

WORLD
HEROES

WORLD
HEROES
2



WORLD HEROES ANTHOLOGY



TEEN
T
CONTENT RATED BY
ESRB

WORLD HEROES
PERFECT

SNK
PLAYMORE
www.snkplaymoreusa.com

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

WORLDTM HEROES ANTHOLOGY

Thank you for your purchasing World Heroes Anthology. Before beginning the game, be sure to read through this user's manual to enjoy every aspect of each game included in this collection.

CONTENTS

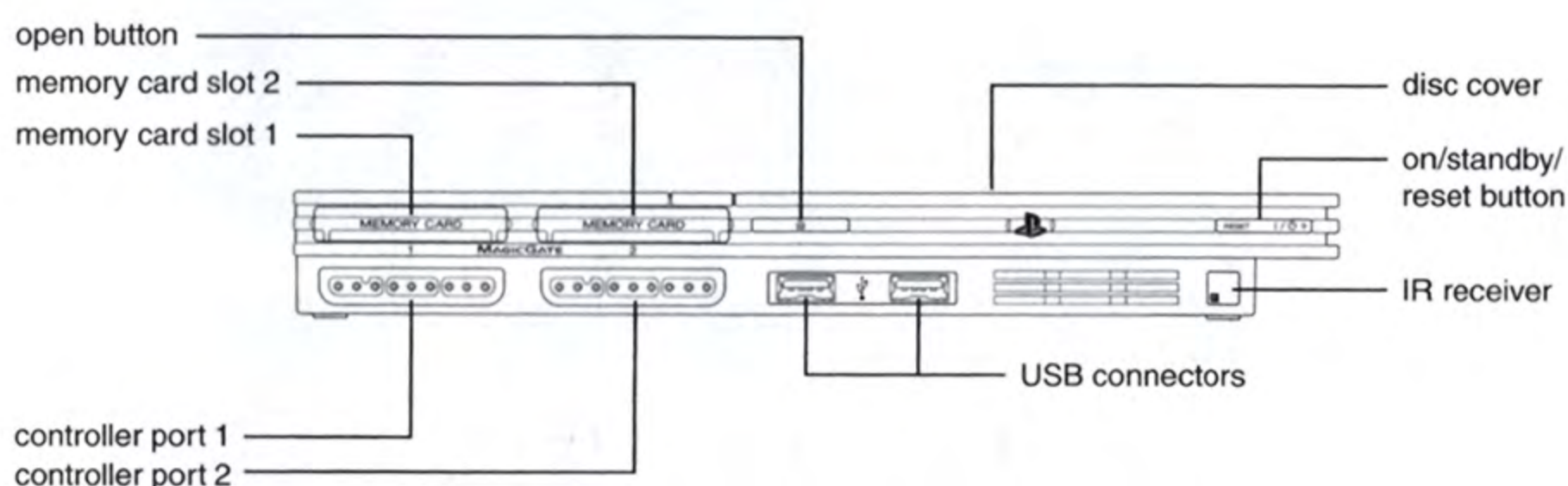
GAME OVERVIEW	4
BASIC COMMANDS	4
BATTLE COMMANDS	4
BEGINNING GAME PLAY	5
GAME OPTIONS	5
THE GAME SCREEN	7
BASIC RULES	7
TWO-PLAYER / BURST IN PLAY	8
SEQUENCE FOR BEGINNING MATCHES	8
WORLD HEROES	9
WORLD HEROES 2	10
WORLD HEROES 2 JET	11
WORLD HEROES PERFECT	12
GAME MODES	14
PAUSE MENU	15
CHARACTER EDIT	15
CREDITS	16

**Please note this manual and its contents were created during the course of product development and some items may vary slightly from the final product.*

© SNK PLAYMORE

GO TO:
www.snkplaymoreusa.com
to download the complete list of
WORLD HEROES ANTHOLOGY
character moves!

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert **WORLD HEROES ANTHOLOGY** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

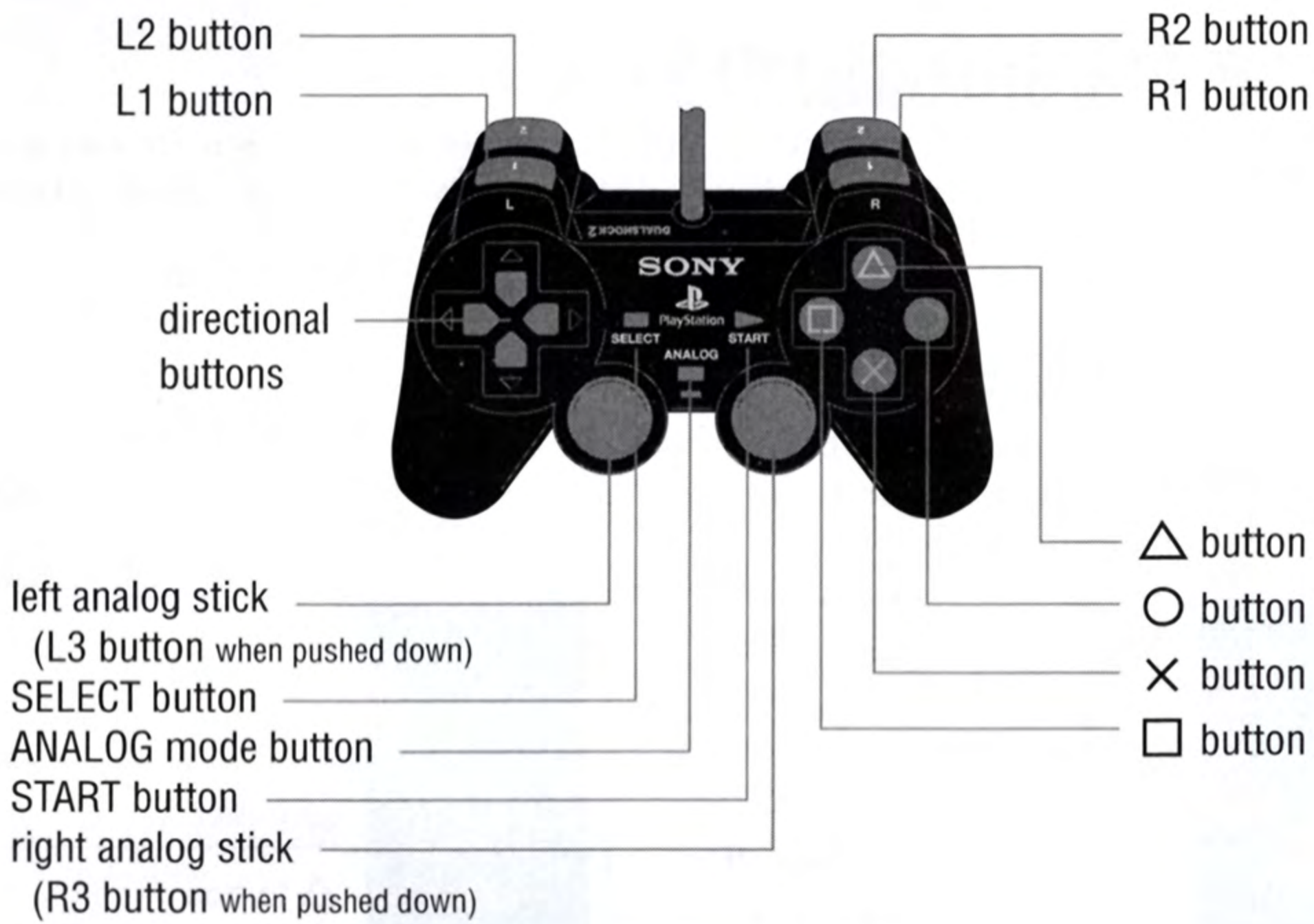
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME OVERVIEW

WORLD HEROES ANTHOLOGY is the complete collection of 4 games that make up the World Heroes fighting game series. The games included are: "World Heroes," "World Heroes 2," "World Heroes 2 JET," and "World Heroes Perfect."

WHAT IS WORLD HEROES?

The World Heroes storyline follows the attempts of Professor Brown and his time machine to bring together fighters from across the ages to battle it out and see who truly is the mightiest hero.

BASIC COMMANDS

The following symbols are used to describe basic commands. All commands are describe in their initial settings and for characters moving from left to right on screen.

→	Press the → directional button	×	× button
←	Press the ← directional button	○	○ button
↑	Press the ↑ directional button	□	□ button
↓	Press the ↓ directional button	△	△ button
↗	Press the ↑ and → directional buttons simultaneously	L1	L1 button
↘	Press the ↓ and → directional buttons simultaneously	L2	L2 button
↖	Press the ↑ and ← directional buttons simultaneously	R1	R1 button
		R2	R2 button
		+	Indicates that the buttons to the left and right of the [+] symbol should be pressed at the same time

BATTLE COMMANDS

×	Confirms selections or Punch, Light Punch (for WHP only)
○	Medium Kick (for WHP only)*
□	Body Toss/Provocation (for World Heroes Jet only) or Light Kick (for WHP only)
△	Cancels selections, Kick/Medium Punch (for WHP only)
Directional Buttons	Select menus and items or move characters

L1	Light Kick + Medium Kick (for World Heroes Perfect [WHP] only)*
L2	Medium Punch + Light Kick + Medium Kick (for WHP only)*
R1	Light Punch + Medium Punch (for WHP only)*
R2	Light Punch + Medium Punch + Light Kick (for WHP only)*

*These buttons are not used for "World Heroes," "World Heroes 2," or "World Heroes 2 JET."

Select Button	Displays the Pause Menu
Start Button	Begins game/Displays the Pause Menu
Analog Mode Switch	Not used
Left Analog Stick	Select menus and items or move characters
Right Analog Stick	Not used

Please Note

Pressing START, SELECT, L1, L2, R1, and R2 simultaneously during game play resets the game. The controller's ANALOG Mode Switch cannot be turned on or off for this title. The controller always remains activated (the red LED light stays illuminated). Battle Commands listed reflect their original settings and can be changed using the Pause Menu or Controller Setup menu in Game Options.

BEGINNING GAME PLAY

Push the START Button when the Title Screen appears to call up the Main Menu screen allowing you to select one of the 4 World Heroes games or select the following Game Option items. (see page 8 "SEQUENCE FOR BEGINNING MATCHES" to begin a game.)

GAME OPTIONS

There are 6 Game Option items you can select on the Main Menu screen.

SAVE & LOAD

You can save and load game data using a "PlayStation 2" Memory Card (8MB). Select items with the **↑↓** directional buttons and press the X Button to confirm.

LOAD - Loads saved game data

SAVE - Saves game data

AUTO SAVE - Save game data automatically. Use the **←** or **→** directional button to adjust the settings.

EXIT - Returns you to the Main Menu screen.

When saving game data, 55KB or more of open memory is required on the "PlayStation 2" Memory Card (8MB).



GAME OPTIONS CONTINUED

CONTROLLER SETUP

In each game title you can change the settings for buttons on the Player 1 and Player 2 controllers. Move the cursor to "TITLE" and use the ← or → directional buttons to call up that title's Controls menu. Select the commands you want to change with the ↑↓ directional buttons and push the button you want to use for the function (pushing the SELECT Button returns everything to their initial settings). Select "EXIT" when you finish changing the settings to return to the Main Menu screen.

DISPLAY SETUP

This lets you change various settings related to the screen display. Select items with the ↑↓ directional buttons and change settings using the ← or → directional buttons.

SCREEN - Lets you change the width of the picture display area to "TYPE A" or "TYPE B."

POSITION X - Lets you move the picture display area right or left. Changing numbers to positive values moves the picture to the right, and negative values moves it to the left.

POSITION Y - This allows you to move the picture display area up or down. Changing numbers to positive values moves the picture down, and minus values move it up.

FOCUS - Lets you set the game display image to either normal or soft.

EXIT - Returns you to the Main Menu screen.

AUDIO SETUP

This allows you to change audio output modes, adjust various soundtrack selections and volume levels, and play selections.

OUTPUT - Adjust the audio output to stereo or mono.

BGM - Set the soundtrack version to either normal or arranged.

BGM LEVEL - Adjust the volume to one of 10 levels.

BGM CHECK - Listen to individual song tracks. Change the selection number by using the directional buttons and push the X Button to play the selection.

EXIT - Returns you to the Main Menu screen.

CHARACTER SETUP

Edit the look of your favorite character by customizing the color pallete. Press the SELECT Button to restore default settings. (See page 15 Character Edit for more details)

PRACTICE MODE

Practice the moves of your favorite character. Push the SELECT Button in Practice Mode to call up the Pause Menu to adjust various settings.

THE GAME SCREEN



- 1 TIME LIMIT:** Displays the round's time limit and a winner is judged when it runs out.
- 2 LIFE GAUGE:** Shows remaining life energy for characters. When it runs out, you lose.
- 3 CHARACTER PANEL:** Shows the faces of characters in battle.
- 4 CHARACTER NAME:** Shows the names of characters in battle.
- 5 VICTORY MARK:** Appears when you win a round. When two appear, you go on to the next round.

Please note: The game screen call-outs may vary slightly between each game.

BASIC RULES

- Battles are one-on-one matches of 3 rounds, and the first to win two rounds wins. (World Heroes contains only 1 round)
- When either of the fighter's life energy runs out, the round ends and the player without life energy loses.
- One round consists of 99 "seconds." If no one wins before time runs out, the character with the most life energy remaining wins.
- Both fighters competing have their life energy completely restored whenever a round ends and the next round begins.





TWO-PLAYER AND BURST-IN PLAY

To battle a friend in a 2-player game, Player 2 must press the START Button of the unused controller at either the character select screen or "burst in" at any time during a one player game. In Two-Player Mode, choose one of the following status types for your character.

NORMAL TYPE - A type whose attack strength, defense strength, and speed are equally balanced.

ATTACK TYPE - This type emphasizes attack strength and is for players who like taking the offensive.

DEFENSE TYPE - A type designed around defensive strength for players who like to wear down their opponents.

SPEED TYPE - This type emphasizes speed of movement for players who like to both attack and humiliate their opponents.

SEQUENCE FOR BEGINNING MATCHES

GAME SELECT - From the Main Menu select which World Heroes game you would like to play.

TITLE SCREEN - Push the START Button when the Title Screen is displayed.

GAME LEVEL SELECT - Select the difficulty level of the computer opponent (single-player games). Use the directional buttons to make your selection and push the X Button to confirm. In two-player games, the game level setting has no effect.

EASY - The easiest level designed for beginners.

NORMAL - The initial level setting with a difficulty geared toward intermediate players.

HARD - The most difficult level with a difficulty level designed for advanced players.

MVS - A difficulty level between Normal and Hard that is the same as the arcade version.

**World Heroes 2 Jet and World Heroes Perfect offer a Beginner and Expert level.*

CHARACTER SELECT - Select the character you want to use.

MODE SELECT - WH & WH2 feature Normal or DeathMatch games. In WH2J you can elect either "Entry to the Tournament" or "The Forging of Warriors". There is no mode select in WHP. (See page 14 for a complete description of Game Modes)

BEGIN THE GAME!

Please note: The Continue Countdown appears when you lose a single-player match or two-player battle. If you want to try again, push the START button before time runs out.

WORLD™ HEROES

"Who is history's mightiest hero?" The day to answer this timeless question has finally arrived! Prof. Brown's time machine is now complete. Now 8 heroes have transcended time to prove once and for all who is history's mightiest hero!!!

SPECIFIC COMMANDS

MOVE	→ (forward) or ← (backward)
JUMP	↖ or ↑ or ↗ (for Hanzo and Fuma push twice for double jumps)
CROUCH	↙ or ↓ or ↘
GUARD	When attacked, ↑ (upper guard) or ↙ (low guard).
PUNCH	× (Tap for a "Light Punch" or push down firmly for a "Strong Punch.")
KICK	△ (Tap for a "Light Kick" or push down firmly for a "Strong Kick.")
BODYTOSS	Near opponent, □ or (← or → + □ [or × with certain characters])
SPECIAL ATTACKS	Enter special commands.



WORLD HEROES 2™

Professor Brown with his time machine tried to solve the question as to who is the mightiest of all time. The battles were so heated a clear cut winner could not be determined. One year later...the battle of History's mightiest begins anew with the addition of 6 new heroes.

SPECIFIC COMMANDS

MOVE	→ (forward) or ← (backward)
JUMP	↖ or ↑ or ↗ (for Hanzo and Fuma push twice for double jumps)
CROUCH	↙ or ↓ or ↘
GUARD	When attacked, ↑ (upper guard) or ↙ (low guard).
PUNCH	X (Tap for a "Light Punch" or push down firmly for a "Strong Punch.")
KICK	△ (Tap for a "Light Kick" or push down firmly for a "Strong Kick.")
BODYTOSS	Near opponent, □ or (← or → + □ [or X with certain characters])
BODYTOSS REVERSE	When grabbed by opponent, □ (or X for certain characters).
DEFLECTION	Use a Guard just before an opponent's projectile is about to hit you.
PROVOCATION	At a distance from your opponent, □
SPECIAL ATTACKS	Enter special commands.

DESCRIPTION OF IMPORTANT SYSTEMS

DEFLECTION

Use a guard move right before being hit by a projectile unleashed by your opponent to deflect it right back at him. Deflected projectiles can be deflected yet again, so stay sharp!

BODY TOSS REVERSE

The instant you're grabbed by your opponent for a body slam, you can turn the tables on your opponent by hitting a punch button (a kick button will also work for some characters). It's possible to repeat this up to three times.



The "Super Hero Match": a series of one-fall battles over 5 days among the world's heroes. Behind this dazzling tournament, however, a dark figure pulls the strings... Our heroes become embroiled in a battle they could never have foreseen! What is this dark battle all about? And

who is the sponsor lurking in the pitch-black shadows? As this clash of history's heroes unfolds, all will be revealed! But will you be able to survive to see it?

SPECIFIC COMMANDS

MOVE	→ (forward) or ← (backward)
FRONT DASH	→ → quickly
BACK DASH	← ← quickly
JUMP	↖ or ↑ or ↗ (for Hanzo and Fuma push twice for double jumps)
CROUCH	↙ or ↓ or ↘
GUARD	When attacked, ↑ (upper guard) or ↙ (low guard).
PUNCH	X (Tap for a "Light Punch" or push down firmly for a "Strong Punch.")
KICK	△ (Tap for a "Light Kick" or push down firmly for a "Strong Kick.")
BODYTOSS	Near opponent, □ or (← or → + □ [or X with certain characters])
DEFLECTION	Use a Guard just before an opponent's projectile is about to hit you.
PROVOCATION	□ or (← or → + △)
FAKE FAINT	↓ + □
SPECIAL ATTACKS	Enter special commands.

DESCRIPTIONS OF IMPORTANT SYSTEMS

FAKE FAINT

Using a Provocation command while pushing the bottom direction key (↓) lets you fake being knocked out but leaves you active. After suffering a series of combo moves, etc., this can be used effectively to trick your opponent and then attack your opponent. But sometimes, however, your character will actually be knocked out, so keep on your toes!

DEFLECTION

Using a guard move right before a projectile from your opponent is about to hit you lets you send it right back at the wisecrack. In your face!





WORLD HEROES PERFECT™

A year has passed since the sinister Super Hero Tournament... Peace has returned to the world, and our heroes, comfortably back in their own ages, receive invitations to the "World Heroes Tournament Three" from Professor Brown. Our heroes strike out for battle once again with a variety of

resolutions in their hearts. Some come to test the fruits of their training; others to settle some old scores. Learning of this event, Zeus plots to infiltrate the event and avenge the last year's humiliation. The tournament already promises to be a rough test of our heroes' abilities—But Zeus isn't the only fly in the ointment. The true horror is yet to come!!!

SPECIFIC COMMANDS

MOVE	→ (forward) or ← (backward)
FRONT DASH	→ → quickly
BACK DASH	← ← quickly
JUMP	↖ or ↑ or ↗ (for Hanzo and Fuma push twice for double jumps)
CROUCH	↙ or ↓ or ↘
GUARD	When attacked, ↑ (upper guard) or ↙ (low guard).
AERIAL GUARD	← against an attack during a jump (won't work for some attacks)
LIGHT PUNCH	X
MEDIUM PUNCH	△
STRONG PUNCH	△+ X or R1
LIGHT KICK	□
MEDIUM KICK	○
STRONG KICK	□ + ○ or L1
EXTRA ATTACK	□ + X + △ or R2
BODYTOSS	Near opponent ← or → + (△+ X) or L1
PROVOCATION	□ + △ or ← or → (□+ △)
FAKE FAINT	↓ + □
SPECIAL ATTACKS	Enter special commands.
ULTIMATE ATTACKS	Enter special commands when the Life Gauge flashes red.

DESCRIPTIONS OF IMPORTANT SYSTEMS

EXTRA ATTACKS

Press the weak punch, medium punch and weak kick buttons simultaneously to make an Extra Attack. There are various deflection moves, feints, and other types of moves among these for each character.

AERIAL GUARD

This allows you to guard against opponent attacks (well, most of them) while airborne.

GUARD BREAKER ATTACKS

Among each character's attacks are moves that can shatter guards or leave opponents prone to attack. Find these, add them into your repertoire, and get the upper hand in battle.

FALLBREAKER ATTACKS

When two moves are made almost simultaneously, you can avoid your opponent's attack and smack your opponent with your own attack using this move.

PROJECTILE KILLER

Certain normal moves let you destroy projectiles unleashed by your opponent.

HERO GAUGE

Each attack you make increases the energy in this gauge, and when it hits MAX both your offensive and defensive strength increases and some of the Special Attacks change into flamboyant Ultimate Attacks. This state also inures you to certain trip moves.

ULTIMATE ATTACKS

You can use these moves that dwarf Special Attacks when the energy in your Life Gauge drops below half and begins to flash red.



GAME MODES

NORMAL MODE (WH & WH2)

Hop aboard the time machine to take on the mightiest of heroes in different locations and battle it out to earn the moniker of history's mightiest.

- Matches consist of three rounds and the first to win two takes the match.
- If your opponent's energy runs out first, you win the round.
- Should time run out, the contestant with the most remaining Life Energy is judged the winner of the round. If both have the same amount of remaining energy, the round ends in a draw.
- Double knockouts end in a tied round.

DEATH MATCH MODE (WH & WH2)

Battle it out under extreme conditions in the "Electric Death Match" and the "Landmine Death Match."

- This is a one-fall match within the fixed time limit.
- The winner is decided by the See-Saw Gauge.
- The See-Saw Gauge shows the Spirit Energy for players. When one of your attacks hits, your Spirit Energy increases and steals a corresponding amount of your opponent's energy. The first to lose all of their Spirit Energy is knocked out and immediately loses the match.
- Victory is decided by a 10-count. If characters can't get up before the count reaches 10, they lose. When knocked down, you can recover by pushing the direction and attack keys. If time runs out, the winner is decided, and if both contestants at this time have an equal amount of remaining spirit energy, the game ends in a draw.

SUPER HERO TOURNAMENT MODE – (WH2J)

The world's heroes gather and fight one-fall matches against 3 heroes a "day." If you beat two opponents, you move on to the next day. The Super Heroes Tournament spans 5 days and only on the final day do matches consist of three rounds. Fight your way to the finals! And before the third-day final, there's a bonus game. Here you use strong punches, strong kicks, or Special Attacks to hit and take down a charging wild bull. The more attacks you can strike the bull with before it falls, the more points you get for a maximum of 300 points.

WARRIOR TRAINING MODE – (WH2J)

Take on computer opponents in three-round matches. You can choose any opponent you want, and the first to win two rounds of the three in the match wins. Should time run out in the round, the player with the most remaining life energy is judged the winner. If both players end have the same energy level, the round is a draw. Double knockouts are also judged as a draw.

MINIMUM MODE (WHP)

Right after you choose your character with the Character Select screen, enter the Minimum Mode command (listed below) If successful, your character will shrink (hence the name, Minimum Mode). Once Minimum Mode is activated, you are unable to use Special Attacks, Body Tosses, Dashes, Back Dashes, and Extra Attacks, and your attack strength is also reduced; However, if you win, you will receive a victory bonus that is 10 times greater than usual.

MINIMUM MODE COMMAND

Immediately after you select your character using the Character Select screen, enter the following command. If you succeed, your character's size will shrink. Press and hold the (X + O + □ + △) simultaneously, ↓ x 7 (push the bottom directional button 7 times in a row).

THE PAUSE MENU

Pushing the SELECT Button during battles calls up the following Pause Menu options. Pushing the button again resumes game play.



CONTINUE - Resumes the game.

SKILL LIST - Displays the move commands for the character of the player who paused game play.

CONTROLS - Select this to view/change the current controller settings. (See page 6 Controller Setup for complete details.)

GAME END - Ends the battle and lets you go to the Title Screen for the title you're currently playing or go back to the Main Menu.

CHARACTER EDIT

You can create two types of original character colors (*1). First, select a title with ← or → then match the cursor to "CHARACTER NAME" to select a character using ← or → (*2). Following that, select either the MAIN 1 or MAIN 2 palette (*3) and use ← or → to select the color you want to use, confirming the color by pushing the ○ Button (pushing any one of the R1, R2, L1, and L2 Buttons at this time allows you to confirm the location of your chosen color). After this, manipulate the RGB bars to change the color. Select a color bar using ↑ or ↓ and use ← or → to change gradations, confirming a selection by pressing the ○ Button (pushing the × Button returns the color to its previous one) (*4). Repeat these steps above to change colors and select "EXIT" when you're through to go back to the Main Menu screen.



*1: You can only create one type of original color in "World Heroes."

*2: Pushing the SELECT button when you select "CHARACTER NAME" turns all of that character's colors to their initial settings.

*3: You can only use the MAIN 1 palette to change colors in "World Heroes."

*4: Pushing the SELECT button with each selected color returns them back to their initial state.

USING ORIGINAL COLORS

"WORLD HEROES"

At the Character Select screen, push down and hold the SELECT button while selecting the character you've altered. This applies the MAIN 1 palette colors to the character.

TITLES OTHER THAN "WORLD HEROES"

When selecting a character, you have the option of either selecting the Player 1 costume (× button) or Player 2 costume (△ button). If you press and hold the SELECT button while choosing your character, the MAIN 1 palette colors are applied to the × button and the MAIN 2 colors are applied to the △ button.



CREDITS

SNK PLAYMORE USA

President
Ben Herman

Director of Marketing
Mark S. Rudolph

Executive Assistant
Barbara Strassner

IT Support
David Booth

SNK PLAYMORE

Executive Producer
Eikichi Kawasaki

Director of Japan/ US Relations
Yoshihito Koyama, Shinya Morishita

SPECIAL THANKS

Soichiro Hosoya
all SNK PLAYMORE staff

Conversion by G1M2:

Brandee Hawkins
Scott Hawkins
John Panettiere
Wilco Ibes
Miguel Horna
Chris Meyer
Doug Broadhurst
Brian Contreras
Mac McIntyre
Crystal Davis

ONLINE REGISTRATION

**REGISTER YOUR GAME WITH
SNK PLAYMORE!**

www.snkplaymoreusa.com/register

Register your game to
activate the warranty and to be included
on special SNK promotions.

WARRANTY INFORMATION:

Limited Warranty

SNK PLAYMORE warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. SNK PLAYMORE is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, SNK PLAYMORE agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

To receive this warranty service:

1. Register your product at www.snkplaymoreusa.com/register
2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

LIMITATION ON WARRANTY

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate SNK PLAYMORE. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will SNK PLAYMORE be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Returns Within the 90-day Warranty Period:

Please contact SNK PLAYMORE by sending an email to sales@snkplaymoreusa.com for further instructions on returns within the 90-day warranty period. If the product was damaged through misuse or accident, this 90-day warranty is rendered void.

Customer Warranty:

Notice: SNK PLAYMORE reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of SNK PLAYMORE.

Technical Support:

For technical and game support visit us at <http://www.snkplaymoreusa.com>

SNK

PLAYMORE

www.snkplaymoreusa.com

