

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Ey
Altered vision Inv

Eye or muscle twitching Loss of awareness Involuntary movements Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARETRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

KING OF FIGHTERS CONTROLS

Basic Commands

L Button **R** Button Strong Kick Strong Punch A Button **Control Pad** Character Movement/ Select Menu **Guard/Cursor Movement** START SELECT (GAME BOY NOVANCE START Pause/Start Game

SELECT

Teaser Move

Weak Kick/

B Button Weak Punch/Cancel Menu

■ 3 Button Mode

A Button: Weak Kick + R Button: Strong Punch

B Button: Weak Punch ⇒ + R Button: Strong Kick

■ Special Commands (when character is facing right)

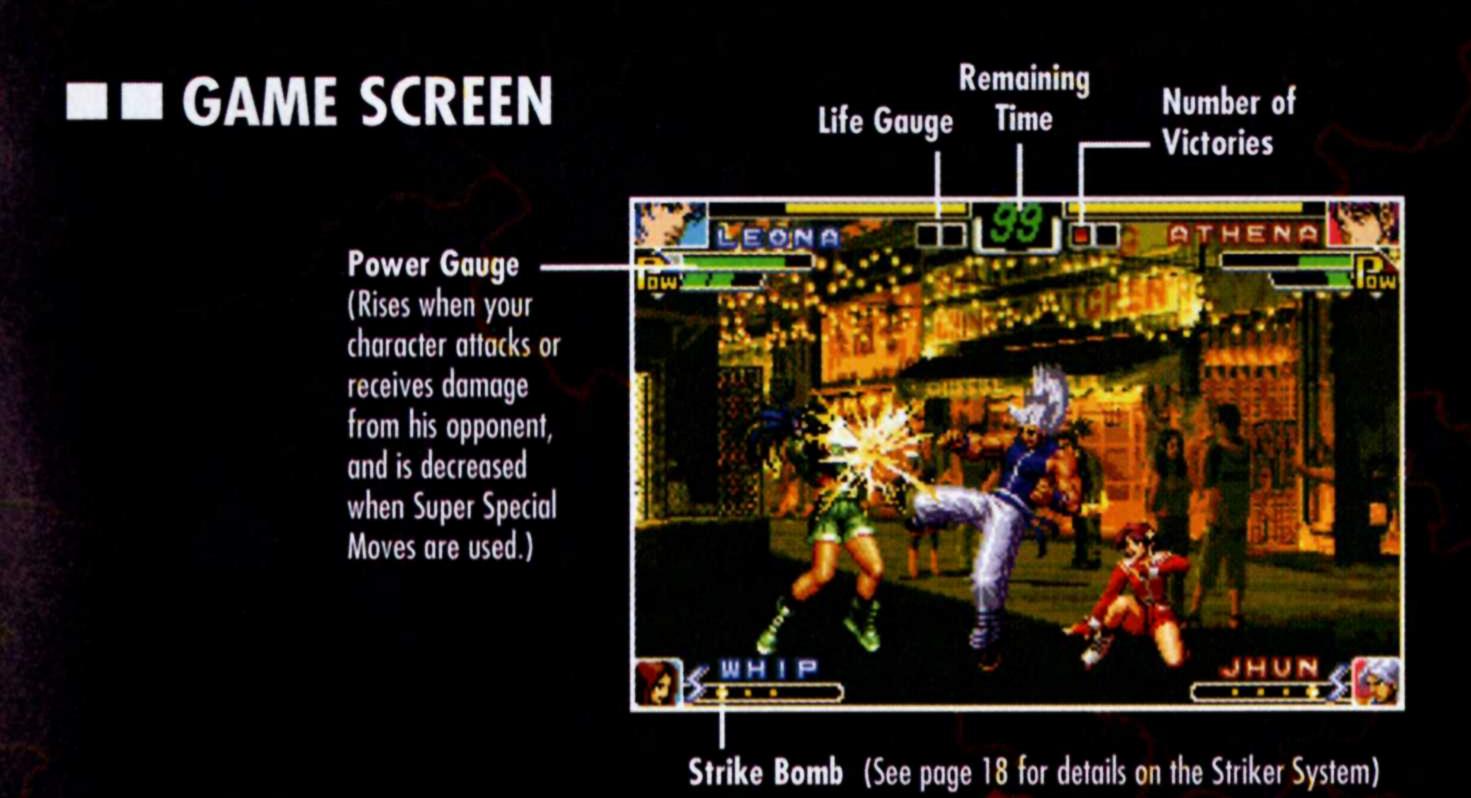
Dash — ⇒ ⇒ (Quickly)

Forward Roll/Backward Roll — <□ or □⇒ and A & B

Back Step — <> ← (Quickly)

Blow-Away Attack — Push the L & R Buttons simultaneously (or R & B Buttons in the 3 Button Mode.)

Body Toss Release — When caught in a throw, \Leftarrow or \Rightarrow + A, B, L or R Buttons. **Protective Tumble** — Push the A & B Buttons simultaneously right before being knocked down.



GAME PLAY

To win a round you must reduce all of the life in your opponent's Life Gauge within the set time limit. (If time runs out, the fighter with the most life remaining wins the round. If both fighters have the same amount of life remaining, both fighters lose.)

TEAM BATTLES — Fight with three fighters and one striker. The first team to defeat all three members of the opposing team wins the round.

SINGLE BATTLES — One fighter and a striker take on an opponent. The first fighter to win three rounds becomes the victor.

GAME MODES

TEAM PLAY — A team battle story mode.

SINGLE PLAY — A single-character battle story mode.

TEAM VS — A team battle for two players via a Game Boy® Advance Game Link® Cable.

SINGLE VS — A single-character battle for two players via a Game Link® Cable.

SURVIVAL ENDLESS — A single-character battle against all computer-controlled characters.

SURVIVAL TIME ATTACK — Race for the best time fighting single-character battles against all computer-controlled characters.

PRACTICE — A mode for practicing moves. Lets you select your opponent's reactions, counterattack conditions, guarding, and attack patterns.

OPTIONS — Lets you make adjustments to button configurations, difficulty levels, etc.

OPTIONS

BUTTON CONFIG — Change button functions in 4 Button and 3 Button modes.

DIFFICULTY — Adjust game difficulty.

PLAY TIME — Set round times at normal or ∞ (untimed play).

STRIKER — Sets the frequency you can use the Striker at 3 to 5 times.

RECORD — View high scores, etc.

THE HERO TEAM

Months have passed since the battle with Orochi, a fearsome force of Gaia, that seeks to eliminate the pestilence known as humankind from the face of the earth. Enter Kyo Kusanagi, heir to the Kusanagi style of ancient martial arts and bane of the Orochi. With his friend and rival, the stylish super-shooter Benimaru Nikaido and the young Moe Habana, consummate master of the Way of the Slicing Fist, the reborn Hero Team stands ready for new battles!



THE HERO TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

KYO KUSANAGI 100 Baked Demon ⇒ 🗗 🕥 + Punch

114 Wicked Chew ♥ ♥ + Weak Punch

*S108 Major Serpent Wave ↓☆♦♥ ♦ ♦ + Punch

BENIMARU NIKAIDO

laido Kick ↓ 🗘 🖈 + Kick

Shinku Katate Goma 🗸 🖒 <= + Punch

Lightning Slicer

□ □ + Punch

* Lightning Bolt Punch ♣ ♣ ♣ ♣ ♣ Punch

MOE HABANA

Reading Stars $\Leftrightarrow \circlearrowleft + Punch$

Steam Blast $\Rightarrow \circlearrowleft \hookrightarrow + Kick$

Deciphering Moon

□ □ □ + Kick

* Cherry Blossom Storm ↓ ♦ ♦ ♦ ♦ ♦ + Punch

THE FATAL FURY TEAM

This team boasts Terry Bogard, the wandering fighter who has traveled the world, and Andy Bogard, master of Shiranui Koppo, the ancient Japanese martial art of bone breaking. Along with the brothers Bogard, who have tempered the fists into weapons to avenge their father, comes Mai Shiranui, the beautiful successor to the Ninja Arts of Shiranui. As far as winning goes, this team's Number One! But can the fangs of these wolves tear open the terrible conspiracy that hides below the facade of festivities?



■ THE FATAL FURY TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

TERRY BOGARD

Burning Knuckle ↓ \ \ → + Punch

Power Wave ↓ \sigma + Weak Punch

Rising Tackle briefly, then 1 + Punch

* Power Geyser ⇩⇙⇦⇨ + Punch

ANDY BOGARD Zan Ei Ken \(\sigma \sigma \rightarrow + Punch

Sonic Rip ← ♥ ♥ ♥ + Kick

Sho Ryu Dan ⇒ 🗗 🖒 + Punch

* Super Shell Burst ↓☆⇔☆ + Kick

MAI SHIRANUI

Deadly Bees ← ♥ ♥ ♦ + Kick

Dragon Flame Fandango ↓ → + Punch

* Super Deadly Ninja Bees ↓☆♦♀♦ + Kick

THE ART OF FIGHTING TEAM

The "Invincible Dragon" Ryu Sakazaki and the "Mighty Tiger" Robert Garcia, the two extolled as the dragon and tiger of Kyokugen karate have arrived at King of Fighters! In place of the ailing Yuri, Ms. King, a.k.a. "Dazzling Muetai Magic," graces the guys with her presence. To introduce the world to Kyokugen and receive honor as the mightiest of the mighty, the young dragon and tiger, along with the Queen of Kick are ready to engage the most powerful fighters of the world in battle.



THE ART OF FIGHTING TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

RYO SAKAZAKI Tiger Flame Punch 🗸 🖒 🖈 + Punch

Koho ⇒ U + Punch

Slicing Wind Punch ⇒ ⇔ → + Punch

* Conquest Cruncher ⇒ ⇔ ₽ ₽ + Punch

ROBERT GARCIA Steaming Gale Kick 🗢 briefly, then 🖈 + Kick

Dragon Drubber ⇐ briefly, then ⇒ + Punch

Steaming Combo Kick (Near Opponent) Up briefly, then 1 + Punch

* Dragon-Tiger Fandango ↓ ♀ ♀ ♀ ↓ ↓ ← + Punch

KING Venom Strike ♥♥ → + Weak Kick

Trap Shot ⇒ ♥ 🗘 + Kick

* Illusion Dance ♣ ♥ ♥ ♥ ♥ ♥ + Kick

THE IKARI TEAM

The tournament that forms the peak of fighting ability, the King of Fighters is their goal. While they possess the power to win this tournament, the Ikari Team have no interest in the tournament's trappings. This year, too, the trio-Ralph, Clark, and Leona-under orders from Heidern, join the fight not as contestants, but professional soldiers. Most important is their duty to reveal the nature of the scheme devised by those who creep in the shadows of this tournament and put an end to it before all heck breaks loose.



■ ■ THE IKARI TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

LEONA Moon Slasher ♣ briefly, then ♣ + Punch
Baltic Launcher ➡ briefly, then ➡ + Punch
Grand Saber ➡ briefly, then ➡ + Kick
*V-Slasher (During Jump) ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ + Punch

RALPH Gatling Attack ← briefly, then → + Punch
Vulcan Punch Tap repeatedly on Punch Button
Sudden Drop Slam (Ground) ↓ briefly, then û + Punch
*Super Vulcan Punch ↓ ☆ ➡ ♥ ♥ ← + Punch

THE PSYCHO SOLDIER TEAM

Athena, Kensu, and Bao work to polish their skills as Psychic Soldiers in preparation for the forthcoming battle with a massive evil, until the day Kensu loses his psychic powers. Seeing the discouraged Kensu, Master Chin orders his three young charges to enter the King of Fighters tournament. During the world's most grueling tournament, will Kensu discover the true path he must walk in life?



THE PSYCHO SOLDIER TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

ATHENA ASAMIYA

Psycho Ball Attack 🗸 🖒 🗢 + Punch

Phoenix Arrow (During Jump)

□ □ □ + Kick

SIE KENSU

Serpent Fang ← ♥ ♥ ♥ + Punch

Serpent Jawbreaker ← ↓ + Kick

* Dragon God Heaven Hoolah ↓ ♥ ♥ ♥ ↓ ↓ ♦ + Strong Kick

BAO

Psychoball A Rise 🗸 🗘 🗁 + Weak Punch

Psychoball A Reflect 🕹 🖒 🗢 + Weak Kick

TEAM KOREA

Under the guidance of Kim Kap Hwan, ally of Justice, Chan and Choi, the former duo of evil, devote their days to training in order to return to normal society. The two are reaching their fill of rigorous training, but if they win this year's King of Fighters, they will be able to return home, so it's all worthwhile. To return to family or to sink their teeth in mutton, roasted whole, the unusual Tae Kwon Do trio is focusing all its efforts on victory this year.



TEAM KOREA MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

KIM KAPHWAN

Han Getsu Zan ↓☆ ← + Kick

Hishou Zan ↓ briefly, then û + Kick

Hishou Kyaku (During Jump) ♣ 🖒 🖒 + Kick

* Phoenix Flail (Aerial OK) ↓☆⇔⇔ + Kick

CHAN KOEHAN

Ball and Bash <= briefly, then ⇒ + Punch

Spinning Steel Tap Punch repeatedly

Drumming Drubber ← ♥ ♥ ♥ + Kick

* Berserk Ball ひ公⇒公ひひ⇔ + Punch

CHOI BOUNGE

Tornado Swing ♥ briefly, then û + Punch

Rising Rip Up briefly, then 1 + Weak Kick

Flying Ape Surprise Attack ⇒ briefly, then ⇒+ Punch

* Super Tornado Vacuum Slice → > 1 + Punch

FOR EXPERTS

■ The Striker System

Press the A & L Buttons simultaneously to summon Strikers.

The Striker offers a variety of back-up attacks. With each back-up attack, you lose 1 Strike Bomb, and if the fighters change off, you gain 1 Strike Bomb. (The number of Strike Bombs can be adjusted in OPTIONS. See page 5.)

Counter Mode

Press the A, L & R Buttons simultaneously to activate.

Using the command above and 3 Power Gauges activates the Counter Mode to increase your attack power. Your character turns red during activation, and this state continues until your Power Gauge is exhausted.

- Permits unlimited use of Super Special Moves.
- Canceling from a Super Move lets you use Super Special Moves (Super Cancel).

(In this mode, the Guard Cancel Emergency Evasion and Guard Cancel Blow-Away Attacks cannot be used.)

Armor Mode

Press the B, L & R Buttons simultaneously to activate.

Using the command above and 3 Power Gauges activates the Armor Mode and increases your defensive capabilities. During activation, your character turns yellow and this state continues until the Power Gauge is exhausted.

- Your character's life will not decrease even when he/she guards against Special Moves.
- Your character is not knocked off guard when attacked (Super Armor).

(In this mode, Super Special Moves, the Guard Cancel Emergency Evasion and Guard Cancel Blow-Away Attacks cannot be used.)

CUSTOMER SUPPORT

Sammy Entertainment, Inc. 2049 Century Park East, Suite 2750 Los Angeles, CA 90067

Marketing Support:

1-877-LA-SAMMY (527-2669) or e-mail: support@sammy-ei.com

For more information on Sammy Entertainment check out www.sammy-zone.com.





有能起源 門 傳



GMESSEL 14.00

WARRANTY

Sammy Entertainment, Inc. warrants to the original consumer purchaser that this Sammy Entertainment, Inc. Game Pak shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Game Pak or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sammy Entertainment, Inc. at 1-877-LA SAMMY (1-800-527-2669) or send an e-mail to "support@sammy-ei.com" to obtain support.

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SAMMY ENTERTAINMENT, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



Sammy Entertainment, Inc. 2049 Century Park East, Suite 2750, Los Angeles, CA 90067



© SNK. Licensed by Marvelous Entertainment Inc. Published by © Sammy Corporation 2002. Sammy is a registered Trademark of Sammy Corporation. Customer Support Sammy Entertainment Inc. Distributed by Majesco Sales Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

PRINTED IN JAPAN.