



THE KING OF FIGHTERS
2003



THE KING OF FIGHTERSTM
CHALLENGE TO ULTIMATE BATTLE
2002



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CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Here's one big Psycho Ball of gratitude for your purchase of SNK NEOGEO USA CONSUMER CORPORATION'S THE KING OF FIGHTERS 2002/ 2003 for the PlayStation®2. Be sure to give this instruction booklet the once over before beginning to play and learn how it's really done!

The following is an abridged manual. Please visit www.snkneogeousaconsumer.com to download the command lists for each character.

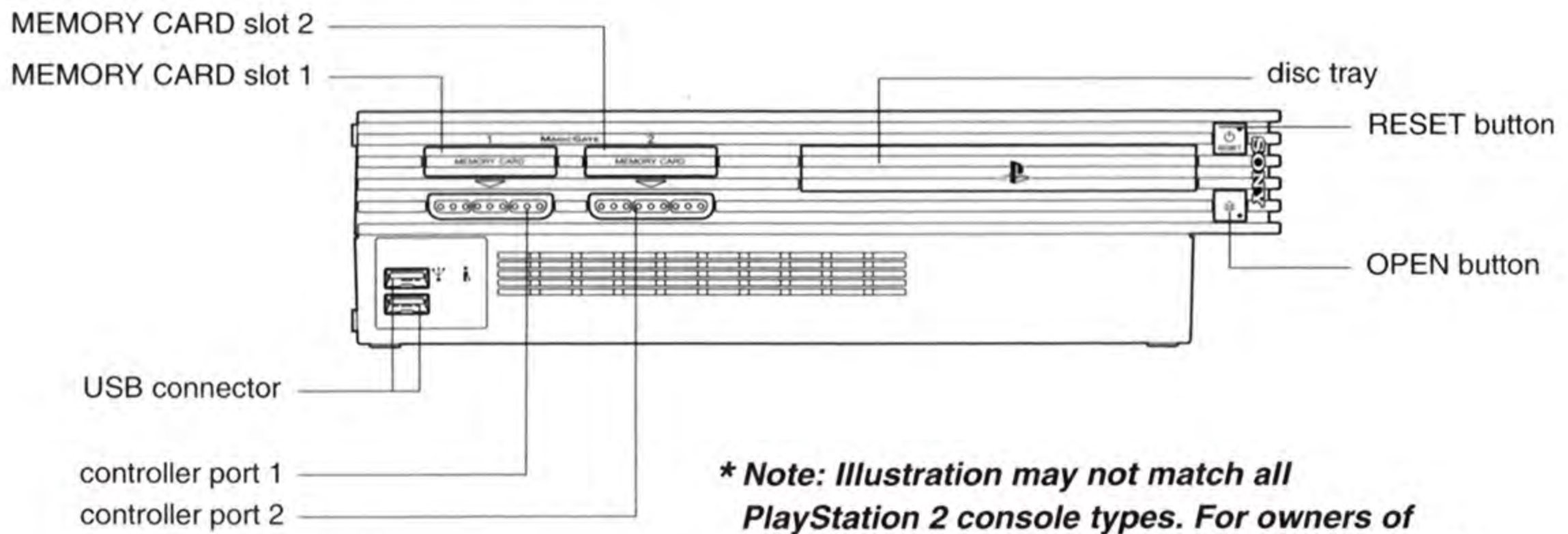
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GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the KING OF FIGHTERS 2002/2003 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

PROGRESSIVE SCAN

You can enjoy a higher quality image using the PlayStation®2 component AV cable (SCPH-10100) and television set equipped with a progressive scan (525p) component video input terminal.

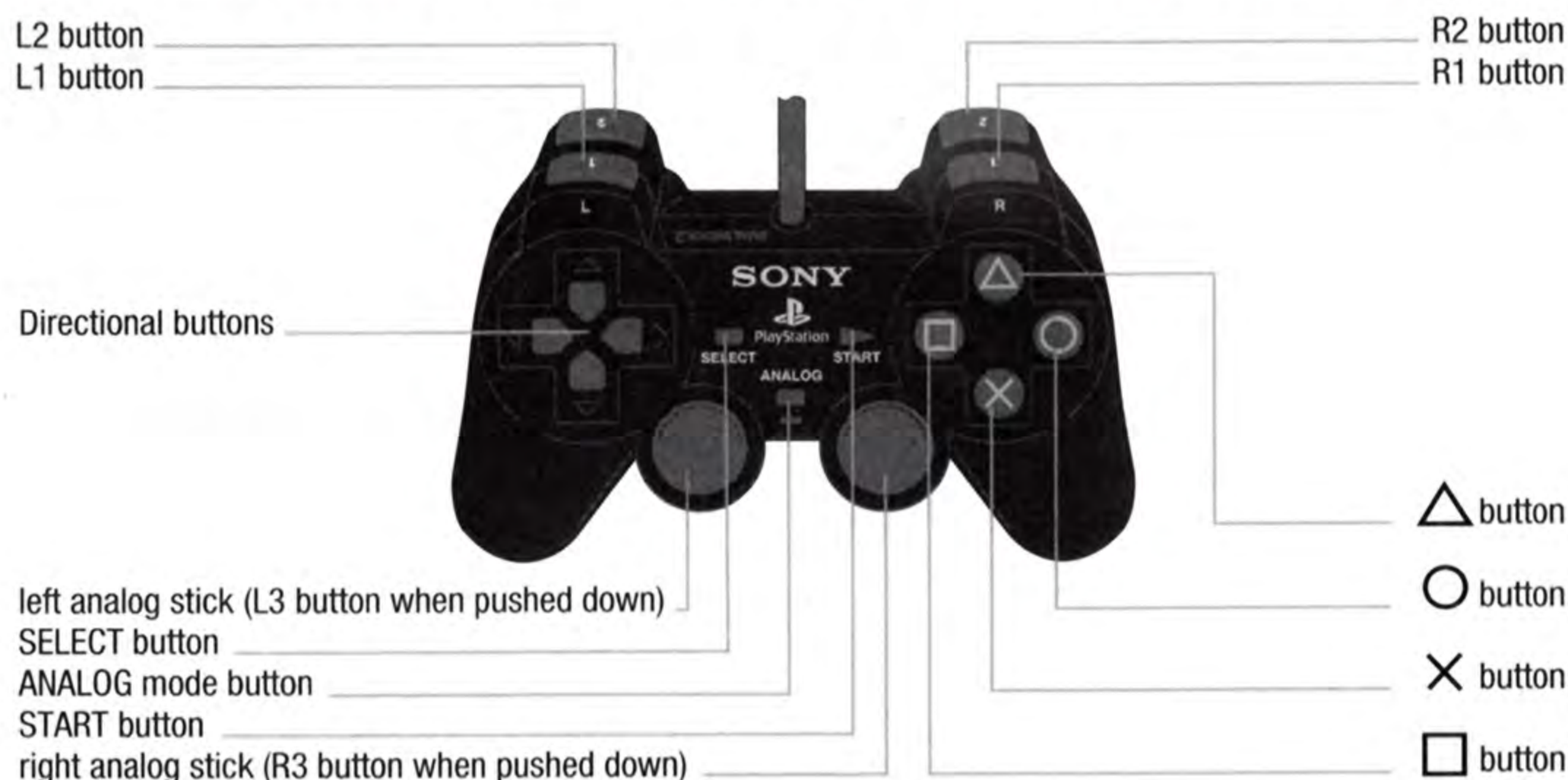
WARNING

Because it will affect the quality of the picture, don't use progressive scan mode on televisions without progressive scan (525p) capabilities or AV cables and components not specifically designed for the PlayStation®2. Please carefully consult the PlayStation®2 instruction manual and PlayStation®2 component AV cable connection diagram to properly connect PlayStation®2 component AV cables to compatible television sets. Select the PlayStation®2 console system setting screen's "Component Image Output" and set it to "Y Cb/Pb Cr/Pr." Even if there is a component video input terminal on the television set you use, it may be incompatible with the progressive scan mode (525p), so be sure to consult your television's instruction manual to clear up any questions you may have regarding progressive scan mode (525p) compatibility or ask your television's manufacturer.

SWITCHING TO PROGRESSIVE MODE

Pressing the Δ and \times button when you turn on the console activates the progressive mode screen display. If the screen breaks up or appears unusual (a blank screen, etc.), push console's power button (on/standby) or the RESET button to reboot the console and play the game in the standard mode.

STARTING UP DUALSHOCK®2 ANALOG CONTROLLER



The following is the default controller setup. Some buttons may be remapped in their respective Key Config Menu. KOF 2002 & KOF 2003 can be played with a DUALSHOCK® analog controller and the DUALSHOCK®2 analog controllers. Two controllers are necessary to play the two-player portions of each game. KOF 2002 & KOF 2003 make use of the analog controller's vibration function. The vibration function can be switched on or off using the respective Game Options Menu.

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SELECT button	Special actions (During Practice)
START button	Begins game play/Displays the Pause Menu/Allows burst-in play
□ button	Light Punch
△ button	Strong Punch
× button	Confirm selections/Light Kick
○ button	Cancel selections/Strong Kick
directional buttons	Move cursor/Move characters, Guard against an attack (→forward), (←backward), (↖↗ jump), (↙↘crouch) (← upper guard) (↙ lower guard)
left Analog stick	Not used
right Analog stick	Not used
L1 button	Taunt
L2 button	Emergency Evasion/Fallbreaker
R1 button	MAX Activation
R2 button	Knock Back Attack

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SELECT button	Special actions (during Practice)
START button	Begins game play/Displays the Pause Menu/Allows burst-in play
□ button	Light Punch
△ button	Strong Punch
× button	Confirm selections/Light Kick
○ button	Cancel selections/Strong Kick
directional buttons	Move cursor/Move characters, Guard against an attack (→forward), (←backward), (↖↗ jump), (↙↘crouch) (← upper guard) (↙ lower guard)
left Analog stick	Not used
right Analog stick	Not used
L1 button	Light Punch + Light Kick
L2 button	One-Touch combo moves
R1 button	Light Kick+ Strong Punch
R2 button	Strong Punch + Strong Kick

You can reset **KOF 2002 & KOF 2003** during game play by pressing the START, SELECT, L1, L2, R1 and R2 buttons together.

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BEGINNING GAME PLAY

SELECT A MODE

Press the up and down directional button to select 1 of the 8 modes displayed, then Press the X button to confirm the selection.

TEAM PLAY	Team Play Mode is for playing team battles alone against the computer. (No continue limits/burst-in play possible)
TEAM VS.	Team VS. Mode is for playing two-player team battles. Player 1 competes against Player 2.
SINGLE PLAY	Single Play Mode is for single-player battles against the computer. (No continue limits/burst-in play possible)
SINGLE VS.	Single VS. Mode is for single-player battles against another player. Player 1 competes against Player 2.
PRACTICE	Practice Mode lets you work on and improve your playing skills. (see p. 6)
OPTION	Option Mode that allows you to change various game settings. (see p. 6)
CHALLENGE	Challenge Mode is for playing CPU Battles under various conditions. (see p. 7)
GALLERY	A mode that lets you view game artwork and ending sequences. (see p. 7)

SELECT CHARACTERS

Select 3 characters for Team Battles and 1 character for Single Battles. Move the cursor to character(s) with the directional button and press the O, □, X, △ button to select.

SELECT OPPONENTS

After you've chosen your characters in CPU Battles, you must select your opponents. When playing Team Battles, select the characters you wish to battle and press the X Button to confirm selections. After selecting 1 of 2 characters to fight against in Single Play, the match begins.

SELECT THE ENTRY ORDER

For team battles, choose the order your characters will fight. Because characters are assigned a □, X, or O button symbol, press the corresponding button for the first character you want to fight first then go on and press the buttons for the remaining fighters. You can change this order at the beginning of each stage.

PAUSE MENU

Pressing the START button during battles stops play and calls up the Pause Menu. Press the up and down directional button to select an item then press the X button. Press the START button again while the Pause Menu appears to resume play.

CONTINUE Resumes the previous game.

SKILL LIST Displays a list of move commands for the character of the player who paused the game. Press the left or right directional button to switch screens and the O button to return to the Pause Menu.

KEY CONFIG. Calls up the Key Configuration menu to change settings for the controller buttons.

GIVE UP Ends the game and returns you to the Mode Select screen.

BURST-IN PLAY

Pressing the START button of the unused controller during Team Play mode and Single Play mode (both against the CPU) switches the game to two-player play.

CONTINUE SERVICE

When you lose a match in Team Play mode or Single Play mode (both against the CPU) the continue countdown appears. Press the START Button before time runs out to continue playing. Press the corresponding button for the Continue Service you want and resume play under the conditions of the selected service.

□ BUTTON: DIFFICULTY LEVEL DOWN

The game resumes with the ability of the opponent (game difficulty) decreased.

X BUTTON: CPU ENERGY AT 1/3

Resumes the game with the CPU character's energy level at 1/3 of normal.

△ BUTTON: POWER GAUGE RECOVERY

Resumes the game with your Power Gauge at MAX. If the Power Gauge stocks are used up, the gauge reaches MAX condition after a fixed amount of time elapses.

O BUTTON: NO SERVICE

Resumes the match under normal conditions without any services.

SPECIAL COMMANDS

Forward Dash	→→ quickly
Backstep	←← quickly
Punch	□ button (light) or △ button (strong)
Kick	× button (light) or O button (strong)
Emergency Evasion	L2 button (Guard Cancel possible with the use of 1 Power Gauge.)
MAX Activation	R1 button (Uses 1 Power Gauge)
Knock Back Attack	R2 button (Guard Cancel possible with the use of 1 Power Gauge.)
Normal Body Toss	Near opponent, ← or → + O button
Body Toss Escape	Enter the same Normal Body Toss command as your opponent right after being caught in a Normal Body Toss.
Fallbreaker	Press L2 button before being knocked down.
Super Special Move	Enter designated commands (uses up 1 Power Gauge*).
MAX Super Special Move	Enter designated commands during MAX Activation (Uses 1 Power Gauge).

*Do not require a Power Gauge as long as a MAX Activation lasts.

POWER GAUGES

During battles, the power gauge in the lower part of the screen generally rises with each attack and becomes a stock when it reaches MAX (the number next to the power gauge displays the amount of stocks available). Using these stocks lets you perform the actions below. The maximum amount of stocks increases as team members decrease: 3 with the first member; 4 with the second; and 5 with the third.

ACTIONS THAT USE UP POWER GAUGES

- Guard Cancel Emergency Evasion (uses 1 Power Gauge)
 - Guard Cancel Knock Back Attack (uses 1 Power Gauge)
 - MAX Activation (uses 1 Power Gauge)
 - Super Special Move (uses 1 Power Gauge *1)
 - MAX Super Special Move (uses 1 Power Gauge *2)
- *1: Can be used without using up a Power Gauge as long as MAX Activation lasts.
*2: Can be used only during a MAX Activation.

MAX ACTIVATION

Pressing the R1 button with Power Gauge stocks available triggers a MAX Activation and 1 Power Gauge stock is used up. At this time a timer appears on top of the Power Gauge. The MAX Activation continues until the time runs out. During MAX Activation, it's possible to use Super Special Moves without using up Power Gauges. Using a Power Gauge stock allows you to make a MAX Super Special Move. But be careful because once you use either of these moves, the MAX Activation ends.

EFFECTS OF MAX ACTIVATION

- You can use Super Special Moves without using up Power Gauge stocks.*
 - You can use MAX Super Special Moves with the use of 1 Power Gauge stock.*
- *The MAX Activation ends when either of these moves are used.

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PRACTICE MODE

This mode lets you practice using Special Move and combo attack commands to improve your skills. Select a character and a CPU opponent, then adjust the various settings when the menu screen appears (press the up and down directional button to select items and the right and left directional button to change settings); then start practicing. Pressing the START button during practice, calls up the menu screen.

START	Pressing the X button here to begin or resume practice.
MODE	Allows you to select a practice format: practice against a CPU opponent, practice against another player, or watch a CPU vs CPU battle.
ACTION	Lets you determine the action of the CPU character.
COUNTER	Determines whether your character makes a forced counter attack when hit.
GUARD	Lets you determine whether the CPU character guards against attacks.
LIFE	Determines how your character's energy gauge recovers during practice.
GAUGE	Determines the condition of your character's power gauge during practice.
SELECT BUTTON	Pressing the SELECT button lets you determine what special actions are enabled during practice: "SKILL LIST" displays a list of move commands; "APPROACH" determines how the CPU character confronts you; "RESTART" places both characters back in the middle of the screen.
CHARACTER CHANGE	Pressing the X button for "MANUAL," calls up the Character Select menu that lets you change your character. "AUTO" changes characters automatically and this can be switched to 1 of 5 types: OFF, 1P, 2P, RANDOM, and BEAT.
STAGE SELECT	Allows you to change the stage used for practice.
EXIT	Press the X button to return to the Mode Select screen.

OPTION MODE

In Option Mode, you can change the various game settings listed below. Press the directional button **↑** or **↓** to select items, **←** and **→** to change settings, and press the X button to confirm selections.

DIFFICULTY	Lets you set the game difficulty at 1 of 8 levels. Play becomes more difficult as the number increases from 1 to 8.
KEY CONFIG.	Press the X button to call up the Key Config. menu (see p. 6).
BATTLE CONFIG.	Press the X button to call up the Battle Config. menu (see p. 6).
FLASH	Switches the flashing effects that occur during game play on or off.
VIBRATION	Lets you turn the vibration function of the analog controller on or off.
SOUND	Press the X button to call up the Sound menu (see p. 7).
GRAPHICS	Press the X button to call up the Graphics menu (see p. 7).
RANKING	Press the X button to call up the Rankings screen (see p. 7).
SAVE/LOAD	Press the X button to call up the Save/Load menu (see p. 7).
EXIT	Press the X button to return to the Mode Select screen.

KEY CONFIG.

Allows you to change the functions of the action buttons. Press the up and down directional button to select functions you want to change and press the desired button to use for the function (press the SELECT button to return functions to their initial settings). When the changes are completed, select "EXIT" and press the X button to return to the Option menu.

BATTLE CONFIG.

Allows you to change the various settings for battles. Press the directional button **↑** or **↓** to select items, **←** and **→** to change settings. Press the X button to confirm selections.

PLAY TIME	Allows you to change the time limit for rounds. NORMAL: normal time. ∞: no time limit.
POWER GAUGE	Lets you change the condition of the Power Gauges for Player 1 and Player 2. NORMAL: Normal condition. MAX: Gauge is always at MAX.
SINGLE POINT	Lets you change the amount of required victory points from 1 to 3 for single battles.
EXIT	Press the X button to return to the Option menu.

SOUND

Lets you adjust the sound output mode and volume of the background music. Press the up and down directional button to select items and the right and left directional button to change settings.

SOUND	Lets you change the sound output to STEREO or MONAURAL.
BGM LEVEL	Lets you adjust the volume of the background music to 1 of 8 levels.
EXIT	Press the X button to return to the Option Menu.

GRAPHICS

Allows you to change the resolution of game graphics and the display area.

MODE	Lets you change the image display to "NORMAL," a PlayStation®2 version, or "ARCADE," the original arcade version.
SCREEN	Lets you select the area of the game display to "TYPE A" or "TYPE B."
POSITION X	Lets you move the game display area horizontally. Positive values move the image right and negative values move the image left.
POSITION Y	Lets you move the game display area vertically. Positive values move the image down and negative values move the image up.
EXIT	Press the X button to return to the Option menu.

RANKING

Lets you check the score rankings for normal games and the various attack rankings of the Challenge Mode. Press the left and right directional button to change pages of rankings and press the R1 and L1 buttons to switch the rankings of 1 to 20 to 21 to 40. Press the O button to return to the Option menu.

SAVE & LOAD

Using a memory card (8MB)(for PlayStation®2) lets you save and load game data as well as Practice Mode and Option Mode settings. Press the directional buttons ↑ and ↓ to select an item and press the X button to confirm.

LOAD	Loads game clear data as well as Practice Mode and Option Mode settings.
SAVE	Saves game data as well as Practice Mode and Option Mode settings.
AUTO SAVE	Lets you switch the automatic save option on or off. Press the left or right directional button to switch this on or off.
EXIT	Press the X button to return to the Option menu.

*Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD SLOT 1 before turning on the PlayStation®2 console. At least 100KB or more of open memory is needed on the memory card (8MB)(for PlayStation®2) to save data.

CHALLENGE & GALLERY MODE

CHALLENGE MODE

In this mode you can take on various CPU battles either Team, Single or Time Attack.

TEAM ATTACK	This mode lets you select 3 characters as in Team Battles and fight CPU characters in a knockout tournament until all three members' life energy runs out.
SINGLE ATTACK	In this mode, you select a player character the same as Single Battles and fight CPU characters in a knockout tournament until your character's energy runs out.
TIME ATTACK	In this mode you select a character and try to defeat a set amount of CPU opponents within a set time.

GALLERY MODE

This mode lets you view game artwork and ending sequences for characters you've defeated in Challenge Mode.

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BEGINNING GAME PLAY

SELECT A MODE

Press the up and down directional button to select 1 of the 8 modes displayed, then press the X button to confirm the selection.

ARCADE PLAY	Play Arcade-Rules Team Battles against CPU opponents.
ARCADE VS	Two players play Arcade-Rules Team Battles against each other.
TEAM PLAY	Play Tournament-Rules Team Battles against CPU opponents.
TEAM VS	Two players play Tournament-Rules Team Battles against each other.
SINGLE PLAY	Play Single Battles against CPU opponents.
SINGLE VS	Two players play Single Battles against each other.
T-SURVIVAL	Take on CPU opponents in Team Battles until your character runs out of life energy. (see p. 10)
S-SURVIVAL	Take on CPU opponents in Single Battles until your character runs out of life energy. (see p. 10)
PRACTICE	Practice various moves
GALLERY	View game artwork and animated sequences. (see p. 11)
OPTION	Change various game settings. (see p. 11)

SELECT CHARACTERS

In Arcade-Rules and Tournament-Rules Team Battles, you select 3 characters. But with Arcade-Rules you must first decide on the Leader character and then select the other team members. Single battles begin once you choose a character. Press either the □, △, X, or ○ buttons when you select characters. The colors of characters vary according to the button you press here.

SELECT THE ORDER (FOR TEAM BATTLES ONLY)

In Arcade-Rules Team Battles, decide on 1 starter character then select the 2 waiting characters. Each character is assigned a button—□, △ or ○—so the first button you press is for the starter and the second and third buttons pressed are for the waiting characters. These decide the order characters appear when you play by tournament rules. Because each of the three characters is assigned either the □, △, or ○ button, press the button for the character you want to start first and press the remaining buttons as you want. Arcade-Rules and Tournament-Rules Team Battles let you change the fighting order after each stage.

THE PAUSE MENU

Pressing the START button during game play freezes the action on the screen and calls up the Pause Menu containing the options below. Press the START button a second time while this menu appears to resume game play.

CONTINUE	Resumes game play.
SKILL LIST	Displays a list of the character's moves for the player who paused the game.
BUTTON SETTING	Calls up the Button Setting menu (see p. 12), allowing you to change functions for the action buttons.
GIVE UP	Ends the game and returns you to the Mode Select screen.

CONTINUE SERVICE

When you lose a match during Arcade Play, Team Play, or Single Play, the continue countdown appears. Press the START button before the countdown runs out if you want a rematch. Pressing the button for the service you want displayed on the Continue Service screen lets you resume play according to the selected conditions.

□ BUTTON: DIFFICULTY LEVEL DOWN

The game resumes with the ability of the opponent (game difficulty) decreased.

△ BUTTON: POWER GAUGE RECOVERY

Resumes the game with your Power Gauge at MAX. If the Power Gauge stocks are used up, the gauge reaches MAX condition after a fixed amount of time elapses.

X BUTTON: CPU ENERGY AT 1/3

Resumes the game with the CPU character's energy level at 1/3 of normal.

○ BUTTON: NO SERVICE

Resumes the match under normal conditions without any services.

SPECIAL COMMANDS

Move	→ (forward) or ← (backward)
Dash	→→ quickly (hold button down to continue running)
Backstep	←← quickly
Small Jump	Tap ↖ or ↑ or ↗
Medium Jump	Tap ↙ or ↓ or ↘, then tap ↖ or ↑ or ↗/Tap ↗ during Dash
Big Jump	Tap ↙ or ↓ or ↘, then ↖ or ↑ or ↗/Press ↗ during Dash
Crouch	↙ or ↓ or ↘
Guard	Against an attack, ← (upper guard) or ↙ (lower guard)
Punch	□ button (light) or △ button (strong)
Kick	× button (light) or ○ button (strong)
Provocation	SELECT button (increases your opponent's Power Gauge)
Normal Switch (*1)	R1 or R2 button (when change sign appears)
Switch Attack (*1)	↓↘→ + R1 or R2 button (when change sign appears/uses 1 Power Gauge)
Emergency Evasion	→ or ← + L1 button (makes forward evasion if direction key is not pressed)
Guard Cancel Emergency Evasion	→ or ← + L1 button during guard (uses 1 Power Gauge)
Guard Cancel Knock Back Attack	R2 button during guard (uses 1 Power Gauge)
Fallbreaker	Press L1 button before being knocked down.
Special Move	Enter designated commands.
Super Special Move	Enter designated commands (Uses up 1 Power Gauge*).
Super Special Leader Move (*2)	Enter designated commands (Uses up 2 Power Gauges*).

*1: Possible only in Arcade-Rules Team Battles.

*2: Can only be used by Leader characters in Arcade-Rules Team Battles or by all characters in Tournament-Rules Team Battles and Single Battles.

BEING ABLE TO SWITCH MEMBERS DURING ARCADE-RULES TOURNAMENT BATTLES

If the Change Sign appears above the Power Gauge during rounds in the case of Arcade-Rules Team Battles only, you can switch members whenever you want. Pressing the R1 or R2 buttons lets you switch a waiting character with a fighting character. And with a supply of Power Gauge stocks, you can perform a Switch-Off Attack using the ↓↘→ + R1 or R2 button command (uses 1 Power Gauge).

CHANGE IN MAXIMUM POWER GAUGE STOCKS WITH TEAM CONDITIONS

Matches in Team Battles last until one team defeats all of the opposing team's members. Naturally a team with defeated members is placed at a disadvantage. So as members lose during matches, the maximum number of Power Gauges increases accordingly. Increasing the amount of Power Stocks inversely to the loss of team members increases the opportunities to use Super Special Moves and the like. The maximum stock changes as listed below:

- All 3 team members remaining = Maximum stock of 3
- 2 team members remaining = Maximum stock of 4
- 1 team member remaining = Maximum stock of 5

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TEAM SURVIVAL & SINGLE SURVIVAL

Choosing "T-SURVIVAL" or "S-SURVIVAL" on the Mode Select screen begins Team Survival or Single Survival matches respectively.

TEAM SURVIVAL

In this mode you battle a series of CPU character teams in a knockout competition until the energy of all 3 of the members on your team is exhausted. Matches are played using the Arcade-Rules Team Battles format.

BEGINNING BATTLES

After selecting the mode, choose a Leader first on the Character Select screen followed by the two other teammates in this order and confirm your selections. The match begins after you choose the fighting order.

THINGS TO WATCH OUT FOR

- The match continues as long as 1 of your teammates remains standing.
- The game ends when all team members lose.
- You can confirm the number of teams you beat by viewing the Ranking menu in the Options Mode (see p. 11)

View the ending sequence of teams you defeat in Team Survival matches in the Gallery Mode (see p. 11).

SINGLE SURVIVAL

In this mode you battle a series of CPU characters in a knockout competition until your character's energy runs out. Matches are played using the Single Battle format, and life energy is represented with 1 gauge.

THINGS TO WATCH OUT FOR

- The energy of your player increases by a 1/3 of the normal rate with each round.
- The game ends when your character loses.
- You can confirm the number of opponents you beat using the Ranking menu in the Options Mode (see p. 11)

View the game artwork of characters you defeat in Single Survival in the Gallery Mode (see p.11).

PRACTICE MODE

This mode lets you change the settings for your character and your opponent to your own preferences and practice using Super Special Move and combo move commands. Practice uses Arcade-Rules Team Battle format. Practice begins after choosing your team's member and the CPU team and determining their fighting order. Pressing the START button while practicing calls up the Pause Menu with the options listed below that lets you change various settings (press the up and down directional button to select items and the right and left directional button to change settings; then press the X button to confirm).

START	Resumes practice.
ACTION	Determines the actions for the CPU character in VS CPU mode.
MODE	Sets the Practice Mode at VS CPU (player vs. CPU opponent), VS PLAYER (2-player battles) and WATCH (viewing CPU-on-CPU battles).
ATTACK	Determines if CPU character attacks during VS CPU mode.(*)
COUNTER	Determines if your character automatically counterattacks when hit in VS CPU Mode. (*)
GUARD	Determines if CPU character defends against attacks during VS CPU mode(*)
LIFE	Determines how the Power Gauge recovers.
GAUGE	Determines condition of the Power Gauge.
CHANGE TIME	Determines the time that the Change Sign appears.
SELECT BUTTON	- Pressing the SELECT button during practice lets you determine enabled special actions. "SKILL LIST" displays a list of moves; "APPROACH" determines how the CPU character confronts yours; "RESTART" places both characters back in the middle of the screen; "COMMAND" memorizes commands used during practice; and "COMMAND CLEAR" clears commands stored in memory, returning commands to their initial settings.

ENTERING FIXED COMMANDS

This lets you use moves after pressing the SELECT button (Special Moves, Super Special Moves, combo attacks, etc.) and record commands entered in the interval before pressing the SELECT button a second time. When you end this process, the "CHANGE COMMAND?" message appears to let you record freshly entered commands by selecting "YES" or finish recording the previously memorized moves by choosing "NO." Memorized commands can then be used by pressing the L2 button as a one-touch command. And note that beginning practice with the Player 1 side and the Player 2 side lets you record two sets of different moves for the same character.

CHARACTER CHANGE	Use "MANUAL" to change characters as you please with the Character Select screen or have it done automatically by selecting "AUTO."
STAGE SELECT	Change the background setting used for practice.
KEY SETTING	Displays the Key Setting menu (see p. 12) allowing you to change the functions of buttons on the controller.
EXIT	Returns you to the Mode Select screen.

(*) These are invalid when ACTION is set at the MOVE setting.

GALLERY MODE

This mode allows you to view the ending sequences of teams you defeat in Team Survival battles and the game artwork for characters you defeat in Single Survival matches. So, naturally, if you don't play Team Survival or Single Survival battles, you won't have much artwork to look at.

GAME OPTIONS MODE

Beginning with the Battle Setting menu, you can also use the Key Setting menu, Graphic Setting menu, Sound Setting menu, and Save/Load menu in this mode to change various game settings. You can also view the rankings for various game modes using the Ranking menu.

GAME OPTIONS MENUS

Choose from the menus listed below with the top and bottom direction keys and press the O button to confirm selections.

BATTLE SETTING	Calls up the Battle Setting menu. (see p. 11)
KEY SETTING	Calls up the Key Setting menu. (see p. 12)
GRAPHIC SETTING	Calls up the Graphic Setting menu. (see p. 12)
SOUND SETTING	Calls up the Sound Setting menu. (see p. 12)
RANKING	Calls up the Ranking menu. (see p. 12)
SAVE & LOAD	Calls up the Save & Load menu. (see p. 12)
EXIT	Returns you to the Mode Select screen.

BATTLE SETTING MENU

This allows you to change various battle settings such as the difficulty in CPU battles as well as time limits and defensive strength. Press the top and bottom direction keys to select items and the right and left keys to change settings.

SYSTEM	Lets you change the basic game system to NORMAL or ARCADE specifications.
CPU LEVEL	Lets you set the strength of the CPU character at 1 of 8 levels. Strength increases in levels from 1 to 8.
PLAY TIME	Lets you change time limits for rounds.
DEFENSE LEVEL	DEFENSE 1P/2P - Lets you set the defensive strength for Player 1 and Player 2 at 1 of 8 levels. Defense increases in levels from 1 to 8.
POWER GAUGE	POWER GAUGE 1P/2P - Lets you set the conditions of the Power Gauge for Player 1 and Player 2.
GAUGE DISPLAY	Lets you turn the display of the Life and Power Gauges on or off.
EXIT	Returns you to the Game Options Screen.

KEY SETTING MENU

This menu lets you change button functions for both Player 1 and Player 2 controllers and turn the vibration function on or off. Press the up and down directional button to select the button functions you want to change then press the desired button for the function (pressing the SELECT button returns settings to their initial values). Use VIBRATION to switch the vibration function on or off using the right and left directional button. Select EXIT and confirm to return to the Option Screen when you finish changing settings.

GRAPHIC SETTING MENU

Allows you to change various settings for the game display. Press the up and down directional button to select items and the right and left directional buttons to change settings.

GRAPHIC	Lets you set the game display to NORMAL or ARCADE specifications.
FLASH	Switches the flashing effects that occur during game play on or off.
SCREEN	Lets you set the area of the game display to "TYPE A" or "TYPE B."
POSITION X	Lets you move the game display area horizontally. Positive values move the image right and negative values move the image left.
POSITION Y	Lets you move the game display area vertically. Positive values move the image down and negative values move the image up.
FOCUS	Lets you change the sharpness of the image to NORMAL or SOFT.
EXIT	Press the X button to return to the Option menu.

SOUND SETTING MENU

Lets you adjust the sound output in addition to the type and volume of background music. Press the up and down directional button to choose an item and the right and left directional button to change settings.

OUTPUT	Lets you switch the sound to STEREO or MONAURAL.
BGM	Lets you set the type of background music to NORMAL or ARCADE type.
BGM LEVEL	Lets you adjust the volume of the background music to 1 of 8 levels.
BGM CHECK	Lets you listen to the background music. Press the right and left direction keys to make selections and press the X button to play the music.
EXIT	Returns you to the Game Options Menu.

RANKING MENU

Lets you check the score rankings in Arcade Play, Team Play, and Single Play in addition to the number of victories in Team Survival and Single Survival matches. You can see the top 10 scores for Arcade Play, Team Play, and Single Play by pressing the X button, the top 10 scores for Single Survival by pressing the □ button, and the top 10 scores for Team Survival with the Δ button. Press the ○ button to return to the Game Options screen.

SAVE & LOAD MENU

Using a memory card (8MB)(for PlayStation®2) lets you save and load various game data. Press the up and down directional button to select an item and press the X button to confirm.

SAVE	Saves various game data on the memory card (8MB)(for PlayStation®2).
LOAD	Loads various game settings saved on the memory card (8MB)(for PlayStation®2).
AUTO SAVE	Lets you switch the automatic save option on or off. Press the left or right directional button to switch this on or off. Switching this on saves game data automatically when needed.
EXIT	Press the X button to return to the Games Option Menu.

*Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD SLOT 1 before turning on the console.

*At least 150KB or more is needed on the memory card (8MB)(for PlayStation®2).

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To receive this warranty service:

1. Send in your Registration Card
2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game. See below for instructions.

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until the King decrees it so.

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The synthesis of breathtaking 3D animation with the heart and soul of a 2D classic is now complete.



Suggestive Themes,
Violence

PlayStation 2



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