

The King of Fighters Round-2

System: *Neo Geo Pocket Color*
Developer/Publisher: *SNK*
Release Date: *19th March 1999*
Genre: *Fighting Game*
Size: *16-Megabit Cartridge*

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First Release: 29th March 1999
Last Updated : 27th June 1999

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1. INTRODUCTION

The King of Fighters R-2 is the 2nd instalment of the KOF series on SNK's portable gaming system.

KOF R-2 is a very good hand-held conversion of the arcade game KOF'98. The gameplay feels right and is true to the arcade version. The game really stands out when played on SNK's new NGP Color. The graphics are very impressive with large well-animated fighters and colorful backgrounds. To make things more convenient for the die-hard fighting game enthusiast, a customizable Sparring Mode has been added for you to practice your moves & combos for as long as you please.

2. HOW TO PLAY

i. GAMEPLAY CONTROLS

---[BASIC CONTROLS]-----

[DIRECTION-STICK]

- Moves character
- Hold BACK to Guard (Can be done in the air)
- Press UP for Normal Jump
- Press DOWN to Duck

[A BUTTON]

- Tap for LIGHT PUNCH (LP)
- Press for HEAVY PUNCH (HP)

[B BUTTON]

- Tap for LIGHT KICK (LK)
- Press for HEAVY KICK (HK)

[OPTION BUTTON]

- Hold to Pause the game

[TAUNT]

- Press UP + AB Button

[POWERFUL ATTACK]

- Press A + B Button (Can be done while jumping)

[DOWN EVADE]

- Press A + B as you fall on the ground for a safe landing.

[GUARD CANCEL ESCAPE] *requires one Power Point/Maxed-out Gauge

- When guarding against an attack, press FORWARD/BACK + AB

[GUARD REVERSAL ATTACK] *requires one Power Point/Maxed-out Gauge

- When guarding against an attack, press A+B Button.

[BIG JUMP]

- Quickly tap DOWN or DOWN-BACK or DOWN-FRONT, then followed by UP-BACK or UP-FRONT.

[MIDDLE JUMP]

- Press DOWN or DOWN-BACK or DOWN-FRONT, then quickly tap UP-BACK or UP-FRONT.

[SMALL JUMP]

- Quickly tap UP-BACK or UP-FRONT.

---[EXTRA MODE]-----

[FRONT-STEP]

- FORWARD x 2

[BACK-STEP]

- BACK x 2

[ATTACK EVADE]

- FORWARD/BACK + AB

[CHARGE POWER GAUGE]

- DOWN + AB (Hold to charge)
- Attack power is increased when Power Gauge is at max.

[SUPER MOVES]

- Super Moves can be performed with either when your Power Gauge is maxed out, or when your Life Gauge is flashing.
- Refer to character's Super Move list.

[MAXIMUM SUPER MOVES]

- These are enhanced versions of your Super Moves.
- They can only be performed when BOTH your Power Gauge is maxed out and your Life Gauge is flashing.
- With the above conditions fulfilled, perform any of your character's Super Moves for a Maximum version of that move.
(Refer to character's Super Move list.)

---[ADVANCED MODE]-----

[DASH]

- FORWARD x 2 (Hold to keep running)

[BACK-STEP]

- BACK x 2

[EMERGENCY ESCAPE ROLL]

- FORWARD/BACK + AB

[ACTIVATE MAX POWER GAUGE] *requires one Power Point

- DOWN + AB
- Attack power is increased when Max Power Gauge is activated.

[SUPER MOVES]

- These can be performed when you have at least one Power Point.
- Refer to character's Super Move list.

[MAXIMUM SUPER MOVES]

- These are enhanced versions of your Super Moves.
- These can only be performed when you have activated your Power Gauge AND also when you have at least one Power Point.
- With the above conditions fulfilled, perform any of your character's Super Moves for a Maximum version of that move.
(Refer to character's Super Move list.)

ii. GAMEPLAY

---[ADVANTAGE SYSTEM]-----

This is something which is new in KOF R-2. When your 1st Character is defeated, your 2nd Character will have a certain 'advantage' over the 1st. And when your 2nd Character is defeated, your Last Character will also have an 'advantage' over your 2nd.

This is known as the "Advantage System". It is applicable to both the EXTRA and ADVANCE modes, and the Super Gauge is 'modified' after a character is defeated.

In EXTRA MODE, your Super Gauge gets shorter and shorter each time your character is defeated. This means that your character is able to charge up his Super Gauge more quickly since his gauge is shorter.

In ADVANCE MODE, your maximum Super Gauge Stock increases by one each time your character is defeated. Therefore, your last character is able to hold a up to 5 Power Points at once.

This is clearly illustrated in the following table:

FIGHT ORDER	EXTRA (GAUGE LENGTH)	ADVANCE (MAX STOCK)
1st Character	100%	3
2nd Character	75%	4
3rd Character	50%	5

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2. MOVE LIST

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LEGEND

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FORWARD - F
BACKWARD - B
UP - U
DOWN - D

P - PUNCH (B BUTTON)
K - KICK (A BUTTON)
LP/HP - LIGHT PUNCH/HEAVY PUNCH
LK/HK - LIGHT KICK/HEAVY KICK

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LIST ORDER

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- 1) Team Kusanagi
 - Kyo, Saishu, Shingo
 - 2) Super Babe Team
 - Athena, Yuri, Kasumi
 - 3) New South Town Team
 - Terry, Ryo, Mai
 - 4) New Face Team
 - Yashiro, Shermie, Chris
 - 5) Edit Characters
 - Leona, Iori
 - 6) Special Members
 - Orochi Yashiro, Orochi Shermie, Orochi Chris
 - Kyo (KOF'94), Ryo (KOF'94), Terry (Real Bout 2)
 - Mai (Real Bout 2), Yuri (KOF'94), Omega Rugal
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=====
TEAM KUSANAGI
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KYO KUSANAGI

{EXTRA ATTACKS}

[88 Shiki] - DF + K
[Gou Fu You] - F + K
[Naraku Otoshi] - Jump, D + P

{SPECIAL MOVES}

[Oniyaki] - F,D,DF + P
[R.E.D. Kick] - B,D,DB + K
[Koto Tsuki Yoh] - F,DF,D,DB,B + K
[Kai] - D,DF,F + K, K
[Nue Tsumi] - D,DB,B + P (Counter Move)

"Ara Gami Chain"

[Ara Gami]* - D,DF,F + LP
[Ku Kizu]*1 - (During *) D,DF,F + P
[Yano Sabi]*2 - (During *) F,DF,D,DB,B + P
[NanaSe] - (During *1 or *2) press P
[Migiri Ugachi] - (During *1 or *2) press K

"Doku Gami Chain"

[Doku Gami]** - D,DF,F + HP
[Tsumi Yomi]**1 - (During **) F,DF,D,DB,B + P
[Batsu Yomi] - (During **1) F + P

{SUPER MOVES}

[Orochi Nagi] - D,DB,B,DB,D,DF,F + P (hold to delay)
[Saishu Kessen Ougi "Mu Shiki"] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

- 1) Jump P/K -> Ducking HP -> [Koto Tsuki Yoh]
2) Jump P/K -> Ducking HP -> [Kai] -> [Orochi Nagi]

SAISHU KUSANAGI

{EXTRA ATTACKS}

[Gou Tsuchi] - F + P

[Atama Tsui] - F + K

{SPECIAL MOVES}

[Yami Barai] - D,DF,F + P

[Oniyaki] - F,D,DF + P

[En Juu] - D,DB,B + P (2 times)

[Shin Ken] - F,DF,D,DB,B + K

[Nata Guruma] - F,D,DF + K

{SUPER MOVES}

[Orochi Nagi] - D,DB,B,DB,D,DF,F + P (hold to delay)

[Miyako Bougai] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

- 1) Jump P -> Ducking HP -> [En Juu] x2 -> [Oniyaki]
- 2) (Corner) Jump P -> Standing HP (2 hits) -> [Gou Tsuchi]
-> [En Juu] x2 -> [Oniyaki]
- 3) Jump P -> Standing HP (2 hits) -> [Gou Tsuchi] -> [Orochi Nagi]

SHINGO YABUKI

{EXTRA ATTACKS}

[Gou Fu Kakkodake] - F + K

{SPECIAL MOVES}

[Ara Gami Mikansei]- D,DF,F + LP

[Doku Gami Mikansei] - D,DF,F + HP

[OniYaki Mikansei] - F,D,DF + P

[Oboroguruma Mikansei] - D,DB,B + K

[Shingo Kick] - B,DB,D,DF,F + K

[Nieuda] - (when close) F,D,DF + K

[Hiji Otoshi] - D,DB,B + P (counter move)

{SUPER MOVES}

[Kake Hou Rin] - D,DF,F,D,DF,F + P

[Burning Shingo] - D,DB,B,DB,D,DF,F + P

<USEFUL COMBOS>

- 1) Jump P/K -> Ducking/Standing HP -> [Nieuda] -> [Oniyaki Mikansei]
 - 2) Jump P/K -> Ducking/Standing HP -> [Oboroguruma Mikansei]
 - 3) Jump P/K -> Ducking/Standing HP -> [Kake Hou Rin](MAX)
-> [OniYaki Mikansei]
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SUPER BABE TEAM
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ATHENA ASAMIYA

{EXTRA ATTACKS}

[Renkan Tai] - F + K

[Phoenix Bomb] - (When jumping) D + K

{SPECIAL MOVES}

[Psycho Ball Attack] - D,DB,B + P

[Psycho Sword] - F,D,DF + P (Can be performed while jumping)

[Phoenix Arrow] - (When jumping) D,DB,B + P

[New Psycho Reflector] - F,DF,D,DB,B + P (reflects projectiles)

[Super Pyschic Throw] - (When close) B,DB,D,DF,F + P

[Psychic Teleport] - D,DF,F + K

{SUPER MOVES}

[Shining Crystal Bit]* - B,F,DF,D,DB,B + P (Can be performed while jumping)

[Shining Crystal Shoot] - (During *) D,DB,B + P (hold to delay)

[Phoenix Fang Arrow] - (When jumping) D,DF,F,D,DF,F + P

<USEFUL COMBOS>

1) Standing P -> [Super Pyschic Throw] -> [any Special/Super Move]

YURI SAKAZAKI

{EXTRA ATTACKS}

[En Yoku] - F + K

{SPECIAL MOVES}

[Ko Oh Ken] - D,DF,F + P

[Rai Oh Ken] - D,DF,F + K

[Yuri Cho Upper] - F,D,DF + P

[Yuri Cho Knuckle] - D,DB,B + P

[Yuri Cho Mawashi Geri] - D,DB,B + K

{SUPER MOVES}

[HaOh Sho Ko Ken] - F,B,DB,D,DF,F + P

[Hi En HoOh Kyaku] - D,DF,F,DF,D,DB,B + K

[Hi En Reikko] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

1) Jump HP -> Standing HP -> [Yuri Cho Mawashi Geri]

2) Jump HP -> Standing HP -> [Super Move]

KASUMI TODO

{EXTRA ATTACKS}

None

{SPECIAL MOVES}

[Kasaneate] - D,DF,F + P (can be performed while jumping)

[Messeimuto/Sashoinshu] - B,DB,D,DF,F + P/K (counter move)

[Shiroyamado] - D,DB,B + P

[Tatsumaki Soda] - (when close) F,DF,D,DB,B + P

{SUPER MOVES}

[Cho Kasaneate] - D,DF,F,D,DF,F + P/K (hold to delay)

<USEFUL COMBOS>

1) Jump HP -> Standing HP -> [Tatsumaki Soda] -> [Kasaneate]

2) Jump HP -> Standing HP -> [Cho Kasaneate]

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NEW SOUTHTOWN TEAM
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TERRY BOGARD

{EXTRA ATTACKS}

- [Back Knuckle] - F + P
[Rising Upper] - DF + P

{SPECIAL MOVES}

- [Power Wave] - D,DF,F + P
[Rising Tackle] - F,D,DF + P
[Power Dunk] - F,D,DF + K
[Burn Knuckle] - D,DB,B + P
[Crack Shoot] - D,DB,B + K
[Power Charge] - B,DB,D,DF,F + K

{SUPER MOVES}

- [Power Geyser] - D,DB,B,DB,D,DF,F + P
[High-Angle Geyser] - D,DF,F,D,DF,F + K

<USEFUL COMBOS>

- 1) Jump HP -> Standing LP (x2) -> [Back Knuckle]
-> [Power Charge] -> [Rising Tackle] or [Power Geyser]
2) Jump HP -> Standing LP (x2) -> [Back Knuckle]
-> [High-Angle Geyser]
3) Jump HP -> Standing LP -> [Rising Upper] -> [Power Geyser]

RYO SAKAZAKI

{EXTRA ATTACKS}

[Hyouchu Wari] - F + P

{SPECIAL MOVES}

[Ko Oh Ken] - D,DF,F + P

[Ko Hou] - F,D,DF + P (can also be performed after *)

[Mou Ko Rai Jin Gou]* - D,DB,B + P

[Mou Ko Rai Jin Setsu] - D,DF,F + K

[Hi En Shippu Kyaku] - F,DF,D,DB,B + K

[Kyokugen-Ryu Ren Bu Ken] - (When close) B,DB,D,DF,F + P

{SUPER MOVES}

[Haoh Sho Ko Ken] - F,B,DB,D,DF,F + P

[Ryu Ko Ran Bu] - D,DF,F,DF,D,DB,B + P

[Tenchi Ha Oh Ken] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

- 1) Jump HP -> Standing HP -> [Kyokugen-Ryu Ren Bu Ken] -> [Ko Hou]
- 2) Jump HP -> Standing HP -> [Mou Ko Rai Jin Gou] -> [Ko Hou]
- 3) Jump HP -> Standing HP -> [Super Move]

MAI SHIRANUI

{EXTRA ATTACKS}

[Tsubakuro no Mai] - F + K

[Benitsuru no Mai] - DF + K

{SPECIAL MOVES}

[Ka Cho Sen] - D,DF,F + P

[Hakuro no Mai] - F,DF,F + P

[Ryu En Bu] - D,DB,B + P

[Hisho Ryu En Jin] - F,D,DF + K

[Musasabi no Mai] - (When jumping) D,DB,B + P

- D, charge, U + hold P

[Hisatsu Shinobi Bachi] - B,DB,D,DF,F + K

{SUPER MOVES}

[Cho Hisatsu Shinobi Bachi] - D,DB,B,DB,D,DF,F + K

[Sui Cho no Mai] - D,DF,F,D,DF,F + P

[HoOh no Mai] - D,DB,B,D,DB,B + P

<USEFUL COMBOS>

- 1) [Tsubakuro no Mai] -> Ducking HP -> [Special/Super Move]
 - 2) Jump HP -> Standing HP -> [Super Move]
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NEW FACE TEAM
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YASHIRO NANAKASE

{EXTRA ATTACKS}

[Regret Bash] - F + P

[Step Side Kick] - F + K

{SPECIAL MOVES}

[Missile Might Bash] - F,DF,D,DB,B + P

[Upper Dual] - F,D,DF + P

[Sledge Hammer] - D,DB,B + K

[Jet Counter]* - B,DB,D,DF,F + P

[Jet Counter Steel] - (after *) D,DF,F + P

{SUPER MOVES}

[Million Bash Stream] - D,DB,B,DB,D,DF,F + press P rapidly

[Final Impact] - D,DF,F,D,DF,F + P (hold to charge)

<USEFUL COMBOS>

1) Jump HP -> Standing HP -> [Regret Bash] -> [Missile Might Bash]
or [Million Bash Stream]

CHRIS

{EXTRA ATTACKS}

[Spinning Array] - F + P

[Reverse Anchor Kick] - F + K

[Carry Off Kick] - DF + K

{SPECIAL MOVES}

[Slide Touch] - D,DF,F + P

[Hunting Air] - F,D,DF + K

[Glider Stamp] - (When jumping) D,DF,F + K

[Shooting Dancer Thrust/Step] - F,DF,D,DB,B + P/K

[Direction Change] - F,D,DF + P

[Scramble Dash] - D,DF,F + K

{SUPER MOVES}

[Chain Slide Touch] - D,DF,F,D,DF,F + P

[Twister Drive] - D,DB,B,D,DB,B + K

<USEFUL COMBOS>

1) Jump HP -> Standing LP -> [Spinning Array] -> [Shooting Dancer Thrust]

2) Jump HP -> Standing LP -> [Spinning Array] -> [Super Move]

SHERMIE

{EXTRA ATTACKS}

[Shermie Stand] - F + K

{SPECIAL MOVES}

[Shermie Spiral]* - (When close) B,DB,D,DF,F + P

[Shermie Shoot] - B,DB,D,DF,F + K

[Shermie Whip]* - D,DB,B + P

[Axle Spin Kick] - D,DB,B + K

[Shermie Clutch]* - F,D,DF + K

[Shermie Cute] - (after *) D,DF,F + K

{SUPER MOVES}

[Shermie Carnival] - (When close) {B,DB,D,DF,F} x 2 + P

[Shermie Flash] - (When close) {F,DF,D,DB,B} x 2 + P

<USEFUL COMBOS>

1. Jump HP -> Standing HP -> [Shermie Spiral] -> [Shermie Cute]
 2. Jump HP -> Standing HP -> [Shermie Whip] -> [Shermie Cute]
 3. Jump HP -> Standing HP -> [Super Move]
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EDIT CHARACTERS
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LEONA

{EXTRA ATTACKS}

[Strike Arch] - F + K

{SPECIAL MOVES}

[Baltic Launcher] - B, charge, F + P

[Ground Saber] - B, charge, F + K, then F + K

[Moon Slasher] - D, charge, U + P

[X-Caliber] - D, charge, U + K

[Eye Slasher] - D,DB,B + P

[Earring Bakudan] - D,DB,B + K

{SUPER MOVES}

[V-Slasher] - (When jumping) D,DF,F,DF,D,DB,B + P

[Rebel Spark] - D,DB,B,DB,D,DF,F + K

[Gravity Storm] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

1) Jump HP -> Ducking LP -> [Moon Slasher]

2) Jump HP -> Ducking HP -> [Ground Saber]

3) Jump HP -> Standing HP -> [Rebel Spark] or [Gravity Storm]

4) Jump HP -> Standing HP -> [Strike Arch] -> [V-Slasher]

IORI YAGAMI

{EXTRA ATTACKS}

[Gou Fu In] - F + K

[Yume Biki] - F + P, P

[Yuri Ori] - Jump, B + K

{SPECIAL MOVES}

[Yami Barai] - D,DF,F + P

[Oniyaki] - F,D,DF + P

[Aoi Hana]* - D,DB,B + P (3 times)

[Koto Tsuki In] - F,DF,D,DB,B + K

[Kuzu Kaze] - (When close) F,DF,D,DB,B,F + P

[Tsumakushi] - F,D,DF + K (then followed by *)

{SUPER MOVES}

[Ya Otome] - D,DF,F,DF,D,DB,B + P

[Ya Sakazuki] - D,DB,B,DB,D,DF,F + P

<USEFUL COMBOS>

1) Jump P/K -> Ducking HP -> [Koto Tsuki In]

2) Jump HP -> Ducking LP -> [Yume Biki] -> [Aoi Hana] or [Ya Otome]

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SPECIAL MEMBERS

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'OROCHI YASHIRO'

{EXTRA ATTACKS}

[Saku] - F + P

[Bu] - F + K

{SPECIAL MOVES}

[Niragu Daichi]- (When close) B,DB,D,DF,F + P

[Musebu Daichi]- (When close) F,DF,D,DB,B,F + P

[Kujiku Daichi] - D,DB,B + P

[Odoru Daichi] - B,DB,D,DF,F + K

{SUPER MOVES}

[Ankoku Jigoku Gokuraku Otoshi] - (When close) {F,DF,D,DB,B} x 2 + P

[Araburu Daichi] - D,DF,F,D,DF,F + K

[Hoeru Daichi] - D,DF,F,D,DF,F + P (Hold to charge)

<USEFUL COMBOS>

1) Jump HP -> Standing HP -> [Saku] -> [Musebu Daichi]

2) Jump HP -> Standing HP -> [Saku] -> [Ankoku Jigoku Gokuraku Otoshi]

'OROCHI CHRIS'

{EXTRA ATTACKS}

[Muyo no Ono] - F + P

[Jukei no Oni] - F + K

[Setsudan no Koto] - DF + K

{SPECIAL MOVES}

[Taiyou wo Iru Honoo]- D,DF,F + P

[Tsuki wo Tsumu Honoo]- F,D,DF + P

[Kagami wo Hofuru Honoo] - D,DB,B + P

[Shishi wo Kamu Honoo] - (When close) B,DB,D,DF,F + K

{SUPER MOVES}

[Ankoku Orochi Nagi] - D,DB,B,DB,D,DF,F + P (hold to delay)

[Daichi wo Harau Gou Ka] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

1) Jump HP -> Standing LP -> [Muyo no Ono] -> [Shishi wo Kamu Honoo]
-> [Ankoku Orochi Nagi] or [Daichi wo Harau Gou Ka]

'OROCHI SHERMIE'

{EXTRA ATTACKS}

[Ko Rai] - F + K

{SPECIAL MOVES}

[Mu Getsu no Raigumo]- B,DB,D,DF,F + LP/LK/HP/HK (determines position)

[Yatanagi no Muchi]- D,DB,B + P

[Shajitsu no Odori] - D,DB,B + K

[Raijin no Tsue] - (When jumping) D,DF,F + K

{SUPER MOVES}

[Ankoku Raikoken] - D,DF,F,D,DF,F + P

[Shukumei, Gen Ei, Shinshi] - D,DF,F,D,DF,F + K

<USEFUL COMBOS>

1. Jump HP -> Ducking HP -> [Yatanagi no Muchi]
2. Jump HP -> Ducking HP -> [Ankoku Raikoken]
3. Jump HP -> Ducking HP -> [Shukumei, Gen Ei, Shinshi]

'94 KYO KUSANAGI

{EXTRA ATTACKS}

[88 Shiki] - DF + K

[Gou Fu You] - F + K

{SPECIAL MOVES}

[Yami Barai] - D,DF,F + P

[Oniyaki] - F,D,DF + P

[Oboroguruma] - B,D,DB + K

[Koto Tsuki Yoh] - F,DF,D,DB,B + K

[Kai] - D,DF,F + K, K

{SUPER MOVES}

[Orochi Nagi] - D,DB,B,DB,D,DF,F + P (hold to delay)

<USEFUL COMBOS>

1. Jump HP -> Standing HP -> [Koto Tsuki Yoh]
2. Jump HP -> Standing/Ducking HP -> [Kai] -> [Orochi Nagi]

'94 RYO SAKAZAKI

{EXTRA ATTACKS}

[Hyouchu Wari] - F + P

{SPECIAL MOVES}

[Ko Oh Ken] - D,DF,F + P (can be performed while jumping)

[Ko Hou] - F,D,DF + P

[Hi En Shippu Kyaku] - F,DF,D,DB,B + K

[Zanretsu Ken] - F,B,F + P

{SUPER MOVES}

[Haoh Sho Ko Ken] - F,B,DB,D,DF,F + P

[Ryu Ko Ran Bu] - D,DF,F,DF,D,DB,B + P

<USEFUL COMBOS>

- 1) Jump HP -> Standing HP -> [Zanretsu Ken] or [Hi En Shippu Kyaku]
- 2) Jump HP -> Standing HP -> [Ryu Ko Ran Bu]

RB2 TERRY BOGARD

{EXTRA ATTACKS}

[Back Knuckle] - F + P

[Rising Upper] - DF + P

{SPECIAL MOVES}

[Power Wave] - D,DF,F + P

[Rising Tackle] - D, charge, U + P

[Burn Knuckle] - D,DB,B + P

[Crack Shoot] - D,DB,B + K

[Fire Kick] - B,DB,D,DF,F + K

{SUPER MOVES}

[Power Geyser] - D,DB,B,DB,D,DF,F + P

<USEFUL COMBO>

1. Jump HP -> Standing LP (x2) -> [Back Knuckle] -> [Fire Kick]
-> [Power Geyser] or [Burn Knuckle] or [Crack Shoot]
2. Standing LP -> [Rising Upper] -> [Power Wave] or [Power Geyser]

RB2 MAI SHIRANUI

{EXTRA ATTACKS}

[Tsubakuro no Mai] - F + K
[Benitsuru no Mai] - DF + K

{SPECIAL MOVES}

[Ka Cho Sen] - D,DF,F + P
[Ryu En Bu]* - D,DB,B + P
[Koyo Sentori] - D,DB,B + K (then followed by *)
[Musasabi no Mai] - (When jumping) D,DB,B + P
 - D, charge, U + hold P
[Hisatsu Shinobi Bachi] - B,DB,D,DF,F + K

{SUPER MOVES}

[Cho Hisatsu Shinobi Bachi] - D,DB,B,DB,D,DF,F + K
[Hana Arashi] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

1. [Tsubakuro no Mai] -> Ducking HP -> [Special/Super Move]
- 2) Jump HP -> Standing HP -> [Super Move]

'94 YURI SAKAZAKI

{EXTRA ATTACKS}

[En Yoku] - F + K

{SPECIAL MOVES}

[Ko Oh Ken] - D,DF,F + P
[Rai Oh Ken] - D,DF,F + K
[Yuri Cho Upper] - F,D,DF + P
[Saiha] - D,DB,B + P
[Hyaku Retsu Binta] - F,DF,D,DB,B + K

{SUPER MOVES}

[HaOh Sho Ko Ken] - F,B,DB,D,DF,F + P
[Hi En HoOh Kyaku] - D,DF,F,DF,D,DB,B + K
[Mekki Zan Kuuga] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

- 1) Jump HP -> Standing HP -> [Yuri Cho Mawashi Geri]
- 2) Jump HP -> Standing HP -> [Super Move]

OMEGA RUGAL

{EXTRA ATTACKS}

[Double Tomahawk] - F + K

{SPECIAL MOVES}

[Gravity Smash] - D,DF,F + P

(hold P to delay; can be done while jumping)

[Dark Genocide] - F,D,DF + K

[Dark Barrier] - D,DF,F + K (reflects projectiles)

[Vanishing Rush] - F,DF,D,DB,B + P

{SUPER MOVES}

[Gigantic Pressure] - D,DF,F,DF,D,DB,B + P

[Destruction Omega] - D,DF,F,D,DF,F + K

[Rugal Execution] - D,DF,F,D,DF,F + P

<USEFUL COMBOS>

1. Standing HP (2 hits) -> [Special/Super Move]

2. Jump HP -> Ducking LP -> [Special/Super Move]

3. EXTRAS & SECRETS

---[HIDDEN CHARACTERS]-----

Play the KOF Mode (Team or Single), and try to perform well for every fight. One of the normal characters will appear to challenge you before the 2nd or 3rd stage. After defeating him and carrying on with the game, a Hidden Character will appear before the 3rd or 4th stage to challenge you.

Defeat the Hidden Character and proceed to finish the game. He will now be selectable.

If you managed to play well, the Hidden Character that appears before the 3rd/4th stage depends on the character's % chance of appearance. This is shown below.

[Hidden Character's Percentage Chance of Appearing]

- '94 Kyo (21%)
- RB2 Terry (11%)
- '94 Ryo (11%)
- RB2 Mai (11%)
- '94 Yuri (11%)
- Orochi Chris (11%)
- Orochi Shermie (11%)
- Orochi Yashiro (11%)
- Omega Rugal (2%)

Therefore, you may have to try many times before you can obtain all the Hidden Characters.

---[SIMPLIFIED COMMAND CODE]-----

This code will allow you to perform all your Special/Super moves using simplified commands.

First, make sure that the total number of wins in your Records is more than 98. Start a game, and when you get to the screen where you can select your mode (Extra or Advanced), choose your mode using the "Option" button.

Now all your characters will have simplified commands for their moves when the game begins.

All the Special Moves in the game are performed by inputting one of the following:

- Up + A or B
- Down + A or B
- Back + A or B
- Forward + A or B

For the Super Moves, they can be performed by inputting one of the following:

- D,DF,F + A or B
- D,DB,B + A or B

Try and experiment for each character to see which command works for which move.

=====[THE END]=====