KING OF FIGHTERS R-2

POCKET FIGHTING SERIES™

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SNK Corporation of America
17 Great Oaks Blvd., San Jose, CA 95119
(408) 292-4550
www.snkusa.com

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WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- •Take a 10 or 15 minute break after every hour of gameplay.
- •Do not store the game cartridge in extreme hot or cold conditions.
- •Do not attempt to open or take apart the cartridge.
- •Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

•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

WARNING

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.

GREETINGS

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge.
Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment.
Keep this user's manual in a safe place.

*Because screen shots shown in this user's manual were taken during the development stage of this game, be aware certain variations may exist.

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HARDWARE CONTROLS

(Apply to both the NEOGEO POCKET COLOR and NEOGEO POCKET.)

Joystick

Character movement: jump, crouch, guard/cursor movement (Menu item selection, etc.)

A button

Punch (pressed briefly), strong punch (pressed at length)/Selection confirmation

B button

Kick (pressed briefly), strong kick (pressed at length)/Selection cancellation

OPTION Button

Pause during game play (press a second time to resume play)





TITLE MENU

START: Begins game play
SET-UP: Configures game settings
RECORD: Views number of wins and loses

BEGINNING GAME PLAY



OPENING & TITLE SCREENS

TO START GAME PLAY PRESS "A" in the opening sequence to enter the title menu screen. Select "START" and press "A" to go to the main menu to choose mode of play.

KOF MODE: Fight against the CPU in team or single modes, press "A" to select (see pp. 13 for rules). Then choose EXTRA (beginner) or ADVANCED (professional) modes, press "A" to select (see pp. 10-11).

MAKING MODE: Create your own characters (see pp. 14)

SPARRING MODE: Practice your fighting techniques before taking on the real battles.

VS MODE: Play head-to-head in vs. mode (see pp. 16) with a friend using the Pocket Link Cable (sold separately).

DC MODE: Link to the SEGA DREAMCAST (Dreamcast link sold separately)



SET-UP

LEVEL: Change game difficulty

TIME: Change round time settings

STAGE SELECT: Select stage to begin game play. You can only choose from the stages you have previously cleared.

POWER AUTO OFF: Power goes off automatically after 10 minutes when you stop playing.

BGM: Set your background music and sound effects.

BATTLE CONFIG: Set-up your battle style.



GAME SCREENS



1. ENERGY GAUGE
Decreases when hit by your opponent. When empty, you lose. Super special moves can be used when the gauge blinks in extra mode.

2. PLAYER'S CHARACTER
Displays the character in use.

3. TEAM MEMBERS
Shows other team members in 3-on-3 battle. Characters defeated will show an "X" on them.

4. REMAINING TIME
When time reaches "0" the player with the most energy remains wins.

5. EXTRA POWER GAUGE
(see page 12)

6. ADVANCED POWER GAUGE
(see page 12)

1. EXTRA MODE COMMAND

Basic Commands (When character is facing the right)

Forward	Joystick: ➡ (➡ ➡ quickly for "Front Step")
Backward	Joystick: ⬅ (⬅ ⬅ quickly for "Back Step")
Jump	Joystick: ↖ or ⬆ or ↗
Crouch	Joystick: ↙ or ⬇ or ↘
Guard	During attack, joystick: ⬅ (while standing) or ↙ (while crouching)
Punch	A button (Pressed shortly: "Weak Punch"; pressed down: "Strong Punch.")
Kick	B button (Pressed shortly: "Weak Kick"; pressed down: "Strong Kick.")

Special Commands (When character is facing the right.)

- Joystick ➡ or ⬅ + A & B button pressed down-simultaneously: "Attack Avoid"
- A & B button pressed down simultaneously, "Blow Away Attack."
- Joystick ⬇ + A & B button pressed down at length simultaneously: "Power Builder"
- Before being knocked to the ground, A & B buttons pressed simultaneously: "Knockdown Escape"
- Joystick ⬆ + A & B button: "The Teaser".
- Joystick tapped briefly after ↙ or ⬇ or ↘ move to ↖ or ↗ : "Orbit Jump"
- Joystick after ↙ or ⬇ or ↘ tap to ↖ or ↗: "Medium Jump."
- Tap joystick ↖ or ↗ : "Small Jump."

2. ADVANCE MODE COMMAND

Basic Commands (When character is facing the right)

Forward	Joystick: ➡ (➡ ➡ quickly for "Dash")
Backward	Joystick: ⬅ (⬅ ⬅ quickly for "Back Step")
Jump	Joystick: ↖ or ⬆ or ↗
Crouch	Joystick: ↙ or ⬇ or ↘
Guard	During attack, joystick: ⬅ (while standing) or ↙ (while crouching)
Punch	A button (Pressed shortly: "Weak Punch"; pressed down: "Strong Punch.")
Kick	B button (Pressed shortly: "Weak Kick"; pressed down: "Strong Kick.")

Special Commands (When character is facing the right.)

- Joystick ➡ or ⬅ + A & B button pressed down simultaneously: "Emergency Escape"
- A & B button pressed down simultaneously, "Blow Away Attack."
- Joystick ⬇ + A & B button pressed down at length simultaneously: "Power MAX Activate"
- Before being knocked to the ground, A & B buttons
- When caught in a normal body toss, push A & B simultaneously: "Body Toss Escape"
- Joystick ⬆ + A & B button: "The Teaser".
- Joystick tapped briefly after ↙ or ⬇ or ↘ move to ↖ or ↗ : "Orbit Jump"
- Joystick after ↙ or ⬇ or ↘ , tap to ↖ or ↗ : "Medium Jump."
- Tap joystick ↖ or ↗ : "Small Jump"

3. POWER GAUGE SYSTEM

Power gauge systems are different in the Extra Mode and Advance Mode.

EXTRA POWER GAUGE

By pressing the joystick down (⬇) and pushing the A & B buttons simultaneously, the power gauge at the bottom of the screen will increase (Power Increase). When it is full, the character automatically enters the MAX Power Mode, making it possible to use the Super Special Moves, or the Guard Cancel Emergency Escape and the Body Toss Attack moves. When the MAX Power Mode overlaps with the flashing Power Gauge, MAX Power Super Special Moves are enabled.

ADVANCE POWER GAUGE

Each time your character strikes an opponent with various attacks, the power gauge at the bottom of the screen will increase. When the gauge becomes full, a power stock point will appear at the right of the gauge, allowing the use of Super Special Moves, or the Guard Cancel Emergency Escape and the Body Toss Attack moves (A maximum of three points will light up on the screen). When a point appears, push the joystick down (⬇) and push down on the A & B buttons simultaneously to use a point and temporarily put your character into the MAX Power Mode (MAX Power Activate). At this time, if one point or more remains, use a MAX Power Super Special Move.

3-ON-3 TEAM BATTLES

1. When a game begins, the first character of both teams appears. A one-round match is conducted.
2. When the winner is decided, the second player of the losing team appears, and the winning character remains to fight with the power left over from the first round. However, the winning character's remaining power will increase a little with victory and time bonuses.
3. The first team to beat all opposing team members is the winner and moves on to the next match.

※When you set ADVANTAGE ON in BATTLE CONFIG, the ADVANTAGE SYSTEM becomes effective: your life gauge becomes more advantageous as one character of your team changes to another.

1-ON-1 TEAM BATTLES

The match is a three-round bout with the first character to win two rounds determined as the winner. Moreover, as each round is decided, each characters' power is fully restored for the next round.

MAKING MODE

MAKING is a mode that allows you to make a custom-made fighter. Help your character gain various SKILLs (Original Methods of Mayhem), and make your own super-powered fighter! You can only open this mode standard, once you have completed the game.
After a name is entered, a screen displaying the selections below will appear.

(Name Entry Screen)



(FIGHT)
Select and take on a stage to gain SKILLs. Only one stage can be selected at first, but each time a stage is cleared, the number of selectable screens increases.

(EQUIP)
Equip your character with acquired SKILLs.

(SKILLS)
Allows the viewing of accumulated SKILLs and displays how many have been acquired out of all attainable SKILLs.

(STATUS)
Examine the status of your custom-made character.

(CANCEL)
Deletes custom-made characters.(Also deletes all acquired SKILLs.)

SKILL

Add special moves to EQUIP your character with various SKILLs acquired in the FIGHT mode. Each SKILL has advantages and disadvantages. It's possible to EQUIP your character with a maximum of two original moves. If you don't EQUIP your character carefully with SKILLs, you just may regret it, hothead!

	MERIT	DEMERIT
(ORE WAP)	Increases attack power of normal moves.	Makes character susceptible to knock outs.
(PRO POW)	Increases power of Body Toss moves.	Makes character susceptible to knock outs.
(THROWER)	Makes it easier to body toss opponents.	Decreases attack power of normal moves.
(TITAN)	Makes it easier to increase gauge power.	Decreases defense strength.
(MACH 1)	Increases movement speed.	Decreases maximum power levels.
(MAD BOP)	Makes it easier to knock out opponents.	Power levels automatically...
(HEALING)	Power levels automatically...	Defense..

Other SKILLs than those listed can be acquired. Keep battling and find all of the hidden SKILLs! But be careful: It's only possible to store 20 SKILLs. If you succeed in acquiring over 20 SKILLs, you'll need to give up previously acquired SKILLs.

- You can increase the ability of SKILLs by EQUIPping yourself with them during battles.
- There are HIDDEN SKILLS, which are especially hard to find, as well as RARE SKILLs, which take real effort to discover.

VS MODE OPTIONS

With KING OF FIGHTERS R-2, use a NEOGEO POCKET LINK CABLE to play VS MODE games and trade acquired SKILLs.

VS MODE PREPARATIONS

A. THINGS TO PREPARE

NEOGEO POCKET COLOR (NEOGEO POCKET) Main Units...2 units
"KING OF FIGHTERS R-2" software cartridges...2 cartridges
NEOGEO POCKET LINK CABLE...1 cable (sold separately)

B. PROCEDURE

1) First check to see both NEOGEO POCKET COLOR (NEOGEO POCKET) main units have been turned off.
3) Insert a KING OF FIGHTERS R-2 software cartridge into each of the NEOGEO POCKET COLOR (NEOGEO POCKET)
3) Connect both of the NEOGEO POCKET COLOR (NEOGEO POCKET) main units together with the NEOGEO POCKET LINK CABLE.
4) When the above procedures have been completed, turn both of the units on and select "VS MODE" on the Main Menu screen.

Selecting the VS MODE calls up a screen displaying the selections below.

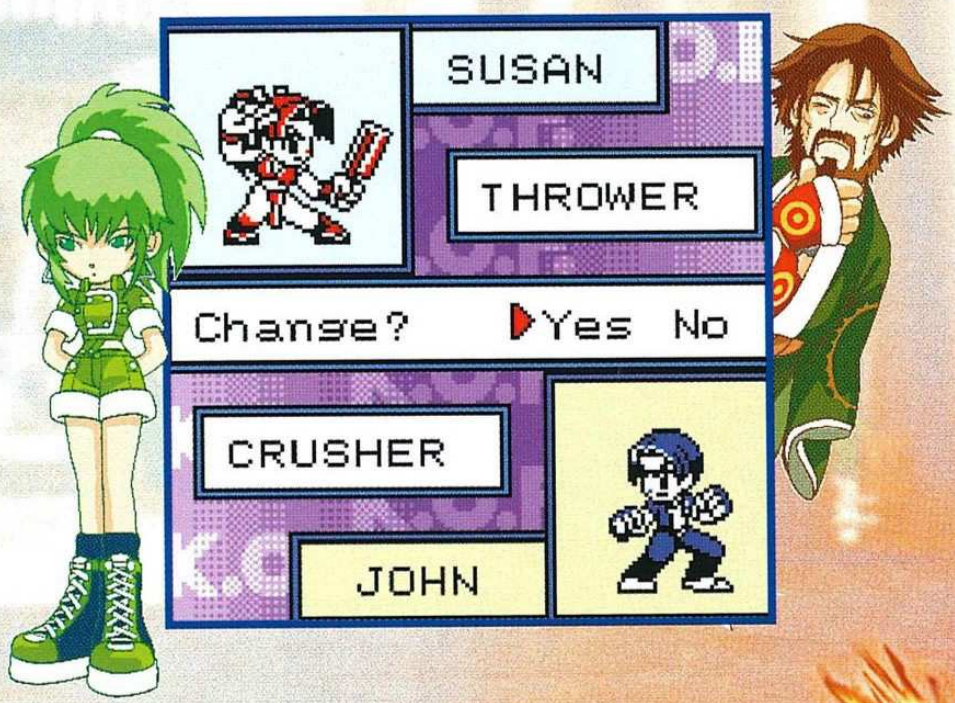
TEAM VS /Begins a two-player, 3-on-3 Team Battle.
SINGLE VS/Begins a two-player, 1-on-1 Single Character Battle.
MAKING VS/Begins two-player battles with custom-made characters.
SKILL TRADE/Allows the trading of SKILLs acquired in the MAKING mode.

SKILL TRADE

Selecting SKILL TRADE calls up a screen displaying the selections below.

SKILL TRADE/Allows trading of SKILLs with other players.

SEE DETAILS/Allows viewing of SKILL information.



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