

It's not just a
 fight... it's a war.
 The only way to win is to
 destroy the enemy.
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Basic Commands

(All commands are for characters facing right.)



			
Weak Punch	Weak Kick	Strong Punch	Strong Kick
Push A, B buttons simultaneously		Push C, D buttons simultaneously	
Use a low Evasion Invasion attack when standing.		Push simultaneously while T.O.P. is activated for the T.O.P. Attack .	
Use a high Evasion Invasion attack when crouching.			

SNK

Special Moves

*All movements are for characters moving right to left.

 Push A, B simultaneously for Breaking.

 Super Move of Mayhem (Uses 1 Power Gauge)

 Hidden Ability (Uses 2 Power Gauges)

KHUSHNOOD BUTT**Tiger Flame Punch****↓↘→+AorC****Steam Blast Kick****↓↘→+BorD****Dragon Flash Upper****Push down C, Release****Tiger Flash Kick****Push down D, Release****Koho****→↓↘+AorC****Kyokugen Koho****↓↘→↓↘→+B****Haoh Sho Koh Ken****↓↘→↓↘→+C****TERRY BOGARD****Power Wave****↓↘→+AorC****Burning Knuckles****↓↙←+AorC****Power Dunk****→↓↘+BorD****Crack Shoot****↓↙←+BorD****Power Charger****→→+AorC Repeat 3 times****Buster Wolf****↓↘→↓↘→+B****Power Geyser****↓↘→↓↘→+C**

Once there was a city wherein force ruled. The weak quaked in fear, tyrannized by the strong. Myriad fighters converged in this sin-pit called Southtown, seeking power and the chance to prove themselves. But one man, believing in justice and freedom, put an end to the pointless battles and violence.

Calm spread through the city, followed by peace and order.

Yet the hunger to prove one's own might did not perish. Domination through violence.

Those with evil in their souls, began the search for a new place to ply their evil trade. And the evil finally took root in a welcoming site.

The location's name: **Southtown Secundus**.

The wolves have come. They are hungry. How much blood is needed, to sate this evil city?



ROCK HOWARD

Cyclone Sock

↓↘→+AorC

Crack Counter

↓↘→+BorD

Rising Tackle

↓ Briefly, then ↑ +AorC

Hard Edge

↓↙←+AorC

Evac Toss

Near opponent,
rotate joystick once +C

Shining Knuckles

↓↘→↓↘→+B

Raising a Storm

↓↘→↓↘→+C Power-build
enabled



HOTARU FUTABA

Spirit Slam

↓↘→+AorC

Combo Kick

During jump ↓↙←+BorD

Twisting Flight

→↓↘+BorD

Double Blow Onslaught

↓↙←+AorC

Tiger Tail Kick

↓↙←+BorD

Lotus Land Punch

↓↘→↓↘→+A

Flying Queen of Chaos

↓↘→↓↘→+D



GATO

Quaking Fang

↓↘→+AorC

Lightning Fang

→↓↘+BorD

Wind Fang

↓↙←+BorD

Arrow Fang

During Wind Fang C

Smooth Fang

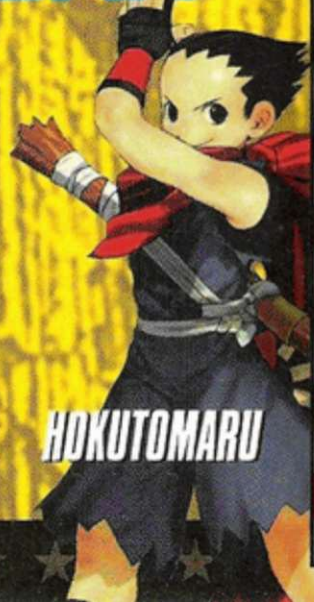
During Wind Fang D

Freeze Fang

↓↘→↓↘→+A

Dragon Fang

↓↘→↓↘→+D

The SNK logo is displayed in a stylized blue font at the top left of the page.

HOKUTOMARU

Human Mower

↓↙←+AorC Push down to move

Falling Slash

↓↙←+BorD Input during jump OK

Sonic Blast

↓↘→+BorD

Dirks

↓↘→+AorC

Aerial Dirks

During jump ↓↘→+AorC

Super Killer Dirks

↓↘→↓↘→+A

Ultimate Hidden Imbroglio

↓↘→↓↘→+D



KIM DONG HWAN

Thunderbird Slash

↓↙←+BorD

Sandblast Bash

→↓↘+AorC

Flying Kick

During jump ↓+BorD

Purple Hazer

↓↘→+BorD

Leg Smack

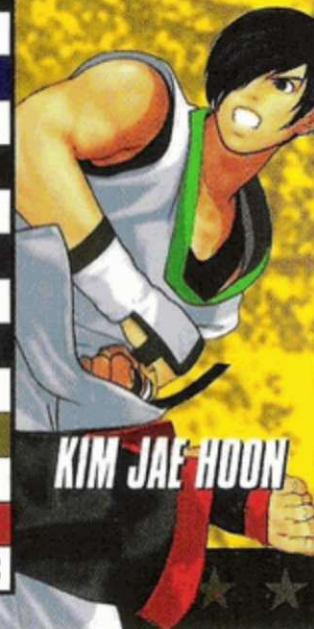
→↘↓↙←+C

Thunderbird Blast

↓↘→↓↘→+B

Super Dong Hwan Kick

During jump ↓↘→↓↘→+C



KIM JAE HOON

Steam Stab

↓ Briefly, then ↑+BorD

Crescent Moon Slash

↓↙←+BorD

Flying Kick

During jump ↓+BorD

Comet Cruncher

↓↘→+BorD

Molten Attack

↓↘→+AorC Power-build enabled

Phoenix Flattener

↓↘→↓↘→+B

Phoenix Wing Womper

↓↘→↓↘→+C Push down to summon



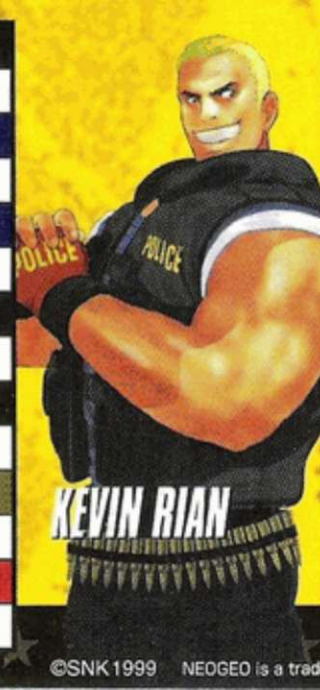
Crazy Ivan
↓↘←+AorC
Gulf Tomahawk
↓↘←+BorD
The Hind
↓↘→+BorD
Buffrass
↓↘→+AorC
Harrier Bee
During jump ↓+BorD Tap repeatedly
Many Many Torpedoes
↓↘→↓↘→+A
Aurora
↓↘→↓↘→+D



Nightmare
↓↘→+AorC
Crow
↓↘←+BorD
Phobia
→↓↘+AorC
V.O.D.
↓↘←+AorC Repeat 3 times
Morbid Angel
←↘↓↘→+BorD
Full Blast
↓↘→↓↘→+A Power-build enabled
Creeping Death
↓↘→↓↘→+D



Justice Hurricane
Near opponent, rotate joystick once +AorC
Over Olympus
↓↘←+BorD
Poseidon Wave
←↓↘+AorC
Active Tupian
→↓↘+AorC
Icarus Crash
During jump ↓↘→+A
Deideros Attack
↓↘→↓↘→+B
Big Fall Griffon
Near opponent, rotate joystick twice +C



Hell Rotor
↓↘←+AorC Power-build enabled
Hell Arrest
Near opponent, ←↘↓↘→+AorC
Hell Trap
↓↘→+BorD
Hell Snipe
→↓↘+AorC
Cleaver
↓↘←+B
Gatling Freezer
↓↘→↓↘→+B
Lucky Strike
↓↘→↓↘→+C

■ GAROU MARK OF THE WOLVES SOFT DIP SETTINGS ■

PAGE 1 INITIAL SETTINGS

GAROU MOW		
PLAY TIME	60	
STRAIT WIN SYSTEM	OFF	
DEMO SOUND	ON	
PLAY MANUAL	ON	
DIFFICULTY	LEVEL 4	
CREDIT	ON	
LEVEL	OFF	
FLASH	ON	▼

PAGE 2 INITIAL SETTINGS

GAROU MOW		
WINNING POINT	COM-2	VS-2
CONT. GAME	ON	

- [CONTROLS]
1. Use the joystick to move cursor to items you want to change.
 2. Press A button to proceed to new settings and set selections.
(Press B button to go back to the previous content)

* Moving the cursor down past the last item on Page 1 (Cont. Game) will call up Page 2.
To return to Page 1, move the cursor past the top item on Page 2.

[PLAYTIME]	Set playing time speed.
1	→ 99
[STRAIT WIN SYSTEM]	Set Strait Win system.
ON	→ OFF
[DEMO SOUND]	Set sound during demonstration screens.
ON	→ OFF
[PLAY MANUAL]	Set "How to Play" instructions at the beginning of the game.
ON	→ OFF
[DIFFICULTY]	Select 1 of 8 difficulty settings.
LEVEL1	→ LEVEL2 → LEVEL3 → LEVEL4 → LEVEL5 → LEVEL6 → LEVEL7 → LEVEL8
[CREDIT]	Select Credit displays.
ON	→ OFF
[FLASH]	Set the display of "screen flashes."
	(Screen flashes occur during super special moves hits, hidden ability hits, KOs)
ON	→ OFF
[WINNING POINT]	Set number of rounds needed to win in computer and competition play.
COM-1 VS-1	→ COM-1 VS-2 → COM-1 VS-3 → COM-2 VS-1 → COM-2 VS-2 →
COM-2 VS-3	→ COM-3 VS-1 → COM-3 VS-2 → COM-3 VS-3
[CONT. SERVICE]	Set continue service.
ON	→ OFF