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1) INTRODUCTION

Welcome to my FAQ for the SEGA Saturn version of The King of Fighters '95. This FAQ will include everything you need to know about the game, including a complete moves list, cheat codes, trivia and more.

2) ABOUT THIS VERSION

In 1995, SNK released a sequel to their popular game, the King of Fighters '94. The King of Fighters '95 improved on the original in almost every way, with new characters, new special moves, better graphics and more animation etc. This was probably the last popular King of Fighters game in the US and Europe.

Hence why it appeared on the SEGA Saturn and Sony Playstation consoles in 1996. This Saturn version was instantly classed as the better version, due to it coming with a special cartridge which minimised loading times and let it load much faster than the Playstation version.

However, because the game came with the cart the price was much higher than your average Saturn game. When it was first released, the asking price was around the £70 mark, which was £20-30 steeper than usual.

The price did eventually drop but a lot of people had bought other games like Street Fighter Alpha and Virtua Fighter 2 instead.

The prices for this game today are around the £20-30 mark, if they are complete and depending on the condition.

3) SETTING UP

Right, let me make one thing clear right off the bat:

YOU NEED THE ROM CART TO PLAY THIS GAME.

Got that? Without it, if you try to load the CD up, you'll get a message after the initial loading screen (with a picture of either Kyo or Iori behind it) which goes like this:

ROM cartridge is not inserted
correctly.

Please turn off the power and
insert the ROM cartridge again.

"But I don't have a ROM cartridge!" you may be saying right now. Well, you need to get one. It HAS to be the King of Fighters '95 rom cart, no other carts will work. From what I can tell, all KoF '95 ROM carts have a picture of Kyo on them and the KoF '95 logo somewhere on there, so it will be easy to tell which one you should get.

So, now you have the ROM cartridge, insert it into the back of the Saturn, then put the CD into the drive and turn the power on. If you get the ROM cart error message after the initial loading screen, turn the Saturn off and remove the ROM cart. Now gently blow into the underneath of the ROM cart, then insert the cart into the Saturn again and turn the power on. Repeat this process until the game actually works (be aware, this can take MANY times to get working if it's the first time you play the game, it took me around 20 reties until it finally did work).

4) STORY

From the manual:

"1994 saw the first King of Fighters tournament. It was an epic contest that came to a sudden, shocking end when the event's organizer, a psychotic genius named Omega Rugal, blew himself and his defeated team to pieces in the ultimate statement of humiliation and rage...or so it seemed.

It is now 1995 and something strange has happened. Those who took part in the first King of Fighters tournament have all received invitations to a second contest. The invitations all bear the same seal, marked with the initial "R" - a seal that no one ever expected to see again: Rugal's seal.

Until his apparent death, Rugal was the head of a powerful and sinister international black market organization. He was also the owner of an impressive collection of incredibly life-like bronze statues of fighters. It has been said that his reasons for sponsoring and fighting in the first King of Fighters were closely linked to this collection and his desire to expand it...

So what are the fighters being rounded up again? What incredible prize awaits the victorious team? Within the twisted mystery of the King of Fighters '95 many dark corners await illumination.

Maybe you can find all the answers.

Maybe you'll just find excruciating pain..."

My version:

The next King of Fighters tournament has started. All the teams from the last tournament have been given invites and the tournament works in the same way as before: teams of 3 fighters compete against each other to see who is the strongest. But who is the organiser this year?

5) CONTROLS

D-pad functions (when facing right, reverse when facing left):

Up: Jump directly upward

Up right: Jump at an opponent

Right: Move right

Down right: Crouching walk (applies to certain characters only)

Down: Duck

Down left: Defensive crouching block

Left: Move left/block

Up left: Jump backward

PAD TYPES

This game has several pad set ups (see game modes section) which you can use. All of the d-pad functions are the same, but the button layouts are all very different. My personal pick is type B.

TYPE A

X: Weak punch

Y: Weak kick

Z: Evade

A: Strong punch

B: Strong kick

C: Power attack

L: Power up charge

R: Taunt

TYPE B

X: Weak punch

Y: Strong punch

Z: Evade

A: Weak kick

B: Strong kick

C: Power attack

L: Power up charge

R: Taunt

TYPE C

X: Weak punch
Y: Weak kick
Z: Taunt
A: Strong punch
B: Strong kick
C: Power up charge
L: Evade
R: Power attack

TYPE D

X: Weak punch
Y: Strong punch
Z: Taunt
A: Weak kick
B: Strong kick
C: Power up charge
L: Evade
R: Power attack

TYPE E

X: Weak punch
Y: Strong punch
Z: Weak kick
A: Taunt
B: Power up charge
C: Strong kick
L: Evade
R: Power attack

TYPE F

X: Weak punch
Y: Evade
Z: Power up charge
A: Weak punch
B: Weak kick
C: Power attack
L: Strong punch
R: Strong kick

TYPE G

X: Weak punch
Y: Weak kick
Z: Power up charge
A: Power attack
B: Strong punch
C: Strong kick
L: Evade
R: Taunt

TYPE H

X: Taunt
Y: Power up charge
Z: Strong kick
A: Weak punch

B: Weak kick
C: Strong punch
L: Evade
R: Power attack

TYPE I

X: Strong punch
Y: Strong kick
Z: Evade
A: Weak punch
B: Weak kick
C: Power attack
L: Taunt
R: Power up charge

NOTE: If none of the above controls appeal to you, then you can customise. After type I there are "USER" controls layouts which you get to make. Up to 7 "USER" button layouts can be made for each player.

CONTROL LEGEND

For the moves list:

QCF: Quarter circle forward
QCB: Quarter circle backward
DPM: Dragon Punch motion (F,D,DF)
HCF: Half circle forward (B,DB,D,DF,F)
HCB: Half circle backward (F, DF, D, DB, B)
QCFX: Quarter circle forward extended (D, DR, F, UF)
QCBX: Quarter circle backward extended (D, DB, B, UB)
Charge: Hold direction for 2 seconds
Close: Move can only be done close to opponent

6) GAME MODES

MAIN GAME PLAY MODES

After your press start at the intro, you'll be taken to the main menu. Here you can choose either "game start" or "option". By choosing "game start" you'll be taken to the main modes screen which has the following options on it:

SINGLE PLAY

TEAM PLAY

SINGLE VS

TEAM VS

SINGLE ALL

Here is a description of each one:

SINGLE PLAY

Pick a single character to represent an entire team. Then fight CPU controlled characters in 2 round matches. Win 2 rounds to win the fight. You only have to fight one opponent from each team to beat the entire team.

TEAM PLAY

Pick a team of 3 fighters. You can either pick a pre-selected team of 3, or make your own team out of any of the fighters available. Beat all of the other CPU controlled teams to move into the bosses Beat the bosses to see your team's ending.

SINGLE VS

2 players can fight each other, picking single characters each.

TEAM VS

2 players pick teams of fighters and then fight each other.

SINGLE ALL

Pick a single character, then fight EVERYONE! You have to beat every single character in the game (who are CPU controlled) to win. This is easily a mode for any KoF pro to try out. You have to win 2 rounds to win a fight.

OPTION

By choosing the "option" choice at the main menu you can change and do certain settings, these being:

LEVEL

PAD SET

BGM

VOICE

SOUND

EXIT

Here is a description of each one:

LEVEL

Choose how hard the CPU opponents are. You can choose either beginner, easy, normal, MVS, hard, very hard, hardest or expert.

PAD SET

Lets you change the button layout of your pad (see the controls section for more information on this).

BGM

Listen to any background music in the game.

VOICE

Listen to any voice heard in the game.

SOUND

Select either Stereo or Monaural.

EXIT

Go back to the main menu screen.

7) BASIC MOVES

BLOCKING

The most important element of the game, and most beat 'em ups in general. Hold left when facing right and vice versa to block. Blocking means that you will not take damage from normal attacks like punches or kicks. If you block a special or super desperation move, you will take a little damage.

THROWING

To throw the opponent, move close to them, hold right or left, then press either the strong punch or strong kick button (this depends on the character). Throws do a good amount of damage. The following characters can throw in the air: Yuri, Mai, Heidern and Benimaru.

TAUNTING

Pressing the taunt button makes your character do a taunt. This lowers the opponent's power bar (unless it is full). If you press taunt you are opening yourself up to attack, but you can simply cancel a taunt by pressing any button. Taunting also has the added advantage of copying you, as in "Oh no! They've taunted! I'd better taunt too!" (works on human players only!).

NOTE: Taunting can also be done by pressing the weak kick and strong punch buttons together.

DASHING

Press forward or backward twice quickly to dash forward or backward. Very useful to evade an attack or suddenly appear close to your opponent.

POWER ATTACK

By pressing the power attack button, your character will do a move which does good damage and will always knock the opponent over. They are somewhat slow to do but still very useful.

NOTE: Power attacks can also be done by pressing strong punch and strong kick buttons together.

EVADE

Press the evade button to dodge an attack. To see what I mean easily, press the evade button just as a projectile is coming at you to avoid it. Very useful for avoiding many attacks, especially projectiles.

NOTE: Evade can also be done by pressing the weak punch and weak kick buttons together.

EVADE ATTACK

Whilst your character is in the evading animation, press any button to do an extra attack.

POWER UP CHARGE

Hold down the power up charge button to make your character charge up. This charges up power in your power bar, but leaves you open to attack. You cannot charge the power bar if it is already fully charged.

NOTE: Charging can also be done by pressing and holding the strong punch, weak punch and weak kick buttons.

TEAM MATE ATTACK

If you are being attacked by an opponent in a certain way (such as Chang doing his chain throw hold on you) you can get a team mate (the team mate must NOT have been knocked out in a previous fight though) to leap on screen and attack the opponent with a weak attack, but it will at least stop them from attacking you. The conditions for this to happen are:

- *You must have a none-knocked out team mate on screen (duh).
- *Your power bar must be less charged than the opponents.

Press the power up charge button to get a team mate to attack.

SUPER JUMPS

These are odd. Press up up, left up left up, or right up right up to jump, but you can also see a few after images of your character. However, it does not appear that your character jumps any higher than usual.

GUARD CANCEL

When the power bar is at maximum, you can break out of the

guard freeze to attack the opponent.

CROUCHING WALK

The following characters can move forward when crouching:

Terry, Andy, Joe, Mai, Kim and Billy.

8) GAME PLAY

This is of course a 2D fighting game. The aim is to simply keep knocking opponents out by using punches, kicks, throws, special moves etc until there are no more opponents to beat.

THE SUPER DESPERATION MOVE SYSTEM

You have a power bar which you can charge up by holding down the power up charge button. Also, every time the opponent attacks you (even if you block) the power bar will go up. When it is full, the bar will say "MAXIMUM" and flash red and yellow. This will allow you to do a super desperation move. You cannot charge the bar when it is at max. When the bar is charged, your normal and special moves will do more damage than usual. When you do charge the bar up fully, it will last for around 25 seconds, or when you do a super desperation move.

SUPER DESPERATION MOVES

You can only do your character's super desperation move (SDM) when:

*The power bar is fully charged up.

*Your character's health bar is flashing red and yellow.

*Both.

If you do a SDM when the bar is fully charged up AND your character's health bar is flashing red and yellow, and the SDM hits the opponent, it will do more damage than usual.

9) MOVES LIST

Here's what you are probably REALLY here for: the complete moves

list for each team. If you do not understand any of the move commands, go to the control section for the legend.

Please note that all move commands are for when the character is facing right. Reverse when facing left.

JAPAN'S GREATEST WARRIORS TEAM

KYO KUSANAGI

"This is what a real blast of Hades feels like!"

SPECIAL MOVES:

Dark thrust: QCF+P

A ground traveling projectile which will set the opponent on fire if it hits them. However, the opponent can easily jump it due to it traveling so low.

Fireball: DPM+P

This flying attack is basically a dragon punch in design. It also sets the opponent on fire if it hits them. Use this when the opponent jumps at you.

Spinning kicks: DPMB+K

A combo of flying kicks. This does good damage and is fairly fast, although the opponent can simply duck to avoid it.

Crescent smash: HCB+K

This new move has Kyo running towards the opponent. If he grabs them, he'll blast them with a flame. If the opponent blocks this move, Kyo will be left very vulnerable to attacks.

Wave smash: QCF+K, K

This is a jump forward kick attack. If you want to do two kicks, press either kick button twice. Not a very useful move due to it being weak and slow to do, plus his other moves are much better.

SUPER DESPERATION MOVE:

Serpent wave: QCB, HCF+SP (hold)

Hold down strong punch to continue to charge up the move, then release. The longer you charge the move up, the more damage it does. Kyo will hold a flame above him, and when you release the button, he'll make a short dash forward, surrounded by flame to damage the opponent with.

BENIMARU NIKAIDO

"Hey, all you fight groupies!"

SPECIAL MOVES:

Lightning fist: DPM+P

A short range blast of electricity. Use only at close range.

Sinku katategoma: HCB+K

Benimaru spins and if he hits the opponent with his legs they will be sent flying across the screen. This is a very good move due to it sending the opponent far way from you and also how fast it is.

Iaido kick: QCF+Y

This is a quick knee to the opponent which is a good move due to how fast it is, and is bound to annoy the opponent. It also does good damage for how fast it is.

Triple resist kick: D, U+K (during Iaido kick)

If you hit the opponent with a Iaido kick, do this command to add an extra combo doing 2 extra hits and more damage!

Super lightning kick: D, U+K

This is a flip kick which also electrocutes the opponent if it hits them.

SUPER DESPERATION MOVE:

Heaven blast flash: QCF, QCF+SP

A super version of the lightning fist which does more hits and is much larger. It covers more or a range, too.

GORO DAIMON

"Whoa!"

SPECIAL MOVES:

Minelayer: DPM+P

Possibly the most awesome move ever, Daimon smashes the ground with his fists, knocking over the opponent if they are also on the ground (anywhere on the screen!) and are not blocking. If you do this move with the strong punch button, Daimon will raise his arms, but not actually slam down, so confuse your opponent as much as possible with this attack.

Super ukemi: QCB+K

An evasive forward roll you can use for cheap throw attempts.

Super Ohsotogari: F, QCF+SK (Close)

This is a throw technique which has to be done when close to the opponent to allow Daimon to grab them.

Earth mover: QCB, F+SP (Close)

Another throw technique.

Cloud tosser: HCF+WP

Do this if the opponent is jumping. If Daimon manages to grab the opponent, he will slam them.

Stump throw: HCF+SP

Another throw technique, Daimon grabs for the opponent at a low level, and if he gets them, he will slam them.

SUPER DESPERATION MOVE:

Heaven to hell drop: HCB, HCF+SP (Close)

Lots of slams, then a super toss to finish the opponent off. Looks good, but remember you have to be close for Daimon to grab the opponent in the first place.

WOMEN'S TEAM

YURI SAKAZAKI

"Sorry, everyone, the prize money is mine."

SPECIAL MOVES:

Fireball: QCF+P

Yuri's fireball is quick and travels across the screen in the air.

Saiha: QCB+P

This is a short shield which can stop some projectiles from hitting Yuri, and at close range will hurt the opponent.

Air fireball: QCF+K

Yuri jumps up and throws a ball shaped projectile downwards diagonally. This can be a useful move, but do not over use it since the opponent can simply use a jump kick to knock Yuri out of the move.

Hundred blows: QCB+P

Yuri will slide forward, and if she grabs the opponent, will proceed to slap them around the face a few times, then hit them again and knock the opponent away. Do this move at close range, since it is very easy for the opponent to do a counter move to Yuri as she slides if this move is done at long range.

Yuri super upper: DPM+P

This is a dashing uppercut. If the opponent jumps at you, do this move, but make sure to do it with a weak punch and not a strong punch.

Haoh-shoko-ken: F, HCF+P

A big, red projectile which takes a while for Yuri to do but it's size and power is very good. Use at long range for the best results.

SUPER DESPERATION MOVE:

Flying phoenix kick: D, B, HCB+WK+SP

Yuri dashes forward, and if she hits the opponent, she'll stomp all over them. Yuri is very vulnerable if the opponent blocks this move, but the speed at which Yuri dashes is fairly good.

MAI SHIRANUI

"A girl as pretty and tough as I am just has to win!"

SPECIAL MOVES:

Flying fan attack: QCF+P

Mai throws a chi powered fan at the opponent. This is her "projectile" which moves fairly fast, although it is a little weak.

Dragon flame dance: QCB+P

Mai spins around, and sends out a blast of fire. Use this move at close range at the range of it is not that great.

Deadly ninja bees: HCF+K

Mai cartwheels and does a flying elbow attack. At long range the opponent can easily avoid this move, so it's better to try and do it at close range.

Flying squirrel dance: D (charge) U+P, P

Mai jumps up to the wall, then press punch again to send Mai into a dive straight into the opponent. This is a good move as you can often fake it to confuse the opponent.

Flying squirrel dance: QCB+P (Whilst jumping)
Mai will spin around into a dive, straight into the opponent.

Flying dragon dance: DPM+K
This new move has Mai spinning in a flip, and sends out a burst of fire. Use at close range, although it can also be used when the opponent is jumping at you.

SUPER DESPERATION MOVE:

Super deadly ninja bees: F, DB, F+WK+SP
This is like the regular deadly ninja bees, only this time Mai is on fire, and the move itself does more hits than usual.

KING

"Just pack up and go home if you don't want to get hurt!"

SPECIAL MOVES:

Venom strike: QCF+K
This is a fast projectile attack which travels across the air. King can do this move very quickly.

Tornado kick: HCB+K
A two hit combo kick which is fast and damaging, great at close range when the opponent is about to do a move.

Trap shot: DPM+K
King does a cartwheel and a stroke of light appears after it. If the opponent gets hit by this stroke of light, King will then entrap the opponent and do a combo of kicks on them.

Double strike: F, B F, DF, D+K
Two venom strikes in a row for more damage, but King takes longer to do this move of course. It still isn't the easiest move to avoid though.

Surprise rose: QCBX+K
King will jump forward like she is doing a normal jump, but then strike down with a few kicks. A good move to surprise the opponent with.

SUPER DESPERATION MOVE:

Illusion dance: B, HCB+WK+SK

King will roll backward, then suddenly dash forward. If she hits the opponent, she'll do a big combo of kicks then finish the opponent off with a tornado kick.

REVENGE TEAM

IORI YAGAMI

"Eat this losers, it's called skill."

SPECIAL MOVES:

Dark thrust: QCF+P

Like Kyo's dark thrust, this is a projectile attack which is purple and travels across the ground.

Fireball: DPM+P

This flying attack is basically a dragon punch in design. Use this when the opponent jumps at you.

Deadly flower: QCB+P (Up to three times)

A combo of up to three hits. Iori will dash forward for each strike, so if you place the first hit, always try to do the next two as well for more damage.

Dark crescent slice: HCB+K

Iori runs forward, and if he hits the opponent, he'll grab them, slam them to the ground then blasts them with a wave of power. If the opponent blocks the dash, this move is easy to counter.

SUPER DESPERATION MOVE:

Maiden masher: QCB, HCF+C

Iori dashes forward, and if he grabs the opponent, he'll do a big combo on them, then grab the opponent and give them a blast of energy to knock them away.

EIJI KISARAGI

"To all the enemies of Kyokugen Karate: beware! The end is near!"

SPECIAL MOVES:

Spirit blast: QCF+P

This is a short range blast of energy, so use it at close range only.

Shadow slicer: HCF+P

An incredibly useful attack where Eiji makes a barrier in front of him for a couple of seconds. This barrier can deflect all projectiles back the way they came from. If an opponent touches the barrier, they will be hurt.

Stallion kick: QCBX+K

Eiji jumps forward and kicks the opponent a good few times. An opponent with an anti air move will easily be able to counter this attack, but it's still fairly good.

Mist slash: QCB+P

Use this attack at close range. Eiji slashes like he is holding a sword, and a rim of energy will appear to slice the opponent.

Bone cutter: HCB+K

A teleport move which makes Eiji suddenly dash forward a distance with lots of after images behind him. Good for getting out of the way of things.

Shadow attack: QCF+K

This new attack has Eiji dashing forward and slicing the opponent. Due to it's speed it's a fairly good attack.

Steel wave slasher: QCF, HCB+P

This is a big energy projectile attack which is good due to it's size, speed and power.

SUPER DESPERATION MOVE:

Mantis punch: HCF, F, DF, D+WK

Eiji dashes forward, and if he hits the opponent, he'll proceed to do a massive combo on them, then finish them off with a mist slash. The dash forward is the part of the attack the opponent can avoid easily, but the speed of the dash makes it more difficult.

BILLY KANE:

"Terry, this pole's for you!"

SPECIAL MOVES:

Club twist: WP+SP together, rapidly

Billy spins his pole around him, and if the opponent gets to close

they will be hit by it. Use at close range, and it can also work if the opponent jumps at you.

Sparrow drop: QCBX+P

Billy quickly stabs with his cane up into the air to hit opponents which jump at him.

Club blow: HCF+P

This time Billy stabs with his cane directly in front of him to hit far away opponents.

Super power club: HCF+K

Stabbing his cane into the ground, Billy leaps high into the air and off the screen, then comes back down, cane spinning beneath him, to land on the opponent and cause damage. This is a fast move and hard to counter.

SUPER DESPERATION MOVE:

Flaming hurricane: QCF, HCB+WP+SP

Like the club twist special attack, only that Billy's cane is on fire! If the opponent gets to close they will be burnt and take damage. After a few spins, Billy will let the flame fly of the cane, and send it as a projectile at the opponent! The projectile does not have that great of a range though.

FATAL FURY TEAM

TERRY BOGARD

"King Of Fighters? Well sign me up and call me a winner!"

SPECIAL MOVES:

Power wave: QCF+P

This projectile travels across the ground and is a yellow wave of energy.

Crack shot: QCBX+K

A very useful overhead kick attack. The SK variant travels a good distance.

Burning knuckle: QCB+P

Terry puts energy into one of his fists and then charges at the opponent. This move can leave Terry very open if the opponent blocks it, but if they don't it will knock them over.

Rising tackle: D (Charge) U+P

A great anti air move where Terry kicks upwards with his legs, spinning around.

Power dunk: DPM+K

A great move to do at close range. Terry will "catch" the opponent with one hit, raising them into the air, then slam them back down to earth with a second hit.

SUPER DESPERATION MOVE:

Power Geyser: QCB, HCF+WK+SP

A tall blast of yellow energy in front of Terry. Use when the opponent is jumping at you or is close to you.

ANDY BOGARD

"What, again? Well this time I walk away victorious!"

SPECIAL MOVES:

Fireball: QCB+P

Andy's large standard projectile attack is a blue ball of power.

Shoryudan: DPM+P

This is Andy's take on the classic dragon punch. Great for using on opponents who are jumping at you, and can catch opponents near you, too.

Sonic split: DB, UF+K

This is a flying kick attack which Andy does in an arc like motion, and can be used to avoid projectiles and land a hit on the opponent as they recover from throwing their projectile, among other things.

Zan ei ken: DB, F+P

This move isn't as good as it was in Fatal Fury 2, because it doesn't knock the opponent down. Andy will dash forward and hit the opponent with an elbow attack.

Dam breaker punch: QCB+K (Up to three times)

A new move which can be a combo of hits. If the first hit connects with the opponent and they do not block it, do the next 2 hits.

SUPER DESPERATION MOVE:

Super sonic swirl: D (Charge) DF, F+WK+SK

A more powerful version of the sonic split, with Andy on fire as he does the move this time.

JOE HIGASHI

"Yo-shaaa! The fighting genius Joe Higashi is about to twirl like a typhoon!"

SPECIAL MOVES:

Hurricane upper: HCF+P

A tall hurricane projectile which moves fast, and Joe also does this move fairly quickly.

Slash kick: DB, UF+K

Joe does a flying kick at the opponent. If they block it they can quickly counter, but if they don't the attack will knock them over.

Tiger kick: QCFX+K

A great anti air move where Joe does a flying knee attack upwards.

TNT punch: WP+SP together, rapidly

A combo of punches. Use at close range, otherwise Joe will miss and be a sitting duck for the opponent to attack.

TNT punch finisher: QCF+P (during TNT punch)

A knock down blow to the TNT punch attack.

Golden heel hurter: QCB+K

This new kick attack is quite good, and is kind of similar to Terry's crack shot move. The SK variant of it has a very good range.

SUPER DESPERATION MOVE:

Screw upper: F, HCF+ WK+SP

A golden super hurricane upper which does not travel very far forward, but is very large. Great to do when the opponent is near you or jumps at you.

ART OF FIGHTING TEAM

RYO SAKAZAKI

"I will be victorious! They don't call me the Invincible dragon for nothing!"

SPECIAL MOVES:

Fireball: QCF+P

Ryo's fireball is quick and travels across the screen in the air.

Air fireball: QCF+P (in the air)

Ryo throws a fireball diagonally downwards. If the opponent jump forwards/backwards the same time as you jump backwards/forwards, do this move.

Deep uppercut: DPM+P

Ryo's "dragon punch" attack Use when the opponent jump at you to hit them out of the air.

Zanretsuken: HCB+P

Toned down from the last game, Ryo will do lots of quick punches. If the opponent gets too close, they will be punched a lot then Ryo will finish them off with a uppercut.

Lightning legs knockout kick: DB (Charge) F+K

Ryo does a flying karate kick at the opponent, and (SK version only) another kick. If the opponent blocks this it is very easy to counter attack Ryo, but it's a very fast special move.

Punch combo: HCF+SP (Close)

A new attack where Ryo does a combo of four attacks on the opponent. Whenever this move hits the opponent, do a deep uppercut after to get another hit and cause more damage!

Hoah-shoko-ken: F, HCF+P

A large, orange projectile which takes a while for Ryo to do but it's size and power is very good. Use at long range for the best results.

SUPER DESPERATION MOVE:

Ryuko Ranbu: QCF, HCB+SP (can also be done in the air)
Ryo dashes forward, and if the opponent does not block Ryo will do a massive combo of punches and kicks, then finish the opponent off with a deep uppercut.

ROBERT GARICA

"The King of Kyokugen Karate is about to clean up."

SPECIAL MOVES

Fireball:

Robert's fireball is quick and travels across the screen in the air.

Deep uppercut: DPM+P

Robert's "dragon punch" attack. Use when the opponent jumps at you to hit them out of the air.

Great spirit kick: HCB+K

Toned down from the last game, Robert will do lots of quick kicks. If the opponent gets too close, they will be kicked a lot then Ryo will finish them off with a roundhouse kick.

Lightning legs knockout kick: DB (Charge) F+K

Robert does a flying karate kick at the opponent, and (SK version only) another kick. If the opponent blocks this it is very easy to counter attack Robert, but it's a very fast special move.

Homing dragon kick: QCB+K (In the air)

This is a great downward kick attack. If the opponent jumps forwards/backwards the same time as you jump backwards/forwards, do this move.

Kick combo: HCF+K (Close)

A new attack where Robert does a combo of four kicks on the opponent. Whenever this move hits the opponent, do a deep uppercut after to get another hit and cause more damage!

Haoh-shoko-ken: F, HCF+P

A large, orange projectile which takes a while for Robert to do but its size and power is very good. Use at long range for the best results.

SUPER DESPERATION MOVE:

Ryuko Ranbu: QCF, HCB+SP

Robert dashes forward, and if the opponent does not block Robert will do a massive combo of punches and kicks, then finish the opponent off with a deep uppercut.

TAKUMA SAKAZAKI

"My Kyokugen skills are unbeatable. Meet your new master!"

SPECIAL MOVES:

Fireball: QCF+P

Takuma's fireball is quick and travels across the screen in the air.

Lightning legs knockout kick: DB (Charge) F+K

Takuma does a flying karate kick at the opponent, and (SK version only) another kick. If the opponent blocks this it is very easy to counter attack Takuma, but it's a very fast special move. If you do the SK version and it hits the opponent, do a Zanretsuken to start hitting the opponent again to do more damage!

Zanretsuken: HCB+P

Toned down from the last game, Takuma will do lots of quick punches. If the opponent gets too close, they will be punched a lot then Takuma will finish them off with a uppercut.

Shorankyaku: HCB+SK

Takuma grabs the opponent, then starts to knee them a lot in the chest. Takuma will dash forward when he does this move, which the opponent can easily hit him out of, so try doing the move at close range more often than doing it far away.

Haoh-shoko-ken: F, HCF+P

A large, orange projectile which takes a while for Takuma to do but it's size and power is very good. Use at long range for the best results.

SUPER DESPERATION MOVE:

Ryuko Ranbu: QCF, B, F+WP+SP

Takuma dashes forward, and if the opponent does not block Takuma will do a massive combo of punches and kicks, then finish the opponent off with a Hoah-shoko-ken.

PSYCHO SOLDIER TEAM

ATHENA ASAMIYA

"No one's going to take my place as superstar of the fighting right!"

SPECIAL MOVES:

Psycho ball attack: QCB+P

Athena's projectile move is a big red ball which travels across the screen.

Psycho reflector: HCF+K

This is a very useful move. Athena will summon a barrier in front of her for a couple of seconds. If the opponent touches the barrier, they will be hurt. It also reflects most projectiles back the way they came from!

Phoenix arrow: QCB+P (in air)

Athena spins diagonally downwards to hit the opponent a good few times. If you do the SK version of this move, Athena will also do a kick which knocks the opponent over.

Psycho sword: DPM+P

Putting psychic energy into one of her arms, Anthe does a jumping uppercut (think of this move as a dragon punch). Use when the opponent jumps at you to knock them out of the air.

SUPER DESPERATION MOVE:

Shining crystal charge: F, HCBX+WK+SP

Athena will start to charge up energy, and if the opponent gets too close they will get hurt. Then...

Crystal shoot: QCB+P (hold) (during shining crystal charge)

Athena throws the power crystal she has been charging up straight at the opponent. This is a small projectile attack. By holding down the punch button, you can make Athena charge the projectile up.

CHIN GENZAI

"I'm comin' home a winner, honey!"

SPECIAL MOVES:

Gourd attack: QCB+P

This is kind of like Billy's club blow attack, and Chin will throw his gourd forward at the opponent. It has fairly good range.

Rolling punch: HCF+K

Rolling forward, Chin will strike out with a punch which will knock the opponent over. This is probably his best move due to how fast it is.

Burning sake belch: DPM+P

Do this with a WP and Chin will leap and roll forward to hit the opponent with multiple hits. Do this with a SP and Chin will spin around a few times, hitting the opponent, then do a leaping roll to do more hits.

SUPER DESPERATION MOVE:

Thunder blast: QCF, QCF+SP

Chin will blow lots of fire out of his mouth. This has a weedy range so try to do it when the opponent is close to you. This attack also aims up in the air, and so can be used on opponents who jump at you.

SIE KENSOU

"Athena, just sit back and watch my stuff!"

SPECIAL MOVES:

Psycho ball attack: QCB+P

Kensou's projectile move is a big blue ball which travels across the screen.

Dragon uppercut: DPMB+K

A rising kick strike move which is great to do on opponents who are jumping at you.

Dragon's fang: HCF+P

Kensou will dash forward with an elbow attack. If the elbow hits the opponent, Kensou will then do another 2 attacks, with the final attack knocking the opponent down.

Dragon talon tear: QCB+P (In air)

Kensou will charge downwards with lots of physic energy in one of his fists to strike the opponent with. This move can do multiple hits.

SUPER DESPERATION MOVE:

Dragon god drubbing: QCF, B, F+SK

This is a combo of kicks at first, then Kensou will also do a more powerful version of the dragon uppercut attack.

IKARI WARRIORS TEAM

HEIDERN

"If you want to walk away alive, you'll have to win!"

SPECIAL MOVES:

Moon slasher: D (Charge) U+P

A very useful move. Heidern will slash with one of his arms, creating a blue wave of energy that damages the opponent if they get hit by it. Use at close range.

Cross cutter: B (Charge) F+P

A projectile of blue energy which travels towards the opponent across the screen.

Neck roller: D (charge) U+K

Good lord this is an effective move. Heidern will jump forward, high in the air, and at the opponent. If he grabs them, he'll grab them by their neck and spin around causing damage. This is a very useful move to do as the opponent throws a projectile, since Heidern will leap well over it and will grab the opponent as they are recovering.

Storm force: HCB+SP (Close)

Heidern will grab the opponent, then start sucking energy out of them...which adds to Heidern's health bar! Obviously this is a good move to do.

SUPER DESPERATION MOVE:

Final bringer: B (charge) D, U+WK+SP

A super version of the storm force, which does much more damage and adds more health to Heidern. However, when you do the move, Heidern will leap high into the air just like he is doing his neck roller move. Remember that.

RALF

"To live, to die...the face of a mercenary is simple."

SPECIAL MOVES:

Vulcan punch: WP and SP together, rapidly

Some very quick punches with explosions. Use at close range or when the opponent jumps at you. You can also move Ralf when he does this move by pressing down the forwards direction.

Gatling attack: B (charge) F+P

A combo of 2 punching attacks, then one uppercut move to knock down the opponent. Use at close range, as the opponent can easily avoid this move otherwise.

Super Argentine back breaker: BCF+SK (Close)

Grabbing the opponent, Ralf will throw them up high into the air, then as they land, smash their back. He'll then throw the opponent to the floor to cause more damage.

Blitzkrieg punch: D (Charge) U+P

This new attack has Ralf jumping up into the air, then diving downwards into the opponent to knock them over. A fairly good move.

SUPER DESPERATION MOVE:

Super vulcan punch: DB (Charge) F, B+SP

This combines both the vulcan punch and gatling attack moves. Ralf will charge forward with 2 punches, then do a longer version of the vulcan punch, then hit the opponent away with an uppercut.

CLARK

"If you're that conceited, I guess I'll have to rough you up."

SPECIAL MOVES:

Vulcan punch: WP and SP together, rapidly

Some very quick punches. You cannot move Clark when he does this move, but unlike Ralf's version, Clark's Vulcan punch will do multiple hits.

Gatling attack: B (charge) F+P

A combo of 2 punching attacks, then one uppercut move to knock down the opponent. Use at close range, as the opponent can easily avoid this move otherwise.

Super Argentine back breaker: BCF+SK (Close)

Grabbing the opponent, Clark will throw them up high into the air, then as they land, smash their back. He'll then throw the opponent to the floor to cause more damage.

Super Arabian back breaker: HCF+SP (Close)

Grabbing the opponent, Clark will slam them into one of his knees.

SUPER DESPERATION MOVE:

Ultra Argentine back breaker: HCB, HCB+SP (Close)

Grabbing the opponent, Clark will proceed to do three Super Argentine back breakers on the opponent, then do one Super Arabian back breaker to finish the opponent off. He'll also do a taunt after the final move.

KOREAN TEAM

KIM KAPWHAN

"Hey, everyone, follow me into battle!"

SPECIAL MOVES:

Crescent moon slash: QCB+K

A flipping splits kick. If the opponent blocks this, they will take more damage than when they usually block a special move, it seems to do more hits.

Flying slice: D (charge) U+K

Think "flash kick" because that's exactly what it is. Use when the opponent jumps at you.

Flying kick: QCF+K (In air)

Kim will charge diagonally downward, kicking the opponent.

Comet cruncher: B (Charge) F+K

This is a new sliding kick attack. Kim will do a slide kick across the ground, then do another kick to knock the opponent down.

SUPER DESPERATION MOVE:

Phoenix Flattener: QCB, HCF+WK+SK (can also be done in the air)
Kim will dash across the screen. If the opponent doesn't block,
Kim will do a massive combo on the opponent, then finish them
off with a flying slice.

CHANG KOEHAN

"I'm really getting tired of that Kim goodie-two-shoes guy."

SPECIAL MOVES:

Spinning iron ball: WP and SP together, rapidly
Change spins his iron ball above his head for a few seconds. As
he does this move, you can move Chang around by holding down a
direction.

Breaking iron ball: B (Charge) F+P
Change will send his iron ball forward a bit to hit the opponent.
This move does a lot of damage so use it whenever you can.

Flying slice: D (Charge) U+K
Think "flash kick" because that's exactly what it is. Use when
the opponent jumps at you.

SUPER DESPERATION MOVE:

Wild ball attack: QCF, HCB+SP
Change will dash forward, and if the opponent doesn't block,
Chang will do a huge combo of punches and kicks, then hit the
opponent a few times with a spinning iron ball attack, then finish
the opponent off with a flying slice. This move is good but the
opponent can easily see it coming.

CHOI BOUNGE

"Give me a reak, Kim. Let me sharpen my nails first!"

SPECIAL MOVES:

Hisho kuretsuzan: D (Charge) U+K (Hold K)
Choi will leap up to the wall. If you keep the kick button held
down, he'll leap off the wall and dive at the opponents head,
cutting it up with his claws (if they don't block the move, that
is). If you do not hold down the kick button, Choi will drop from
the wall and not do the move.

Hurricane cutter: D (Charge) U+P
Spinning upwards in a little hurricane, Choi will slash the
opponent.

Kaiten Hienzan: B (charge) F+P

This is a very slow rolling move that does multiple hits. Choi will travel across the ground when you do this move. It's very slow but will certainly annoy the opponent if they get hit by it.

Flying kick: QCF+K (in air)

Choi will charge diagonally downward, kicking the opponent.

Flying monkey slice: B (Charge) F+K

A psycho crusher style attack, Choi will spin forward into the opponent. If this move hits the opponent, it will always knock them over.

SUPER DESPERATION MOVE:

Tornado ripper: B (Charge) D, U+WK+SP

Surrounded by a tornado, if the opponent tries to touch Choi they will be caught and thrown up into the air. You can also move Choi around as he does this move by holding down one of the directions.

10) HIDDEN CHARACTERS MOVES LIST

The following two characters have to be unlocked. See the cheats section for more details on how to go around unlocking them.

SAISYU KUSANAGI

"That's all you have? Get a life pal. Now shove off!"

SPECIAL MOVES:

Dark thrust: QCF+P

A ground traveling projectile which will set the opponent on fire if it hits them. However, the opponent can easily jump it due to it traveling so low.

Fireball: DPM+P

This flying attack is basically a dragon punch is design. It also sets the opponent on fire if it hits them. Use this when the opponent jumps at you.

Wave smash: HCB+P

Making a short dash forward, Saisyu will do a punching attack

with one of his fists on fire.

SUPER DESPERATION MOVE:

Serpent wave: QCB, HCF+SP (hold)

Hold down strong punch to continue to charge up the move, then release. The longer you charge the move up, the more damage it does. Saisyu will hold a flame above him, and when you release the button, he'll make a short dash forward, surrounded by flame to damage the opponent with.

OMEGA RUGAL

"I'm more than a god! I'm a superstar! Hah, hah!"

SPECIAL MOVES:

Repuken: QCF+P

A ground traveling projectile which is a blue wave of energy.

Genocide cutter: QCBX+K

An excellent anti air super kick attack. Use when the opponent jumps at you, or at close range.

Kaiser wave: F, HCF+P

A large blue wave of power which takes up a good portion of the screen.

Dark Crystal Reflector: QCF+K

This is a very useful move. Rugal will summon a barrier in front of him for a couple of seconds. If the opponent touches the barrier, they will be hurt. It also reflects most projectiles back the way they came from!

God press: HCB+P

Rugal will slide forward, and if the opponent does not block, he'll grab the opponent and slam them into the wall.

SUPER DESPERATION MOVE:

Demon press: HCB, F, DF, D+WK+SP

A super version of the god press.

11) CHEAT CODES AND SECRETS

Unlock Saisyu Kusanagi and Omega Rugal:

To get these extra characters, complete the game with any team or team combination. These extra characters will be save to the memory.

Alternative way of unlocking Saisyu Kusanagi and Omega Rugal:

At the character select screen, when the "TEAM EDIT" option appears, do this code: Up + Y, Right + A, Left + X, Down + B.

Blood code:

Wait for the demo to start. When the high scores appear and the demo window gets smaller, put in the following code:

X + B on player 1's controller

Y + A on player 2's controller

This code does NOT save to the memory though, so every time you turn start the game up you'll have to enter the code again.

Best ending:

Complete the game without using a continue. You'll get to see a picture of all the characters after the credits.

Ryo's double fireball:

Throw a normal fireball with Ryo, using the weak punch button. As he recovers from throwing that, do this motion:

HCF+SP

To throw another fireball whilst the first is still on screen!

Omega Rugal's double projectile:

Throw a normal repuken with Omega Rugal, using the weak punch button. As he recovers from throwing that, do this motion:

F, HCF+SP

To throw a Kaiser wave whilst the repuken is still on screen!

Rip clothes:

Finish Yuri or King off in the winning round with a special or SDM move and their clothes will rip.

Edit controls:

Pause the game, then press A or C to bring up the control menu.

Extra music and sound effects

Put the game disc in a CD player, and you'll be able to listen to sound effects and music you cannot usually listen to in the in-game sound test options, such as Athena's song.

12) TRIVIA

Various bits of trivia, neatly put together.

JAPAN'S GREATEST WARRIORS TEAM

Their stage is set at a real location in Japan. This stage has a huge amount of character cameos in it, including:

Yamazaki (Fatal Fury 3)

He's the guy underneath the blue "O" in "GEO" and does not animate.

Blue Mary (Fatal Fury 3)

Standing next to Yamazaki, you can't see as much of her.

Billy Kane (Fatal Fury)

Standing under the blue "N" in "NEO", I don't know what he is going there either since he's in this game anyway.

There are also a couple of characters from Galaxy fight in the background, but I have never played the game so I don't know which ones are which.

WOMEN'S TEAM

The two bar maids in the background will jump and celebrate if any member of the Women's team wins a fight, or cover their faces with their hands if any member of the Women's team loses a match.

To left of this stage you can see:

Duck King (Fatal Fury)

The guy with the yellow hair and small yellow duck jumping up and down on his left shoulder.

Heavy D! (The King of Fighters '94)

The guy who keeps have a drink.

Todo (Art of Fighting)

He is behind these two characters. He has a bandana on, as well as

his chest armour plate from Art of Fighting!

Also on this stage there is a pumpkin. King's stage in Art of Fighting 2 also had a large pumpkin in it, and in King of Fighters '96, there is another pumpkin in the Women's team stage.

It's been said that you can see characters from Samurai Shodown on the walls of this stage, but I couldn't.

REVENGE TEAM

Eiji's stallion kick had to be toned down from what it was like in Art of Fighting 2.

The crow's in the teams stage which fly across the background have been misplaced...they fly BEHIND buildings instead of in front making them seem huge!

The dev team initially toyed with the idea of giving Eiji a new attack involving poison ninja needles, but this idea was dropped completely.

When the CPU picks characters, if it mixes teams, this team will ALWAYS be put together. This is the only team that has this.

FATAL FURY TEAM

The guy in the middle of the stage who is sitting down looks a lot like Lawrence Blood from Fatal Fury 2. There is also a monkey which runs around the stage as you fight, I take it that this was suppose to be the monkey from Terry's stage in Fatal Fury 3, but it looks nothing like it at all.

ART OF FIGHTING TEAM

This is the last King of Fighters game where any of the three team members can do a Hoah-shoko-ken at any time.

When the lift stops on this team's stage, occasionally characters will flash and vanish for a split second, which didn't happen in the arcade version.

The statues to the left and right of the stage change between each round.

PSYCHO SOLDIER TEAM

Athena's voice is different in this game, plus her costume has

also slightly changed.

This stage is set in the mountains. You could see these mountains in this team's stage in the last game.

Complete the game with this team, and during the credits sequence Athena will sing a song, whilst Kensou plays an electric guitar and Chin plays the drums in the background!

IKARI WARRIORS TEAM

Like the last game, this team's stage again has a helicopter wreck in the background.

This has to be one of the most dangerous stages to fight on, ever.

This stage was also in one of the Ikari Warriors games.

Also, whenever a character gets knocked over or thrown to the ground, rocks will fall from the top of the screen.

KOREAN TEAM

Kim really did keep training Chang and Choi as they both have learnt one of Kim's moves each.

MISC TRIVIA

The manual for this game calls Sie Kensou "Shii Kensu".

Even though they spell it right for all of the other characters which have the move, for Ryo it's called "Haoh sho kon ken" in the manual.

The manual also always miss-spells Heidern "Jeidern".

Joe's Golden Heel Hurter is called "Holden Heel Hurter" in the manual.

Billy Kane is called "Billy Cane" in the manual.

In the manual's version of the story, they call Rugal "Omega Rugal" all the time -wrong. In KoF '94, he was just named Rugal, and not Omega Rugal.

Whenever you play Saisyu vs. Saisyu or Omega Rugal vs. Omega Rugal in VS mode, they'll always use the Japan's Greatest Warriors team stage for some reason.

In the Japanese version it's rumoured there is an extra part to the ending where Kyo talks about the upcoming 1996

tournament and then turns towards you, changing from a sprite to a sketch. I don't know if this is true, but it doesn't seem to be in the PAL version.

This was the only SNK game to get a PAL and US release on the SEGA Saturn. Which is a shame, really.

This game was originally released after Fatal Fury 3 came out, but before Real Bout Fatal Fury was released. This explains why Terry uses his Fatal Fury 3 voice for most of his his moves apart from the rising tackle. Terry didn't have his rising tackle move in Fatal Fury 3, so they had him use his Fatal Fury 2 voice just for that move. This also explains why Billy Kane uses his Fatal Fury 2 voice.

13) FAQ

How large is the ROM cart?
1 meg.

Isn't it actually called a RAM cart?
Erm, maybe. The packaging calls it a ROM cart though. As does the manual.

Can some other characters do their SDMs in the air?
Yes, but I just don't get how to do it, way to technical for me. Robert, Mai and Kensou can, apparently.

What is a complete version of the game?
A complete version of the game has:

- *The outer cardboard box
- *The usual Saturn box case
- *The disc
- *The instruction manual
- *The ROM cart

Were any other King of Fighters games released on the Saturn?
Yes, but only in Japan. Both King of Fighters '96 and '97 were released, but were never bought out in any other country, which sucks. Kof '95 and '96 were also released in a double pack.

How many files does this take to save?
8, but because you cannot use a memory cartridge to save the game, you have to have a battery in the Saturn to save. To be honest I thought they should have made it so you could save to the cart, but oh well.

Why was this the only SNK game released in other countries?
I heard some kind of agreement was made between SNK and SEGA, but this was the only game to appear. It was probably because that the King of Fighters game and Fatal Fury games were not as popular, so SEGA didn't bring them out over here after this one. Doesn't explain why Saturn Metal Slug never appeared though...

Why were the sports team removed?
The official story line reason is that they got invites, but Iori beat them all up and stole their invites. However, the real reason is due to their unpopularity in the previous game.

Will this game work with the SEGA Saturn arcade stick?
Of course.

Will it work with the Nights 3D pad?
Yes, but not on the "0" mode, it has to be on the "+" mode.

14) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me. My e-mail is:

ffogalvatron@hotmail.co.uk

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So I mean business. Haw.

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