 1 of 8 levels – 1 being the easiest, 8 being the most difficult.
- PLAY TIME ——— Set the round time limit. Setting the time at ∞ lets you play rounds without time limits.
- LANGUAGE ——— Select 1 of 4 languages, from Japanese, English, Spanish, and Portuguese for game messages.
- BATTLE CONFIG. — Push the A Button to call up the Battle Configuration screen (See p. 19).
- BUTTON CONFIG. — Push the A Button to call up the Battle Configuration screen (See p. 19).
- STAGE SELECT ——— Determines the display of the Stage Selection screen display in the Team VS mode and Single VS mode. (ON - Makes stage selection possible before competitions.  
OFF - Disables stage selection.)
- FLASH ——— Sets the display of flashes in the game. (ON - Flashes are shown; OFF - No flashes.)
- EXIT ——— Push the A button when this item is selected to return to the Mode Select screen.

※Screen flashes occur during super special move hits, counter hits, critical hits, body throws, and special (super-special) moves.

※Push the Select button to return all option items to their initial settings.



## Battle Configuration

Change the game system in the Battle Configuration screen. Move the joystick up and down to select an item, and move the joystick right and left to change settings.



- **PLAYER SIDE** — Select Player 1 (1P) or Player 2 (2P).
- **LEVEL** — Change the character's defence value. Defence values increase in order from 1 to 8.
- **POWER GAUGE** — Set the power gauge condition during games to one of three settings.  
NORMAL : Normal condition; MAX: Keeps power stock at the maximum number and the power gauge at maximum level; OFF - Disables power gauge and Super Special Moves.
- **DISP.CUT** — Turn ON/OFF the displays of Life Gauge, Power Gauge and Remaining Time.
- **ADVANTAGE** — Sets the Advantage System. (ON - Turns system on; OFF - Turns system off)
- **WINNING POINT** — Changes the points needed to win for single battles from 1 to 5 points.
- **EXIT** — Return to the Option Mode.



## Button Configuration

Change controller command settings with the Button Config screen. Move the joystick up and down to select the item you want to change settings for and push the desired button. After settings are made, move the joystick up and down to select "EXIT" and push the A Button to return to the Option screen.

Command List Symbols

[➡] .....Joystick position (When character is facing right.)

[A·B·C·D] ...Abbreviations for buttons.

[●] .....Ultimate Super Special Moves.

※All button commands in the command list are during the basic settings.

※There are other special moves and Super Special Moves besides those listed here. Use your skill and intelligence to find them.



### Goro Daimon

#### MINELAYER

→↓↘+AorC

#### SUPER UKEMI

↓↘←+BorD

#### EARTH MOVER

Near opponent, →↘↓↘↘+AorC

#### REVERSE DROP

→↘↓↘↘+BorD

#### HEAVEN TO HELL DROP ●

Near opponent ( →↘↓↘↘ ) ×2+AorC

### Kyo Kusanagi

#### FIRE BALL

→↓↘+AorC

#### R.E.D.KICK

←↘↘+BorD

#### WICKED CHEW

↓↘→+A

#### POISON GNAWFEST

↓↘→+C

#### FINAL SHOWDOWN ●

↓↘→↘↘→+AorC

### Benimaru Nikaido

#### LIGHTNING FIST

↓↘→+AorC

#### SHINKU KATATEGOMA

↓↘←+AorC

#### SUPER LIGHTNING

→↓↘+BorD

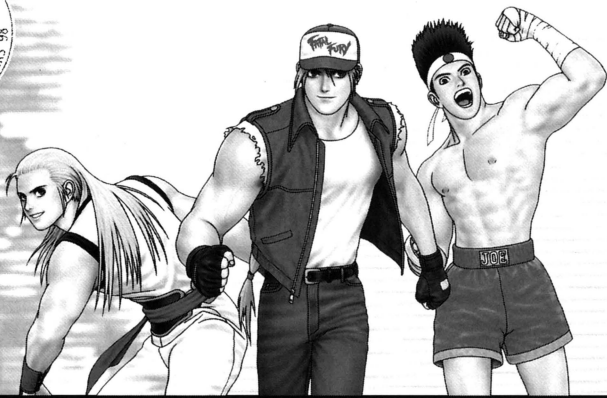
#### IAIDO KICK

↓↘→+BorD

#### HEAVEN BLAST FLASH ●

↓↘→↘↘→+AorC





Andy Bogard

ZAN EI KEN

↘↘+AorC

HISHO KEN

↓↘↙+AorC

SHO RYU DAN

↘↓↘+AorC

SHIRANUI SPIRIT CRUNCH

During jump ↓↘↘+BorD

FLYING COMET PUNCH●

↓↘↘↓↘↘+AorC

Terry Bogard

BURNING KNUCKLES

↓↘↙+AorC

POWER WAVE

↓↘↘+AorC

POWER DUNK

↘↓↘+BorD

POWER GAYSER●

↓↘↙↘+AorC

HAWAII ANGLE GAYSER●

↓↘↘↓↘↘+BorD

Joe Higashi

HURRICANE UPPER

↙↘↓↘↘+AorC

TIGER KICK

↘↓↘+BorD

SLASH KICK

↙↘↓↘↘+BorD

GOLDEN HEEL HURTER

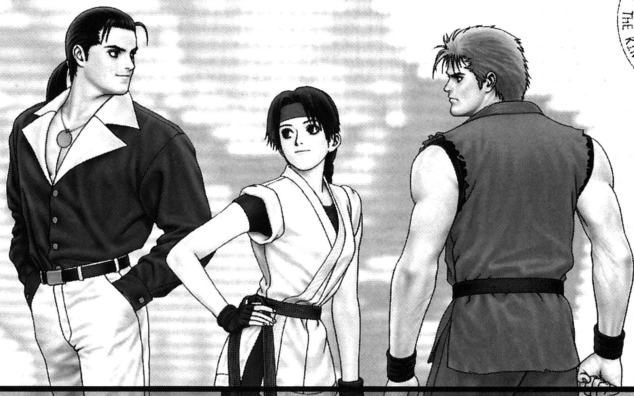
↓↘↙+BorD

SCREW UPPER●

↓↘↘↓↘↘+AorC







### Robert Garcia

DRAGON BLAST PUNCH

↓↘→ +AorC

SHOOTING STEAM STRIKE

→↘↓↙← +BorD

KYOKU GEN KICK DANCE

Near opponent ←↙↓↘→ +BorD

FLYING DRAGON SLICE

→↘↓↙← +BorD

FURIOUS SPECTRE KICK ○

↓↘→↓↘→ +BorD

### Yuri Sakazaki

TIGER FLAME PUNCH

↓↘→ +AorC

RAI OH KEN

↓↘→ +BorC

YURI SUPER KNUCKLES

↓↙← +AorC

YURI SUPER SPINKICK

↓↙← +BorD

FLYING PHOENIX KICK ○

↓↘→↓↘→ +BorD

### Ryo Sakazaki

TIGER FLAME PUNCH

↓↘→ +AorC

KOHO

→↘↓↙← +AorC

LIGHTNING LEGS KNOCKOUT KICK

→↘↓↙← +BorD

RYUKO RANBU ○

↓↘→↓↘→ +AorC

HEAVEN GLAZE PUNCH ○

↓↘→↓↘→ +AorC





### Chin Gensai

#### GOURD ATTACK

↓↘←+AorC

#### BURNING SAKE BELCH

→↓↘+AorC

#### DRUNKER TWISTER

↓↓+AorC

#### MOCHIZUKI INTOXICATOR

↓↓+BorD

#### THUNDER BLAST

↓↘→↓↘→+AorC

### Athena Asamiya

#### PSYCO BALL ATTACK

↓↘←+AorC

#### PHOENIX ARROW

During jump, ↓↘←+AorC

#### PSYCHO REFLECTOR

→↘↓↘←+B

#### PSYCHIC TELEPORT

↓↘→+BorD

#### SHINING CRYSTAL BIT

(→↘↓↘←)x2+AorC

### Sie Kensou

#### SUPER BULLER ATTACK

↓↘←+AorC

#### DRAGON UPPERCUT

←↓↘+BorD

#### EARTH DRAGON FANG NIBBLE

←↘↓↘→+A

#### HEAVEN DRAGON FANG NIBBLE

←↘↓↘→+C

#### HERMIT POWER BLAST

Near opponent, ↓↘→↓↘→+AorC





BERNARD  
 SAKI  
 LEONA  
 RALF  
 CLARK  
 KING  
 SHIRAZURU  
 GEN  
 ENA  
 AS  
 KENSU  
 YUJI  
 YAMAMOTO  
 KAPPA  
 KING  
 HERMIE  
 CHRIS  
 ASIRO  
 BOY  
 KAPPA  
 KING  
 KING  
 KING



King	Mai Shiranui	Chizuru Kagura
<b>VENOM STRIKE</b>	<b>KACHO SEN</b>	<b>HEAVEN'S WAY</b>
↓↘→+BorD	↓↘→+AorC	→↓↘+AorC
<b>TRAP SHOT</b>	<b>RYU EN BU</b>	<b>ORACLE'S DECREE</b>
→↓↘+BorD	↓↘←+AorC	→↘↓↘←+AorBorCorD
<b>TORNADO KICK</b>	<b>DEADLY NINJA BEES</b>	<b>ECHOING HARP</b>
↘↘↓↘←+BorD	←↘↓↘→+BorD	↓↘→+AorC
<b>SURPRISE ROSE</b>	<b>SNOWY HERON DANCE</b>	<b>PIERCING PEAK PUNCH</b>
→↓↘+AorC	→↓↘+AorC	↓↓+AorBorCorD
<b>SCILENT SLASH</b> ●	<b>PHOENIX FANDANGO</b> ●	<b>RULES OF ZEN</b> ●
↓↘←↓↘←+BorD	↓↘←↓↘←+AorC	↓↘←↘↓↘→+AorC



### Choi Bounge

#### HURRICANE CUTTER

↓ briefly, then ↑ +AorC

#### HISHO KURETSUZAN

↓ briefly, then ↑ +BorD

#### FLYING MONKEY SLICE

← briefly, then → +BorD

#### KAITEN HIENZAN

↓ ↘ ← +AorC

#### TORNADO RIPPER

(→ ↘ ↓ ↘ ↙) × 2 +AorC

### Kim Kaphwan

#### FLYING SLICE

↓ briefly, then ↑ +BorD

#### CRESCENT MOON SLASH

↓ ↘ ← +BorD

#### FLYING KICK

During jump, ↓ ↘ ↗ +BorD

#### SPIRIT OF CONQUEST KICK

↓ ↓ +BorD

#### HEAVENLY PHOEN KICK

During jump, ↓ ↘ ↗ ↘ ↗ +BorD

### Chang Koehan

#### BREAKING IRON BALL

← briefly, then → +AorC

#### SPINING IRON BALL

AorC repeatedly

#### FLYING BALL BREAKER

↓ briefly, then ↑ +BorD

#### BIG DESTROYER TOSS

Near opponent, ↗ ↘ ↙ ↘ +AorC

#### IRON SPHERE SMASHER

↓ ↘ ↗ ↘ ↗ +AorC



### Ryuji Yamazaki

SERPENT SLASH

↓↘↙+AorBorC

SADOMASO

↙↘↓↘↙+BorD

JUDGMENT DAGGER

↘↓↘+AorC

FLIGHT OF TEMPERING

↘↓↘+B

GUILLOTINE●

↓↘↙↓↘↙+AorC

### Blue Mary

SPIN FALL

↓↘↙+BorD

M. SPIDER

↓↘↙+AorC

STRAIGHT SLICER

←briefly, then →+BorD

VERTICAL ARROW

↘↓↘+BorD

M. SPLASH ROSE●

↓↘↙↓↘↙+AorC

### Billy Kane

MIDSECTION CLUB CRUNCHER

←↘↓↘↙+AorC

FIRE WHEEL

A repeatedly

SOARING CRACKDOWN CANE

↘↓↘+BorD

SLICING SPIRAL CANE

↘↓↘+AorC

SUPER FIRE WHEEL●

↓↘↙↓↘↙+AorC





Sermie

Chris

Yashiro Nanakase

**SHERMIE SPIRAL**

Near opponent,  $\leftarrow \downarrow \downarrow \downarrow \rightarrow + \text{AorC}$

**SHERMIE SHOOT**

$\leftarrow \downarrow \downarrow \downarrow \rightarrow + \text{BorD}$

**AXLE SPIN KICK**

$\downarrow \downarrow \leftarrow + \text{BorD}$

**SHERMIE CRUNCH**

$\rightarrow \downarrow \downarrow + \text{BorD}$

**SHERMIE CARNIVAL** ●

Near opponent,  $(\leftarrow \downarrow \downarrow \downarrow \rightarrow) \times 2 + \text{BorD}$

**HUNTING AIR BLAST**

$\rightarrow \downarrow \downarrow + \text{BorD}$

**SHOOTING DANCER THRUST**

$\rightarrow \downarrow \downarrow \leftarrow + \text{AorC}$

**SHOOTING DANCER STEP**

$\rightarrow \downarrow \downarrow \leftarrow + \text{BorD}$

**SCRAMBLE DASH**

$\downarrow \downarrow \rightarrow + \text{BorD}$

**TWISTER DRIVE** ●

$\downarrow \downarrow \leftarrow \downarrow \downarrow \leftarrow + \text{BorD}$

**MIGHTY MISSILE BASH**

$\rightarrow \downarrow \downarrow \downarrow \leftarrow + \text{AorC}$

**DUAL UPPER**

$\rightarrow \downarrow \downarrow + \text{AorC}$

**JET COUNTER**

$\leftarrow \downarrow \downarrow \downarrow \rightarrow + \text{AorC}$

**STEEL JET COUNTER**

When (J-COUNTER) hits,  $\downarrow \downarrow \rightarrow + \text{AorC}$

**MIGHTY MISSILE BASH** ●

$\downarrow \downarrow \downarrow \downarrow \downarrow \rightarrow + \text{AorC}$  (repeatedly)





**Brian Battler**

**BRIAN TORNADO**

←↙↘↗→+AorC

SCREW BODY PRESS

During jump, ↓↘↗→+AorC

**BRIAN HUMMER**

↓↘↗←+AorC

ROCKET TACKLE

→↘↗↘+BorD

**BIGBANG TUCKLE**●

↓↘↗↘↘↘↘+BorD

**Heavy D!**

**R.S.D**

↓↘↗→+AorC

BLAST UPPER

↓↘↗→+BorD

**SOUL FLOWER**

↓↘↗←+BorD

SHADOW

↓↓↓+AorC

**D.CRAZY**●

↓↘↗←↘↘↘↘+AorC

**Lucky Glauber**

**DEATH BOUND**

↓↘↗→+AorC

CYCLONE BREAK

↓↘↗←+BorD

**DEATH DUNK**

↓↘↗←+AorC

DEATH SHOOT

↓↓↓+AorBorCorD

**HELL BOUND**●

↓↘↗↘↘↘↘+AorC







### Takuma Sakazaki

TIGER FLAME PUNCH

↓↘→+AorC

ZAN RETSU KEN

→↔↔+AorC

SHORAN KYAKU

→↘↓↙←+BorD

HAOH SHI KOH KEN

→↔↘↓↙↘+AorC

NEO DEMON-GOD ATTACK ●

Near opponent, ↓↘↘↘↘+AorC

### Heidern

CROSS CUTTER

←briefly, then →+AorC

MOON SLASHER

↓briefly, then ↑+AorC

NECK ROLLER

↓briefly, then ↑+BorD

STORM BRINGER

Near opponent, →↘↓↙←+AorC

HEIDERN END ●

↓↙←↙↓↘↘+BorD

### Saishu Kusanagi

EXORCISM OF 108 BLOWS

↓↘→+AorC

FIRE BALL

→↓↘+AorC

HEAVENLY GIFT OF 401 AND 7 BLOWS

→↘↓↙←+BorD

100 HIT HATCHET

→↓↘+BorD

SERPENT OF 108 BLOW SREVERSE ATTACK ●

↓↙←↙↓↘↘+AorC







### Rugal

WIND SLICE

↓↘→+AorC

KAISER WAVE

→↘↘↓↘↘→+AorC

GENOCIDE CUTTER

→↓↘+BorD

GOD PRESS

→↘↓↘↘←+AorC

DEAD END SCREAMER●

↓↘↘→↓↘↘→+BorD



### Shingo Yabuki

FIRE BALL UNFINISHED MISERY

→↓↘+AorC

WICKED CHEW UNFINISHED MISERY

↓↘→+A

POISON GNAWFEST UNFINISHED MISERY

↓↘→+C

ELBOW SLAM

↓↘←+AorC

BURNING SHINGO●

↓↘↘←↘↓↘↘→+AorC



MEMO



# 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.

# 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!

## BONUS INFO from Shingo Yabuki

Hey, everybody. Have you heard? As you play King of Fighters '98, the moods of characters change. It's called the "Feeling Variation System," I hear. What that means is that each time you insert the cassette and turn the NEO GEO system on, characters' moods are decided randomly. And don't try resetting the game, cause it won't work! So, when you select the Team Play Mode and Team VS Mode and push the Start button, character's moods are represented by the marks shown below.

The ☺ means characters moods are good.

This mark, 😊, means moods are okay.

And this mark, ☹, means characters are really POed!

So what?, you say? Heh, heh, heh. Well, smarty pants, the mood of characters directly affect performance in the Advanced Mode. For example...

If a character has a good mood, the next character to succeed the character's power stock will increase by one. (For example, if there is a stock of two, it will increase to three when the next character begins to fight.)

When moods are normal...A character's power stock will pass on to the next character.

And when the mood of a character is bad...The power stock for the next character will decrease by one. (For example, if the power stock is two, the next character's power stock will decrease to one.)

Well, you get the picture. Unless you're a punch-drunk fool. So, be careful of characters' moods! But, if Kusanagi's in a bad mood, I won't let it only end with the loss of one power stock. Catch my drift? Heh, heh, heh...



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