



THE KING OF FIGHTERS EVOLUTION™

SNK

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SEGA

Dreamcast™



THE KING OF FIGHTERS EVOLUTION™

agetec™

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CONTENT RATED BY
ESRB
T-44302N

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



INTRODUCTION

Thank you for your purchase of this Sega Dreamcast GD-ROM title, "The King of Fighters EVOLUTION." Before beginning the game, be sure to carefully read this users' manual to learn how to play the game for maximum entertainment.

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MINUTE SPIKE
RED KIKKA

PROLOGUE

KING OF FIGHTERS TO BE HELD!

Once again invitations have been delivered to fighters throughout the world. But this time, something seems a bit peculiar. There's not even a trace of the global hype and excitement of previous competitions. The fighters are suspicious and in the invitation's message, a further mystery awaits...

3-ON-3 MATCH FORMAT. WELCOME TO THE "STRIKER MATCH!"

"What is the Striker Match?" The fighters cannot conceal their confusion about this unfamiliar match format. But all are not passive. Heidern has sensed something fishy about the tournament and dispatched Ralph and company to set about exposing the truth behind the event. Meanwhile, Benimaru Nikaido has been invited to the tournament as a member of the Special Team, comprised of unknown quantities. Only two names appear on the invitation, K Prime and Maxima. Benimaru is upset by these monikers, unknown in the world of fighting... With a major lump stuck in his craw, Benimaru heads for the venue along with the other fighters. What is this "Striker Match?" What is the secret behind this tournament? In the midst of a variety of unsettling mysteries, the curtain finally rises on King of Fighters!!!



THE STRIKER MATCH

IN TEAM BATTLES



Teams include 3 fighters and 1 Striker. The fighter who becomes a Striker can jump in to help out a teammate at any point during a round (for a set limit of appearances).

MATCH RULES

The first members of both teams begin to fight a one-round match. When the winner is decided, the loser is replaced by the second team member and the winner goes on to fight with his/her remaining energy levels (the winner's energy is restored slightly with a victory bonus and time bonus). The first team to beat all three members of the opposing team wins and goes on to the next match.

IN SINGLE BATTLES



One fighter appears in single battles accompanied by a Striker. As with team battles, the Striker can jump in to help out the fighter at any point during a match (for a set limit of appearances).

MATCH RULES

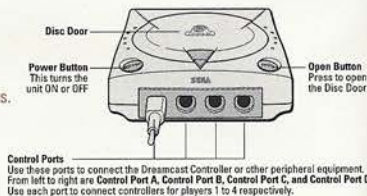
Matches basically consist of 3 rounds, and the first fighter to win 2 rounds (earn 2 points) becomes the victor. Victory points can be changed in the Option Mode (see p. 16).

USING THE SEGA DREAMCAST CONTROLLER

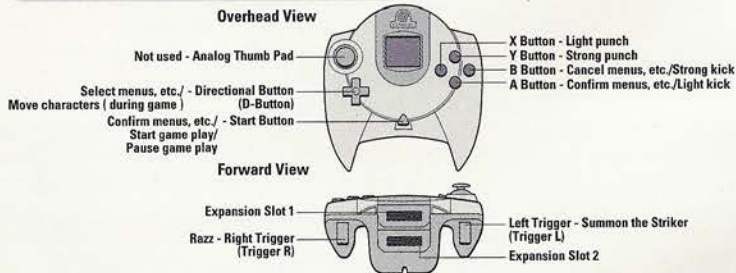
Here's an introduction of basic controller commands during game battles and various select screens. Try the separately sold Arcade Stick for the Sega Dreamcast to experience the same thrills and feel of arcade play.

★ The King Of Fighters™ Evolution is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

★ To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software.



SEGA DREAMCAST CONTROLLER



★ Be sure to purchase a separately sold controller to play 2 or more players.

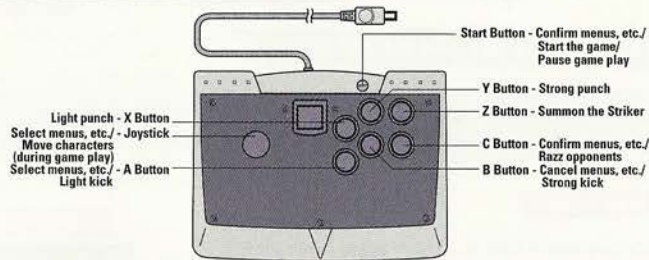
★ All commands are described in their initial setting. These can be changed with the Button Config Menu (see p. 17).

★ Never touch the Analog Thumb Pad or the Triggers L/R while turning the Sega Dreamcast Power ON.

Doing so may disrupt the Controller Initialization procedure and result in malfunction.

★ If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast Power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

SEGA DREAMCAST ARCADE STICK



★ To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **START** buttons. This will cause the Sega Dreamcast to soft-reset the software.

★ Change button command configurations with "Button Config" (see p. 17).

SEGA DREAMCAST JUMP PACK™

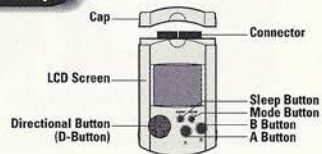
To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **START** buttons. This will cause the Sega Dreamcast to soft-reset the software. When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.



★ Be sure to refer to the instruction manual for the "Jump Pack" for proper installation procedures.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

★ While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



STARTING GAME PLAY (GAME MODES)

Press the Start Button when the Title Screen appears to call up the Mode Select Screen. Select a mode using the Directional Button, and push the Start Button or A Button to confirm the selection.

TEAM PLAY MODE

A team-battle story mode. A single-player mode against a computer team.

TEAM VS. MODE

A two-player mode where teams for Player 1 and Player 2 battle it out.

SINGLE PLAY MODE

A one-on-one battle story mode. A single-player mode against a computer opponent.

SINGLE VS. MODE

A two-player battle mode where one Player 1 character takes on a single Player 2 character.

SURVIVAL TIME ATTACK

A mode in which a player character races against the clock to beat all computer opponents. Unlike the Single Play Mode and Single VS. Mode, your character and Striker cannot be changed for each match.

SURVIVAL ENDLESS

Take on all computer characters in one-on-one battles and race to defeat as many opponents as possible in this mode. Unlike the Single Play Mode and Single VS. Mode, your character and Striker cannot be changed for each match.

**SINGLE ALL**

A mode in which you take on all computer characters in one-on-one battles. Unlike the Single Play Mode and Single VS. Mode, your character and Striker cannot be changed for each match.

PRACTICE

Learn how to use all of your Fighters' abilities.

EXTRA STRIKER

A mode for obtaining the Extra Striker. (See p. 19.)

OPTION MODE

A mode for changing various game settings. (See pp. 16 to 18.)



BEGINNING MATCHES

After a game mode has been selected with the Mode Select Screen, the match will begin in the sequence listed below.

1 CHARACTER SELECT

Select 4 characters for your team (or 2 in single-player matches). Select one character at a time with the Directional Button and push the A Button to confirm selections. When selecting the Extra Striker (see p. 19), move the cursor to "EXTRA STRIKER" and push the A Button. Then push the up or down buttons on the Directional Button and push the A Button to confirm. The Extra Striker at the time of Order Select is always appointed to the Striker position.



★ Match the cursor to the "?" mark on the Character Select Screen, to activate the roulette edit option and select a character or teammates randomly (characters are randomly determined for each match).



2 ORDER SELECT

Decide on the Striker and the order teammates appear in the match. Since each of the 4 team members are assigned to a direction of the Directional Button (up, down, right, left), select the direction that corresponds to your first selection and then select the remaining character directions. Push the A button to confirm selections. (The fourth selected character automatically becomes the Striker.)



3 BEGIN THE BATTLE!!!

★ With Team VS. and Single VS. modes, because the Stage Select Screen appears after selecting character order, push the up and down on the Directional Button to select a stage and push the A Button to confirm. Push the Triggers L/R or right and left on the Directional Button (or move the Joystick of the Arcade Stick left and right) while selecting characters to enjoy other versions of each stage.

BURST-IN PLAY

Pressing the Start Button of the unused controller (Port A or Port B) during team play or single play begins two-player vs. "burst-in play" battles.

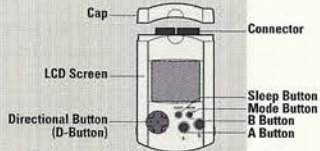
CONTINUE SERVICE

After losing a match in team play or single play, the continue countdown is displayed. Push the Start Button before the countdown reaches "0" to call up the Continue Service Screen and select 1 of 4 service bonuses. Press either the A, B, X or Y Button for the desired bonus.

- X BUTTON:** [1/3 Opponent Power] Play resumes with the opponent character's life gauge at 1/3 its normal level.
- Y BUTTON:** [MAX Power Gauge] Begins play with the Power Gauge at MAX for an unlimited time.
- A BUTTON:** [Striker MAX] Resumes game play wherein the Striker can be used at any time.
- B BUTTON:** [No Service] Resumes game play without any special service bonus.

DATA BACK-UP (THE MEMORY CARD)

Fundamentally, files are automatically saved and loaded in this game. A memory card (Visual Memory unit [sold separately]) is necessary for saving files. Seven (that's 7) blocks of open units are needed to save various files such as game files and options settings, 11 blocks are required for saving files in the Network (Internet) Mode (7 blocks for uploading and 4 blocks for downloading files). While saving a game file, never turn OFF the SegaDreamcast power, remove the memory card or disconnect the controller.



A GLANCE AT THE GAME SCREEN



- 1 **Life Gauge:**.....Shows remaining character energy during battle. When all energy is used up, the character loses. The gauge begins to flash red when energy decreases to a certain level.
- 2 **Timer:**.....Shows the remaining time for the round. The character with the most energy when the timer reaches "0" becomes the winner.
- 3 **Power Gauge:**.....Increases as a character attacks or takes damage (see p.12).
- 4 **Character Panel:**.....Shows the face of your character fighting in the match.
- 5 **Other Team Members:**.....Displays the names of team mates waiting to fight.
- 6 **Striker Panel:**.....Shows the face and name of your Striker character.
- 7 **Strike Bomb:**.....Use 1 bomb to summon the Striker (see p. 12).

BASIC PLAYER MOVEMENT

All commands here are described for characters facing toward the right of the screen. The "→" symbol shows which direction of the Directional Button to push. All button commands are described in their initial settings.

Basic Moves

Movement	(forward) or ← (backward)
Jump	↖ or ↑ or ↗
Crouch	↙ or ↓ or ↘
Guard	← (standing guard) or ↙ (crouching guard) while being attacked.
Punch	X Button (Light) or Y Button (Strong)
Kick	A Button (Light) or B Button (Strong)

Special Moves

Dash	→→ quickly
Back Step	←← quickly
Forward Emergency Escape	(→+) X + A Buttons simultaneously
Backward Emergency Escape	←+ X + A Buttons simultaneously
Moving Attack	Push any button (X, Y, A or B) during any "Emergency Escape"
Body Toss Attack	Push Y + B simultaneously
Houdini Body Toss Escape	←or→ + X, Y, A or B simultaneously when caught in a body toss
Knockdown Recover	X + A simultaneously before a knockdown
Razz	R Trigger
Summon Striker	L Trigger or Y + A simultaneously (See p. 12)
Activate Counter Mode	X + Y + A simultaneously (See p. 13)
Activate Armor Mode	Y + A + B simultaneously (See p. 13)

STRIKER-SUMMONS

The Striker bails out his teammates in battle, and the use of this character is the key to winning. Summon the Striker at any time when there is a supply of Strike Bombs to help out teammates in a pinch. You get three Strike Bombs at the beginning of a match and another one when a new character replaces another, for a maximum stock of 5 bombs. The number of Strike Bombs can also be changed in the Game Option Mode (see p. 16).

Striker Summons: Push the Y + A Buttons simultaneously, or the Trigger L

POWER GAUGE

The power gauge at the top of the screen increases each time your character attacks an opponent or receives damage, and these are stocked away when they reach a certain level. A maximum of 3 gauges can be stored and then spent to use one of the commands below.

► USES UP 1 POWER GAUGE

Super Special Move:	More destructive than a Special Move. These change to Power MAX Super Special Moves when the Life Gauge flashes red. Commands vary for each character.
Forward Guard Cancel Emergency Escape:	In the guard position, push → + X + A buttons together.
Backward Guard Cancel Emergency Escape:	In the guard position, push ← + X + O buttons together.
Guard Cancel Blow-Away Attack:	In the guard position, push Y + B together.

► USES UP 3 POWER GAUGES

Activate "Counter Mode":	Push X + Y + A simultaneously.
Activate "Armor Mode":	Push Y + A + B simultaneously.

COUNTER MODE

With the use of all 3 Power Gauges, enter this mode that greatly increases the offensive capabilities of your character for a limited time only. Wage more aggressive attacks with this mode. Once 3 Power Gauges are stocked, push the "X, Y & A Buttons simultaneously." While the Counter Mode is activated, your character glows red and receives the following advantages.

- Can use unlimited Super Special Moves! (Power MAX Super Special Moves, however, are deactivated.)
 - With a Cancel Move from a Moving Attack, enter a Special Attacks, Special Moves, and Super Special Moves.
 - Use a "Super Cancel" linked with a Super Special Move using a Cancel Move from a Super Special Attack.
- ★Guard Cancel Emergency Escape and Guard Cancel Blow-Away Attacks cannot be used.
★When the mode ends, the character enters a temporary overheat stage wherein their power gauge does not increase.

ARMOR MODE

Greatly increase the defensive capabilities of your character for a limited time only with the use of all 3 Power Gauges. This mode allows characters to instantly counterattack against enemy blows and turn the course of battle in a flash. Push "Y + A + B Buttons simultaneously" when 3 Power Gauges are stocked. While Armor Mode's activated, your character glows yellow and gets the following bonuses.

- Life energy doesn't decrease even when guarding against Super Special Moves.
 - Stay tough in the invincible "Super Armor" state even while sustaining attacks (certain attacks excluded).
 - Send opponents into space with the "Moving Emergency Escape Attack" and chase them down for further attacks before they hit the ground.
- ★Super Special Moves, Guard Cancel Emergency Escapes, and Guard Cancel Blow-Away Attacks cannot be used.
★When the mode ends, the character enters a temporary overheat stage wherein their power gauge does not increase.

PAUSE MENU

Call up the Pause Menu by pressing the Start Button during game play, or when the Character Select Screen appears, to change various game settings. Select items with the Directional Button and push the A button to confirm selections. When Player 1 pauses game play, only this player can make changes, and when Player 2 pauses game play, only Player 2 can make changes.

Pause Menus for All Game Modes

CONTINUE.....End the pause and resume game play.

BUTTON CONFIG.....Change commands for each button on the controller. Push up and down on the Directional Button to select an item and right and left to change settings. (See p. 17.)

COMMAND LIST.....Check commands for your character's Special Moves, etc.

MODE SELECT.....Return to the Mode Select Screen.

Pause Menu During Character Select

CONTINUE.....End the pause and resume game play.

BUTTON CONFIG.....Change the commands for each button on the controller. Push up and down on the Directional Button to select an item and right and left to change settings. (See p. 17.)

MODE SELECT.....Return to the Mode Select Screen.

Pause Menu for Practice Mode Only

PRACTICE OPTION.....Change the state of your practice opponent. (See p. 15.)

CHARACTER CHANGE.....Return to the Character Select Screen.

★Push the Start Button to exit the Pause Menu.

PRACTICE MODE

Practice Mode is a training mode ideal for polishing your skills using move commands and putting together combo moves. After selecting "PRACTICE" on the Mode Select screen, select the "Character", "Striker", "Practice Opponent" and "Practice Opponent Striker" in this order. This mode can be started from either the 1P player or 2P player controller. When you use the Teaser in this mode, the opponent will come forward.

PRACTICE OPTION

Press the Start Button while practicing, select "PRACTICE OPTION" from the Pause Menu, and push the A button to call up the Practice Option Screen where you can change the state of your practice opponent. Push up and down on the Directional Button to select items and right and left to change settings.



ACTION.....Select the condition of your opponent (STAND, CROUCH, and JUMP).

COUNTER.....Determines whether your opponent can fight back and give damage.

ATTACK.....Determines whether your opponent can attack.

GUARD.....Determines whether your opponent can guard against your attacks.

LIFE.....Determines the level of your character's Life Gauge.

CANCEL.....Returns all Practice Option settings to their initial state.

EXIT.....Push the A button here to return to the Practice Pause Menu.

OPTION MODE

OPTION MODE

A mode wherein various game settings can be changed as desired. After selecting "OPTION" on the Mode Select Screen, use the Directional Button to select items and push the Start Button or the A Button to confirm selections. Call up each Set-Up Screen to change settings.



GAME OPTION

Change systems and match rules during game play. Push up and down on the Directional Button to select an item and change settings by pushing right and left.

- DIFFICULTY**..... Set the game difficulty against the computer at 1 of 8 levels.
- PLAY TIME**..... Change the time limit for rounds.
- POWER GAUGE**..... Set the condition of the power gauge during game play.
- STRIKER**..... Determine the number of times you can use the Striker during a match.
- SINGLE POINT 1P**..... Change the number of victory points needed in one-player single matches.
- SINGLE POINT VS.**..... Change the number of victory points needed in two-player play single matches.
- DISP. CUT**..... Select whether to display the Timer, Life Gauge, and Power Gauge.
- SOUND**..... Decide whether to change audio output to stereo or monaural sound.
- LANGUAGE**..... Select the language of messages throughout the game.
- CANCEL**..... Return all Game Option settings to their initial state.
- EXIT**..... Return to the Option Mode Screen.

BUTTON CONFIG.

Change the command settings for each controller button. Push up and down on the Directional Button to select an item and change settings by pushing right and left.



- A/B/R/X/Y/L**..... Change the command settings for each button and trigger.
- VIBRATE**..... Select whether the Jump Pack will vibrate or not.
- CANCEL**..... Return all button command settings to their initial state.
- EXIT**..... Return to the Option Mode Screen.

★When changing button settings, it's also possible to assign combinations of buttons one must push to use special commands, Special Moves, and Super Special Moves. Certain settings available for Special Moves and Super Special Moves, however, are pre-determined.

ADJUST DISPLAY

Adjust the position of various displays such as game screens and gauges shown during game play. After pressing up and down on the Directional Button to select an item and pushing the Start Button or A Button to confirm a selection, use the Directional Button to adjust the display position. Push the B Button to cancel items you've selected.



- DISPLAY**..... Adjusts the position of the game screen.
- POWER GAUGE**..... Adjusts the position of the Life and Power Gauges.
- STRIKER**..... Adjusts the position of the Strike Bombs.
- CANCEL**..... Returns all adjusted displays to their initial positions.
- EXIT**..... Return to the Option Mode Screen.

MEMORY CARD

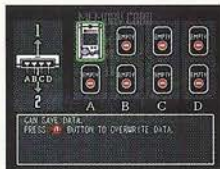
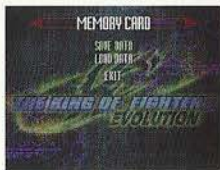
Save and load files such as game settings and the results of matches. Select an item with the Directional Button and push the Start Button or the A Button to confirm selections.

SAVE DATA.....Allows files to be saved on the memory card.

LOAD DATA.....Allows files to be uploaded from the memory card.

EXIT.....Return to the Option Mode Screen.

By selecting "SAVE FILE" or "LOAD FILE," call up the screen that enables the selection of the port to use for saving and loading files. Check that the memory card has been inserted into the port designated for use and match the cursor to that port with the Directional Button. Push the Start Button or the A Button to confirm.



RECORDS

Check on records for each Survival Mode battle (Time Attack and Endless), your current total of ability points, and the percentages of use for characters. Push the right or left of the Directional Button to select items and up and down to move the screen to the desired display area. Push the B Button to return to the Option Mode Screen.

EXIT

Return to the Mode Select Screen.

EXTRA STRIKER MODE

This game includes characters known as Extra Strikers, who specialize as Striker characters. Select "EXTRA STRIKER" on the Member Select Screen and Seth and Vanessa will appear. Although neither of them can be used as a player character, they strengthen your team as a powerful Striker. But that's not all! There are plenty of other Extra Strikers in the game and you'll have to rack up those ability points during game play to be able to earn their support. In other words, this is a special mode to obtain the services of Extra Strikers other than Seth and Vanessa. Build up Ability Points in the 5 game modes – Team Play, Single Play, Survival-Time Attack, Survival Endless, and Single All – and select "EXTRA STRIKER" from the Mode Select Screen. Push right or left of the directional button to select the desired Extra Striker and push the A Button to confirm. If your Ability Point total reaches certain values, you'll find yourself some brand new Extra Strikers!



CHARACTERS & THEIR SPECIAL MOVES

Understanding Special Move Command Symbol



Meanings of Symbols in Command Charts

- [→] Direction to push the Directional Button.
- [X · Y · A · B] ... Button abbreviations
- [★] Super Special Moves

Super Special Move Tips

- ▶ Super Special Moves can be used when there is a stock of Power Gauges during normal play.
- ▶ When Super Special Moves are used while the Life Gauge flashes red, they become Power MAX Super Special Moves.
- ▶ Super Special Moves can be used unlimitedly while the Counter Mode is activated (Power MAX Super Special Moves cannot be used).
- ▶ Super Special Moves cannot be used while Armor Mode is activated.

K PRIME		The Trigger	↓↘→+X or Y
		Crew Bite	→↓↘+X or Y
		Minute Spike	↓↘←+A or B
		Blackout	↓↘→+A or B
		★ Chain Drive	↓↘→↘↓↘←+X or Y
MAXIMA		M-4 Vapor Cannon	↓↘←+X or Y
		Maxima Scramble	↓↘→+X or Y
		M-11 Dangerous Arch	near opponent ←↘↓↘→+A or B
		★ Bunker Buster	↓↘→↘↓↘←+X or Y
		★ Maxima's Revenge	near opponent (→↘↓↘←)×2+A or B
BENIMARU NIKAIIDO		Iaido Kick	↓↘→+A or B
		Bounce-Back Tri-Level Kick	during Iaido Kick ↑↓+A or B
		Shinku Katatogema	↓↘←+X or Y
		Lightning Fist	↓↘→+X or Y
		★ Phantom Hurricane	↓↘→↓↘→+A or B

- ★ All button commands in this list are described in their initial settings.
- ★ There are other Moves besides following. Try to find them!

SHINGO YABUKI		Beginner's Wild Bite	↓↘→+X
		Beginner's Poison Bite	↓↘→+Y
		Beginner's Demon Flyer	→↓↘+X or Y
		Beginner's Crescent Moon Crunch 210	→↘↓↘←+A or B
		★ Burning Shingo	↓↘←↘↓↘→+X or Y
TERRY BOGARD		Burning Knuckle	↓↘←+X or Y
		Power Wave	↓↘→+X
		Spherical Wave	↓↘→+Y
		Rising Tackle	↓ briefly ↑+X or Y
		★ Power Geyser	↓↘←↘↓↘→+X or Y
ANDY BOGARD		Zan Ei Ken	↘→+X or Y
		Hisho Ken	↓↘←+X
		Violent Hisho Ken	↓↘←+Y
		Sho Ryu Dan	→↓↘+X or Y
		★ Shadow Comet Punch	↓↘←↘↓↘→+X or Y
JOE HIGASHI		Hurricane Upper	←↘↓↘→+X or Y
		Tiger Kick	→↓↘+A or B
		Golden Heel Hurter	↓↘←+A or B
		Megaton Punch	X or Y repeatedly
		★ Emphyrean Tripper	↓↘→↓↘→+A or B
SHIRANUI MAI		Ryu En Bu	↓↘←+X or Y
		Night Plover	↓↘←+A or B
		Kacho Sen	↓↘→+X or Y
		Deadly Ninja Bees	←↘↓↘→+A or B
		★ Phoenix Fandango	↓↘←↘↓↘→+X or Y
SAKAZAKI RYO		Tiger Flame Punch	↓↘→+X or Y
		Koho	→↓↘+X or Y
		Lightning Legs Knockout Kick	→↘↓↘←+A or B
		Tiger Roar Punch	↓↘←+X or Y
		★ Heaven Glaze Punch	↓↘→↓↘→+X or Y

ROBERT
GARCIA

Dragon Blast Punch	← briefly → + X or Y
Steaming Gale Kick	← briefly → + A or B
Scalding Punt	↓ briefly ↑ + X or Y
Flying Dragon Slice	↓ briefly ↑ + A or B
★ Dragon-Tiger Fandango	↓ ↘ ↙ ↓ ↘ ↙ + X or Y

YURI
SAKAZAKI

Tiger Flame Punch	↓ ↘ ↙ + X or Y
Rai Koh Ken	↓ ↘ ↙ + A or B
Hisho Ken Blitz	↓ ↘ ↙ + X or Y
The 100 Blows	→ ↘ ↓ ↘ ↙ + A or B
★ Flying Phoenix Kick	↓ ↘ ↙ ↓ ↘ ↙ + A or B

TAKUMA
SAKAZAKI

Tiger Flame Punch	↓ ↘ ↙ + X or Y
Steaming Gale Kick	← briefly → + A or B
Tiger Boulder Bash	↓ ↘ ↙ + X or Y
Zan Retsu Ken	→ ↘ ↙ + X or Y
★ Haoh Shi Koh Ken	→ ↘ ↙ ↓ ↘ ↙ + X or Y

LEONA



Moon Slasher	↓ briefly ↑ + X or Y
Grand Saber	← briefly → + A or B
X-Caliber	during jump ↓ ↘ ↙ + X or Y
★ V-Slasher	during jump ↓ ↘ ↙ ↓ ↘ ↙ + X or Y
★ Grateful Deceased	↓ ↘ ↙ ↓ ↘ ↙ + X or Y

RALF



Gatling Attack	← briefly → + X or Y
Soaring Bomber Punch	↓ briefly ↑ + X or Y
Vulcan Punch	X or Y repeatedly
Scrumming Ralf	→ ↘ ↓ ↘ ↙ + A or B
★ Horsepower Vulcan Punch	↓ ↘ ↙ ↓ ↘ ↙ + A or B

CLARK



Gatling Attack	← briefly → + X or Y
Super Argentine Back Breaker	near opponent ← ↘ ↓ ↘ ↙ + A or B
Mounting Tackle	← ↘ ↓ ↘ ↙ + X or Y
Napalm Stretch	→ ↘ ↙ + X or Y
★ Running Three	(← ↘ ↓ ↘ ↙) × 2 + A or B

WHIP



Boomerang Shot	← ↘ ↓ ↘ ↙ + X or Y
Assassin's Strike	→ ↘ ↙ + X · Y · A · B
Hook Shot	during jump ↓ ↘ ↙ + X or Y
Strength Shot	→ ↘ ↓ ↘ ↙ + X or Y or A
★ Sonic Slaughter	↓ ↘ ↙ ↓ ↘ ↙ + X or Y

ATHENA
ASAMIYA

Psycho Ball Attack	↓ ↘ ↙ + X or Y
Phoenix Arrow	during jump ↓ ↘ ↙ + A or B
Psycho Reflector	→ ↘ ↓ ↘ ↙ + A
Psycho Shot	← ↘ ↓ ↘ ↙ + X or Y
★ Arrow of Phoenix's Fang	during jump ↓ ↘ ↙ ↓ ↘ ↙ + A or B

KENSOU
SHII

Earth Dragon Fang Nibble	← ↘ ↓ ↘ ↙ + X
Heaven Dragon Fang Nibble	← ↘ ↓ ↘ ↙ + Y
Dragon Upper Cut	← ↘ ↙ + A or B
Air-Spin Jab	↓ ↘ ↙ + X or Y
★ Super Dragon Combo Punch	↓ ↘ ↙ ↓ ↘ ↙ + X or Y

CHIN
GENSAI

Gourd Attack	↓ ↘ ↙ + X or A
Burning Sake Belch	→ ↘ ↙ + X or A
Orbital Thrust	← ↘ ↓ ↘ ↙ + A or B
Drunken Goblet Bunt	↓ ↘ ↙ + X or A
★ Thundering Flame Blast	↓ ↘ ↙ ↓ ↘ ↙ + X or A

BAO



Front Psycho Ball Attack	↓ ↘ ↙ + X
Rising Psycho Ball Attack	↓ ↘ ↙ + X
Psycho Ball Ricochet Attack	↓ ↘ ↙ + A
Forward Aerial Psycho Ball Attack	during jump ↓ ↘ ↙ + X
★ Max Psycho Ball Attack	↓ ↘ ↙ ↓ ↘ ↙ + X or Y

KING



Venom Strike	↓ ↘ ↙ + A
Surprise Rose	→ ↘ ↙ + X or Y
Trap Shot	→ ↘ ↙ + X or B
Mirage Dance	near opponent ← ↘ ↓ ↘ ↙ + X or Y
★ Illusion Dance	↓ ↘ ↙ ↓ ↘ ↙ + X or B

BLUE
MARY

Spin Fall	↓↘→+X or Y
Straight Slicer	← briefly →+A or B
Vertical Arrow	→↓↘+A or B
Real Counter	↓↘←+X or Y
★ Mary's DynaSwing	↓↘→↓↘→+A or B

KASUMI
TODO

Ecstasy Crunch	↓↘→+X or Y
Invisible Body Blow	←↘↓↘→+A
Fakeout Crunch	←↘↓↘→+B
White Mount Pounce	↓↘←+A or B
★ Ultimate Ecstasy Crunch	↓↘→↓↘→+X or Y

XIANG-FEI
LI

Gutter Fan	→↓↘+A or B
Dreamworld Wave	↓↘→+X or Y
Sonic Jab	(↓↘→+A)×2
Cardiac Arrest Wave	↓↘→+B
★ Fangs of Virtue	near opponent (→↘↓↘←)×2+X or Y

KIM
KAP HWAN

Crescent Moon Slash	↓↘←+A or B
Flying Slash	↓ briefly ↑+A or B
Comet Cruncher	← briefly →+A or B
Flying Kick	during jump ↓↘→+A or B
★ Ascending Firebird Kick	↓↘→↓↘→+A or B

CHAN
KOWHAN

Breaking Iron Ball	← briefly →+X or Y
Spinning Iron Ball	X or Y repeatedly
Big Destroyer Toss	near opponent →↘↓↘←+X or Y
★ Iron Spheres of Chaos	↓↘→↘↓↘←+X or Y
★ Reverse 301 Slash Talon Comb	↓↘→↓↘→+A or B

CHOI
BOUNCE

Hurricane Cutter	↓ briefly ↑+X or Y
Hisho Kuretsuzan	↓ briefly ↑+A or B
Flying Monkey Slice	← briefly →+X or Y
Flying Kick	during jump ↓↘→+A or B
★ Tornado Ripper	(→↘↓↘←)×2+X or Y

JHUN
HOON

Full Moon Slice	↓↘←+A or B
Exhaust Attack	↓↘←+X or Y
Sand Slicer	↓ briefly ↑+X or Y
Falcon/Tiger Flayer	↓↓+X / ↓↓+A
★ Rising Phoenix Boot	during jump ↓↘→↓↘→+A or B

KYO
CLONE #1

Evil Exorcism	↓↘→+X or Y
Enigma Vessel	→↓↘+A or B
Overhauled 7-5 Bouncer	↓↘→+A·A or B·B
Blue Demon	↓↘←+X or Y
★ Serpent Shear	↓↘←↘↓↘→+X or Y

KYO
CLONE #2

R.E.D Kick	↓↘→+X
Poison Bite	↓↘→+Y
Demon Flayer	←↓↘+A or B
Wild Bite	→↓↘+X or Y
★ Freestyle	↓↘→↓↘→+X or Y

KUSANAGI
KYO

Fire Ball	→↓↘+X or Y
427 Locomotive Upper	→↘↓↘←+A or B
Wicked Chew	↓↘→+X
Poison Gnawfest	↓↘→+Y
★ Ceremony Super Slash 182	↓↘→↓↘→+X or Y

IORI
YAGAMI

Fire Ball	→↓↘+X or Y
Dark Thrust	↓↘→+X or Y
Deadly Flowre	(↓↘←+X or Y)×3
Dark Crescent Slice	→↘↓↘←+A or B
★ Reverse 301 Slash Talon Comb	↓↘→↓↘→+A or B

KRIZALDO



Typhon's Rage	↓↘→+X or Y
Lethal Impact	↓↘→+A or B
Rising Dark Moon	→↓↘+X or Y
Desperate Moment	→↘↓↘←+X or Y
★ Desperate Oppression	↓↘→↘↓↘←+X or Y

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