XBOX

LIVE ONLINE ENABLED

CAPCOM VS. SNK 2 EO
MILLIONAIRE FIGHTING 2001

CAPCOM

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:
• sitting farther from the television screen,
• using a smaller television screen,
• playing in a well-lit room, and
• not playing when you are drowsy or fatigued.
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.
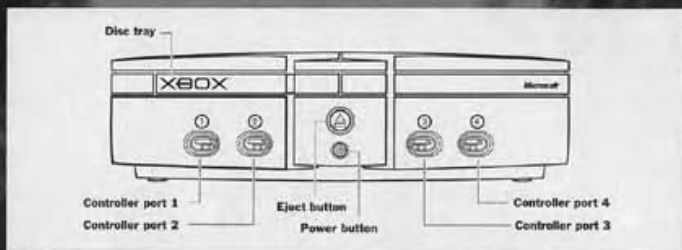
CONTENTS

CAPCOM

A Special Message from CAPCOM EUROSOFT

Thank you for selecting CAPCOM VS SNK 2 EO for your Xbox video game system from Microsoft. We at CAPCOM EUROSOFT are proud to bring you this new addition to your video game library.

CAPCOM EUROSOFT
9th Floor
26-28 Hammersmith Grove
London W6 7HA

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the CAPCOM® VS SNK 2 EO disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing CAPCOM® VS SNK 2 EO.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

◆ Insert only Xbox-compatible discs into the disc drive.

◆ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

◆ Do not leave a disc in the Xbox console for extended periods when not in use.

◆ Do not move the Xbox console while the power is on and a disc is inserted.

◆ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER
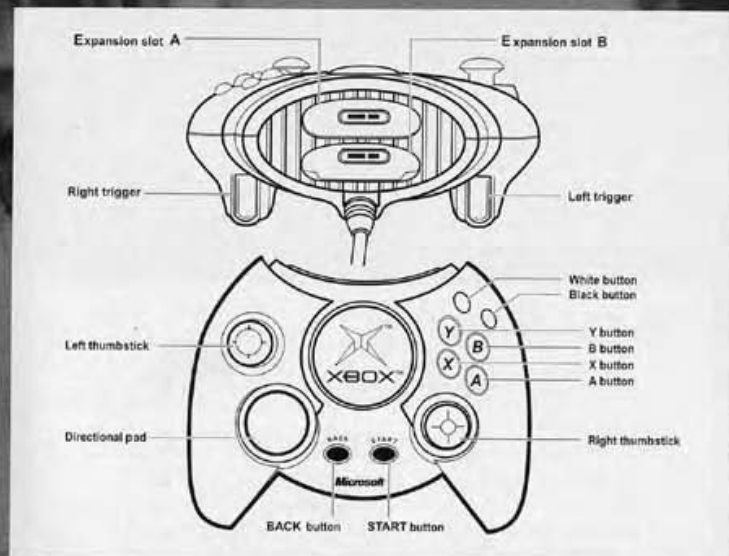
1. Insert the Xbox Controller into any controller port of the Xbox console.

2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play CAPCOM® VS SNK 2 EO.
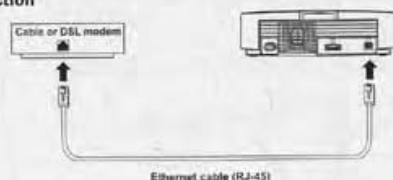
4. See pages 6-8 for game controls.

CONNECT TO XBOX LIVE

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.
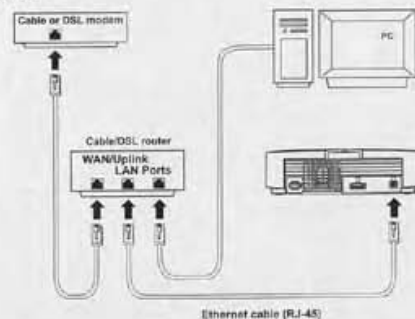
Step 1: Connect

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see **www.xbox.com/live**.

A. Direct Connection

Cable or DSL modem

Ethernet cable (RJ-45)

B. Shared Connection

Cable or DSL modem

PC

Cable/DSL router
WAN/Uplink
LAN Ports

Ethernet cable (RJ-45)

STEP 2: GO LIVE

Important! *Xbox Live* is a subscription service. You will need a subscription code to set up an *Xbox Live* account and play online. To find out how to get a subscription code, visit your local retailer or see **www.xbox.com/live**.

You'll need to set up an *Xbox Live* account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports *Xbox Live* play.

2. From within the game, select the option for *Xbox Live*. At this point, the Xbox console will try to go online. If it works, create your *Xbox Live* account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

STEP 3: CONFIGURE (IF NECESSARY)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

Need more help?

Should you have any problems connecting to the *Xbox Live* service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live.

BASIC CONTROLS

♦ The controls in this manual are default. You can change the default controls in Option Mode.

♦ This game is for 1 or 2 players. Attach the correct number of controllers before you turn on the power.

GENERAL CONTROLS

START button	Press mid-game to display the Pause menu
	Press on Player 2 controller mid-game to join in

directional pad/left thumbstick	Highlight menu options
Ⓐ button	Confirm menu selections
Ⓑ button	Cancel menu selections

EO-ISM CONTROLS

EASY SUPER MOVES FOR BEGINNERS

directional pad/left thumbstick (Auto Guard is always on)

➡	Move to screen right
⬅	Move to screen left
⬆	Jump up
➡ or ⬅	Jump forward or back
↙, ⬇, ↘	Crouch

> Press lightly for low jumps and firmly for high jumps

Ⓡ trigger	Punch (light, medium or hard press for 3 punch attack levels: LP, MP or HP)
Ⓛ trigger	Kick (light, medium or hard press for 3 kick attack levels: LK, MK or HK)
right thumbstick	Special moves (thumbstick direction sets the move depends on direction; thumbstick angle sets the strength)
BACK button	Taunt

Note: Guards are automatically performed with Auto Guard

AC-ISM CONTROLS

PRECISION ARCADE CONTROLS FOR EXPERIENCED PLAYERS

directional pad/left thumbstick

➡		Move to screen right/Upper block (if opposite facing direction)
⬅		Move to screen left/Upper block (if opposite facing direction
⬆		Jump up
➡ or ⬅		Jump forward or back (depending on facing direction)
⬇		Crouch
⬇ or ⬆		Defensive crouch (opposite facing direction)

Ⓐ button	Light Kick (LK)
Ⓑ button	Medium Kick (MK)
Ⓒ button	Hard Kick (HK)
🄻 trigger	Hard Kick (HK)
Ⓧ button	Light Punch (LP)
Ⓨ button	Medium Punch (MP)
● button	Hard Punch (HP)
🅁 trigger	Hard Punch (HP)
BACK button	Taunt

WHICH ISM IS RIGHT FOR YOU?

Choose EO-ISM first to learn to master your moves. Then move up to AC-ISM for precision control!

STARTING A GAME

Press **START** at the Title screen to display the Mode Select menu. To make your selections on the screen, use the **directional pad/left thumbstick** to highlight choices and press **Ⓐ** to accept.

◆ Select a game mode. (See Game Modes on page 15.)

◆ Select an ISM: EO-ISM or AC-ISM. Your controls will depend on the ISM you choose.

◆ Select your character. The character's costume colour depends on the button you press.

◆ Select a strength ratio (1, 2, 3 or 4 from a total of four Ratio Points) and then select the order of players. (In VS Mode Quick Select the character order is chosen for you.)

MODE SELECT

ARCADE MODE · SURVIVAL MODE · VS MODE · TRAINING MODE · REPLAY MODE · COLOR EDIT MODE · OPTION MODE

Play a perfect conversion of the arcade game here.
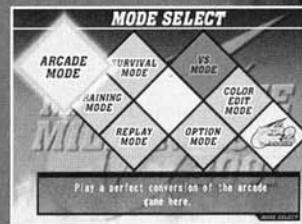
GAME SYSTEMS

ISM SYSTEM

Choose one of two ISMs, each with totally different controls, to match your fighting preference:

◆ **EO-ISM:**
A control scheme based exclusively on the Xbox controller and recommended for beginners. You can easily pull off super moves using just the **right thumbstick**. Auto Guard is always ON, although this makes your guard crash more vulnerable.

◆ **AC-ISM:**
Digital controls provide more accurate control, just like in the arcade version. For more experienced players.

GROOVE SYSTEM

You can choose from six different grooves, or fighting styles. Select the one that suits you best or try them all.

FREE RATIO SYSTEM

After choosing your character, you can decide how many Ratio Points the character gets. Ratio Points indicate a character's strength. You can spread up to four Ratio Points among four players.
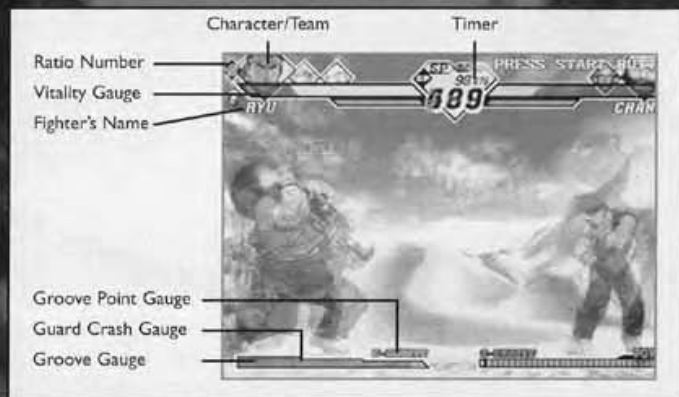
GROOVE POINT SYSTEM

This scoring system is used when you play against the CPU. Your attacks and defense are graded in real time, and you're graded at the end of the match. Grades are SP (Super), GD (Good) and PR (Poor). These points affect your game score.

FINEST K.O.

If you defeat an opponent with a Special Move or Super Combo, you may score a FINEST K.O., which greatly increases your Groove Points.

GAME SCREEN

Ratio Number
Vitality Gauge
Fighter's Name

Character/Team — Timer

Groove Point Gauge
Guard Crash Gauge
Groove Gauge

CHARACTER/TEAM	Portrait of your fighter or team. In team portraits, the largest one displayed is the current fighter.
TIMER	Remaining time. If the time reaches zero without a K.O., the match goes to the fighter or team with the most vitality remaining.
RATIO NUMBER	Current fighter's Ratio Number.
VITALITY GAUGE	The colour bar decreases as the fighter takes damage. If the vitality reaches zero, the character is knocked out (K.O.'d).
FIGHTER'S NAME	Name of the current fighter.
GROOVE GAUGE	This gauge depends on the Groove chosen.
GROOVE POINT GAUGE	This gauge is only displayed during a 1-player game.
GUARD CRASH GAUGE	Every time you block an attack, this gauge decreases. When it empties, you are stunned and your opponent can get in a free attack.
BONUS MESSAGE	(Not shown.) Appears when you perform a super move, such as an Aerial Rave.
EO-ISM MARK	(Not shown.) Displayed when you're using EO-ISM.

FIGHT ON MANY LEVELS!

You will never become great by just fighting against the computer. Play tons of matches with your friends to become a true master!

GAME RULES

MATCH PLAY

You fight one-on-one until all the fighters on one team completely run out of vitality. When each round begins, you are recharged a set amount of energy based on time remaining.

WINNING AND LOSING

Whenever you damage an opponent, his or her vitality drops somewhat. If you are damaged, your vitality drops. When vitality reaches zero, the fighter is K.O.'ed. If time runs out before a fighter is defeated, then the winner is the fighter with more vitality remaining. You win by completely defeating the opposing team.

DRAW MATCH

If both sides have equal vitality when time is called, a draw game occurs. If this happens on the last round, both sides lose.

KNOW YOUR CHARACTER!

You cannot fight well unless you understand what actions your character can do. Try to remember your character's Special Move commands, normal move effects, Combos, etc. Practice Combos repeatedly so you can use them quickly in the real match!

MOVES

◆ **NORMAL MOVES**
Press the L or R TRIGGER (EO-ISM) or a PUNCH or KICK button (AC-ISM). The moves vary depending on the character's stance when you press the button.

◆ **SPECIAL MOVES**
Press the RIGHT THUMBSTICK in various directions (EO-ISM) or press the RIGHT THUMBSTICK + PUNCH/KICK buttons in various combinations (AC-ISM). These moves do more damage than normal attacks, and may look different depending on the character's stance when performed.

◆ **HIGH JUMP**
Press ⬆ (EO-ISM) or ⬇⬆ quickly (AC-ISM) to jump higher than a normal jump.

◆ **GUARD**
In EO-ISM, Guard is automatically activated, except when you are attacking or have been Guard Crashed. In AC-ISM, when not attacking, press the DIRECTIONAL PAD/LEFT THUMBSTICK in the direction opposite to your attacker for both upper guards (⬅ or ➡) and defensive crouches (⬋ or ⬊).

◆ **GUARD CRASH**
Each time your character blocks, the Guard Crash Gauge drains a bit. If your character keeps blocking the opponent's attacks, eventually the gauge will empty

MOVES

and your character's block will be temporarily broken (a Guard Crash). When this is about to happen, the blocking effect turns red and the character's Vitality Gauge frame starts to blink. After a Guard Crash, your character will be unable to block for a while until the gauge recovers.

◆ **DASH/RUN**
Press ➡➡ or ⬅⬅ to move fast! There are two types of quick movement: DASH and RUN. Whether you can use DASH or RUN depends on your groove. Some grooves don't have either move.

◆ **THROW/GRAB**
When near an opponent, press ➡ or ⬅ + HP or HK to throw the opponent. Depending on your character, you may do a grab move instead that damages the opponent.

◆ **THROW/GRAB ESCAPE**
The moment an opponent tries to throw or grab your character, press ➡ or ⬅ + HP or HK to escape.

◆ **EVADE**
Press Ⓑ (EO-ISM) or LP+LK simultaneously (AC-ISM) for a quick dodge. Your character will perform either a sidestep or parry, depending on the groove. Some grooves don't allow this move.

◆ **RECOVERY**
If the opponent's attacks cause your character to become dizzy, press the DIRECTIONAL PAD/LEFT THUMBSTICK and any PUNCH and KICK buttons rapidly to recover quickly.

◆ **TAUNT**
Press the BACK button to mock your opponent.

KNOW YOUR OPPONENT!
If you know what kind of actions your opponent does, you will know how to react to them. Try out characters you don't normally use to learn what they can do. This helps you fight more effectively when you fight against them!

GAME MODES

Press ⊙ in the Title screen to display the Mode Select menu. Choose a game mode with the DIRECTIONAL PAD/LEFT THUMBSTICK and confirm by pressing Ⓐ.

ARCADE MODE
One or two-player mode. Fight against CPU opponents in RATIO MATCH, 3-ON-3 MATCH and SINGLE MATCH (1-on-1).

SURVIVAL MODE
One-player mode. Play one fighter with limited vitality and attempt to defeat all opponents.

VS MODE
Two-player competition mode (you must have two controllers connected). Before each match you can adjust handicaps and select a stage. Choose from RATIO MATCH, 3-ON-3 MATCH and SINGLE MATCH. You can also save your replay data.

TRAINING MODE
Practice Special Moves and Combos. Choose a character and sparring partner. During training, press START to display the Training menu, where you can adjust options:

◆ **CONTINUE** – Resume the training session.

◆ **RESTART** – Start a new training session.

◆ **DUMMY SETTING** – Adjust settings for your sparring partner.

◆ **PLAYER SETTING** – Adjust settings for your character.

◆ **TRAINING OPTION** – Adjust training settings.

◆ **COMMAND LIST** – See your character's Special Moves commands.

◆ **CONTROLLER SETTINGS** – Adjust controller settings.

◆ **CHARACTER CHANGE** – Return to the Character Select screen.

◆ **EXIT** – Return to the Mode Select menu.

REPLAY MODE
Record your match replay data in VS mode. This mode requires an Xbox Memory Unit. After each match, a menu of options is displayed:

◆ **CONTINUE** – Fight another match.

◆ **REPLAY SAVE** – Save the match replay data. You can review the saved data in REPLAY DATA LOAD. (Saving replay data requires 3 free blocks in the Xbox Memory Unit.)

◆ **EXIT** – Return to the Mode Select menu.

◆ **REPLAY DATA LOAD** – Review replay data previously saved. Choose an expansion slot to load from, and then choose a replay data file to load.

COLOUR EDIT MODE

Modify the characters' colours. This mode requires an Xbox Memory Unit. After you select a character, the Colour Edit screen appears. Each character has 15 colour palettes. Use the DIRECTIONAL PAD/LEFT THUMBSTICK to adjust three colour bars — RED, GREEN and BLUE — to change colours in each palette.

You can save one colour change for each character. To select your newly-coloured character, press the BACK button in the Character Select screen when confirming your character choice.

PALETTE CONTROLS

◀/▶ - Choose a palette.
Ⓐ – Confirm.
Ⓑ – Cancel.
Ⓨ – Copy a palette.
X – Paste a copied palette.

RGB BAR CONTROLS

◀/▶ - Choose a bar.

▲/▼ - Change colour tones.
Ⓐ – Confirm.
Ⓑ – Cancel.
Ⓨ – Decrease the colour tone of the RGB bar by 1 level.
Ⓧ – Increase the colour tone of the RGB bar by 1 level.

In Colour Edit mode you can also use the following options:

◆ **NAME** – Change the character's name displayed during gameplay.
◆ **DEFAULT COLOUR** – Press ◀/▶ to choose the character's basic colour.
◆ **CHARACTER CHANGE** – Return to the Character Select screen.
◆ **SAVE** – Save your edited colour palette.
◆ **LOAD** – Load a previously saved colour palette.
◆ **EXIT** – Return to the Mode Select menu.

OPTION MODE

Adjust various game options. Select an option by pressing the DIRECTIONAL PAD/LEFT THUMBSTICK ▲/▼, and change the setting by pressing ◀/▶. Press Ⓐ to display a submenu.

GAME OPTION

◆ **DIFFICULTY** – Adjust the difficulty level for a one-player game.

◆ **TIME LIMIT** – Adjust the match time.
◆ **DAMAGE LEVEL** – Adjust the damage level of attacks.
◆ **GAME SPEED** – Adjust the game speed.
◆ **ROUNDS** (1P SINGLE) – Adjust the number of rounds in SINGLE MATCH ARCADE mode.
◆ **ROUNDS** (2P SINGLE) – Adjust the number of rounds in SINGLE MATCH VS mode.

◆ **QUICK SELECT** – Use a simplified Character Select screen.
◆ **QUICK CONTINUE** – Skip the Character Select screen when you continue. You will control the same character as in the previous match.
◆ **PLAYER 1/2** (VS) – Select HUMAN or CPU to control the Player 1 and Player 2 characters in VS mode.

◆ **NETWORK MODE** – Fight on-line using Xbox LIVE. You must have a network setup and a valid user ID in order to connect on-line. See page 26.
◆ **DEFAULT SETTINGS** – Reset all option settings to default status.
◆ **EXIT** – Return to the Mode Select menu.

CONTROLLER SETTINGS

◆ **CONTROLLER SETTINGS** – Reset the button assignments. (Not available in EO-ISM.)
◆ **VIBRATION** – Turn the controller vibration feature ON/OFF.
◆ **DEFAULT SETTINGS** – Return controller settings to default status.

SOUND OPTION

◆ Adjust sound settings and sample game sounds.

DISPLAY ADJUST

◆ **DISPLAY ADJUST** – Adjust the screen display range.
◆ **DEFAULT SETTINGS** – Reset the screen display settings to default status.

XBOX MEMORY UNIT

◆ **LOAD** – Load saved game data from an Xbox Memory Unit.
◆ **SAVE** – Save your game data to an Xbox Memory Unit. Saved

data includes option settings, colour palettes made in Colour Edit mode and score rankings.

◆ **AUTO SAVE** – Turn the auto-save function ON/OFF. When AUTO SAVE is ON, your option settings and score ranking are saved automatically.

Note:
– Saving requires an optional Xbox Memory Unit with 2 free memory blocks.
– Do not turn off the power or remove the Xbox Memory Unit while saving or loading game data.
– During auto save or auto boot at start up, the game will first attempt to read from expansion slot 1.

HISTORY

◆ See score ranking for each game mode.

EXIT

◆ Return to the Mode Select menu.

C-GROOVE

SUPER COMBO LEVEL GAUGE SYSTEM

Your character's gauge will build up as you attack. You can charge the gauge up to level 3. Depending on the gauge level, you can perform three levels of Super Combos:

◆ Level 1 – Super Combo command + LP or LK

◆ Level 2 – Super Combo command + MP or MK

◆ Level 3 – Super Combo command + HP or HK

C-GROOVE ACTIONS

◆ **DASH**
Press and hold down
◀◀ or ▶▶.

◆ **TACTICAL RECOVERY**
When your character is down, press ⓨ (EO-ISM) or LP + MP + HP (AC-ISM) to delay your character's getting up.

◆ **SIDESTEP**
Press ⓑ (EO-ISM) or LP + LK (AC-ISM) to quickly move around behind your opponent.

◆ **COUNTERATTACK**
Press ⓐ during Guard (EO-ISM) or MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.

◆ **AIR BLOCK**
In EO-ISM, Air Block occurs automatically. In AC-ISM, while in the air, press the DIRECTIONAL PAD/LEFT THUMBSTICK away from the opponent.

S-GROOVE

GROOVE GAUGE SYSTEM

You can charge the gauge by holding down the HP + HK buttons. When the Groove Gauge is full, your character's attack becomes more powerful for a while and you can use a Super Special Move.

When your character's Vitality Gauge is low and blinking, you can use unlimited Super Special Moves. Also, when your character's Vitality Gauge is blinking and the Groove Gauge is full, you can use a MAX Super Special Move that can totally turn the tables on the opponent.

S-GROOVE ACTIONS

◆ **DASH**
Press and hold down
◀◀ or ▶▶.

◆ **TACTICAL RECOVERY**
When your character is down, press ⓨ (EO-ISM) or LP + MP + HP (AC-ISM) to delay your character getting up.

◆ **DODGE**
Press ⓑ (EO-ISM) or LP + LK (AC-ISM) to quickly dodge an opponent's attack.

◆ **COUNTERATTACK**
Press ⓐ during Guard (EO-ISM) or MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.

◆ **SMALL JUMP**
Slightly tilt the DIRECTIONAL PAD/LEFT THUMBSTICK ▲. This jump is shorter than a normal jump.

A-GROOVE

CUSTOM COMBO GAUGE SYSTEM

The gauge will build up as you attack. You can perform a level 1 Super Combo by using 50% of the gauge. When the gauge is full, you can perform a Custom Combo by pressing ⓧ (EO-ISM) or HP + HK (AC-ISM). With the Custom Combo you can rapidly perform various combos you've created.

A-GROOVE ACTIONS

◆ **DASH**
Press and hold down
◀◀ or ▶▶.

◆ **GROUND ATTACK DODGE**
Press ⓨ (EO-ISM) or LP + MP + HP (AC-ISM) to dodge a ground attack before it hits you.

◆ **SIDESTEP**
Press ⓑ (EO-ISM) or LP + LK (AC-ISM) to quickly move around behind your opponent.

◆ **COUNTERATTACK**
Press ⓐ during Guard (EO-ISM) or press MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.

N-GROOVE

ADVANCED POWER GAUGE SYSTEM

The gauge will build up as you attack. When the gauge is full, you gain one charge of Super Special Move. You can accumulate up to three charges of Super Special Move.

Also, you can perform Power MAX by pressing ⓧ (EO-ISM) or HP + HK simultaneously (AC-ISM). When your character is in the Power MAX condition, your attack becomes more powerful. If you have any charges of Super Special Moves when your character is in the Power MAX condition, you can perform a MAX Super Special Move.

N-GROOVE ACTIONS

◆ **RUN**
Press and hold down
◀◀ or ▶▶.

◆ **GROUND ATTACK DODGE**
Press ⓨ (EO-ISM) or LP + MP + HP (AC-ISM) to dodge a ground attack before it hits you.

◆ **SIDESTEP**
Press ⓑ (EO-ISM) or LP + LK (AC-ISM) to quickly move around behind your opponent.

◆ **COUNTERATTACK**
Press ⓐ during Guard (EO-ISM) or press MP + MK while blocking (AC-ISM). You will switch from guarding to attacking instantly.

◆ **GUARD CANCEL**
Press ◀ or ▶ + ⓐ while guarding (EO-ISM) or press

KNOW THE GROOVES!

The six Grooves have very different characteristics. Even the same character has very different strategies depending on the Groove. Try out each Groove to find the one that suits you best!

GROOVES

◀ or ▶ + LP + LK while blocking (AC-ISM) to cancel your opponent's guard and move behind the enemy.

◆ **SMALL JUMP**
Slightly tilt the DIRECTIONAL PAD/LEFT THUMBSTICK ⬆. This jump is shorter than a normal jump.

P-GROOVE

SUPER COMBO GAUGE SYSTEM

The gauge will build up as you attack or perform a Parry. When the gauge is full, you can perform a level 3 Super Combo.

PARRY

The moment you get hit by an opponent, press the DIRECTIONAL PAD/ LEFT THUMBSTICK toward the opponent for an upper attack, or press ⬇ for a lower attack. If you perform a Parry successfully, you can usually get in a free hit, making the battle much easier. You can also perform a Parry in the air. Press toward the opponent just before the attack hits and you will block it. After your Parry, the enemy will be open to an attack.

P-GROOVE ACTIONS

◆ **DASH**
Press and hold down ◀◀ or ▶▶.

◆ **GROUND ATTACK DODGE**
Press ❤ (EO-ISM) or LP + MP + HP (AC-ISM) to dodge a ground attack before it hits you.

◆ **SMALL JUMP**
Slightly tilt the DIRECTIONAL PAD/LEFT THUMBSTICK ⬆. This jump is shorter than a normal jump.

K-GROOVE

RAGE GAUGE SYSTEM

The gauge will build up as you get attacked or perform Just Defense (see below). When the gauge is full, your character will be in Rage MAX condition for a while. During Rage MAX, your character's attacks become more powerful and you can perform a MAX Super Special Move.

JUST DEFENSE

Just Defense is a technique for blocking an opponent's attack. To perform it, wait to block until just before the attack touches your fighter. If you perform Just Defense successfully, your character will not be hit back, or take Guard or Guard Crash damage. Also, your character can move earlier.

K-GROOVE ACTIONS

◆ **RUN**
Press and hold down ◀◀ or ▶▶.

◆ **TACTICAL RECOVERY**
When your character is down, press ❤ (EO-ISM) or LP + MP + HP (AC-ISM) to delay your character getting up.

◆ **SMALL JUMP**
Slightly tilt the DIRECTIONAL PAD/LEFT THUMBSTICK ⬆. This jump is shorter than a normal jump.

NETWORK MODE

You can fight on-line using the Xbox LIVE system. While battling on-line, you can use the VOICE CHAT feature to converse with other players. Please be courteous to other players while playing and make the match fun for both people. See the Xbox LIVE manual for information on the various network settings.

SIGN IN SCREEN

Choose your user name for Xbox LIVE. Make your selection by pressing the DIRECTIONAL PAD ⬆/⬇ and confirm by pressing Ⓐ. To cancel the login, press Ⓑ.

After your ID is checked, you move to the menu screen.

NETWORK MENU

◆ **QUICK MATCH** – Play against others using the same language as yourself. Use the standard CAPCOM® VS SNK 2 EO rules (see page 12). Recommended for those who don't want to do a battle search or setup a game.

◆ **OPTIMATCH** – Set up various conditions for the fight and search for a player who tat fits those conditions. (See various sections in this manual for match set-up conditions.)

◆ **CREATE MATCH** – Create a match and wait for someone to join it. When creating a match, you also set up the game rules.

CREATE MATCH SETTINGS

◆ **RULES** – Set up various GROOVE, COLOUR EDIT, and EO-ISM rules. Select Arcade to fight using arcade rules. Select CONSOLE or EO to fight using the home version elements.

◆ **MATCH CATEGORY** – Set the match category type for the game.

– DOMESTIC calls for users who speak your language.
– WORLDWIDE allows any user to play, no matter what their language selection is.

◆ **VOICE CHAT** – Set whether or not to use voice chat in your games.

◆ **OPPONENT** – Choose friends only or that anyone can join in.

CREATE MATCH

◆ **FRIENDS** – A list of everyone you have saved on your Friends list. You can see each person's ranking information, mute voice chat for anyone on the list, and remove a name from the list. (Muting voice chat means you won't be able to use voice chat in battle.)

◆ **PLAYERS** – A list of the players and results of the past few games. You can choose to make one of the people on this list a friend by selecting that option.

◆ **RANKINGS** – Displays the CAPCOM® VS SNK 2 EO online battle ranking. You can view ranking based on weeks or months. You can also set up the ranking so that only your friends are ranked.

◆ **ONLINE STATUS** – Set the online status of the game.

SIGN OUT

Log out of Xbox LIVE and quit the on-line battle. After logging out, you return to the Sign In Screen.

90-DAY LIMITED WARRANTY

CAPCOM EUROSOFT LTD. ("CAPCOM") warrants to the original consumer who purchased this Xbox DVD Rom that this product shall be free from defects in materials and workmanship for a period of 90 days from date of purchase and that if a defect covered by this Limited Warranty occurs during such 90-day period, CAPCOM will replace the product free of charge as set out below.

To receive the replacement under this Limited Warranty:

1. You must in the first instance notify the CAPCOM Consumer Service Department of the problem by calling +44 (0)20 8846 2550. Our Consumer Service Department is in operation from 9.00am to 5.00pm, Monday to Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will authorise you to return the entire unit of this product together with a note stating your name, address, contact telephone number and your original sales receipt (photocopy not accepted) evidencing your purchase within the 90-day limited warranty period, to CAPCOM as below. You will send the product postage prepaid at your own risk of damage or delivery. We recommend sending the product by recorded mail. [We will not refund you cost of your call or postage.]

CAPCOM EUROSOFT LTD
9th Floor, 26-28 Hammersmith Grove, Hammersmith, London W6 7HA.
United Kingdom

This Limited Warranty shall **not** apply if the product has been damaged by negligence, accident, unreasonable or improper use, modification, tampering or by any other causes unrelated to the materials or workmanship. Our obligation under this Limited Warranty is limited to the replacement as set out above.

REPLACEMENT AFTER 90 DAY PERIOD

If this product develops a problem after the 90-day Limited Warranty period, you may contact the CAPCOM Consumer Services Department at the phone number above. If the CAPCOM service technician is unable to solve the problem by phone, he/she may suggest you to return the defective product to CAPCOM postage prepaid at your own risk of damage or delivery, enclosing both a copy of the receipt or proof of purchase and a cheque made payable to CAPCOM EUROSOFT LIMITED or postal order for £15.00/€25.00. We recommend sending your product by recorded mail. We will then replace the product, subject to the same conditions applicable to the 90 day Limited Warranty above and availability. If replacement product is not available, your product will be returned to you and your £15.00/€25.00 payment refunded. [We will not refund you cost of your call or postage.]

WARRANTY & LIABILITY LIMITATIONS

TECHNICAL SUPPORT

If you encounter any technical difficulties with this Capcom game, our Technical Support Department is in operation from 10.00am to 5.00pm, Monday to Friday:

CAPCOM EUROSOFT LTD
9th Floor,
26-28 Hammersmith Grove
Hammersmith
London W6 7HA

Tel: +44 (0)20-8846 2550