

NEO·GEO SNK

SUPER VEHICLE-001
METAL SLUG
THE 2001
SNK

MADGIRL GOTH
SNK

BASEBALL STARS
SNK

WORLD WRESTLING
SNK

SHOCK
SNK

KING
SNK

TOP
SNK

ST. SORT
SNK

BURN FIGHT
SNK

NEO
SNK

SHOCK TROOPERS
SAURUS

THE NEXT GLORY
SNK

FATAL
SNK

NEO SURF MASTERS
SNK

SHOCK TROOPERS
SAURUS

THE NEXT GLORY
SNK

SENGOKU
SNK

NEO SURF MASTERS
SNK

SHOCK TROOPERS
SAURUS

THE NEXT GLORY
SNK

SNK Arcade classics 1 vol.



WARNING: PHOTSENSITIVITY/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.



Thank you for picking up SNK ARCADE CLASSICS VOL. 1. We are very proud to bring you this collection of 16 games from the SNK arcade vault. Be sure to read this instruction manual thoroughly before you start playing. We don't want you to miss a thing.

CONTENTS

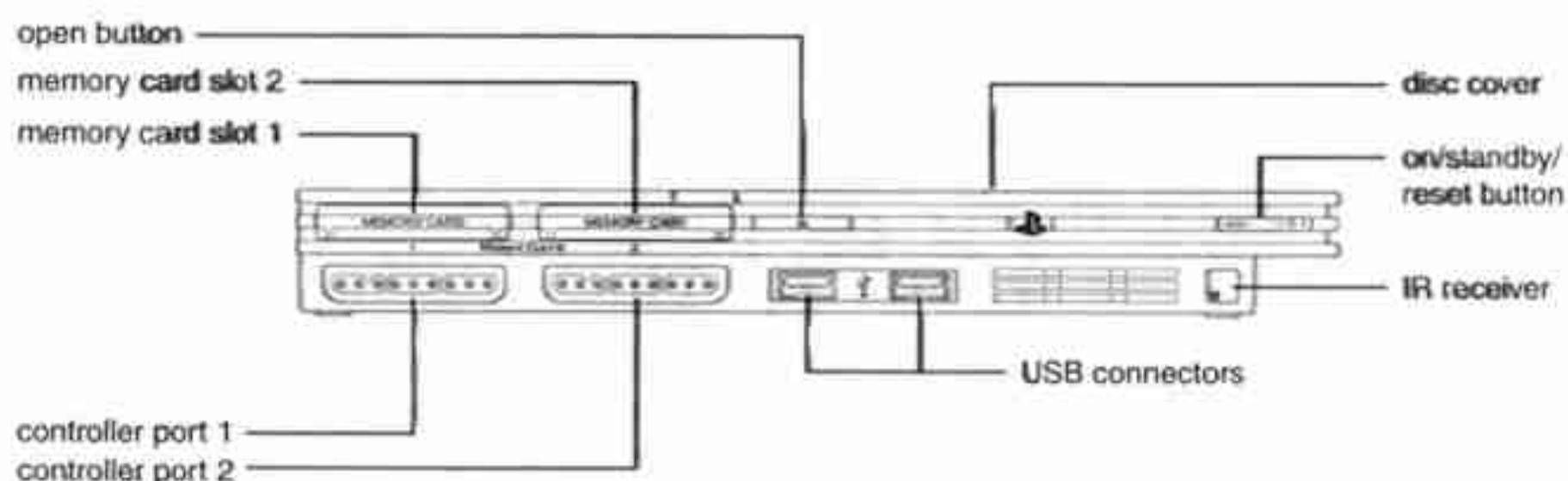
Getting Started	2
Starting Up.	3
History of SNK.	3
Beginning the Game	4
Game Options	4
Pause Menu	5
Goal System-(Medals)	6
Game Overviews	8
Art Of Fighting	8
Baseball Stars 2.	9
Burning Fight	9
Fatal Fury	10
King Of The Monsters	10
Last Resort	11
Magician Lord	11
Metal Slug	12
Neo Turf Masters	12
Samurai Shodown	13
Sengoku	13
Shock Troopers	14
Super Sidekicks 3-The Next Glory	14
The King Of Fighters 94	15
Top Hunter	15
Bonus Unlockable Game World Heroes.	16
Credits	17

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Please note: SNK ARCADE CLASSICS VOL. 1 was under development at the time this manual was written. The game contents are subject to change without any notice.

GETTING STARTED



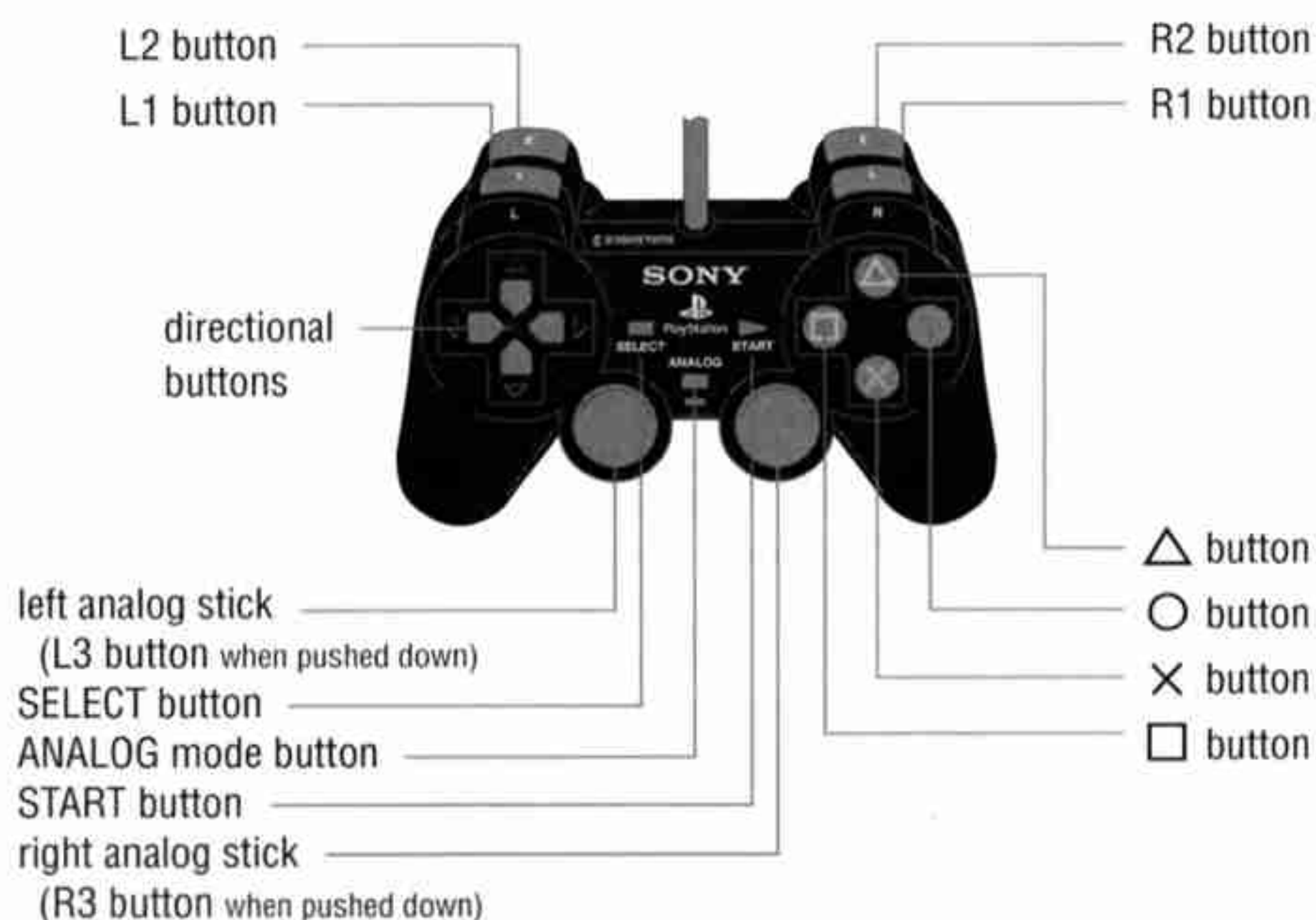
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert SNK ARCADE CLASSICS VOLUME 1 disc in the system with the label side facing up. Attach game controllers and other 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



HISTORY OF SNK

SNK Playmore (also known as SNK) is a Japanese video game hardware and software company founded in 1978 by Eikichi Kawasaki in Osaka, Japan. The acronym SNK is short for Shin Nihon Kikaku meaning "New Japan Project". The company, a pioneer in the coin-op arcade industry was later notable for creating the Neo-Geo MVS and AES arcade systems. SNK has an impressive library of over 100 titles and continues to publish high quality games for the arcade and home console systems in Japan and around the world to this day.

BEGINNING THE GAME

Use the directional buttons **↑** and **↓** to cycle through the entire collection of games. Select a game by pressing the **X** button. Once you've selected a game, you will have the option of either playing a New Game, Starting from Checkpoint or Returning to Main Menu. Press the **START** button to begin the game. A second player may join by connecting a second controller to the controller port 2 of the PS2 and pressing their **START** button.

Start from Checkpoint will begin a new game at the beginning of the level where the last checkpoint was created. How checkpoints are created differs from game to game. Please note, checkpoints do not save when playing in multiplayer.

In Neo Turf Masters, checkpoints are created after each hole. In Baseball Stars 2, checkpoints are created after each inning. Shock Troopers has no checkpoints.

In the other 13 games in the collection, checkpoints are created when you reach the 'Game Over' screen. In these games, if you don't lose the game and see the Game Over Screen, a checkpoint will not be created. Choosing "Start from Checkpoint" will begin the game on the last level played before the Game Over screen was reached.



GAME OPTIONS

Access the Game Options Menu from the Main Game screen by pressing the **SELECT** Button. Use the directional buttons **↑** and **↓** to select an item and the **X** button to enter. Use the **START** button to save game settings as well as "Exit" menu option. Use the **△** Button to cancel. The following items are listed under the Game Options:

(Selected Game) Options – Go here to adjust the settings of the game you have selected to play.

Controller Mapping – customize your controller

Difficulty – adjust the difficulty setting

(Not available for Baseball Stars 2)

System Options -

Audio Options – Adjust the Music & Sound Effects levels

Display Mode – Adjust the screen brightness and visual mode (Full screen and Partial Display)

Save/Load Options – Save a game, Load a game or adjust the Auto Save setting.

Master Medals Menu – Lists the requirements needed to unlock bonus content items.

Unlockable Media:

Art – View unlocked artwork

Music – Listen to unlocked music

Moves Lists – View the unlocked move lists for the various fighting games

Videos – View unlocked videos



PAUSE MENU

At any time during the gameplay you can pause the action by pressing the SELECT button. Use the directional buttons ↑ and ↓ to select an option. Use the START button to save settings.

Resume Game

Move Lists – Available only in Art of Fighting, Fatal Fury, KOF '94, KOTM, Samurai Showdown, Top Hunter, and World Heroes.

Goals – Show which medals are rewarded for achieving certain conditions

(Selected game) Options – Open the selected game's available options

System Options

Audio Options

Display Options

Restart Game

Return to Main Menu – Exit the current game and return to the Main Menu



GOALS SYSTEM - (MEDALS)

Medals will be awarded for various conditions satisfied within each game. Press the O button while on the main menu and the game is on screen to view its Goals. Medals come in four levels of difficulty



Green = Easy



Yellow = Normal



Blue = Hard



Red = Insane

UNLOCKABLES

Medals will be used to unlock various bonus items. For example, earn 10 medals to unlock World Heroes.

Unlockable videos and pieces of artwork can be unlocked by earning medals of all colors in various games. The best unlockable artwork can be unlocked by earning red medals.

A game's music tracks can be unlocked by earning a specific yellow medal in that same game. You can use a game's Goals Menu to find the goal that will unlock that game's music.

Move lists are unlocked by earning green medals in certain games. The chart below shows where each move list can be unlocked.

Please Note:

Medals/unlockables are not unlockable if a second player joins a game. The game must be reloaded or restarted for goals to be unlockable.

Move List

Game where Move List is unlocked

Art of Fighting Jack Turner movelist	Burning Fight
Art of Fighting John Crowley movelist.....	The King of Fighters '94
Art of Fighting King movelist.....	Sengoku
Art of Fighting Lee Pei Long movelist.....	Last Resort
Art of Fighting Micky movelist	Samurai Shodown
Art of Fighting Mr. Big movelist.....	Top Hunter
Art of Fighting Mr. Karate movelist	King of the Monsters
Art of Fighting Robert movelist	Burning Fight
Art of Fighting Ryo movelist.....	Shock Troopers
Art of Fighting Todo movelist.....	Top Hunter
Fatal Fury Andy Bogard movelist	Sengoku
Fatal Fury Joe Higashi movelist.....	Neo Turf Masters
Fatal Fury Terry Bogard movelist.....	King of the Monsters
KOF '94 Andy Bogard movelist	King of the Monsters
KOF '94 Athena Asamiya movelist.....	Samurai Shodown
KOF '94 Benimaru Nikaido movelist.....	Shock Troopers
KOF '94 Brian Battler movelist.....	Baseball Stars 2

KOF '94 Chang Koehan movelist.....	Fatal Fury
KOF '94 Chin Genzai movelist.....	Neo Turf Masters
KOF '94 Choi Bounge movelist.....	Fatal Fury
KOF '94 Clark movelist.....	Burning Fight
KOF '94 Goro Daimon movelist.....	Metal Slug
KOF '94 Heavy D! movelist.....	Top Hunter
KOF '94 Heidern movelist.....	Fatal Fury
KOF '94 Joe Higashi movelist.....	Art of Fighting
KOF '94 Kim Kaphwan movelist.....	Magician Lord
KOF '94 King movelist.....	Samurai Shodown
KOF '94 Kyo Kusanagi movelist.....	Magician Lord
KOF '94 Lucky movelist.....	Metal Slug
KOF '94 Mai Shiranui movelist.....	Baseball Stars 2
KOF '94 Ralf movelist.....	Art of Fighting
KOF '94 Robert Garcia movelist.....	Neo Turf Masters
KOF '94 Ryo Sakazaki movelist.....	Super Sidekicks 3
KOF '94 Sie Kensou movelist.....	Last Resort
KOF '94 Takuma Sakazaki movelist.....	Samurai Shodown
KOF '94 Terry Bogard movelist.....	Super Sidekicks 3
KOF '94 Yuri Sakazaki movelist.....	Super Sidekicks 3
KOTM Astro Guy movelist.....	Baseball Stars 2
KOTM Beetle Mania movelist.....	Baseball Stars 2
KOTM Geon movelist.....	Sengoku
KOTM Poison Ghost movelist.....	Sengoku
KOTM Rocky movelist.....	Last Resort
KOTM Woo movelist.....	Baseball Stars 2
Samurai Shodown Charlotte movelist.....	Last Resort
Samurai Shodown Earthquake movelist.....	Shock Troopers
Samurai Shodown Galford movelist.....	King of the Monsters
Samurai Shodown Gen-An movelist.....	Neo Turf Masters
Samurai Shodown Hanzo movelist.....	Burning Fight
Samurai Shodown Haoh Maru movelist.....	Art of Fighting
Samurai Shodown Kyoshiro movelist.....	Fatal Fury
Samurai Shodown Nakoruru movelist.....	Shock Troopers
Samurai Shodown Tam Tam movelist.....	Top Hunter
Samurai Shodown Ukyo movelist.....	Super Sidekicks 3
Samurai Shodown Wan Fu movelist.....	Sengoku
Samurai Shodown Yagyu Jubei movelist.....	The King of Fighters '94
Top Hunter Cathy movelist.....	The King of Fighters '94
Top Hunter Roddy movelist.....	The King of Fighters '94
World Heroes Brocken movelist.....	World Heroes
World Heroes Dragon movelist.....	World Heroes
World Heroes Fuuma movelist.....	World Heroes
World Heroes Hanzo movelist.....	World Heroes
World Heroes Janne movelist.....	World Heroes
World Heroes Jenghis Carn movelist.....	World Heroes
World Heroes Muscle Power movelist.....	World Heroes
World Heroes Rasputin movelist.....	World Heroes

GAME OVERVIEW



RELEASE DATE: 1992

STORY: Help Ryo Sakazaki and Robert Garcia find Ryo's sister, Yuri, who has been kidnapped by Mr. Big. Also learn the true identity of Mr. Karate.

CONTROLS: X Button - Kick, Δ Button - Special
□ Button - Punch, ○ Button - Taunt.

GAME SCREEN DISPLAY ITEMS:

TIME LIMIT: Shows the time remaining in the round and the winner is decided if it runs out.

LIFE / STRENGTH POWER GAUGE: Shows your character's remaining life energy. If it runs out, you lose.

RAGE / SPIRIT GAUGE: Decreases as you use Special Attacks and the lower it is the less their power.

CHARACTER PANEL: Shows the face of characters in battle.

VICTORY MARK: Lights up when you win a round.

PLEASE NOTE: The Δ Button will trigger either a Hard Punch or Hard Kick attack, depending on whether the □ Button (Punch) or X Button (Kick) was pressed most recently. For example, if you press the □ Button to do a punch, pressing the Δ Button anytime afterwards will always result in a Hard Punch, until you press X Button (Kick).

For some characters, the Δ Button will cause the character to perform a throw if pressed while standing near an enemy.

The Δ Button is also required by certain special moves, depending on the character.

Holding down the Punch or Kick button for long periods of time will recharge a players spirit.

GAME OVERVIEW



RELEASE DATE: 1992

STORY: The second baseball game in the wildly popular series Baseball Stars. Choose from one of 12 teams across two leagues - Exciting League (beginner) & Fighting League (expert):

CONTROLS: X Button - Steal/Lead Off, Δ Button - Bunt, □ Button - Bat/Pitch/Jump, ○ Button - Time Out

GAME SCREEN DISPLAY ITEMS:

Pitch Count, Batter Stats, Score, Pitcher Stats, Runners on Base



RELEASE DATE: 1991

STORY: Duke and Billy, two renowned New York City Police detectives, are hot on the trail of a dangerous Japanese crime syndicate. Their investigation has led them to the mean streets of Japan where they meet a police officer and martial arts expert named Ryu. The three set out to track down the crime syndicate bosses and end their reign of terror once and for all.

CONTROLS: X Button - Jump, Δ Button - Kick, □ Button - Punch, ○ Button - Not Used, L1 Button - Special Attack

GAME SCREEN DISPLAY ITEMS: Remaining Time, Health Gauge, Number of Lives, Health of the Most Recently Damaged Object/Enemy

GAME OVERVIEW



RELEASE DATE: 1991

STORY: The rise of the "Lone Wolf" Terry Bogard. Terry and his brother Andy are on a mission of revenge against the notorious crime lord Geese Howard for killing their father. The annual King of Fighters fighting tournament is set to begin and no fighter has ever managed to beat Geese's right-hand man and appointed champion, Billy Kane.

CONTROLS: X Button – Kick, Δ Button – Throw, □ Button – Punch, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:

Remaining Time, Health Gauge, Rounds Won



RELEASE DATE: 1991

STORY: Battle it out and cause as much destruction as possible. Choose from 6 monsters across 6 Japanese cities.

CONTROLS: X Button – Kick, Δ Button – Run, □ Button – Punch, ○ Button – Not Used, L1 Button – Jump/Special

GAME SCREEN DISPLAY ITEMS:

Remaining Time, Player's Health Gauge, Enemy Health Gauge, Collected Power ups

GAME OVERVIEW



RELEASE DATE: 1992

STORY: You must protect the last human colony, a floating space station that has been infiltrated by a computer virus. Destroy the virus and its minions... humanity is in the balance.

CONTROLS: X Button – Start/Stop Unit, Δ Button – Rapid Fire, □ Button – Attack, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:

Power Meter, Remaining Lives

Please Note: By holding down the Attack button you can charge up a powerful attack with the helper unit.



RELEASE DATE: 1990

STORY: A magician named Elta, last descendant of the famed Magician Lord, takes on an epic adventure to save the world from the evil Gul-Agieze. Elta must battle through eight stages, collecting the eight tomes of power that are key to defeating Gul-Agieze and his evil plans. By obtaining orbs in one of three colors (elements) that appear during the game, Elta's offensive powers and jumping abilities can be strengthened. The effect varies considerably depending on the combination of elements, though, and Elta can transform into six different forms: Waterman, Dragon Warrior, Shinobi, Samurai, Raijin or Poseidon. Can you help Elta to become the new Magician Lord?

CONTROLS: X Button – Jump, Δ Button – Not Used, □ Button – Shoot, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:

Hit Points, Power Gauge, Remaining Characters, Orb Combinations

GAME OVERVIEW



RELEASE DATE: 1996

STORY: Play as Marco or Tarma (members of the Regular Army's special operations division called the Peregrine Falcon (PF) squad) and prevent a massive coup d'état by General Morden to form a New World Order under his reign.

CONTROLS: X Button – Jump, Δ Button – Throw Grenade, □ Button – Shoot, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:

Metal Slug Gauge, Remaining Characters, Remaining Time, Ammo, Rescued Hostages



RELEASE DATE: 1996

STORY: SNK's classic golf game features Match & Stroke play on 4 challenging courses from around the world.

CONTROLS: X Button – Not Used, Δ Button – Not Used, □ Button – Shoot, ○ Button – Not Used, L1 Button - Hook, R1 Button - Slice

GAME SCREEN DISPLAY ITEMS:

Club selection, Distance to Pin, Swing Meter, Wind

GAME OVERVIEW



RELEASE DATE: 1993

STORY: Set in the 18th Century, choose from 12 different fighters and battle it out to ultimately confront the master Samurai Amakusa Shiro Tokisada, who was resurrected after his death by the demon, Ambrosia.

CONTROLS: X Button – Medium Slash, Δ Button – Light Kick, □ Button – Light Slash, ○ Button – Medium Kick, L1 Button – Strong Slash, R1 Button – Strong Kick

GAME SCREEN DISPLAY ITEMS:
Power Meter, Rounds Won, Life Gauge



RELEASE DATE: 1991

STORY: A 400 year old prophecy has come true. A great warlord has been resurrected and has vowed to destroy the world. You must stop this evil warlord and his legion of followers before it's too late.

CONTROLS: X Button – Jump, Δ Button – Change Forms, □ Button – Attack, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:
Life Gauge, Remaining Characters, Remaining Time, Current Form Icon

GAME OVERVIEW



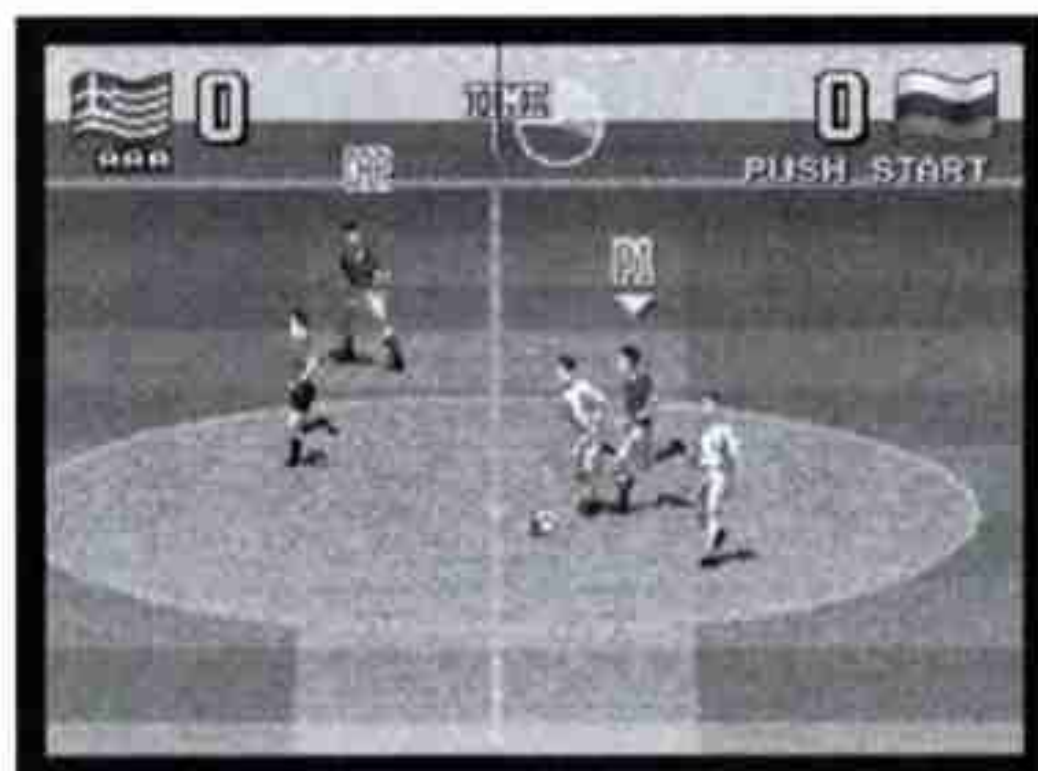
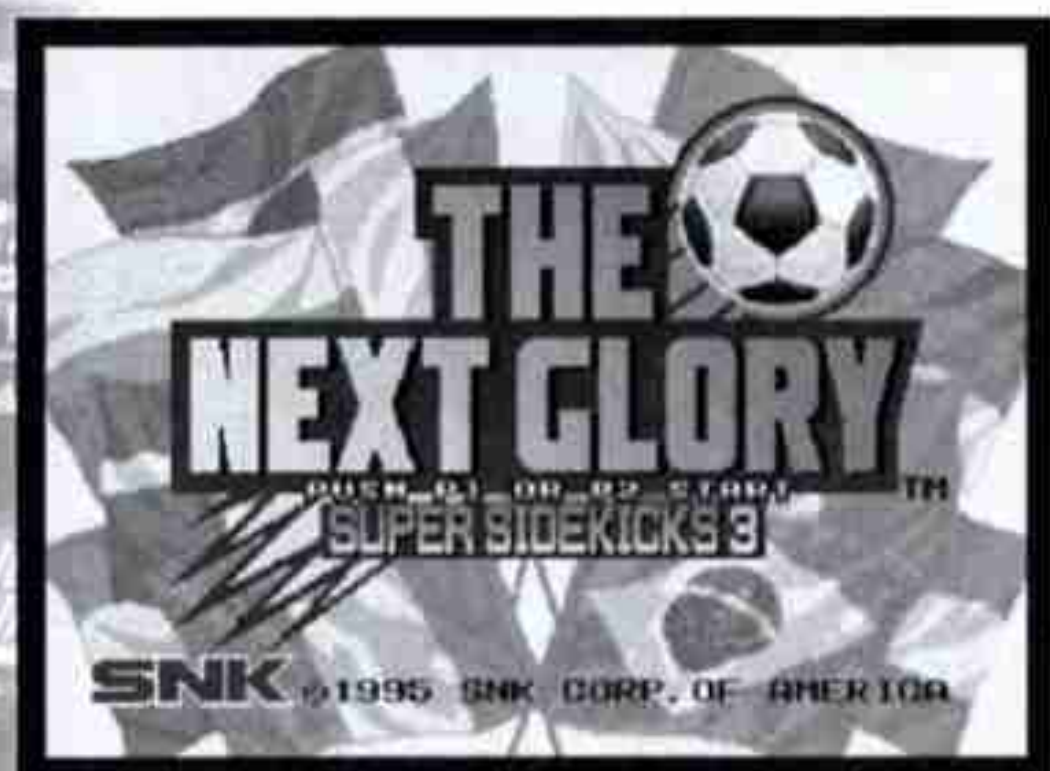
RELEASE DATE: 1997

STORY: The Bloody Scorpions Group (BSG) have kidnapped the lead scientist and his granddaughter to gain control of "Alpha-301". Choose from 8 characters and take command in this 8-way shooter to rescue them and save the world.

CONTROLS: X Button – Evasive Maneuver Δ Button – Special Attacks
□ Button – Shoot/Close Range, ○ Button – Change Players

GAME SCREEN DISPLAY ITEMS:

Life Gauge, Remaining Time, Ammo



RELEASE DATE: 1995

STORY: Compete for the NeoGeo Cup in SNK's third soccer game featuring 64 international teams.

CONTROLS: X Button – High Pass/Tackle, Δ Button – Pass/Player Shift,
□ Button – Shoot/Low Pass/Slide, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:

Remaining Time, Team Flag, Score

GAME OVERVIEW



RELEASE DATE: 1994

STORY: The greatest fighters from around the world have been invited to the inaugural KOF tournament. Countries included are; USA, England, Brazil, Korea, Japan, Mexico, Italy, China and Japan. Battle it out to see who really is the King of Fighters.

CONTROLS: X Button – Light Kick, Δ Button – Strong Punch, □ Button – Light Punch, ○ Button – Strong Kick, L1 Button – Avoid, R1 Button – High Damage Attack

GAME SCREEN DISPLAY ITEMS:

Remaining Time, Health Gauge, Power Gauge, Teammate images



RELEASE DATE: 1994

STORY: Far in the future, humans have colonized space. Now, the infamous space pirates the Klaptons are marauding their way through the galaxies, wiping out peaceful settlements as they go. The pirate's disturbing behavior earns them a price on their heads. Roddy and Cathy, the top bounty hunters in the cosmos, have come to capture the pirates and claim the bounty. With your help, they'll fight their way through a perilous adventure. Do you have what it takes to help save the universe?

CONTROLS: X Button – Jump, Δ Button – Change Planes, □ Button – Punch, ○ Button – Not Used

GAME SCREEN DISPLAY ITEMS:

Life Gauge, Remaining Time, Boss Map

GAME OVERVIEW



EARN 10 MEDALS TO UNLOCK WORLD HEROES

RELEASE DATE: 1992

STORY: Having perfected a time travel machine, Dr. Brown organizes a fighting tournament consisting of various fighters throughout all of history to see who is truly the greatest.

CONTROLS: Tap X Button - Light Kick, Hold X Button - Hard Kick,
△ Button - Throw, Tap □ Button - Light Punch, Hold
□ Button - Hard Punch, ○ Button - Not Used

GAME SCREEN DISPLAY ITEMS:

Life Gauge, Remaining Time

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SNK ARCADE CLASSICS VOL.1

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ONLINE REGISTRATION

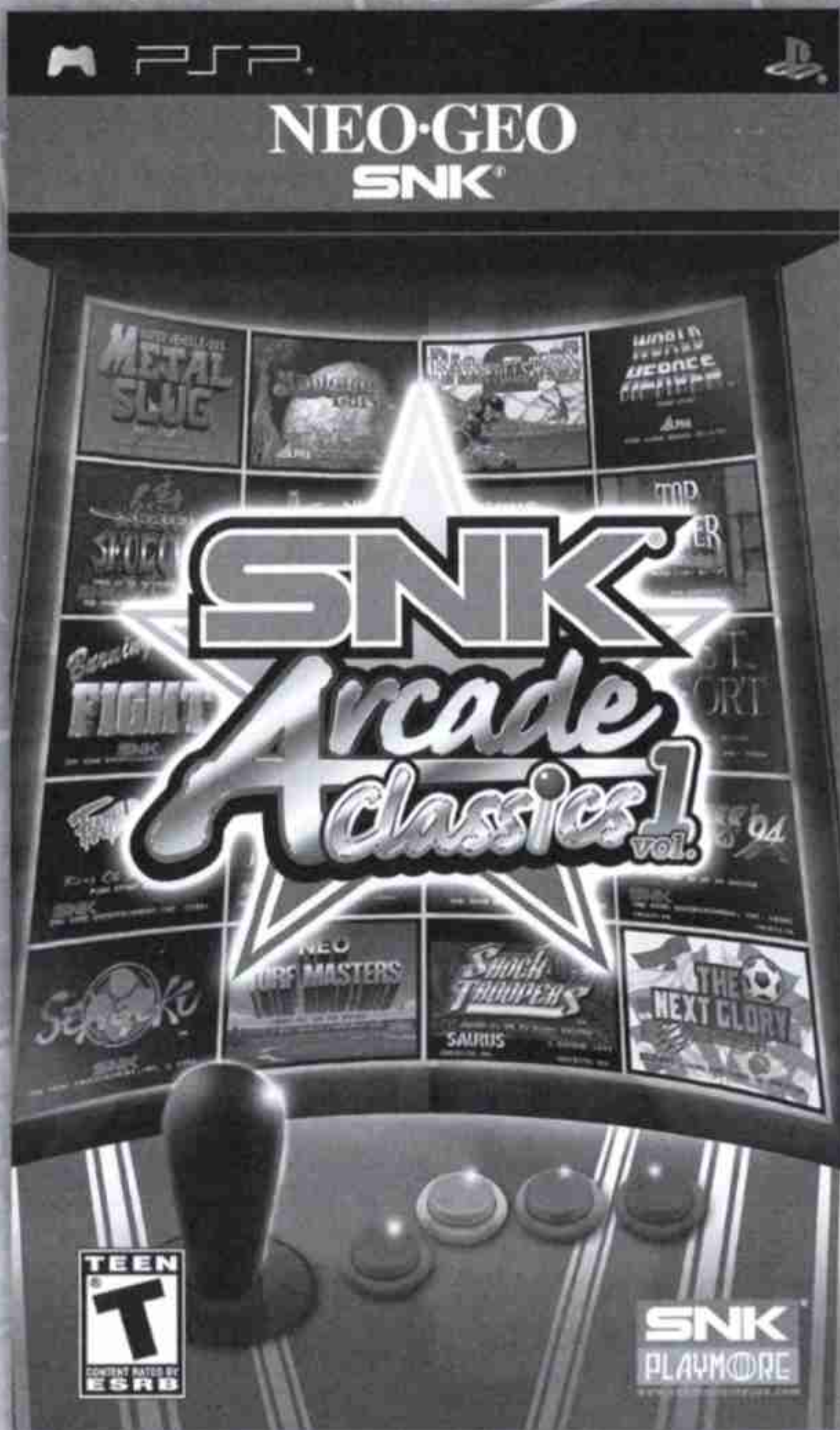
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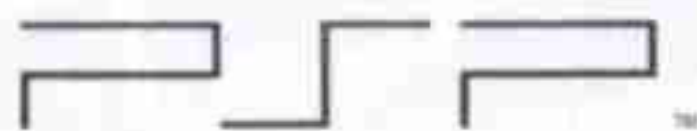
Register your game to
activate the warranty and to be included
on special SNK promotions.

NOTES

[illegible]



**ALSO AVAILABLE ON THE
PSP (PLAYSTATION®PORTABLE) SYSTEM**



PlayStation®Portable



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www.snkplaymoreusa.com

WARRANTY INFORMATION:

Limited Warranty

SNK PLAYMORE warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. SNK PLAYMORE is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, SNK PLAYMORE agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

To receive this warranty service:

1. Register your product at www.snkplaymoreusa.com/register
2. Save your sales receipt, indicating date of purchase and UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game.

LIMITATION ON WARRANTY

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate SNK PLAYMORE. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will SNK PLAYMORE be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Returns Within the 90-day Warranty Period:

Please contact SNK PLAYMORE by sending an email to sales@snkplaymoreusa.com for further instructions on returns within the 90-day warranty period. If the product was damaged through misuse or accident, this 90-day warranty is rendered void.

Customer Warranty:

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Technical Support:

For technical and game support visit us at <http://www.snkplaymoreusa.com>



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