

THE KING OF FIGHTERS ROUND-1

System: *Neo Geo Pocket*
Developer/Publisher: *SNK*
Release Date: *28th October 1998*
Genre: *Fighting Game*
Size: *16-Megabit Cartridge*

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1. INTRODUCTION
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I am sure that no introduction is required for SNK's infamous King of Fighters Series. KOF R-1 is basically a hand-held conversion of KOF '97.

Instead of letting Takara handle the conversion (like all their previous titles for the Game Boy), SNK decided to undertake the project personally, and ported the arcade hit over to their very own hand-held system, the Neo Geo Pocket.

The result is a top-notch translation which plays very much like its arcade counterpart. KOF R-1 features many playable characters, which is impressive, considering the size of the game.

The graphics in KOF R-1 are simply astonishing. The characters are large, detailed and animate very smoothly. The backgrounds are also nice to look at, and bears the same 'super-deformed' look as the fighters. The game also manages to capture the same feel as KOF '97 on the Neo Geo. The game plays almost like the arcade hit. All the special moves and extra attacks for the various characters are present in the game. The Extra/Advanced Modes and Team Edit are also present, as with most (but not all) of your favorite combos.

KOF R-1 is truly an impressive effort by SNK.

I am sure that many KOF fanatics have by now gotten used to the game and can play very well. Nevertheless, I have written his FAQ as some sort of a beginner player's guide to the game. This FAQ will only teach you the basics of the game; you won't find any in-depth strategy or insane combos here. ^_^'

Anyway, I hope you will find this FAQ useful. Happy reading! ^_^

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2. BASIC CONTROLS

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KOF R-1 allows you to choose from 2 different play modes. They are the EXTRA and ADVANCED Modes. Each mode has its own set of commands & fighting system and can drastically alter the way you play.

Try each one and see which one suits your playing style best.

---[COMMON 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 FORWARD + OPTION Button

[HEAVY 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.

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

[FRONT-STEP]

- FORWARD x 2

[BACK-STEP]

- BACK x 2

[ATTACK EVADE]

- FORWARD/BACK + A + B

[CHARGE POWER GAUGE]

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

[BIG JUMP]

- Quickly tap UP-BACK or UP-FORWARD.

[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 CONTROLS]-----

[DASH]

- FORWARD x 2 (Hold to keep running)

[BACK-STEP]

- BACK x 2

[EMERGENCY ESCAPE ROLL]

- FORWARD/BACK + A + B

[ACTIVATE MAX POWER GAUGE]*Uses one Power Point

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

[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.

[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.)

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3. MOVE LIST

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This section contains the moves for all the characters. I have also included some simple but useful combos for each character, as well as notes on certain moves.

The 14 base characters have been divided into 4 full teams (Saviour Team, South Town Team, Heroine Team and the New Face Team) and 2 edit characters. The 6 boss characters have been assigned to teams of their own, too (Orochi Team and Sub-Orochi Team). There is also one hidden character, '94 Kyo.

{LEGEND}

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

P - PUNCH
K - KICK
LP/HP - LIGHT PUNCH/HEAVY PUNCH
LK/HK - LIGHT KICK/HEAVY KICK

=====
SAVIOUR TEAM
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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]* - 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]** - 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/Standing HP -> [Kai] -> [Koto Tsuki Yoh]
2) Jump P/K -> Ducking/Standing HP -> [Kai] -> [Ara Gami]
-> [Yano Sabi] -> [NanaSe]
3) Jump P/K -> Ducking/Standing HP -> [Kai] -> [Orochi Nagi]
4) Ducking/Standing HP -> [Saishu Kessen Ougi "Mu Shiki"]

<Note>

- You can juggle your opponent with certain moves after connecting with his [Kai].
Examples: [Oniyaki], [Koto Tsuki Yoh], [Orochi Nagi].
- The [Nue Tsumi] counters an opponent's standing high or low attack when performed at the right time.

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) B,DB,D,DF,F + P

{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/Standing HP -> [Aoi Hana] x 3

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

3) Jump P/K -> Ducking/Standing HP -> [Ya Otome]

<Note>

- One practical use of the [Yuri Ori] to perform cross-ups. Jump over your opponent, and press F + K. It will usually hit your opponent's back, and when you land, you can perform a combo on him.

CHIZURU KAGURA

{EXTRA ATTACKS}

None

{SPECIAL MOVES}

[Tenjin no Kotowari] - F,D,DF + P

[Tamayura no Shitsune] - B,DB,D,DF,F + P (reflects projectiles)

[Shinsoku no Norito Ten Zui] - F,DF,D,DF,B + P/K, then D,DB,B + P/K

[Otsu Shiki Choumon no Isshin] - D,DF,F + P/K

{SUPER MOVES}

[San Rai no Fu Jin] - D,DF,F,D,DF,F + K

[Reigi no Ishidzue] - D,DB,B,DB,D,DF,F + P

{USEFUL COMBOS}

1) Jump P/K -> Ducking/Standing HP -> [Tenjin no Kotowari]

2) Jump P/K -> Ducking/Standing HP -> [Reigi no Ishidzue]

3) Jump P/K -> Ducking/Standing HP -> [San Rai no Fu Jin]

-> additional P/K attacks of your own

<Note>

- For her [Tenjin no Kotowari], performing the move with LP will send out her shadow, whereas HP will make her do the move herself.

- For her [Otsu Shiki Choumon no Isshin] and performing the move with P will send out her shadow, whereas K will make her do the move herself.

- For her [Shinsoku no Norito Ten Zui], performing the move with LP/LK will send out her shadow, whereas HP/HK will make her do the move herself.

- The [Reigi no Ishidzue] disables your opponent's Extra Attacks, Special Moves and Super Moves for a period of time when it connects.

=====
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
[Hi-Angle Geyser] - D,DF,F,D,DF,F + K

{USEFUL COMBOS}

- 1) Jump P/K -> Ducking/Standing HP -> HighAngle Geyser
- 2) Jump P/K -> Ducking/Standing HP -> [Power Charge]
-> [Rising Tackle]
- 3) Jump P/K -> Standing LP x 2 -> [Back Knuckle] -> [Power Charge]
-> [Rising Tackle]
- 4) Jump P/K -> Standing LP x 2 -> [Back Knuckle] -> [Power Charge]
-> [Power Geyser]

<Note>

- You can juggle your opponent with certain moves after connecting with his [Power Charge].

Examples: [Rising Tackle], [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) D,DF,F,B,DB,D + 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 H/K -> Ducking/Standing HP -> [Hi En Shippu Kyaku]
- 2) Jump H/K -> Ducking/Standing HP -> [Mou Ko Rai Jin Gou] -> [Ko Hou]
- 3) Jump H/K -> Ducking/Standing HP -> [Ryu Ko Ran Bu]
- 4) Jump H/K -> Ducking/Standing HP -> [Tenchi Ha Oh Ken] (MAX only)
-> (opponent dizzy) Jump H/K -> Ducking/Standing HP
-> [Ryu Ko Ran Bu]

<Note>

- You can juggle your opponent with certain moves after connecting with his [Kyokugen-Ryu Ren Bu Ken].

Example: [Ko Hou]

- The [Tenchi Ha Oh Ken](MAX) causes instant-dizziness when it connects.

KIM KAPHWAN

{EXTRA ATTACKS}

[Dora Yup Chagi] - F + P

[Neri Chagi] - F + K

{SPECIAL MOVES}

[Hangetsu Zan] - D,DB,B + K

[Hi En Zan] - D, charge, U + K, then D + K

[Ku Sa Jin] - D, charge, U + P

[Ryusei Raku] - B, charge, F + K

[Hi Sho Kyaku] - (When jumping) D,DF,F + K

{SUPER MOVES}

[HoOh Kyaku] - D,DB,B,DB,D,DF,F + K (Can be performed while jumping)

[HoOh Ten Bu Kyaku] - (When jumping) D,DF,F,DF,D,DB,B + K

{USEFUL COMBOS}

1) Ducking P -> [Hi En Zan]

2) Ducking P -> [Ku Sa Jin]

3) Jump P/K -> Ducking/Standing HP -> [HoOh Kyaku]

4) Standing P -> [Dora Yup Chagi] -> [HoOh Kyaku]

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HEROINE TEAM
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MAI SHIRANUI

{EXTRA ATTACKS}

[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) Jump P/K -> Ducking/Standing HP -> [Hisatsu Shinobi Bachi]
- 2) Jump P/K -> Ducking/Standing HP -> [Ryu En Bu]
- 3) Jump P/K -> Ducking/Standing HP -> [Cho Hisatsu Shinobi Bachi]
- 4) Jump P/K -> Ducking/Standing HP -> [Sui Cho no Mai]

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 (can reflect 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) Jump P/K -> Ducking/Standing HP -> [Psycho Sword]

2) Standing P -> [Super Pyschic Throw] -> [Psycho Sword]

3) Standing P -> [Super Pyschic Throw] -> [New Psycho Reflector]

4) (Corner) Standing P -> [Super Pyschic Throw] -> [Phoenix Fang Arrow]

<Note>

- You can juggle your opponent with certain moves after connecting with her [Super Pyschic Throw].

Examples: [Psycho Sword], [Phoenix Fang Arrow]

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

[Hyaku Retsu Binta] - F,DF,D,DB,B + P

{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 Rekko] - D,DF,F,D,DF,F + P

{USEFUL COMBOS}

- 1) Jump P/K -> Ducking/Standing HP -> [Yuri Cho Upper]
 - 2) Jump P/K -> Ducking/Standing HP -> [Hi En HoOh Kyaku]
 - 3) Jump P/K -> Ducking/Standing HP -> [Hi En Rekko]
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=====
NEW FACE TEAM
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CHRIS

{EXTRA ATTACKS}

[Spinning Array] - F + P

{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

{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 P/K -> Ducking/Standing HP -> [Slide Touch]
- 2) Jump P/K -> Ducking/Standing HP -> [Chain Slide Touch]
- 3) Jump P/K -> Standing LP -> [Spinning Array] -> [Hunting Air]
- 4) Jump P/K -> Ducking/Standing HP -> [Twister Drive]

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] - F,D,DF + K

[Axle Spin Kick] - D,DB,B + 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 P/K -> Ducking/Standing HP -> [Shermie Spiral]
- 2) Jump H/K -> Ducking/Standing HP -> [Shermie Carnival]
- 3) Jump H/K -> Ducking/Standing HP -> [Shermie Flash]

<Note>

- An opponent who gets caught by her [Shermie Flash](MAX) can struggle to break free by pressing the buttons rapidly.
- Similarly, you can also press the buttons rapidly to increase the damage caused by her [Shermie Flash](MAX).

YASHIRO NANAKASE

{EXTRA ATTACKS}

[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 + P

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

{SUPER MOVES}

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

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

{USEFUL COMBOS}

- 1) Jump P/K -> Ducking/Standing HP -> [Missile Might Bash]
- 2) Jump P/K -> Ducking/Standing HP -> [Million Bash Stream]
- 3) Jump P/K -> Ducking/Standing HP -> [Final Impact]

<Note>

- The [Final Impact] becomes unblockable after you have charged it to the limit when the CPU releases it for you.

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TEAM EDIT CHARACTERS

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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

{SUPER MOVES}

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

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

{USEFUL COMBOS}

- 1) Ducking LP x 3 -> [Ara Gami Mikansei]
- 2) Jump P/K -> Ducking/Standing HP -> [Doku Gami Mikansei]
- 3) Jump P/K -> Ducking/Standing HP -> [Oboroguruma Mikansei]
- 4) Jump P/K -> Ducking/Standing HP -> [Take Hou Rin]
- 5) Jump P/K -> Ducking/Standing HP -> [Burning Shingo]

<Note>

- Shingo's 'Critical Hits' are random.
- Your opponent is stunned momentarily when he receives a 'Critical Hit'. It is sometimes possible to attack an opponent during this brief period.

LEONA

{EXTRA ATTACKS}

None

{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

{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 P/K -> Ducking P -> [Moon Slasher]

2) [Baltic Launcher] -> [Moon Slasher]

3) Jump P/K -> Ducking/Standing HP -> [Rebel Spark]

4) Jump P/K -> Ducking/Standing HP -> [Gravity Storm]

<Note>

- It is possible to perform the [V-Slasher] at a very low jump height by performing the command as:

(On the ground) D,DF,F,DF,D,DB,B,BU + P

<HIDDEN CHARACTERS>

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OROCHI TEAM
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'OROCHI CHRIS'

{EXTRA ATTACKS}

[Muyo no Ono] - F + P

{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 + P

{SUPER MOVES}

[Ankoku Orochi Nagi] - D,DB,B,DB,D,DF,F + P

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

{USEFUL COMBOS}

- 1) [Muyo no Ono] -> [Shishi wo Kamu Honoo] -> [Tsuki wo Tsumu Honoo]
- 2) Jump P/K -> Ducking/Standing HP -> [Ankoku Orochi Nagi]
- 3) Jump P/K -> Ducking/Standing HP -> [Daichi wo Harau Gou Ka]
- 4) Jump P/K -> Ducking/Standing HP -> [Shishi wo Kamu Honoo]
-> [Ankoku Orochi Nagi] or [Daichi wo Harau Gou Ka]

<Note>

- You can juggle your opponent with certain moves after connecting with his [Shishi wo Kamu Honoo].

Examples: [Tsuki wo Tsumu Honoo], both Super Moves.

'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,DB,B,DB,D,DF,F + K

{USEFUL COMBOS}

1) Jump P/K -> Ducking/Standing HP -> [Yatanagi no Muchi]

2) Jump P/K -> Ducking/Standing HP -> [Ankoku Raikoken]

'OROCHI YASHIRO'

{EXTRA ATTACKS}

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

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

{USEFUL COMBOS}

- 1) Jump H/K -> Ducking/Standing HP -> [Niragu Daichi]
- 2) Jump H/K -> Ducking/Standing HP -> [Musebu Daichi]
- 3) Jump H/K -> Ducking/Standing HP -> [Ankoku Jigoku Gokuraku Otoshi]
- 4) Jump H/K -> Ducking/Standing HP -> [Araburu Daichi]
- 5) [Kujiku Daichi] -> P -> [any of the above command throws]

<Note>

- The [Kujiku Daichi] does not do any damage, but it is unblockable and sets your opponent up for combos.
 - The [Hoeru Daichi] becomes unblockable after you have charged it to the limit when the CPU releases it for you.
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SUB-OROCHI TEAM
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*Finish the game with this team for an original ending.

OROCHI

{EXTRA ATTACKS}
None

{SPECIAL MOVES} *Names of moves not available
[Fireball]- D,DF,F + P
[Mirror] - D,DF,F + K (reflects fireballs)
[High Shield]- D,DB,B + HP
[Front Shield] - D,DB,B + LP
[Pillar of Light] - F,DF,D,DB,B + LP/LK/HP/HK (determines position)

{SUPER MOVES} *Names of moves not available
[Light] - D,DF,F,D,DF,F + K
[Life Orb] - D,DF,F,D,DF,F + P

{USEFUL COMBOS}
1) Jump H/K -> Ducking/Standing HP -> ["Fireball"]
2) Jump H/K -> Ducking/Standing HP -> ["Light"]

'OROCHI' IORI

*Shares the same moves as the normal Iori

'OROCHI' LEONA

*Shares the same moves as the normal Leona

=====
OTHERS
=====

'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

{SUPER MOVES}

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

{USEFUL COMBOS}

1) Jump H/K -> Ducking/Standing HP -> [Yami Barai]

2) Jump H/K -> Ducking/Standing HP -> [Oboroguruma]

3) Jump H/K -> Ducking/Standing HP -> [Orochi Nagi]

=====
4. EXTRAS & SECRETS
=====

---[STAGE SELECT]-----

- Finish the game once. This will be available on the Settings screen.
- You can select which stage you want to start on. However, finishing a game using this method does not count as a 'Clear Game' on your Records Menu.

---[BOSS CHARACTERS]-----

- Finish the game with the 4 full teams, 1 edit team with Shingo, and 1 edit team with Leona on any difficulty level.
- You will get 1 boss character for every time you clear the game for a total of 6.
- The sequence of the boss characters which you get is as follows:
 - 1) 'Orochi' Leona
 - 2) 'Orochi' Shermie
 - 3) 'Orochi' Yashiro
 - 4) 'Orochi' Chris
 - 5) Orochi
 - 6) 'Orochi' Iori

---['94 KYO]-----

- Simply select Kyo using the OPTION Button.

---[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 97.

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 Direction + Button].

So, the moves can be performed by:

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

For the Super Movea, it's [Quarter-Circle Motion + Button]

So, the possible commands are:

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

Try and experiment to see which command works for your character's moves.

---[CHARACTER RELATIONS CHART]-----
(*Advanced Mode only)

When using the Advanced Mode, it is possible for the defeated character to pass all his unused Power Points to his next team-mate.

Sometimes, the defeated character may not give up his Power Points to the next fighter.

In other cases, the defeated character may even give up all his unused Power Point to the next character with an additional bonus of one extra Power Point!

All this is determined by the characters' relationships with one another, as illustrated in the chart shown below.

{Legend}

[-]

- The next team-mate will receive all unused Power Points.

[O]

- The next team-mate will receive all unused Power Points, with an additional Power Point.

[X]

- The next team-mate will not receive any Power Points at all.

{Instructions}

Look at the vertical column to find the defeated character, and then at the horizontal column to find the alphabet which corresponds the next team-mate.

For example, if you would like to know whether Kyo would pass his Power Points to Shingo (the next fighter), first locate Kyo in the vertical column. Next, locate Shingo (M) on the horizontal column.

Their relation is indicated by a [O], so it means that Kyo would pass on his Power Points to Shingo with a bonus of one additional point.

Use this knowledge to your advantage when you select the order of your team members before each fight.

	+-----+-----+-----+-----+-----+-----+																	
	Saviour			SouthTown			Heroine			New Face			Edit		SubOrochi			
Lose \ Next	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	
A) Kyo		-	X	-	-	-	-	-	-	X	X	X	O	-	X	X	X	
B) Chizuru	-		X	-	-	-	O	-	-	X	X	X	-	-	X	X	X	
C) Iori	X	-		X	X	X	X	X	X	-	-	-	X	X	X	X	X	
D) Terry	-	-	X	-	-	-	-	-	-	X	X	X	-	-	X	X	X	
E) Ryo	-	-	X	-	-	-	-	O	-	X	X	X	-	-	X	X	X	
F) Kim	-	-	X	-	-	-	-	-	-	X	X	X	-	-	X	X	X	
G) Mai	-	O	X	-	-	-		O	-	X	X	X	-	-	X	X	X	
H) Yuri	-	-	X	-	O	-	O		-	X	X	X	-	-	X	X	X	
I) Athena	-	-	X	-	-	-	-	-	-	X	X	X	-	-	X	X	X	
J) Yashiro	X	X	X	X	X	X	X	X	X		O	O	X	-	X	X	O	
K) Shermie	X	X	X	X	X	X	X	X	X	O		O	X	-	X	X	O	
L) Chris	X	X	X	X	X	X	X	X	X	O	O		X	-	X	X	O	
M) Shingo	-	-	X	-	-	-	-	-	-	X	X	X	-	-	X	X	X	
N) Leona	-	-	X	-	-	-	-	-	-	X	X	X	-	-	X	X	X	
O) O-Leona	X	X	X	X	X	X	X	X	X	X	X	X	X	X	-	-	-	
P) O-Iori	X	X	X	X	X	X	X	X	X	X	X	X	X	X	-	-	-	
Q) Orochi	X	X	X	X	X	X	X	X	X	O	O	O	X	X	X	X		

*Note:

- The Orochi Team and '94 Kyo share the same relationships as their normal versions.
- Some of the character relationships may be wrong. Any corrections would be greatly appreciated.

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

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