

SNK
NEOGEO

THE KING OF FIGHTERS 2003

Basic Commands



Weak Punch



Strong Punch



Weak Kick



Strong Kick

Special Operations

Forward Dash

Tap Joystick twice →→

Backward Dash ←←

Razz

Push the START Button.

Normal Change

Push B & C or C & D buttons simultaneously (Possible only when Change Sign lights up).

Change Attack

Push ↓↘→ + the B & C or C & D buttons (Possible only when Change Sign lights up).

Emergency Evasion

Enter ← or → + A & B buttons simultaneously.

Guard-Cancel Blowout Attack

Push the C & D buttons simultaneously (Uses up 1 Power Gauge).

Fall Breaker

Push A & B simultaneously.

Normal Body Toss

Near opponent, enter ← or → + C or D.

Body Toss Escape

Enter ← or → + C or D the moment your character is tossed.

PLAYMORE

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Special Moves

IN-03-010-13



Super Special Moves

Can be used by expending 1 Power Gauge.

Super Special Leader Moves

Can only be used with the Leader Character
(Uses up 2 Power Gauges).



KYO KUSANAGI

- Fire Ball →↓↘+AorC
- Wicked Chew ↓↘→+A
- New Wave Smash ↓↘→+B•BorD•D
- Serpent Wave ↓↘→↓↘→+AorC
- Trinity One ↓↘→↓↘→+AC



SHEN WOO

- Furious Fist ↓↘→+AorC
- Pouncing Tiger Pummel ↓↘→+A
- Dropping Dragon Jab During Pouncing Tiger Pummel, ↓↘→+A
- "You're History!" Furious Fist ↓↘→↓↘→+AorC
- Exploding Reality C•A•B•C



DUO LON

- Spectral Smash-Inner Fang →↓↘+BorD
- Flying Hair Punt ↓↘→+BorD
- Transmigration Stomper ↓↘→+BorD
- Secretive Wall of Wraiths ↓↘→↓↘→+AorC
- Mysterious Multiple Dark Drubber A•C•B•D



ASH CRIMSON

- Crescent Sucker ← briefly then →+AorC
- Arching Emerald Ankle ↓ briefly then ↑+BorD
- Wind Wailer Near opponent ←↘↓↘→+C
- Excessive Emerald Ankle ↓↘→↓↘→+BorD
- Bastille Basher A•B•C•D



TIZOC

- Over Olympus ↓↘→+BorD
- Active Tupian →↓↘+AorC
- Justice Hurricane →↘↓↘→+AorC
- Deideros Attack ↓↘→↓↘→+BorD
- Big Fall Griffon (→↘↓↘→)×2+AC



JOE HIGASHI

- Hurricane Upper ←↘↓↘→+AorC
- Tiger Kick →↓↘+BorD
- TNT Punch AorC Tap repeatedly
- Screw Upper ↓↘→↓↘→+AorC
- Mightiest Blasting Bash ↓↘→↓↘→+AC



TERRY BOGARD

- Power Wave ↓↘→+AorC
- Burning Knuckles ↓↘→+AorC
- Crack Shoot ↓↘→+BorD
- Power Geyser ↓↘→↓↘→+AorC
- Power Stream ↓↘→↓↘→+AC



YURI SAKAZAKI

- Tear-up ↓↘→+AorC
- Yuri Super Upper →↓↘+AorC
- The 100 Blows →↘↓↘→+BorD
- Flying Phoenix Kick ↓↘→↓↘→+BorD
- Raijin Haoh Sho Koh Ken ↓↘→↓↘→+AorC



ROBERT GARCIA

- Dragon Blast Punch ↓↘→+AorC
- Flying Dragon Slice →↓↘+BorD
- Steaming Gale Kick (↓↘→+BorD)×4
- Dragon-Tiger Fandango ↓↘→↓↘→+AorC
- Earth Serpent's Scales Dropkick During jump ↓↘→↓↘→+B



RYO SAKAZAKI

- Tiger Flame Punch ↓↘→+AorC
- Koho →↓↘+AorC
- Tiger Roar Punch ↓↘→+AorC
- Haoh Sho Koh Ken →↘↓↘→+AorC
- Heaven's Glaze Punch ↓↘→↓↘→+AC



JHUN HOON

- Full Moon Slice ↓↘→+BorD
- Sand Slicer ↓ briefly then ↑+AorC
- Exhaust Attack ↓↘→+AorC
- Phoenix Talon Tear ↓↘→↓↘→+BorD
- Jhun's Phoenix Talon Tear ↓↘→↓↘→+AC



CHANG KOEHAN

- Breaking Iron Ball ← briefly then →+AorC
- Spinning Iron Ball AorC Tap repeatedly
- Killer Wrecking Ball ↓↘→+BorD
- Wild Ball Attack ↓↘→↓↘→+AorC
- Iron Sphere Smasher ↓↘→↓↘→+AC



KIM

- Crescent Moon Slice ↓↘→+BorD
- Flying Slice ↓ briefly then ↑+BorD
- Comet Cruncher ← briefly then →+BorD
- Phoenix Flattener ↓↘→↓↘→+BorD
- Initiate's Phoenix Flattener ↓↘→↓↘→+BD



CLARK

- Super Argentine Back Breaker Near opponent ←↘↓↘→+BorD
- Napalm Stretch →↓↘+AorC
- Frankensteiner →↓↘+BorD
- Running Three (←↘↓↘→)×2+BorD
- Ultra Argentine Back Breaker Near opponent (←↘↓↘→)×2+AC



RALF

- Gatling Attack ← briefly then →+AorC
- Vulcan Punch AorC Tap repeatedly
- Unblock →↓↘+AorC
- Super Vulcan Punch ↓↘→↓↘→+AorC
- Galactic Phantom ↓↘→↓↘→+AC



LEONA

- Moon Slasher ↓ briefly then ↑+AorC
- Baltic Launcher ← briefly then →+AorC
- Grand Saber ← briefly then →+BorD
- V-Slasher During jump ↓↘→↓↘→+AorC
- Aerial V-Slasher ↓↘→↓↘→+AC



Special Moves

BN-03-010-14

Super Special Moves

Can be used by expending 1 Power Gauge.

Super Special Leader Moves

Can only be used with the Leader Character (Uses up 2 Power Gauges).



IORI YAGAMI

- Fire Ball → ↓ ↘ + AorC
- Dark Thrust ↓ ↘ + AorC
- Dark Harp Moon → ↘ ↓ ↘ + BorD
- Maiden Masher ↓ ↘ ↘ ↓ ↘ + AorC
- Trinity Two ↓ ↘ ↘ ↓ ↘ + AC



RYUJI YAMAZAKI

- Mid-Section Serpent Slash ↓ ↘ + B
- Double Return ↓ ↘ + AorC
- Bombshell Badda-bing Near opponent → ↘ ↓ ↘ + AorC
- Guillotine ↓ ↘ ↓ ↘ + AorC
- Freak-Out Fist A·A → B·C



BLUE MARY

- Spin Fall ↓ ↘ + AorC
- Straight Slicer → briefly then → + BorD
- Vertical Arrow → ↓ ↘ + BorD
- M. Typhoon (→ ↘ ↓ ↘) × 2 + BorD
- M. Twister Rose ↓ ↘ ↘ ↓ ↘ + AC



GORO DAIMON

- Mine Layer → ↓ ↘ + AorC
- Stump Throw → ↘ ↓ ↘ + C
- Earth Mover Near opponent → ↘ ↓ ↘ + AorC
- Heaven to Hell Drop Near opponent (→ ↘ ↓ ↘) × 2 + AorC
- Supreme Heaven to Hell Drop Near opponent (→ ↘ ↓ ↘) × 2 + AC



BILLY KANE

- Soaring Crackdown Cane → ↓ ↘ + BorD
- Mid-Section Club Cruncher → ↘ ↓ ↘ + AorC
- Dropping Sparrow ↓ ↘ + AorC
- Super Fire Wheel ↓ ↘ ↘ ↓ ↘ + AorC
- Pythagorean Whirlwind Whamdown ↓ ↘ ↓ ↘ + BD



MAI SHIRANUI

- Ryu En Bu ↓ ↘ + AorC
- Kacho Sen ↓ ↘ + AorC
- Flying Squirrel Dance ↓ briefly then ↑ + AorC
- Burning Mai ↓ ↘ ↓ ↘ + AorC
- Super Deadly Ninja Bees ↓ ↘ ↘ ↓ ↘ + BD



SHINGO YABUKI

- Beginner's Wild Bite ↓ ↘ + A
- Beginner's Poison Bite ↓ ↘ + C
- Shingo Kick → ↘ ↓ ↘ + BorD
- Burning Shingo ↓ ↘ ↘ ↓ ↘ + AorC
- Shingo's Own Red-Hot Chariot ↓ ↘ ↓ ↘ + BD



HINAKO SHIJO

- Thruster AorC Tap repeatedly
- Gauntlet Toss Near opponent → ↘ ↓ ↘ + BorD
- Hellacious Headbutt → ↘ ↓ ↘ + AorC
- Decisive Game ↓ ↘ ↓ ↘ + AorC
- Double-Plated Chest Blast ↓ ↘ ↘ ↓ ↘ + AC



MAXIMA

- M-4 Vapor Cannon ↓ ↘ + AorC
- System 1.2 Maxima Scramble ↓ ↘ + AorC
- M-11 Dangerous Arch Near opponent → ↘ ↓ ↘ + BorD
- Bunker Buster ↓ ↘ ↓ ↘ + AorC
- MX-II Final Cannon → ↘ ↓ ↘ + AC



GATO

- Quaking Fang ↓ ↘ + AorC
- Wind Fang ↓ ↘ + BorD
- Vortex Fang During Wind Fang A
- Freeze Fang ↓ ↘ ↓ ↘ + AorC
- Flaming Serpent's Fang (→ ↓ ↘ + AB) × 3



KING

- Top Venom ↓ ↘ + AorC
- Under Venom ↓ ↘ + BorD
- Tornado Kick → ↘ ↓ ↘ + BorD
- Illusion Dance ↓ ↘ ↘ ↓ ↘ + BorD
- Phantom Strike ↓ ↘ ↓ ↘ + AorC



BENIMARU NIKAIIDO

- Iaido Kick ↓ ↘ + BorD
- Shinku Katategoma ↓ ↘ + BorD
- Thunderblast Thrust ↓ ↘ + AorC
- Phantom Hurricane ↓ ↘ ↓ ↘ + BorD
- Heaven Blast Flash ↓ ↘ ↓ ↘ + AC



ATHENA ASAMIYA

- Psycho Ball Attack ↓ ↘ + AorC
- Psycho Sword → ↓ ↘ + AorC
- Psycho Reflector ↓ ↘ + B
- Phoenix Fang Arrow During jump ↓ ↘ ↓ ↘ + BorD
- Psychic 10 → ↘ ↓ ↘ + AC



K'

- The Trigger ↓ ↘ + AorC
- Crow Bite → ↓ ↘ + AorC
- Air Trigger During jump ↓ ↘ + BorD
- Heaven's Drive ↓ ↘ ↓ ↘ + BorD
- Chain Drive ↓ ↘ ↘ ↓ ↘ + AC



MALIN

- Terrestrial Yellowjacket ↓ ↘ + AorC
- Aerial Yellowjacket During jump, move joystick in any direction + AC
- Demon Arachnid ↓ ↘ + AorC
- Queen Bee During jump ↓ ↘ ↓ ↘ + AorC
- Smashing Salamander ↓ ↘ ↓ ↘ + AorC



WHIP

- Boomerang Shot → ↘ ↓ ↘ + AorC
- Hook Shot During jump ↓ ↘ + AorC
- Strength Shot Type A → ↘ ↓ ↘ + A
- Sonic Slaughter ↓ ↘ ↘ ↓ ↘ + AorC
- Sonic Slaughter ↓ ↘ ↘ ↓ ↘ + AC

SOFTWARE DIP DESCRIPTIONS FOR "THE KING OF FIGHTERS 2003"

Initial Description Screen, Page 1

Initial Description Screen, Page 2

// K.O.F. '03 //

▶ PLAY TIME	NORMAL
DEMO SOUND	WITH
HOW TO PLAY	WITH
DIFFICULTY	LEVEL 4
VERSUS LIMIT	WITHOUT
CONT. SERVICE	ON/ON
CREDIT/LEVEL	ON/OFF
BLOOD/FLASH	OFF/OFF ↓

// K.O.F. '03 //

▶ 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> ★=Default Settings

[PLAY TIME] Sets the count down speed for the match time in five speed levels.

SLOW→LITTLE SLOW→NORMAL(★)→LITTLE FAST→FAST

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

WITH(★)→WITHOUT

[HOW TO PLAY] Determines whether there is "How to play" demo or not at the start of the game.

WITH(★)→WITHOUT

[DIFFICULTY] Changes game difficulty to 1 of 8 levels.

LEVEL 1→LEVEL 2→LEVEL 3→LEVEL 4(★)→LEVEL 5→LEVEL 6→LEVEL 7→LEVEL 8

[VERSUS LIMIT] Determines the tournament limit.

WITHOUT(★)→BEAT BY 10→BEAT BY 20→BEAT BY 30

[CONT. SERVICE] Determines whether Continue and Service Play are available.

ON/ON(★)→ON/OFF→OFF/OFF

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

ON/OFF(★)→OFF/ON→OFF/OFF→ON/ON

[BLOOD/FLASH] Determines whether "spurting blood" and "screen flashes" are shown during game play.

("screen flashes" are displayed when either a Super Special Move hit, a Counter hit, a Body Toss Escape, a Special Move KO, or a Super Special Move KO occurs.)

OFF/OFF(★)→ON/ON→ON/OFF→OFF/ON

[LANGUAGE] Allows the display of game messages in 2 languages. (*1)

ENGLISH(★)→SPANISH

[COUNTRY] Determines the Rating display (When set to "USA", warnings will be displayed such as "Violence-related wordings are included."). (*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.

◆Memory cards cannot be used with this cartridge.