		SINIK	SNIK	SNIK	SNIK	SNIK	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM		
		CARCOM						64/0		SINIK		
				By Gia	nluca "	RetroG	L" Albe	CARCOM				
					Use	r Manu						
										SINIK Pag. 1	SINIK a 29 CARCOM	
SINIK CARCOM												

DISCLAIMER

SNK vs CAPCOM for C64 is a non-profit, freeware and unlicensed game created by fans and based on the original Neo Geo Pocker Color game called "SNK vs CAPCOM: Match of the Millennium". We don't have any relationship with CAPCOM, SNK or other creators of the original game. Everything you get right now with access on our YouTube account is exposed for free download.

The cartridge image of the game can be downloaded following the links published on the following YouTube account:

CARCOM		(CAPCOM)								
SNK	https:/	/www.y	outube.	com/@r	etrogl25	<u>80</u> -101K				
CARCOM										
SINIK CARCOM										
SINIK CARCOM										
SINIK CAROM										
SINIK										
SINIK										
SINIK CARCOM										
SINIK CARCOM										
SINIK CARCOM										
SINIK CARCOM										
SINIK CAROM										
SINIK CAROM										
SINIK								SINIK Pag. 2	SNIK a 29 CARCOM	
			SINIK CARCOM							

Table	of conte									
Getting	started									
	ovements									
Story m	ode: The gr	reatest cha	llenge of	all times						
Versus	& training n	node	V5		. <u>N</u> S					10
Tourna	ment mode		ENIX							<u>9117</u> K
Options	mode									12
Fighters	ist	SNIZ	SNK	enik	<u>eni</u> z	enik	enik	eniz	eniz	
CA RYU.							. and an			14com
KEN.	SNK	<u>SNIK</u>	<u>Enik</u>	SNK	<u>enik</u>	<u>enik</u>	<u>enik</u>	<u>enik</u>	<u>enik</u>	
CHUN	N-LI	CARCOM.	CARCOM	CARCOM	CAROM	CARCOM	CARCOM	CARCOM	CARCOM	16 COM
GUIL	E SNK	SNK.	<u>ENK</u>	enk	<u>enk</u>	<u>enk</u>	<u>enk</u>	<u>enk</u>	<u>enk</u>	
	IACARCOM.									
ZANG	GIÉF. N.K.	SNK.	ENK.	. SNK	. SNK	. SNK	<u>Enk</u>	. SNK	. SNK	
VEGA	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	2000M
GOU	KI SINK.	SNK.	SNK.	SNK.	SNK.	SNK.	SNK.		SNK.	
RYO	SAKAZAKI									22 ^{COM}
TERR	Y BOGARD									23
	SHIRANUI									24 ^{com}
	BOGARD.									
	A HEIDERN									
WOL	FGANG KRA	USER								27
	CHI IORI									28
GEES	E HOWARD									29
									SNK	SNK
									Pag. 3	CARCOM

SNIK CAROM	SNIK	SINIK CARCOM	SINIK	SINIK CARCOM	SINIK CARCOM	SNIK	SINIK	SNIK	SINIK	SINIK CARCOM	SINIK CARCOM	SNI
	SNIK											
	Getti	ng starte										
		Check the removing Insert the	the game	cartridge	CARCOM							
	CAPC3.M	on. When the			ars, select	t one of t	he follow	ing menu	items to	switch to	the ^{com}	CARCO
		correspon		e mouer								CARCO
					S							
					CA	NPCOM	1					
					VE	ORY MODE	E					
						URNAMENT						
				MADE BY	/ RETROG	IL AND JO	NEGG IN	2022				

Use your joystick/gamepad to move the marker next to STORY MODE and press fire. Please refer to the descriptions shown later in this manual for a complete description of the other game modes.

4. Once you begin the game, you will be asked to select your character. Use the joystick/gamepad direction keys to highlight any fighter you wish to use and press any fire. Then use again the direction keys to select your favourite color and press any fire again:

Pag

a 29



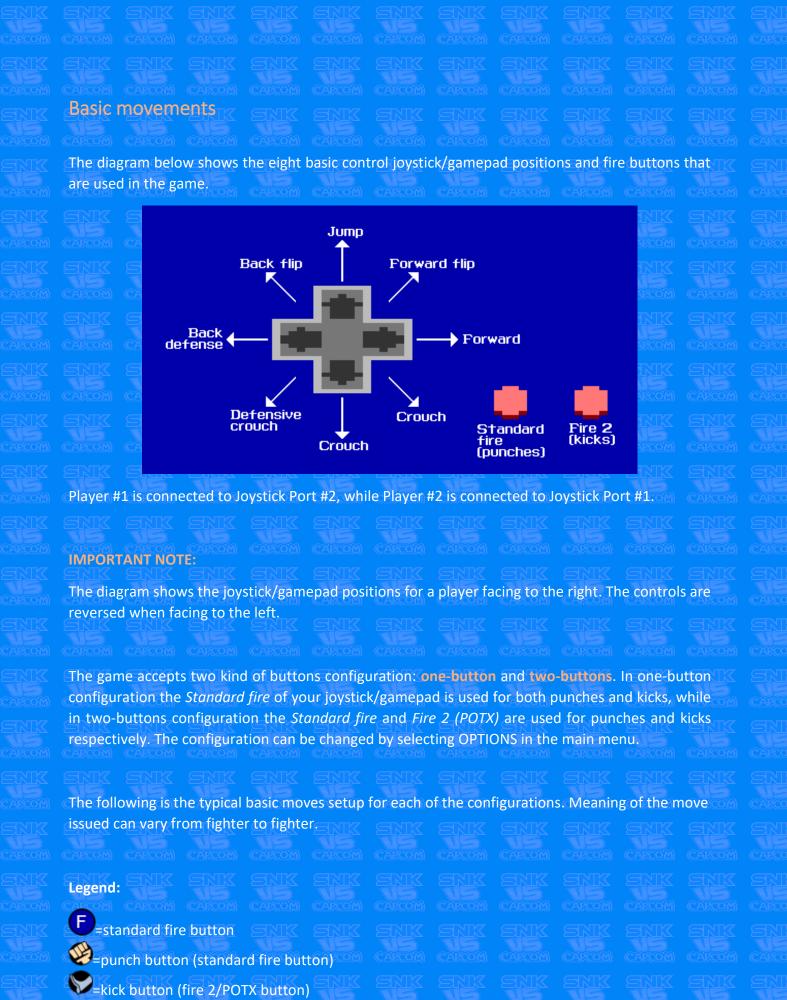


Don't use software reset to restart the game. Use hardware reset instead.

RYU

RYU

IMPORTANT NOTE:



a 29

Pag.

Ground										
ONE B		ONFIGURA	ATION	SIVA	TWO	BUTTON	S CONFIG	URATION	The second s	
Standi F	ng weak p	unch			Stand	ling weak	punch			Ð
\sim	ng strong	punch			<u> </u>	ling stron	g punch			
->(🎯 or 🗲	Ŷ			
Standi	ng strong	kick			Stand	ling weak	kick			
Crouch	ning weak	kick			-	ling stron	g kick			
VF					\rightarrow	🔊 or 🧲	$\langle \!\!\!\!\!\!\!\!\!\rangle$			
Crouch	ning strong	g punch			Croud	ching wea 🚱	k punch			
Crouch	ning strong	g kick			Croud	ching stro	ng punch			
K						🛞 or 🕍				
					Croud	ching wea	k kick			
						ching stro				a
) 🖌	🔊 _{or} 🕌	\bigtriangledown			
arcon BNK	CARCOM	CARCOM	CARCOM	CARCOM SINIK	CARCOM SINIK	CARCOM	CARCOM	CALCON SNIK	CARCOM SINIK	
AKUUM	CAROOM	CARCOM	CARCOM	CARCOM SINIK CARCOM	CARCOM	CARCOM SINIK CARCOM	CARCOM SINIK CARCOM	CARCOM		CAPCO
ONE B	UTTON CO	CARCOM ONFIGURA	CARCOM ATION		CARCOM SEINIK CARCOM TWO	STNIK CAROM BUTTON	CARCOM	URATION		
		ONFIGUR4	ATION		TWO any d	BUTTON:	SONFIG CONFIG	URATION punch	CARCOM	
	UTTON CO	ONFIGUR4	ATION	CARCOM	TWO any d	BUTTON:	CARCOM SEINIK CARCOM S CONFIG	URATION punch		
		ONFIGUR4	ATION	CARCOM	TWO any d	BUTTON: lir. + 🏵 fc	S CONFIGU	URATION punch		
) (ONFIGUR4	ATION	CARCOM	TWO any d	BUTTON: lir. + 🏵 fc	S CONFIGU	URATION punch		
	ortron co for stror her dir. +	DNFIGUR4 ng punch for stro	ATION ong kick		any di	BUTTON: lir. + 💓 fc	S CONFIGUE For strong ki	URATION punch		
	ortron co for stror her dir. +	DNFIGUR4 ng punch for stro	ATION ong kick		any di	BUTTON: lir. + 💓 fo	S CONFIGU For strong ki	URATION punch ck		
	ortron co for stror her dir. +	DNFIGUR4 ng punch for stro	ATION ATION ong kick STAC		any di	BUTTON: lir. + 💓 fo	S CONFIGU For strong ki	URATION punch ck		
	ortron co for stror her dir. +	DNFIGUR4	ATION ATION ong kick		any di	EARCOM BUTTONS lir. + Constant ir. + Constant carcom SINIK CAROM SINIK CAROM	S CONFIGU For strong ki	URATION punch ck		
ONE B C any oth A A A A A A A A A A A A A	UTTON CO for stror ner dir. + (STNIK STNIK STNIK STNIK STNIK	DNFIGURA ng punch for stro SNIX SNIX SNIX SNIX	ATION ATION Ong kick		TWO any di any di		STIK	URATION punch ck		
ONE B C any oth A A A A A A A A A A A A A	UTTON CO for stror ner dir. + (STNIK STNIK STNIK STNIK STNIK	DNFIGURA ng punch for stro SNIX SNIX SNIX SNIX	ATION ATION Ong kick		CARCOM SINIX any d any d any di CARCOM SINIX CARCOM SINIX CARCOM		STIK	URATION punch ck		
ONE B C any oth A A A A A A A A A A A A A	UTTON CO for stror ner dir. + (STNIK STNIK STNIK STNIK STNIK	DNFIGURA ng punch for stro SNIX SNIX SNIX SNIX	ATION ATION Ong kick CAROM STNIK CAROM STNIK CAROM STNIK CAROM STNIK CAROM		CARCOM SINIX any d any d any di CARCOM SINIX CARCOM SINIX CARCOM		STIK	URATION punch ck		
ONE B C any oth A A A A A A A A A A A A A	UTTON CO for stror ner dir. + (STNIK STNIK STNIK STNIK STNIK	ONFIGURA ng punch for stro STNIX STNIX STNIX STNIX STNIX STNIX STNIX STNIX STNIX STNIX STNIX STNIX	ATION ATION Ong kick CAROM STNIK CAROM STNIK CAROM STNIK CAROM STNIK CAROM		TWO any d any d		STIK	URATION punch ck		

There are two evil fighters that want to conquer this world: Vega & Geese. They want to team up together and recruit the strongest fighters and use them to create an evil army. A tournament is the perfect way to hide their evil purpose: with the promise of fame and glory, they attract the attention of the strongest fighters all over the world. Many of them are aware of the goal that Vega and Geese want to pursue, but others are unaware of the fate that may await them.

Choose STORY MODE from main menu to join the world tournament. After selecting your favourite character, his story will bring up on screen and the first fight will begin:

CARCOM SENIK

SNIK

anik s



RYU IS THE MAN FOLLOWING THE PATH TO BECOME A TRUE WARRIOR.

Story mode: The greatest challenge of all times

Basic knowledge of the fight mechanic

When the match begins, you must use all of your fighting skills to defeat your opponent. Each time you hit, kick or throw your opponent, his energy meter will decrease. Once his energy meter is totally red, he'll be knocked out and you will be declared the winner. Win two out of three rounds and you earn the right to face the next challenger on your way until the battle with the Vega & Geese alliance!

		CA	1 score	Player 1 en meter T	ergy F n mer	(ayer 2 ener veter ↓ ZANC	TURNER TURNER	FINIK PRCOM			SINI CAPCO
			000321 Flayer 1 g	00 Ward break b	ar 72 Playe	r 2 gward br	eak bar	TXIK Promi			SINI CAPCO
								TXIKS APCOM			SINI CAPCO
		S CA		<	X	· · · · · · · · ·		TXIKS APCOM			
			LV <mark>2</mark>	∱ Зурегпи	ives energy t	ars	U 2				
		SI CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	ENIK CARCOM			
									SINK Pag. 7	a 29 CAROM	SINI
	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK CARCOM	SINIK	SINI CAPCO

ARENA RUSSIA

m carco K SINI

RCOM CARC

OM CARCO

K SINI M CARCO

During the fight, the blows can be parried with defense movement. If they are parried by the opponent, his guard break bar, initially full, will progressively decrease until to "break" and start again with reduced capacity. During the break, the opponent will freeze and it will be completely vulnerable for few moments.

Any landed blow can increase the supermoves energy bar of both players. This bar can reach two levels and can be used to issue super moves, documented separately for each fighter (see further in this manual). Level 2 super moves drain more energy than Level 1 super moves.

Throws and holds

When you are near to your opponent, you can press 🔶 + 🕑, 🧐 or 📎 to issue a throw or an hold, depending on the fighter you are using. Throws are capable to knock the opponent on the floor with a single move (image on the left), while a hold needs you to push fire repeatly to issue full damage of the move (image on the right).

CAPCO					A)			
	KEN 0000000	90 	2	RYU 1000200		KEN 00004500	68 68	0000
CARCO	OUD-	- 1		E		二	- 9	
CARCO								
	102	<u>ala</u>	unuer			W2W	ST.	
					AI T		-	
CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM

When you hit your opponent while they are still stunned from the previous hit, you make a combo and you get a bonus for this which consists of an additional score. The more hits you can land on your opponent while he is still stunned, the greater the combo bonus will be. Combos can be made by concatenating more of one weak/strong punches/kicks, issuing special moves and so on.

		VEGA 00004500	79		NG IEF	VEGA 00005500	×0		ANG IEF		
			<u>.</u>							INIK	SN
9	NIGHT ST									INIK I	
CĂ			\sim	3			\sim	56	为限	RCOM	CARCO
E CA		w2			w2	W2 2 HIT COM 1000 BONUS	IBO		w2	INIK PRCOM	SNI
							CARCOM	CARCOM	Pag. 8 a		

Combo

RYU

For all fighters, most weak and strong basic blows are cancellable, i.e., can be substituted on the fly by a special/super move. For example, with Ryu, you can issue a strong punch and, when you are about to hit the opponent effectively, issue an Hado-Ken to cancel the strong punch animation and start the Hado-Ken one. This increases the possibility to make longer combos and more score.

Player is encouraged to use all this mechanics to reach the end of the game more easily. We recommend you to make practice in training mode with all this mechanics so that you'll get the better of your opponent faster.

	- Consectation	- CONCERN						
						Pag. 9	a 29 CARCOM	
		SNIK						

	s & trai	ning mod	CARCOM							
CARCOM	CARCOM	CARCOM	CARCOM							
User ca	n select o	ne of the t	wo game	play mod	es by sele	cting VERS	SUS MODE	from m	ain menu.	
1) Seleo	ct the figh	ters you wa	ant to use	e during g	ame 2)	Select sta	ge where	the fight	ers must p	olay
	F	ilamer Jelect	(Here)				- 67.3	_	94580	
	Č.			iom		•	185	rć.		
9										
	RYU		KEN			RYU	FRONT LIN	E	KEN	
	-						BRAZIL			
3) Now	use playe	er #1 left a	nd right	movemer	nts to swit	ch from v	ersus moc	le (TRAII	NING? NO) and
training	g mode (Tl	RAINING? Y	(ES):							
	- 🧹	No	***							
		<u> </u>								
8	X		R							
	TF	RAINING? YES								
When i	n training	mode, play	yer #2 ca	n't be bea	aten since	its energy	will never	reach tl	ne zero, sc	
that the		train and r			e charact	er freely. T	he user ca	an use th	e followin	g
		P key: tog								
keyboa										
keyboa		gle player #	‡2 jumpir	ng mover	nent					
keyboa	J key: tog	gle player # et game ar								
keyboa	J key: tog R key: res		nd return	to main r	menu					
keyboa	J key: tog R key: res	et game ar	nd return	to main r	menu ^{com}					
keyboa	J key: tog R key: res	et game ar		to main r	menu ^{com} SNIK CARCOM SNIK CARCOM					
keyboa	J key: tog R key: res	et game ar	nd return STNIK CAROM STNIK	to main r STNIK CARCOM STNIK CARCOM	menu ^{com} SNIK CAROM SNIK CAROM SNIK					
	J key: tog R key: res	et game ar	nd return STNIK CAROON STNIK STNIK	to main r STNIK CARCOM STNIK CARCOM	menu ^{com} SNIK CAROM SNIK CAROM SNIK					
keyboa	J key: tog R key: res SNIK CAROM SNIK CAROM	et game ar	nd return STNIK CAROOM STNIK CAROOM STNIK CAROOM	to main r STNIK CAROM STNIK CAROM STNIK CAROM	STAIK CAROM STAIK CAROM STAIK CAROM STAIK					

arcom carcom carco JNK SINK SINK SINK SINK SINK SINK SINK SI							CARCO
							ŞNI
							CARCO
							SNI
							NE

In the tournament mode, up to 8 players can compete for the SNK vs CAPCOM championship, where fighters fight with each other to determine who is the strongest. After you select TOURNAMENT from the main menu, with the port #2 joystick/gamepad, the first player can select his character. After this has been done, the second player can select his character (always with the port #2 joystick/gamepad), and so on. When everyone has selected their character, highlight END and press fire button to end selection.

If you don't have eight people to play with, the computer will automatically pick other fighters and control them in battles against you.

When the tournament begins, each player will be assigned a preliminary match. Each match is only one round. If you lose, you will fight the losers of the other matches to decide your final ranking. If you win, you will advance to the semi-finals and be one step closer to the championship.

	, ,	S che Senn		a beromer			rampionor	npi		
		APCO		PCOM	Ę	<u>IK</u>				
		TXI	7	G	CAR	COM				
			PRI	ELIMINAR	Y					
								SINK Pag. 11	SINIK a 29 CARCOM	

							NE
Optio	ns mod	e SINIK CAROM					SNI

The OPTIONS MODE allows you to change certain aspects of the game. When the title screen appears, move marker on OPTIONS menu item and press fire. When the following screen appears, use the direction keys of your joystick/gamepad to change the option items you want.

CAPCOM		, move mae									CARCOM	
	use the	direction key	ys of your	joystic	k/gamepa	d to chan	ge the op	tion items	you want			
PINE												
CAPCOM												
SNK						<u> </u>	-					
NS.						N 184						
CAPCOM							.					
GINTZ												
							a.					
CARCOM					- CA	RCOM						
			m	DIFFI	сш ту		NORMAL	HARD				
EIKIK					LIMIT	OFF	ON					
CARCOM				MUSIC			ON					
CARCOM												
SINK				SOUND		OFF	ON					
VIS				JOY M		ONE B		BIN				
CARCOM					N TO MEN							
			м	IADE BY	RETROGI	. AND JOI	NEGG IN	2022				
EIVER												
CAPCOM												
SNK		SNKDIFF		INIT h	is option	changes t	the difficu	ulty of the	compute	FENK -		
NS.								amepad le				
(CAPCOM)									C OLUISI	CARCOM		
GINTZ					select the							
		TIMI	E LIMIT	Th	is option	allows yo	ou to turr	ר on or off	the time			
CARCOM				ARCOllin	nit. If voi	select C	DN. the f	ighters wil	have 9	CARCOM		
EIKK								ut. If you s				
				th	e fight wi	ll continu	e until or	ne player is	s knocked			
CARCOM				ou	<u>(CARCOM</u>) IT.							
SINK		SNKMUS					toturno	on or off mu	cic durin	SNK		
VS									ISIC UUTIN			
CARCOM				arco ba	ttles.							
		SOU	ND FX	Th	is option	allows y	ou to tu	rn on or	off_sound			
STAR					fects durii							
CAPCOM		CAPCOM	Liopt C					CAPCON .	CARCOM.			
		JOY	MODE 🤤	ARCOITh		n allow		to select	t buttoi			
SNK				СО	nfiguratio	n for both	n players.					
NS.												
(CARCOM)												
SINK												
VIS												
CAPCOM												
STAR												
CARCOM												
SNK												
VS.												
CARCOM												
GINIZ												
CARCOM												
<u>AKIK</u>									<u>Eirk</u>	<u>SINK</u>	<u>SNK</u>	
										Pag. 12 a	a 29	
L APRIL M											CARCOM	

Fighte	rs list-						
E PIRC							
		- KING CONTRACTOR	- ATTENDATION -		a contractor and the second second		

Following is the list of fighters in the game. The game supports joystick move charging and different supermove levels, so some moves can be issued only if the fighter reached a specific super energy level during fight. Finally, extra attacks are introduced, that is, counter attacks and guard breakers.

Legend: SNIX SNIX							
E=standard fire button							
epunch button (standa	rd fire button)						
Sekick button (fire 2/PO							
=Quarter circle forward	d (i.e. 🕹 🎽 🏓	CARCOM					
-Quarter circle backwa							
eHalf circle forward (i.	42						
=Half circle backward	> > J						
			SNIK	SNK	SNK	SNK	
eQuarter circle backwa	GNUZ GNUZ	STNT/7	ord (i.e.			SNK	
-Dragon punch (or Z-m	otion) (i.e. 💎 🗸	CARCOM					
seik ank ank	SNIK SNIK		-04	SNK			
=Inverse Dragon nunch							
=Inverse Dragon punch				CARCOM			
				CARCOM			
Charge back then for	rward (i.e. hold	for a sec	, then	CARCOM SINIK CARCOM SINIK			
	rward (i.e. hold	for a sec	, then	CARCOM SENIK CARCOM SENIK CARCOM			
Charge back then for	rward (i.e. hold	for a sec	, then	CAROM SENIK CAROM SENIK CAROM			
Charge back then for Charge down then up Stick back	rward (i.e. hold	for a sec	, then	CAROM SENIK CAROM SENIK CAROM CAROM			
=Charge back then for =Charge down then up	rward (i.e. hold (i.e. hold for SINK SINK SINK SINK	for a sec					
 Charge back then for Charge down then up Stick back Stick forward 	rward (i.e. hold (i.e. hold for SINK SINK SINK SINK	SNIK for a sec SNIK a sec., then SNIK CAROM					
Charge back then for Charge down then up Stick back Stick forward	rward (i.e. hold (i.e. hold for SINK SINK SINK SINK	a sec., ther CARCOM for a sec STAIK a sec., ther STAIK CARCOM STAIK					
 Charge back then for Charge down then up Stick back Stick forward Stick up-forward Stick down 	rward (i.e. hold SINIX (i.e. hold SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX SINIX	STARCOM for a sec STARCA a sec., their STARCA CARCOM STARCA CARCOM STARCA CARCOM	STNIK then STNIK STNIK CAROM STNIK CAROM STNIK CAROM STNIK CAROM				
 Charge back then for Charge down then up Stick back Stick forward Stick up-forward 	rward (i.e. hold SNK (i.e. hold SNK SNK SNK SNK SNK SNK SNK SNK	STARCOM for a sec STARCA a sec., their STARCA CARCOM STARCA CARCOM STARCA CARCOM	SINIX , then SINIX SINIX CAROM SINIX CAROM				
 Charge back then for Charge down then up Stick back Stick forward Stick up-forward Stick down 	SINIX (i.e. hold SINIX (i.e. hold SINIX SI	CARCOM for a sec sint k a sec., then SINIK CARCOM SINIK CARCOM SINIK CARCOM SINIK CARCOM	SINIX SINIX SINIX SINIX CAROM SINIX CAROM SINIX CAROM SINIX CAROM SINIX SINIX CAROM				
 Charge back then for Charge down then up Stick back Stick forward Stick up-forward Stick down 	SINIX (i.e. hold SINIX (i.e. hold SINIX SI	CARCOM for a sec sint k a sec., then SINIK CARCOM SINIK CARCOM SINIK CARCOM SINIK CARCOM	SINIX SINIX SINIX SINIX CAROM SINIX CAROM SINIX CAROM SINIX CAROM SINIX SINIX CAROM				
 Charge back then for Charge down then up Stick back Stick forward Stick up-forward Stick down 	SINIX (i.e. hold SINIX (i.e. hold SINIX SI	CARCOM for a sec for a sec SINIX a sec., the SINIX CAROM SINIX CAROM SINIX CAROM SINIX CAROM SINIX CAROM	SINIX SINIX SINIX SINIX CAROM SINIX CAROM SINIX CAROM SINIX CAROM SINIX SINIX CAROM			CAROM SINIK CAROM SINIK CAROM SINIK CAROM SINIK CAROM SINIK CAROM SINIK CAROM SINIK CAROM	

							100	CARCOM	
RY	SINK					<u>SNIK</u>		ENIX	
CAPCOM	CARCOM				1	CARCIN		CARCOM	
Date of	birth: 21,	/07/1964			2.4	.aU:	~		
	f birth: JA					CAR		C Com	
				EIXIK	<u>E (</u>	avre		avik	
					CARCOM	CARCOM			

Ryu is the man following the path to become a true warrior. What is the meaning of the evil energy building within him? He continues his journey to find the answers and new challenges.

Move description	Issue when	One-button configuration	Two-button configuration	নি হেই
SPECIAL MOVES				COM CA
Hado-Ken	On floor	🔶 🕞	9.2	
Shoryu-Ken	On floor	2.6	€_⊗	
Tatsu-Maki-Senpuu-	On floor or	.	•••	IK SI
Kiaku Shakunetsu-Hado-Ken	jumping On floor	•.6	•	ik a
Throw	Near to			
	opponent	+	+•	ik a
EXTRA MOVES Guard breaker	On floor	6 .6		com cài
Guard breaker	Un noor	• + •	Press 🕬 together	
Counter attack	Blocking	·●●·₊Ē	┥╺━━╴₊ॐ	
SUPER MOVES	LV1 LV2			ন্য হা
Shinkuu-Hado-Ken		• •••••••••••••••••••••••••••••••••••	99.2	COM CA
Denjin-Hado-Ken				UK S
Shinkuu-Tatsu-Maki- Senpuu-Kiaku		.	😍 🔊	
Shin-Shoryu-Ken		(press fire repeatly for complete damage)	<pre></pre>	
NIK SINIK SINIK Room carcom		NIK SINIK SINIK S	NIK SINIK SINIK SI	
			NIK STNK STNK S D NG Pag. 14 a 29 Rom carcom carcom ca	

KEI								
	birth: 14/ f birth: AN			SINIX		R	Ĭ.	
				SNIK	CAROM	CARCOM		

Ryu's eternal rival, Ken Masters. His title of 'u.s. martial arts champion' proves his strength. The appearance of new fighters attracts his attention. So the raging dragon is ready to prove that he can defeat anyone.

SPECIAL MOVES Hado-Ken	On floo	or	♥.€	♥,愛
Shoryu-Ken	On floo			
Tatsu-Maki-Senpuu- Kiaku	On floc jumpin		V . E	V
Ushiro-Maewashi-Geri	On floo	or	.	●,♥
Throw	Near to oppon		•	• 🔊
Machine Gun Throw	Near to oppone		+ E then press E repeatly	• + 🔮 then press 🧐 or 🔊 repeatly
EXTRA MOVES				
Guard breaker	On floo	or	6	Press 🥮 together
Counter attack	Blockir	ıg	• •• •	
Rolling	On floo	or	••••• ••	⊎ , ₽
SUPER MOVES	LV1	LV2		
Shoryu-Reppa				99 🤣
Shinryu-Ken	✓		repeatly if issued in LV2	then press or repeatly if issued in LV2
Shippu-Jinraykiaku				

Pag. 15 a 29

CHUN-LU Date of birth: 01/03/1968 Place of birth: CHINA

Chun-li is the icpo's special detective assigned to shadaloo. She knows that vega wants to team up with Geese Howard. He wants to strengthen his organization for his purposes. So she wants to find vega and stop his plans.

Move description	Issue when	One-button configuration	Two-button configuration	COM
SPECIAL MOVES				XI
Kiko-Ken	On floor	♥.₽	♥₊變	
Lightning Kicks	On floor	F repeatly	repeatly	MIX
Spinning Bird Kick	On floor	₽ . •	\$	MOO
Ten-Shou-Kiaku	On floor	€.6	€.♡	
Throw	Near to opponent	₽()	• 🛞	MC MC MC
Kouhou-Kaiten-Kiaku	On floor	V . D	•	
Flying Spinning Bird Kick	Jumping	V . D	•	
EXTRA MOVES				XX
Guard breaker	On floor	6 + 5	Press 💓 together	COM
Counter attack	Blocking	- 		NIX NIX
SUPER MOVES	LV1 LV2			IK
Kiko-Shou			99 🤣	
Senretsu-Kiaku		<u>-@</u>		
Hazan-Tenshou-Kiaku		•••	99 🔊	
Shin-Kikoshin		.		

				CAPCOM		CARCOM	CARCOM	CARCOM	
	birth: 23, f birth: AN			SINIK CARCE	Ø		5	SINIK	
GU				SINIK CARCOM	SNIK		e e	SINIK CARCOM	
						SINIK CARCOM	SINIK CARCOM		

Guile is a major in the United States Air Force. He investigated the whereabout of his best friend Charlie Nash. He found tips that brings him to Vega, who team up with Geese Howard. So now his goal is destroy the criminal organization headed by them.

Dn floor Dn floor Dn floor Near to Opponent Near to			XIX XIX XIX
Dn floor Dn floor Near to Opponent	₩ , ,	₩ ♥	
Dn floor Near to opponent	1	V	
Near to opponent			
opponent	●. 		
loar to		🗣 + 🤣 or 🗣 + 🔊	
opponent vhen	₽ ₊ €	₽.≫	
Dn floor	.	€.%	
			COM
On floor	6 + 6	Press 🥙 together	<u>N</u>
Blocking	• •• •		
LV1 LV2			XIX
	- <u>-</u>	≝	
	()	😍 😍	
\checkmark	.		
	♥♥₊₿	♥♥₊變	
		NIK SINK SINK SI Pag. 17 a 29 CARCOM CARCOM CAR	
	umping On floor Con floor	American American Imping Imping On floor Impine Impine </td <td>$\frac{1}{2} \frac{1}{2} \frac{1}$</td>	$\frac{1}{2} \frac{1}{2} \frac{1}$

								CARCOM	CARCOM	CARCOM
		SNK						SIR		NIK
CARCOM		CARCOM				CARCOM		CALL	$\sim X$	
						GN				177
Date of	birth: ??/	/??/1967				<u> </u>			ارتوبا	
Place of	f birth: AN	VIERICA				CA		CAPE	<u> </u>	- COM
						<u>S</u> N			a nil	
						CARCOM	CARCOM	CARCOM	CARCOM	CARCOM
Felicia i	s a darkst	alker who	was raise	d by her s	sister nam	ed Rose.	She know	s that the	outside v	vorldmz

is filled of prejudice towards her. So she wants to demonstrate at the tournament that she's not different from humans.

Move description	Issue when	One-button configuration	Two-button configuration
SPECIAL MOVES			
Rolling Uppercut	On floor	Q .()	€.⊗
Rolling Buckler	On floor	- <u> </u> .	-
Explosive Ball	On floor	♥.€	♥,⊗
Delta Kick	On floor	then press fire after first kick for complete damage	+ then press fire after first kick for complete damage
Sand Splash	On floor	•	V
Scratch Attack	On floor	•	ی چ
Crazy Uppercut	On floor	₩ , €	٠
Throws	On floor	•+• • • • • • • • • • • • • • • • • • •	🗣 <u>+</u> 🍪 or 🗣 + 🏷
Aerial Throw	Jumping	•+•• when near to opponent	+ when near to opponent
EXTRA MOVES			
Guard breaker	On floor	6 + 5	Press 🥸 together
Counter attack	Blocking		
SUPER MOVES Dancing Flash	LV1 LV2	<u>+@</u>	- <u>-</u>
Super Scratch Attack		•••	
			NIK SNIK SNIK S

								SINIK CARCOM		
ZAN					SINIK CARCOM				STNIK CARCOM	
Date of birt Place of birt	h: 01/06/1956 th: RUSSIA				<u>T</u>	÷7				
					SNU			2		
Known as th	ne 'red cyclone'	', Zangief i	s the russ	ian hero. I	le targets	the new	alliance fo	ormed by		

Vega and Geese Howard. A combined power that threatens the security of his country.

Move description	lssue	when	One-button configuration	Two-button configuration	
SPECIAL MOVES					COM
Lariat	On flo	or	- <u>•</u> .F	 🛞	
Double Lariat	On flo		F repeatly	🧐 repeatly	
Banishing Flat	On flo	or	♥	♥,變	
Screw Pile Driver	Near t oppor		•	€. 😢	<u> IK</u>
Flying Power Bomb	Near t oppor	0	1	●,♥	
Suplex	Near t oppor	0	●,6	●,%	
Atomic Suplex	Near t oppor	0	1	ب ا	M M M M M M M M M M M M M M M M M M M
EXTRA MOVES	oppor	ient			
Guard breaker	On flo	or	* + E	Press 🥮 vogether	
Counter attack	Blocki	ng	- 		
SUPER MOVES	LV1	LV2			COM
Final Atomic Buster			♥♥₊₿	??	
Siberian Blizzard			•••	🎨 🧶	
Aerial Russian Slam			₩ ,6	99. 🔊	
Russian Beat			- <u>-</u>	<u>→</u> → → ₊ ⊗	

Pag. 19 a 29

							SINIK CARCOM		
VE				SINIK CARCOM	SINIK CARCOM	SNIK CARCOM		SNIK CARCOM	
	birth: 17, f birth: ??					1			
CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM		CARCOM	

Vega is the leader of the secret organization called Shadaloo. He wants to recruit fighters for his new army to conquer the world. His psycho energy was too strong for many fighters encountered. But Ryu seems to be one the best candidates for his purposes...

Move description	on	Issue	when	One	-button o	onfigurat	ion	Two	-button	configurat	ion 🥯
SPECIAL MOVES	S										NE
Psycho Shot		On flo	or	•	F			-80	- 🥹		
Double Knee Pr	ess	On flo	or	-80	F			-80	+		COM SMC
Head Press		On flo	or	œ	₽						
Fast Jump Acros	SS	On flo	or	1	,F			•	- 🧐		
Vega Warp		On flo	or	•	F			•			
Throws		On flo jumpir		•	F			•			
EXTRA MOVES											<u>STR</u>
Guard breaker		On flo		•	F			Pres	s 🧐 🎔	together	COM
Counter attack		Blockii		-	•••••••••••••••••••••••••••••••••••••••			-	• 🏈		NT NT
SUPER MOVES		LV1	LV2								COM
Psycho Crusher				-800		F		-80			
Knee Press Nigh	ntmare	\checkmark	\checkmark	Ų	(~	XI
Psycho Cannon				•	•			•) 🏈		
Arcom Carcom											
										Pag. 20	SNK a 29

				SINIK CARCOM	7 2.		CARCOM	SINIK CARCOM	
	birth: ??/ f birth: JA			SINIK CARCOM	Ş.			XIX MCOM	
GO	UKI						e.		
						SINIK CARCOM	SINIK CARCOM		

Gouki... The supreme master of the fist. This lone warrior is a wanderer, shrouded with evil intent. He searches for challengers with enough potential to kill.

Move description	Issue when	One-button configuration	Two-button configuration	
SPECIAL MOVES				COM
Hado-Ken	On floor	♥.€	🏓 🧐	
Shoryu-Ken	On floor	2 .F	€.%	MOD XIV
Tatsu-Maki-Zankuu- Kiaku	On floor or jumping	1	•	
Shakunetsu-Hado-Ken	On floor	.	•	XIX
Throw	Near to opponent	•.0	● , ●	
Ashulo Senkuu	On floor	.	•	
Zanku-Hado-Ken	Jumping	•	♥	MON NT
Tenma Kujin Kyaku	Jumping	9 . 6		
EXTRA MOVES				COM
Counter attack	Blocking			ND
SUPER MOVES	LV1 LV2			COM
Messatsu-Go-Hado	\checkmark		??	NI
Messatsu-Go-Shoryu		•••		
Flying Messatsu-Go- Hado (when jumping)				
Shun Goku Satsu		•••••	••••••	XIX
	SNK S			

Pag. 21 a 29

RY	O SA	KA Z	ZAK	SNK	SNIK	SNK	SNIK	<i>1</i> 3	NIK	
					- 0		CARCOM SINIK		F KCOM	
	birth: 02, f birth: JA				CARCOT	R	्य	1 10		
					CARCOM	TE	CARCOM	CAPCOM	CARCOM	

Ryo Sakazaki is the new master of the Kyokugen style. He wants to prove that his style is invincible and can beat evildoers. He knows that Geese Howard wants to join Vega to form an evil army. So it decides to participate to the tournament and defeat him.

Move	descriptio	on	Issue wl	hen On	e-button	configurati	on Two	-button	configurat	ion 🤗
SPECIA	AL MOVES	5								T
Ko-ou-	ken		On floor	or 🛛 👝			•	Ø		
			jumping		+••		~	+&		
Hien-S	hippu-Kia	iku	On floor jumping	or 📢	.E		- t e	\mathbf{v}		
Kohou			On floor							
Konou					+ F or \$	₽ ₊ ₽	-	🤏 or	Z 🚫	
Zan-Re	etsu-Ken		On floor	t(Þ.F		. te	v 🧐		
Throw	c		Near to			• •		· •		<u></u>
THOW	3		opponen	it 🧲	+ F or •	●₊ਿ	•	+🥮 or 🎙	▶₊≫	
EXTRA	MOVES									T
Guard	breaker		On floor	•	' ₊ €		Pres	s 🥮 💎	together	
Counte	er attack		Blocking	-	•			• 🔊		
SLIDED	MOVES		LV1 I	.V2	+•			+ •		
	Shouou-K	en								
				V V	₽₽₊€			• 🏈		
Tenchi	-Haou-Ke	n		-8		•	-80			
						+••			+29	
Ryu-Ko	bh-Ranbu			🗸 📢	10		- 😏	•	1	
AIK	ENK	ENK	<u>SNIK</u>	<u> Sylk</u>	ENK	SNK	<u>SUK</u>	ÊNK	<u>SNIK</u>	
									Pag 22	a 29
									Pag. 22	CAPCO

	RRY	ROC	GARCOM	CARCOM DNIK						SNIK	
CARCOM	CARCOM	CARCOM	CARCOM	CARCOM		CARCOM	.		\mathbf{H}		
	birth: 15/ f birth: AN						dî	ſ	Ð	VICOM	
						SNIK CARCOM	CARCOM	CARCOM	CARCOM	SNIK	
Torry B	ogard the	voungh		favantet	o ioin the	tournam	ont His ai	m is to st	on-an-alli	2000-007	

Terry Bogard, the young hungry wolf wants to join the tournament. His aim is to stop an alliance between Geese Howard and Vega.

Move	descriptic	on	Issue	when	One	e-button c	onfigurati	ion 1	wo-butt	on configur	ation 🚽	
SPECIA	L MOVES	\$									CO	
Burnin	g Knuckle		On flo	or	-0				.			
						F			 🕺	9		
Crack S	hot		On flo	or	t	F		1	• 🔊			
Power	Mayo		On flo	or	-							
Power	vvave			01	_	+ F) 🏈			
Rising 7	Fackle		On flo	or		E			2 🔊			
Throw			Near t	0							CO	
THOW			oppor		-	₽ ₽			▶ 🍪			
EXTRA	MOVES										co	
Guard	breaker		On flo	or		+ F		F	eress 🧐	🔛 togethe	er 💶	
Counte	r attack		Blocki	ng	-	₽. (5)						
011050						• + •			+	\checkmark		
SUPER Buster	MOVES		LV1	LV2								
DUSLEI	vvon					⁺₊€		4	9.%			
Super F	Rising Tac	kle			+ +	• .E						
	-											
Power	вотр				- 🎔	9 . 🕞				Y		
Raging	Wolf										<u>co</u>	
			CARC		ARCOM	CARCOM						
											SNI3 a 29	
										IOM CARCO	M CARCO	

		HRA		SNIK				-4	19	CARCOM	
CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	CARCOM		80		2	CARCOM	
	birth: 01, f birth: JA				CARCOM	٧.	0	- 71	ЭQ,	com	
						CARCOM	CARCOM	CAROM	CARCOM	CARCOM	
Mai Shi	ranui war	nts to helr	Andv Bo	gard to e	liminate l	nis father'	s killer dr	this way	. she hop	es to mz	

Mai Shiranui wants to help Andy Bogard to eliminate his father's killer. In this way, she hopes to have more loving attention from him.

SPECIAL MOVESHissatsu-Shinobi-BachiOn floorKachousenOn floorRyuuenbuOn floorMusasabi-No-MaiJumpingHakuro-No-MaiOn floorHishou-Ryuu-EnjinOn floorBenitsuru-No-MaiOn floorThrowNear to opponent (On floor or	+	<u>.</u>	ik s Magazi Maga
KachousenOn floorRyuuenbuOn floorMusasabi-No-MaiJumpingHakuro-No-MaiOn floorHishou-Ryuu-EnjinOn floorBenitsuru-No-MaiOn floorThrowNear to opponent	•		
RyuuenbuOn floorMusasabi-No-MaiJumpingHakuro-No-MaiOn floorHishou-Ryuu-EnjinOn floorBenitsuru-No-MaiOn floorThrowNear to opponent			
Musasabi-No-Mai Jumping Hakuro-No-Mai On floor Hishou-Ryuu-Enjin On floor Benitsuru-No-Mai On floor Throw Near to opponent	₩		
Hakuro-No-Mai On floor Hishou-Ryuu-Enjin On floor Benitsuru-No-Mai On floor Throw Near to opponent		1 🤍 🔊	
Hishou-Ryuu-Enjin On floor Benitsuru-No-Mai On floor Throw Near to opponent	1	ب ال	
Benitsuru-No-Mai On floor Throw Near to opponent	2 . 🕞	€.⊗	মা হে
Throw Near to opponent	\$.€	€.♡	
opponent	.	ی چ	
jumping)	●,€	➡,♥	
			ik a
Guard breaker On floor	6 + 5	Press 🥙 vogether	com ca Lik si
Counter attack Blocking	• •• •		
SUPER MOVES LV1 LV2			ik a
Hana-Arashi 🗸 🗸	₽₽ ↓₽	??	
Cho-Hissatsu-Shinobi- Bachi	● _ ●	€ 🏈	
Houou-No-Mai 🗸 🗸	(- , -)		
	ARCOM CARCOM CARCOM CA		
		Pag. 24 a 29	NIK DI SOM CA

COM (NTYZ	
XI	

trained hard to refine his techniques. And now he wants to demostrate him that they are at the same level.

Move description	Issue when	One-button configuration	Two-button configuration			
SPECIAL MOVES						
Zen-Ei-Ken	On floor	±.e	 .			
Hishou-Ken	On floor	♥+ € or \$+ €	♥+ॐ or ♥+♥			
Shouryu-Dan	On floor	€.6	€. 🏈			
Kuuha-Dan	On floor	•	●.♥			
Wheel-Kick	On floor	•	•●.♥			
Gekiheki-Haisui-Shou	On floor	then press E repeatly to issue complete damage	then press or repeatly to issue complete damage			
Shimo-Agito	Jumping	♥.ெ	♥, 🍪			
Uwa-Agito	Jumping	V , D	♥.♥			
Throw	Near to opponent	€.5	● _ 🏈			
EXTRA MOVES						
Guard breaker	On floor	6	Press 🥮 together			
Counter attack	Blocking	·•••. (5)				
SUPER MOVES	LV1 LV2					
Hishou-Ryuusei-Ken		••• •	99 🤣			
Cho-Reppa-Dan		•••	🔫 😍			
	k znik z	uk zuk zuk z	vik zvik zvik zi			
			Pag. 25 a 29			
			rcomi (Carcomi (Carcomi (Car			

LEC	DNA	HE				SNK	(آرساً		
Date of	birth: 10/	/01/????								
Place of	f birth: ??	?? ^{ARCOM}			CARCOM STNIK		- Æ	19	RCOM	
					CARCOM		CARCOM	CAPCOM		
				of Ilion: M	a main ma ta	and Cuiffa	wine of free real			

Leona Heidern, the silent soldier and member of Ikari Warriors team. Suffering from a blood curse, she attacks anyone she considers evil. Geese Howard promised to free her if she defeats a guy that uses the Ansatsuken style.

Move description	Issue when	One-button configuration	Two-button configuration		
SPECIAL MOVES					
Grand Saber	On floor	then press F after hit the opponent to issue complete damage	then press or after hit the opponent to issue complete damage		
I-Slasher	On floor	♥.€	♥,變		
Baltic Launcher	On floor	₩ . 	♥₊♥		
X-Calibur	Jumping	♥	♥.⊗		
Gravity Storm	On floor	•			
Earring Bomb	On floor	.	€. 📎		
Throw	Near to opponent	₽ ., €	• 🛞		
EXTRA MOVES					
Guard breaker	On floor	6 + D	Press 🥙 🞔 together		
Counter attack	Blocking				
SUPER MOVES	LV1 LV2				
Rebel Spark			♥♥↓♡		
Slash Saber		♥♥.ெ	♥♥₊變		
V-Slasher (when jumping)		♥♥.₽	??		
Leona Blade		. []	.⊗		
			nik sink sink D NG Pag. 26 a 2		
			REEM CARCOM CARCOM C		

								SINIK
		GAROM	G K	SER	SINIK CARCOM	SNIK	SNIK CARCON	
	birth: 18,							а,
	f birth: GE				SNK			

As a famous and reputed crimelord of darkness, Krauser amuses himself. He sent a letter to Geese Howard, the mafia's boss in southtown. He wants to take his place in his own organization after beating him.

Move description	Issue when	One-button configuration	on Two-button configuration	
SPECIAL MOVES				
Kaiser Wave	On floor	- <u>•</u> .6	- <u>•</u> , 🏈	
Leg Tomahawk	On floor	.	۲. ا	
Blitz Ball Hi	On floor	♥,6	♥, 🍪	NTS.
Blitz Ball Low	On floor	V . D	♥.♥	
Kaiser Duel Sobat	On floor	⊎ . €	ی چ	
Phoenix Throw	On floor	9 . 6	€ 🏈	
Throw	Near to opponent	₽ . ()		
EXTRA MOVES				
Guard breaker	On floor	* + F	Press 🥮 together	cor IK
Counter attack	Blocking	• •• •••• • •		
SUPER MOVES	LV1 LV2			ET2
Super Kaiser Wave		.€	٠	
Unlimited Desire		♥♥₊€	??	JX TX
Gigantic Cyclone		, 9	😍 😍	
			CARCOM CARCOM CARCOM C	APCOX



Iori is the heir of the Yagami clan and uses pyrokinetic power. He suffers the riot of the blood curse, becoming a killer. With the hope of calming his killer instinct, he join the battle. Ignoring that Geese Howard wants to absorb his blood to become stronger.

Move description SPECIAL MOVES	Issue when	One-button configuration	Two-button configuration		
	On floor	_	_		
Kototsuki-In		-	─ ,⊗		
Yami-Barai	On floor	♥.€	♥,變		
Oniyaki	On floor	€	₹.2		
Aoi-Hana	On floor	then press F repeatly to issue complete damage	then press or repeatly to issue complete damage		
Yumebiki	On floor	.	€.%		
Thunder Fist	Jumping	.			
Throw	Near to opponent	●, 🕞	● _ 🍪		
EXTRA MOVES					
Guard breaker	On floor	6 + 5	Press 🥙 together		
Counter attack	Blocking	• •• •			
SUPER MOVES	LV1 LV2				
Ya-Sakazuki		♥♥₊₽	♥♥₊⊗		
Ya-Otome		• ا	ی چ		
Exceed		.	😍 🧶		
Saku-Tsumagushi		•••	😍 🕑		
inik znik znik	avik s	vik avik avik a	yik zvik zvik zi		
			vik avik avik a		
			RCOM CARCOM CARCOM CA		

Geese H	loward ha	as become	e the bigg	est mafia'	s boss in :	southtow	n. Now hi	s ambitio	n is to rule	e the mz	
						CARCOM	CARCOM	CARCOM	CARCOM	CARCOM	
Place of	i birth: AN					GNK		SINE		- June	
		/01/1953				NEA	é Ó	CARCOL	170-		
	SNK	SINK					62	5		anik	
CARCOM	CARCOM	CARCOM	CARCOM	CARCOM				CARCE		ARCOM	
GE	ECE	HO\							1	TNIK	
									CARCOM	CARCOM	

Geese Howard has become the biggest mafia's boss in southtown. Now his ambition is to rule the world with the help of Vega. But he has an interest on Orochi blood, and he knows where to find it.

	description		Issue	when	One	-button c	onfigurati	ion T	wo-button	configurati		
	AL MOVES	S									COM	
Fudou	-Ken		On flo	or	-80	F		+	₩,⊗			
Reppu	u-Ken		On flo	or	•	+ F		•) - 🤣			
Shippu	ı-Ken		Jumpi	ng	•	+ F) 🛞		COM	
Evil Illu	ision Slan	n	On flo	or	t	+ F		t	₽_⊗			
Throw	S		Near t oppor		•	+ F or H	₽₊€		► + 🧐 or	▶	XIX	
EXTRA	MOVES										COM	
Guard	breaker		On flo	or	•	F		Р	ress 🧐 🏷	together		
Counte	er attack		Blocki	ng	-	₽ . (-	••• 🥸)		
SUPER	MOVES		LV1	LV2					· · ·		NT NT	
Rasho	mon		\checkmark	\checkmark	•	•) - , 😵)	COM	
	Shippu-Ke jumping)					•			99 🥸			
Deadly					•	⁺ ₋ €					XIX	
Raging	Storm				t	•)		
			CAPC			NE		CARCO	M CARCOM			
											SNK	
										Pag. 29 a	CARCOM	