

KOF'02

BE THE FIGHTER!



Basic Commands

(When characters are facing right.)



Weak
Punch



Weak
Kick



Strong
Punch



Strong
kick

Special Moves

(When Characters are facing right!)

DASH

Quickly tap the joystick toward twice →→

BACK DASH

Quickly tap the joystick backward twice ←←

EVASION

→ or ← + A, B pushed simultaneously

AWAY ATTACK

C, D pushed simultaneously

ROLL LANDING

A, B pushed simultaneously before being knocked down

3 became 3 on 3! It allows you to choose the team to compete when you play against the computer!

Collect Energy to build your power to the MAX!



Press B and C together to
use your **MAX POWER!**
(Uses 1 Power Bar!)

NEO
GEO
PLAYMORE




KO FIGHTER 2002 THE FIGHTER

Special Moves

* Move the joystick when characters are facing right.

Super Special Moves --- Normally, can be used with 1 power stock. However, Max power can be used without any power stock.


Max Super Special Moves --- Can only be used in Max power. (Wises up 1 power stock)

	Fire Ball	→↓↘+A or C
	427Locomotive Upper	→↘↓↙←+B or D
	Wicked Chew	↓↘→+A
	Poison Gnaw Fest	↓↘→+C


KYO KUSANAGI	Serpent Wave	↓↙←↙↓↘→+A or C
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	Iaido Kick	↓↘→+B or D
	Lightning Fist	↓↘→+A or C
	Benimaru Colleder	→↘↓↙←→+A or C
	Phantom Hurricane	↓↙←↓↙←+B or D

BENIMARU KAIDO	Heaven Blast Flash	↓↘→↓↘→+AC
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	Minelayer	→↓↘+A or C
	Earth Mover	Near opponent →↘↓↙←→+A or C
	Super Ohsotogeri	Near opponent →↓↘+B or D
	Ura Nage	→↘↓↙←→+B or D

GORO DAIMON	Heaven to Hell Drop	Near opponent (→↘↓↙←)X2+A or C
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	Power Wave	↓↘→+A
	Burning Knuckles	↓↙←+A or C
	Power Dunk	→↓↘+B or D
	High Angle Geyser	↓↘→↓↘→+B or D

TERRY BOGARD	Power Geyser	↓↙←↙→+AC
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	Zan Ei Ken	↙→+A or C
	Sho Ryu Dan	→↓↘+A or C
	Dam Breaker Punch	Near opponent ←↙↓↘→+A or C
	Shadow Comet Punch	↓↙←↙↓↘→+A or C

ANDY BOGARD	Super Sonic Swirl	↓↙←↙→+BD
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	Hurricane Upper	←↙↓↘→+A or C
	Tiger Kick	→↓↘+B or D
	Golden Heel Hunter	↓↙←+B or D
	Golden Tiger Kick	↓↘→↙+B or D

JOE HIGASHI	Screw Upper	↓↘→↓↘→+AC
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	Koho	→↓↘+A or C
	Lightning Legs Knockout Kick	→↘↓↙←+B or D
	Zan Retsu Ken	→←→+A or C
	Haoh Sho Koh Ken	→←↙↓↘→+A or C

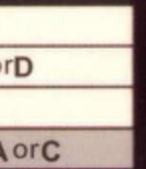
RYO SAKAZAKI	Chivalrous! Dragon-Tiger Fandango	↓↘→+C·A
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	Dragon Blast Punch	↓↘→+A or C
	Ryuga	→↓↘+A or C
	Great Spirit Kick	→←→+B or D
	Behind the Dragon's Fang	↓↘→↓↘→+B or D

ROBERT GARCIA	Dragon-Tiger Fandango	↓↘→↘↓↙←+AC
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	Tiger Flame Punch	↓↘→+A or C
	Lightning Legs Knockout Kick	→↘↓↙←+B or D
	Tiger Boulder Bash	↓↙←+A or C
	Neo Demon-God Attack	Near opponent ↓↘→↓↘→+A or C

TAKUMA SAKAZAKI	Ryuko Ranbu	↓↘→↘↓↙←+AC
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	Flying Kick	During jump ↓↘→+B or D
	Drive Kick	↓↓+B or D
	Crescent Moon Slice	↓↙←+B or D
	Phoenix Flattener	↓↙←↙→+B or D

KIM KAPHWAN	Flying Phoenix Flattener	During jump ↓↙←↙→+BD
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	Spinning Iron Ball	A or C Tap repeatedly
	Breaking Iron Ball	←briefly then →+A or C
	Iron Ball Drum Punch	←↙↓↘→+B or D
	Wild Ball Attack	↓↘→↘↓↙←+A or C

CHANG KOEHAN	Iron Sphere Smasher	↓↘→↓↘→+AC
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	Hurricane Cutter	↓briefly then ↑+A or C
	Flying Monkey Slice	←briefly then →+A or C
	Flying Kick	During jump ↓↘→+B or D
	Tornado Ripper	(→↘↓↙←)X2+A or C

CHOL BOUNGE	Phoenix Flattener	↓↘→↘↓↙←+BD
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	Psycho Ball Attack	↓↙←+A or C
	Psycho Sword	→↓↘+A or C
	Psycho Reflector	↓↙←+B
	Shining Crystal Bit	(→↘↓↙←)X2+A or C

ATHENA ASAMIYA	Psychic 9	→↘↓↙←→+AC...
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	Super Buller Attack	↓↙←+A or C
	Dragon Uppercut	←↓↙+B or D
	Bow Shaped Kick	↓↘→+B or D
	Dragon God's Kick	↓↘→↘↓↙←+B


SIE KENSOU	Immortal Spirit	Near opponent ↓↘→↓↘→+AC
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	Gourd Attack	↓↙←+A or C
	Moon Watcher	↓↓+B or D
	Drunk Cup	←↓↙+A or C
	Invitation to the Furnace	↓↘→↘↓↙←+A or C


CHIN GENTSAI	Thunder Blast	↓↘→↓↘→+AC
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	The Trigger	↓↘→+A or C
	Crow Bite	→↓↘+A or C
	Minute Spike	↓↙←+B or D
	Heat Drive	↓↘→↓↘→+A or C

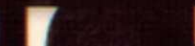
K	Chain Drive	↓↘→↘↓↙←+AC
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	M-4 Vapor Cannon	↓↙←+A or C
	M-11 Dangerous Arch	Near opponent ←↙↓↘→+B or D
	System 1.2 Maxima Scramble	↓↘→+A or C
	Bunker Buster	↓↘→↘↓↙←+A or C


MAXIMA	Maxima's Revenge	Near opponent (→↘↓↙←)X2+BD
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	Boomerang Shot	←↙↓↘→+A or C
	Hook Shot	During jump ↓↙←+A or C
	Strength shot Type A	→↘↓↙←+A
	Sonic Slaughter	↓↙←↙↓↘→+A or C


WHIP	Sonic Slaughter	↓↙←↙↓↘→+AC
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	Moon Slasher	↓ briefly then ↑ + A or C
	Baltic Launcher	← briefly then → + A or C
	X-Caliber	During jump ↓↙←+A or C
	Revolver Spark	↓↙←↙↓↘→+B or D


LEONA	V-Slasher	During jump ↓↘→↘↓↙←+AC
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	Gatling Attack	← briefly then → + A or C
	Vulcan Punch	A or C Tap repeatedly
	Ralph Kick	→↘↓↙←+B
	Horsepower Vulcan Punch	↓↙←↙↓↘→+B or D


RALF JONES	Super Vulcan Punch	↓↘→↘↓↙←+AC
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	Super Argentine Back Breaker	Near opponent ←↙↓↘→+B or D
	Napalm Stretch	→↓↘+A or C
	Shining Wizard	→↘↓↙←+A or C
	Running Three	Near opponent (←↙↓↘→)X2+B or D


CLARK STIL	Ultra Argentine Back Breaker	Near opponent (→↘↓↙←)X2+AC
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	Machine Gun Puncher	←↙↓↘→+A or C Tap repeatedly
	Puncher's Vision	↓↘→+B or D
	Forbidden Eagle	→↓↘+A
	Champion Puncher	Near opponent ↓↘→↓↘→+A or C


VANESSA	Crazy Puncher	↓↙←↙↓↘→+AC
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	Sho-Yoh	↓↘→+A or C
	Ashi-Tori	↓↓+A or C
	Kyu-Getsu	→↘↓↙←+B or D
	Morote-Sho-yoh	↓↘→↓↘→+A or C


SETH	Doh-Tori-Shichimonsatsu	↓↘→↘↓↙←+AC
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	Tiger Neck Chancery	Near opponent ←↙↓↘→+A or C
	Spinning Soul Bat	→↓↘+B or D
	Summersault	←↙↓↘→+B or D
	El Diablo Amarillo Ramon	↓↙←↙↓↘→+B or D


RAMON	Tiger Spin	Near opponent (→↘↓↙←)X2+AC
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	Straight Slicer	← briefly then → + B or D
	Vertical Arrow	→↓↘+B or D
	Real Counter	↓↙←+A or C
	M. Splash Rose	↓↘→↘↓↙←+A or C


BLUE MARY	M. Dynamite Swing	A·A·←·B·C
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	Ryu En Bu	↓↙←+A or C
	Kacho Sen	↓↘→+A or C
	Deadly Ninja Bees	←↙↓↘→+B or D
	Flower Storm	↓↘→↓↘→+A or C


MAI SHIRANUI	Super Deadly Ninja Bees	↓↙←↙↓↘→+BD
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	Tiger Flame Punch	↓↘→+A or C
	Tear-up	↓↙←+A or C
	Yuri Super Upper	→↓↘+A or C
	Flying Phoenix Kick	↓↘→↘↓↙←+B or D

YURI SAKAZAKI	Core! Ultra Upper	↓↘→↓↘→+BD
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	① Lightning needle	↓↘→+B or D
	② Spinning edge	B or D after ①
	Dinosaur footprint	↓+B or D while pressing ① or ②
	Swordfish	↘+B or D while pressing ① or ②


MAY LEE (STANDARD)	God's Tail Tinker Bell	↓↙←↓↙←+B or D
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	Full Swing Chop	↓↘→+A or C
	MAY LEE Chop!	↓↙←+A or C
	MAY LEE Break	→↘↓↙←→+A or C
	MAY LEE Dynamic!	During jump ↓↘→↓↘→+A or C


MAY LEE (HERO)	MAY The End	↓↘→↓↘→+AC
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	Fire Ball	→↓↘+A or C
	Dark Thrust	↓↘→+A or C
	Deadly Flower	(↓↙←+A or C)X3
	Dark Harp Moon	→↘↓↙←+B or D

IORI YAGAMI	Maiden Masher	↓↘→↘↓↙←+A or C
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	Diamond Breath	↓↘→+A or C
	Crow Bite	→↓↘+A or C
	Lay Spin	↓↙←+B or D
	Diamond Edge	↓↘→↓↘→+A or C

KULA DIAMIND	Freeze Execution	(→↘↓↙←)X2+AC
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	Get out of my sight!	↓↘→+A or C
	Break it out!	→↓↘+A or C
	Rip up!	↓↙←+B or D
	How about the Moon?	↙→↘↓↙←↘+A or C

K9999	Help! My power...It's running wild!	↓→↘+ABCD
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	Red Sky Of Japanesia	→↘↓↙←+B or D
	Formalists' Blue	↘+B
	Beyond The Flames	←↙↓↘→+B or D
	Royalty Test for Liberalists	←→↓↘+A or C *1

ANGEL	Wins Dairground	←→↓↘+BD *2
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SOFTWARE DIP DESCRIPTIONS FOR "THE KING OF FIGHTERS 2002"

— OVER SEA VERSION —

Initial Description Screen, Page 1

K.O.F. 2002	
→ PLAY TIME	NORMAL
DEMO SOUND	ON
MANUAL/EVENT	ON/OFF
DIFFICULTY	LEVEL4
CREDIT/LEVEL	ON/OFF
GAME MODE	TEAM PLAY
CONT. GAME	ON/ON
BLOOD/FLASH	OFF/OFF ↓

Initial Description Screen, Page 2

K.O.F. 2002	
→ LANGUAGE	ENGLISH
COUNTRY	OTHERS

<How to Change Settings>

- ① Move the joystick up and down to match the cursor to the item you want to adjust.
- ② Push the A button and proceed in the stated order to adjust settings.
 - * From the item in [BLOOD/FLASH] on page 1, move the joystick down to transfer to page 2.
 - * From the item in [LANGUAGE] on page 2, move the joystick up to go back to page 1. The display item on page 2 does not appear in Japanese and US cabinets.

<Game Settings>

[PLAY TIME] Adjusts the speed of the game clock countdown to 1 of 5 speeds.
NORMAL → LITTLE FAST → FAST → SLOW → LITTLE SLOW

[DEMO SOUND] Determines whether sound is played during game demos.
ON → OFF

[MANUAL/EVENT] Determines whether there is a game demo for explanation of operations or not when starting games. Setting EVENT on, GAME OVER will be displayed after a fixed time when either p1 or p2 wins the game. In events such as game meets, it is not necessary to reset each time a fight is ended.
ON/OFF → OFF/ON → ON/ON → OFF/OFF

[DIFFICULTY] Changes game difficulty to 1 of 8 levels.
LEVEL1 → LEVEL2 → LEVEL3 → LEVEL4 → LEVEL5 → LEVEL6 → LEVEL7 → LEVEL8

[CREDIT/LEVEL] Determines whether the credit and level displays are shown.
ON/OFF → OFF/ON → ON/ON → OFF/OFF

[GAME MODE] Changes game play at "Single Play" or "Team Play." This also allows the number of points that decide matches during "Single Play" to be set at 1 of 3 settings.
TEAM PLAY → SINGLE, 1PT. → SINGLE, 2PTS. → SINGLE, 3PTS.

[CONT. GAME] Determines whether Continue and Service Play are available.
ON/ON → ON/OFF → OFF/OFF

[BLOOD/FLASH] Determines whether "spurting blood" and "screen flashes" are shown during game play. (Screen flashes occur when characters hit opponents with a Super Special Move, during Counter Hits and Body Tosses, as well as Special Move and Super Special Move.)
OFF/OFF → ON/OFF → OFF/ON → ON/ON

[LANGUAGE] Allows the display of game messages in 1 of 4 languages: English, Spanish, Portuguese, and Korean. (*1)
ENGLISH → SPANISH → PORTUGUESE → KOREA

[COUNTRY] Allows cabinet settings to be made on US cabinets and those of other countries. (*2)
OTHERS → USA

*1 : The [LANGUAGE] display item does not appear in Japanese and US cabinets.

*2 : The [COUNTRY] display item does not appear in Japanese and US cabinets.

SETTING UP THE SOFT DIP ON THE MULTI VIDEO SYSTEM

1. TURN POWER ON.
2. PUSH THE TEST BUTTON INSIDE THE CABINET.
3. THE FOLLOWING SCREEN WILL APPEAR.

MOVE LEFT JOYSTICK UP/DOWN TO MOVE THE POINTER TO "SETTING UP THE SOFT DIP". PRESS "A" BUTTON TO SET.

HARDWARE TEST
SETTING UP THE HARD DIP
▶ SETTING UP THE SOFT DIP
BOOKKEEPING
SETTING UP THE CODE NUMBER
SETTING UP THE CALENDAR
EXIT

THE FOLLOWING SCREEN WILL BE DISPLAYED.

CABINET SET UP
▶ SLOT 1 (GAME TITLE)
SLOT 2 (GAME TITLE)
SLOT 3 (GAME TITLE)
SLOT 4 (GAME TITLE)
SLOT 5 (GAME TITLE)
SLOT 6 (GAME TITLE)

4. SELECT THE GAME TITLE YOU WANT AND PRESS "A" BUTTON TO VIEW THE SOFT DIP SETTING OF EACH INDIVIDUAL GAME.