THE MATCH OF THE MILLENNIUM
SNK VS. CAPCOM
TM

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NEOP0069

SNK

NEOGEO POCKET



NEOGEO POCKET software cartridge

Supported by NGP COLOR

GREETINGS!

Thank you for purchasing this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge. Before using this software cartridge, be sure to read through this user's manual to use the software properly and to get the most enjoyment out of the game. Keep this manual in a safe place.

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

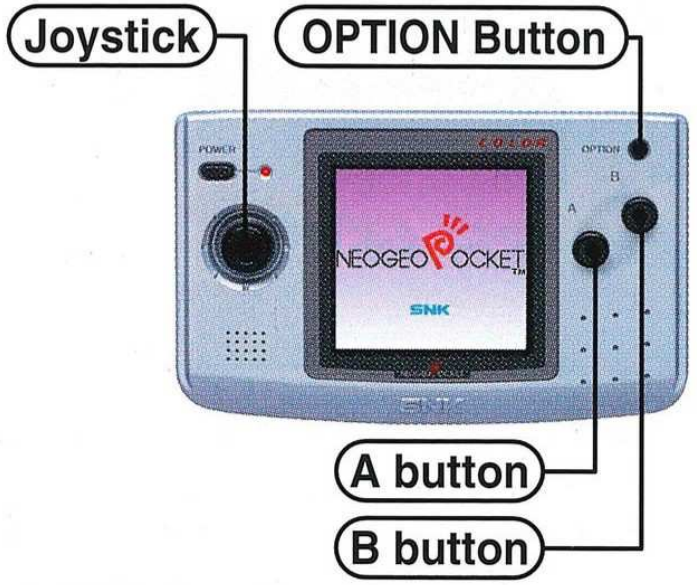
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※All screen-shots are Japanese version.

CONTROLS

The commands below are mainly used during game action and various types of select screens.



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

A button Punch (pressed briefly), strong punch(pressed at length) / Selection confirmation / Skips messages.

B button Kick (pressed briefly), strong kick (pressed at length) / Return to previous screen (CANCEL)

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

THE GAME SCREEN



1. Life Gauge (Represents the remaining life of characters during battle, and a character loses when it's all used up.)
2. Name of Player's Character
3. Shows characters' faces. Player 1's face is shown on the left, player 2's on the right.
4. Shows your partner during Tag Battles and teammates during Team Battles.
5. Guard Crush Gauge. When energy is used up, guards are deactivated, making a character vulnerable to attack damage.
6. Remaining Time (When time reaches "0", the player with the most energy remaining wins.)
7. Power Gauge. There are 3 types of gauges for the varying command "styles." See "POWER GAUGES" on p.10.

BEGINNING GAME PLAY

First, push the A button when the Title screen appears.

1. TITLE MENU

Choose 1 of the 2 menus.

START

Begins game play. Calls up the Main Menu.

SET UP

Let you change various game settings. (See p.22)



2. MAIN MENU

Choose 1 of the 6 game modes.

TOURNAMENT [TOURNAMENT] Battle your way to victory against a number of CPU (Computer) characters. (See p.11)

OLYMPICS Enter the SC Olympics and participate in various events. (See p.14)

SPARRING Polish up various moves against a CPU opponent. (See p.21)



VS MODE Connect 2 NEOGEO POCKET/COLOR units together with the NEOGEO POCKET LINK CABLE for VS Mode play and data exchange. Data can also be received from the NEOGEO POCKET software title, "SNK vs CAPCOM: CARD CLASH." (See p.24)

ENTRY Save custom characters and teams. (See p.28)

RECORD View win/loss records for completed games. (See p.30)

CHARACTER COMMANDS

[➡]shows directions to move the joystick. [A, B] are button abbreviations.

COMMAND STYLES

For character commands during games, there are three "styles" with varying special commands and power gauge designs. You can select a favored style before each battle.

AVERAGE

A "full-capability" style that lets you increase Power Gauge energy with each attack and use Super Impact Blasts and LV2 Super Impact Blasts (more powerful versions of the former) according to Power Gauge levels.

COUNTER

A style that enables powerful counterblows while evading enemy attacks. When Power Gauge energy is increased with a special command, attack strength can be increased and Super Impact Blasts are enabled. This style alone has Critical Hits, which sometimes occur when you strike an opponent with Impact Blast, and cause greater damage than usual.

RUSH

A technique-oriented style wherein Power Gauge energy is increased with Chain Combo attacks and 3 Power Stocks can be stored. Attack strength is decreased, but as long as Power Stocks are available, Super Impact Blasts can be used at anytime.



AVERAGE Style Commands

All command descriptions are for when characters are facing right.

BASIC COMMANDS

MOVE	⬅ or ➡
JUMP	↖ or ⬆ or ↗
CROUCH	↙ or ⬇ or ↘
GUARD	In response to opponent attacks, ⬅ (Standing Guard) or ↙(Crouching Guard)
AERIAL GUARD	⬅ or ↖ during jumps (Ineffective against ground attacks.)
PUNCH	A button (Push briefly for "WEAK" punches/Push longer for "STRONG")
KICK	B button (Push briefly for "WEAK" kicks/Push longer for "STRONG")

SPECIAL COMMANDS

FRONT STEP	➡➡ quickly
BACK STEP	⬅⬅ quickly
GUARD CANCEL ATTACK	➡+ AB simultaneously during guard (Uses Power Gauge energy)
KNOCKDOWN RECOVER	AB before being knocked down
PROVOKE	AB simultaneously
SWITCH ★	⬅+ AB simultaneously
GUARD CANCEL SWITCH ★	⬅+ AB simultaneously during a guard (Uses Power Gauge energy)

※★Possible in Tag Battles only

COUNTER Style Commands

All command descriptions are for when characters are facing right.

BASIC COMMANDS

MOVE	← or →
JUMP	↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘
GUARD	In response to opponent attacks, ← (Standing Guard) or ↙(Crouching Guard)
AERIAL GUARD	← or ↖ during jumps (Ineffective against ground attacks.)
PUNCH	A button (Pressed shortly : "Weak Punch" ; pressed down : "Strong Punch")
KICK	B button (Pressed shortly : "Weak Kick" ; pressed down : "Strong Kick")

SPECIAL COMMANDS

BACK STEP	←← quickly
INVASION EVASION	→+ AB simultaneously
COUNTER BLOW	A or B during INVASION EVASION
GUARD CANCEL ATTACK	→+ AB simultaneously during a guard (Uses Power Gauge energy)
POWER BUILDER	↓+ AB simultaneously (keep pressed down)
PROVOKE	AB simultaneously
SWITCH ★	←+ AB simultaneously
GUARD CANCEL SWITCH ★	←+ AB simultaneously during a guard (Uses Power Gauge energy)

※★Possible in Tag Battles only.

RUSH Style Commands

All command descriptions are for when characters are facing right.

BASIC COMMANDS

MOVE	← or →
JUMP	↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘
GUARD	In response to opponent attacks, ← (Standing Guard) or ↙(Crouching Guard)
AERIAL GUARD	← or ↖ during jumps (Ineffective against ground attacks.)
PUNCH	A button (Pressed shortly : "Weak Punch" ; pressed down : "Strong Punch")
KICK	B button (Pressed shortly : "Weak Kick" ; pressed down : "Strong Kick")

SPECIAL COMMANDS

DASH	←← quickly (don't release joystck on second push)
BACK STEP	←← quickly
GUARD CANCEL ATTACK	→+ AB simultaneously during a guard (Uses Power Gauge energy)
KNOCKDOWN RECOVER	AB before being knocked down
CHAIN COMBO	EX.: Weak Punch → Weak Kick → Strong Punch → Strong Kick
PROVOKE	AB simultaneously
SWITCH ★	←+ AB simultaneously
GUARD CANCEL SWITCH ★	←+ AB simultaneously during a guard (Uses Power Gauge energy)

※★Possible in Tag Battles only

POWER GAUGE

Methods for increasing the Power Gauge and its effects vary with each style.

AVERAGE Style

The Power Gauge increases by attacking opponents successfully, guarding against enemy attacks, or activating Impact Blasts. When energy reaches the ▼ mark, Super Impact Blasts can be used; when it reaches MAX, LV2 Super Impact Blasts can be used. When Super Impact Blasts are used even once, the gauge is reset.

COUNTER Style

The Power Gauge is increased through continued use of the Power Builder command (⬇ + A B simultaneously). When the gauge reaches MAX, the player character automatically enters a Powered-Up condition to use Super Impact Blasts. (Super Impact Blasts can be used even when the Life Gauge is flashing and has a trace of energy left). When the Power Gauge reaches MAX and the Life Gauge flashes simultaneously, LV2 Impact Blasts can be used.

RUSH Style

The Power Gauge increases by attacking opponents successfully (especially with Chain Combos), guarding against enemy attacks, or activating Impact Blasts. When it reaches MAX, 1 Power Stock is stored and Super Impact Blast can be used. It's possible to store up to 3 Power Stocks. LV2 Super Impact Blasts, however, can not be used with this style.

TOURNAMENT

Select "TOURNAMENT" from the Main Menu to begin CPU battles. Your character enters a tournament and battles for victory. Defeat the final "boss" to win.

Beginning Tournaments

Select "TOURNAMENT" from the Main Menu and follow the steps below to begin play.

1.GAME SELECT ▼

Choose the battle type. Select "SINGLE" (1 on 1), "TAG" (2 on 2) or "TEAM" (3 on 3).



2.STYLE SELECT ▼

Decide the character command style. Select "AVERAGE," "COUNTER", or "RUSH."



3.PLAYER SELECT ▼

Choose your character. Select a number of characters appropriate to the battle type chosen in the "GAME SELECT". For Tag and Team Battles, the character chosen first becomes the leader. Select the "?" mark to pick a character at random. And to choose a saved character, tag duo, or team (see p. 28) select the "MY" icon for automatic selection.



4.ORDER SELECT



Determines the order of selected characters in the "PLAYER SELECT" phase. Select the lead-off character for Tag Battles and the first and second characters for Team Battles. This screen is skipped when "SINGLE" is selected.

5.BEGIN PLAY!

After the battle stage is displayed, play begins.

STORY INTRO

Stories vary slightly depending on whether you picked an SNK or CAPCOM character as your player in the Tournament (or the leader in Tag and Team Battles).

《SNK CHARACTER VERSION》

Vega has joined forces with Geese to hold the Battle Tournament of Evil. The title of World's Mightiest and an obscene amount of money has been promised to the victor. But the real intent behind this event is the creation of an "Immortal Military," whose first elite initiates will consist of captured contestants...

《CAPCOM CHARACTER VERSION》

Geese has allied with Vega of Shador and opened the Battle Tournament of Evil. The title of World's Mightiest and an obscene amount of money has been promised to the victor. But the real intent behind this event is the creation of an "Immortal Military," whose first elite initiates will consist of captured contestants...

TOURNAMENT RULES

Rules vary according to battle types.

- **SINGLE Battles** A 1-on-1 battle. The first to win the set number of matches wins.
- **TAG Battles** A 2-on-2 battle. During matches characters can be switched at will and the first to defeat both opposing team members wins.
- **TEAM Battles** A 3-on-3 battle. First, the leader characters battle and the winner moves on to the next match with Life Gauge unchanged from the end of the previous match, to face the second member of the opposing team. The first team to beat the 3 opposing members wins.

HANDICAP MATCHES

In Tag and Team Battles, you can hold Handicap Matches of 2 on 1, 3 on 1, and 3 on 2. Once a player is chosen for Tag Battles or the first or second player is chosen for Team Battles, push the OPTION button. This allows you to proceed to Order Select with fewer team members than usual.

CONTINUE

The Continue Select screen appears when you lose a match. Choose 1 of the 3 options below.

CONTINUE Resume play under the same conditions.

CHANGE Start over from the Style Select mode.

END End game play.

SC OLYMPICS

Select "OLYMPIC" from the Main Menu to participate in the SC Olympics.

What are the SC Olympics?

Join the "SNK TEAM" or the "CAPCOM TEAM" and participate in 3 team events along with 4 individual events (7 events in all) to establish new SC Olympic records.

Team Events	Choose characters from the team you joined and participate in events.
SURVIVAL	Defeat as many opponents as possible with 1 Life Gauge. (See p.16)
TIME ATTACK	Race against time to beat 5 opponents. (See p.17)
FIRST BLAST	Take on 10 opponents in single-blow matches. (See p.17)
Individual Events	**Participate with characters chosen in advance.**
TARGET 9	A shooting competition for the SNK team only. (See p.18)
BLADE ARTS	A fencing competition for the SNK team only. (See p.18)
GHOST TRICK	A jumping competition for the CAPCOM team only. (See p.19)
CAT WALK	A dancing competition for the CAPCOM team only. (See p.19)

EVENT BONUSES

In the SC Olympics, you can win medals according to your results (score) for events. There are various types of medals, some maybe more valuable than the gold! Further, when you collect points called "VERSUS" (hereafter Versus), given after events end, and you can exchange these for a character's hidden moves.(See p. 20)

GETTING INTO THE OLYMPICS

After selecting "OLYMPIC" from the Main Menu, follow the steps below to join events.

① OLYMPIC TEAM SELECT



Choose "SNK TEAM" or "CAPCOM TEAM." The characters you can use in events and the team manager who runs events is decided by your choice. *In the Player Select phase, only SNK character can be chosen for the SNK team and CAPCOM characters for the CAPCOM team.

② REPLYING TO MANAGER MESSAGES

By continuing to send messages with the A button, the manager will check whether you want to begin the Olympics. Choose 1 of the 2 responses below.

[BEGIN NOW] Calls up the Olympic Main Menu.

[OLYM INFO] The manager explains about the Olympics.

③ OLYMPIC MAIN MENU



Choose 1 of the 5 Main Menu items below.

[ENTRY] Participate in events. (See p. 16)

[RECORD] See the your high score and medals received for each event. Select the record categories you want to see by moving the joystick left and right.

[MASTER MOVES] Use earned Versus to get hidden moves. (See p. 20)

[TALK] Talk with the manager. How much the manager likes you will change along with message content based on your event results.

[EXIT] Ends the Olympics and calls up the Main Menu.

EVENT SELECT

When you select "JOIN EVENT" from the Olympic Main Menu, the Event Select Menu will appear. Choose the event you want to join. To end an event, select "QUIT" to return to the Olympic Main Menu.





●SNK Team

Select 1 of these 5 events: SURVIVAL / TIME UP / FIRST BLAST / TARGET 9 / BLADE ARTS.

●CAPCOM Team

Select 1 of these 5 events: SURVIVAL / TIME UP / FIRST BLAST / GHOST TRICK / CAT WALK.

SURVIVAL

Both SNK and CAPCOM teams can join this event wherein you compete to defeat as many opponents as possible with a single Life Gauge. This individual event has no time limit and opponents are defeated with a single fall. You must defeat 100 opponents to clear this event. To begin play, choose "SURVIVAL" from the Event Select Screen and answer "YES" to the manager's confirmation message. After selecting Style Select then Player Select, the event begins.



TIME ATTACK

This is an event to see how fast you can defeat 5 opponents, which both SNK and CAPCOM teams members can join. In this individual event, opponents are defeated with a single fall. The time limit is 7 minutes, and if this time is exceeded, the event ends automatically. You can also end this event by pushing the OPTION button during game play.

To begin play, choose "TIME ATTACK" from the Event Select Screen and answer "YES" to the manager's confirmation message. After selecting Style Select then Player Select, the event begins.

FIRST BLAST



An event consisting of single-blow battles that gives both players a trace of Life Gauge energy. Both SNK and CAPCOM teams can join. Event restrictions are that both players are provided with 1 dot of Life Gauge energy and a time limit of 10 seconds when the event begins. You get to face the next opponent regardless of whether you win or lose and the event ends when you've fought 10 opponents. Points are calculated based on your win percentage, winning moves, and time. To begin play, choose "FIRST BLAST" from the Event Select Screen and answer "YES" to the manager's confirmation message. After selecting Player Select, the event begins.



TARGET 9



An event for SNK Team members only wherein you become Marco Rossi from "Metal Slug" and race to see how many Mars People (the politically correct name for Martians) you can blow away. If you vaporize all of the Mars People, you clear the event, but if you're hit by too many enemy attacks and your Life Gauge is exhausted, you're disqualified. Whether you clear the event or are disqualified, the number of enemies you dropped up to that moment is calculated into your score. Push the OPTION button during game play to end this event.

TARGET 9 COMMANDS

Joystick: Move in 8 directions

A button: Shoot **B button:** Reload (Ammo: 6 shots)

BLADE ARTS



An event for SNK Team members only wherein you employ Jubei Yagyu from "Samurai Shodown" to slash straw bundles that appear in the left, right, upper left, and upper right of the screen. There are 3 types of straw bundles that vary in point value. Push the OPTION button during game play to end this event.

BLADE ARTS COMMANDS

A button: Left Slice **B button:** Right Slice

⬆+A button: Upper Left Slice **⬆+B button:** Upper Right Slice

GHOST TRICK



An event for CAPCOM Team members wherein you become Arthur from "Ghosts 'N Goblins" and gather treasure while avoiding Gargoyle. Jump onto the floating islands (footholds) and move to gather treasure. The event ends when time runs out or your struck by Gargoyle. At this point, the number of gathered treasure is calculated into your score.

GHOST TRICK COMMANDS

A button: Left Jump **B button:** Right Jump

CAT WALK



An event for CAPCOM Team members wherein you become Felicia from "Dark Stalkers" and compete to show your dancing skill. To dance, watch the upward scrolling commands and correctly enter the command at the moment it passes through the Input Bar and changes color. If input is successful, Felicia will dance, and the "Boogie Gauge" will rise. When it reaches MAX, it turns green. If the gauge is at MAX when all commands have been inputted, you clear this stage. On the other hand, each time you miss a command, the gauge falls and if it goes empty, the event ends. To begin play, choose "CAT WALK" from the Event Select screen and answer "YES" to the manager's confirmation message. After selecting a tune from the BGM Select screen, the event begins.

ANNOUNCEMENT OF RESULTS



At the same time events end, the Results screen is displayed and your event results are converted to score points. The screen displays records for events played, your current best records, earned medals, earned Versuses for the event, and the current total of Versuses. Also, as long as you haven't broken any records, you can push the OPTION button to repeat (do over) an event.

GETTING HIDDEN MOVES



Select "Master Moves" from the SC Olympic Main Menu and use your Versuses earned in SC Olympic events to get a unique hidden move for each character. When the Master Moves screen appears, move the joystick up, down, right, or left to select a character (which determines the hidden move). When you have the necessary amount of Versus to obtain a hidden move, push the A button and master it.



SPARRING

Select "SPARRING" from the Main Menu to practice moves against a CPU character.

BEGINNING SPARRING



After choosing "SPARRING" from the Main Menu, select practice settings with the Set-Up screen. Move the joystick up and down to select items, and change settings by moving the joystick right and left.

[START] Push the A button here to begin sparring. Select Style, Player Character, then CPU Character in this order.

[TIME] Set the time for sparring rounds.

[LIFE] Make the character invincible or leave him/her in the normal state.

[HYPER] At LV1 use Super Special Moves and at LV2 use LV2 Special Moves as much as you like. OFF is the normal setting.

[LEVEL] Determine the strength of the CPU character.

[ACTION] Determine the movements of the CPU character.

[BACK] Choose the stage for sparring.

[BG PAL] Determine the time of day for the sparring stage.

ENDING SPARRING

Push the OPTION button during sparring to call up the Set Up screen. Push the B button to call up the Main Menu. Or when you beat or lose to the CPU character, since the Continue Select screen will appear, choose from "CONTINUE," "CHANGE," or "END."

SET UP



Select "SET UP" from the Title Menu to call up the Set Up screen and change various game settings. Move the joystick up and down to choose an item, and move the joystick left and right to change settings.

[L E V E L] Change game difficulty (strength of CPU character).

[T I M E] Change the time of matches.

[S T A G E] Select the stage to start from one of the stages cleared so far.

[AUTO POW OFF] A function that turns the unit off automatically if it's untouched for 10 minutes or more.

[B G M] Lets you hear music and sound effects from the game. Push the A button to play.

[BATTLE CONFIG] Push the A button here to call up the Config screen. 〈→P23〉

[E X I T] Push the A button here to return to the Title menu.



BATTLE CONFIG



You can change the battle system on the Battle Config screen. Move the joystick up and down to choose an item, and move the joystick left and right to turn functions on and off or change settings.

[DISP CUT] Hide the Life Gauge, Power Gauge, and Time Display.

[PROVOKE] Turns the "PROVOKE" pose on or off.

[ORDER MASK] A function that hides the selected order of characters from your opponent.

[A B L E] A function that lets you use easier commands for special moves, etc.

[BUTTON] Change the placement of the attack button.

[WINNING POINT] Set the number of matches needed to win in single battles.

[E X I T] Push the A button here to return to the Set Up screen.



VS MODE

With the separately sold NEOGEO POCKET LINK CABLE or NEOGEO POCKET/DREAMCAST LINK CABLE, you can play VS MODE battles with your friends and download "CARD FIGHTERS' CLASH"*1 data. You can also send data to the "DREAMCAST SNK vs CAPCOM" (tentative title)*2 game and exchange data with "THE KING OF FIGHTERS: DREAM MATCH 1999"*3 software title.

*1: A digital card game in the NEOGEO POCKET SNK VS CAPCOM series.

*2: A scheduled release from CAPCOM CO., LTD., exclusively for the Sega Dreamcast.

*3: A software title exclusively for the Sega Dreamcast.

VS MODE PREPARATIONS

Ready 2 NEOGEO POCKET/NEOGEO POCKET COLOR units, 2 "THE MATCH OF THE MILLENNIUM" software cartridges, and 1 NEOGEO POCKET LINK CABLE and set them up together. Insert the cartridges into both units, connect the units together with the LINK CABLE, and then turn both units on.



BEGINNING VS MODE

After selecting "START" from the Title menu, follow the steps below to start VS Mode games.



① MAIN MENU

Select the "VS MODE" game mode.

② VS MENU SELECT

Choose 1 of the 5 VS Menus.

[SINGLE] Starts a 1-on-1 single-player game.

[TAG VS] Starts a 2-on-2 tag team battle.

[TEAM VS] Starts a 3-on-3 team battle.

[CARD] Lets you download data from "CARD FIGHTERS' CLASH."*4 (See p. 26)

[DC COM] Enables uploading data to "DREAMCAST SNK VS CAPCOM."*5 (See p. 26)

[KOF LINK] Lets you exchange data with the Sega Dreamcast "THE KING OF FIGHTERS: DREAM MATCH 1999" title.(See p. 27)

*4: When using [CARD], it's necessary to insert a "CARD FIGHTERS' CLASH" software cartridge in one of the NEOGEO POCKET COLOR units.

*5: "When using [DC COM], you need a Sega Dreamcast unit loaded with the "DREAMCAST SNK VS CAPCOM" GD-ROM software title and a memory card inserted, along with a NEOGEO POCKET/DREAMCAST LINK CABLE.

*6: When using [KOF LINK], you need a Sega Dreamcast unit loaded with "THE KING OF FIGHTERS: DREAM MATCH 1999" GD-ROM software title and a memory card inserted, along with a NEOGEO POCKET/DREAMCAST LINK CABLE.

HANDICAP MATCH

Like the Tournament Mode, you can play Handicap matches in the VS Mode's Tag and Team Battles too. During Player Select, when you choose 1 character for Tag Battles and 1 or 2 players for Team Battles, push the OPTION mode to decide the handicap.

GETTING DATA FROM "SNK vs CAPCOM: CARD CLASH"

You can receive card album data (card gather percentage) from the "SNK vs CAPCOM: CARD CLASH" NEOGEO Pocket software cartridge. Choose "CARD" from the VS Menu Select screen. When data transmission is complete, a message will appear, and you can get all sorts of bonuses that will bring a smile to your face!

SENDING DATA TO DREAMCAST

You can send game result data to the Sega Dreamcast version of "SNK vs. CAPCOM"(tentative title) Select "DC COM" from the VS Menu Select screen. Because a message will appear to confirm the transmission of data, choose "YES" to send game result data.

EXCHANGING DATA WITH [KOF LINK]

You can upload and download data with "THE KING OF FIGHTERS: DREAM MATCH 1999." After selecting [KOF LINK] from the VS Menu Select screen, choose one of the 3 items below.

[DOWNLOAD FROM DC]
Receive data from the Dreamcast. The data is selected with the Dreamcast and sent to the NEOGEO POCKET. You can get find some smile-inducing bonuses here like you can with [CARD].

[UPLOAD TO DC]
Send game result data to the Dreamcast. Because a message checking whether the Dreamcast is awaiting the sending of data will appear, select "YES." Doing so sends game result data allowing you to see some hidden visuals in "THE KING OF FIGHTERS: DREAM MATCH 1999."

[QUIT] Stops data exchange.

<NOTE> DREAMCAST COMMANDS DURING [KOF LINK]

[When Sending Data to NEOGEO POCKET]
First, select "UPLOAD" after selecting NEOGEO POCKET MODE from the Mode Select screen of "THE KING OF FIGHTERS: DREAM MATCH 1999." Next, select the character data you want to send and select "UPLOAD" again. Then select the character data you want to send and select the "UPLOAD" menu again.

[When Receiving Data from NEOGEO POCKET]
First, select "DOWNLOAD" after selecting NEOGEO POCKET MODE from the Mode Select screen of "THE KING OF FIGHTERS: DREAM MATCH 1999." When the screen changes, select the "DOWNLOAD" menu once again.

*When using "KOF LINK," be sure to read "THE KING OF FIGHTERS: DREAM MATCH 1999" user's manual for the Sega Dreamcast.

ENTRY

Choose "ENTRY" from the Main Menu to create your personal character, tag duo, and team -- in other words, save your own custom character, tag duo, and team in the memory. Once you've saved a character, tag duo, or team, select the "MY" icon with Player Select to automatically select your custom character, tag duo, and team.

ENTRY BENEFITS

There are 3 advantages to saving custom characters, etc.

- Game results for each custom character, tag duo, and team are saved separately from other game results.
- You can give names to your custom tag duo and team.
- You can make an custom line for characters to say after battles.

ENTRY PROCEDURES

After selecting "ENTRY" from the Main Menu, follow the steps below to save data.



① ENTRY The Entry screen is displayed, Select any 1 of the "MY CHARA," "MY TAG." or "MY TEAM" icons.

② PLAYER SELECT Choose the necessary number of characters.

③ SETTINGS AND SAVING DATA



The Set Up Screen is displayed. Move the joystick up and down to choose setting items.

[EXIT]
Push the A button here to save data.

[CHARA EDIT]
Push the A button with the cursor here to return to the Player Select screen.

[BGM]
Determine the character's musical theme.

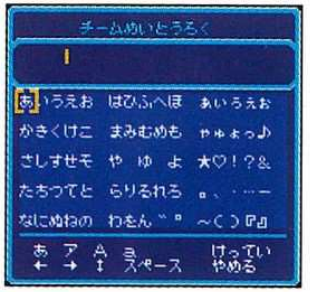
[TAG NAME ENTRY]
Push the A button here to call up the Letter Input screen then enter and save an original tag team name. (Displayed for MY TAG only.)

[TEAM NAME ENTRY]
Push the A button here to call up the Letter Input screen then enter and save an original team name. (Displayed for MY TEAM only.)

[END LINE ENTRY]
Push the A button here and call up the Letter Input screen then enter and save an original custom line.

ENTERING NAMES AND CUSTOM LINES

When the Letter Input screen appears, move the joystick up, down, right, and left to select one letter at a time and push the A button to input the letter. If you make a mistake, push the B button to delete one letter at a time, then enter another letter. Choose "A" or "a" at the bottom of the screen to input upper- or lower-case letters. When you've finished your input, choose "END" and push the A button. To cancel input, select "QUIT" to return to the Set Up screen.



RECORD

Select "RECORD" from the Main Menu to call up the Record Select screen and see game results.

SEEING RECORDS

Select 1 of the 4 items on the Record Select screen.



[NORMAL] Shows Tournament game results. You can see four types of results: overall results, MY CHARA results, MY TAG results, and MY TEAM results.

[OLYMPIC] You can see results from the SC Olympics.

[VS] Displays VS Mode game results. You can see four types of results: overall results, MY CHARA results, MY TAG results, and MY TEAM results.

[SAVE CLR] Clears all saved data. Select "NO" or "YES."



CHARACTER AND THEIR METHODS OF MAYHEM COMMANDS

NOTES FOR UNDERSTANDING COMMANDS

「➡」 ·····Shows direction to move joystick (When characters are facing right.)

「A・B」 ···Button abbreviations

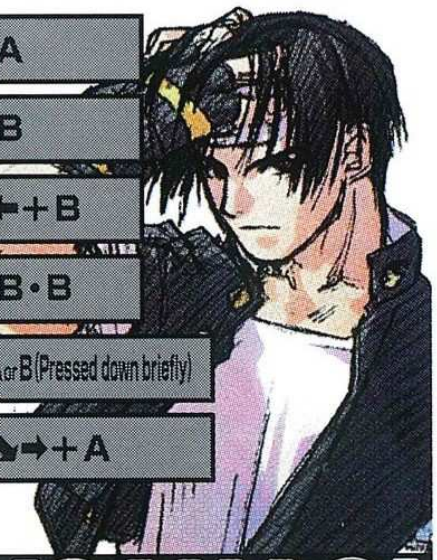
「★」 ·····Super Impact Blasts (LV2 Impact Blasts)

- Impact Blasts and Super Impact Blasts vary based on the length the A and B buttons pushed.
- LV2 Impact Blasts are powered-up versions of Super Impact Blasts.
- There are various moves besides those introduced here. Find them, if you can!



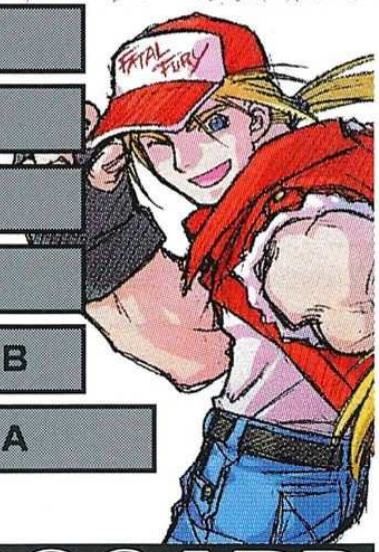
SNK®

FIRE BALL	➡⬇↘+A
R. E.D.KICK	⬅⬇↙+B
CRESCENT SLASH	➡↘⬇↙⬅+B
OVERHAULED 7-5 BOUNCER	⬇↘➡+B・B
★SERPENT WAVE	⬇↙⬅↙⬇↘➡+A or B (Pressed down briefly)
★FINAL SHOWDOWN	⬇↘➡⬇↘➡+A



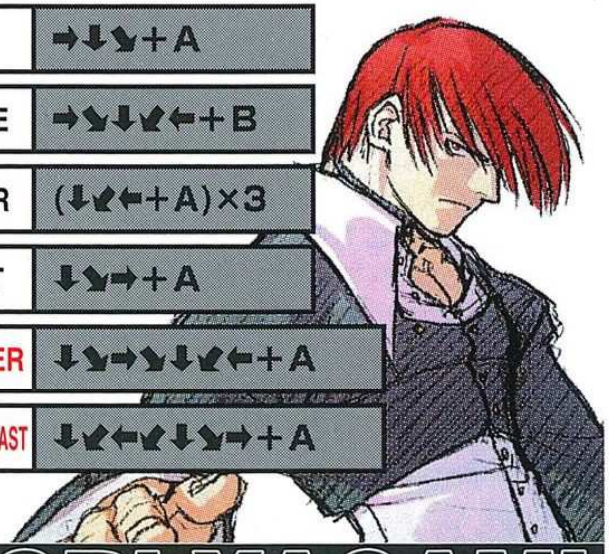
KYO KUSANAGI

BURNING KNUCKLE	⬇↙⬅+A
CRACK SHOOT	⬇↙⬅+B
POWER DUNK	➡⬇↘+B
POWER WAVE	⬇↘➡+A
FIRE KICK	⬅↙⬇↘➡+B
★POWER GEYSER	⬇↙⬅↙➡+A

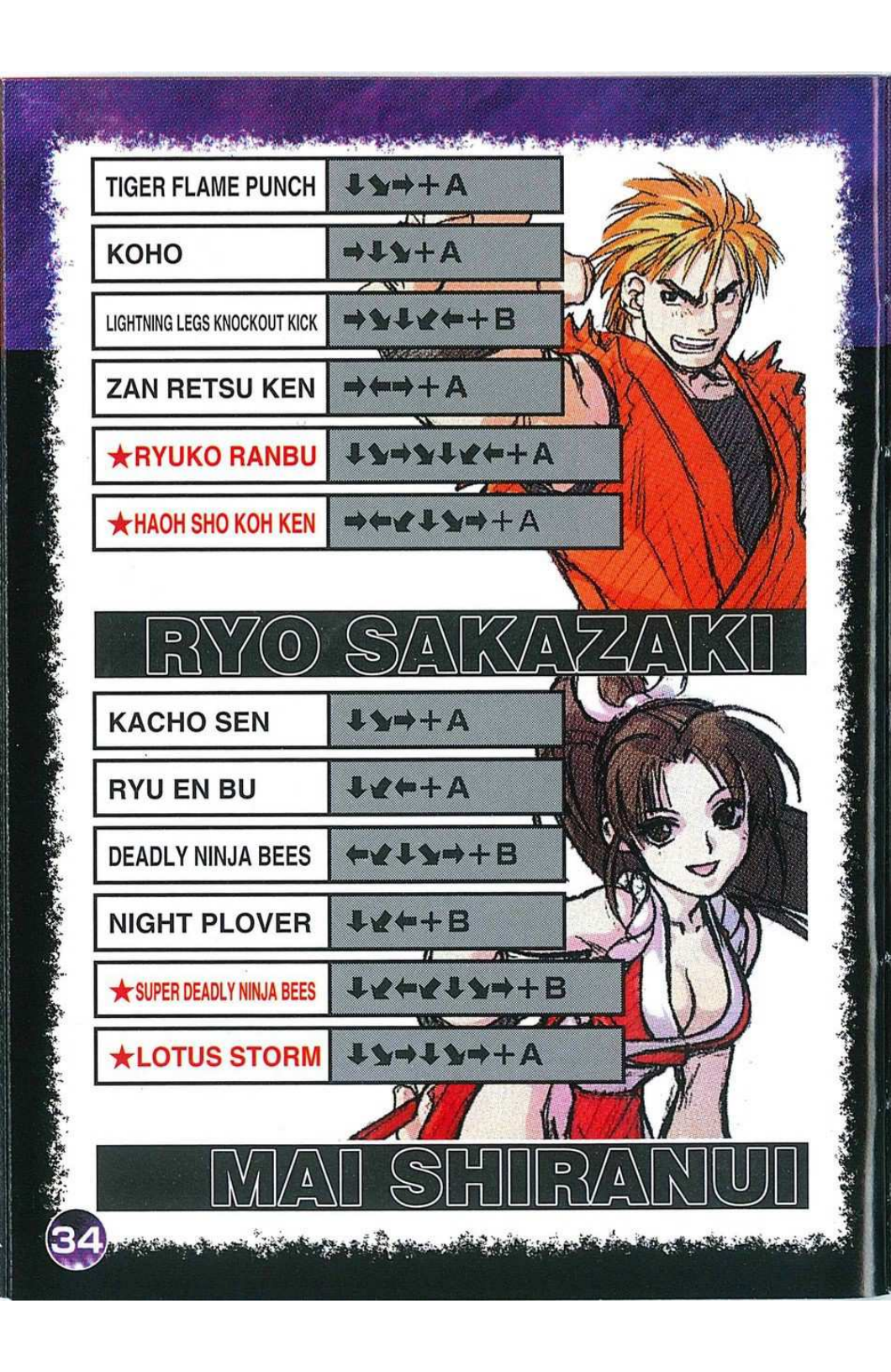


TERRY BOGARD

FIRE BALL	➡⬇↘+A
DARK CRESCENT SLICE	➡↘⬇↙⬅+B
DEADLY FLOWER	(⬇↙⬅+A)×3
DARK THRUST	⬇↘➡+A
★MAIDEN MASHER	⬇↘➡↘⬇↙⬅+A
★"ONE-FOR-THE-ROAD" BLAST	⬇↙⬅↙⬇↘➡+A



IORI YAGAMI

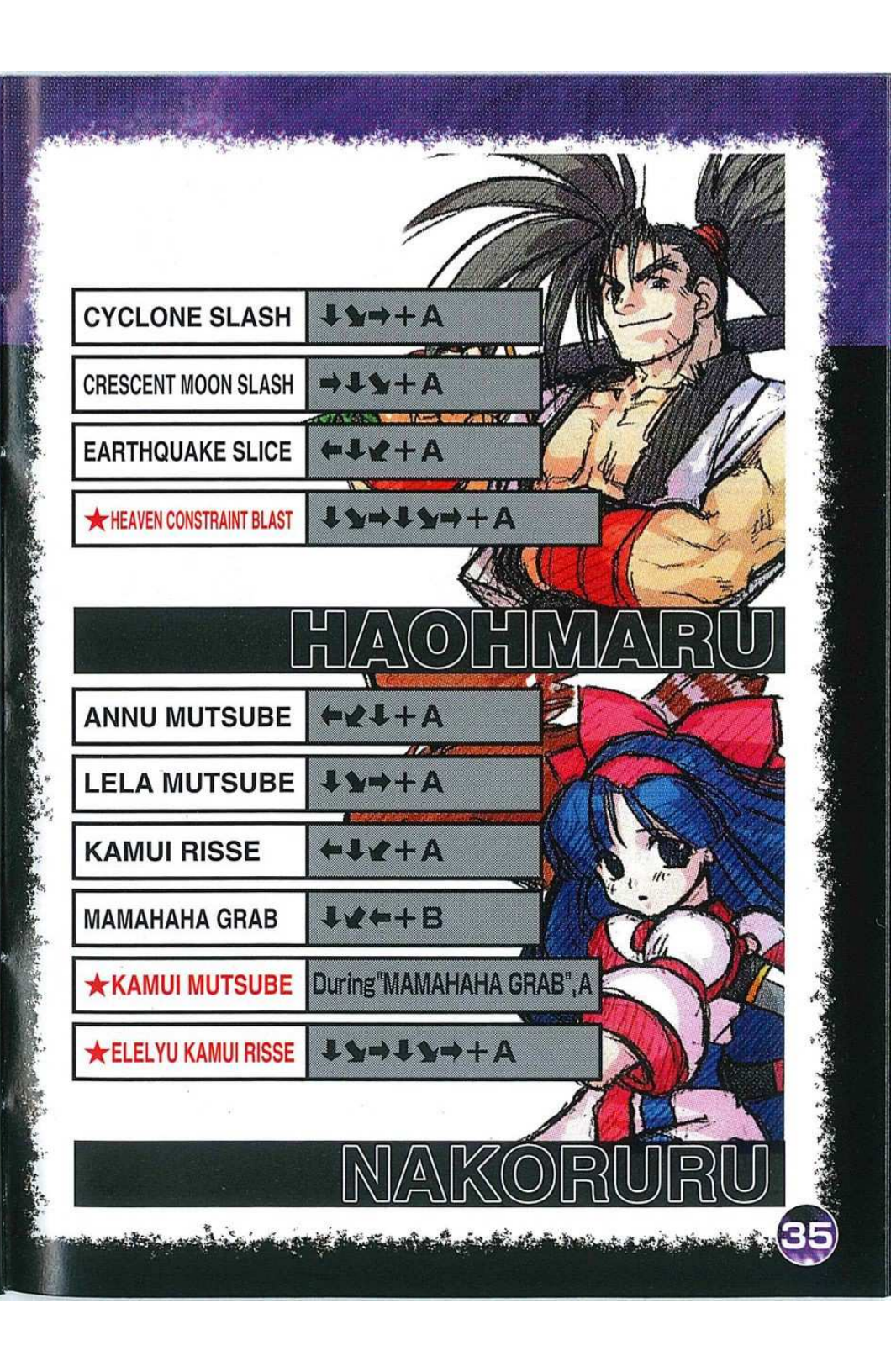


TIGER FLAME PUNCH	↓↘→+A
KOHO	→↓↘+A
LIGHTNING LEGS KNOCKOUT KICK	→↘↓↙←+B
ZAN RETSU KEN	→←→+A
★RYUKO RANBU	↓↘→↘↓↙←+A
★HAOH SHO KOH KEN	→←↙↓↘→+A

RYO SAKAZAKI

KACHO SEN	↓↘→+A
RYU EN BU	↓↙←+A
DEADLY NINJA BEES	←↙↓↘→+B
NIGHT PLOVER	↓↙←+B
★SUPER DEADLY NINJA BEES	↓↙←↙↓↘→+B
★LOTUS STORM	↓↘→↓↘→+A

MAI SHIRANUI



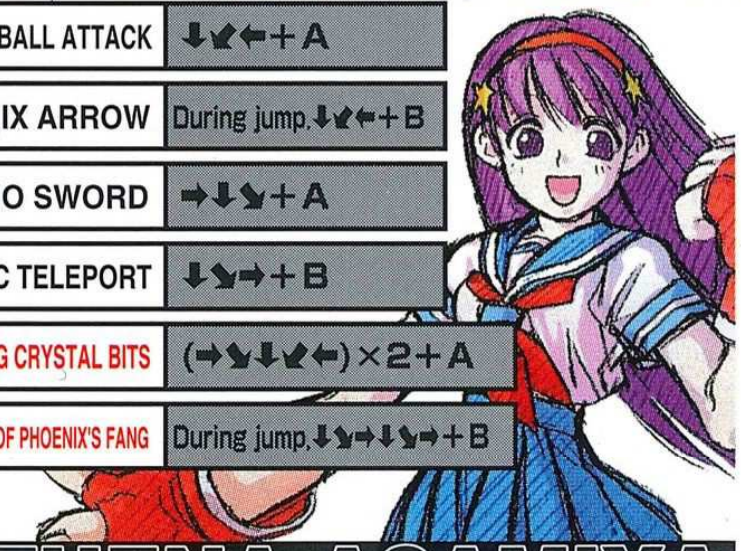
CYCLONE SLASH	↓↘→+A
CRESCENT MOON SLASH	→↓↘+A
EARTHQUAKE SLICE	←↓↙+A
★HEAVEN CONSTRAINT BLAST	↓↘→↓↘→+A

HAOHMARU

ANNU MUTSUBE	←↙↓+A
LELA MUTSUBE	↓↘→+A
KAMUI RISSE	←↓↙+A
MAMAHAHA GRAB	↓↙←+B
★KAMUI MUTSUBE	During"MAMAHAHA GRAB",A
★ELELYU KAMUI RISSE	↓↘→↓↘→+A

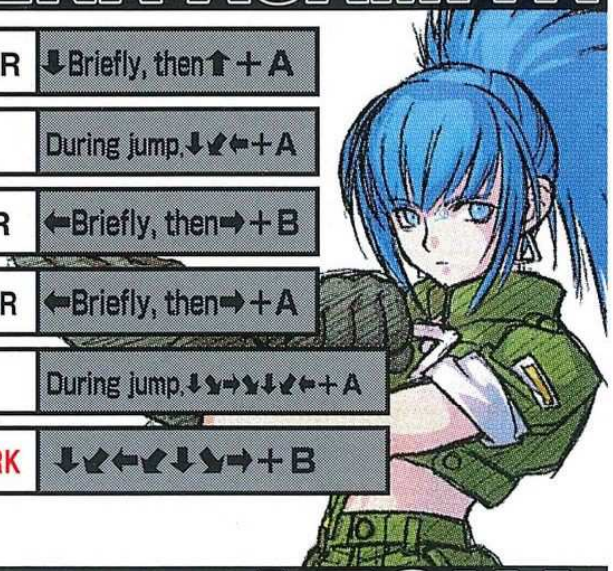
NAKORURU

PSYCHO BALL ATTACK	↓↙←+A
PHOENIX ARROW	During jump,↓↙←+B
PSYCHO SWORD	→↓↘+A
PSYCHIC TELEPORT	↓↘→+B
★SHINING CRYSTAL BITS	(→↘↓↙←)×2+A
★ARROW OF PHOENIX'S FANG	During jump,↓↘→↓↘→+B



ATHENA ASAMIYA

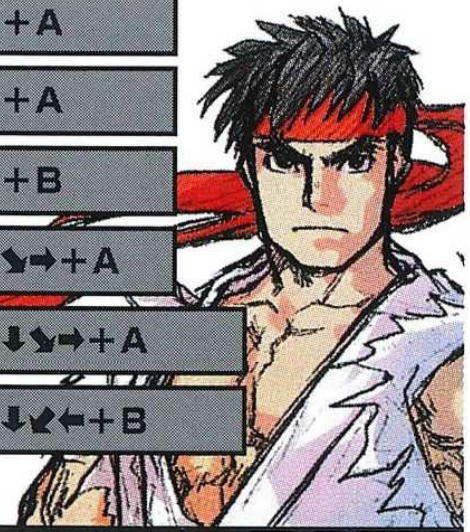
MOON SLASHER	↓Briefly, then↑+A
X-CALIBER	During jump,↓↙←+A
GRAND SABER	←Briefly, then→+B
BALTIC LAUNCHER	←Briefly, then→+A
★V-SLASHER	During jump,↓↘→↘↓↙←+A
★REVOLVER SPARK	↓↙←↙↓↘→+B



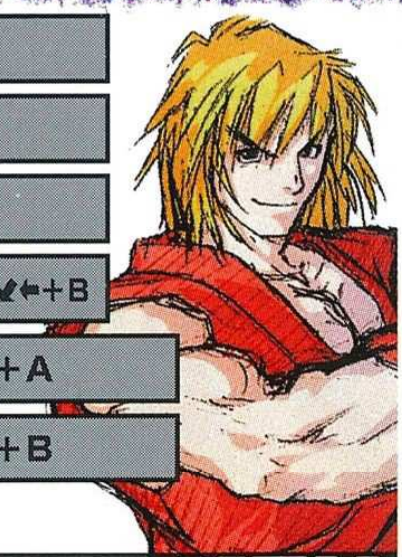
LEONA

CAPCOM®

Hado-ken	↓↘→+A
Shoryu-ken	→↓↘+A
Tatsumaki Senpukyaku	↓↙←+B
Shakunetsu Hado-ken	←↙↓↘→+A
★Shinku Hado-ken	↓↘→↓↘→+A
★Shinku Tatsumaki Senpukyaku	↓↙←↓↙←+B

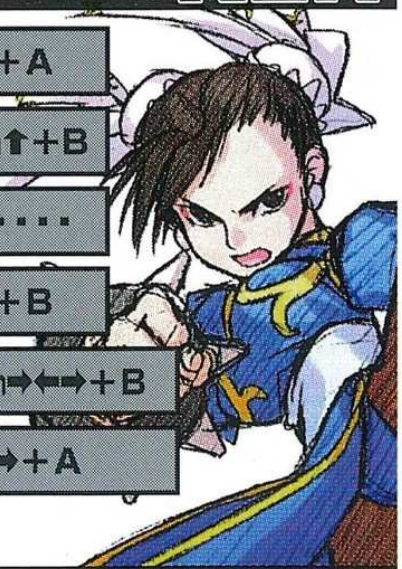


RYU



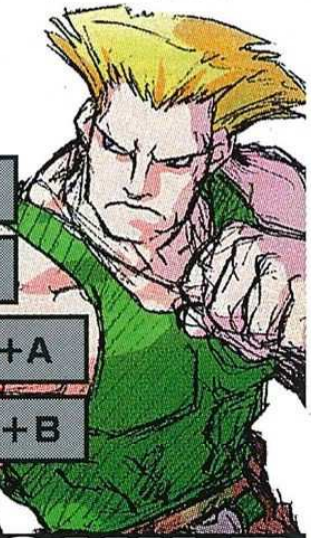
Hado-ken	↓↘→+A
Shoryu-ken	→↓↘+A
Tatsumaki Senpukyaku	↓↙←+B
Air Tatsumaki Senpukyaku	During jump,↓↙←+B
★Shoryu-reppa	↓↘→↓↘+A
★Shinryu-ken	↓↘→↓↘+B

KEN



Kiko-ken	←↙↓↘→+A
Tensho-kyaku	↓Briefly, then↑+B
Hyakuretsu-kyaku	B・B・B・・・・・
Sen-en-shu	→↘↓↙←+B
★Sen-retsu-kyaku	←Briefly, then→←→+B
★Kiko-sho	↓↘→↓↘→+A

CHUN LI



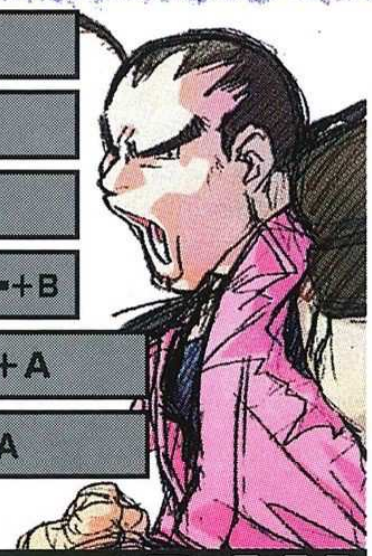
Sonic Boom	←Briefly, then→+A
Somersault Kick	↓Briefly, then↑+B
★Sonic Hurricane	←Briefly, then→←→+A
★Somersault Strike	↙Briefly, then↘↙↗+B

GUILE



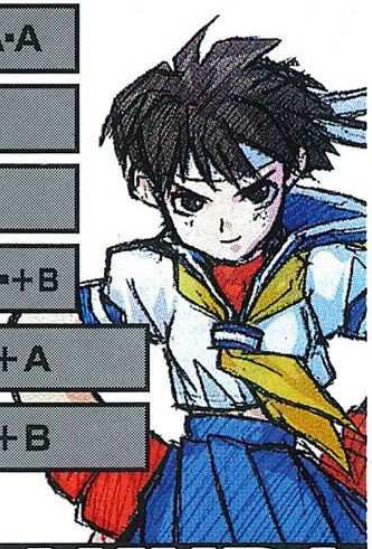
Double Lariat	↓↙←+A
Quick Double Lariat	↓↙←+B
Banishing Hand	→↓↘+A
Spinning Pile Driver	Near Opponent ⟲+A
★Final Atomic Buster	Near Opponent ⟲⟲+A
★Aerial Russian Slam	↓↘→↓↘+B

ZANGIEF



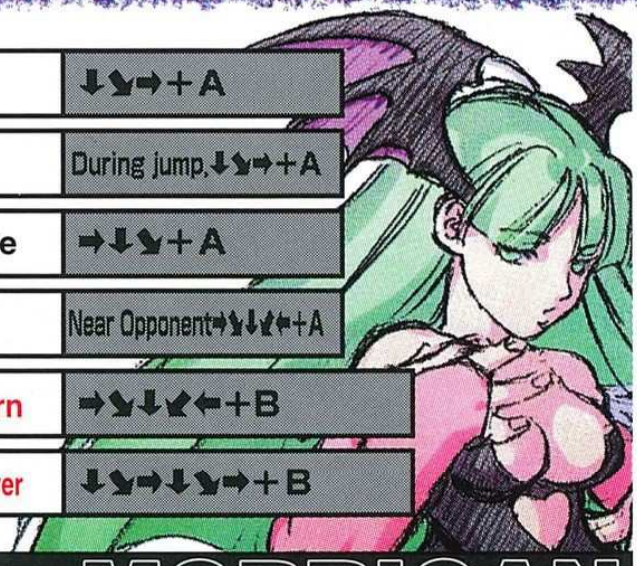
Gado-ken	↓↘→+A
Koryu-ken	→↓↘+A
Danku-kyaku	↓↙←+B
Air Danku-kyaku	During jump,↓↙←+B
★Shinku Gado-ken	↓↘→↓↘→+A
★Chohatsu-densetsu	↓↙←↓↙←+A

DAN



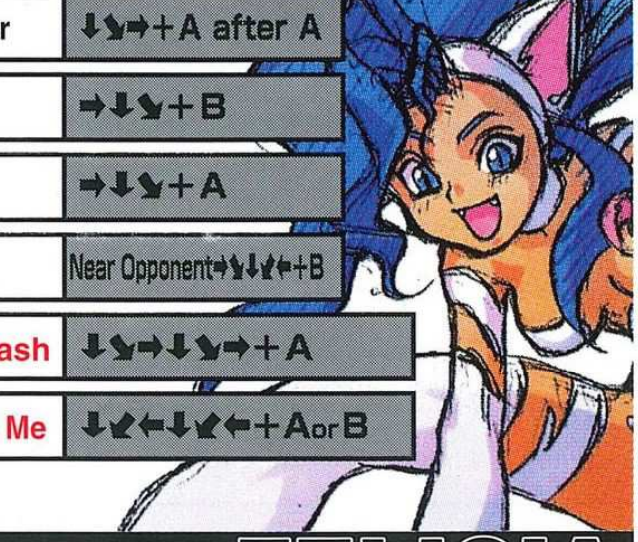
Hado-ken	↓↘→+A▪A▪A
Shooh-ken	→↓↘+A
Shunpu-kyaku	↓↙←+B
Air Shunpu-kyaku	During jump,↓↙←+B
★Shinku Hado-ken	↓↘→↓↘→+A
★Haru-ichiban	↓↙←↓↙←+B

SAKURA



Soul Fist	↓↘→+A
Air Soul Fist	During jump,↓↘→+A
Shadow Blade	→↓↘+A
Vector Drain	Near Opponent→↘↓↙←+A
★Valkyrie Turn	→↘↓↙←+B
★Finishing Shower	↓↘→↓↘→+B

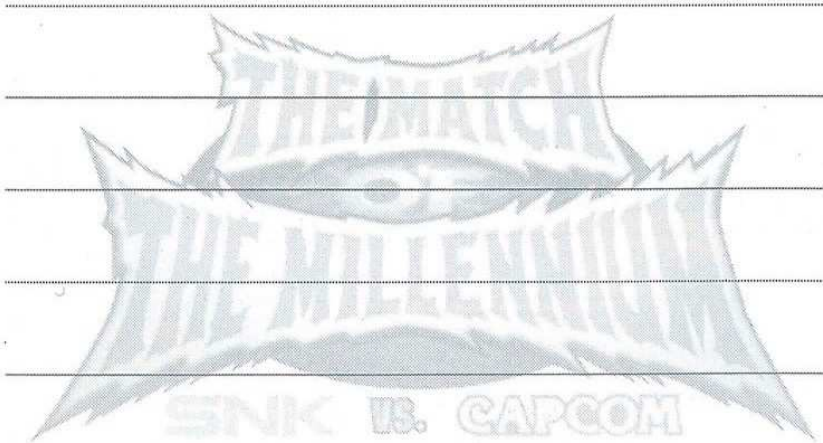
MORRIGAN



Rolling Buckler	↓↘→+A after A
Delta Kick	→↓↘+B
Cat Spike	→↓↘+A
Hell Cat	Near Opponent→↘↓↙←+B
★Dancing Flash	↓↘→↓↘→+A
★Please Help Me	↓↙←↓↙←+A or B

FELICIA

MEMO


THE MATCH OF THE MILLENNIUM
SNK VS. CAPCOM

MEMO


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SNK VS. CAPCOM