



K O F

K THE KING OF
FIGHTERS
COLLECTION
-The Orochi Saga-

TEEN
T
CONTENT RATED BY
ESRB

SNK
PLAYMORE

www.snkplaymoreusa.com

⚠ 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.

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A special message from SNK PLAYMORE

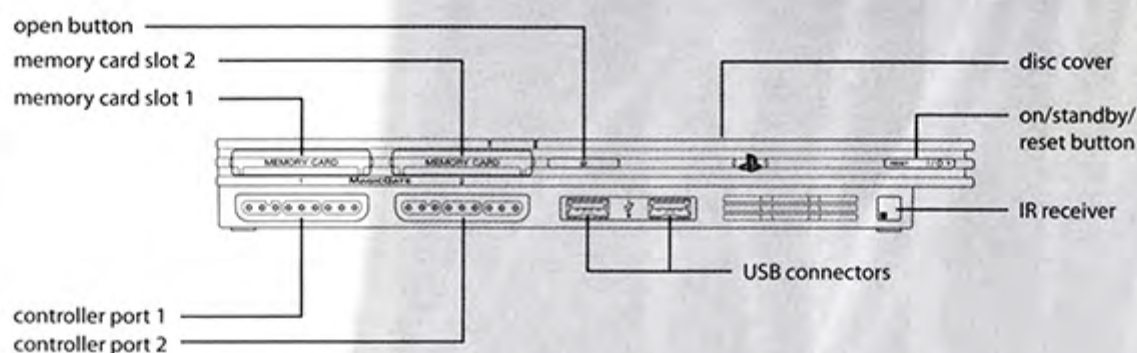
Thank you for purchasing this game. We are proud to bring you this collection of the first 5 KOF games. Be sure to read this instruction manual thoroughly before you start playing. We don't want you to miss a thing.

All titles are © SNK PLAYMORE

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Please note: THE KING OF FIGHTERS Collection: The Orochi Saga was under development at the time this manual was written. The game contents are subject to change without any notice.

GETTING STARTED

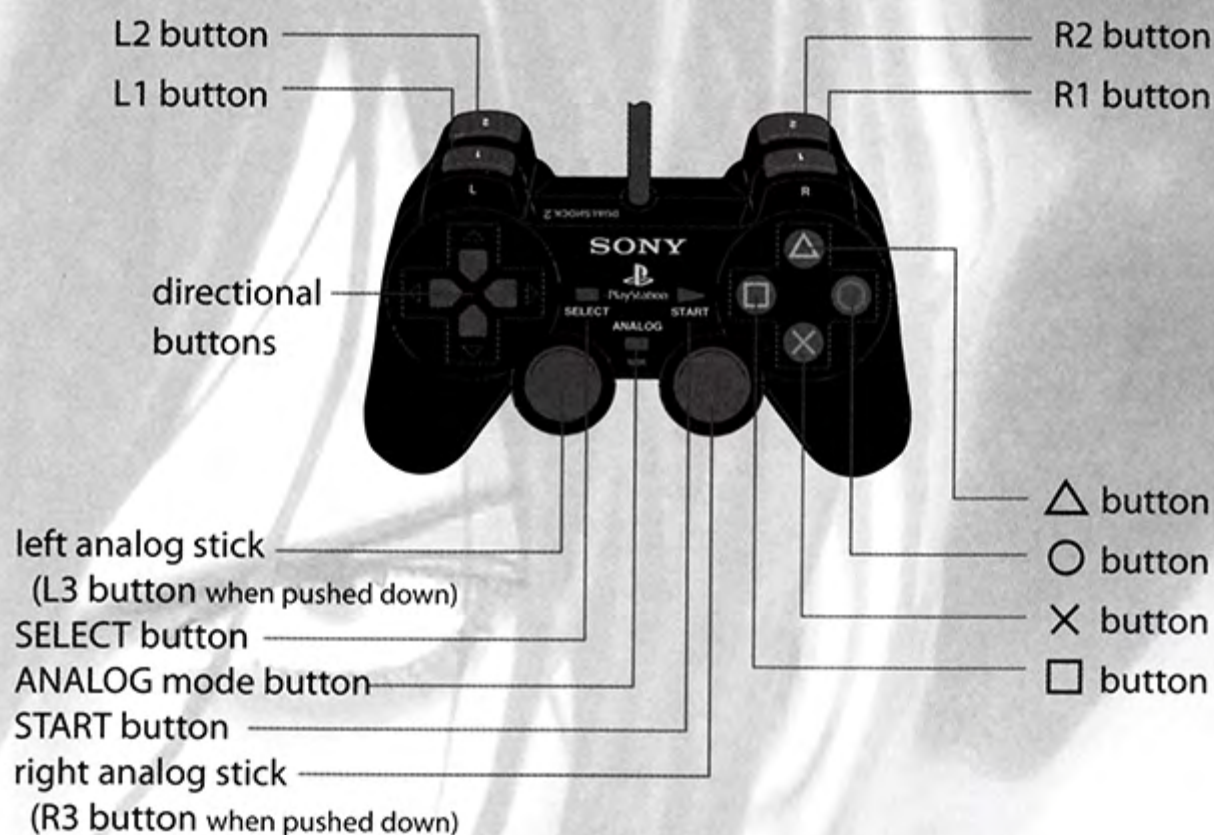


Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the THE KING OF FIGHTERS COLLECTION: THE OROCHI SAGA disc in the system with the label side facing up. Attach 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.

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



BEGINNING THE GAME

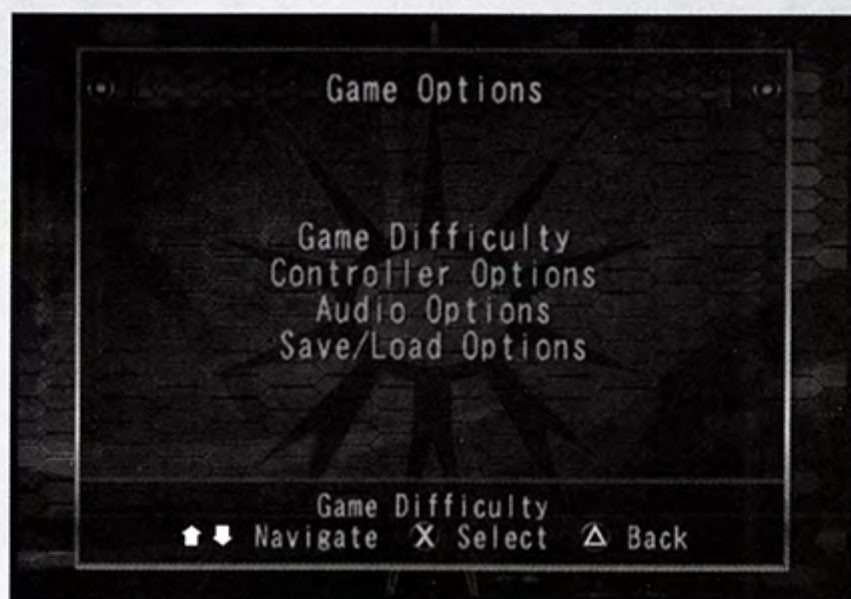


Press the START button at any time to bypass the opening cinematic to access the Main Game screen. From this screen you will be able to scroll through and select one of the 5 games to play or access **Options**, **Challenges** or **Media**.

Use the directional buttons **↑** and **↓** to cycle through the entire collection of games. Select a game by pressing the **⊗** button. Press the START button to begin the game. Also, before the game begins you will have the option to select a Game Mode as described below or Return to the Main Menu:

Arcade Mode – Play the original arcade version of the game.

Training Mode – Go here to practice your skills and hone your fighting technique.



Access the Options Menu from the Main Game screen by pressing the **X** Button. The settings you choose are reflected for each game and can only be edited under the Options Menu. 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" the current menu option. Use the **△** Button to cancel. The following items are listed under the Game Options:

- Difficulty – Adjust the difficulty setting from 1 to 8 with 8 being the hardest.
- Controller Options – Customize the configuration of your controller.
- Audio Options – Adjust the Music & Sound Effects levels.
- Save/Load Options – Save/Load Game Option items and completed Challenges.

CHALLENGES

You think you're a good fighter? Go here and select a Challenge to find out. Complete the challenge to unlock bonus material. Use the directional buttons ← and → to view the category at the top of the screen and then ↑ and ↓ to select a Challenge. Go to the "Won" category to see how many Challenges you've completed.

MEDIA

Go here to view and listen to bonus material such as artwork and soundtracks you've unlocked by completing a specific Challenge.

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. You will then be asked if you would like to save these settings.

- Resume Game
- Controller Options
- Audio Options
- Save/Load Options
- Move List
- Restart Game
- Return to Main Menu –

Exit the current game and return to the Main Menu



MULTIPLAYER

A second player can join in on an Arcade Mode game at any time to play VS the other player by pressing the START button on their controller.

GAME OVERVIEW

BASIC COMMANDS

The following symbols are used to describe basic commands. All commands are described in their initial settings and for characters moving from left to right on screen. Please note the following default controller configurations are used for each game.

Move	➡ (Forward) or ⬅ (Backward)
Dash	Tap ➡ ➡ quickly
Flying Retreat	Tap ⬅ ⬅ quickly
Jump	↖ or ↑ or ↗
Small Jump	Tap ↖ or ↑ or ↗
Crouch	↙ or ↓ or ↘; (press ↘ to walk while crouching)
Guard	Against an attack, ⬅ (upper guard) or ↙ (low guard) (guarding during jumps is also possible)
Light Punch	⊗ Button
Strong Punch	⊙ Button
Light Kick	⊠ Button
Strong Kick	⊡ Button
Evade	L1 Button
Powerup	L2 Button
Knockdown	R1 Button

These controls can be customized by selecting Controller Options under the Options Menu or by pressing the SELECT button to pause a current game and selecting Controller Options.

GAME OVERVIEW

GAME SCREEN



THE KING OF FIGHTERS '94



Story: Rugal Bernstein, an incredibly rich and notorious crime lord, as well as an incredibly skilled fighter, has become bored with the lack of worthy fighting opponents and decides to host a new King of Fighters tournament.

GAME OVERVIEW

THE KING OF FIGHTERS '95



Story: Rugal Bernstein, thought to have perished in an explosion in KOF 94, had in fact survived and has sent out invitations to the fighting teams signed simply 'R'. Unknown to everyone, Rugal has been augmented with cybernetic implants making him a Cyborg (known as 'Omega Rugal').

THE KING OF FIGHTERS '96



Story: The King of Fighters tournament's fame has grown immensely, to the point that it has turned into a major international event. This year's sponsor, a woman named Chizuru Kagura, intends to make contact with Kyo Kusanagi, as well as his rival and enemy, Iori Yagami. After fighting Kyo, Chizuru reveals to him that a larger power was afoot, known as the Orochi, and that he would soon have to battle against it.

GAME OVERVIEW

THE KING OF FIGHTERS '97



Story: Determined to harness the secret power of the Orochi, Geese Howard has created and entered a new '97 Special Team, which consists of Ryuji Yamazaki, Blue Mary and Billy Kane. Also, a mysterious New Faces Team, composed of three band-members (Shermie, Yashiro Nanakase and Chris) enter the tournament with the terrible intentions of raising Orochi from his slumber.

THE KING OF FIGHTERS '98



Story: Known as a "Dream Match" KOF 98 contains the greatest fighters up to this point in the KOF history. A total of 50 characters making up 12 teams plus bonus and hidden characters.

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**THE KING OF FIGHTERS -
THE ORICHI SAGA**
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AND TO BE INCLUDED ON SPECIAL SNK
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WARRANTY

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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.

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TECHNICAL SUPPORT:

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



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