| | | 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



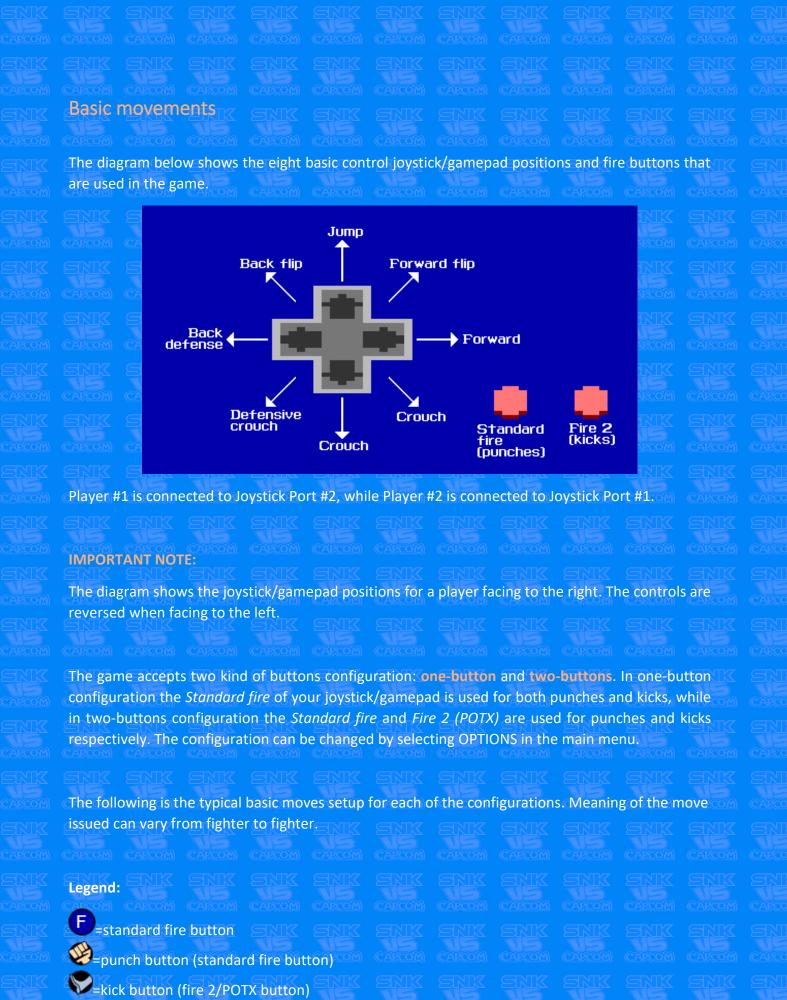


Don't use software reset to restart the game. Use hardware reset instead.

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 | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |