



**THE KING OF FIGHTERS**  
**2006**

TEEN  
**T**  
CONTENT RATED BY  
ESRB

**SNK**  
**PLAYMORE**  
[www.snkplaymoreusa.com](http://www.snkplaymoreusa.com)



## **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.



Thank you for purchasing THE KING OF FIGHTERS 2006. Please note this software is designed only for use with the "PlayStation®2 computer entertainment system." Be sure to read this instruction manual thoroughly before you start playing.

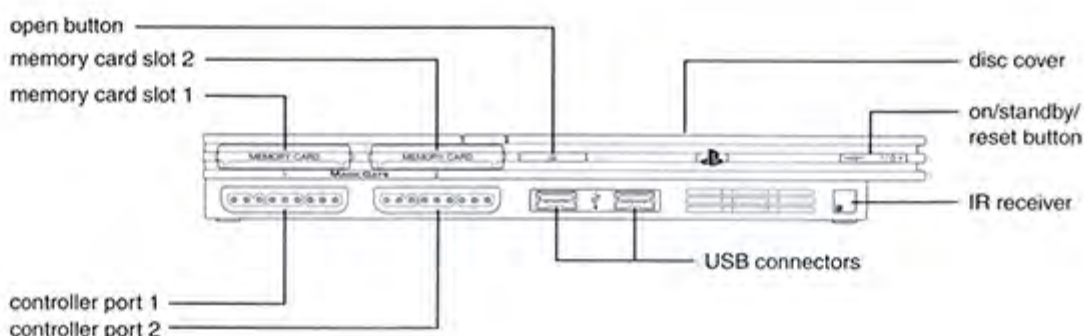
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# GETTING STARTED



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 disc tray will open. Place the THE KING OF FIGHTERS 2006 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.



\*Insert a PlayStation 2 Memory Card (8MB) into the MEMORY CARD SLOT 1 or MEMORY CARD SLOT 2 before turning the PlayStation 2 console on.

\*If there are memory cards in both the MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2 with saved game data for this game, data will automatically be loaded from the card in MEMORY CARD SLOT 1.

\*It is necessary to have 84KB or more of available memory on the PlayStation 2 Memory Card when saving game data.

# STARTING UP DUALSHOCK®2 ANALOG CONTROLLER

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## PROLOGUE

With the crushing defeat of Duke and his gangland syndicate Mephistopheles, Alba and Soiree Meira have returned peace to the city of Southtown. However, throughout the dark recesses of the city's underworld, a new terror organization is amassing followers threatening Southtown.

Something is not quite right...Alba and Soiree sensing the unrest in Southtown begin to have nightmares about the fate of their beloved city. One night, in a dream, they are visited by a strange woman. The stranger, speaking a language they don't understand only adds to their feelings of unrest. And then, in an instant, she was gone.

When the two awoke, the dream seemed terribly familiar, yet they could not remember any exact details. The only thing they could recall was their own memories of the starry skies they saw in Schwarzvalt as kids.

Who was this beautiful woman? And why is there a pervasive feeling of *deja-vu*?

And then— invitations to a new "KOF" found their way to Alba and Soiree. The twins hoped Lien and Duke, the two who killed Fate, would be there to participate. As if they had forgotten the shade of the beautiful woman burned into their brain, the two plunge into preparations for battle.





# BASIC CONTROLS

## DUALSHOCK 2 ANALOG CONTROLLER

SELECT button	Displays command list/ switches from the Pause Screen to Camera Mode	Directional buttons	Move cursor/move character players/move camera
START button	Starts game/displays Pause Menu	Left analog stick	Moves camera
L1 button	Provocation/Slows down camera movement	Right analog stick	Zoom in (enlarge)/zoom out (reduce)
L2 button	Light Kick + Strong Punch/changes camera position	○ button	Confirms settings/Strong Kick/turns off camera menu display
R1 button	Light Punch + Light Kick /Zoom in (enlarge image)	× button	Confirms settings/Light Kick/turns off camera menu display
R1 button	Strong Punch + Strong Kick/ Zoom out (reduce image)	△ button	Cancel/Strong Punch
		□ button	Cancel/Light Punch

\*You can reset the game by pushing the START, SELECT, L1, L2, R1 and R2 button simultaneously.

\*This game does not allow you to switch the analog mode switch on and off. The game always remains in analog mode (the red LED lamp lit). Toggle the vibration function on or off using Button Config in the Options Mode (see p. 11).

\*All commands described above are initial settings and can be changed during game play using Button Config in the Options Mode (see p. 11).

## BASIC COMMANDS

MOVE FORWARD	→	BLOW-BACK ATTACK	△ + ○ (or R2)***
MOVE BACKWARD	←	AERIAL BLOW	△ + ○ during jump
DASH	⇒⇒ quickly (then press down on button)	BACK ATTACK	(or R2)
BACKSTEP	←← quickly	FORWARD	
JUMP	↖ or ↑ or ↗	EMERGENCY EVASION	⇒ + (□+×) (or R1)***
SMALL JUMP	↖ or ↑ or ↗ briefly	BACKWARD	
MEDIUM JUMP	After ↖ or ↑ or ↗ quickly, ↖ or ↗ quickly; ↗ briefly during a Dash	EMERGENCY EVASION	←+ (□+×) (or R1)***
BIG JUMP	After ↖ or ↓ or ↘ quickly, ↖ or ↗ during a Dash	INWARD SIDESTEP	□+× (or R1)
CROUCH	↙ or ↓ or ↘	OUTWARD SIDESTEP	↓ + □+× (or R1)
GUARD	While being attacked, ← (Upper) or ↙ (Lower)	INWARD	△ or ○ or ↓+○ during inward sidestep
LIGHT PUNCH	□	SIDESTEP ATTACK	△ or ○ or ↓+○ during outward sidestep
LIGHT KICK	×	INWARD SPIRAL MOVE	□+× (or R1 pressed down)
STRONG PUNCH	△	OUTWARD SPIRAL MOVE	↓ + □+× (or R1 pressed down)
STRONG KICK	○	SABAKI (Upper)	←+ (△+×) (or L2)
PROVOCATION	L1	SABAKI (Lower)	↙+ (△+×) (or L2)
STRONG PUNCH	← or ⇒ near opponent	COUNTER-SABAKI	← or ↙+ (△+×) when your opponent used SABAKI (or L2)
BODY SLAM	+ △ (slams opponent to the right)	FALL BREAKER	□+× or R1 before being knocked down
STRONG KICK	← or ⇒ near opponent	BODY SLAM ESCAPE	← or ⇒+△ or ○ when grabbed (push the same button corresponding to your opponent's body slam attack)
BODY SLAM	+ ○ (slams opponent to the left)		
AERIAL BODY SLAM	↑ or ↓ near opponent during jump + △ or □		



STAND UP	□(fastest) or ×(inward move) or △(outward move) when knocked down	SPECIAL MOVES	Enter special commands
GUARD CANCEL ATTACK	R2 during guard (uses up 1 Power Gauge)	SUPER SPECIAL MOVES	Enter special commands (Power Gauge Use: The use of power gauges varies with each move)
FORWARD GUARD CANCEL ROLL	➡ + R1 during guard (uses up 1 Power Gauge)	SUPER CANCEL	Enter Super Special Moves when Special Moves are hit or 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		
		***It is possible to do Blow Back Attack and Emergency Evasion (Forward and Backward) when your opponent uses SABAKI (uses up 1 Power Gauge)	

## BEGINNING THE GAME

Push the START button on the title screen to call up the Main Menu screen.

### 1. MAIN MENU

Select a mode using the direction buttons and push the ○ or × button (the confirm buttons). Push the △ or □ buttons (cancel buttons) to cancel selections. See Introduction to Modes (pp. 8) for further details on each mode.

### 2. CHARACTER SELECT

For single battles, select and confirm your selections of a character, character type, and color variation in this order. For team battles, after you select 3 characters following the same procedure as single battles, you must determine their order of appearance. Select and confirm characters in the order you want them to fight.

### 3. STAGE SELECT

You can select a battle venue and setting (afternoon, night, etc.) for VS Mode (see p. 8) and Practice Mode (see p. 9). Make your selections and confirm to proceed.

### 4. THE BATTLE BEGINS

#### SAVING GAME DATA (see p. 11)

You can save the data for cleared stages in Story Mode and Challenge Mode, various settings made to the Option Mode, and information from the Profile Mode. You need over 84KB of open memory to save game data on a PlayStation 2 Memory Card (8MB).

## RULES

\*Please note all of the following conditions can be changed using the Options Mode in GAME OPTIONS (see p. 10)

### TIME LIMIT

Rounds have a time limit of 60 second.

### CONDITIONS FOR VICTORY

Rounds are won when one of the conditions below is met. The first player to win the number of determined rounds wins the match.

**KO "Knock Out":** This happens when you defeat your opponent before time runs out.

**TIME OVER:** You have more life energy than your opponent when time runs out.

### CONDITIONS FOR A DRAW

The game ends in a draw should either of the following occur:

**DOUBLE KO:** Both players run out of life energy at the same time before time runs out.

**DRAW:** Both players have the same amount of remaining life energy when time runs out.

### SINGLE BATTLES

#### 1-ON-1 BATTLES

- The first player to win 2 out of 3 rounds wins the match.
- Life energy for both players is completely restored as each round begins.

#### HANDLING DRAWS

- Both players receive a victory point.
- Both players lose if the final round ends in a draw.

### TEAM BATTLES

#### 3-ON-3 BATTLES

- The first team to defeat all members of the other wins the match.
- Life energy is not restored after each round, and the winner starts the next round with the life energy remaining from the last one (a slight amount is restored with time bonuses).

#### HANDLING DRAWS

- The characters of both teams switch off with the next team member.
- If the battle between the third members of both teams end in a draw, both teams lose.



# BATTLE SCREEN DISPLAY

This screen shot shows the Pause Menu displayed in Story Mode.

## 1 TIME DISPLAY

Shows the time remaining for the round.

## 2 LIFE ENERGY GAUGE

Displays the character's remaining life energy.

## 3 CHARACTER PANEL

Displays the face of the character.

## 4 VICTORY MARK

Indicates the number of rounds won.



## 5 GUARD GAUGE

Displays the stamina level for guards. When this runs out, the guard gauge flashes red. Guard against an attack while it flashes red and a Guard Crush will occur (see p. 7).

## 6 POWER GAUGE

This gauge is needed to perform Super Special Moves, Guard Cancel attacks, and evasions. It rises as you perform attacks or take damage, and normally allows you to stock a maximum of 3 gauges.

## PAUSE MENU

Pushing the START button during battle causes the Pause Menu to appear. Pushing the SELECT button while the Pause Menu is shown switches the Pause screen to Camera Mode which allows you to enjoy various perspectives by taking control of the camera while zoom in or out on a scene.

## CLOSE

Closes the Pause Menu.

## COMMAND LIST

Lets you examine a list of move commands for your character. To display the command list alone, push the SELECT button during battles.

## BUTTON CONFIG

This displays the BUTTON CONFIG menu (see p. 11) and lets you change the controller command settings.

## CHARACTER CHANGE

Lets you change characters using corresponding menus for VS Mode (see p. 8) and Practice Mode (see p. 9).

## EXIT

This returns you to the Main Menu screen.

*Please note: During Practice the following items will also be displayed on the Pause Menu.*

## CONFIRM

This is a menu for the Easy Mission Mode (see p. 9).

## RETRY

This is a menu for the Easy Mission Mode (see p. 9) and Extra Mission Mode (see p. 9) that lets you try to complete the task again under the same conditions.

## GIVE UP

This is a menu for Easy Mission Mode (see p. 9) and Extra Mission Mode (see p. 9) that lets you try a different task.

## EXIT

This returns you to the Main Menu screen.





# GAME SYSTEMS

This introduces important moves, techniques, and character status during battles.

## **SIDESTEP** *NEW*

This move lets your character quickly spin behind or in front of your opponent.

## **SIDESTEP ATTACK**

This cancels the frozen pose following a Sidestep to let your character attack. You can attack from behind or in front of the opponent, but attack motions vary.

## **CIRCLE MOTION**

Close in on your opponent as you run circles around him or her. You can move in front of and behind your opponent.

## **BODY TOSS EVASION**

Entering the correct command during the interval you can make a Body Slam Evasion (using the body toss identical to your opponent) lets you evade a body toss. This can only be performed against normal body tosses, and you must perform the command in the instant it takes from being grabbed till the body toss is made.

## **FALLBREAKER**

This cancels out the bounding action when taking damage from being knocked back, allowing you to roll backward and break a fall.

## **GUARD CRUSH**

When the Guard Crush Gauge runs out and begins to flash red, the character guarding against an attack is knocked back and rendered temporarily defenseless (a Guard Crush). Since the Guard Crush lasts while the guard gauge flashes red, you'll always be knocked defenseless if you attempt to guard against attacks. The Guard Gauge gradually increases after the Guard Crush ends.

## **COUNTER**

Striking at the instant an attack like a Special Move is used results in a Counter hit that delivers damage (which is maintained for each blow in a combo attack) that is 1.25 times greater than normal.

## **GUARD CANCEL ATTACK**

This move breaks through a guard to deliver a damaging Knock Back Attack (and exhausts 1 Power Gauge). But you can't use this move to knock out an opponent.

## **GUARD CANCEL FORWARD ROLL & BACKWARD ROLL**

This cancels a guard and shifts to an Emergency Evasion (exhausting 1 Power Gauge). Note: A forward roll will not allow you to move behind an opponent.

## **RISE ATTACK** *NEW*

Pushing the light punch button when knocked down makes the character quickly rise, or push the light kick button to roll forward to the front and stand up. When you push the strong punch button, the character rolls to the background and gets up.

## **SABAKI** *NEW*

This move lets you shift in an instant from being attacked to being the attacker while evading attacks. There are two types of Sabaki, low and high—the high Sabaki defends against a blow to the head and torso while the low one deflects attacks to the legs. Note that these are useless against some Special and Super Special Moves

## **COUNTER-SABAKI** *NEW*

Even if your attack is met with an opponent's Sabaki, you can cancel it out and avoid it using the Counter-Sabaki. These moves require quite a high level of technique and lightning judgment to succeed. Predicting your opponent's next move (low, middle, or high attack) at the instant

you're hit by a Sabaki, enter the command for a high or low Sabaki. If your opponent makes an attack you anticipate, you can masterfully evade the attack for a successful Counter-Sabaki.

## **OTHER SABAKI MEASURES** *NEW*

In addition to Counter-Sabaki, you can deflect an oncoming Sabaki by exhausting a Power Gauge. One way is by using an Emergency Evasion the instant you're hit with a Sabaki to cancel its action to let you make a forward or backward roll. Another way is to perform a Blow-Back Attack the instant you're hit by a Sabaki to cancel it out and attack your opponent.

## **STYLISH MOVES**

These are combo moves you perform using a series of commands in a determined order. Each character comes with a wide variety of unique Stylish Moves. Check out the Command List (see p. 4) in the Pause Menu to see how to use these.

## **SPECIAL MOVES**

Special Moves can be used by entering certain commands. The Command List (see p. 4) tells you the commands you need for these. Certain normal moves and Stylish Moves, however, can cancel these out.

## **SUPER SPECIAL MOVES**

You can use Super Special Moves that surpass Special Moves by exhausting Power Gauges. The number of Power Gauges required, however, varies with each move. See the Command List (see p. 4) for the commands you need for these.

## **SUPER CANCEL** *NEW*

Exhausting a Power Gauge lets you use these Super Special Moves to cancel out certain Special Moves.



# INTRODUCTION TO GAME MODES

The 7 types of game modes are described below. Select the mode you want on the Main Menu screen.

## STORY

In this mode you try to reach the end of the game following the storyline of your selected character. Fight your way through the onslaught of computer-controlled (hereafter, CPU) opponents and clear the story when you defeat the final boss character to reach the ending. If you're defeated by a CPU character along the way, the Continue Screen appears. Select "YES" when you want to try again and push the X button (there is no limit to the times you can continue). The Story Mode is for a single-player only and can only be played with the Player 1 controller (inserted in the controller 1 port). Please note: Burst-in play is not allowed in this mode.

### CLEAR BONUSES

This mode allows you to obtain various bonus items such as character profiles whenever you clear story mode with that particular character. Try to clear story mode with every character...we dare you!

## VERSUS

Choose from the following 8 modes, which include computer battles (single play) and two-player battles.

### SINGLE PLAY

Play single-character battles against the computer.

### TEAM PLAY

Choose a team to battle it out against the computer.

### SINGLE VS

Take on a human player (Player 1 vs Player 2) in single character battles.

### TEAM VS

Take on a human player (Player 1 vs Player 2) in team battles.

### PARTY SINGLE PLAY

Play a single-character battle subject to various conditions. Use the Party Roulette display to determine the conditions for you and CPU character before starting battles.

### PARTY TEAM PLAY

Play a team battle subject to various conditions. Use the Party Roulette display to determine the conditions for you and CPU character before starting battles.

### PARTY SINGLE VS

Face off against a human player (Player 1 vs Player 2) in single-character battles subject to various conditions. Both players determine their conditions using the Party Roulette before beginning battles.

### PARTY TEAM VS

Take on a human opponent (Player 1 vs Player 2) in team battles subject to various conditions. Both players determine their conditions using the Party Roulette before beginning battles.

The Party Roulette display in Party Mode may decide your fate before the battle begins!





# CHALLENGE

Try various missions and competitions here. Choose from the 4 modes shown below. Please note: this mode is only for one player who must use the Player 1 controller (inserted in the controller 1 port).

- TIME ATTACK** Battle it out against CPU characters and race to defeat the determined number of opponents before time runs out. When you break a record, you can enter your name in the roster!
- QUEST SURVIVAL** This mode pits you against 200 CPU characters. Bonus points will be allotted according to how you win. Bonus points can be used in the shop screen to restore life energy or increase your attack strength in the next battle.
- EASY MISSION** There are 10 levels of missions ranked by increasing difficulty with 10 tasks for each level. Requirements vary with each task which must be met to clear them. You can also receive bonus items whenever a mission is completed.\* If you fail a mission, you can try again (RETRY), change the mission (MISSION CHANGE), or return to the Main Menu (EXIT).
- EXTRA MISSION** This mode lets you enter various competitions. There are 4 events among these—Destroy Car, Create Moai, Destroy Tank, and Drop Out. Each competition has various levels of difficulty and as this increases, time limit shrink and battles becomes fiercer. If your performance during an event is exemplary, you can rank in and enter your name. If you can't complete a competition, try again (RETRY), change the competition (EXTRA MISSION CHANGE), change your character (CHARACTER CHANGE), or return to the Main Menu (Exit).

\*You won't receive bonuses for completing missions you've already cleared.

# PRACTICE

Use this mode to master basic character commands and practice various special moves. After you select a character, the practice venue, and the order of stages, and when the Practice Menu appears push the up and down (↑↓) directional buttons to select items, the left and right (←→) directional buttons to change settings, and then start practicing. Pushing the START button even during practice to call up the Pause Menu and select PRACTICE MENU to access the options listed below.

- START MODE** Begins or resumes practice. Lets you select from one of the three practice modes—VS CPU (practice against a computer character), VS PLAYER (practice with another player), or WATCH (view a battle of CPU characters).
- ACTION** Allows you to determine the actions of the CPU character. Select one of the six options STAND/ CROUCH/ JUMP (a vertical jump)/F JUMP (forward jump)/APPROACH (character unrelentingly moves toward you)/MOVE (a practice format like regular battles).
- ATTACK** Lets you determine the type of attacks the CPU character makes. Choose from the following 4 options - OFF (no attack), ATTACK (normal attacks)/ THROW (normal body tosses)/SABAKI.
- COUNTER** Lets you turn the automatic counterattack the CPU character makes when hit by an attack on or off.
- GUARD** This determines the type of defense a CPU opponent will use against you. You can choose from 5 types—OFF (no defense), 1-HIT GUARD (defends against attacks that have no continuous hits), 1-G CRUSH (makes a Guard Crush after a single defensive move), ALL-G CRUSH (causes a Guard Crush with all defensive moves), and ALL-GUARD (there is no Guard Crush with all defensive moves).
- SPRING** Determine how CPU opponents rise. Choose from the 5 following options—NORMAL (opponent gets up), BREAK FALL (opponent performs a Fallbreaker move), QUICK (opponent rises suddenly), QUICK ROLL FRONT (opponent performs a speedy forward roll), and QUICK ROLL BACK (opponent rolls toward the background).
- LIFE** Lets you decide if life energy restores itself. You can select either RECOVER (restores life energy) or 0-LIFE (lets life energy run out).
- GAUGE** Determines the state of the Power Gauge. Select NORMAL (the regular condition) or MAX (maintains the MAX state).
- DAMAGE** Turns the damage amount display on or off.
- INPUT DATA** Turns the command input display on or off.



# PROFILE

This mode lets you check the information for characters appearing in the game, character types, and color variations. Since this mode is initially locked, however, it can't be accessed right away. Only when you clear the Story Mode can you obtain access to the information for the character you used.

## PROFILE SCREEN

### ① DATA

Lets you look over things like the character's full name, birth date, fighting styles, and introduction.

### ② STORY

Allows you to read the characters background story.

### ③ PROLOG

Lets you read the opening story of the Story Mode.



## PROFILE SCREEN COMMANDS

Left and Right (←→) directional buttons	Select profile categories
Up and Down (↓↑) directional buttons	Scroll through the information display
L1 button	Turns character to the left
L2 button	Turns character to the right
L1 + L2 buttons	Returns the character to the original state
START button	Opens and closes the profile window
O, X buttons	Show the menu (see below)
R1 button	Zooms in on character
R2 button	Zooms out from character

## PROFILE SCREEN MENUS

Push the O or X buttons when the Profile Screen appears to see the menus below.

CANCEL	Closes the menu.
CHARACTER CHANGE	Changes the character.
TYPE CHANGE	Changes the type of character.
COLOR CHANGE	Changes the color variations of characters.
MAIN MENU	Returns you to the Main Menu.

# OPTIONS

This mode lets you change various game settings according to your personal preferences.

## GAME OPTIONS

Lets you change game difficulty and other game settings. Push the up and down (↓↑) directional buttons to select items and the left and right (←→) directional buttons to change settings. Settings are fixed in Challenge Mode (see p. 9), so alterations won't apply to it. For Story Mode (see p. 8), only alterations to game difficulty will be reflected by the game play and all other changes are ignored.



DIFFICULTY	Lets you adjust CPU character difficulty to 1 of 6 levels.
ROUNDS	Allows you to change the number of rounds in a match (applies to Single Play, Single VS, Party Single Play, and Party Single VS).
ROUND TIME	Lets you change time limits for rounds to 1 of 4 settings (applies to Versus Modes).
POWER GAUGE	Changes the condition of the Power Gauge to 1 of 4 settings (applies to VS Modes).
DEFENCE LEVEL 1P	Lets you set the Player 1 defensive strength at 1 of 10 levels (applies to VS Modes).
DEFENCE LEVEL 2P	Lets you set the Player 2 defensive strength at 1 of 10 levels (applies to VS Modes).
FLASH	Turns the flashing effects during game play on or off.
SUBTITLE	Turn subtitles on/off
DEFAULT	Push a confirm button to return to initial settings.
EXIT	Push a confirm button to return to the Option screen.

## SOUND OPTIONS

You can change various sound settings here. Use the up and down (↓↑) directional buttons to select options and the left and right (←→) directional buttons to change settings.

BGM VOLUME	Lets you adjust the volume of the background music.
SE VOLUME	Lets you adjust the volume of the sound effects.
SPEAKER	Lets you change the sound output mode.
SOUND TEST	Push a confirm button to return to initial settings.
VOICE STYLE	Choose between English or Japanese voice
DEFAULT	Push a confirm button to return to the Option screen.
EXIT	

## BUTTON CONFIG

This changes the various settings for the controller. When changing button configurations, select the command option you want to change and push the button you want to use for that function.

VIBRATION	Turns the vibration function on or off when using the analog controller.
DEFAULT	Push the confirm button to return to initial settings.
EXIT	Push the confirm button to return to the Option screen.

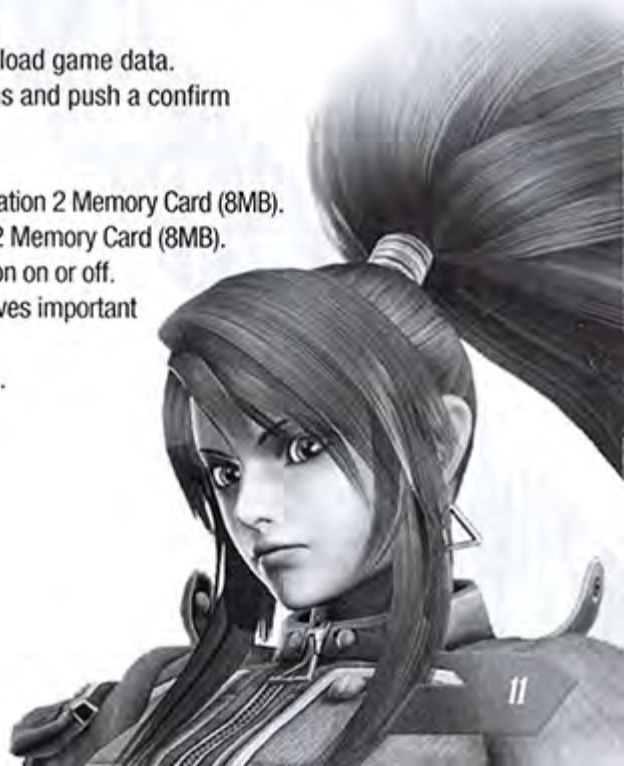
## RECORDS

This allows you to look over the percentage for using a character and ranking results for the Story Mode, the Time Attack Mode, the Quest Survival Mode, and the Extra Mission Mode (for each competition).

## SAVE/LOAD

Using a PlayStation 2 Memory Card (8MB) lets you save and load game data. Select options with the up and down (↑↓) directional buttons and push a confirm button to activate.

LOAD DATA	Load game data saved on a PlayStation 2 Memory Card (8MB).
SAVED DATA	Save game data on a PlayStation 2 Memory Card (8MB).
AUTO SAVE	Lets you turn the Auto Save function on or off. Switching this on automatically saves important data in every type of game.
EXIT	Returns you to the Option screen.





# CREDITS

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Andrew Roth  
Lisa Leonard

Lien  
Lily  
Luise  
Mai  
Maxima  
Mignon  
Nagase  
Nightmare Geese  
Ninon  
Ralf/Armor Ralf  
Richard  
Rock  
Ryo  
Seth  
Soiree  
Terry  
Yuri

Claire Caponigro  
Ivy Omere  
Katrin Biemann  
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Kristen Erdman  
Tom Bitler  
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# METAL SLUG

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METAL SLUG 2

METAL SLUG X

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