

Darkstalkers Instruction Manual

Set up your PlayStation game Console according to the instructions in its Intruaction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DARKSTALKERS disc and close the Disc cover. Insert game Controllers and turn on the PlayStation game Console. Follow the on-screen instructions to start a game.

It is advised that you do not insert or remove peripherals or Memory cards after the power is turned on.

BUTTON	FUNCTION
START BUTTON	STARTS GAME
	PAUSES GAME
	JOINS IN GAME IN PROGRESS
SELECT BUTTON	SELECTS GAME MODE (See Title Screen)
DIRECTIONAL BUTTON	SELECTS GAME MODE (See Title Screen)
	CHANGES SETTINGS (See Option Mode)
	MOVES CHARACTER
O BUTTON	SELECTS OPTION MENU SCREENS

IMPORTANT NOTE: The Directional button positions for a player facing the right. The controls are reversed when facing the left.

BUTTON	FUNCTION	BUTTON	FUNCTION
S BUTTON	LIGHT PUNCH (JAB)	O BUTTON	MEDIUM KICK
T BUTTON	MEDIUM PUNCH	R1 BUTTON	HARD KICK (ROUNDHOUSE)
L1 BUTTON	HARD PUNCH (FIRECE)	L2 BUTTON	NOT USED
X BUTTON	LIGHT KICK (SHORT)	R2 BUTTON	NOT USED

DASH: Press Directional button twice in the same direction (left or right only).

You can even dash backward with any character, but Victor can only dash backward.

GRAB/THROW: Press Directional button toward opponent, then press any Punch or Kick button.

When the sun sets and humanity retreats to the imagined safety of their beds, a mysterious entity appears in the sky to assemble the wicked and the evil. The unimaginable secreat power of the dark is unleashed! Ten supernatural beings of destruction have materialised to wage their eternal war for the domination of the night. The Vampire, the Mummy, Frankenstein, Bigfoot. . . their very names conjure fear. But who or what has summoned them? These creatures of myth and legend, the Darkstalkers, have gathered for what is destined to be the greatest battle ever. And the fate of all

humanity rests on who wins the epic struggle.
The Darkstalkers are coming. . .tonight!

To adjust the options in your game, from the Darkstalkers title screen, use the Directional button to highlight OPTION MODE. Then press the START button. Select an item by pressing Down or Up on the Directional button, then change the item by pressing Left or Right on the Directional button. Press the START button to return to the title screen.

GAME DIFFICULTY

There are 8 levels of difficulty available for Darkstalkers. Adjust the number of stars for the difficulty from Low to High.

TIME LIMIT

You can play with or without a time limit. If you set the timer of off, and infinity symbol will be displayed.

BUTTON CONFIGURATION

You can choose any button for your punch/kick functions.

SOUND MODE

Adjust the sound on your game for stereo or mono sound, depending on the capabilities of your sound system.

There are 2 modes of play for Darkstalkers. Each match is a best-of-three round battle. After a battle, the win/loss screen appears. Unless you turn off the PlayStation, win/loss records for each player will be held. At the continue screen, press at the START button before the timer reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the START button.
Refer to the descriptions below to determine which mode of play you want.

ARCADE MODE

This mode is the popular arcade mode, where you select a Darkstalker character and fight your way through the other computer-controlled characters. It is a one-player games, but a second player can join in at any time. Press the START button on the opposite controller to join in. The character select screen will appear.
Use the Directional button to highlight this mode, then press the START button to select this mode. You will then see the character select screen. Use the Directional buttons to select one of the three game speed settings, then highlight a character and press the START button to begin play.

V.S. MODE

V.S. MODE is the classic 2-player contest. Use the Directional button to highlight this mode from the title screen and press START button to select

it. You will then be presented with the character select screen. Use the Directional button to highlight a character then press START button the select the character.

Once you have selected your character, the player handicap screen will appear. On the handicap screen, you can set the level of inherent skill for both players, as well as select the background stage for the fight.

The higher the skill level is set, the increased attack power and defensive power your character will have. Once you exit the handicap screen, you can change your button configuration before you begin the fight. Hold down SELECT button on either Conroller when exiting from the handicap screen. When you have finished adjusting the buttons, press the START button to begin play.

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

SPECIAL ATTACKS

As you perform punches, kicks and moves, your character's SPECIAL meter will charge gradually. When the SPECIAL meter is fully charged and flashing, you can execute even more powerful special moves and hidden special moves. The meter begins to decrease after it starts to flash, but you can execute the SCPECIAL move as long as it flashes. The meter returns to zero if you execute the move.

	Birth Place: Romania
Vampire	Birth Date: 1483
Demitri Maximoff	Height: 197
- Prince of Darkness	Weight: 101 kg
-	

Demitri has called together the darkstalkers to prove he is still the lord of the night. Even after 500 years, his fighting skills have not dulled, and he is up to any new challenge. The Vampire is a good, standard character. His normal moves are powerful and useful. Utilise the Jumping Hard Punch and the Standing Heavy Punch. Be careful, though, as these attacks are ineffective against J.Talbain and Morrigan.

MOVES:

Hellfire	Spinning Uppercut	Fallen Angel
D,DR,R + any Punch button	R,D,DR + any Punch button	D,DL,L + any Kick button

Air Hellfire
Jump, then perform
Hellfire

Dashing Uppercut
Dash, then perform
Spinning Uppercut

Werewolf
Jon Talbain
- Whirlwind Wolfman -

Birth Place: England
Birth Date: 1940
Height: 6 ft. 1 in.
Weight: 154 lbs.

Jon inherited the family curse of lycanthropy early in his life. At first he sought an escape from his curse but now has come to accept what he is.

The Werewolf does not have many special moves but he is very agile. His range for throw attacks is half the other characters, yet his special throws have the same range as the other characters' normal throws. It will take much practise to master the Werewolf.

MOVES:

Luna's Hammer
D,DR,R + any Punch
button
Diagonal Luna's Hammer
R,D,DR + any Punch
button
Jumping Luna's Hammer
Jump the R,DR,D + any
Punch button

Blaze Kick
D,U + any Kick button

Roll Throw (when near
opponent)
R,DR,D,DL,L + Medium or
Hard Kick button

Frankenstein
Victor von Berdenheim
- Crusher Corpse -

Birth Place: Germany
Birth Date: 1830
Height: 8 ft. 1 in.
Weight: 507 lbs.

Victor is the creation of the mad doctor von Gerdenheim. Although his creator is long gone, Victor still struggles to find his place in the world.

He is slow, yet very powerful. His special throws have long range, and are the most powerful. Some of his moves can be made more powerful or have additional range by pressing the buttons longer. His Special

moves can neutralise projectiles.

MOVES:

Whirlwind Punch D,DL,L,R + any Punch button	Dashing Knee D,DR,R + any Kick button	Grab Shock (when near opponent) U,D + Medium or Hard Kick button
Von Stomp DL,DR + any Kick button	Rush Kick Hold R for 2 seconds, then L + any Kick button	Power Belt Throw (when near opponent) Press Directional button in a 360 degree motion, then press all 3 punch buttons simultaneously
	Rush Punch Hold R for 2 seconds, then L + any Punch button	Mega Shock (when near opponent) D,DR,R + Medium or Hard Punch button

Zombie

Lord Raptor

- Rocker of Death -

Birth Place: Australia

Birth Date: 1889

Height: 5 ft. 10 in.

Weight: 86 lbs.

Lord Raptor is an aristocrat who believes he should bear the title of "Lord of the Night". Although born during the Victorian age, he finds modern speed metal music more to his liking.

He has a long reach with his self-contained weapons, such as his chainsaw legs. He is effective against opponents that jump at him, but you must be quick to pull off the attack. Raptor is the only character that can pursue and attack a fallen opponent.

MOVES:

Helicopter D,DL,L + any Kick button	Air Helicopter Jump, then D,DL,L + any Kick button	Hell's Gate L,DL,D,DR,R + any Kick button
	Death Dance (when opponent is down) U,D + any Kick button	Coffin Maker (when near opponent) D,DR,R,UR + Medium or Hard Punch button

Succubus

Birth Place: Scotland

Birth Date: 1678

Morrigan Aenslaed
- Queen of the Night

Height: 5 ft. 7 in.
Weight: 128 lbs.

Morrigan takes her last name from an ancient queen of Scotland. She is known as a temptress, and a mistress of the night. She wishes to become "Queen of the Night" The Succubus has the ability to perform combination attacks very quickly. Her standing Medium Punch and standing Hard Kick are most potent. She can also get behind and opponent and attack before they can block using her diagonal dash ability. Morrigan is a solid fighter for novice players.

MOVES:

Fire Bat

D,DR,R + any Punch
button

Diagonal Fire Bat

Jump, then U,UR,R + any
Punch button

Shadow Blade

R,D,DR + any Punch
button

Demon Blade

Jump, then D,DL,L + any
Kick button

Hell Ride (when near
opponent)

R,DR,D,DL,L + Medium or
Hard Punch button

Mummy

Anakaris

- Pharoah from the
Crypt -

Birth Place: Egypt

Birth Date: 2664 BC

Height: 8 ft. 9 in.

Weight: 18 oz. - 1212 lbs. (variable)

Anakaris was once the greatest warrior Pharoah, and now nearly 5,000 years later he intends to prove that he is still the greatest warrior in existence.

The mummy is very slow, but has some dazzling attacks. His crouching hard punch is effective against air attacks, and is useful when getting up or countering trap moves. One of his Special moves can curse an opponent and neutralise hime or her for a certain amount of time.

MOVES:

The Void (catches
projectiles)

R,DR,D,DL,L + any

Pharoah's Curse

Jump, then R,DL,D,DR +
any Punch button

Sarcophagus Slam

(opponent far)

All 3 Kick buttons

Punch button	Sarcophagus Slam	simultaneously
Retribution (after successful Void)	(opponent near)	Long Snake
D,DR,R + any Kick button	All 3 Punch buttons simultaneously	R,L,R + any Punch button
		Ground Warp (when near opponent)
		D,DR,R + any Punch button (press Punch button while simultaneously pressing R rapidly)

Cat Woman
 Felicia
 - Teen Feline Dreamer
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Birth Place: Las Vegas
 Birth Date: 1967
 Height: 5 ft. 6 in.
 Weight: 128 lbs.

Felicia is an exotic battle dancer. The youngest of the Darkstalkers, she intends to prove her strength to all. Shw uses her cat claws very well, and it is her best and strongest weapon. The cat woman is a balanced fighter, yet tends to be wide open to attack after she executes her Special moves. Be careful!

MOVES:

Rolling Smash	Litterbox Kick	Scratching Post (when near opponent)
R,DR,D,DL + any Punch button, then press any Punch button repeatedly	D,DR,R + any Kick button	R,DR,D,DL,L + Medium or Hard Kick button
Rolling Slash	Lunge Kick	
L,DL,D,DR + any Punch button twice	L,D,DL + any Kick button	

Samurai
 Bishamon
 - Accursed Warrior -

Birth Place: Japan
 Birth Date: 1673
 Height: 6 ft. 2 in.
 Weight: 132 lbs.

Bishamon was charged with protecting his land and his people. To do so he doned a forbidden suit of armour and a cursed sword. Baccuse of the forbidden items, he has never rested from his duty. He still has a noble heart, however, and defends his honour.
 The Samurai has limited defence for air

attacks but makes up for it in his incredible chain combination attacks. These are difficult to master, as are his throw attacks and special throws. Bishamon's main advantage is with his long reach, so utilise this to be successful.

MOVES:

Long Strike	The Impaler	Spirit Hold
Hold L for 2 seconds, then R + any Punch button	L,DL,D,DR,R + any Punch button	Jump vertically, then U,UR,R + any Punch button
Low Strike	The Divider (when Impaler connects)	The Skinner (when near opponent)
Hold L for 2 seconds, then R + any Kick button	D,DR,R + any Punch button	R,DR,D,DL,DR + any Punch button
	The Retriever (when Impaler connects)	
	D,DL,L + any Punch button	
	Upper Slash (Reversal when on ground)	
	R,D,DR + any Punch button	

Merman

Rikuo

- Hero of the Sea -

Birth Place: Brazil

Birth Date: 1953

Height: 6 ft.

Weight: 137 lbs.

Belived to be the last of his aquatic race, Rikuo searches the world for news of others of his kind.

Rikuo is very agile and has a long attack reach. He is very effective in ground attacks with his kicks. Try using his "Sonic" to get the opponent to jump over, then return with a dose of "Swamp Gas".

MOVES:

Sonic	Jumping Drill	Tounge Throw (when near opponent)
D,DR,R + any Punch button	Dash backward, then press any Kick button	R,DR,D,DL,L + Medium or Hard Punch button
Swamp Gas	Dorsal Saw	Frenzy (when near opponent)
L,DL,D,DR,R + any Kick button	L,R + any Punch button	R,DR,D,DL,L + Medium or

Hard Kick button

Bigfoot
Sasquatch
- Snow Hulk -

Birth Place: British Columbia, CANADA
Birth Date: 1903
Height: 5 ft. 5 in.
Weight: 397 lbs.

Leader of an ancient race of snow people, Sasquatch has decided to make the outside world aware of his people. His light punch can stop an opponents' dask attack. His Vortex Kick is effective against air attacks, and his dash attack in ruthless. Command the power of ice with the fortress and the blast. The blast, particularly, works well as it freezes an opponent and renders them immobile for a short period of time.

MOVES:

Frost Blast
L,DL,D,DR,R + any
Punch button
Vortex Kick
R,DR,D + any Kick
button

Ice Fortress
D,D + all 3 Punch buttons
simultaneously

Icicle Hammer (when
near opponent)
R,DR,D + Medium or Hard
Punch button
Refreezer (when near
opponent)
D,DL,L + Medium or Hard
Kick button
Big Swing (when near
opponent)
Press Directional
button in a 360 degree
motion, then press
Medium or Hard Kick
button

Robot
Huitzil
- Phobos -

Birth Place: Mexico
Birth Date: 520 AD
Height: 7 ft. 3 in.
Weight: 2.27 tons

Constructed to be the ultimate guardain, Huitzil has been programmed by the ancient Mayan people to protect Central America from great evil, and from any other outside threat. Watch out for his "Plasma Beam",

which comes from 2 different heights; avoid it, not block it. His missiles explode for awhile, so watch out!

Alien
Pyron

Birth Place: Planet Hellstorm

Birth Date: 1991

Pyron is the supreme overlord of his world. He is being composed of almost pure energy that can take solid form. Being a totally unnatural creature, he feels that he should be the lord of the Darkstalkers.