

KF

MAXIMUM IMPACT™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

A FEW WORDS OF THANKS

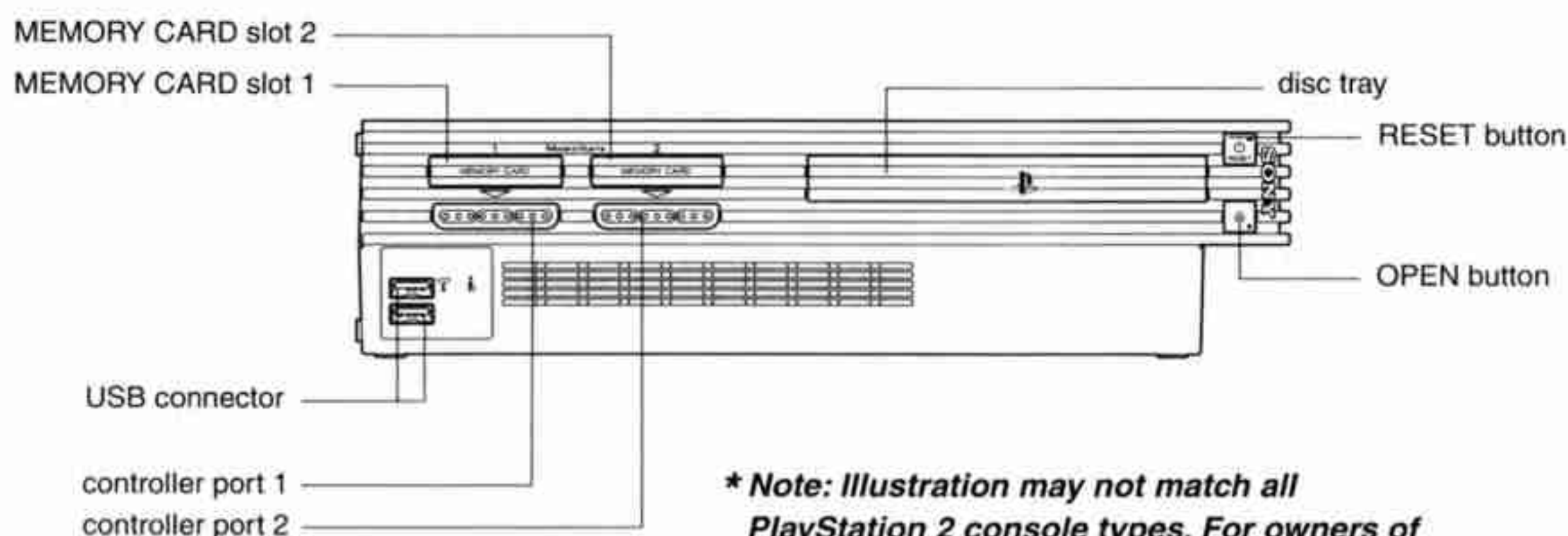
Here's one garrote of gratitude for your purchase of KOF MAXIMUM IMPACT for the PlayStation®2. Please be sure to read through this manual carefully before playing the game to learn how things are really done.

CONTENTS

GETTING STARTED	02
EXPLANATION OF COMMANDS	03
BEGINNING GAME PLAY	05
RULES	06
READING THE GAME SCREEN	07
THE PAUSE MENU	07
COMMANDS DURING BATTLE	08
GAME SYSTEMS	10
GAME MODES	12
STORY MODE	12
VERSUS MODE	12
CHALLENGE MODE	13
PRACTICE MODE	14
PROFILE MODE	15
OPTIONS MODE	15
OPTION SETTINGS	16
GAME OPTIONS	16
SOUND OPTIONS	16
KEY CONFIG	17
RECORDS	17
SAVE & LOAD	17

Please note that since all game screen images presented herein were produced during game development, some specifications may have been changed for the purpose of product improvement.

● GETTING STARTED ●



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the (SOFTWARE TITLE HERE) disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow 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.

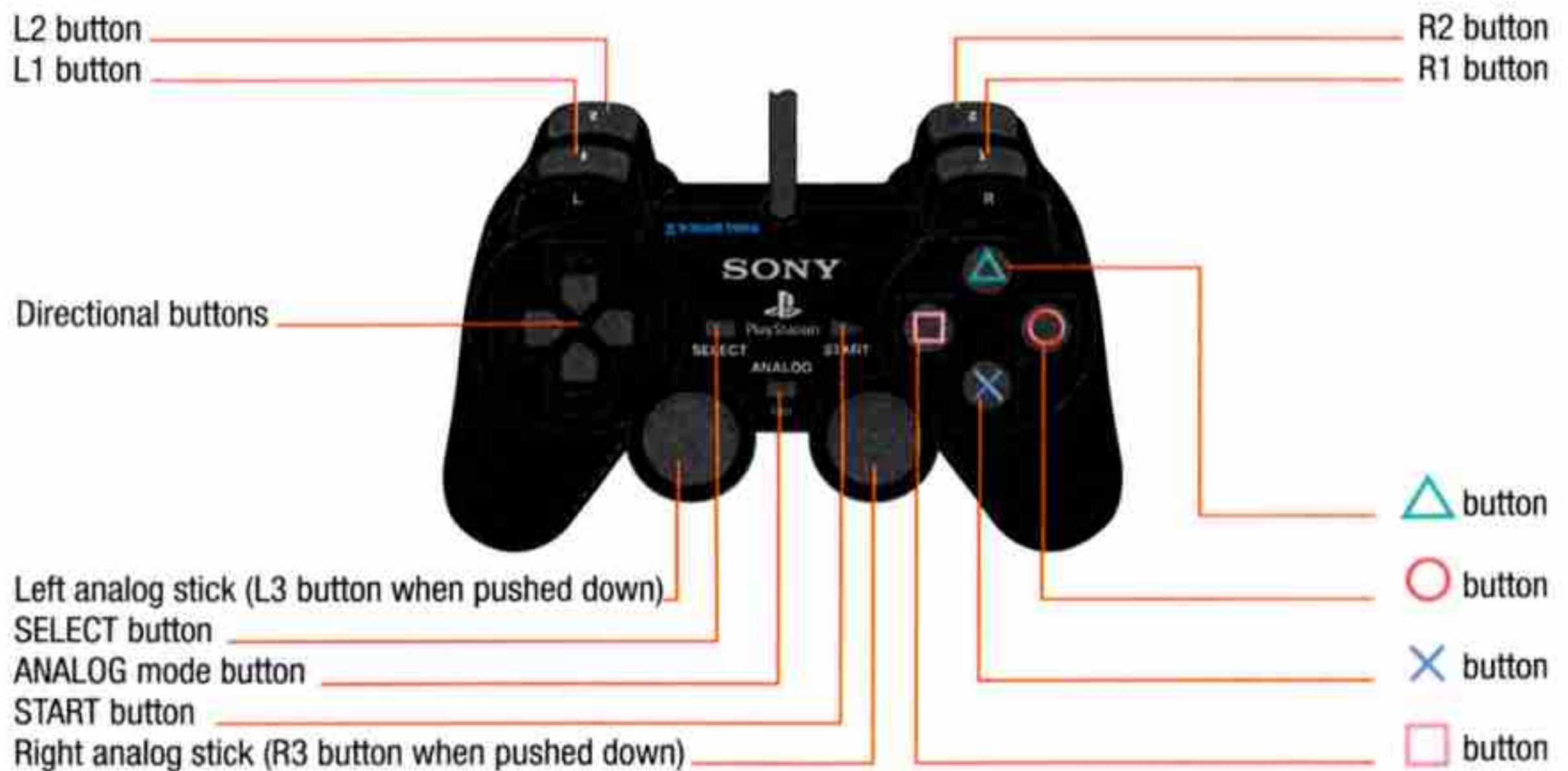
● EXPLANATION OF COMMANDS ●

This game is designed for one to two players and can be used with the PlayStation® DUALSHOCK® analog controllers, and the PlayStation®2 DUALSHOCK®2 analog controllers. Insert the controller you will use to play the game into the controller port 1 of the PlayStation®2 game console. Insert another controller into the controller port 2 when playing two-player battles.

The commands listed herein apply to the DUALSHOCK®2 analog controller. This game responds to the vibration function of the analog controller only, and is incompatible with the analog mode.

The commands for the PlayStation® DUALSHOCK® analog controller are the same as DUALSHOCK®2 analog controller, but the vibration function is not available.

DUALSHOCK®2 ANALOG CONTROLLER



BASIC COMMANDS FOR THE GAME

	FOR MENU & SELECT SCREENS	DURING GAME PLAY
START button	Begins game play	Calls up the Pause Menu
SELECT button	Not used	Not used
Directional button	Move cursor	Move player character
□ button	Confirms selections	Light punch
× button	Confirms selections	Light kick
△ button	Cancels selections (Goes back to previous screen)	Strong punch
○ button	Cancels selections (Goes back to previous screen)	Strong kick
L1 button	Not used	Provokes opponents
L2 button	Not used	Not used
R1 button	Not used	Light punch + Light kick
R2 button	Not used	Strong punch + Strong kick
Left analog stick	Not used	Not used
Right analog stick	Not used	Not used
ANALOG mode button LED inidicator	This game is not compatible with the analog mode. The game can be played if the red light is on or off.	

*You can reset the game during gameplay by pressing the START, SELECT, L1, L2, R1, and R2 buttons simultaneously.

*The analog controllers will vibrate whether the LED display lights up or not. The vibration function can be turned on and off using the KEY CONFIG menu in the Option Mode (See p. 17). *The settings explained above are initial game settings and some of these can be changed for gameplay using the KEY CONFIG menu in the Option Mode (See p. 17).



● BEGINNING GAME PLAY ●

AT THE VERY BEGINNING...

Push the START button during the opening animation sequence or when the Title screen appears to call up the Main Menu standby screen.

▼ [MAIN MENU]

Push the Δ , $\bigcirc$, $\times$, or $\square$ button while the Main Menu standby screen is displayed to call up the Main Menu screen. Select a mode using the direction buttons and push the $\times$ or $\square$ button (confirmation buttons). To cancel a selection, push the Δ or $\bigcirc$ button (cancellation buttons). Refer to the Introduction to Modes section (p. 12) for a more detailed explanation of each mode.



▼ [CHARACTER SELECT]

The Character Select screen varies with each mode. To select a character, move the cursor to the desired character with the direction buttons and push the $\times$ or $\square$ button. Then after selecting a character model using the right and left direction buttons and choose a color with the up and down direction buttons, push $\times$ or $\square$ button. With team battles, you must subsequently select the order of appearance for each team member using the up and down direction buttons and, by pressing either the $\times$, or $\square$ buttons to confirm on the Character Select screen for Story Mode, and Challenge Mode.



▼ [STAGE SELECT]

In Versus Mode (p. 12) and Practice Mode (p. 14), you must select a game stage after selecting your character. Select the desired stage with the up and down direction buttons and the types of stages (afternoon, night, etc.) with the right and left direction buttons; then push the $\times$ or $\square$ button.



▼ THE BATTLE BEGINS!

● BEGINNING GAME PLAY ●

RULES

TIME LIMIT

One round has a time limit of 60 seconds, and when this time runs out the game ends.

CONDITIONS FOR WINNING

- When either of the conditions below is satisfied, you win a round. The first player to win the determined number of rounds wins the match.

- K.O. (KNOCKOUT) When life energy runs out during the round's time limit.
- TIME UP When time runs out and your character's remaining life energy is more than your opponent's.

*The number of rounds for a match can be changed using the GAME OPTIONS menu (p. 16) in Option mode.

CONDITIONS FOR DRAWS

- Rounds end in a draw when the following conditions below are met.

- DOUBLE KO When life energy for both players runs out during the round's time limit.
- DRAW When time runs out and the amount of life energy for both players is the same.

SINGLE BATTLES

- The format of battle is a 1-on-1 competition.

■ SUMMARY:

- The first player to win 2 out of 3 rounds wins the match.
- When each round ends, the life energy for each player is restored completely.

■ TREATMENT OF DRAWS

- A victory point is given to each player.
- If the third round ends in a draw, a fourth and final round is played.
- If the final round ends in a draw, both players lose.

TEAM BATTLES

- The format of battle is a 3-on-3 character competition.

■ SUMMARY:

- The first team to defeat all members of the other in a one-fall, knockout competition wins the match.
- The life energy for players is not restored at the end of each round, and the victor moves on to the next round with the life energy remaining from the previous one (life energy is restored slightly, however, with time bonuses).

■ TREATMENT OF DRAWS

- Both teams must use their next player.
- If the round between the third team members ends in a draw, the third members battle it out in a final round.
- If the final round ends in a draw, both teams lose.

● BEGINNING GAME PLAY ●

READING THE GAME SCREEN



01 TIME DISPLAY

Displays the remaining time for rounds. Rounds end when time runs out.

02 LIFE GAUGE

Displays the character's remaining life energy. Characters lose when their energy runs out.

03 CHARACTER PANEL

Shows the face of the character in use.

04 VICTORY MARK

Displays the number of rounds won by the character.

05 GUARD GAUGE

Displays the status of guard endurance. When it is used up, the gauge will turn red and begin to flash. When the character guards while this flashes red, the Guard Crush will invariably occur.

06 POWER GAUGE

This gauge is necessary for performing a Super Special Move or Guard Cancel Attack/Evasion. Increase the energy level through attacks to stockpile a maximum of three gauges.

THE PAUSE MENU

Pushing the START button during game play calls up the Pause Menu window (contents of this menu vary slightly with each mode). The only mode in which the Pause Menu does not appear is in Time Attack Mode (p. 13).

- CLOSE: Closes the Pause Menu window.
- COMMAND LIST: Lets you to see a list of moves for your character.
- KEY CONFIG: Lets you change controller command settings.
- CHARACTER CHANGE: Lets you change your character. This option is only displayed in Versus Mode (p. 12) and Practice Mode (p. 14).
- PRACTICE MODE: Displays the Practice Menu window. This option only appears while using Practice Mode (p. 14).
- CONFIRM: Let's you check the contents of missions. This option is only available in Mission Mode (p. 13).
- GIVE UP: Let's you quit a mission and try another. This option is only available in Mission Mode (p. 13).
- EXIT: Returns you to the Main Menu.

The Pause Menu displayed in Story Mode. ▶



● COMMANDS DURING BATTLE ●

SYMBOLS

Commands are abbreviated with the symbols listed below. All commands are described in their initial settings and for characters moving from the left to the right of the screen.

- Press the right directional button
- ← Press the left directional button
- ↑ Press the up directional button
- ↓ Press the down directional button
- ↗ Press the up and right directional buttons simultaneously
- ↘ Press down and right directional buttons simultaneously
- ↖ Press the up and left directional buttons simultaneously
- ↙ Press the down and left directional buttons simultaneously
- Press the □ button
- × Press the × button
- △ Press the △ button
- Press the ○ button
- L1 Press the L1 button
- R1 Press the R1 button
- R2 Press the R2 button
- ⊕ Represents simultaneous input (perform the commands on the right and left of this symbol simultaneously)



● COMMANDS DURING BATTLE ●

COMMAND LIST

MOVE FORWARD	→
MOVE BACKWARD	←
DASH	→ → quickly (then press down on button)
BACKSTEP	← ← quickly
JUMP	↖ or ↑ or ↗
SMALL JUMP	↖ or ↑ or ↗ briefly
MEDIUM JUMP	After ↖ or ↓ or ↘ quickly, ↖ or ↗ quickly; ↗ briefly during a Dash
BIG JUMP	After ↖ or ↓ or ↘ quickly, ↖ or ↗ ↗ during a Dash
CROUCH	↙ or ↓ or ↘
GUARD	While being attacked, ← (Upper) or ↙ (Lower)
LIGHT PUNCH	□
LIGHT KICK	×
STRONG PUNCH	△
STRONG KICK	○
PROVOCATION	L1
STRONG PUNCH BODY SLAM	← or → near opponent + △ (slams opponent to the right)
STRONG KICK BODY SLAM	← or → near opponent + ○ (slams opponent to the left)
AERIAL BODY SLAM	Any direction button except ↑ near opponent + △ or ○
BLOW-BACK ATTACK	R2
AERIAL BLOW BACK ATTACK	R2 during a jump
FORWARD EMERGENCY EVASION	→ + R1
BACKWARD EMERGENCY EVASION	← + R1
INWARD SIDESTEP	R1
OUTWARD SIDESTEP	↓ + R1
INWARD SPIRAL MOVE	R1 (pressed down)
OUTWARD SPIRAL MOVE	↓ + R1 (pressed down)
FALL BREAKER	R1 before being knocked down
BODY SLAM ESCAPE	← or → + △ or ○ when grabbed (push the same button corresponding to your opponent's body slam attack)
GUARD CANCEL ATTACK	R2 during guard (uses up 1 Power Gauge)
FORWARD GUARD	
CANCEL ROLL	→ + R1 during guard (uses up 1 Power Gauge)
BACKWARD GUARD CANCEL ROLL	← + R1 during guard (uses up 1 Power Gauge)
STYLISH MOVE	Enter special commands with the correct timing during specific moves
DEADLY MOVES	Enter special commands
DOA THRASHING	Enter special commands (Power Gauge Use: The use of power gauges varies with each move)

● GAME SYSTEMS ●

Here's an easy-to-understand introduction of important actions, techniques, and character conditions during game play.

SIDESTEP

This is an action that lets you move quickly to your opponent's flank. It lets you quickly move behind and in front of your opponent.

SPIRAL MOVE

This is a move that lets you run circles around your opponent and gradually come up on them while moving. It lets you move behind and in front of your opponent.

BODY SLAM ESCAPE

By entering the correct command during the set time limit (and pushing the button that corresponds to your opponent's attack), your character can avoid being thrown. This move is possible only against regular body slams and cannot be used against body slams from Deadly Moves.

*The set time limit for the Body Slam Breaker refers to the amount of time that lapses from being grabbed until the body slam is performed.

FALL BREAKER

This move cancels the bounce action resulting when taking damage from being thrown and allows the character to roll backward and break a fall.

GUARD CRUSH

When Guard Gauge energy is exhausted, the character is stunned and rendered temporarily defenseless.

● GAME SYSTEMS ●

COUNTER

By hitting an opponent with an attack at the inception of a Deadly Moves, etc., your character can counter an attack and make attacks 1.5 times more powerful than normal (this also continues for each hit during combo moves).

GUARD CANCEL ATTACK

This move lets you cancel a guard action and make a Blow Back Attack without taking any damage through the use of 1 Power Gauge.

FORWARD & BACKWARD GUARD CANCEL ROLLS

With the use of 1 Power Gauge, your character can perform a Guard Cancel Emergency Evasion. A forward roll does not let you roll in back of your opponent.

STYLISH MOVES

By entering commands during certain moves with the right timing, you can perform cool combination (combo) moves. Each character has his or her arsenal of Stylish Moves with a wealth of variations. See the command list in the Seperate Bonus Manual for information about the commands.

DEADLY MOVES

You can use Deadly Moves by entering special commands. As a basic rule, you can cancel out normal moves and Stylish Moves with these Deadly Moves.

DOA THRASHING

With the use of Power Gauges, you can use powerful DOA Thrashing that exceed the destructive power of Deadly Moves. The number of Power Gauges expended varies with each move.

● GAME MODES ●

There are six types of Game Modes listed below. Select the mode you want on the Main Menu screen.

STORY MODES

A mode in which you follow the action of the story for the character selected and try to reach its end. Defeat one computer character after another and when you defeat the final boss, you beat the game and go to the ending.

If you are defeated by a computer character along the way, the Continue screen appears. Push the START button during the continue countdown (there is no limit to the amount of times you can continue) to try again.

The Story Mode is a single-player mode only, and burst-in play during this mode is not possible.



CLEAR BONUSES

As you clear the storylines for each character in this mode, you receive various bonuses. Listed below are some of these bonuses. So pull up your sleeves and fight your way to the end of storylines for each character!

- Completing the storylines for Alba and Soiree lets you use the boss character Duke as a playable character.
- Character profiles for those characters whose stories have been completed can be viewed in Profile Mode.

VERSUS MODE

This mode does away with the Story and various other conditions to let you enjoy the pure joy of battling it out. There are 4 types of sub-modes in this mode, including those for single players against the computer or against another player for two-player battles.

SINGLE PLAY A 1-on-1 battle for a single player against the computer. Select a character and duke it out!

SINGLE VS A 1-on-1 battle for two players pitted against each other. Each player selects a character and goes on to battle it out.

TEAM PLAY A team battle against the computer for one player. After organizing a team of three characters, face your computer opponents.

TEAM VS A team battle for two players pitted against each other. Each player forms a team of 3 members then proceeds to battle.



● GAME MODES ●

WHEN THE BATTLE ENDS...

The following menu options appear on the screen when a battle ends.

- **RETRY** Begin a rematch under the same conditions.
- **CHARACTER CHANGE** Calls up the Character Select menu and allows you to change your character.
- **EXIT** Returns you to the Title Screen.

CHALLENGE MODE

This is a mode in which you take on various tasks and race against the clock to clear the game. There are two types of modes listed below.

MISSION MODE

This is a mode in which you must complete a given mission. The conditions for completion vary with each mission, and by fulfilling these conditions you receive a MISSION COMPLETE message. By finishing a number of missions and meeting certain conditions, you may receive bonus items.

*You do not receive anymore items even if you complete already finished missions



EXAMPLES OF BONUS ITEMS

- New costumes for characters
- Addition of stages (accessible in Versus Mode & Practice Mode)

FAILING MISSIONS...

When you fail a mission, the following menu options appear.

- **RETRY** Lets you try the mission again.
- **MISSION CHANGE** Changes the conditions for the mission.
- **CHARACTER CHANGE** Calls up the Character Select menu and allows you to change your character.
- **EXIT** Returns you to the Title Screen.

TIME ATTACK MODE

In this mode you battle it out with computer characters and race against time to clear the game. Breaking time records lets you enter your name in the ranking list.

FAILING TO BREAK RECORDS...

When you fail to break records, the game will be over.

● GAME MODES ●

PRACTICE MODE

This mode lets you learn the basic character moves and practice various other moves. Use this as a training ground for actual battle to practice entering combo move, Deadly Move, DOA Thrashing, and other commands.

PRACTICE MODE FLOW CHART

After selecting the Practice Mode on the Main Menu screen, follow the sequence below before beginning to practice.

1. CHARACTER SELECT (Select your character and sparring partner character)

2 STAGE SELECT (Select a stage for practicing)

3 PRACTICE MENU (Lets you change various settings for practicing)

4. BEGIN PRACTICING!

TYPES OF PRACTICE

In the Practice Mode, there are 3 types of sub-moves: VS CPU lets you practice against a computer character; VS PLAYER allows two players to practice with each other; and WATCH lets you study battles between two computer characters.

THE PRACTICE MENU

Press the up and down directional buttons to select items and push the left and right directional buttons to change settings. You can even call up the Practice Menu while practicing by pushing the START button and selecting an option.

START Begins practice

MODE Lets you set up Practice Mode conditions

ACTION Determines the action of the computer character for VS CPU practice

ATTACK Determines attacks the computer character makes in VS CPU practice

COUNTER Turns the compulsory counter for combo attack hits on or off

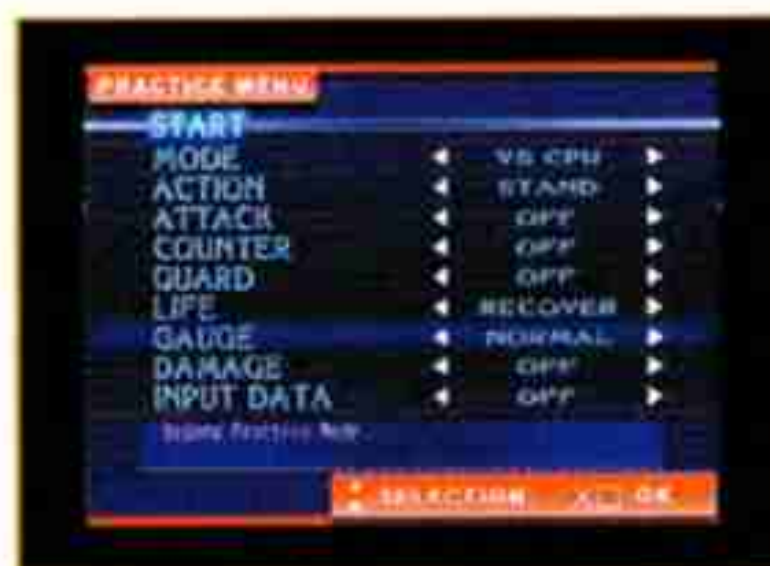
GUARD Determines defense for computer characters in VS CPU practice

LIFE Lets you set the condition of the Life Gauge for each character

GAUGE Lets you set the condition of the Power Gauge for each character

DAMAGE Turns the damage display on or off

INPUT DATA Turns the display of inputted commands on or off



● GAME MODES ●

PROFILE MODE

This mode lets you view character profiles for each character in the game and adjust their wire-frame models. Since initial settings are fixed in this mode, however, nothing can be seen at the beginning of the game. As you clear Story Mode stories, information for each character becomes available, allowing you to view a variety of character data.

RIGGING MODELS...

This is a model that is a unique item provided for each character. These vary for each character, and can be manipulated as the profile data becomes available.

VIEWING PROFILE SCREENS

- ① Profile Content: Displays the name, birth date, fighting style, and introduction for each character.
- ② Character Model: When setting for the rigging model, select "RIGGING MODEL" sheet with left and right directional buttons, and select your rigging model with top and bottom of directional button and push the **X** or **□** button.

- * Alterations to rigging models can only be done using the Profile screen. When the setting is switched on, you cannot select the character's normal model.



OPTIONS MODE

This mode lets you change various game settings as you please. For further details, refer to the Option Settings section (p. 16).

ENTERING NAMES

When scores break records in the Story Mode and Time Attack Mode, you can enter your name in the ranking that corresponds to the mode you've played. When the Name Entry screen appears, select letters using the direction buttons and push the **X** or **□** button after each selection. Push the START button when you've completed entering your name, or select ENTER and push the **X** or **□** button to record the name.



*Only the English alphabet can be used and names no more than 10 letters can be entered.

*The **△** or **○** button serve as back space buttons.

*Rankings can be seen by selecting RECORDS (p. 17) in the Option Mode.

● GAME OPTION SETTINGS ●

Selecting OPTION on the Main Menu screen calls up the Game Options screen and you can select 1 of the 5 sub-modes. Select a sub-mode with the directional buttons and push the ☐ or ☐ button.



GAME OPTIONS

You can change game difficulty and rules using this mode. Select items using the up and down directional buttons and change settings with the left and right buttons. Game option modes are not reflected in the Mission Mode (p. 13) and Time Attack Mode (p. 13) because the settings in these modes are fixed.

In Story Mode, changes made in DIFFCULTY only will be reflected during gameplay.

- DIFFICULTY** Determines the strength of the computer character at 1 of 7 levels
- ROUNDS** Determines the number of rounds for single play and single versus in Versus Mode
- ROUND TIME** Determines the time limit for rounds (for Versus Mode)
- POWER GAUGE** Determines the condition of the Power Gauge (for Versus Mode)
- DEFAULT** Pushing the ☐ or ☐ button returns settings to their initial state.
- EXIT** Pushing the ☐ or ☐ button returns you to the Option screen.



SOUND OPTIONS

Lets you change the various sound settings. Select an item with the top and bottom directional buttons and change settings with the left and right directional buttons.

- SPEAKER** Lets you determine the audio output mode.
- VOLUME** Lets you adjust the volume of game sound output.
- DEFAULT** Push the ☐ or ☐ button to return settings to the initial state.
- EXIT** Push the ☐ or ☐ button to call up the Game Option screen



● OPTION SETTINGS ●

KEY CONFIGURATION

Let's you change the various controller settings. When changing button arrangements, select the command item you wish to change and press the button you want to use.

VIBRATION Let's you turn the analog controller's vibration function on or off.

DEFAULT Push the **X** or **□** button to return settings to their original state.

EXIT Push the **X** or **□** button to call up the Game Options screen.



RECORDS

Let's you confirm the rankings for the Story Mode and the Time Attack Mode.



SAVE & LOAD

This mode lets you save and load various types of game data with a PlayStation 2 compatible memory card (8MB). Select an item with the top and bottom direction buttons, then push the **X** or **□** button.

LOAD DATA Loads various data saved on a PlayStation 2 compatible memory card (8MB).

SAVE DATA Lets you save various game data onto a PlayStation 2 compatible memory card (8MB).

AUTO SAVE Turns the auto-save function on or off. Switch it on or off with the left and right direction buttons. Switching this function on automatically saves various game data.

EXIT Returns you to the Game Option screen.



*Insert a memory card (8MB)(for PlayStation®2) in either memory card slots before turning on the console.

*If memory cards containing KOFMI data are inserted into both slots, the memory card in slot 1 will be loaded automatically.

*The free space of a memory card (8MB)(for PlayStation®2) must exceed 100KB.

● CREDITS ●

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COMING THIS FALL!

RATING PENDING

RP

CONTENT RATED BY
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PlayStation®2

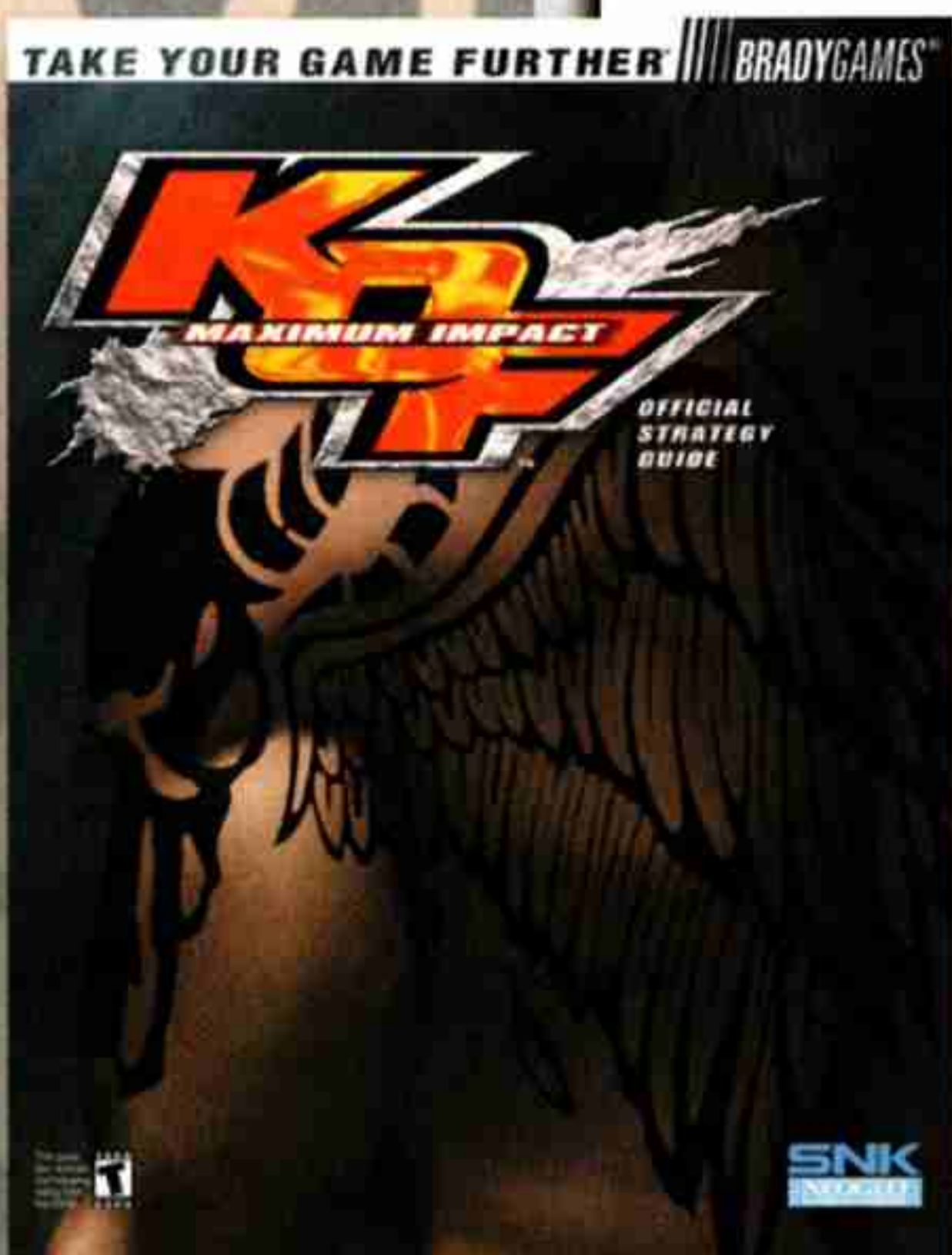
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