

The Ultimate Fighters Are All Here.

THE KING OF FIGHTERS '95

**TEAM
EDIT**

It's NEW! The Team Edit Mode!!
The World's Fiercest Team is Yours!!!

TM



Press AB Buttons Simultaneously

Dodge attacks

A

Light Punch

B

Light Kick

C

Strong Punch

D

Strong Kick

Press CD Buttons Simultaneously

Bop the Bullies!

Press ABC Buttons to Power Up!

Fill the power gauge to MAX for Full Power Attacks!
Use the Full Power Attack Moves!

Shift the joystick forward twice quickly to Dash.
Shift it backward twice quickly for the Reverse Dash.
All moves are described for character's facing right

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NEO
ADVANCED ENTERTAINMENT SYSTEM
GEO

The Future Is Now
SNK
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THE KING OF

THE KING OF FIGHTERS '95

★... Super Special Moves (Can only be used when power gauge is at maximum level)
*All moves are described for character's facing right

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TM

KYO KUSANAGI

DARK THRUST

↓ ↘ → + A or C

FIRE BALL

→ ↓ ↘ + A or C

SPINNING KICK

← ↓ ↙ + B or D

NEW CRESCENT SLASH

→ ↘ ↓ ↙ ← + B or D

NEW NEW WAVE SMASH

↓ ↘ → + BB or DD

★ SERPENT WAVE

↓ ↙ ← ↙ ↓ ↘ → + C

GORO DAIMON

MINELAYER

→ ↓ ↘ + A or C

SUPER UKEMI

↓ ↙ ← + B or D

SUPER OHSOTOGARI

Near opponent, → ↙ ↓ ↘ + D

NEW CLOUD TOSSER

← ↙ ↓ ↘ → + A

NEW STUMP THROW

← ↙ ↓ ↘ → + C

★ HEAVEN TO HELL DROP

Near opponent,

→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + C

BENIMARU NIKAIDO

LIGHTNING FIST

→ ↓ ↘ + A or C

SHINKU KATATEGOMA

→ ↘ ↓ ↙ ← + B or D

IAIDO KICK

↓ ↘ → + B or D

NEW TRIPLE RESIST KICK

Near opponent, ↓ ↑ + B or D

NEW SUPER LIGHTNING KICK

↓ ↑ + B or D

★ HEAVEN BLAST FLASH

↓ ↘ → ↓ ↘ + C

BILLY CANE

CLUB TWIST

A or C repeatedly

SPARROW DROP

↓ ↙ ← ↘ + A or C

CLUB BLOW

← ↙ ↓ ↘ → + A or C

SUPER POWER CLUB

↙ ↓ ↘ → + B or D

★ FLAMING HURRICANE

↓ ↘ → ↘ ↓ ↙ ← + AC

IORI YAGAMI

DARK THRUST

↓ ↘ → + A or C

FIRE BALL

→ ↓ ↘ + A or C

DEADLY FLOWER

↓ ↙ ← + A or C x 3

DARK CRESCENT SLICE

→ ↘ ↓ ↙ ← + B or D

★ MAIDEN MASHER

↓ ↙ ← ↙ ↓ ↘ → + C

EIJI KISARAGI

SPIRIT BLAST

↓ ↘ → + A or C

SHADOW SLICER

← ↙ ↓ ↘ → + A or C

STALLION KICK

↓ ↙ ← ↘ + B or D

MIST SLASH

↓ ↙ ← + A or C

NEW SHADOW ATTACK

↓ ↘ → + B or D

★ MANTIS PUNCH

← ↙ ↓ ↘ → ↘ ↓ + B

YURI SAKAZAKI

KO OH KEN

↓ ↘ → + A or C

SAIHA

↓ ↙ ← + A or C

RAI KOH KEN

↓ ↘ → + B or D

HUNDRED BLOWS

Near opponent, → ↘ ↓ ↙ ← + A

NEW YURI SUPER UPPER

→ ↓ ↘ + A or C

★ FLYING PHOENIX KICK

→ ← → ↘ ↓ ↙ ← + BC

MAI SHIRANUI

KACHO SEN

↓ ↘ → + A or C

RYU EN BU

↓ ↙ ← + A or C

DEADLY NINJA BEES

← ↙ ↓ ↘ → + B or D

FLYING SQUIRREL DANCE

During Jump, ↓ ↙ ← + A or C

NEW FLYING DRAGON BLAST

→ ↓ ↘ + B or D

★ SUPER DEADLY NINJA BEES

→ ↙ → + BC

KING

VENOM STRIKE

↓ ↘ → + B or D

TORNADO KICK

→ ↘ ↓ ↙ ← + B or D

TRAP SHOT

→ ↓ ↘ + B or D

DOUBLE STRIKE

→ ← → ↘ ↓ + B or D

NEW SURPRISE ROSE

↓ ↙ ← ↘ + B or D

★ ILLUSION DANCE

← → ↘ ↓ ↙ ← + BD



SHII KENSU
SUPER BULLET ATTACK
↓ ↘ ← + A or C
DRAGON UPPERCUT
← ↓ ↘ + B or D
DRAGON'S FANG
← ↘ ↓ ↘ → + A or C
NEW DRAGON TALON TEAR
During Jump, ↓ ↘ ← + A or C
★ DRAGON GOD DRUBBING
↓ ↘ → ← → + D

ATHENA ASAMIYA
PSYCHO BALL ATTACK
↓ ↘ ← + A or C
PSYCHO REFLECTOR
← ↘ ↓ ↘ → + B or D
PHOENIX ARROW
During Jump, ↓ ↘ ← + A or C
NEW PSYCHO SWORD
→ ↓ ↘ + A or C
★ SHINING CRYSTAL BIT
← → ↘ ↓ ↘ ← + BC
★ CRYSTAL SHOOT
SHINING CRYSTAL BIT +
↓ ↘ ← + A or C

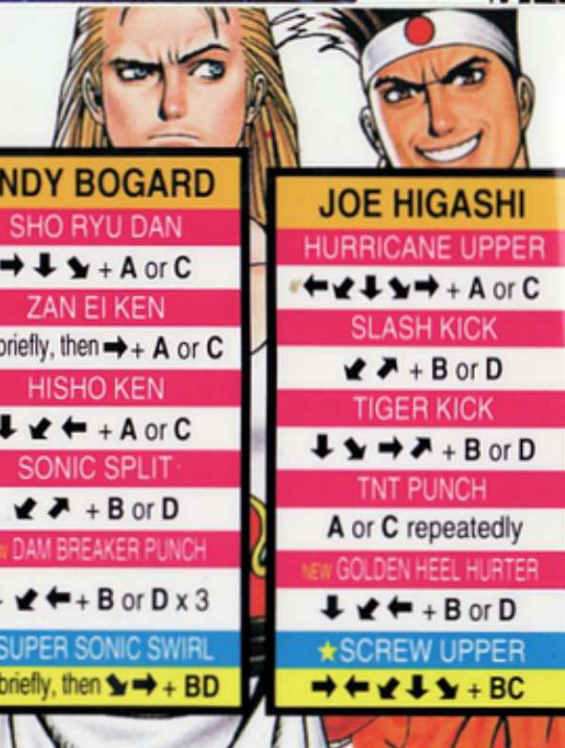
CHIN GENZAI
GOURD ATTACK
↓ ↘ ← + A or C
NEW BURNING SAKE BELCH
→ ↓ ↘ + A or C
ROLLING PUNCH
← ↘ ↓ ↘ → + B or D
★ THUNDER BLAST
↓ ↘ → ↓ ↘ + C



TERRY BOGARD
BURNING KNUCKLES
↓ ↘ ← + A or C
POWER WAVE
↓ ↘ → + A or C
RISING TACKLE
↓ briefly, then ↑ + A or C
CRACK SHOT
↓ ↘ ← + B or D
NEW POWER DUNK
→ ↓ ↘ + B or D
★ POWER GEYSER
↓ ↘ ← ↘ → + BC



ANDY BOGARD
SHO RYU DAN
→ ↓ ↘ + A or C
ZAN EI KEN
↘ briefly, then → + A or C
HISHO KEN
↓ ↘ ← + A or C
SONIC SPLIT
↘ ↗ + B or D
NEW DAM BREAKER PUNCH
↓ ↘ ← + B or D x 3
★ SUPER SONIC SWIRL
↓ briefly, then ↘ → + BD



JOE HIGASHI
HURRICANE UPPER
← ↘ ↓ ↘ → + A or C
SLASH KICK
↘ ↗ + B or D
TIGER KICK
↓ ↘ → ↗ + B or D
TNT PUNCH
A or C repeatedly
NEW GOLDEN HEEL HURTER
↓ ↘ ← + B or D
★ SCREW UPPER
→ ← ↘ ↓ ↘ + BC

ROBERT GARCIA
DRAGON BLAST PUNCH
↓ ↘ → + A or C
LIGHTNING LEGS KNOCKOUT KICK
↘ briefly, then → + B or D
RYUGA
→ ↓ ↘ + A or C
HAOH SHO KOH KEN
→ ← ↘ ↓ ↘ → + A or C
NEW KYOKU GEN KICK DANCE
Near opponent, ← ↘ ↓ ↘ → + D
★ RYUKO RANBU
↓ ↘ → ↘ ↓ ↘ ← + C



TAKUMA SAKAZAKI
TIGER FLAME PUNCH
↓ ↘ → + A or C
LIGHTNING LEGS KNOCKOUT KICK
↘ briefly, then → + B or D
SHORAN KYAKU
Near opponent, → ↘ ↓ ↘ ← + B
SHORAN KYAKU ATTACK
→ ↘ ↓ ↘ ← + D
ZAN RETSU KEN
→ ↘ ↓ ↘ ← + A or C
★ RYUKO RANBU
↓ ↘ → ← → + A C



RYO SAKAZAKI

TIGER FLAME PUNCH

↓ ↘ → + A or C

LIGHTNING LEGS KNOCKOUT KICK

↙ briefly, then → + B or D

KOHO

→ ↓ ↘ + A or C

HAOH SHO KOH KEN

→ ← ↙ ↓ ↘ → + A or C

NEW KYOKU GEN KICK DANCE

Near opponent, ← ↙ ↓ ↘ → + C

★RYUKO RANBU

↓ ↘ → ↘ ↓ ↙ ← + C

CHAN KOEHAN

SPINNING IRON BALL

A or C repeatedly

BREAKING IRON BALL

← briefly, then → + A or C

NEW FLYING BALL BREAKER

↓ briefly, then ↑ + B or D

★WILD BALL ATTACK

↓ ↘ → ↘ ↓ ↙ ← + C

KIM KAP HWAN

CRESCENT MOON SLASH

↓ ↙ ← + B or D

FLYING SLICE

↓ briefly, then ↑ + B or D

FLYING KICK

During Jump, ↓ ↘ → + B or D

NEW COMET CRUNCHER

← briefly, then → + B or D

★PHOENIX FLATTENER

↓ ↙ ← ↙ → + BD

CHOI BOUNGE

HISHO KURETSUZAN

↓ briefly, then ↑ + B or D
press down

HURRICANE CUTTER

↓ briefly, then ↑ + A or C

KAITEN HIENZAN

← briefly, then → + A or C

NEW SOARING KICK

During Jump, ↓ ↘ → + B or D

NEW FLYING MONKEY SLICE

← briefly, then → + B or D

★TORNADO RIPPER

← briefly, then ↓ ↑ + BC

RALPH

VULCAN PUNCH

A or C repeatedly

GATLING ATTACK

← briefly, then → + A or C

SUPER ARGENTINE BACK BREAKER

Near opponent, ← ↙ ↓ ↘ → + D

NEW BLITZKRIEG PUNCH

↓ briefly, then ↑ + A or C

★SUPER VULCAN PUNCH

↙ briefly, then ← → + C

JEIDERN

MOON SLASHER

↓ briefly, then ↑ + A or C

CROSS CUTTER

← briefly, then → + A or C

NECK ROLLER

↓ briefly, then ↑ + B or D

STORM BRINGER

Near opponent, → ↘ ↓ ↙ ← + C

★FINAL BRINGER

← briefly, then ↓ ↑ + BC

CLARK

VULCAN PUNCH

A or C repeatedly

GATLING ATTACK

← briefly, then → + A or C

**SUPER ARGENTINE
BACK BREAKER**

Near opponent, ← ↙ ↓ ↘ → + D

**NEW SUPER ARABIAN BURGLARY
BACK BREAKER**

← ↙ ↓ ↘ → + C

**★ULTRA ARGENTINE
BACK BREAKER**

Near opponent,
→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + C

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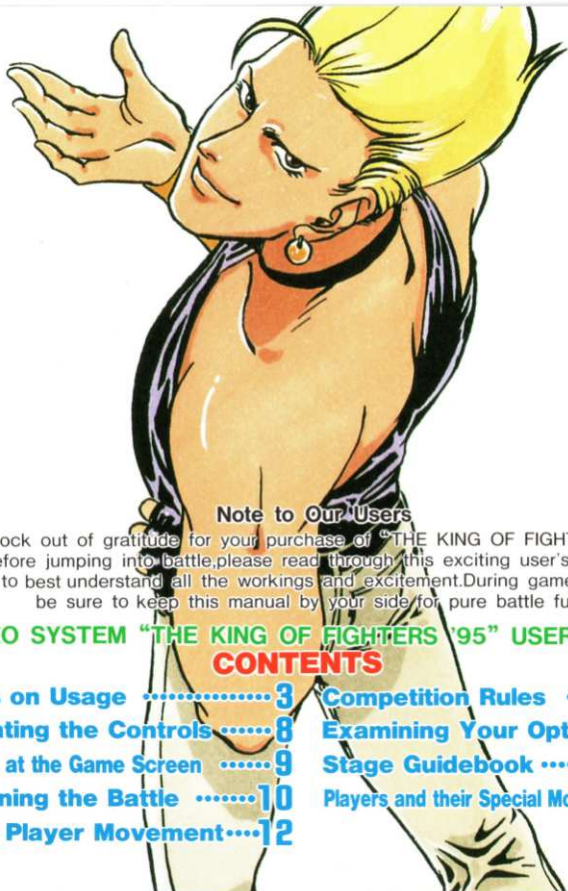
SNK



NEO-GEO CD

THE KING OF
Fighters 95

NEO
ADVANCED ENTERTAINMENT SYSTEM
GEO



Note to Our Users

A knock out of gratitude for your purchase of "THE KING OF FIGHTERS '95."
Before jumping into battle, please read through this exciting user's manual
to best understand all the workings and excitement. During game play,
be sure to keep this manual by your side for pure battle fun.

NEO GEO SYSTEM "THE KING OF FIGHTERS '95" USER'S MANUAL CONTENTS

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WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY WARNING]

Please read before playing
the NEO GEO system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. SNK and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with your projection television.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne vous tenez pas trop près de l'écran
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

NOTES ON USE

This disc is compatible only with NEO GEO CD CONSOLE. Please do not use NEO GEO CD discs on other manufacturer's CD hardware or a CD music player.

Before playing, please read this manual carefully to get the most enjoyment out of this game.

HOW TO USE NEO GEO CD

After turning on the power, NEO GEO logo mark appears and it turns to MAIN MENU screen. Use the joystick on your NEO GEO CD CONTROLLER to match the cursor to the desired key or command. Press the A Button to confirm.

Control Screen

Move the cursor() on the screen to select.



HOW TO PLAY NEO GEO CD

■ Setting discs

- ① Open the flap cover of the NEO GEO CD CONSOLE.
- ② Matching the disc to the indentations, place the disc with the print-side up.
- ③ Close the flap cover gently. Now the disc is set.

■ Game play

After setting the disc, "PUSH START BUTTON" will appear on the screen. Push the START button on the controller.

■ Music Playback

You can enjoy the game music recorded on the NEO GEO CD disc. After setting the disc, select desired key or command on the MAIN MENU screen. Note that some tracks can not be played back because they are within the game program.

[Basic Playback Commands]

▶	(PLAY)	music playback
▶▶	(AUTO SEARCH FF)	autosearch forward
◀◀	(AUTO SEARCH REW)	autosearch reverse
▶▶	(SERACH FF)	fast forward
◀◀	(SERACH REW)	fast backward
■	(STOP)	stops playback
	(PAUSE)	temporarily stops playback

※For more detailed explanations of music playback, see the instruction booklet of the NEO GEO CD CONSOLE.

THE BACK-UP MEMORY FUNCTION

Using the built-in Back-Up Memory of the NEO GEO CD CONSOLE, you can easily save and load data of the game. Don't miss to first format the back-up memory before any saving and loading.

※ See "FORMATTING THE BACK-UP MEMORY" in the NEO GEO CD CONSOLE's instruction booklet.

■To Save

After playing the game, "SAVE DATA" appears on the screen. Select "YES" with the joystick and confirm with the A Button to save data of the game. (Some titles have the function to save data automatically while playing.) Note that previous data will be deleted when new data of the same titles is saved.

■To Load

When data of the game has been already saved, "LOAD DATA" appears on the screen before the start of the game. Select "YES" with the joystick and confirm with the A Button. You can restart your game from the stage you left off.



MENU SELECTION AT TITLE SCREEN

At the MAIN MENU screen, press the START button on the controller to go to the TITLE screen. Wait during the NOW LOADING message. At the TITLE screen, the following menu is shown to select. Use Joystick to choose and press the A Button to confirm.

GAME START: Starts game. OPTION screen appears.

DEMO GAME: Game title and game demonstration are shown.

HOW TO PLAY: Demonstrates HOW TO PLAY.

EXIT: Returns to the MAIN MENU screen.

RESETTING AND FINISHING GAMES

■ Return to the MAIN MENU Screen

Pressing the A, B, C and START button simultaneously will return to the MAIN MENU screen.

■ Resetting the Game

To restart the game, press the A, B, C and SELECT button simultaneously.

※ While loading, the above functions cannot be effective.

NOTES ON THE NEO GEO CD DISC

- Remember that disc are fragile. Take the greatest care when handling discs.
- Do not write or paint, or place the stickers on the printed side of discs. It may result in the mis-reading of data. Do not bend or attempt modifications on discs.
- Wipe marks, fingerprints or dust gathered on the surface with a soft, dry cloth, wiping in a straight motion from the center out. Do not use an organic solvent (such as tinner) or atomized cleaner to clean discs.
- When not in use, keep discs in their protective cases. Avoid placing discs in damp areas or circumstances of high temperature.

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★ Some of the screen shots in this instruction manual are taken from the NEO GEO HOME SYSTEM software.

Kyo Kusanagi
 Benimaru Nikaido
 Goro Daimon
 Iori Yagami
 Eiji Kisaragi
 Billy Kane
 Terry Bogard
 Andy Bogard
 Joe Higashi
 Ryo Sakazaki
 Robert Garcia
 Takuma Sakazaki
 Jeidern
 Ralf
 Clark
 Athena Asamiya
 Shii kensu
 Chin Genzai
 Kim Kap Hwan
 Chan Koehan
 Choi Bounge
 Yuri Sakazaki
 Mai Shiranui
 King



Come to My Party—If You Dare !

1995 Announcing the KING OF FIGHTERS'95. All rules will follow the procedure of last year's tournament by teams of your own making. If you still have not learned your lesson, previous combatants are welcome to |join. See you there, suckers ! ! !

.....Your pal, The Mysterious [R]

Operating the Controls

Quickly master basic moves or your tomato paste, slick !



① **SELECT Button**

Pause when pushed during game play. Push again to resume play.

② **START Button**

Starts play. When pushed during game play, allows mid-play participation.

③ **Joystick**

Character movement (Movement, Jump, Crouch, Guard, etc.)

④ **A Button** Light Punch

⑤ **B Button** Light Kick

⑥ **C Button** Strong Punch

⑦ **D Button** Strong Kick

A B Button combination..... Attack Deflector

C D Button combination..... Knock Down Attack

B C Button combination..... DIS Function

A B C Button combination..... Flames of Power

Operations for Select Menus

JoystickSelection of Items

A ButtonSet Option

B ButtonClear Option

Game Menu Explanations

Keep Your Eye on Strength and Power Gauges.



- ① **Player Score**
- ② **Characters in Battle**
- ③ **Strength Gauge**
- ④ **Other Characters**

(Defeated characters are represented with an X mark.)

- ⑤ **Time Remaining**
- ⑥ **Power Gauge**

Beginning the Battle

Choose from 5 Modes and Revel in the Totally Tubular Team Edit Function!

First, select **GAME START** from the title screen.

① Mode Select

Choose 1 of the following 5 modes !

● Team Competition Mode

Battle the computer in a 3-on-3 battle.

● Single Competition Mode

Select one character to take on the computer.

(Battle 8 representatives from each team.)

● Team VS Mode

Two-player 3-on-3 battle mode.

● Single VS Mode

Two player mode. Select 1 character and face your opponent !

● Single Battle Royale Mode

Choose 1 character and battle the computer.

(Battle all characters.)



② Team Select

When fighting team battles, before choosing characters, decidewhether or not you'll be using the Team Edit mode.



YES → Team Edit

Select 3 characters from all characters.

NO → Team Select

Choose 1 team from the 8 predetermined teams.

※When fighting single battles, choose one of your favorite characters.



③Selecting to Order of Battle Arenas
When fighting teams battles, select the order of arenas your characters will fight in.

④Start the Game !

★LOADING GAME DATA

If previous game data is saved, you can restart your game from the stage you left off. (For details, see "The Back-up Memory Function" on page 5.)



2-Player Mid-Play Participation

During 1-Player play, pressing the start button on the unused controller will begin a mid-play 2-player game.



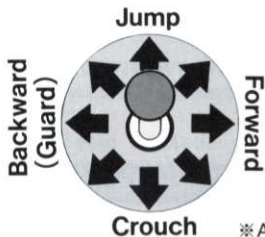
Continue

After being defeated, the CONTINUE COUNTDOWN will appear. To resume game play, press the START BUTTON before the timer reaches 0.

Basic Player Movement

Get Down the Fundamentals to Become the Best !

Basic movements vary slightly from THE KING OF FIGHTERS '94, and a number of additional attacks and defenses are now possible. Master these by building up your battle experience.



※All movements are described for characters facing the right.



[Dash]

Quickly press the joystick forward twice to dash.

Quickly press the joystick backward twice for the back retreat.

[Attack Deflector]

Push A B Buttons at the moment when your opponent attacks. Without moving, you can foil your opponent's attacks !

[Counterattack]

Following the Avoid Attack, push buttons to effect the surprising counterattack.

[Knock Down Attack]

Push C D Buttons simultaneously for a damaging knock-down attack.

[Use the "Flames of Power" by Pushing A B C Buttons simultaneously]

By pushing these buttons during battle, the power gauge at the lower part of the screen will rise. When the power gauge reaches MAXIMUM, attack power is temporarily at its most powerful.

[DIS Moves]

Press B C Buttons for the DIS pose and bring down your opponents power level !

[Guard Cancel]

When the power gauge is at MAXIMUM, you can effectively attack your opponent even while they guard themselves !

[Super Battle Blows]

When your strength gauge begins to flash red, or when your power gauge is at MAXIMUM, use these super special attacks.



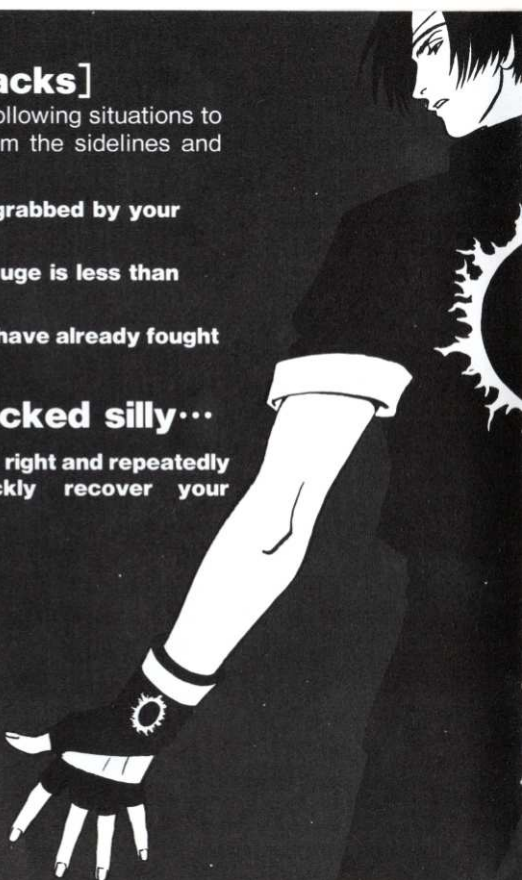
[Tag Team Attacks]

Push ABC Buttons in the following situations to have team mates jump from the sidelines and protect you.

- ① **When knocked out or grabbed by your opponent.**
- ② **When your strength gauge is less than your opponent.**
- ③ **When teammates who have already fought appear on the screen.**

When your knocked silly...

Move the joystick left and right and repeatedly press buttons to quickly recover your consciousness !



3-on-3 Battles

- ① The first member of each team begins to battle it out in a one-round match.
- ② The winner of the match increases his or her power slightly based on win and time bonuses and proceeds to the next match.
- ③ By defeating the third opponent, you win. Remember, you little battling maniacs, you, your strategy holds an important key to so use that noggin of yours for more than head butts!

★ In 1-on-1 battles, like the normal competition system, after each match, all strength is recovered and you move on to the next round. By winning two rounds, you win the match.

OPTION MODE

Choose OPTION from the MODE SELECT screen to call up the OPTION menu. Here you can set game difficulty and button arrangements.

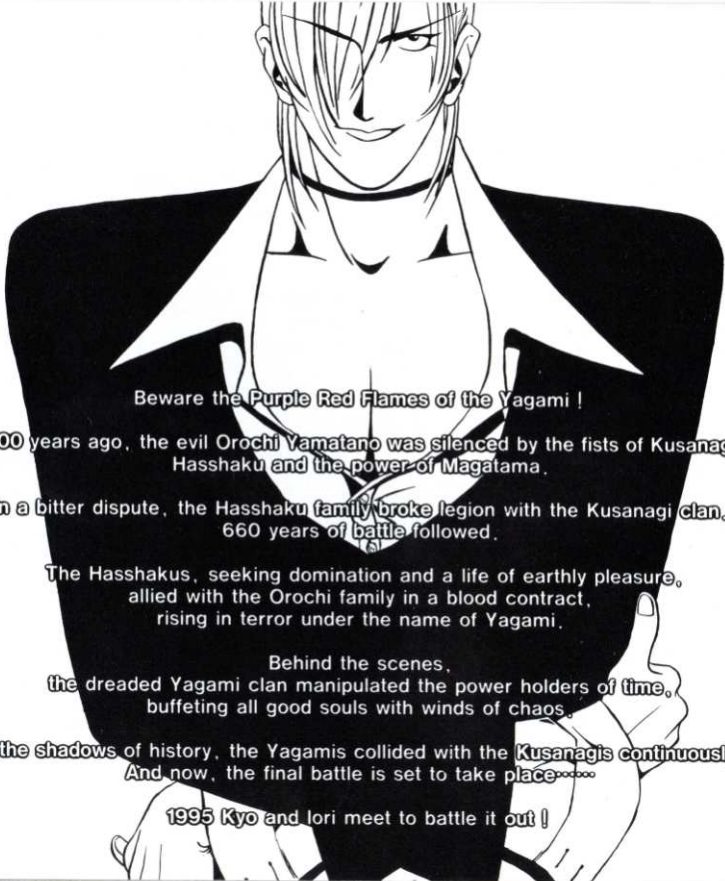
■ Level Select

Select 1 of 8 difficulty settings in computer battles.

■ Pad Setting

Arrange button settings with the Pad Setting screen. Select items you wish to change and press the buttons you wish to use.





Beware the Purple Red Flames of the Yagami !

1800 years ago, the evil Orochi Yamatano was silenced by the fists of Kusanagi,
Hashshaku and the power of Magatama.

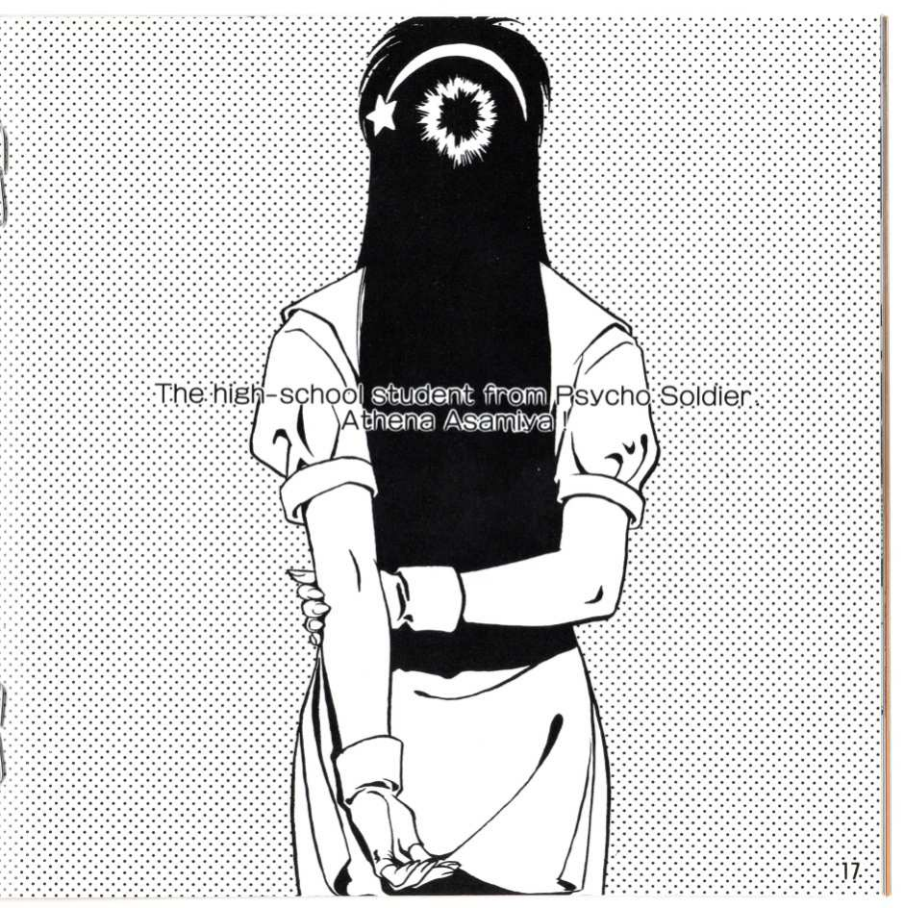
In a bitter dispute, the Hashshaku family broke legion with the Kusanagi clan,
660 years of battle followed.

The Hashshakus, seeking domination and a life of earthly pleasure,
allied with the Orochi family in a blood contract,
rising in terror under the name of Yagami.

Behind the scenes,
the dreaded Yagami clan manipulated the power holders of time,
buffeting all good souls with winds of chaos.

In the shadows of history, the Yagamis collided with the Kusanagis continuously.
And now, the final battle is set to take place.....

1995 Kyo and Iori meet to battle it out !



The high-school student from Psycho Soldier.
Athena Asamiya



Stage Guidebook



•Kusanagi, Nikaido, Daimon Stage



•Ikari Warriors Stage



•Yagami, Billy, Kisaragi Stage



•Psycho Soldier Stage



•Fatal Fury Stage



•King, Yuri, Mai Stage



•Art of Fighting Stage



•Kim, Chan, Choi Stage

'95





THE KING OF FIGHTERS

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All Teams, Players, and their Moves

※All joystick arrows are for when characters are facing right.
★.....Super special moves (can only be used when power gauge is at maximum level.)

Benimaru Nikaido

Kyo Kusanagi

Goro Daimon

Kyo: "You're no more than a smoldering flame, Yagami!
Feel what areal blast of Hades is!"

Benimaru: "Hey all you fight groupies!
Just watch my moves!"

Goro: "Whoa!"

Super Special Moves

BENIMARU NIKAIIDO

LIGHTNING FIST

⬇⬇⬆+A or C

SHINKU KATATEGOMA

⬇⬇⬆⬇⬆+B or D

IAIDO KICK

⬇⬆⬆+B or D

NEW TRIPLE RESIST KICK

Near opponent,

⬇⬆+B or D

NEW SUPER LIGHTNING KICK

⬇⬆+B or D

★ HEAVEN BLAST FLASH

⬇⬆⬆⬇⬆+C

KYO KUSANAGI

DARK THRUST

⬇⬆⬆+A or C

FIRE BALL

⬇⬆⬆+A or C

SPINNING KICK

⬆⬇⬆+B or D

NEW CRESCENT SLASH

⬇⬆⬆⬆⬆+B or D

NEW NEW WAVE SMASH

⬇⬆⬆+B•B or D•D

★ SERPENT WAVE

⬇⬆⬆⬆⬆⬆⬆+C

GORO DAIMON

MINELAYER

⬇⬇⬆+A or C

SUPER UKEMI

⬇⬆⬆+B or D

SUPER OHSOTOGARI

Near opponent, ⬆⬆⬆⬆+D

EARTH MOVER

Near opponent, ⬆⬆⬆⬆⬆⬆+C

NEW CLOUD TOSSER

⬆⬆⬆⬆⬆+A

NEW STUMP THROW

⬆⬆⬆⬆⬆+C

★ HEAVEN TO HELL DROP

Near opponent,

⬆⬆⬆⬆⬆⬆⬆⬆⬆⬆⬆⬆+C

Yuri : "Sorry, everyone, the prize money is mine."

Mai : "A girl as pretty and tough as I am just has to win."

King : "Just pack it up and go home if you don't want to get hurt ! "

Yuri Sakazaki

Mai Shiranui

King

Super Special Moves

YURI SAKAZAKI

KO OH KEN

↓ ★ ↓ +A or C

SAIHA

↓ ★ ★ +A or C

RAI KOH KEN

↓ ★ ↓ +B or D

HUNDRED BLOWS

Near opponent, ★ ↓ ★ ↓ ★ +A

HUNDRED BLOWS ATTACK

★ ★ ↓ ★ ★ +C

NEW YURI SUPER UPPER

↓ ★ ★ +A or C

HAOH SHO KOH KEN

★ ★ ★ ↓ ★ ★ +A or C

★ FLYING PHOENIX KICK

★ ★ ★ ★ ↓ ★ ★ +BC

MAI SHIRANUI

KACHO SEN

↓ ★ ★ +A or C

RYU EN BU

↓ ★ ★ +A or C

DEADLY NINJA BEES

★ ★ ★ ★ +B or D

FLYING SQUIRREL DANCE

↓ briefly, then ★ +A or C
press down

FLYING SQUIRREL DANCE

↓ ★ ★ +A or C

NEW FLYING DRAGON BLAST

★ ↓ ★ +B or D

★ SUPER DEADLY NINJA BEES

★ ★ ★ +BC

KING

VENOM STRIKE

↓ ★ ★ +B or D

TORNADO KICK

★ ★ ★ ★ +B or D

TRAP SHOT

★ ↓ ★ +B or D

DOUBLE STRIKE

★ ★ ★ ★ ↓ +B or D

NEW SURPRISE ROSE

★ ★ ★ ★ +B or D

★ ILLUSION DANCE

★ ★ ★ ↓ ★ ★ +BD

Billy Cane

Eiji Kisaragi

Iori Yagami

Iori: "Eat this, Kyo."

The flames of revenge from the Yagami clan!"

Eiji: "My sworn enemies of Kyoku-gen karate!"

The day of fate is at hand!"

Billy: "Terry, this pole's for you!"

Super Special Moves

BILLY CANE

CLUB TWIST

A or C repeatedly

SPARROW DROP

↓♦♦♦+A or C

CLUB BIOW

♦♦♦♦♦+A or C

SUPER POWER CLUB

♦♦♦♦+B or D

★ FLAMING HURRICANE

↓♦♦♦♦♦♦♦+AC

IORI YAGAMI

DARK THRUST

↓♦♦♦+A or C

FIRE BALL

♦♦♦♦+A or C

DEADLY FLOWER

↓♦♦♦+A or Cx3

DARK CRESCENT SLICE

♦♦♦♦♦♦+B or D

★ MAIDEN MASHER

↓♦♦♦♦♦♦♦+C

EIJI KISARAGI

SPIRIT BLAST

↓♦♦♦+A or C

SHADOW SLICER

♦♦♦♦♦+A or C

STALLION KICK

↓♦♦♦♦+B or D

MIST SLASH

↓♦♦♦+A or C

BONE CUTTER

♦♦♦♦♦♦+B or D

STEEL WAVE SLASHER

↓♦♦♦♦♦♦♦+A or C

NEW SHADOW ATTACK

↓♦♦♦+B or D

★ MANTIS PUNCH

♦♦♦♦♦♦♦↓+B

Terry : "King of Fighters? Well, sign me up and call me winner ! "

Andy : "What, again? This time, I walk away victorious ! "

Joe : "Oh-shaaa ! The genius Joe Higashi is about to twirl like a typhoon ! "

Andy Bogard

Joe Higashi

Terry Bogard

Super Special Moves

TERRY BOGARD

BURNING KNUCKLES

↓♦♦♦+A or C

POWER WAVE

↓♦♦♦+A or C

RISING TACKLES

↓briefly, then ↑+A or C

CRACK SHOT

↓♦♦♦+B or D

NEW POWER DUNK

↗♦♦♦+B or D

★ POWER GEYSER

↓♦♦♦♦+BC

ANDY BOGARD

SHO RYU DAN

↗♦♦♦+A or C

ZAN EI KEN

♦briefly, then ↗+A or C

HISHO KEN

↓♦♦♦+A or C

SONIC SPLIT

♦♦+B or D

NEW DAM BREAKER PUNCH

↓♦♦♦+B or D×3

★ SUPER SONIC SWIRL

↓briefly, then ↗+BD

JOE HIGASHI

HURRICANE UPPER

↖♦♦♦♦+A or C

SLASH KICK

♦♦+B or D

TIGER KICK

↓♦♦♦+B or D

TNT PUNCH

A or C repeatedly

TNT PUNCH FINISHER

During TNT Punch,
↓♦♦♦+A or C

NEW HOLDEN HEEL HURTER

↓♦♦♦+B or D

★ SCREW UPPER

↗♦♦♦↓♦+BC

Takuma Sakazaki

Robert Garcia

Ryo Sakazaki

Ryo : *"I will be victorious ! They don't call me the invincible dragon for nothing !"*

Robert : *"The king of Kyoku-gen karate is about to clean up. Grrrr."*

Takuma : *"My Kyoku-gen karate cannot lose."*



Super Special Moves

ROBERT GARCIA

DRAGON BLAST PUNCH

↓↘↗+A or C

LIGHTNING LEGS KNOCKOUT KICK

↖briefly, then ↗+B or D

RYUGA

↘↗+A or C

HAOH SHO KOH KEN

↘↗↓↘↗+A or C

GREAT SPIRIT KICK

↘↗↓↘↗+B or D

FLYING DRAGON BLAST PUNCH

During Jump, ↓↘↗+B or D

NEW KYOKU GEN KICK DANCE

Near opponent, ↘↗↓↘↗+D

★ RYUKO RANBU

↓↘↗↘↗↓↘↗+C

TAKUMA SAKAZAKI

TIGER FLAME PUNCH

↓↘↗+A or C

LIGHTNING LEGS KNOCKOUT KICK

↖briefly, then ↗+B or D

SHORAN KYAKU

Near opponent, ↘↗↓↘↗+B

SHORAN KYAKU ATTACK

↘↗↓↘↗+D

ZAN RETSU KEN

↘↗↓↘↗+A or C

HAOH SHI KOH KEN

↘↗↓↘↗+A or C

★ RYUKO RANBU

↓↘↗↘↗↓↘↗+AC

RYO SAKAZAKI

TIGER FLAME PUNCH

↓↘↗+A or C

LIGHTNING LEGS KNOCKOUT KICK

↖briefly, then ↗+B or D

KOHO

↘↗+A or C

HAOH SHO KOH KEN

↘↗↓↘↗+A or C

ZAN RETHU KEN

↘↗↓↘↗+A or C

FLYING TIGER FLAME PUNCH

During Jump, ↓↘↗+A or C

NEW KYOKU GEN KICK DANCE

↘↗↓↘↗Near opponent +C

★ RYUKO RANBU

↓↘↗↘↗↓↘↗+C

Shii kensu

Athena Asamiya

Chin Genzai

Athena: "No one's going to take my place as a superstar fighting babe!"

Shii: "Athena, just sit back and watch my stuff!"

Chin: "I'm comin' home a winner, honey!"

Super Special Moves

SHII KENSU

SUPER BULLET ATTACK

↓ ↓ ↓ +A or C

DRAGON UPPERCUT

← ↓ ↓ +B or D

DRAGON'S FANG

← ↓ ↓ ↓ +A or C

NEW DRAGON TALON TEAR

During Jump, ↓ ↓ ↓ +A or C

★ DRAGON GOD DRUBBING

↓ ↓ ↓ ← +D

ATHENA ASAMIYA

PSYCHO BALL ATTACK

↓ ↓ ↓ +A or C

PSYCHO REFLECTOR

← ↓ ↓ ↓ +B or D

PHOENIX ARROW

During Jump, ↓ ↓ ↓ +A or C

NEW PSYCHO SWORD

↓ ↓ ↓ +A or C

★ SHINING CRYSTAL BIT

← ↓ ↓ ↓ ↓ ← +BC

★ CRYSTAL SHOOT

During Shining Crystal Bit,

↓ ↓ ↓ +A or C

CHIN GENZAI

GOURD ATTACK

↓ ↓ ↓ +A or C

NEW BURNING SAKE BELCH

↓ ↓ ↓ +A or C

ROLLING PUNCH

← ↓ ↓ ↓ +B or D

★ THUNDER BIAST

↓ ↓ ↓ ↓ +C

Ralf

Jeidern

Jeidern : "If you want to walk away alive, you'll have to win."

Ralf : "To live, to die.....the fate of a mercenary is simple."

Clark : "If you're that conceited, I guess I'll have to rough you up."

Clark

Super Special Moves

RALF

VULCAN PUNCH

A or C repeatedly

GARLING ATTACK

←briefly, then →+A or C

SUPER ARGENTINE BACK BREAKER

Near opponent, ←↓↘↙+D

NEW BLITZKRIEG PUNCH

↓briefly, then ↑+A or C

★ SUPER VULCAN PUNCH

↖briefly, then ↗+C

JEIDERN

MOON SLASHER

↓briefly, then ↑+A or C

CROSS CUTTER

←briefly, then →+A or C

NECK ROLLER

↓briefly, then ↑+B or D

STORM BLINGER

Near opponent, ↘↙↓↗+C

FINAL BLINGER

←briefly, then ↓↘+BC

CLARK

VULCAN PUNCH

A or C repeatedly

GARLING ATTACK

←briefly, then →+A or C

SUPER ARGENTINE BACK BREAKER

Near opponent, ←↓↘↙+D

SUPER ARABIAN BURGLARY

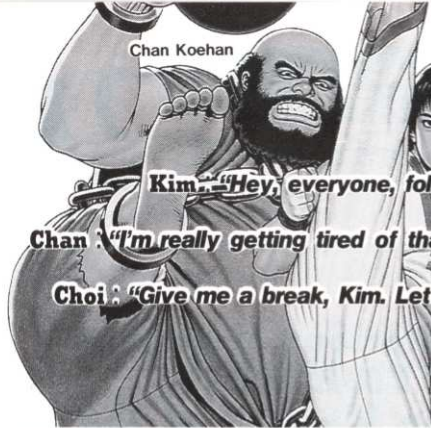
BACK BREAKER

←↖↘↗+C

ULTRA ARGENTINE BACK BREAKER

Near opponent,

↘↙↓↗↘↙↓↗↘↙+C



Chan Koehan



Kim Kap Hwan

Kim: "Hey, everyone, follow me into battle ! "

Chan: "I'm really getting tired of that Kim goodie-two-shoes guy ."

Choi: "Give me a break, Kim. Let me sharpen my nails first ! "



Choi Bounge

Super Special Moves

CHAN KOEHAN

SPPINING IRON BALL

A or Crepeatedly

BREAKING IRON BALL

♣briefly, then ♠+A or C

NEW FLYING BALL BREAKER

♠briefly, then ♠+B or D

★ WILD BALL ATTACK

↓♠♠♠♠♠♠♠+C

KIM KAP HWAN

CRESCENT MOON SLASH

↓♠♠+B or D

FLYING SLICE

♠briefly, then ♠+B or D

FLYING KICK

During Jump, ↓♠♠+B or D

NEW COMET CRUNCHER

♣briefly, then ♠+B or D

★ PHOENIX FLATTENER

↓♠♠♠♠♠+BD

CHOI BOUNGE

HISHO KURETSUZAN

♠briefly, then ♠+B or D
press down

HURRICANE CUTTER

♠briefly, then ♠+A or C

KAITEN HIENZAN

♣briefly, then ♠+A or C

NEW SOARING KICK

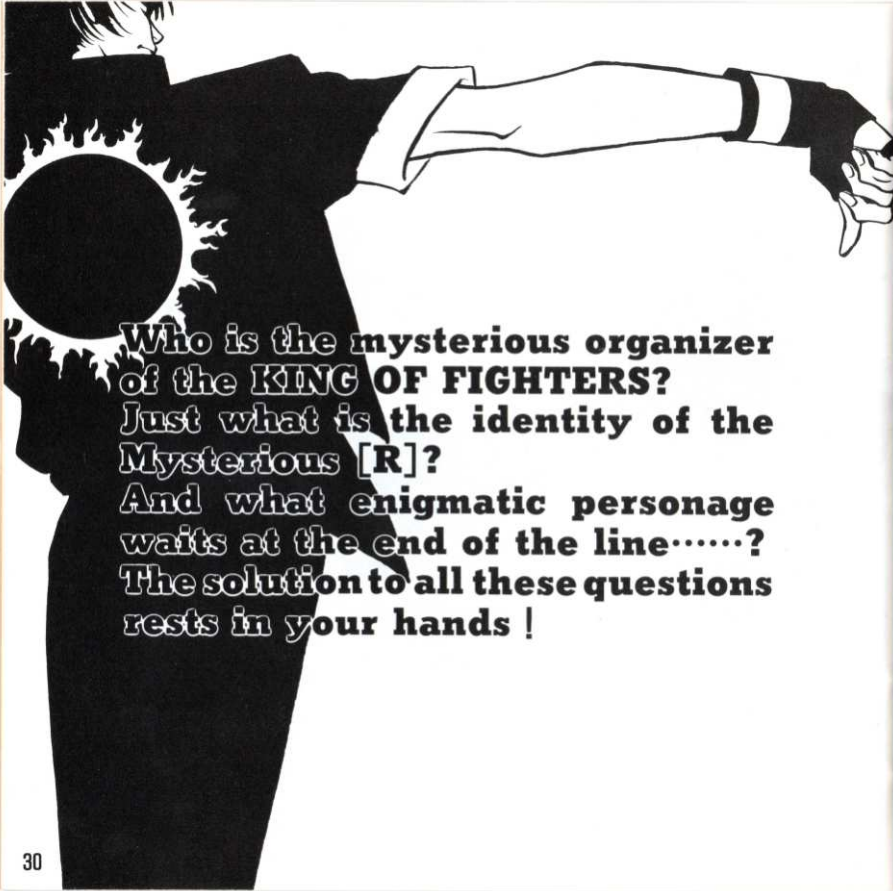
During Jump, ↓♠♠+B or D

NEW FLYING MONKEY SLICE

♣briefly, then ♠+B or D

★ TORNADO RIPPER

♣briefly, then ↓♠+BC



**Who is the mysterious organizer
of the KING OF FIGHTERS?**

**Just what is the identity of the
Mysterious [R]?**

**And what enigmatic personage
waits at the end of the line.....?**

**The solution to all these questions
rests in your hands !**

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

- Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.
- Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE EPILEPSIA] POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugar video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico ; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen, möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

- Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospiels abzusehen, bis Ihr Körper sich regeneriert hat!
- Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

- Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symptome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

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NGCD-084E
MADE IN JAPAN



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■ The King of Fighters '95—Soft Dip Settings— ■

K.O.F. '95	
Initial Settings—Screen 1	
Playing Time	Normal
Continue	With
Demo Sound	With
How to Play	With
Difficulty	Level 4
Credit/Level	With/With
Game Mode	Team
NEXT PAGE	

K.O.F. '95	
Initial Settings—Screen 2	
Blood	With
Language	ENGLISH

- Controls
1. Use 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 return to previous settings.)

* To change pages, move the cursor to the NEXT PAGE item.

Move the cursor to the top of page 2 to return to page 1.

(Playing Time)	Playing time speed can be set at 5 levels.
	Normal→Medium Slow→Slow→Fast→Medium Fast
(Continue)	Set the “Continue” option.
	With Without
(Demo Sound)	Set sound during demonstration screens.
	With Without
(How to Play)	Set the “How to Play” instructions at the beginning of the game.
	With Without
(Difficulty)	Select 1 of 8 difficulty settings.
	Level 1→Level 2→Level 3→Level 4→Level 5→Level 6→Level 7→Level 8
(Credit/Level)	Set credit and level displays.
	With Without
(Game Mode)	Set Game or Single Modes.
	Game Single
(Blood)	Set blood displays during the game.
	With Without
(Language)	Select the language for game displays.
	English→Spanish→Portuguese

NEO
GEO
ADVANCED ENTERTAINMENT SYSTEM

THE KING OF

THE KING OF FIGHTERS '95

... Super Special Moves (Can only be used when power gauge is at maximum level)
*All moves are described for character's facing right

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TM

KYO KUSANAGI

DARK THRUST

↓ ↘ → + A or C

FIRE BALL

→ ↓ ↘ + A or C

SPINNING KICK

← ↓ ↙ + B or D

NEW CRESCENT SLASH

→ ↘ ↓ ↙ ← + B or D

NEW NEW WAVE SMASH

↓ ↘ → + BB or DD

★ SERPENT WAVE

↓ ↙ ← ↘ ↓ ↘ → + C

GORO DAIMON

MINELAYER

→ ↓ ↘ + A or C

SUPER UKEMI

↓ ↙ ← + B or D

SUPER OHSOTOGARI

Near opponent, → ↘ ↓ ↘ + D

NEW CLOUD TOSSER

← ↙ ↓ ↘ → + A

NEW STUMP THROW

← ↙ ↓ ↘ → + C

★ HEAVEN TO HELL DROP

Near opponent, → ↘ ↓ ↘ → ↘ ↓ ↘ → + C

BENIMARU NIKAIDO

LIGHTNING FIST

→ ↓ ↘ + A or C

SHINKU KATATEGOMA

→ ↘ ↓ ↙ ← + B or D

IAIDO KICK

↓ ↘ → + B or D

NEW TRIPLE RESIST KICK

Near opponent, ↓ ↑ + B or D

NEW SUPER LIGHTNING KICK

↓ ↑ + B or D

★ HEAVEN BLAST FLASH

↓ ↘ → ↓ ↘ + C

BILLY CANE

CLUB TWIST

A or C repeatedly

SPARROW DROP

↓ ↙ ← ↘ + A or C

CLUB BLOW

← ↙ ↓ ↘ → + A or C

SUPER POWER CLUB

↙ ↓ ↘ → + B or D

★ FLAMING HURRICANE

↓ ↘ → ↘ ↓ ↙ ← + AC

IORI YAGAMI

DARK THRUST

↓ ↘ → + A or C

FIRE BALL

→ ↓ ↘ + A or C

DEADLY FLOWER

↓ ↙ ← + A or C x 3

DARK CRESCENT SLICE

→ ↘ ↓ ↙ ← + B or D

★ MAIDEN MASHER

↓ ↙ ← ↘ ↓ ↘ → + C

EIJI KISARAGI

SPIRIT BLAST

↓ ↘ → + A or C

SHADOW SLICER

← ↙ ↓ ↘ → + A or C

STALLION KICK

↓ ↙ ← ↘ + B or D

MIST SLASH

↓ ↙ ← + A or C

NEW SHADOW ATTACK

↓ ↘ → + B or D

★ MANTIS PUNCH

← ↙ ↓ ↘ → ↘ ↓ + B

YURI SAKAZAKI

KO OH KEN

↓ ↘ → + A or C

SAIHA

↓ ↙ ← + A or C

RAI KOH KEN

↓ ↘ → + B or D

HUNDRED BLOWS

Near opponent, → ↘ ↓ ↘ → + A

NEW YURI SUPER UPPER

→ ↓ ↘ + A or C

★ FLYING PHOENIX KICK

→ ↙ ↘ ↓ ↙ ← + BC

MAI SHIRANUI

KACHO SEN

↓ ↘ → + A or C

RYU EN BU

↓ ↙ ← + A or C

DEADLY NINJA BEES

← ↙ ↓ ↘ → + B or D

FLYING SQUIRREL DANCE

During Jump, ↓ ↙ ← + A or C

NEW FLYING DRAGON BLAST

→ ↓ ↘ + B or D

★ SUPER DEADLY NINJA BEES

→ ↙ ↘ + BC

KING

VENOM STRIKE

↓ ↘ → + B or D

TORNADO KICK

→ ↘ ↓ ↙ ← + B or D

TRAP SHOT

→ ↓ ↘ + B or D

DOUBLE STRIKE

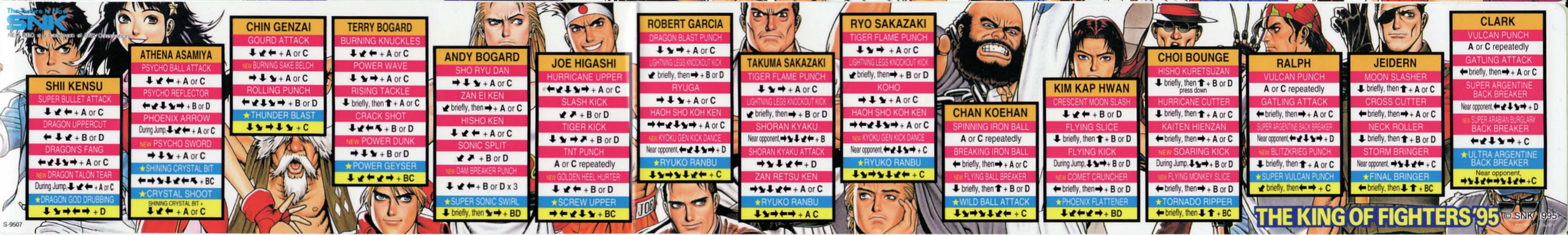
→ ↙ ↘ ↓ + B or D

NEW SURPRISE ROSE

↓ ↙ ← ↘ + B or D

★ ILLUSION DANCE

← ↙ ↘ ↓ ↙ ← + BD



SHII KENSU
SUPER BULLET ATTACK
↓↘←+A or C
DRAGON UPPERCUT
←↓↘+B or D
DRAGON'S FANG
←↘↓↘→+A or C
NEW DRAGON TALON TEAR
During Jump, ↓↘←+A or C
★DRAGON GOD DRUBBING
↓↘→←→+D

ATHENA ASAMIYA
PSYCHO BALL ATTACK
↓↘←+A or C
PSYCHO REFLECTOR
←↘↓↘→+B or D
PHOENIX ARROW
During Jump, ↓↘←+A or C
NEW PSYCHO SWORD
→↓↘+A or C
★SHINING CRYSTAL BIT
←→↘↓↘←↘+BC
★CRYSTAL SHOOT
SHINING CRYSTAL BIT +
↓↘←+A or C

CHIN GENZAI
GOURD ATTACK
↓↘←+A or C
NEW BURNING SAKE BELCH
→↓↘+A or C
ROLLING PUNCH
←↘↓↘→+B or D
★THUNDER BLAST
↓↘→↓↘+C

TERRY BOGARD
BURNING KNUCKLES
↓↘←+A or C
POWER WAVE
↓↘→+A or C
RISING TACKLE
↓ briefly, then ↑+A or C
CRACK SHOT
↓↘←↘+B or D
NEW POWER DUNK
→↓↘+B or D
★POWER GEYSER
↓↘←↘→+BC

ANDY BOGARD
SHO RYU DAN
→↓↘+A or C
ZAN EI KEN
↘ briefly, then →+A or C
HISHO KEN
↓↘←+A or C
SONIC SPLIT
↘↘+B or D
NEW DAM BREAKER PUNCH
↓↘←+B or D x 3
★SUPER SONIC SWIRL
↓ briefly, then ↘→+BD

JOE HIGASHI
HURRICANE UPPER
←↘↓↘→+A or C
SLASH KICK
↘↘+B or D
TIGER KICK
↓↘→↘+B or D
TNT PUNCH
A or C repeatedly
NEW GOLDEN HEEL HURTER
↓↘←+B or D
★SCREW UPPER
→←↘↓↘+BC

ROBERT GARCIA
DRAGON BLAST PUNCH
↓↘→+A or C
LIGHTNING LEGS KNOCKOUT KICK
↘ briefly, then →+B or D
RYUGA
→↓↘+A or C
HAOH SHO KOH KEN
→←↘↓↘→+A or C
NEW KYOKU GEN KICK DANCE
Near opponent, ←↘↓↘→+D
★RYUKO RANBU
↓↘→↘↓↘←+C

TAKUMA SAKAZAKI
TIGER FLAME PUNCH
↓↘→+A or C
LIGHTNING LEGS KNOCKOUT KICK
↘ briefly, then →+B or D
SHORAN KYAKU
Near opponent, →↘↓↘←+B
SHORAN KYAKU ATTACK
→↘↓↘←+D
ZAN RETSU KEN
→↘↓↘←+A or C
★RYUKO RANBU
↓↘→←→+AC

RYO SAKAZAKI
TIGER FLAME PUNCH
↓↘→+A or C
LIGHTNING LEGS KNOCKOUT KICK
↘ briefly, then →+B or D
KOHO
→↓↘+A or C
HAOH SHO KOH KEN
→←↘↓↘→+A or C
NEW KYOKU GEN KICK DANCE
Near opponent, ←↘↓↘→+C
★RYUKO RANBU
↓↘→↘↓↘←+C

CHAN KOEHAN
SPINNING IRON BALL
A or C repeatedly
BREAKING IRON BALL
← briefly, then →+A or C
NEW FLYING BALL BREAKER
↓ briefly, then ↑+B or D
★WILD BALL ATTACK
↓↘→↘↓↘←+C

KIM KAP HWAN
CRESCENT MOON SLASH
↓↘←+B or D
FLYING SLICE
↓ briefly, then ↑+B or D
FLYING KICK
During Jump, ↓↘→+B or D
NEW COMET CRUNCHER
← briefly, then →+B or D
★PHOENIX FLATTENER
↓↘←↘→+BD

CHOI BOUNGE
HISHO KURETSUZAN
↓ briefly, then ↑+B or D
press down
HURRICANE CUTTER
↓ briefly, then ↑+A or C
KAITEN HIENZAN
← briefly, then →+A or C
NEW SOARING KICK
During Jump, ↓↘→+B or D
NEW FLYING MONKEY SLICE
← briefly, then →+B or D
★TORNADO RIPPER
← briefly, then ↓↑+BC

RALPH
VULCAN PUNCH
A or C repeatedly
GATLING ATTACK
← briefly, then →+A or C
SUPER ARGENTINE BACK BREAKER
Near opponent, ←↘↓↘→+D
NEW SUPER ARABIAN BURGLARY BACK BREAKER
←↘↓↘→+C
★ULTRA ARGENTINE BACK BREAKER
Near opponent, →↘↓↘←→↘↓↘←+C

JEIDERN
MOON SLASHER
↓ briefly, then ↑+A or C
CROSS CUTTER
← briefly, then →+A or C
NECK ROLLER
↓ briefly, then ↑+B or D
STORM BRINGER
Near opponent, →↘↓↘←+C
★FINAL BRINGER
← briefly, then ↓↑+BC

CLARK
VULCAN PUNCH
A or C repeatedly
GATLING ATTACK
← briefly, then →+A or C
SUPER ARGENTINE BACK BREAKER
Near opponent, ←↘↓↘→+D
NEW SUPER ARABIAN BURGLARY BACK BREAKER
←↘↓↘→+C
★ULTRA ARGENTINE BACK BREAKER
Near opponent, →↘↓↘←→↘↓↘←+C