NEOGEO BATTLECOLISEUM

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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.

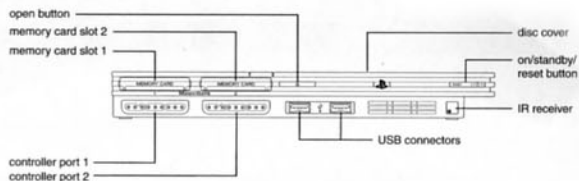**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional 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.

CONTENTS

GETTING STARTED

```
open button ─────────
memory card slot 2                              disc cover
memory card slot 1                              on/standby/
                                                reset button

                                                IR receiver
                              USB connectors
controller port 1
controller port 2
```
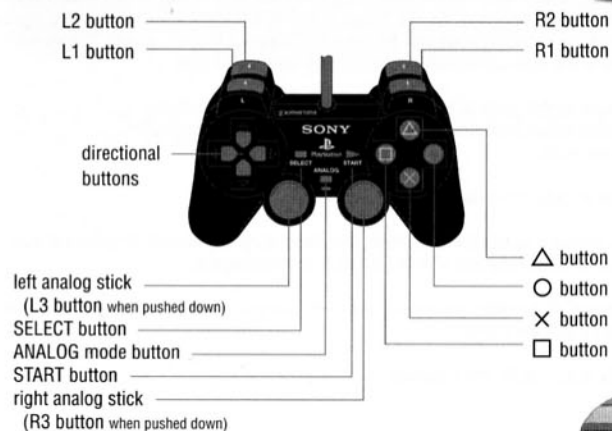
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert NEOGEO BATTLE COLISEUM disc in the system with the label side facing up. Attach game controllers and other peripherals 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

```
L2 button ─────────              R2 button
L1 button ─────────              R1 button

directional
buttons                          △ button
                                 ○ button
left analog stick                × button
 (L3 button when pushed down)    □ button
SELECT button
ANALOG mode button
START button
right analog stick
 (R3 button when pushed down)
```

PROLOGUE

It is February 2017 by the new Japanese calendar.

A man is attempting to make the successful NeoGeo World his own by defeating the strongest NeoGeo warrior and claiming the title for himself.

If that power were to fall into his hands, control of the entire world would only be a step away. As the head of the WAREZ conglomerate, this man has used his incredible wealth to pave the way for his vile plans. Those who knew the true extent of his ambitions quaked in fear...

It was at this critical time for NeoGeo World that a fighting competition sponsored by the WAREZ conglomerate was to be held.

It was called the Battle Coliseum.

Concerned about the situation, the federal government dispatched two of its top secret agents -- Yuki and Ai -- to investigate.

Clouds of danger threaten to cover the land as the warriors gather for this grand tournament.

The future is in their hands.

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

MAIN MENU

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

ARCADE PLAY (see pages 12-13)
Fight 2-on-2 tag-team battles against the computer. Features the same content as the arcade version.
ARCADE VS (see pages 12-13)
Fight 2-on-2 tag-team battles against another player. Features the same content as the arcade version.
TAG PLAY (see pages 14-15)
Play a series of tag-team battles against the computer.
PRACTICE (see pages 16-17)
Practice your moves.
SURVIVAL CHALLENGE (see page 18)
Play tag-team battles against the computer until both of your characters' health reaches 0.
GAME OPTIONS (see pages 19-22)
Use this mode to change game options.
GALLERY (see page 23)
View game illustrations and concept art in this mode.

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 22)
Cleared content for ARCADE PLAY, TAG PLAY, SURVIVAL CHALLENGE, PRACTICE MODE
information and option settings are saved in the game data file. A memory card (8MB) (for PlayStation®2) with at least 200KB of free space is required to save game data.

GAME SCREEN

① Time Limit
② Character Name & Health Gauge
③ Guard Gauge
④ Waiting Character Name & Health Gauge

⑤ Power Gauge

① Time Limit
Displays the time left in the round. When this reaches 0, the round is over.

② Character Name & Health Gauge
Displays the face of the character that is currently fighting and his/her health. The green portion of the gauge indicates the character's remaining health. When this reaches 0, the character loses the match. The red portion of the gauge will be restored while the character is resting.

③ Guard Gauge
Represents the status of the character's guard and is reduced when the character is attacked. When this reaches 0, a "guard crush" occurs. Afterward, the gauge will return to the maximum.

④ Waiting Character Name & Health Gauge
Displays the face of the character waiting to fight and his/her name. While a character is resting, the red portion of his Health Gauge will refill.

⑤ Power Gauge
This gauge is required for using super special moves. In general it will increase when the character successfully hits his opponent. You may stock up to 3 Power Gauge bars.

PAUSE MENU

Pres the ▷start 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 ▷start button again while the Pause Menu is displayed to return to the game.

CONTINUE
Resume the game.
CHARACTER CHANGE
Change the character you are currently using. This is only displayed while in player standby mode (see page 19).
SKILL LIST
Displays a list of the skills for the character of the player who paused the game. Use the ◀and ▶directional buttons to flip through the pages and press the ▷start button to return to the Pause Menu (see page 15).
BUTTON SETTINGS
Displays the Button Settings screen, allowing you to change the functions of the controller buttons (see page 15).
END GAME
Quit the match and return to the Main Menu.

BATTLE CONTROLS

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.

SYMBOLS

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

BASIC CONTROLS

Move Character	→(forward) or ←(backward)
Jump	↖or ↑or ↗
Crouch	Press ↙or ↓or ↘
Guard	In response to an attack, press ←(upper guard) or ↙(lower guard)
Punch	□(weak) or △(strong)
Kick	×(weak) or ○(strong)
Switch	R1(Only available when you have a tag-team partner.)
Taunt	L1
Normal Throw	Get close to opponent and press ←or →+ △or ○

SPECIAL CONTROLS

In the explanations below, "GC" stands for "Guard Cancel" and "AC" stands for "Attack Cancel."

Step	→ → quickly in succession (keep holding to run)
Back Step	← ← quickly in succession
Big Jump	After briefly pressing ↓, press ↖or ↑or ↗ (you can also press ↗ during a dash)
GC Switch	Press R1 while guarding (uses 1 Power Gauge bar, only available when you have a tag-team partner)
GC Attack	Press R1 while guarding (uses 1 Power Gauge bar, only available when you do not have a tag-team partner)
GC Step	→ →while guarding (uses half a Power Gauge bar)
Just GC Step	With perfect timing, press → →while guarding (uses one quarter of a Power Gauge bar)
Tactical Step	R2(uses half a Power Gauge bar)
AC Tactical Step	Press R2 when certain special attacks hit (uses one Power Gauge bar)
Throw Escape	When caught by your opponent for a normal throw, press △+ ○
Soft Fall	Press R2 just before going down
Double Assault	While the sign indicating that the move can be used is displayed, press ↓↘→ + R1 (only usable when you have a tag-team partner)
Special Move	Enter the appropriate command for that move
Super Special Move	Enter the appropriate command for that move (the number of power gauge it uses is different for each move and each character)
Super Cancel	Enter certain super special moves (marked with 'SC') while your opponent is performing a special

BATTLE SYSTEM

The move explanations given below use the default controls and assume that the character is facing right.

TAG SYSTEM

Battles in NeoGeo Coliseum are fought as 2-on-2 tag-team battles. As long as your partner has not been KO'd, you can switch with him at any time by pressing the R1 button. However, if you are attacked during the short period before the switch is performed, the switch will be canceled. Similarly, there is also a short period when the newly arrived tagteam partner is vulnerable.

IF YOU FIGHT WITHOUT SWITCHING...

If you use one character to fight without switching for 8 seconds or more, the red part of the resting character's life gauge will begin to refill, Auto Charge (which automatically fills the Power Gauge) will begin to function, and you will be able to use Double Assault attacks. The keys to victory lie in how long you are able to fight without switching and in switching at the right moment.

IF YOU LOSE YOUR PARTNER...

If one of the characters in a tag team is KO'd, you will be forced to fight a difficult battle in which your life will not refill as time goes by (however, Auto Charge will still function). Try not to lose your partner in the early stages of a match.

AUTO CHARGE

This will begin to function after a character has fought for at least 8 seconds without switching. It gradually fills the Power Gauge and its effect will continue until the character switches or uses a Double Assault. While Auto Charge is in effect, the words "AUTO CHARGE" will appear above the Power Gauge.

DOUBLE ASSAULT

If you fight for at least 8 seconds without switching (see below), you will be able to use this attack by pressing ↓ ↘ → + R1. When the attack hits, your partner will help with the attack, causing the normal damage of the attack and also removing the refillable (red) portion of the opponent's Life Gauge. This causes a large amount of damage and doesn't use any Power Gauge bars, allowing you to use it freely. And when a Double Assault attack hits, the resting character will benefit from the Hyper Charge effect.

WHEN YOU CAN USE DOUBLE ASSAULT ATTACKS

When it is possible to use a Double Assault attack, the words "D-ASSAULT OK!" will appear above the Power Gauge.

HYPER CHARGE

This affects the resting character when a Double Assault attack hits. A character affected by Hyper Charge will have his attack power, block damage, and Guard Crush value increased when he starts fighting again. If the character continues to rest while in Hyper Charge state, the length of this effect will be extended for 1 second for every 2 seconds he rests. If you switch immediately after a Double Assault, the effect will last for 8 seconds, but this can be extended to a maximum of 20 seconds.

POWER GAUGE

This gauge is required for using certain moves, such as Super Special Moves, Tactical Steps, and GC Switches. The gauge can be filled by attacking or hitting the opponent, or through the Auto Charge effect. When the Power Gauge fills completely, one bar will be added to your stock. The number of bars you have is indicated by the number to the side of the Power Gauge. When you are able to use Auto Charge or Double Assault attacks, the words "AUTO CHARGE" or "D-ASSAULT OK!" will appear above the Power Gauge.

GC SWITCH

If you press the R1 button while guarding, you will use one Power Gauge bar and execute a GC Switch. This will cancel your guard and perform a character switch whether the attack hits or is guarded against, making it a safe way to change characters. If you perform this move without a tag-team partner, you will perform a GC Attack instead.

TACTICAL STEP

If you press the R2 button any time except when attacking, being attacked, or guarding, you will perform a Tactical Step, using half of a Power Gauge bar. While it is being performed, you will be immune to all attacks aside from throws. It will be canceled by performing anything but a normal throw. Your invulnerability will end the moment this effect is canceled.

GC STEP

Press → → while guarding and you will step forward, canceling your guard and using one half of a Power Gauge bar. You can immediately cancel this movement and attack by performing any attack besides a normal throw, making it possible to strike back against attacks that leave little room open for counterattacks.

AC TACTICAL STEP

If you press the R2 button just as a special attack hits, you will cancel your guard, and take a step forward after your character begins to glow blue. This uses one Power Gauge bar. While you are glowing blue, there is no invulnerable time but after a certain period of time, you will be immune to attacks.

JUST GC STEP

Guarding just before an enemy's attack hits is a "Just Guard." If you press → → quickly during a Just Guard, you will perform a Just GC Step, which takes half as much power (one quarter Power Gauge bar) as a normal GC Step.

GUARD CRUSH

The blue gauge beneath your Life Gauge is the Guard Gauge. This is reduced each time you guard against an enemy attack and when it reaches 0, a "Guard Crush" occurs (after a Guard Crush, the Guard Gauge refills completely). Note that while the Power Gauge is shared between the two tag-team members, the Guard Gauge is separate for each of them.

SUPER CANCEL

This is a system for canceling an opponent's Special Move and performing a Super Special Move instead. This does not use any additional Power Gauge bars. It can be performed as long as you have enough Power Gauge bars to use the Special Move in question, and so allows you to efficiently cause damage to your opponent. Mastering this technique is essential for creating combos.

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 2-on-2 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 two characters you will be using. The colors of the characters' outfits will change depending on what button you press to confirm your selection.

3. ORDER SELECTION
Choose which of your two characters will fight first.

BATTLE RULES

The rules for Arcade Play (1-player) and Arcade Vs (2-player) are different.

ARCADE PLAY RULES
• Fight against computer-controlled characters that appear one after another and see how many you can defeat within the time limit.
• If either member of your tag-team is defeated, you will lose.
• When the time is up, you will win regardless of how much health you have left and you will advance to the next round until you reach the boss battle.
• If the time limit expires during the boss battle, the side with the most health points is the winner.
• Depending on how you defeat the boss character (how many hits you make, how many times you use Double Assault attacks, etc) the bosses that appear later will change.
• Each time you defeat three enemy tag teams, you can choose from the battle bonuses listed below. However, you cannot choose the same bonus twice in a row.

BATTLE BONUSES
• No bonus
• Restore Health Gauge
• Restore Power Gauge
• Time Increase

ARCADE VERSUS RULES
• Fight a single round until both members of one team are defeated or the time is up.
• When the time is up, the player with the most health is the winner.

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 SERVICES

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.

ENEMY HEALTH 1/4
You will restart the game with the enemy's health at 1/4 its usual value.

20 SECOND TIME BONUS
You will restart the game with a 20 second longer time limit.

POWER GAUGE STOCK 3
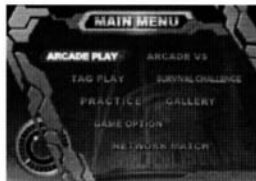You will restart the game with your Power Gauge always fully stocked.

NO SERVICE
You will restart the game with no services.

TAG PLAY

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 2-on-2 tag-team battles.

GAME FLOW

1. MAIN MENU
On the Main Menu screen, select the "TAG PLAY" game mode.

2. CHARACTER SELECTION
On the Character Selection screen, select the two characters you will be using. The colors of the character's outfits will change depending on what button you press to confirm your selection.

3. ORDER SELECTION
Choose which of your two characters will fight first.

BATTLE RULES

• You fight a single round until both members of one team are defeated or the time is up.
• Each round lasts for 100 seconds. When the time is up, the side with the most health remaining wins.
• As soon as one side wins, the match ends and the winning pair will continue on to the next match.
• After winning a match, the team will have their health restored and KO'd members will be revived.
• The time remaining will also be reset to 100 seconds.
• After winning a certain number of matches, you will face a boss match. The bosses that you meet later will change depending on how you beat this boss.

JOINING A MATCH IN PROGRESS

During Tag 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 Tag Play mode.

CONTINUE SERVICES

When you lose a match in Tag 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.

ENEMY HEALTH 1/4
You will restart the game with the enemy's health at 1/4 its usual value.

20 SECOND TIME BONUS
You will restart the game with a 20 second longer time limit.

POWER GAUGE STOCK 3
You will restart the game with your Power Gauge always fully stocked.

NO SERVICE
You will restart the game with no services.

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 and the order they will appear in. Then 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 O button to confirm your selection. You can bring up this menu at any time during practice by pressing the ⬛ button.

```
                 PRACTICE
 (START)
   CONTROL              ◄    CPU        ►
   ACTION               ◄    STAND      ►
   ATTACK               ◄    OFF        ►
   COUNTER              ◄    OFF        ►
   GUARD                ◄    OFF        ►
   LIFE                 ◄    0-LIFE     ►
   GAUGE                ◄    MAX        ►
   AUTO CHARACTER SELECT ◄   OFF        ►
   STAGE SELECT         ◄    CASTLE-2   ►
   SELECT BUTTON        ◄    APPROACH   ►
   KEY SETTING
   CHARACTER SELECT

   EXIT
```
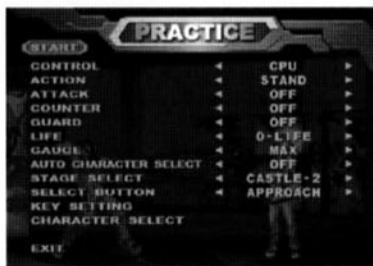
START
Start or restart a practice session.

CONTROL
Select a practice mode from CPU (player against the computer), PLAYER (player 1 against player 2), and WATCH (two computer opponents against each other).

ACTION
Select the action that the computer player should perform in CPU mode.

ATTACK
Select whether or not the computer player should attack while in CPU mode.*

COUNTER
Select whether a counter hit should be automatically performed after a hit in CPU mode.*

GUARD
Select whether or not the computer player should guard while in CPU mode.*

LIFE
Select how the health gauge refills.

GAUGE
Set the power gauge state. AUTO CHARACTER SELECT Turn Auto Character Select on and off.

STAGE SELECT
Change the stage used for practice

SELECT BUTTON
Pressing the ⬛ button during practice mode allows you 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, RESTART starts the match again at the center of the screen, COMMAND records the commands that you use in Practice Mode (up to 10 seconds, see below), COMMAND CLEAR clears the commands that you have recorded, and COMMAND EDIT allows you to edit a recorded action frame by frame.

RECORDING COMMANDS

Pressing the ⬛ button will put you into standby mode. After pressing any button to begin, perform a Special Move, Super Special Move or combo. Press ⬛ again to stop recording (you can store up to 10 seconds worth of moves). After recording the moves, the message "COMMAND RECORD END?" will appear. Select "YES" to save the moves that you just entered. Select "NO" to quit, keeping any commands that had been entered previously. Recorded commands can be executed by pressing the L2 button (see page 3). 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.

EDITING COMMANDS

Pressing the ⬛ button will start editing mode. Commands will be displayed at the top of screen. Use the editing commands below to edit them.

L1/L1 Buttons:	Move 15 frames
⬅/➡ Directional Buttons:	Move 1 frame
↑/↓ Directional Buttons:	Button selection
O button	Play/Pause (start playing from the current position)
X button	Delete (delete that frame)
△ button	Insert (insert a new frame)
□ button	Simultaneous (set buttons to be pressed simultaneously)

If you press the ⬛ button after editing, "COMMAND EDIT END?" will appear. Select "YES" to save the edited commands and "NO" to discard the changes.

BUTTON SETTING
Displays the Key Setting menu, which allows you to change the commands associated with the controller buttons (see page 20.)

CHARACTER SELECT
Use the Character Selection screen to choose a new character.
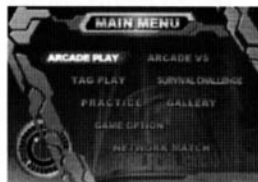
EXIT
Return to the Main Menu.

SURVIVAL CHALLENGE

In this mode, you play tag-team battles against the computer until both of your characters' health reaches 0.

GAME FLOW

1. MAIN MENU
On the Main Menu screen, select "SURVIVAL CHALLENGE."

2. CHARACTER SELECTION
On the Character Selection screen, select the two characters you will be using. The colors of the characters' outfits will change depending on what button you press to confirm your selection.
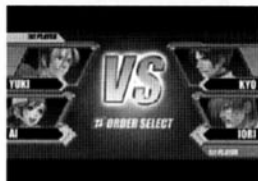
3. ORDER SELECTION
Choose which of your two characters will fight first.

4. START SURVIVAL MODE!
The matches are fought with no time limit. When a character's health reaches 0, he will automatically switch with his tag-team partner.

5. GAME OVER
When both members of your tag team reach 0 health, the game is over.

6. RETRY
After you lose a game, a "RETRY?" message will be displayed. Select "YES" to go to the Character Selection screen and continue with the Survival Challenge.

CHECKING SURVIVAL CHALLENGE RECORDS

You can check the number of opponents you have cleared in Survival Challenge mode by looking at the Ranking Menu in the Game Options (see page 22).

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.

BATTLE SETTING
Opens the Battle Setting Menu (see below).

BUTTON SETTING
Opens the Button Setting Menu (see page 20).

SOUND SETTING
Opens the Sound Setting Menu (see page 20).

GRAPHIC SETTING
Opens the Graphic Setting Menu (see page 21).

CHARACTER EDIT
Opens the Character Edit Screen (see page 21).

RANKING
Opens the Ranking Screen (see page 22).

SAVE & LOAD
Opens the Save & Load Menu (see page 22).

EXIT
Return to the Main Menu.

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.

CPU LEVEL
Change the difficulty of the computer opponent, from level 1 to level 7 (the strongest).

COUNT SPEED
Change the speed that the time limit counts down. There are 5 possible settings.

DEFENSE LEVEL 1P/2P
Change the defense level for player 1 and player 2, from level 1 to level 8 (the strongest).

POWER GAUGE 1P/2P
Set the status of the Power Gauge for player 1 and player 2.

EXIT
Return to the Game Option screen.

GAME OPTIONS

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.
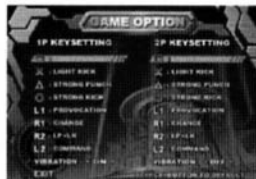
SOUND SETTING MENU

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.

OUTPUT
Switch between Stereo and Monaural sound output.

BGM
Select between "Normal" and "Arranged" background music.

BGM LEVEL
Select the volume of the game's background music.

SE LEVEL
Select the volume of the game's sound effects.

BGM CHECK
Play background music selections. Use the left and right directional buttons to change the number and press the a button to play your selection.

EXIT
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.

SCREEN
Select "TYPE A" or "TYPE B" for the screen display area.
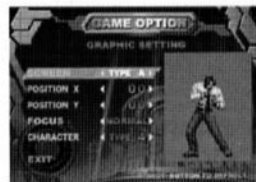
POSITION X
Move the screen display area to the left and right. Increasing the number will move the screen to the right. Decreasing it will move it to the left.

POSITION Y
Move the screen display area up and down. Increasing the number will move the screen down. Decreasing it will move it up.

FOCUS
Select either "NORMAL" or "SOFT" for the in-game focus setting.

CHARACTER
Select from TYPE 1 to TYPE 6 for the character graphics quality.

EXIT
Return to the Game Option Screen.

CHARACTER SETTING MENU

You can create two original color schemes for each character. Select "CHARACTER NAME" and use the ← or → directional buttons to change the character displayed. When you have decided which character you want to change the color for, use the ↑ and ↓ directional buttons to select either the r button palette or the w button palette.

Then use the ← and → directional buttons to select the color you want to change and press the a button to confirm your selection.*

Next, adjust the RGB bars to change the color to your liking. Use the ↑ and ↓ directional buttons to select a bar and use the ← and → directional buttons to make the adjustment. Finally, press the a button to confirm your changes. (You can press the ⬚select button to return the bars to their default positions.)

After adjusting the colors using the method described above, press the EXIT button to return to the Game Option screen. The colors that you created can be accessed by pressing the r or w buttons on the character selection screen.

* While doing this, if you press the f button, you can copy the selected color. Use the ← and → directional buttons to choose a location to paste the color and press the d button to paste it.

GAME OPTIONS

RANKING MENU

Use this screen to check the score rankings for Arcade Play, Tag Play, and Survival Challenge. Press the O button to display the scores for Arcade Play, the □ button to display scores for Tag Play, and the △ button to display scores for Survival Mode. Press the X button to return to the Game Option screen.

SAVE & LOAD MENU

Save and load game data using a memory card (8MB)(for PlayStation®2). Use the ↑ and ↓ directional buttons to select an item and press the O button to confirm your selection.

SAVE
Save your game onto a memory card (8MB) (for PlayStation®2)

LOAD
Load a game from a memory card (8MB) (for PlayStation®2)

AUTO SAVE
Turn Auto Save on and off. Use the ← and → directional buttons to turn it on and off. When turned on, this option will save your game at preset checkpoints.

EXIT
Return to the Game Option Screen.

Note: Please insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before the consoles MAIN POWER switch is turned ON. (This game does not support MEMORY CARD slot 2.) At least 200KB of free space is required to save your game.

GALLERY

In this mode, you can view NeoGeo Coliseum illustrations.

GALLERY MENU

Select "GALLERY" from the Main Menu to display the following menu items.

CHARACTER
View official NeoGeo Coliseum character illustrations. You will only be able to view the illustrations for characters that you have defeated in Survival Mode.*

ART WORK
View a variety of illustrations and game materials. This is viewable from the start.

ENDING
View endings for each character. You will only be able to view the endings for the characters that you have used to beat Arcade Play mode.*

EXIT
Return to the Main Menu.

* When you have unlocked all hidden characters, you will be able to view all of the images in Gallery Mode (see pages 29 and 30).

IMAGE SELECT SCREEN CONTROLS

Directional buttons	Select an image
O button	Magnify the image
X button	Return to the Gallery Menu
△ button	Go on to the next page
□ button	Go back to the previous page

MAGNIFIED DISPLAY CONTROLS

Directional buttons	Move the image (hold eto move quickly)
O button	Return the display to the default setting
X button	Return to the Image Select screen
△ button	Shrink the image
△ button	Magnify the image
button	Display the menu

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: Press and hold the button written before "Charge" for a while, and then press the button written after
[LP]	Weak Punch: By default, this is assigned to the □ button
[SP]	Strong Punch: By default, this is assigned to the △ button
[LK]	Weak Kick: By default, this is assigned to the ✕ button
[SK]	Strong Kick: By default, this is assigned to the ○ button
[+]	Indicates that the buttons to the left and right of the [+] symbol should be pressed at the same time
★	Indicates Super Special Moves.
[#]	Indicates the number of power stock required by the move(*).

(*) The required number of power stock changes from one character to another.
(*) Refer to the SKILL LIST in the Pause menu for information on moves that are not mentioned here.

INFORMATION

For characters' background stories, profiles, and a list of the games that they have appeared in, see the official NeoGeo Coliseum page on the SNK Playmore web site (www.ignitionent.com/ngbc).

Beast Buster	↓↘→+ LP or SP	
Submarine Screw	→↓↘+ LP or SP	
TNT Punch	↓↙←+ LP or SP	
★Chodokyu Mega Beam 100 [#]	↓↙←↓↙←+ LP or SP)	

Yuki

Beast Buster	↓↘→+ LP or SP
Submarine Screw	→↓↘+ LP or SP
TNT Punch	↓↙←+ LP or SP
★Chodokyu Mega Beam 100 [#]	↓↙←↓↙←+ LP or SP)

Ai

Fire Ball	→↓↘+ LP or SP
427 Torment Trigger	→↘↓↙←+ LK or SK
Wicked Chew	↓↘→+ LP
★Repressed Serpent of the Kusanagi 108 [#]	↓↙←↓↓↘→+ LP or SP

Kyo Kusanagi

Fire Ball	→↓↘+ LP or SP
Dark Thrust	↓↘→+ LP or SP
Crescent Moon Crunch	→↘↓↙↖+ LK or SK
★Maiden Masher [#]	↓↘→↘↓↙←+ LP or SP

Iori Yagami

The Trigger	↓↘→+ LP or SP
Crow Bite	→↓↘+ LP or SP
Minute Spike	↓↙←+ LK or SK (Possible during jump)
★Heaven's Drive [#]	↓↘→↓↘→+ LK or SK

K′

Shermie Spiral	Get close to opponent and press ←↙↓↘→+ LP or SP
Diamond Bust	←↙↓↘↖+LK or SK
Shermie Catch	→↓↘+ LP or SP
★Shermie Carnival [#]	Get close to opponent and press (←↙↓↘→x2) + LP or SP

Shermie

Power Wave	↓↘→+ LP or SP
Burning Knuckle	↓↙←+ LP or SP
Crack Shot	↓↙←+ LK or SK
★Power Geyser [#]	↓↙←↙↘→+ LP or SP

Terry Bogard

Violent Wind Fist	↓↘→+ LP
Gale Fist	(During jump) ↓↙←+ LP or SP
Upper Body Slam	→↘↓↙←+ LP
★Raging Storm [#]	↙→↘↓↙←+ LP or SP

Geese Howard

Folding Fan Fandango	↓↘→+ LP or SP
Dragon Flame Fandango	↓↙←+ LP or SP
Deadly Ninja Bees	←↙↓↘→+ LK or SK
★Perturbed Peonies [#] [#]	(During jump) ↓↘→↓↘→+ LP or SP

Mai Shiranui

Dust Storm	↓Charge ↑+ LP or SP
Flying Slice	↓Charge ↑+ LK or SK
Legs of Conquest	↓↓+ LK or SK
★Phoenix Heaven Kick [#]	↓↘→↓↘→+ LK or SK

Kim

Quick Jab	↓↙←+ LP or SP
Thousand Kicks	→↓↘+ LK or SK
Power Wave	←Charge →+ LP
★Hurricane Bash [#]	→←↙↓↘→+ LP or SP

Tung Fu Rue

Teiou Jinsoku Ken	→→+ LP or SP
Teiou Tengen Ken	↓↘→+ LP or SP
Teiou Tenji Ken	→↓↘+ LP or SP
★Teiou Shukumei Ken [#]	↓↘→↓↘→+ LP or SP

Jin Chonrei

Teiou Tengen Ken	↓↘→+ LP or SP
Teiou Tenji Ken	→↓↘+ LP or SP
Teiou Jingen Ken	→↘↓↙←+ LP or LK or SP
★Teiou Shukumei Ken [#]	↓↘→↓↘→+ LP or SP

Jin Chonshu

Cyclone Punch	↓↘→+ LP
Rising Tackle	↓Charge ↑+ LP or SP
Hard Edge	↓↙←+ LP or SP
★Shining Knuckle [#]	↓↘→↓↘→+ LK or SK ([#] [#] for SK)

Rock Howard

Hakki Shou	↓↘→+ LP or SP
Soushou Shin	↓↙←+ LP or SP
Kobi Kyaku	↓↙←+ LK or SK
★Tenshou Ranki [#]	↓↘→↓↘→+ LK or SK

Hotaru Futaba

Tiger Blast	→↓↘+ LP or SP
Whiplash Bash	→←→+ LP or SP
Tiger Roar Punch	→↘↓↙←+ LP or SP
★Furious Fandango [#] [#]	↓↘→↘↓↙←+ LP or SP

2nd Mr. Karate

Upper Flashing Dragon Attack	←Charge →+ LP or SP
Lower Flashing Dragon Attack	←Charge →+ LK or SK
Flying Dragon Slice	↓Charge ↑+ LK or SK
★Conquering Crunch [#]	→←↙↓↘→+ LP or SP

Robert Garcia

Ground Blaster	↓↘→+ LP or SP
California Romance	→↓↘+ LP or SP
Cross Diving	→↘↓↙←+ LP or SP
★Blaster Wave [#]	↓↘→↓↘→+ LP or SP

Mr. Big

Lee Pai Long	
Spinning Claw	←Charge →+ LP or SP
Hundred Fist Fury	→ ← →+ LP or SP
Hundred Rending Kicks	←↙↓↘+ LK or SK
★Flying Monkey Claw [#]	↓↘→↓↘+ LP or SP

Haohmaru	
Cyclone Slash	↓↘→+ LP or SP
Secret Earthquake Slice	↓↙←+ LP or SP
Crescent Moon Slash	→↓↘+ LP or SP
★Heaven Constraint Blast [#][#]	↓↘→↓↘+ LP or SP

Nakoruru	
Annu Mutsube	↓↘→+ LP or LK or SP
Lela Mutsube	→↓↘+ LP or LK or SP
Shichikapu Etu	→↘↓↙←+ LP or LK or SP
★Ererushi Kamui Rimuse [#]	(→↘↓↙←x2)+ LP or LK or SP

Genjuro Kibagami	
Cherry Blossom Slice	↓↙←+ LP or SP
Lightning Wings	→↓↘+ LP or SP
Triple Death Hack	↓↘→+ LP or SP (Enter 3 times in a row)
★Reverse Five Flash [#]	↓↘→↓↘+ LP

Shiki	
Heaven's Blast	→↓↘+ LP or LK or SP (Possible during jump)
Harbinger of Mortality	↓↙←+ LP or LK or SP
Advent Assault	(During jump ↓↙←+ LP or LK or SP
★Flight of Lucifer [#]	↓↙←↙↓↘→+ LP or LK or SP

Asura	
Asmodeus	↓↘→+ LP or LK or SP
Belphegor	→↓↘+ LP or LK or SP
Mammon	→↘↓↙←+ LP or LK or SP
★Satan [#][#]	↓↙←↙↓↘→+ LP or LK or SP

Kaede	
Morning Star Squall	↓↘→+ LP or SP
Morning Star Wind Fang	→↓↘+ LP or SP
Morning Star Fillet Flash	↓↙←+ LP or SP
★Lively Dragon Pounce [#]	↓↙←↙↓↘→+ LP or SP

Moriya Minakata	
Glancing Blade Haze	↓↙←+ LP or LK or SP
Glancing Blade Moonlight	↓↘→+ LP or SP (Enter 3 times in a row)
Glancing Blade New Moon	→↓↘+ LP
★Life and Death Moonlight Flash [#]	↓↘→↓↙←+ LP or SP

Akari Ichijo	
Messianic Blast	↓↘→+ LP or SP
Astro-Revolve	↓↑+ LK or SK
Pure Princess Parry	Get close to opponent and press →↘↓↙←+ LP or SP
★Sextet Synthesis [#]	↓↙←↙↓↘→+ LP or SP

Keiichiro Washizuka	
Fatal Flurry	←Charge →+ LP or SP
Wolf Fang	←Charge →+ LK or SK
Foolish Flurry	↓Charge ↑+ LP or SP
★True Fang of the Wolf [#]	↓↙←↙↓↘→+ LP or SP

Hanzo	
Lightning Slash	↓↘→+ LP or SP
Dragon Wave	→↓↘+ LP or SP
Ninja Buzzsaw	↓↙←+ LP or LK or SP or SK
★Iga Ninja Octo-laceration [#]	↓↘→↓↘+ LK or SK

Fuuma	
Cyclone Slash	↓↘→+ LP or SP
Dragon Wave	→↓↘+ LP or SP
Ninja Whirlwind	↓↙←+ LK or SK
★Ultimate Explosion [#][#]	↓↙←↙↓↘→+ LP or SP

Mudman		
Mudman Attack	↓↘→+ LP or SP	
Mudman Attack	↓↘→+ LP or SP	
Mud Gyro	↓Charge ↑+ LP or SP	
★Super Mudman Attack [#]	↓↘→↓↘→+ LP or SP	

Kisarah Westfield		
Hip Bazooka	↓↘→+ LP or SP	
Cheerleader Kick	↓↙←+ LK or SK	
Cute Rainbow	→↓↘+ LK or SK	
★Splash Air Dance [#]	↓↘→↓↘→+ LK or SK (Possible during jump)	

Cyber Woo		
Hammer Punch	↓↘→+ LP or SP	
Flying Power Bomb	→↓↘+ LK or SK	
Flying Tornado	Get close to opponent and press →↘↓↙←↖↑↗+ LP or SP	
★Missile Attack [#]	↓↘→↓↘→+ LP or SP	

Marco Rossi		
Heavy Machine Gun	→←↙↓↘→+ LP or SP	
Iron Lizard	→←↙↓↘→+ LK or SK	
Rocket Pack	↓↙←+ LP or SP (Possible during jump)	
★Metal Slug Attack [#]	(←↙↓↘→x2)+ LK	

HIDDEN CHARACTERS

The following characters can only be used when certain conditions are met.

Athena		
Hamadryas Buster	↓↘→+ LP or SP (Possible during jump)	
Neptune Killer	→↓↘+ LK or SK	
Lion's Shield	→↘↓↙←+ LK or SK	
★Heaven's Gate [#] [#]	→←↙↓↘→+ LP or SP	

[Conditions] Can be selected in the Character Selection Screen after Arcade Play is cleared.

Mars People		
Mars Shot	↓↘→+ LP or SP	
Area 801	↓↘→+ LK or SK	
Plasma Spin	→↓↘+ LK or SK	
★Not Independence Day [#]	(←↙↓↘→x2)+ LP or SP	

[Conditions] Can be selected in the Character Selection Screen after Tag Play is cleared.

Mizuchi		
Harae	→←↙↓↘→+ LP or SP	
Utsushi Iwai	→↓↘+ LP or SP	
Mi Ho	(During jump)↓↙←+ LP or SP	
★Marokare [#]	↓↘→↓↘→+ LP or SP	

[Conditions] Defeat Mizuchi in Survival Challenge.

[How to Select] In the Character Selection Screen, move the cursor left after placing it next to Kyo Kusanagi, or move it right after placing it next to Iori Yagami.

Shishioh		
Silent Storm	↓↘→+ LP or SP	
Beast Blow	↓↙←+ LP or SP	
Earth Chopper	→↓↘+ LP or SP	
★King Straight [#]	→↓↘↙←→+ LP or SP	

[Conditions] Defeat Mizuchi in Survival Challenge.

[How to Select] In the Character Selection Screen, move the cursor left after placing it next to Kyo Kusanagi, or move it right after placing it next to Iori Yagami.

NEO-DIO		
Sonic Saber	↓↘→+ LP or SP	
Meteor Mash	(During jump)↓↘→+ LK or SK	
Thunder Blow	→↓↘+ LP or SP	
★Ultimate Cannon [#]	↓↘→↓↘→+ LP or SP	

[Conditions] Defeat Mizuchi in Survival Challenge.

[How to Select] In the Character Selection Screen, move the cursor left after placing it next to Kyo Kusanagi, or move it right after placing it next to Iori Yagami.

Goodman		
Parabolic Attack	↓↘→+ LP or LK or Sp or SK	
Pillar of Fire	→↓↘+ LP or LK or SP or SK	
Reflector	←↓↙+ LP or LK or SP or SK	
★Power Up [#] [#] [#]	LP + LK + SP	

[Conditions] Defeat Goodman in Survival Challenge.

[How to Select] In the Character Selection Screen, move the cursor right after placing it next to Yuki, or move it left after placing it next to Ai.

*1: Goodman is the only character who fights alone. If he is selected first, you will not be able to select a second character. If a different character is selected first, you will not be able to select Goodman.

*2: Goodman cannot jump or crouch.

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