

# THE KING OF FIGHTERS XI



TEEN  
T  
CONTENT RATED BY  
ESRB

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PLAYMORE  
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**⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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

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

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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

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

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

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

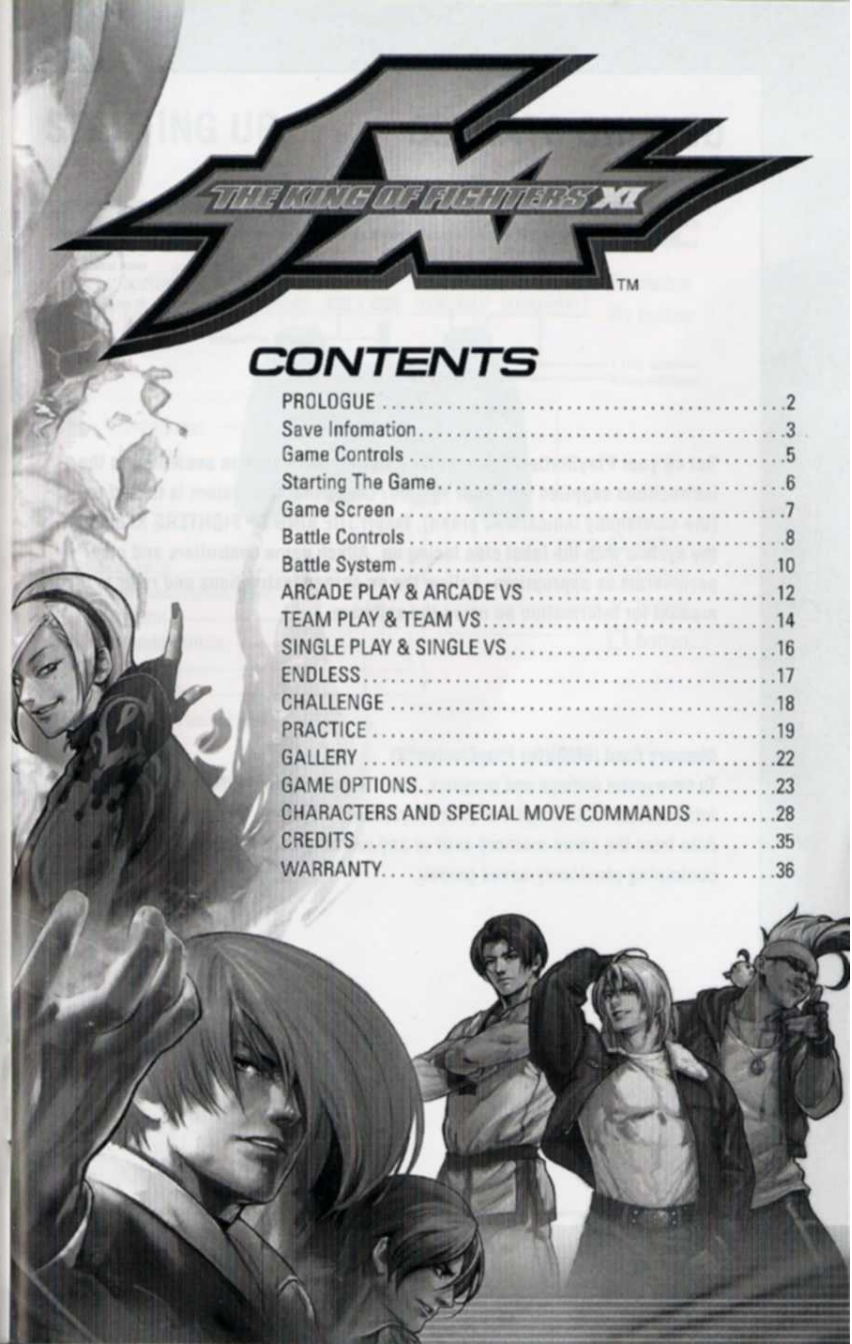
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

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



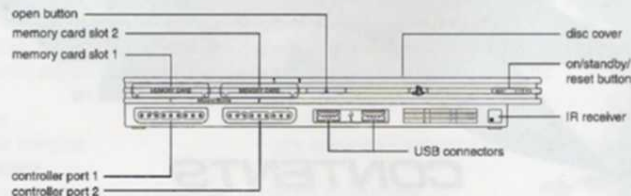
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## GETTING STARTED



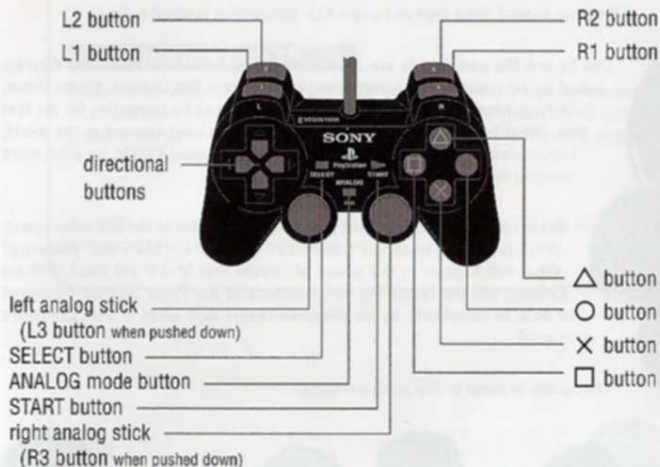
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert THE KING OF FIGHTERS XI disc in the system with the label side facing up. Attach game controllers and other peripherals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

### Memory Card (8MB)(for PlayStation®2)

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

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## PROLOGUE

In the last King of Fighters tournament, Mukai had succeeded in releasing the power of Orochi. At the same time, Ash managed to steal the power of the Yata Mirror from Chizuru Kagura, the sponsor of the competition who had been injured in the fighting. The competition ended in chaos and disorder.

Time has passed since then and a new KOF competition is about to begin.

One by one the participants are chosen, including some new faces. Eiji Kisaragi would be returning to the competition, while people like Oswald, Bonne Jenet, Duck King, Momoko and Elizabeth Blanctorche would be competing for the first time. What brings these people to the biggest fighting contest in the world, surrounded as it is with mystery and fear? This year should be even more exciting than usual.

Many conflicting motives exist just under the surface of the KOF tournament. What is the organization known as "Those From the Past" planning? What will happen to the power of Orochi that Mukai set free? Without Chizuru, will the remaining two members of the Three Sacred Treasures be able to cooperate as an effective team? And what is Ash Crimson's true goal?

The curtain is about to rise on a new battle...

### Save Data

This game uses the following types of save data. A memory card (8MB) (for PlayStation®2) is required to save your game.

### Game Data (see page 27)


Statistics for ARCADE PLAY, TEAM PLAY and SINGLE PLAY modes, number of ENDLESS mode victories, CHALLENGE mode progress, PRACTICE information and option settings are saved in the game data file. A memory card (8MB) (for PlayStation®2) with at least 225KB of free space is required to save game data.

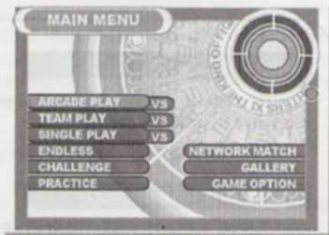
*Note:* Please insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before the MAIN POWER switch is turned ON.





## STARTING THE GAME

Press the  button on the Title screen to go to the Main Menu.



### ARCADE PLAY (see pages 12-13)

Fight 3-on-3 tag-team battles against the computer.

### ARCADE VS (see pages 12-13)

Fight 3-on-3 tag-team battles against another player.

### TEAM PLAY (see pages 14-15)

Fight 3-on-3 elimination battles against the computer.

### TEAM VS (see pages 14-15)

Fight 3-on-3 elimination battles against another player.

### SINGLE PLAY (see page 16)

Fight 1-on-1 battles against the computer.

### SINGLE VS (see page 16)

Fight 1-on-1 battles against another player.

### ENDLESS (see page 17)

Fight a series of 1-on-1 battles against the computer for as long as your health lasts.

### CHALLENGE (see page 18)

Clear a series of challenges against the computer.

### PRACTICE (see pages 19-21)

Practice your moves.

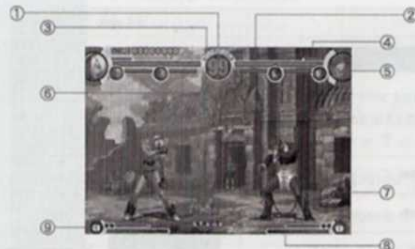
### GALLERY (see page 22)

View illustrations, concept art, and character endings.

### GAME OPTIONS (see pages 23-27)



Use this mode to change game options.

## GAME SCREEN




- |   |  |
|---|--|
| <b>1. Time Limit</b>                                  | Displays the time left in the round. When this reaches 0, the round is over.                         |
| <b>2. Current Character's Health Gauge</b>            | Displays the remaining health of the character you are currently fighting.                           |
| <b>3. Judgment Indicator</b>                          | Displays who has the upper hand during a fight and determines the winner of the match (see page 11). |
| <b>4. Stun Gauge</b>                                  | This is reduced when the character takes damage. When it reaches 0, the character will be stunned.   |
| <b>5. Current Character Panel</b>                     | Displays the face of the character that you are currently fighting.                                  |
| <b>6. Waiting Character Panel &amp; Health Gauges</b> | Displays the faces and remaining health of the characters waiting to fight.                          |
| <b>7. Skill Gauge</b>                                 | This gauge is used for non-offensive special moves (see page 10).                                    |
| <b>8. Power Gauge</b>                                 | This gauge is required for using attacks such as Super Special Moves (see page 10).                  |
| <b>9. Power Stock Number</b>                          | Displays the remaining number of power.  |

### Pause Menu

Press the  button during a match to pause the action and display the Pause Menu (the contents of the menu will be slightly different depending on the mode you are using). Press the  button again while the Pause Menu is displayed to return to the game.



- |                        |  |
|------------------------|--|
| <b>CONTINUE</b>        | Resume the match.  |
| <b>C-CHANGE</b>        | Change the character you are currently using.  |
| <b>SKILL LIST</b>      | Displays a list of the skills for the character of the player who paused the game. Press the  button to return to the Pause Menu. |
| <b>BUTTON SETTINGS</b> | Displays the Button Settings screen, allowing you to change the functions of the controller buttons (see page 24).   |
| <b>GAME END</b>        | Quit the match and return to the Main Menu.  |

# BATTLE CONTROLS

## SYMBOLS

The following symbols will be used to explain the game controls. Note that these are default settings, and that the character is assumed to be facing the right-hand side of the screen.

	Press the  directional button		button
	Press the  directional button		button
	Press the  directional button		button
	Press the  directional button		button
	Press the  directional buttons simultaneously	L1	L1 button
	Press the  directional buttons simultaneously	R1	R1 button
	Press the  directional buttons simultaneously	R2	R2 button
	Press the  directional buttons simultaneously		Indicates that the buttons to the left and right of the  symbol should be pressed at the same time

# BASIC CONTROLS

<b>Move Character</b>	(forward) or  (backward)
<b>Dash (Run)</b>	quickly in succession
<b>Back Step</b>	quickly in succession
<b>Jump</b>	or
<b>Small Jump</b>	Briefly press  or
<b>Middle Jump</b>	After briefly pressing , briefly press  or  (you can also briefly press  during a dash)
<b>Big Jump</b>	After briefly pressing , press  or  (you can also press  during a dash)
<b>Crouch</b>	Press  or
<b>Guard</b>	In response to an attack, press  (upper guard) or  (lower guard)
<b>Punch</b>	(weak) or  (strong)
<b>Kick</b>	(weak) or  (strong)
<b>Thrust Attack</b>	R1
<b>Recovery Roll</b>	Just before hitting the ground, press  or  +  +  (R2 can also be used). If no directional button is pressed, it will be a forward move.
<b>Normal Throw</b>	Get close to opponent and press  or  +  or .
<b>Normal Throw Escape</b>	Press  or  just when thrown (the escape will succeed if you pressed the same button that the opponent pressed).
<b>Taunt</b>	L1
<b>Emergency Evasion (Forward/Backward)</b>	or  +  +  (R2 can also be used) If no directional button is pressed, it will be a forward move.
<b>Dash Forward</b>	
<b>Emergency Evasion</b>	During a dash, press  +  (R2 can also be used).
<b>Guard Cancel</b>	
<b>Emergency Evasion</b>	During a dash, press  +  (R2 can also be used). Uses up 1 power stock.
<b>Normal Move Cancel</b>	
<b>Emergency Evasion</b>	During a normal attack hit or while opponent is guarding, press  +  (R2 can also be used). Uses 1 Skill Point.
<b>Guard Cancel Thrust Attack</b>	Press R1 while guarding (uses up 1 power stock)
<b>Normal Shift</b>	+  or  +
<b>Quick Shift</b>	When a normal attack or certain Special Moves hit or while the opponent is guarding, press  +  or  +
<b>Saving Shift</b>	While taking damage that pushes you back, press  +  or  +  (uses 2 Skill Points)
<b>Guard Cancel Shift</b>	While guarding, press  +  or  +  (uses 2 Skill Points)
<b>Special Move</b>	Enter the appropriate command for that character
<b>Super Special Move</b>	Enter the appropriate command for that character (Uses up 1 power stock)
<b>Super Cancel</b>	Enter the command for a Super Special Move when certain special moves hit, or when guarding. (Uses up 1 power stock and 1 Skill Point)
<b>Super Special Leader Move</b>	Enter the appropriate command for the character designated as the leader (uses 2 power stocks) (*)
<b>Dream Cancel</b>	Enter a Super Special Leader Move when the character designated as the leader has a Special Move hit or while the opponent is guarding, enter a Super Special Leader Move (uses 2 power stocks) (*)

(\*) In elimination-style team battles or single battles, Super Special Leader Moves and Dream Cancels can be used even if a character hasn't been designated as the leader.



# BATTLE SYSTEM

## POWER GAUGE

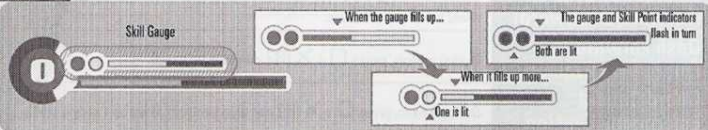
This gauge is required for using Super Special Moves and Super Special Leader Moves. The gauge will be filled by attacking or hitting the opponent. When the Power Gauge fills completely, your stock will go up by 1 (you start out with 0). In Team Battle mode, your maximum power stock increases by 1 each time a character on your team is defeated. If you have 3 characters remaining, you will be able to hold a maximum of 3. If you have 2, the maximum will be 4. And if you have 1 character remaining, the maximum will be 5.

## SKILL GAUGE (NEW)

This gauge is used for non-attacking special moves and fills up while you are fighting. When the gauge completely fills, 1 Skill Point will light up (you can have a maximum of 2 at a time). You can use Skill Points to perform the following moves:

- |  |   |                |
|--|---|----------------|
| • Quick Shift                          | = | 1 Skill Point  |
| • Saving Shift                         | = | 2 Skill Points |
| • Guard Cancel Shift                   | = | 2 Skill Points |
| • Normal Move Cancel Emergency Evasion | = | 1 Skill Point  |
| • Super Cancel                         | = | 1 Skill Point  |
| • Dream Cancel                         | = | 1 Skill Point  |

For instructions on how to use each move, see page 9.



## QUICK SHIFT (NEW)

Cancels the last part of a normal attack and some special moves and changes to a waiting character (uses 1 Skill Point). Because you can choose the timing to make the change (even while attacking), it makes changing characters smoother and allows for more attack possibilities.

## SAVING SHIFT (NEW)

Makes the character invulnerable while he or she is being hit and changes to a waiting character (uses 2 Skill Points). Since this allows you to change to another character even while being damaged, it allows you to escape when being targeted by combos or other attacks. However, some attacks do not allow a character to perform a Saving Shift.

## GUARD CANCEL SHIFT (NEW)

Cancels your guard and changes to a waiting character (uses 2 Skill Points). This allows you to safely change to another character while defending against enemy attacks.

## GUARD CANCEL EMERGENCY EVASION

Cancels your guard and performs an Emergency Evasion (uses up 1 power stock).

# BATTLE SYSTEM

## NORMAL MOVE CANCEL EMERGENCY EVASION (NEW)

Cancels the last part of a normal move and performs an Emergency Evasion (uses 1 Skill Point).

## GUARD CANCEL THRUST ATTACK

Cancels your guard and performs a Thrust Attack (uses up 1 power stock).

## SUPER SPECIAL MOVE

If you have any remaining Power Gauge stock, you can perform an attack that is even more powerful than a special move (uses up 1 power stock). For a list of commands, see the "SKILL LIST" on the Pause Menu (see page 7).

## SUPER SPECIAL LEADER MOVE

This is a Super Special Move that the character designated as the leader can use. For a list of commands, see the "SKILL LIST" on the Pause Menu (see page 9). In elimination-style team battles or single battles, this can be used even if a character hasn't been designated as the leader.

## SUPER CANCEL

Cancels the actions for certain special moves and immediately performs a certain Super Special Move (uses 1 Skill Point and 1 power stock).

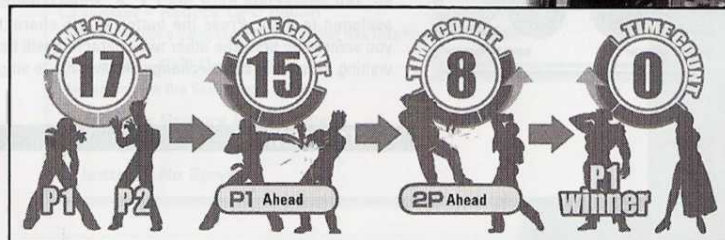
## DREAM CANCEL (NEW)

This is a combo that can be used by the character designated as the leader. It cancels the actions for certain special moves and immediately performs a Super Special Leader Move (uses 1 Skill Point and 2 power stocks). In elimination-style team battles or single battles, this can be used even if a character hasn't been designated as the leader.

## JUDGMENT INDICATOR (NEW)

This indicator's color and position shows which side has the upper hand during a battle and is used to determine the winner at the end of a match. The indicator tilts toward the side that is ahead. It will turn red if Player 1 is ahead and blue if Player 2 is ahead (\*). The color and position of the indicator when the time is up will determine the winner of the match.

(\* The indicator will be yellow at the beginning of a match or during a draw.





# ARCADE PLAY & ARCADE VS

In the Arcade Play (1-player) and Arcade Play Vs (2-player) modes, you can enjoy the same content as the arcade version of the game. In both modes, you will play 3-on-3 tag-team battles.

## GAME FLOW

### 1. MAIN MENU

On the Main Menu screen, you select a game mode. To play a 1-player game, select "ARCADE PLAY." To play a 2-player game, select "ARCADE VS."

### 2. CHARACTER SELECTION

On the Character Selection screen, select the three characters you will be using. The colors of the character's outfits will change depending on what button you press to confirm your selection. If you hold down the **START** button while pressing the **↑** or **↓** directional buttons, a character will be selected randomly. Holding down **START** while pressing the **←** or **→** directional buttons will perform random team selection.

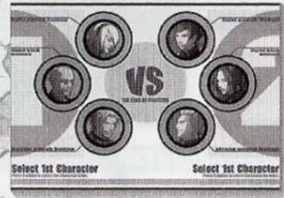
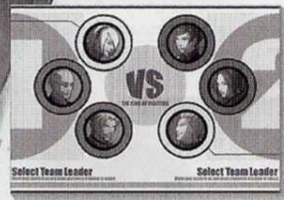
### 3. LEADER SELECTION

Select one of the three characters on your team to be its leader. Pressing the **START** button will randomly select a character to be the leader. In Arcade Play, once a leader has been selected it cannot be changed unless another player joins in.

### 4. ORDER SELECTION

Choose who will fight first and who will be standing by. The characters have the **□**, **×** and **△** buttons assigned to them. Press the button of the character you want to go first. The other two characters will be in waiting. This order can be changed from stage to stage.

### 5. START MATCH!



# ARCADE PLAY & ARCADE VS

## BATTLE RULES

Fight a 3-on-3 battle in which you can change characters at any time. It is a one-round match and the team that knocks out all three of the other team's characters first within the time limit is the winner. Only the character designated as the team's leader can use Super Special Leader Moves or Dream Cancels.

## VICTORY CONDITIONS

- The team that knocks out all three of the other team's characters first within the time limit is the winner.
- If the time limit expires, the position of the Judgment Indicator (see page 11) will determine the winner.
- If the Judgment Indicator indicates a draw, the team that has a surviving leader will be declared the winner.
- If the leaders of both teams survive, the team with the larger number of surviving characters will be the winner. If both teams have the same number of surviving characters, the match is a draw.

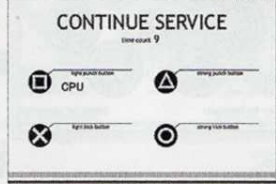
(\*) If you turn the Judgment indicator OFF in the BATTLE SETTING screen of the Game Options (see page 24), the side with the most remaining health will be determined the winner if the time limit expires. However, if you are fighting a 1-player match against the computer, there is no time limit so this will not apply.

## JOINING A MATCH IN PROGRESS

During Arcade Play, a second player can press the **START** button on the unused controller to join the match. After this match is over, the winning player will continue on in Arcade Play mode.

## CONTINUE SERVICE

When you lose a match in Arcade Play, the continue countdown will begin. If you want to continue playing, press the **START** button before the counter reaches 0. If you choose a service from the Continue Service menu, you will start playing again with that service in effect.



- button = Reduce CPU health**  
Play again with a computer opponent that has less health than usual.
- ×** button = Skill Gauge MAX  
Play again with the Skill Gauge at MAX.
- △ button = Restore Power Gauge**  
The Power Gauge will gradually refill as time passes.
- button = No Service**



# TEAM PLAY & TEAM VS

In the Team Play (1-player) and Team Vs (2-player) modes, you can enjoy the same content as the arcade version of the game. In both modes, you will play 3-on-3 tag-team battles.

## GAME FLOW

### 1. MAIN MENU

On the Main Menu screen, you select a game mode. To play a 1-player game, select "TEAM PLAY." To play a 2-player game, select "TEAM VS."

### 2. CHARACTER SELECTION

On the Character Selection screen, select the three characters you will be using. The colors of the character's outfits will change depending on what button you press to confirm your selection. If you hold down the **START** button while pressing the **↑** or **↓** directional buttons, a character will be selected randomly. Holding down **START** while pressing the **←** or **→** directional buttons will perform random team selection.

### 3. ORDER SELECTION

Choose the character who will be fighting first. The other characters will be waiting. The characters have the **□**, **×** and **△** buttons assigned to them. Press the buttons in the order that you want the characters to fight. This order can be changed from stage to stage.

### 4. START MATCH!



# TEAM PLAY & TEAM VS

## BATTLE RULES

In this mode, you fight with teams of 3 characters, but each round consists of a 1-on-1 fight (you can't change characters during a round). When a character loses or there is a draw, the round ends. The winning player will continue to use the same character with 1/4 of his or her life restored. The losing player will go on to the next character in his or her lineup. You play a maximum of 5 rounds and the team who defeats all 3 of the other team's characters is the winner. In this mode, all characters can use Super Special Leader Moves and Dream Cancels.

## VICTORY CONDITIONS

- The character that knocks the other character within the time limit is the winner of that round.
- The Judgment Indicator will show the winner of each round (see page 11).
- The team who defeats all 3 of the other team's characters is the final winner.
- If the 5th round is a draw, the final characters on each team will fight a tiebreaker round with half the usual time limit and half their usual health. If this is also a tie, both teams will lose.

(\*) If you turn the Judgment indicator OFF in the BATTLE SETTING screen of the Game Options (see page 24), the side with the most remaining health will be determined the winner if the time limit expires. However, if you are fighting a 1-player match against the computer, there is no time limit so this will not apply.

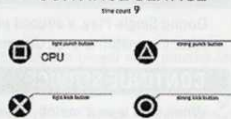
## JOINING A MATCH IN PROGRESS

During Team Play, a second player can press the **START** button on the unused controller to join the match. After this match is over, the winning player will continue on in Team Play mode.

## CONTINUE SERVICE

When you lose a match in Team Play, the continue countdown will begin. If you want to continue playing, press the **START** button before the counter reaches 0. If you choose a service from the Continue Service menu, you will start playing again with that service in effect.

### CONTINUE SERVICE



**□ button = Reduce CPU health**

Play again with a computer opponent that has less health than usual.

**×** button = Skill Gauge MAX

Play again with the Skill Gauge at MAX.

**△ button = Restore Power Gauge**

The Power Gauge will gradually refill as time passes.

**○ button = No Service**



# SINGLE PLAY & SINGLE VS

In the Single Play (1-player) and Single Vs (2-player) modes, you can enjoy the same content as the arcade version of the game. In both modes, you will play 1-on-1 battles.

## GAME FLOW

### 1. MAIN MENU

On the Main Menu screen, you select a game mode. To play a 1-player game, select "SINGLE PLAY." To play a 2-player game, select "SINGLE VS."



### 2. CHARACTER SELECTION

On the Character Selection screen, select the character you will be using. The colors of the character's outfits will change depending on what button you press to confirm your selection. If you hold down the **START** button while pressing the **↑** or **↓** directional buttons, a character will be selected randomly. Holding down **START** while pressing the **←** or **→** directional buttons will perform random team selection.

### 3. START MATCH!

#### BATTLE RULES

Play three 1-on-1 rounds. The first to win two rounds is the winner. After the winner is determined for a round, both characters have their health restored before moving on to the next round. In Single Play, all characters can use Super Special Leader Moves and Dream Cancels. If the third round is a draw, the characters will fight a tiebreaker round with half the usual time limit and half their usual health. If this is also a tie, both sides will lose.

(\*) You can set the number of rounds in the BATTLE SETTING screen of the Game Options (see page 24). If you turn the Judgment indicator OFF in the BATTLE SETTING screen of the Game Options (see page 24), the character with the most remaining health will be determined the winner if the time limit expires.

#### JOINING A MATCH IN PROGRESS

During Single Play, a second player can press the **START** button on the unused controller to join the match. After this match is over, the winning player will continue on in Single Play mode.

#### CONTINUE SERVICE

When you lose a match in Single Play, the continue countdown will begin. If you want to continue playing, press the **START** button before the counter reaches 0. If you choose a service from the Continue Service menu, you will start playing again with that service in effect.

**□ button = Reduce CPU health**

Play again with a computer opponent that has less health than usual.

**× button = Skill Gauge MAX**

Play again with the Skill Gauge at MAX.

**△ button = Restore Power Gauge**

The Power Gauge will gradually refill as time passes.

**○ button = No Service**

Play a normal game without using any services.

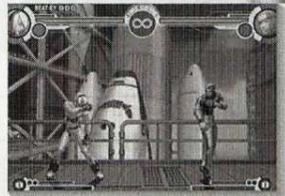
# ENDLESS

## GAME CONTENT

Control one character in a series of 1-on-1 battles against the computer. In this mode, Super Special Leader Moves and Dream Cancels can both be used. Each match consists of one round with no time limit. If you win the battle, you will move on to the next one. Your health will be partially restored depending on how you won the previous battle. If you won using a normal attack, 1/8 of your health will be restored. Special Attacks, Super Special Moves and Super Special Leader Moves will restore, respectively, 1/4, 1/2 and 3/4 of your health.

## VICTORY CONDITIONS

- Knock out your opponent
- If you are knocked out, the game is over



## PAUSE MENU

Press the **START** button during a match to pause the action and display the Pause Menu. Press the **START** button again while the Pause Menu is displayed to return to the game. Additionally, if you press the **START** button during a match will display a list of the skills for character of the player who pressed the **START** button (press once more to unpause the game).



CONTINUE	Resume the match.
SKILL LIST	Displays a list of the skills for the character of the player who paused the game. Press the <b>○</b> button to return to the Pause Menu.
BUTTON SETTINGS	Displays the Button Settings screen, allowing you to change the functions of the controller buttons (see page 24).
GAME END	Quit the match and return to the Main Menu.



# CHALLENGE

## CHALLENGE MENU

Select "CHALLENGE" on the Main Menu to go to the Challenge Menu. There are 40 challenge missions available. Use the directional buttons to select the mission you want to try and press the **X** button to display that mission's level, clear conditions, and special requirements. (While this is displayed, press **R2** to advance to the next mission and **L2** to go back to the previous one.) After checking the details of the mission, press the **X** button again to start. (Press the **O** button to return to the Challenge Menu.) If you fulfill the required conditions for the mission, it will be cleared.

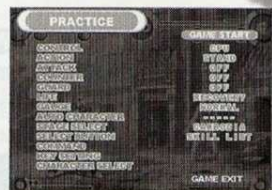
## PAUSE MENU

Press the **START** button during a mission to pause the action and display the Pause Menu. Press the **START** button again while the Pause Menu is displayed to return to the game. Additionally, if you press the **START** button during a mission, a list of the skills for the character of the player who pressed the **SELECT** button (press once more to unpause the game) will be displayed.

<b>CONTINUE</b>	Resume the mission.
<b>SKILL LIST</b>	Displays a list of the skills for the character of the player who paused the game. Press the <b>O</b> button to return to the Pause Menu.
<b>BUTTON SETTINGS</b>	Displays the Button Settings screen, allowing you to change the functions of the controller buttons (see page 24).
<b>MISSION</b>	Displays the required conditions to complete the current mission.
<b>RETRY</b>	Retry the mission from the start.
<b>GAME END</b>	Quit the mission and return to the Challenge Menu.

# PRACTICE

In this mode, you can freely adjust the game settings to aid in your practice. After selecting "PRACTICE" from the Main Menu, select characters for you and the computer, then select the team leader and the order they will appear in. The Practice Menu below will appear. Change the settings by selecting an item with the **↑** and **↓** directional buttons, change the value by pressing the **←** and **→** directional buttons, and press the **X** button to confirm your selection. You can bring up this menu at any time during practice by pressing the **START** button.



<b>GAME START</b>	Resume practice.
<b>CONTROL</b>	Select from CPU (player vs. the computer), PLAYER (two players against each other), or WATCH (the computer fighting itself).
<b>ACTION</b>	Select the action that the computer controlled opponent should perform in CPU mode.
<b>ATTACK</b>	Select whether or not the computer-controlled opponent should attack while in CPU mode. *
<b>COUNTER</b>	Select whether a counter hit should be automatically performed after a hit in CPU mode. *
<b>GUARD</b>	Select whether or not the computer-controlled opponent should guard while in CPU mode. *
<b>LIFE</b>	Select how the health gauge refills.
<b>GAUGE</b>	Set the power gauge state.
<b>AUTO CHARACTER</b>	Change the characters automatically.
<b>STAGE SELECT</b>	Change the stage used for practice mode.
<b>SELECT BUTTON</b>	Press the <b>SELECT</b> button during practice mode to set the special actions that are permitted. SKILL LIST displays a list of skills, APPROACH sets whether the computer-controlled character will approach the player (**), and RESTART starts the match again at the center of the screen.
<b>COMMAND</b>	Display the Command Menu, for recording and editing commands (see pages 20 and 21).
<b>BUTTON SETTINGS</b>	Displays the Button Settings screen, allowing you to change the functions of each button (see page 24).
<b>CHARACTER SELECT</b>	Change your character on the Character Selection screen.
<b>GAME EXIT</b>	Return to the Main Menu.

\* This is not selectable if „MOVE“ is set for the ACTION setting.

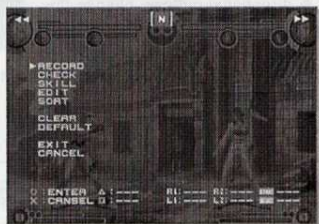
\*\* If taunted, the computer character will move toward the player.



# PRACTICE

## RECORDING, VIEWING, AND EDITING COMMANDS

Selecting "COMMAND" from the Practice Menu will display the Command Menu, which has the following options.



<b>RECORD</b>	Enter Recording Mode and record commands. For details, see "Recording Mode Controls" on page 23.
<b>CHECK</b>	View the commands that you have recorded.
<b>SKILL</b>	Displays a list of skills for the character you are using.
<b>EDIT</b>	Displays the Editing Panel, allowing you to edit the commands that you have recorded. For details, see "Recording Mode Controls" on page 21.
<b>SORT</b>	Consolidates into one the overlapping directional button commands in the recorded command (aside from "neutral" -- no input).
<b>CLEAR</b>	Erases all of the current commands
<b>DEFAULT</b>	Returns the current command to the default state.
<b>EXIT</b>	Saves the current command and exits editing mode.
<b>CANCEL</b>	Returns to the Command Menu without saving the changes you made.

# PRACTICE

## RECORDING MODE CONTROLS

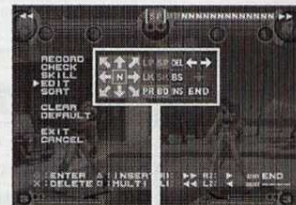
Pressing the **SELECT** button will put you into standby mode. Press any button to begin recording. Perform a Special Move, Super Special Move or combo. (\*) When the **STOP** button is pressed or 10 seconds elapse, you will automatically return to the Command Menu. Select "EXIT" to save the commands that you entered and quit. Select "CANCEL" to quit and keep any commands that you had saved before. Recorded commands can be executed by pressing the L2 button (see pages 4 and 5). Note that you can record different commands for the same character depending on whether you started practice mode with the player 1 controller or the player 2 controller.

(\*) Pressing the **SELECT** button while recording commands will restart command input.

## EDITING PANEL COMMANDS

Entered commands will be displayed at the top of screen. Use the directional buttons to select the buttons and menus on the Editing Panel.

- X button . . . . . Select
- O button . . . . . Delete (delete current frame)
- L1/R1 buttons: . . . . Move 15 frames
- L2/R2 buttons: . . . . Move 1 frame
- button . . . . . Change (enter command for the current frame)
- △ button . . . . . Switch between insert and overwrite mode



## Menu Items



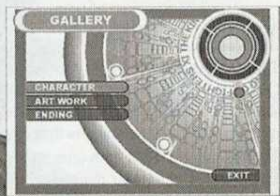
- Go forward (\*)
- ← Go back (upper guard) (\*)
- ↑ Vertical jump (\*)
- ↗ Diagonal jump forward (\*)
- ↖ Diagonal jump backward (\*)
- ↓ Crouch (\*)
- ↘ Crouch (\*)

- N Neutral (no directional buttons pressed)
- LP Weak Punch
- LK Weak Kick
- SP Strong Punch
- SK Strong Kick
- PR Taunt
- TA Thrust Attack
- DEL Delete (delete current frame)
- INS Insert (when this has been entered once, you will enter over-write mode)
- BS Delete (delete previous frame)
- + Set simultaneous button presses
- ←→ Move one frame either direction
- END End

(\*) These commands apply when the character is facing right, whether it is player 1 or player 2.



## GALLERY



In this mode, you can view The *King of Fighters™ X*'s official character illustrations and endings.

### GALLERY MENU

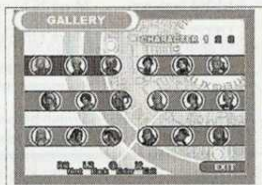
Choose "GALLERY" from the Main Menu to go to the Gallery Menu described below.

<b>CHARACTER</b>	View character illustrations. You will only be able to view the illustrations for characters that you have defeated in Endless Mode.
<b>ART WORK</b>	View a variety of illustrations and game materials. This is viewable from the start.
<b>ENDING</b>	View endings for each character. You will only be able to view the endings for the characters that you have used to clear Arcade Play, Team Play, or Single Play.

### IMAGE SELECTION SCREEN CONTROLS

**Directional Buttons** Select an image

- X button Magnify the image/Play ending
- O button Return to the Gallery Menu
- L2 button Go on to the next page
- R2 button Go back to the previous page



### MAGNIFIED DISPLAY CONTROLS

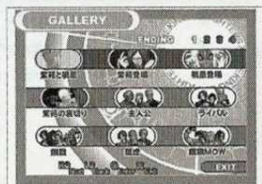
**Directional Buttons** Move the image (faster by pressing R1 button)

- X button Return the display to the default setting
- O button Return to the Image Selection screen
- button Shrink the image
- △ button Magnify the image
- L2 button Display previous image
- R2 button Display next image



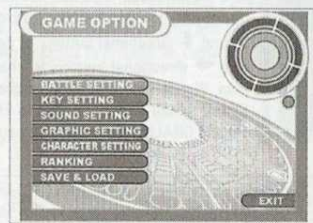
### PLAYBACK CONTROLS

- O button Return to the Image Selection screen



## GAME OPTIONS

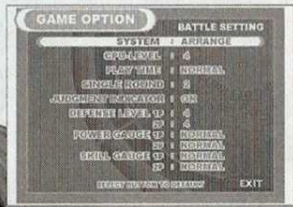
Use this mode to change a variety of game options. When you select "GAME OPTION" from the Main Menu, the following menu will appear.



<b>BATTLE SETTING</b>	Opens the Battle Setting Menu (see page 24).
<b>BUTTON SETTING</b>	Opens the Button Setting Menu (see page 24).
<b>SOUND SETTING</b>	Opens the Sound Setting Menu (see page 25).
<b>GRAPHIC SETTING</b>	Opens the Graphic Setting Menu (see page 25).
<b>CHARACTER EDIT</b>	Opens the Character Edit Screen (see page 26).
<b>RANKING</b>	Opens the Ranking Screen (see page 27).
<b>SAVE &amp; LOAD</b>	Opens the Save & Load Menu (see page 27).
<b>EXIT</b>	Return to the Main Menu.



## GAME OPTIONS



### BATTLE SETTING MENU

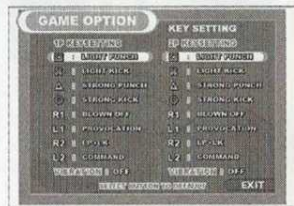
This menu allows you to change the settings used in 1-player mode, such as the difficulty of the computer opponent, the time limit, and defense level. Use the **↑** and **↓** directional buttons to select an item and the **←** and **→** directional buttons to change the values for each item. Please note that settings changed through the Battle Setting Menu are not applied to ENDLESS mode (see page 19) and CHALLENGE mode (see page 18).

<b>SYSTEM</b>	Select the game type from "ARRANGE" (which has been created exclusively for this version) and "ARCADE" (which is the same as the arcade version).
<b>CPU LEVEL</b>	Change the difficulty of the computer opponent, from level 1 to level 8 (the strongest).
<b>PLAY TIME</b>	Change the speed that the time limit counts down.
<b>SINGLE ROUND</b>	Change the number of rounds in a Single Battle match.
<b>JUDGMENT INDICATOR</b>	Turn the judgment indicator on and off. If it is turned off, the characters' remaining health at the end of a match is used to decide the winner.
<b>DEFENSE LEVEL 1P/2P</b>	Change the defense level for player 1 and player 2, from level 1 to level 8 (the strongest).
<b>POWER GAUGE 1P/2P</b>	Set the status of the Power Gauge for player 1 and player 2.
<b>SKILL GAUGE 1P/2P</b>	Set the status of the Skill Gauge for player 1 and player 2.
<b>EXIT</b>	Return to the Game Option screen.

### BUTTON SETTING MENU

Use this menu to change the Player 1 and Player 2 button functions and vibration settings. Use the **↑** and **↓** directional buttons to select an item from this menu and then press the button that you want to assign to that function. (The **SELECT** button returns the buttons to the default settings).

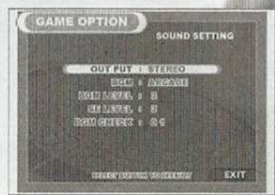
Press the **←** and **→** directional buttons to turn the VIBRATION setting on and off. When you are finished changing the settings, select EXIT and you will return to the Game Option screen.



## GAME OPTIONS

### SOUND SETTING MENU

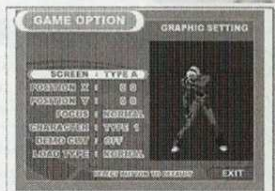
Use this menu to change the sound settings. Press the **↑** and **↓** directional buttons to select an item and press the **←** and **→** directional buttons to change its value.



<b>OUTPUT</b>	Switch between Stereo and Monaural sound output.
<b>BGM</b>	Select between „Normal“ and „Arranged“ background music.
<b>BGM LEVEL</b>	Select the volume of the game's background music.
<b>SE LEVEL</b>	Select the volume of the game's sound effects.
<b>BGM CHECK</b>	Play background music selections. Use the <b>←</b> and <b>→</b> directional buttons to change the number and press the <b>X</b> button to play your selection.
<b>EXIT</b>	Return to the Game Option Screen

### GRAPHIC SETTING MENU

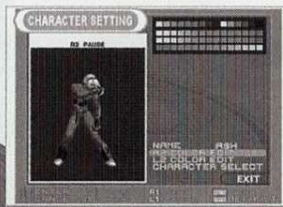
Change various settings relating to the game's on-screen graphics. Use the **↑** and **↓** directional buttons to select an item from this menu and press the **←** and **→** directional buttons to change the value for the item.



<b>SCREEN</b>	Select „TYPE A“ or „TYPE B“ for the screen display area.
<b>POSITION X</b>	Move the screen display area to the left and right. Increasing the number will move the screen to the right. Decreasing it will move it to the left.
<b>POSITION Y</b>	Move the screen display area up and down. Increasing the number will move the screen down. Decreasing it will move it up.
<b>FOCUS</b>	Select either „NORMAL“ or „SOFT“ for the in-game focus setting.
<b>CHARACTER</b>	Select from TYPE 1 to TYPE 6 for the character graphics quality.
<b>DEMO CUT</b>	Turn ON or OFF the ability to skip cut-scenes.
<b>LOAD TYPE</b>	Allows the player to shorten load times. You can choose between NORMAL, SIMPLE (short version without the Stage introduction effects) or AUTO (even shorter version in which the team leader and the order of the characters follows that which was selected on the Character Selection screen)
<b>EXIT</b>	Return to the Game Option Screen.



## GAME OPTIONS



### CHARACTER SETTING MENU

You can create two original color schemes for each character. After selecting a character on the Character Selection screen, edit your original color scheme on the Character Setting screen. The original schemes that you create can be accessed by pressing R2 or L2 on the Character Selection screen.

### EDITING MENU

The following menu items can be selected on the Character Setting screen.

NAME	Change with the ← or → directional buttons.
R2 COLOR EDIT	Edit the color scheme assigned to the R2 button.
L2 COLOR EDIT	Edit the color scheme assigned to the L2 button.
CHARACTER SELECT	Return to the Character Selection screen.
EXIT	Quit editing character colors and return to the Game Option screen.

You can press the button to return all colors to their default values.

### COLOR EDITING

When you select "R2 COLOR EDIT" or "L2 COLOR EDIT," all of the editable palettes, a selection cursor, and a character preview image will appear. Use the directional buttons to select a color and use the commands below to edit it.

	Confirm selection of the selected color. After confirming your selection, use the RGB bars to adjust the color. Use the ↑ and ↓ directional buttons to select a bar and use the ← and → directional buttons to make the adjustment. Press the ○ button to confirm your changes. (Pressing the ○ button will return the colors to the way they were before you changed them.) You can adjust all of the bars at once by holding down the R1 button and pressing the ← or → directional button.
	Return to the editing menu.
	Copy the selected color. Hold down while pressing a directional button to copy multiple colors.
	Paste the copied color.
R1 button	Switch the selection cursors range between "palette" and "color."
L1 button	Display the selected part of the character preview image in white and the rest in black.
R2 button	Pause the character preview image.

## GAME OPTIONS

### RANKING MENU

Use this screen to check the score rankings for Arcade Play, Team Play and Single Play, as well as the number of wins when playing against another player in Arcade Play and the number of opponents defeated in Endless. Select the ranking you want to see with the ↑ and ↓ directional buttons and press the X button to confirm your selection.



ARCADE RANKING	Display a score ranking for Arcade Play.
ARCADE BEAT RANKING	Display a ranking for the number of wins when playing against another player in Arcade Play.
TEAM RANKING	Display a score ranking for Team Play.
SINGLE RANKING	Display a score ranking for Single Play.
ENDLESS RANKING	Display a score ranking for the number of defeated opponents in Endless Mode.
EXIT	Return to the Game Options screen.

### SAVE / LOAD

A memory card (8MB) (for PlayStation®2) is required to save or load your progress. Press the ↑/↓ directional buttons to highlight your choice and press the X button to confirm your selection.



SAVE	Save data on memory card (8MB) (for PlayStation®2).
LOAD	Load previously saved data from memory card (8MB) (for PlayStation®2).
AUTOSAVE	You can turn Autosave ON or OFF using the ←/→ directional buttons. When enabled, the game's autosave feature automatically saves information to the memory card (8MB) (for PlayStation®2).
EXIT	Go back to the Option menu.

(\*) To save/load data the memory card (8MB) (for PlayStation®2) must be inserted in MEMORY CARD slot 1. MEMORY CARD slot 2 is not supported.

(\*\*) A memory card (8MB) (for PlayStation®2) with at least 225KB of free space is required to save game data



# CHARACTERS AND SPECIAL MOVE COMMANDS

## READING THE COMMAND CHART


The following symbols and terms are used to explain the controls. The character is assumed to be facing right.

→	Press the → directional button
←	Press the ← directional button
↑	Press the ↑ directional button
↓	Press the ↓ directional button
↗	Press the ↑ and → directional buttons simultaneously
↘	Press the ↓ and → directional buttons simultaneously
↖	Press the ↑ and ← directional buttons simultaneously
↙	Press the ↓ and ← directional buttons simultaneously
[Charge]	Hold down the directional button for a while (For example, hold down ← for a while and then press →)
[LP]	Weak Punch (By default, this is assigned to the □ button)
[LK]	Weak Kick (By default, this is assigned to the X button)
[SP]	Strong Punch (By default, this is assigned to the △ button)
[SK]	Strong Kick (By default, this is assigned to the ○ button)
[TA]	Thrust Attack (By default, this is assigned to the R1 button)
[+]	Indicates that the buttons to the left and right of the [+] symbol should be pressed at the same time
[S]	Super Special Moves (Uses up 1 power stock)
[L]	Super Special Leader Moves (Uses up 2 power stocks)*
[>]	Sequential Input (The command to the right of the symbol must be entered just after the command to the left of it)

\* In team battles where characters can be changed at any time, Super Special Leader Moves can only be used


# CHARACTERS AND SPECIAL MOVE COMMANDS

HERO TEAM (ASH TEAM)




### Ash Crimson

Vendose Crescent Sucker	← Charge → + LP or SP
Nivose Arching Emerald Ankle	↓ Charge ↑ + LK or SK
Vende Meilleur Wind Wailer	Get close to opponent and press → ↓ ↓ ↓ ↓ ↓ + SP
[S] Bluivose Excessive Emerald Ankle	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + LK or SK
[L] Bastille Basher	LP > LK > SP > SK



### Oswald

Queen	→ ↓ ↓ ↓ ↓ + LP or LK or SP or SK
♠	↓ ↓ ↓ ↓ ↓ + LP or SP
♥	↓ ↓ ↓ ↓ ↓ + LP or SP
[S] ♠ ♥ ♦ ♣	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + LP or SP
[L] Joker	← Charge → ← → + TA




### Shen Woo

Furious Fist	↓ ↓ ↓ ↓ ↓ + LP or SP
Pouncing Tiger Pummel	↓ ↓ ↓ ↓ ↓ + LP
Shaking Blast Jah	Get close to opponent and press → ↓ ↓ ↓ ↓ ↓ + LP or SP
[S] "You're History!" Furious Fist	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + LP or SP
[L] Explodinn Reality	SP > LP > LK > SP




### Elisabeth Blanctorche

Etrincelle	↓ ↓ ↓ ↓ ↓ + LP or SP
Coup De Vent	→ ↓ ↓ ↓ ↓ + LP or SP
Platino Mirage	↓ ↓ ↓ ↓ ↓ + LK or SK
[S] Grande Rafale	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + LP or SP
[L] Noble Blanc	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + TA



### Duo Lon

Spectral Smash	→ ↓ ↓ ↓ ↓ + LK or SK
Flying Hair Punt	↓ ↓ ↓ ↓ ↓ + LK or SK
Selfless Serpent of Submission	↓ ↓ ↓ ↓ ↓ + LP or SP (Enter 3 times in a row)
[S] Secretive Wall of Wraiths	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + LP or SP
[L] Mysterious Multiple Dark Drubber	LP > SP > LK > SK



### Benimaru Nikaido

Thundergod Clap	↓ ↓ ↓ ↓ ↓ + LP or SP
Vacuum Pawn	↓ ↓ ↓ ↓ ↓ + LK or SK
Thunderblast Thrust	↓ ↓ ↓ ↓ ↓ + LP or SP
[S] Mind Trick Hurricane	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + LK or SK
[L] Heaven Blast Flash	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ + TA

RIVAL TEAM







# CHARACTERS AND SPECIAL MOVE COMMANDS

## NEO-PSYCHO SOLDIER TEAM

<b>Athena Asamiya</b>	
Psycho Ball Attack	↓ ↘ ↙ + LP or SP
Psycho Sword	→ ↓ ↘ + LP or SP
Super Psychic Throw	Get close to opponent and press ← ↘ ↙ → + LP or SP
(S) Shining Crystal Bit	(→) ↓ ↘ ↙ (←) x2 + LP or SP
(L) Super Phoenix Infinity	↓ ↘ ↙ → + TA

<b>Sie Kensou</b>	
Super Sphere	↓ ↘ ↙ + LP or SP
Earth Dragon Fang	← ↘ ↙ → + LK
Ether Dragon Fang	← ↘ ↙ → + SK
(S) Holy Serpent Kick	↓ ↘ ↙ → + LK
(L) Arrival of the Awakened Serpent	↓ ↘ ↙ → + TA

<b>Momoko</b>	
Bananeira Dois Golpes	→ ↓ ↘ + LK or SK
Phoria	↓ ↘ ↙ + LK or SK
Phoenix Arrow	↓ ↘ ↙ + LK or SK
(S) Become a star	Get close to opponent ↓ ↘ ↙ → + LP or SP
(L) Esper!	↓ ↘ ↙ → + TA

<b>Vanessa</b>	
Forbidden Eagle	→ ↓ ↘ + LP or SP
Machine Gun Puncher	← ↘ ↙ → + LP or SP
Dash Puncher	← Charge → + LP or SP
(S) Crazy Puncher	↓ ↘ ↙ → + LP or SP
(L) MAX Puncher	↓ ↘ ↙ → + TA

<b>Blue Mary</b>	
Spin Fall	↓ ↘ ↙ + LP or SP
Straight Slicer	← Charge → + LK or SK
Vertical Arrow	→ ↓ ↘ + LK or SK
(S) M. Splash Rose	↓ ↘ ↙ → + LP or SP
(L) M. Truhoon	(→) ↓ ↘ ↙ (←) x2 + TA

<b>Ramon</b>	
Rolling Sobat	→ ↓ ↘ + LK or SK
Tiger Neck Chimecillery	Get close to opponent and press ← ↘ ↙ → + LP or SP
Somersault	← ↘ ↙ → + LK or SK
(S) Tiger Spin	Get close to opponent and press (→) ↓ ↘ ↙ (←) x2 + LP or SP
(L) Tiger Combination	Get close to opponent and press (→) ↓ ↘ ↙ (←) x2 + TA

## AGENT TEAM

# CHARACTERS AND SPECIAL MOVE COMMANDS

## ANTI KYOKUGENRYU TEAM

<b>Malin</b>	
Yellowjacket (Terrestrial)	↓ ↘ ↙ + LP or SP
Yellowjacket (Aerial)	→ ↓ ↘ + LP or SP
Poison Scorpion	↓ ↘ ↙ + LK or SK
(S) Mayfly	↓ ↘ ↙ → + LK or SK
(L) Smashing Salamander	↓ ↘ ↙ → + TA

<b>Kasumi Todoh</b>	
Ecstasy Crunch	↓ ↘ ↙ + LP or SP
Aerial Ecstasy Crunch	During jump ↓ ↘ ↙ + LP or SP
Hurricane Halberd Press	Get close to opponent and press → ↓ ↘ ↙ → + LP or SP
(S) Ultimate Ecstasy Crunch	↓ ↘ ↙ → + LP or SP
(L) Mind's Eye Vine Sling	↓ ↘ ↙ → + TA

<b>Eiji Kisaragi</b>	
Sprint Blast	↓ ↘ ↙ + LP or SP
Shadow Slicer	→ ↓ ↘ + LP or SP
Stallion Kick	← ↘ ↙ + LK or SK
(S) Steel Mantis Punch	← ↘ ↙ → + LK or SK
(L) Shadow Hunter	Get close to opponent and press (→) ↓ ↘ ↙ (←) x2 + TA

<b>K'</b>	
Crow Bite	→ ↓ ↘ + LP or SP
Minute Spike	↓ ↘ ↙ + LK or SK
Air Triquet	During jump ↓ ↘ ↙ + LK or SK
(S) Heat Drive	↓ ↘ ↙ → + LP or SP
(L) Chain Drive	↓ ↘ ↙ → + TA

<b>Kula Diamond</b>	
Diamond Breath	↓ ↘ ↙ + LP or SP
Crow Bite	→ ↓ ↘ + LP or SP
Lay Spin	↓ ↘ ↙ + LK or SK
(S) Diamond Edge	↓ ↘ ↙ → + LP or SP
(L) Freeze Execution	↓ ↘ ↙ → + TA

<b>MAXIMA</b>	
M4 Vapor Cannon	↓ ↘ ↙ + LP or SP
SYSTEMS: Maxima Lift	→ ↓ ↘ ↙ + LK or SK
M11 Dangerous Arch	Get close to opponent and press ← ↘ ↙ → + LK or SK
(S) Bunker Buster	↓ ↘ ↙ → + LK or SK
(L) MIX-II B. Final Cannon	→ ↓ ↘ ↙ + TA

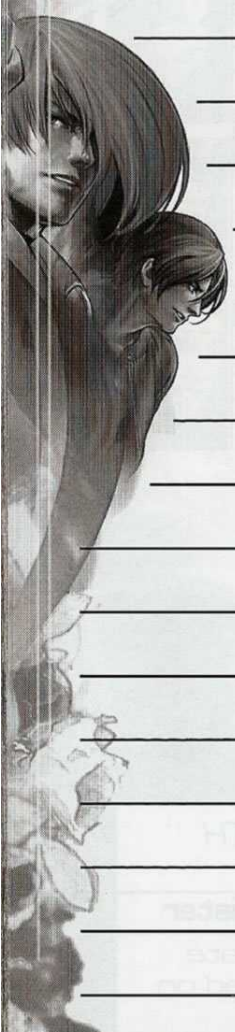
## K TEAM







## NOTES



## WARRANTY INFORMATION:

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3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

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