"ART OF FIGHTING2" USER'S MANUAL



MADE IN JAPAN © SNK 1994

ART OF FIGHTING2



• A WORD OF THANKS •

Ryo, Robert, and all of the rest of the ART OF FIGHTING gang wish to thank you for the purchase of ART OF FIGHTING 2. Before entering the battle, we suggest you take a careful look at the instruction manual to learn the ways of battle in this fast-paced fandango of fisticuffs.

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PROLOGUE

THE ASCETIC WARRIOR, RYO SAKAZAKI.
THE PRETTY-BOY ROUGH GUY, ROBERT GARCIA.
ONE YEAR HAS PASSED SINCE THEIR ADVENTURES IN
THE DEN OF INIQUITY KNOWN AS..... SOUTHTOWN.
SAVING RYO'S SISTER YURI AND UNCOVERING THE MYSTERIOUS SECRET
OF MISTER KARATE, THEY NOW WAIT FOR THEIR NEXT CHALLENGE.

●

THEN, IT COMES. A MYSTERIOUS SUMMONS FROM THE HIVE OF
EVIL AND TREACHERY KNOWN AS..... SOUTHTOWN.

●

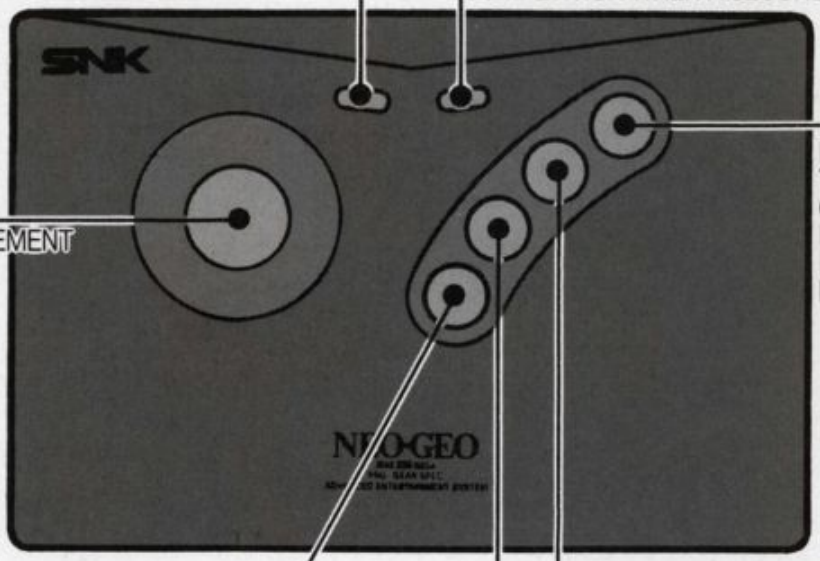
A MYSTERIOUS FIGURE HAS CALLED OUR HEROES,
ALONG WITH SOME OF THE TOUGHEST DUDES AND DUDETTES IN THE WORLD,
TO THE OLD NEIGHBORHOOD, THE NEIGHBORHOOD OF SHADOWS AND ILLUSIONS,
THE NEIGHBORHOOD OF DESPAIR AND FEAR, THE NEIGHBORHOOD KNOWN AS,
YOU GUESSED IT..... SOUTHTOWN.
WHAT SECRET LIES BEHIND THIS CALL TO THE CONTEST KNOWN AS
"THE KING OF FIGHTERS," A CONTEST OFFERING UNHEARD OF FAME AND WEALTH?
WHO WILL STEAL THE LAURELS OF VICTORY, AND WHAT DEPTHS OF WICKEDNESS
WILL THESE LAURELS PLUNGE THE WINNER OF THIS MATCH OF BRAWN AND WITS?
WELL, DON'T JUST SIT THERE! READ THROUGH THIS BOOK, PLAY THE GAME,
AND FIND OUT THE ANSWER TO THESE AND OTHER QUESTIONS, YA BIG SILLY!

ART OF FIGHTING2

USE OF THE CONTROLLER

MOVING YOUR CHARACTER

FOR FURTHER EXPLANATIONS OF THE FUNDAMENTALS OF FIGHTING, TAKE A PEEK AT PAGE .



SELECT BUTTON

USED DURING PLAY TO PAUSE ACTION, PUSHING THE BUTTON A SECOND TIME WILL RESUME GAME PLAY.

START BUTTON

BEGINS GAME. ALLOWS FOR TWO PLAYER COMPETITION WHEN A SECOND CONTROLLER IS USED.

D BUTTON

RAZ BUTTON. TEASE YOUR OPPONENT AND REDUCE HIS RAGE GAUGE POWER.

JOYSTICK

CONTROLS MOVEMENT OF CHARACTER.

A BUTTON

PUNCH BUTTON. USED FOR WEAK AND STRONG PUNCHES, RECOVERING FROM ATTACKS, AND RESTORING YOUR RAGE GAUGE POWER.

C BUTTON

BODY TOSS BUTTON. ALSO USED FOR WEAK KICKS AND PUNCHES, RECOVERING FROM ATTACKS, AND RESTORING YOUR RAGE GAUGE POWER.

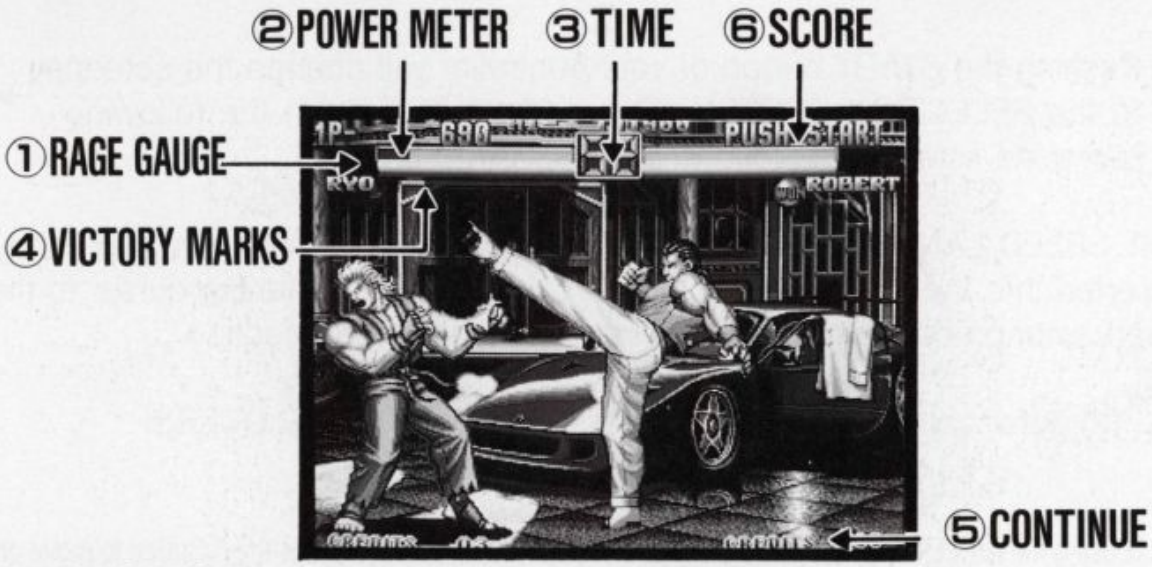
B BUTTON

KICK BUTTON. USED FOR WEAK AND STRONG KICKS, RECOVERING FROM ATTACKS, AND RESTORING YOUR RAGE GAUGE POWER.

- **C+A BUTTON** —— UPPER CUT.
- **C+B BUTTON** —— LOW KICKS.

KEEP AN EYE ON YOUR ALL IMPORTANT POWER METER AND RAGE GAUGE!

As you little battle boys and girls know, there are gauges in this game which should be monitored most carefully. Ignoring these could decide whether you dance your way to victory or spend a good deal of time in traction. For a quick account of these take a look below (Not under you seat, dope, under this paragraph! Jeez!!!):



①RAGE GAUGE

This meter keeps track of your psychic powers. For a detailed account of these, jump on along to page. This meter has no connection to your score or the number of competitions you have won.

②POWER METER

This gauge is majorly important! Every time you come into contact with your opponent or get pummeled by one of his psychic blasts, your power will begin to drain from your body. If your meter reaches 0, you lose, pal. So, hey, let's be careful, huh?

③TIME

This meter keeps track of, hey, you got it, time! The player with the highest power meter reading is the victor should time within the round run out.

④VICTORY MARKS

After winning a round, these baloons of victory appear under the character's names. The first one to earn two of these baloons wins the match and moves on to the next competitor. The character who doesn't win will be subjected to a life of doubts and shame like that old actor in that old movie. There are a maximum of four rounds for each match should a victor be undecided, because tie games are like kissing your sister (or brother). Gross, huh!

⑤CONTINUE

For one-player games, you are able to continue play for a maximum of 3 times. For two-player games, you can continue for as many times as you want. Who says there are too many limitations in life?

⑥SCORE

This shows--wow, you guys are just too quick for me--the score. Using your psychic attacks in your Arsenal of Ouch and successfully completing bonus stages will shoot your score into the stratosphere!

※CLEAR BONUS Points determined after winning a match for.

REMAINING·····Based on the amount remaining in your power meter.

TIME·····Gives you 100 points for each second of remaining time.

SPECIAL·····Gives you a whopping 10,000 points for perfect wins if your power gauge is full.

BEGINNING THE GAME

The title screen will appear on your television or monitor after switching on your console (Turn the power switch to ON).

⬇

Pushing the START button of your controller will change the screen to the SELECTION SCREEN. Choose from settings in the following categorie listed in the following order GAME LEVEL.

⬇

GAME SPEED, LANGUAGE, DATA LOAD (if the MEMORY CARD, sold separately, is inserted into the console), MODE, and CHARACTER. Move the cursor to the desired setting and depress the A Button to make your selection.

⬇

After completing these processes, PUT UP YOUR DUKES!

After choosing the GAME LEVEL, GAME SPEED, and LANGUAGE of displays, press the A Button to move on.



SELECTING GAME LEVELS

Select the strength of your COMPUTER opponent from one of six levels. Move the cursor to the desired level with the joystick.

GAME LEVEL	DIFFICULTY SETTING
MVS LEVEL	Level equal to that of an arcade machine. A level of difficulty between NORMAL and HARD.
EASY LEVEL	A level that is, yup! really easy.
NORMAL LEVEL	An intermediate level for people who have waltzed through the EASY LEVEL battles.
HARD LEVEL	Momma Mia! You wanted rough competition, well, you got it in barrels, buster!



GAME SPEED

Select game speed from one of four settings at 85%,100%,115%, and 130% (gasp!). Press the B Button after making your selection.

LANGUAGE SETTING

Choose from three languages, JAPANESE, ENGLISH, and SPANISH for the display of game instructions and character lines. And you thought that fighting games were mindless entertainment!
※In 2-player competition, GAME SETTINGS have no effect on play. Further, in saving games on your MEMORY CARD (sold separately), GAME SETTINGS are not recorded and must be set a second time when LOADing saved games.



LOADING GAMES ON THE MEMORY CARD

This screen appears only when the MEMORY CARD is inserted into the NEO GEO HOME SYSTEM CONSOLE. To LOAD games saved previously, select the YES message on the LOAD SCREEN to play at the point where you ended game play. For further details, take a hop, skip, and jump to page 27.



MODE SELECTION

Choose either 1P VS COM for computer battles or 1P VS 2P for two player competitions. After moving the cursor to the desired MODE setting, press the A Button to determine the MODE.

ART OF FIGHTING2

A FEW WORDS ON GAME SETTINGS



CHARACTER SELECTION

By moving the joystick left or right, you can select your favorite character and the color of his/her clothing with bouttons A through D. Pushing any of these four buttons will begin game play as well. For choosing the right shade of character, push buttons A, B, C, or D. In two player games in which both players use the same character, one color will be a different color from the other no matter which button is depressed. Further, color selections may only occur at the beginning of the game, so choose your colors wisely; no one wants to fight with a puce-colored character!

CHOOSE FROM FOUR GNARLY SHADES OF WARRIORS!





CONTINUING PLAY

After loosing a match, if you notice it during your fit of humiliation, a countdown will begin. This is the CONTINUE COUNTDOWN, so if you want to continue, punch the start button before the countdown reaches 0. In 1-player computer battles, you are able to continue a maximum of three times. In 2-player competitions, you can continue, and continue, and continue, and.....

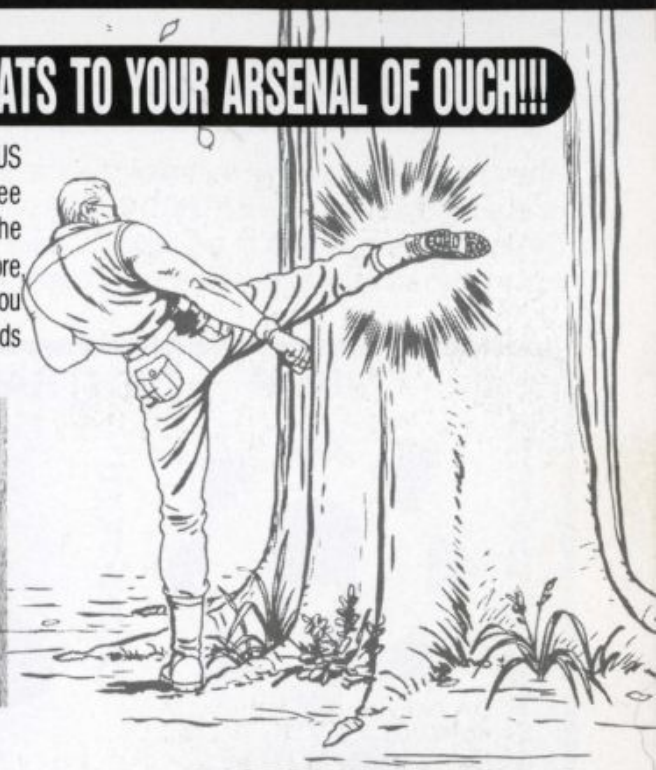
ART OF FIGHTING2

A LITTLE BIT ABOUT BONUS STAGES

CLEAR THE BONUS AND ADD NEW TREATS TO YOUR ARSENAL OF OUCH!!!

In the 1P VS COM mode, after defeating various enemies, BONUS STAGES will appear throughout the game. There are three types:see titles in game. Choose one type of Bonus Stage and select with the A button. Completing these stages successfully will add to your score, your psychic energy, and your ARSENAL OF OUCH. It will also give you a sense of well-being and achievement you can tell your grandkids about.





PSYCHIC TRAINING



Hit the A Button when the meter reaches maximum to topple a mighty redwood. Successfully completing this test will increase your RAGE GAUGE.

ARSENAL OF OUCH



Use psychic attacks from your ARSENALS OF OUCH to clear this stage. Successfully do so and you will learn a new, super psychic attack. Of course, even if you learn it, you still have to practice how to use it. (In the 1P VS 2P Mode, these attacks can be used without passing this bonus stage, so master the use of these babies to breeze through computer battles).

BODY TRAINING



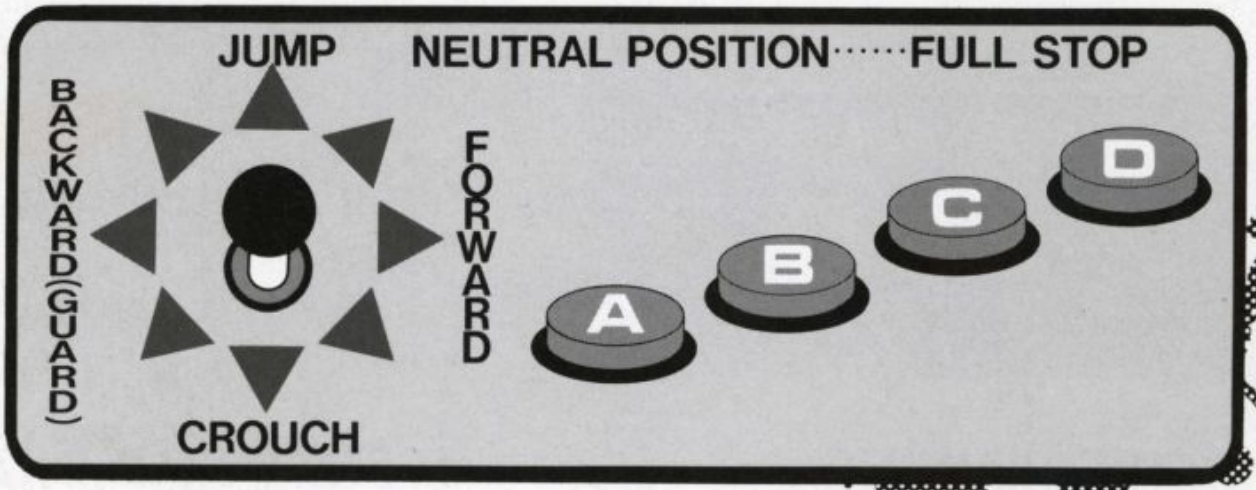
Defeat the determined number of enemies in the determined amount of time to increase your POWER METER.

ART OF FIGHTING2

FUNDAMENTALS OF FIGHTING

AS THE OLD GUY SAID IN THAT MOVIE,"IT'S DA FUNDAMENTALS, MY BOY, DA FUNDAMENTALS DAT'S IMPOTANT (sic)."

What ever the old guy met, we don't know, but what we do know is that there are a variety of varicolored attacks and defenses in the new ART OF FIGHTING 2. In clutch battles and at long distance, your character must master a variety of unique attacks and methods of self-defense to crawl your way to the top. These vary with each character, so your concentration and study is required. (And you thought you could get away from concentration and study. Well, guess again!)



【DASH ATTACK AND FLYBACK RETREAT】

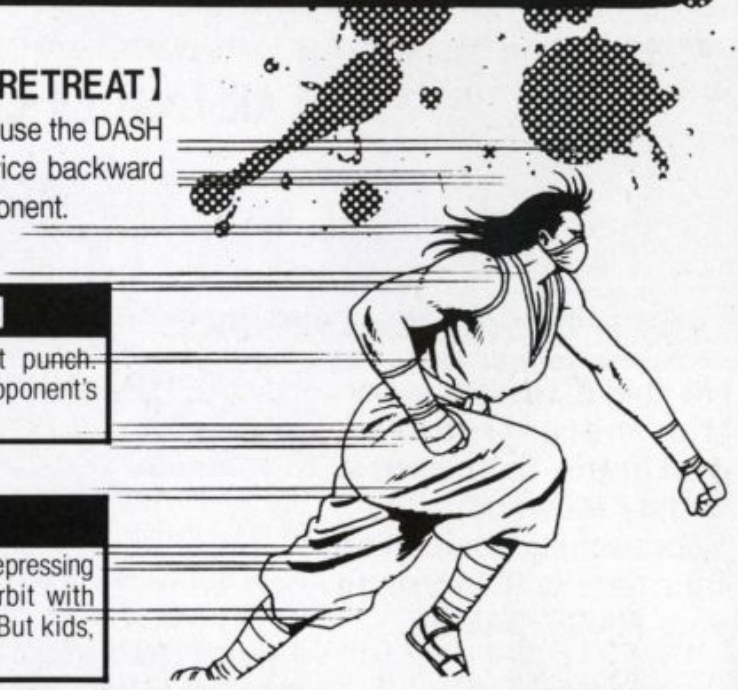
Quickly press the joystick forward twice to use the DASH ATTACK. Quickly pressing the joystick twice backward will allow you to jump back from your opponent.

PUNCH--A BUTTON

Tapping the button will result in a light punch. Depressing the button will let you ruin your opponent's dental work with a super-powered punch.

KICK--B BUTTON

Tapping the button will result in a light kick. Depressing the button will send your opponent into orbit with a bombastic boot of marvelous destruction. But kids, please don't try this at home!



The strength of your punches and kicks depend on how your press the proper buttons. Be sure to experiment with different ways of pressing buttons, but, take it easy on your controller.

C+A BUTTON--UPPERCUT TO HEAVEN

While pressing the C button, press the A button to deliver a painful uppercut to your opponent. Remember, aim for the head.

C+B BUTTON--LOW KICK

While pressing the C button, press the B button to topple your opponent with really powerful low kick.

A, B, or C, BUTTON--RECOVERING FROM ATTACKS

If BODY TOSSED by your opponent, push the A, B, or C button using the proper timing to recover and land on your feet.

C BUTTON--LIGHT PUNCH and LIGHT KICK

Taking some distance between you and your opponent will allow you to smack or kick you opponent. Of course, you need to push the A or B button in combination. *Tap the A or B buttons for light attacks or use these buttons in combination with the C button. Use the C button and now strong kicks or punches for-you, young man.

C BUTTON--BODY TOSS or CONTACT MOVES
(Used in close battles)

In close battles, press this button to grab your opponent and slam the impertinent whelp to the pavement. Judge your timing correctly or you could get smacked yourself. A hard move to pull off but when you do--ooooh, what a feeling!

➡ Quickly turn to the following pages for explanations on the ARSENAL'S OF OUCH, RESTORING THE RAGE GAUGE, and THE RAZ BUTTON!

ART OF FIGHTING2

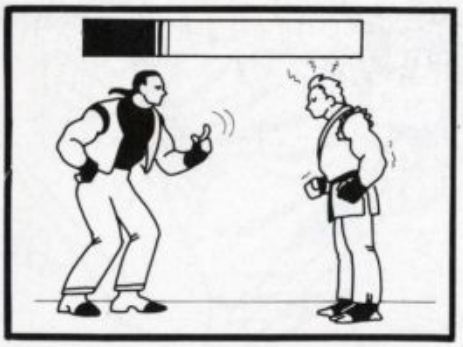
NOTES ON USING THE RAGE GAUGE

VARIOUS STRATEGEMS AND TENSION IS WHAT THE "RAGE GAUGE SYSTEM" IS ALL ABOUT!

Your psychic attacks in your Arsenal of Ouch is what uses up your RAGE GAUGE. Without the proper amount of rage, your like a fish out of the aquarium. Also, monitoring your opponents RAGE GAUGE may give you a window of opportunity presidents during the cold war could only have dreamed of!!! So learn how to use and recharge your rage gauge to become top of the world, ma! Wah, hah, hah.



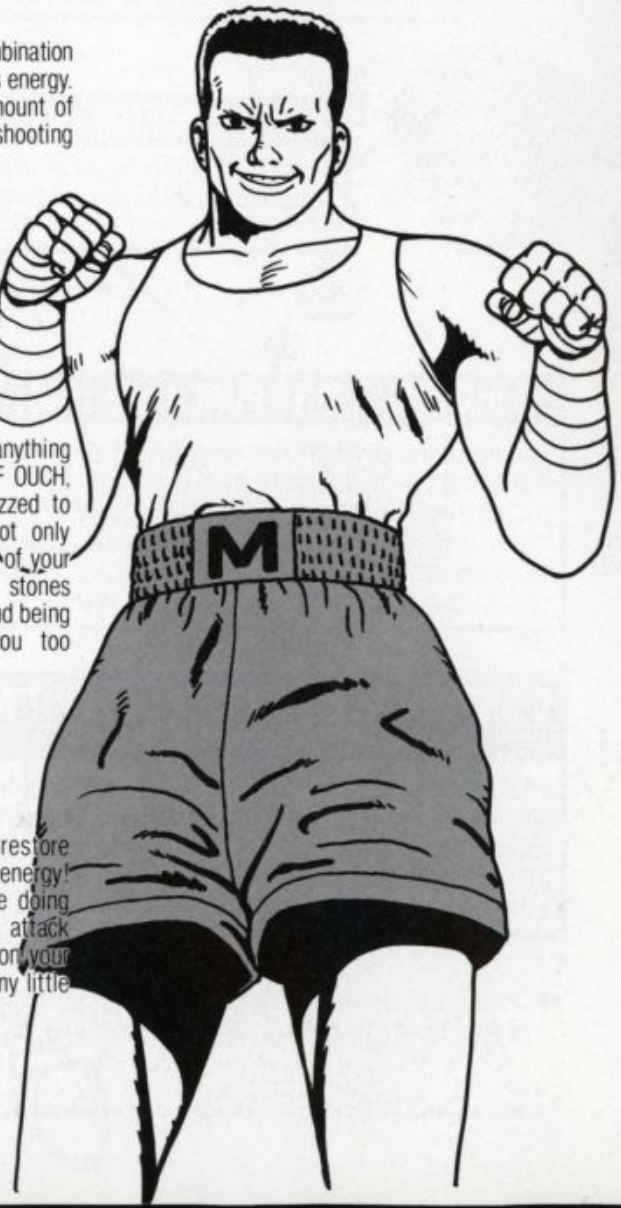
Psychic blasts and combination attacks use up precious energy. Without the proper amount of rage, you may be just shooting blanks, pal!



Even if you don't use anything from your ARSENAL OF OUCH, you still could get razzed to nothingness. Watch not only attacks but the taunts of your opponent: Sticks and stones will hurt your bones, and being razzed won't help you too much either.



Yes, you, too, can restore valuable power and energy! Of course, while you're doing this, you're open for attack and may get knocked on your kiester. Judge wisely, my little warrior.



NOTES ON USING THE RAGE GAUGE

THE RAZ BUTTON



Cut your opponent's RAGE GAUGE to render him or her impotent, in terms of psychic attacks, that is. While your opponent attempts to restore his or her power, he or she is totally defenseless, so you got it made!

- **Push the D Button to raz your opponent into ineffectiveness.**



PSYCHIC ATTACKS FROM THE ARSENAL OF OUCH

Based on certain combinations of joystck movement and buttons, your character can produce eye-popping attacks more powerful than punches or kicks. Each attack uses a certain amount of rage gauge power, so use these babies wisely.

RESTORING THE RAGE GAUGE



If the psychic power of your character shown by the RAGE GAUGE is depleted, your character can not use full-powered attacks. To restore your power, eat more yellow vegetables and carbohydrates before a match, or follow these simple steps:

- **Smack down the A, B, or C buttons and keep pressing on them until your RAGE GAUGE is restored.**

THIS BATTLE WON'T END IN A PICNIC!!!

Twelve of the world's toughest warriors gather in the grim bowels of the urban nightmare known as SOUTHTOWN. Through various Arsenals of Ouch, bonus stages, and hidden moves, watch these battlers bubbling with bravado gain new skills and eye-popping abilities before your vary eyes. We now introduce these gladiators and warn, "Their strength does not end here!"

*1. All power blows explained here apply for movement right to left. If facing the opposite direction, simply reverse the methode described.
*2. When 1P vs 2P mode, "ARSENALS OF OUCH" cannot be applicable withover 3/4 Spirit Gange left.
*3. When 1P vs COM mode, full Spirit Gange is required for "ARSENALS OF OUCH". Once Spirit Gange was increased, it requires over 3/4 Gange left to apply the ARTS.



RYO SAKAZAKI



ROBERT GARCIA



YURI SAKAZAKI



EIJI KISARAGI



TEMJIN



JOHN CRAWLY



ART OF FIGHTING2

INTRODUCTION TO CHARACTERS AND THEIR ARSENALS OF OUCH



KING



MICKEY ROGERS



JACK TURNER



LEE PAI LONG



TAKUMA SAKAZAKI



MR. BIG

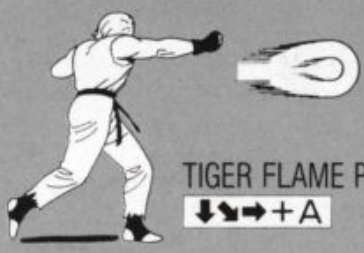




ART OF FIGHTING 2

THE WILD KARATE GUY.
RYO SAKAZAKI

Scion of the creator of KYOKU GEN KARATE, Takuma Sakazaki, he has been passing the previous year since the rescue of his cute kid sister Yuri in the Japanese Alps, bathing in the frigid streams and dancing on the sharp rocks of Mt.Yuwannafaito. Hearing of the mysterious KING OF FIGHTERS competition, he ventures once again to his old hunting grounds.



TIGER FLAME PUNCH
↓↘→+A



FLYING TIGER FLAME PUNCH
while jumping↓↘→+A



THOUSAND KICK CRUNCH
→←→+A



LIGHTING LEGS KNOCK-OUT KICK
↙→+B

FLYING TIGER FLAME PUNCH
【while jumping↓↘→+A】

KOHO【→↓↘+A】

KYOKUGENRYU-RENBU-KEN【↓↙←+A】

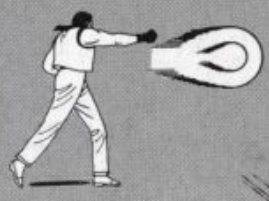


ART OF FIGHTING 2

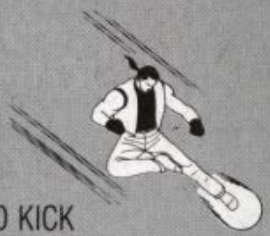
THE PRETTY-BOY MASTER OF MAYHEM.

ROBERT GARCIA

Son of the multi-zillionaire industrialist Albert Moralista Del Gusto de Braha Garcia, Robert has foresaken the wishes of his father, left the prestigious Emperor University, and has followed the pursuit of KYOKU GEN KARATE mastership. The rival of Ryo, Robert is one fop who packs a wallop.



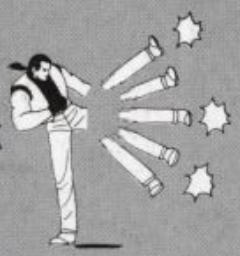
DRAGON BLAST PUNCH
↓↘→+A



FLYING DRAGON GOD KICK
while jumping ↓↘→+B

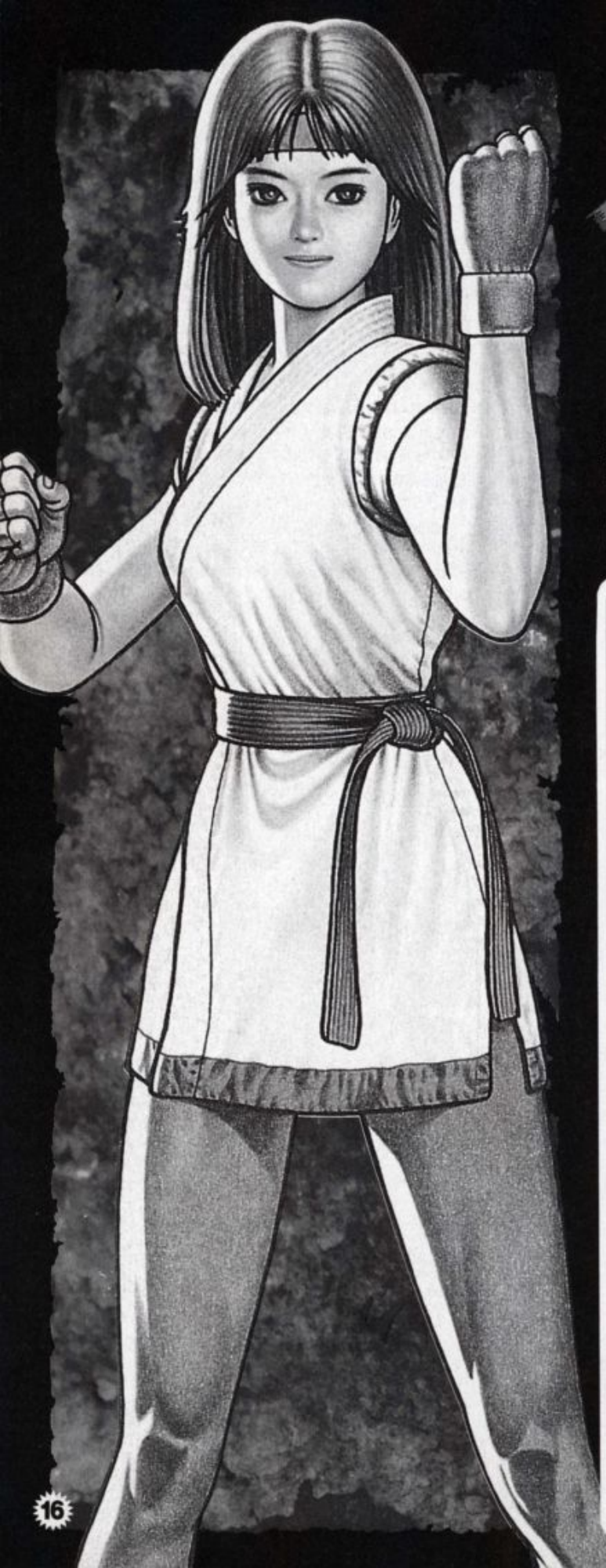


LIGHTING LEGS KNOCK-OUT KICK
↙→+B



GREAT SPIRIT KICK
→←→+B

RYUGA【→↓↘+A】
KYOKUGENRYU-RENBU-KEN【↓↙←+A】



ART OF FIGHTING 2

THE FABULOUS KARATE BABE.
YURI SAKAZAKI

Ryo's beloved kid sister. Anxious to learn the ways of KYOKU GEN, she learns from her father, Takuma, she studies with her father while pretending to attend a fitness club to appease her brother, Ryo, who objects to Yuri's studies. Achieving momentous success in a brief period of training, Yuri joins the competition to show her big brother what she's really made of.



TIGER FLAME PUNCH
↓↘→+A



RAIOH-KEN
↓↘→+B

SLIPSTREAM SLAP
→←→+A





KYOKUGENRYU-SAIHA
↓↙←+A

ENBU KICK【↓↙←+B】



ART OF FIGHTING 2

THE MYSTERIOUS MANIPULATOR OF NINJA ARTS.

EIJI KISARAGI

Master of the ancient ways of the ninja and sworn enemy of the Sakazaki clan whose devotion to the school of Kyokugen school of karate is an insult to Kisaragi's being. An enigmatic soul who thirst for revenge, and a glance of his former love, lost to the arms of a long-haired blond guy. But such is life.



KI KOU HOU
↓↘→+A



RYU KEI JIN
↓↑+A



KASUMI KIRI
↓↙←+A



PEGASUS KICK
↙→+B

KOPPAKIRI【→←→+A】
KISARAGIRYU-RENBU KICK【↓↙←+B】



ART OF FIGHTING 2

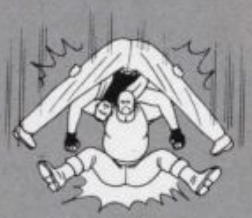
THE TITAN OF THE TUNDRA.

TEM JIN

The one and only Mongolian dockworker at the Southtown port, Tem resigned himself to a period of menial work as a manure loader. Finding the job paid 25 bucks and hour. Tem stayed on, earning money for the small school in Mongolia where he dreams of teaching one day. A pureheart who fights for the good of others.



MONGOLIAN TUNDRA BOMBER
←↙↓↘→+A



MONGOLIAN LIGHTNING SMASH
N→↘↓↙←+A

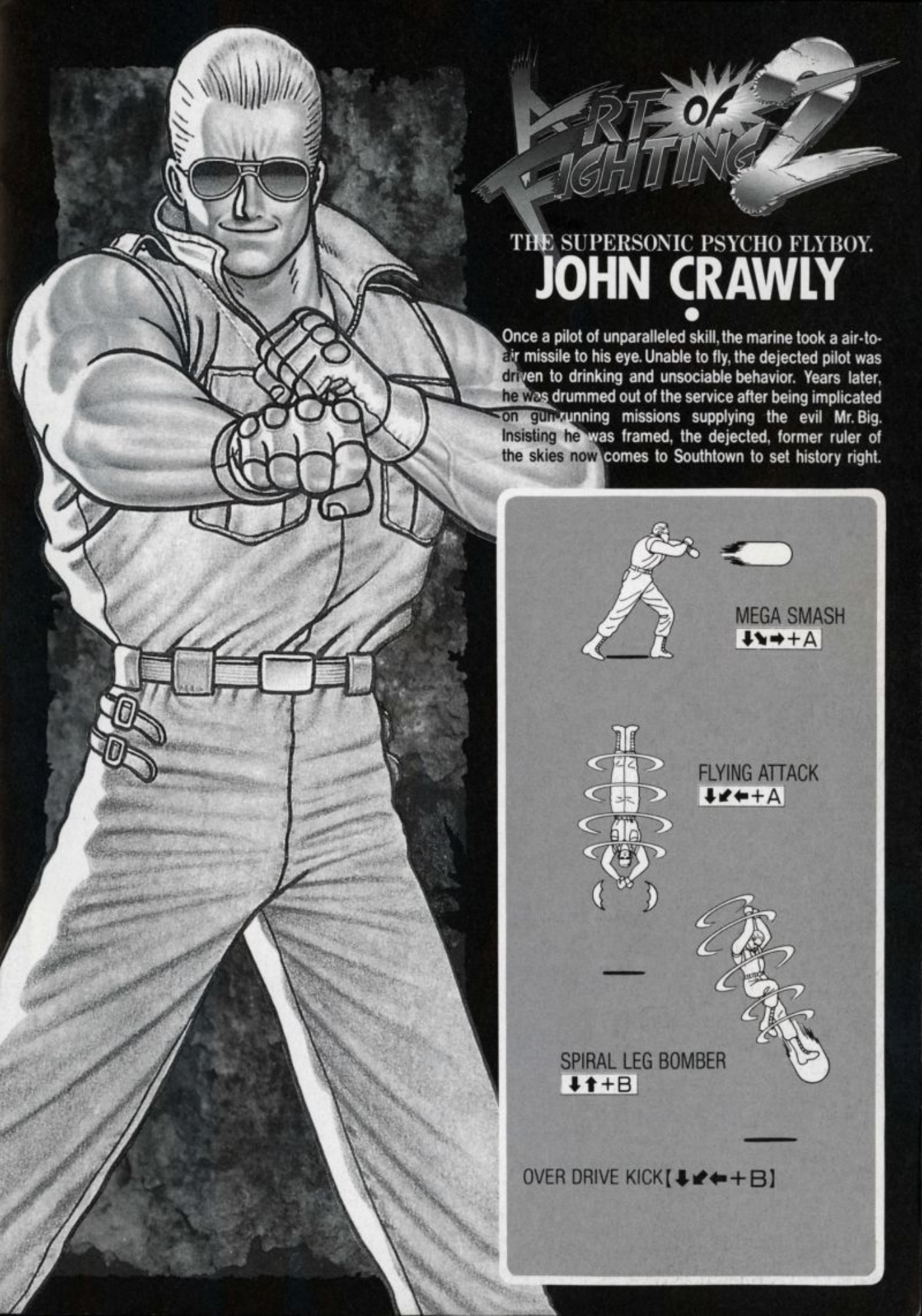


WALL OF NO RETURN
↓↘→+A



BIG DISCUS BASH
N→↘↓↙←+B
※N=Neutral position

MONGOLIAN RENBU-KEN【↓↙←+A】


ART OF FIGHTING 2
THE SUPERSONIC PSYCHO FLYBOY.
JOHN CRAWLY
Once a pilot of unparalleled skill, the marine took a air-to-air missile to his eye. Unable to fly, the dejected pilot was driven to drinking and unsociable behavior. Years later, he was drummed out of the service after being implicated on gun-running missions supplying the evil Mr. Big. Insisting he was framed, the dejected, former ruler of the skies now comes to Southtown to set history right.
MEGA SMASH
↓↘→+A
FLYING ATTACK
↓↙←+A
SPIRAL LEG BOMBER
↓↑+B
OVER DRIVE KICK【↓↙←+B】

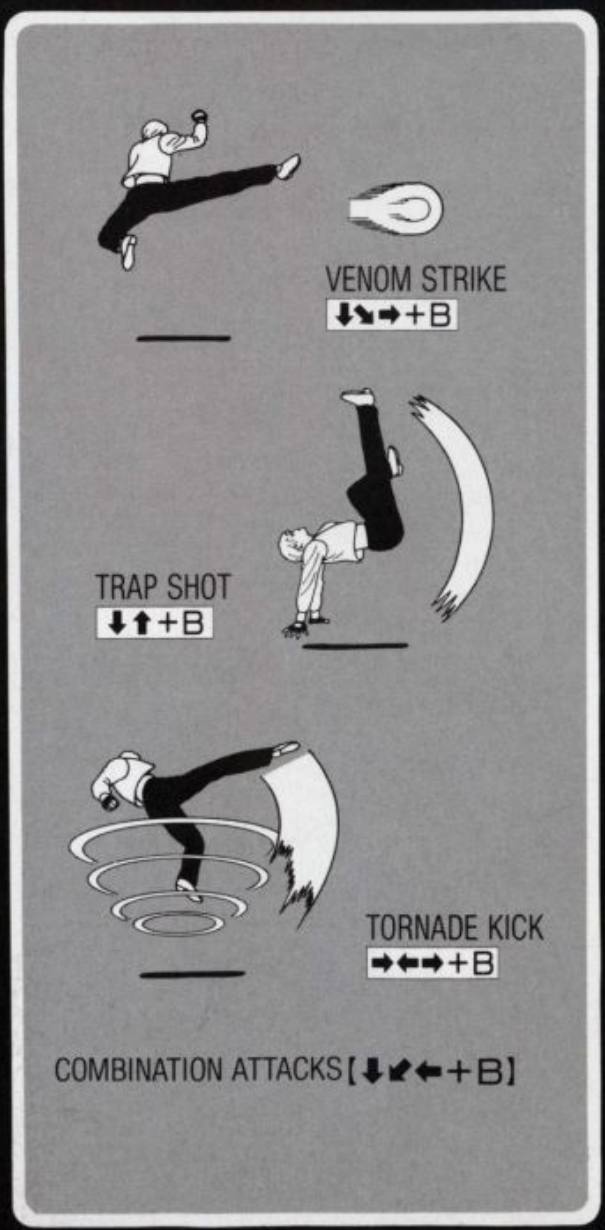


ART OF FIGHTING 2

THE GORGEOUS, KICK-BOXING LADY.

KING

The former bouncer of La Maison, defeated by Ryo and Robert one year ago, was rumored to have foresaken the world of the streets to make an honest living as a political consultant. Finding the trade perverse and inhuman, she has resurfaced on the streets, kick-boxing her way to a showdown with her old pals and hoping for the prize money. But for what end...?



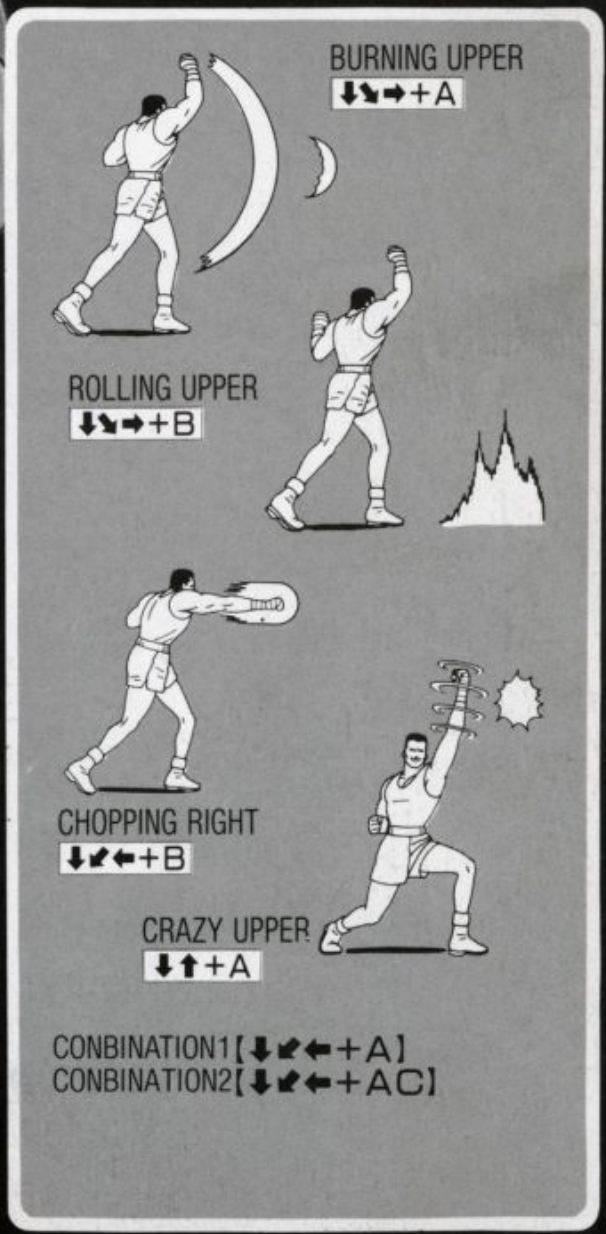


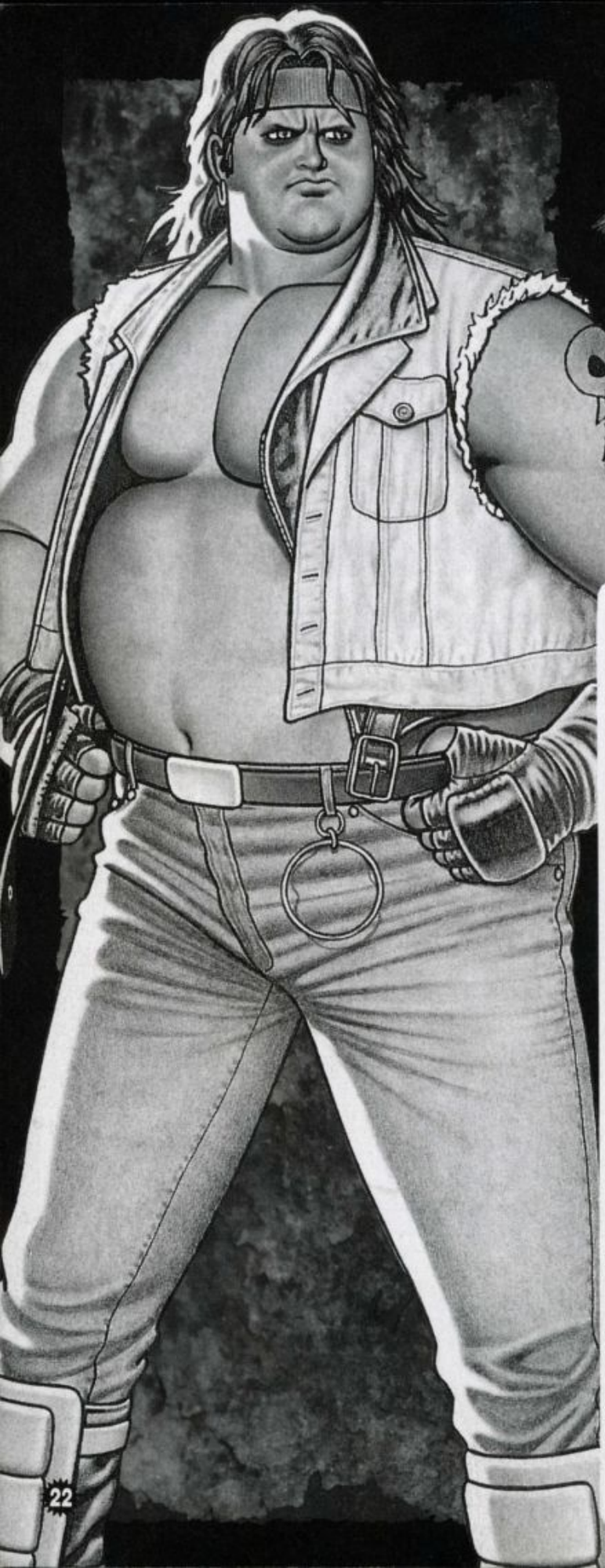
ART OF FIGHTING 2

THE TRAGIC CHAMP FROM THE LOWER EAST SIDE.

MICKEY ROGERS

To escape a life of abject poverty, Mickey sought the crown of heavyweight boxing. A freak accident sidelined his hopes, sending the Micksterback to the meanstreets. After paying his dues to the society that scorned him, Mickey looks for a new shot at the title and has entered the contest to polish his technique.





ART OF FIGHTING 2

THE MUSCLE DEVIL FROM DAIRYLAND.

JACK TURNER

Dreaded leader of the urban gang, the Neo Black Cats, Jack quests for the control of Southtown and its envirous. To reestablish his old group, he must first win them back from the evil clutches and shiny pate of Mr. Big.



KNUCKLES OF FURY
↓↘→+A



SUPER DROP KICK
↙↗+B



JACK THE DYNAMITE
→←→+A



BRAIN SHOCK PUNCH
→←→+B

BOMBAR DANCE【↓↙←+A】

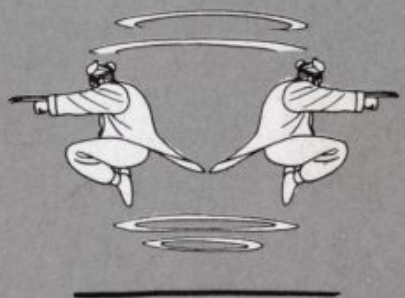


ART OF FIGHTING 2

THE LEGENDARY, TALONED ACROBAT.

LEE PAI LONG

The master of masters of Chinese kempo. Well-versed in the mysterious ways of Chinese medicine, this fighter/doctor hides his identity with a hideous (some say ridiculous) mask of the monkey god, Hoo Hee Shiree. Planning to use the prize money from this contest to further his medical research, Lee looks to this battle as his final bout in the arena of the boulevard battlers.



IRON TALON SLICE
↓↘→+A



HAWK'S TALON DROPPING
↓↑+A



THE HUNDRED BLOWS OF HURT
→←→+A

KACYU MOWAN KICK【↓↙←+A】


ART OF FIGHTING 2
MASTER OF KYOKU GEN AND ONE REALLY SWELL DAD.
TAKUMA SAKAZAKI
Pioneer of the KYOKU GEN school of karate, Takuma enters the competition with an uneasy sense that something is just not adding up. Because of his superior strength and training, he was asked to join the evil Southtown organization but refused. Could this competition be the work of his old enemies?
TIGER FLAME PUNCH
↓↘→+A
LIGHTING LEGS KNOCK-OUT KICK
↙→+B
THOUSAND KICK CRUNCH
→←→+A
SHORAN-KYAKU
→↘↓↙←+B
KISHINGEKI【↓↙←+A】
24



ART OF FIGHTING 2

THE GLITTERING SULTAN OF SOUTHTOWN.

MISTER BIG

The leader of the dreaded Southtown Boys Club, known for their terror and powers of persuasion. Sensing a threat to his rule, Big has polished his scalp and entered the seemingly sinister King of Fighters contest. What fowl secret awaits him at the end of his battles? Will his ambition translate into his downfall? Hey! He's a bad guy. Who cares?!!!

GROUND BLASTER

↓↘→+B



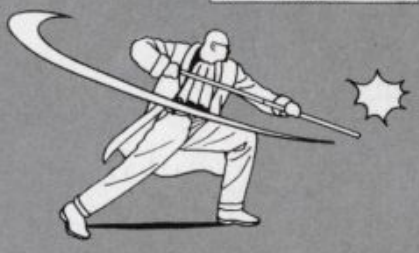
CROSS DIVING

←↙↓↘→+A



SPINNING LANCER

←→↘↓↙←+B

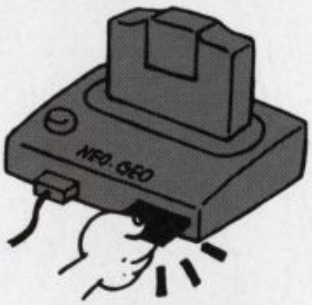


DRAM SHOT【↙→+A】

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

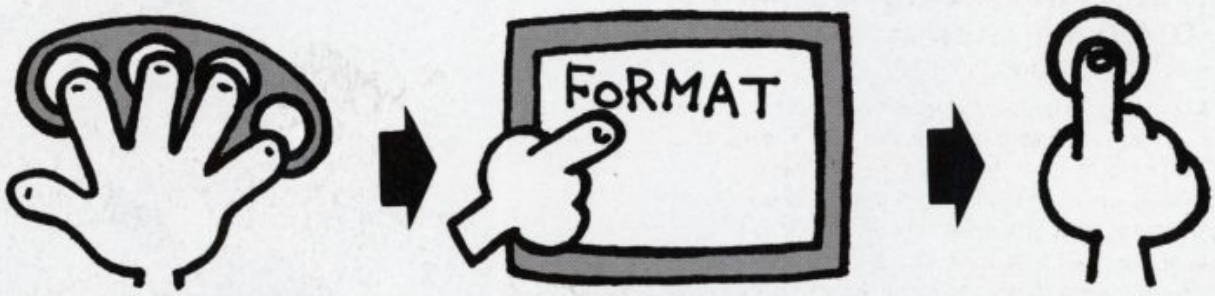
Insert the MEMORY CARD into the memory card slot on the NEO·GEO system. After playing the game, "SAVE DATA" appears on the screen. Select "YES" with the joystick and confirm with the "A" button.

※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.

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



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

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

④Press "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 MEMORY 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 cartidge.
- Do not expose this cartidge 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 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.

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.
- For those who have experienced involuntary muscle spasms or loss of consciousness while watching television or being stimulated by other light sources, it is best to consult a physician before playing video games. Should you experience any irregularities during game play, we suggest you stop playing and consult your physician immediately.



These are the contestants in the Southtown Shakeup known as KING OF THE FIGHTERS. Select from these warriors of wonder to punch, kick, gouge, and knee your way to the final battle. Earn the unmeasurable wealth that victory supplies. Discover the terrifying techniques of the contestants and unveil the shocking secret of the KING OF FIGHTERS.





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