WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.
If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.
In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for your purchase of this Sega Dreamcast software title, "The King of Fighters: Dream Match 1999." Before entering up for battle, be sure to read the user's manual carefully to learn how to properly enjoy the exciting game action of "Dream Match 1999."

*All screen pictures in this user's manual were taken during game development. Actual game screens may differ slightly from those appearing herein.

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OPERATING THE CONTROLS

Sega Dreamcast Controller

START Button
Game start/Burst-In Play/Continue/Pause/Pause Release
Thumb Pad
Not used.
Directional Button
Character Movement, Jump, Crouch, Guard, etc./Mode & Menu Item Selection
X Button
Weak Punch
Y Button
Strong Punch
A Button
Weak Kick/Selection Confirmation
B Button
Strong Kick
C Button
"Teaser" Move

All commands are the same as the Sega Dreamcast controller, except "The Teaser" command (which is made with the Z/C Buttons).

Arcade Stick

START Button
Game start/Burst-In Play/Continue/Pause/Pause Release
Joystick
Character Movement, Jump, Crouch, Guard, etc./Mode & Menu Item Selection
X Button
Weak Punch
Y Button
Strong Punch
Z Button
"The Teaser"
A Button
Weak Kick/Selection Confirmation
B Button
Strong Kick
C Button
"The Teaser"

*Do not touch the Analog Thumb Pad or the L/R Triggers when turning the Sega Dreamcast Power On. Doing so may disrupt the controller initialization procedure and result in malfunction.

*This software title is for one to two players. Before turning the Sega Dreamcast Power On, connect the controller or other peripheral equipment to the control ports of the Sega Dreamcast. (Use the A and B ports only.) To return to the title screen at any point during the game play, simultaneously press the A,B,X,Y and start buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

*A second separately sold Sega Dreamcast controller or Arcade Stick must be purchased to play with two people.

*All commands listed herein refer to initial settings. These can be changed with the "BUTTON CONFIG." Menu of the Option Mode (see p. 21).
BEGINNING GAME PLAY

Push the START Button when the Title Screen appears.

1

Mode Select Screen

Select a Game Mode with the Direction Key, and push the A Button to confirm selections.

- TEAM PLAY
- TEAM VS
- SINGLE PLAY
- SINGLE VS
- SURVIVOR
- PRACTICE
- NEGGED POCKET
- OPTION

- A team battle against the computer
- A two-player team battle
- A single-character battle against the computer
- A two-player, single-character battle
- Take on all characters in a “time attack” battle (see p. 15)
- A mode for practicing game moves, etc. (see p. 16)
- A mode to communicate with NEGGED Pocket units (see pp. 17 to 19)
- Change various game settings (see pp. 20 to 21)

2

Control Mode Selection

Select your character's Control Mode with the Direction Key and push the A Button.

- ADVANCED
- EXTRA

- A Control Mode for advanced players (see pp. 10, 12, 13)
- A Control Mode for beginners (see pp. 11, 12, 13)
Roulette Team Edit

Use the Roulette Team Edit to select team-member characters randomly. (This cannot be used in the Survivor Mode and Practice Mode.) Move the cursor to the question mark [?] on the Character Select Screen with the Direction Key, and push the A Button.

Burst-in Play

Press the Start Button of the unused controller during 1-player computer battles (except in the Survivor Mode and Practice Mode) to begin two-player competition matches.

Continuing Game Play

After losing a game in a single-player computer match (excluding Survivor Mode and Practice Mode), press the START Button before the count reaches '0' on the Continue Screen to call up the Continue Service Roulette Screen. When the roulette wheel begins to turn, push the A Button before time runs out to stop the wheel and select a Continue Service (Push the B Button or let time run out to skip the Continue Service). The Continue Service applies only to the first stage after play is resumed (not just a single round).

Continue Service Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent Power 1/3</td>
<td>Begins play with your computer opponent’s power at 1/3 full (Applies to all computer team members in team battles).</td>
</tr>
<tr>
<td>CPU Difficulty Down</td>
<td>Begins game play with the computer character’s game difficulty at level one.</td>
</tr>
<tr>
<td>To Next Stage</td>
<td>Begins action at the next stage unconditionally.</td>
</tr>
<tr>
<td>Attack Power Up!</td>
<td>Increases player's offensive power.</td>
</tr>
<tr>
<td>No CPU Gauge</td>
<td>The power gauge for the CPU character is disabled.</td>
</tr>
</tbody>
</table>

Life Gauge
Displays remaining character strength. The green gauge represents the power gauge for Advanced Mode. The yellow gauge is for the Extra Mode. When the remaining power decreases in the Extra Mode, the gauge will begin to flash and enable the use of Super Special Moves.

Character in Battle
Displays the face of characters in use.

Other Team Member Names
The names of defeated characters are displayed in darkened letters.

Time Remaining
Shows the time left for the round. Remaining Life Gauge levels decide the victor when the timer reaches '0'.

Control Mode Display
Displays the Control Mode of the player in action. [ADV: Advanced Mode/EX: Extra Mode]

Order Display
Shows the lighting order of team members.

Advanced Power Gauge
Power gauge for the Advanced Mode (see p. 12).

Extra Power Gauge
Power gauge for the Extra Mode (see p. 12).
CHARACTER MOVES

All command descriptions describe initial settings, with the arrow marks [→] signifying the direction to press the controller’s Direction Key. The X, Y, A and B symbols are abbreviations for buttons.

*All commands listed are for use with the Sega Dreamcast controller.*

**Advanced Mode Commands**

(When characters are facing right.)

**[Basic Commands]**

- **Movement**: ← or →
- **Dash (Run)**: ← or → tapped quickly
- **Back Step**: ← or → tapped quickly
- **Jump**: X, Y, A or B (Two various methods of pressing the Direction Key to use big, medium, and small jumps.)
- **Crouch**: ← or →
- **Guard**: When attacked, ← (Standing Guard) or → (Crouching Guard)
- **Punch Attack**: X (Weak) or Y (Strong)
- **Kick Attack**: A (Weak) or B (Strong)

**[Special Commands]**

- **Emergency Escape (Forward)**: Press X, A simultaneously (or also, ← X, A simultaneously)
- **Emergency Escape (Backward)**: Press ← X, A simultaneously
- **Blow-Away Attack**: Press Y, B simultaneously
- **MAX Power Activate**: Press X, Y, A simultaneously (only with power stocks)
- **Knockdown Recovery**: Press Y, B simultaneously before being knocked down
- **’The Teaser’**: Push the L or R Triggers
- **Forward Guard Cancel Emergency Escape**: Press X, A simultaneously (or also, ← X, A simultaneously while in the guard position)
- **Backward Guard Cancel Emergency Escape**: Press ← X, A simultaneously while in the guard position
- **Guard Cancel Blow-Away Attack**: Press Y, B simultaneously while in the guard position

**Extra Mode Commands**

(When characters are facing right.)

**[Basic Commands]**

- **Movement**: ← or →
- **Front Step**: ← or → tapped quickly
- **Back Step**: ← or → tapped quickly
- **Jump**: X, Y, A or B (Two various methods of pressing the Direction Key to use big, medium, and small jumps.)
- **Crouch**: ← or →
- **Guard**: When attacked, ← (Standing Guard) or → (Crouching Guard)
- **Punch Attack**: X (Weak) or Y (Strong)
- **Kick Attack**: A (Weak) or B (Strong)

**[Special Commands]**

- **Incursion Aversion**: Move Press X, A simultaneously
- **Blow-Away Attack**: Press Y, B simultaneously
- **Power Builder**: Press X, Y, A, B simultaneously (keep pressed down temporarily)
- **Counter Attack**: Press either X, Y, A, B during an Incursion Aversion Move
- **Knockdown Recovery**: Press Y, B simultaneously before being knocked down
- **”The Teaser”**: Push the L or R Triggers
- **Forward Guard Cancel Emergency Escape**: Press X, A simultaneously (or also, ← X, A simultaneously while in the guard position)
- **Backward Guard Cancel Emergency Escape**: Press ← X, A simultaneously while in the guard position
- **Guard Cancel Blow-Away Attack**: Press Y, B simultaneously while in the guard position

*"MAX Power Activate," "Guard Cancel Emergency Escape," and "Guard Cancel Blow-Away Attack" moves cannot be used without power stocks.*

*"The 'Guard Cancel Emergency Escape' and 'Guard Cancel Blow-Away Attack' moves cannot be used if the Power Gauge is not at MAX.*
Power Gauge System

The power gauge systems vary in the Advanced Mode and the Extra Mode.

Advanced Power Gauge

In the Advanced Mode, the power gauge in the lower half of the screen increases with each Special Move used. When it becomes full, a yellow Power Stock will light up to the right of the gauge (one 'power stock'), enabling the use of a Super Special Move. Up to 3 'power stocks' can be kept. Push the X, Y, A Buttons simultaneously when power stocks are illuminated to temporarily increase your character's power to MAX (MAX Power Activation). If more than one power stock remains when using the MAX Power Activate, use a MAX Power Super Special Move.

Extra Power Gauge

In the Extra Mode, push down the X, Y, A Buttons down simultaneously to increase the power gauge in the lower half of the screen (Power Build). When the gauge becomes full, your character automatically enters the temporary MAX Power Condition, enabling the use of Super Special Moves. If the Life Gauge is also flashing in this condition, you can use a MAX Power Super Special Move.

Advantage System

In this game, when a character loses in the Team Play Mode or Team VS Mode, the Advantage System gives the second and third players an advantage over opponents.

In the Advanced Mode, the number of power stocks that can be kept increases to five, and it becomes easier to use MAX Power Super Special Moves. Furthermore, in the Extra Mode, the length of the power gauge is shortened, making it easier to increase power.

*By changing settings in the "BATTLE CONFIG." Menu of the Option Mode, games can be played without the Advantage Mode (see p. 21).

Back-Up Attacks

When the conditions listed below are met in team battles, push the X, Y, A Buttons simultaneously to have other team members jump in for a "Back-Up Attack."

The chances of receiving help, however, varies with compatibility among other team members.

- When a character is knocked out or grabbed by an opponent.
- When other teammates still remain to fight.
- When teammates waiting for battle can be seen on the screen.

*If the compatibility of teammates is good, the percentage of getting a 'Back-Up Attack' is 100% if the above conditions are met; 50% if compatibility is normal; and nonexistent if compatibility is bad.
COMPETITION RULES

TEAM

1. Each team's starting member begins to fight in a one-round match.

2. When the first member is defeated, the second member enters the battle. The victor remains to fight with the same power meter level reading at the end of the previous battle. The victor's strength level is restored slightly with a victory bonus and time.

3. The first team to defeat all opponents wins and proceeds to the next match.

SINGLE

1. 1-ON-1 SINGLE BATTLES

The first character to win two out of three rounds wins the match. During matches, both participants' power levels are restored as each round is decided, and action moves on to the next round. The number of rounds needed to win a match can be changed with the "BATTLE CONFIG." Menu of the Option Mode (see p. 21).

SURVIVOR MODE

Survivor Mode is a computer-battle "Time Attack" mode. Select one character, and take on the other characters with a Life Gauge that cannot be replenished. Race to see how long it takes (Clear Time) to defeat all opponents.

- Beginning Survivor Mode

After selecting "SURVIVOR" on the Mode Select Screen and pushing the A Button, select a Command Mode and character with the Directional Button and push the A Button to begin the game.

- Survivor Mode Rules

All matches are one round. When you win a match, Life Gauge power is restored slightly, and the next opponent appears. During a battle, if the Life Gauge runs out, you lose, and the Continue Screen appears. Push the START Button to continue play.

- Clear Data Save

After defeating all opponents to clear the game, the results can be saved on the memory card (Virtual Memory Unit data save device [sold separately]) (see p. 22).
Select 'PRACTICE' on the Mode Select Screen and push the A Button to proceed to Practice Mode. Select a Command Mode, character, and practice opponent in this order with the Directional Button, and push the A Button to confirm selections.

Next, when the Practice Menu Screen appears, change conditions for the practice opponent, etc., then begin practicing. The Practice Mode can be started from either the Player 1 or Player 2 controllers.

**Practice Menu Screen Commands**

- **START**: Push the A Button to begin practice.
- **ACTION**: Choose the opponent’s fighting condition (STAND, CROUCH, JUMP).
- **COUNTER**: Sets counter damage (ON-Damage; OFF-No damage).
- **ATTACK**: Set the attack ability of the practice opponent (ON-Attack; OFF-No attack).
- **GUARD**: Set the defensive ability of the practice opponent (ON-Defense; OFF-No defense).
- **CHARACTER CHANGE**: Push the A Button to call up the Character Select Screen.
- **EXIT**: Push the A Button to call up the Mode Select Screen.

**Stuff To Be Careful Of**

- Pushing the Select Button during Practice Mode play calls up the Practice Menu Screen.
- Use ‘The Teaser’ to coax your opponent toward you (only possible when you select STAND for your opponent’s condition).

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**NEOGEO POCKET COMMUNICATION**

Use the NEOGEO Pocket-Sega Dreamcast Communication Connector Cable (sold separately) to transfer data between the Sega Dreamcast and NEOGEO Pocket. This means it’s possible to exchange data between the Sega Dreamcast software title 'The King of Fighters: Dream Match 1999' (hereafter, 'Dream Match 1999') and the NEOGEO Pocket software title 'King of Fighters R-2' (hereafter, 'R-2').

*Only the NEOGEO Pocket-Sega Dreamcast Communication Connector Cable (sold separately) can be used for communication with the NEOGEO Pocket main unit.*

**Beginning Communications**

1. Check to see that the Sega Dreamcast, equipped with ‘Dream Match 1999’ and memory card, and the NEOGEO Pocket Color (or NEOGEO Pocket) main unit, with an ‘R-2’ cartridge inserted, are both turned off.
2. Connect the Sega Dreamcast to the NEOGEO Pocket Color (or NEOGEO Pocket) main unit with the NEOGEO Pocket-Sega Dreamcast Communication Connector Cable, and then turn both of them on.

*For detailed connection instructions, see the user’s manual included in the NEOGEO Pocket-Sega Dreamcast Communication Connector Cable package.*

**Sega Dreamcast Operations**

Select 'NEOGEO POCKET' on the 'Dream Match 1999' Mode Select Screen and push the A Button to proceed to the NEOGEO POCKET Mode Screen. Select a menu with the Directional Button and push the A Button to confirm selections.

**NEOGEO POCKET Mode Screen**

- **UPLOAD**: Send data to ‘R-2’ software.
- **DOWNLOAD**: Receive data from ‘R-2’ software.
- **EXIT**: Return to the Mode Select Screen.
Select "UPLOAD" on the NEOGEO Pocket Mode Screen and push the A Button to proceed to the Upload Screen. Move the Directional Button up and down to select Character Point information and right or left to select menus. Push the A Button to confirm selections.

[UPLOAD SCREEN MENUS]
- POINT PLUS: Add "Get Pts" to Character Points and save data.
- UPLOAD: Upload "SKILL"S acquired in "DREAM MATCH".
- EXIT: Return to the previous screen.

NOTE: Relationship between "Character Points" and "SKILLS". In "Dream Match 1999", characters receive "Get Points" whenever they win a match, and the total of these become "Character Points". Characters who receive a certain number of these points gain a "SKILL". These "SKILLS" are original Special Moves which characters can get in the "Making Mode" of "R-2".

Select "DOWNLOAD" on the NEOGEO Pocket Mode Screen and push the A Button to proceed to the Download Screen. Select a menu with the Directional Button and push the A Button to confirm selections.

[DOWNLOAD SCREEN MENUS]
- VISUAL: See hidden images when certain conditions are met.
- DOWNLOAD: Receive fight result data from "R-2" and convert it to NGP Points.
- EXIT: Return to the previous screen.

NOTE: Conditions for Seeing Hidden Visuals
With fight result data downloaded from "R-2" it's possible to view hidden visual images from the "VISUAL" Menu when total points equal or exceed a fixed value.

NEOGEO POCKET OPERATIONS

DC Communication Screen
Select "DC COMMUNICATION" on the "R-2" Main Menu Screen and push the A Button to proceed to the DC Communication Screen. Select any of the menus listed below and push the A Button.

- Send Fight Results: Upload data to "Dream Match 1999".
- Get Skill: Receive data from "Dream Match 1999".

NOTE: Conditions for Sending Hidden Visuals
With fight result data downloaded from "R-2", it's possible to view hidden visual images from the "VISUAL" Menu when total points equal or exceed a fixed value.

Download Screen
Select this menu and push the A Button to download character "SKILLS" attained during "Dream Match 1999" play. Select data to be sent using the "Dream Match 1999" software and push the A Button. When downloading ends, the "End Link" message appears, and the Get SKILL Screen appears. Select whether to keep or delete downloaded "SKILLS".

*Data cannot be exchanged when the NEOGEO Pocket or Sega Dreamcast is not turned on, or on screens other than the DC Communication Screen.
OPTION MODE

Select 'OPTION' on the Mode Select Screen and push the A Button to proceed to the Option Mode Screen. Move the Directional Button up and down to select items and right and left to change settings. Push the A Button to confirm setting changes.

- **DIFFICULTY**: Set computer battle difficulty levels to 1 of 8 levels.
- **PLAY TIME**: Set round time at NORMAL or NO LIMIT.
- **LANGUAGE**: Select 1 of 4 languages for game message displays.
- **STAGE SELECT**: Determines whether the Stage Selection Screen is displayed for 2-player matches. (ON: Select stages before matches/OFF: No selection).
- **BATTLE CONFIG.**: Select and push the A Button to call up the BATTLE CONFIG. Screen (see p. 21).
- **BUTTON CONFIG.**: Select and push the A Button to call up the BUTTON CONFIG. Screen (see p. 21).
- **SAVE**: Select and push the A Button to call up the SAVE Screen and save. Option Settings: Settings on the memory card (see p. 22).
- **EXIT**: Select and push the A Button to return to the Mode Select Screen.

### BATTLE CONFIG.

This menu lets you alter the game system. Move the Directional Button up and down to select items and right and left to change settings.

- **PLAYER SIDE**: Select Player 1 (1P) or Player 2 (2P).
- **LEVEL**: Change the character's defense level value to 1 of 8 settings.
- **POWER GAUGE**: Change the condition of power gauges during game play.
- **DISP.CUT**: Turn the display of the Life Gauge, Power Gauge, and Remaining Time on or off.
- **ADVANTAGE**: Sets the Advantage System (ON-Turns system on/OFF-Turns system off).
- **WINNING POINT**: Sets the single-player battle victory points at 1 to 5 points.
- **EXIT**: Return to the OPTION MODE.

### BUTTON CONFIG.

Set controller command settings here. Move the Directional Button up and down to select command items you want to change and push the button you want to use. When you finish changing button settings, select "EXIT" and push the "A" Button to return to the Option Screen.
Use a memory card to back up various data.

**Saving, Loading Progress Data**

"SAVE": Select "YES" on the Save Select Screen that appears when a game ends and push the A Button to save data.

"LOAD": Saved Progress Data is automatically loaded before a game is begun, so after selecting a mode, select "CONTINUE" and push the A Button to resume game play.

**Saving SURVIVOR MODE Clear Data**

After clearing SURVIVOR MODE, select "YES" and push the A Button when the Save Select Display appears.

**Option Settings Save**

Proceed from the Option Screen to the Save Screen (see p. 20), select "YES", and push the A Button. This saves settings changed in the OPTION, BATTLE CONFIG., and BUTTON CONFIG. Menus.

*A memory card (Virtual Memory System data save unit sold separately) is necessary to save various types of data.*

*A memory card storage capacity of 7 blocks is necessary to save all data.*

(Progress data, clear data, option settings data, NEOGEO Pocket communication data can all be saved.)

*Do not turn off the main unit's power off or remove the memory card, other peripheral units, and controllers while saving data.

---

**CHARACTERS AND SPECIAL MOVES**

**Reading Special Move Command Charts**

<table>
<thead>
<tr>
<th>CHARACTER NAME</th>
<th>MOVE NAME</th>
<th>COMMAND</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Command Chart Symbol Meanings**

- 
- 
- 
- 

- Direction to push the Directional Button (When characters are facing right)
- Button Abbreviations
- Super Special Moves

*All button commands in the command charts refer to initial settings.*

*There are other Special Moves and Super Special Moves than those introduced here. Use your skill to find them!*
**FIRE BALL**

**WICKED CHEW**

**R.E.D. KICK**

**POISON GWNFEST**

**MAJOR SERPENT WAVE**

**FINAL SHOWDOWN**

**BENIMARU BLAST**

**3 LEVEL REFLEX BOOT**

**HEAVEN BLAST FLASH**

**ELECTRIGGER**

**MINELAYER**

**REVERSE DROP**

**BURNING KNUCKLES**

**POWER WAVE**

**POWER TACKLE**

**POWER DUNK**

**HIGH ANGLE GEYSER**

**ZAN EI KEN**

**HISHO KEN**

**WATER BLASTER BOP**

**SHO RYU DAN**

**SUPER SHELL BURST**

**FLYING COMET PUNCH**

**HURRICANE UPPER**

**TIGER KICK**

**GOLDEN HEEL HURTER**

**EXPLODING FIST**

**SCREW UPPER**

**EXPLODING HURRICANE TIGER HEEL**

**TIGER FLAME PUNCH**

**KOHO**

**LIGHTNING LEGS KNOCKOUT KICK**

**KYOBUGEN FIST FLASH**

**RYUKO RANBU**

**DESTROYER BLAST**

**DRAGON BLAST PUNCH**

**SHOOTING STEAM STRIKE**

**FLYING DRAGON SLICE**

**KYOBUGEN KICK DANCE**

**RYUKO RANBU**

**DESTROYER BLAST**

**TIGER FLAME PUNCH**

**RAI OH KEN**

**YURI SUPER KNUCKLES**

**YURI SUPER SPIN KICK**

**SHOOTING STEAM STRIKE**

**DESTROYER BLAST**

**MOON SLASHER**

**GRAND SABRE**

**X-CALIBER**

**BALTIC LAUNCHER**

**V-SLASHER**

**RYBO SPARK**

**GATLING ATTACK**

**SUDDEN DROP SLAM**

**SUPER ARGENTINE BACK BREAKER**

**RALF KICK**

**SUPER VULCAN PUNCH**

**HORSEPOWER VULCAN PUNCH**

**NAPALM STRATCH**

**ROLLING CRADLER**

**FRANKENSHTEINER**

**SUPER ARGENTINE BACK BREAKER**

**ULTRA ARGENTINE BACK BREAKER**

**RUNNING THREE**

**TIGER FLAME PUNCH**

**KOHO**

**LIGHTNING LEGS KNOCKOUT KICK**

**KYOBUGEN FIST FLASH**

**RYUKO RANBU**

**DESTROYER BLAST**

**DRAGON BLAST PUNCH**

**SHOOTING STEAM STRIKE**

**FLYING DRAGON SLICE**

**KYOBUGEN KICK DANCE**

**RYUKO RANBU**

**DESTROYER BLAST**

**TIGER FLAME PUNCH**

**RAI OH KEN**

**YURI SUPER KNUCKLES**

**YURI SUPER SPIN KICK**

**SHOOTING STEAM STRIKE**

**DESTROYER BLAST**

**MOON SLASHER**

**GRAND SABRE**

**X-CALIBER**

**BALTIC LAUNCHER**

**V-SLASHER**

**RYBO SPARK**

**GATLING ATTACK**

**SUDDEN DROP SLAM**

**SUPER ARGENTINE BACK BREAKER**

**RALF KICK**

**SUPER VULCAN PUNCH**

**HORSEPOWER VULCAN PUNCH**

**NAPALM STRATCH**

**ROLLING CRADLER**

**FRANKENSHTEINER**

**SUPER ARGENTINE BACK BREAKER**

**ULTRA ARGENTINE BACK BREAKER**

**RUNNING THREE**
| PSYCHO BALL ATTACK | 4 + X or Y |
| PHOENIX ARROW | During jump, 4 + A or B |
| PSYCHO SWORD | 4 + X or Y |
| SUPER PSYCHIC THRUST | Near opponent, 4 + X or Y |
| *SHINING CRYSTAL BIT | 4 + X or Y |
| *PHOENIX FANG ARROW | During jump, 4 + A or B |
| SUPER BULLER ATTACK | 4 + X or Y |
| DRAGON UPPERCUT | 4 + A or B |
| DRAGON TALON TROUNCE | During jump, 4 + X or Y |
| DRAGON DRUBBING | Near opponent, 4 + X or Y |
| *DRAAGN GOD LIGHTNING KICK | 4 + A |
| *DRAAGN GOD HEAVEN HOLOAH | 4 + A |
| GOURD ATTACK | 4 + X or Y |
| BURNING SAE BELCH | 4 + X or Y |
| TWISTING SONIC BOOM | 4 + A or B |
| MOCHIZUKI INTOXIATOR | 4 + X or Y |
| *THUNDERBLAST | 4 + X or Y |
| *THUNDERING SUMMONS | 4 + X or Y |
| HEAVEN'S WAY | 4 + X or Y |
| ORACLE'S DECREE | 4 + X or Y, A, or B |
| ECHOING HARP | 4 + X or Y |
| PIERCING PEAK PUNCH | 4 + X, Y, A, or B |
| *RULES OF ZEN | 4 + X or Y |
| *PIPER'S LEGION | 4 + X or Y |
| FLYING FAN SMACK | 4 + X or Y |
| DRAGON FLAME FANDANGO | 4 + X or Y |
| FLYING SQUIRREL BOOGIE | 4 + A or B |
| MOON HEROIN DANCE | 4 + A or B |
| SUPER DEADLY NINJA BEES | 4 + X or Y |
| *PHOENIX FANDANGO | 4 + A or B |
| VENOM STRIKE | 4 + A or B |
| TORNADO KICK | 4 + A or B |
| MIRAGE KICK | 4 + X or Y |
| SURPRISE ROSE | 4 + X or Y |
| *ILLUSION DANCE | 4 + A or B |
| *SILENT FLASH | 4 + A or B |
LEADING 90 DAY WARRANTY

SNK Corporation of America ("SNK") Limited Warranty to the original consumer purchaser that the accompanying Sega Dreamcast software ("Product(s)"") will perform substantially in accordance with the accompanying written materials for 90 days from the date of purchase. SNK shall not be responsible for any uncorrected, error-free or bug-free operation of the software Product(s). During the warranty period, SNK will, at its option, either repair or replace Product(s) that fail to conform with this warranty free of charge. The original consumer purchaser is entitled to this warranty only if the date of purchase is registered at the point of sale or the consumer can demonstrate that the Product(s) was purchased within 90 days of the date of the warranty claim. Proof of purchase is required for all claims.

SERVICE INFORMATION

Many simple problems can be corrected by reading the troubleshooting tips in the manual. To make a warranty claim or seek further information concerning the Product(s) warranted hereby, please contact SNK Customer Service by calling 877-341-3268 (Monday - Friday, 8:00 a.m. - 6:00 p.m. Pacific Time) or write to SNK Customer Service at 17 Great Oaks Blvd., San Jose, CA 95119, or email through SNK's website at www.snkusa.com. When writing or emailing to SNK, please provide a description of the defect or basis of the warranty claim, the serial number of the Product(s), the date of purchase and the claimant's name, mailing address and daytime telephone number. Please also forward to SNK, at the address above, the claimant's proof of purchase. In some cases, it may be necessary to ship the Product(s), FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SNK for repair or replacement. Any such shipments will be at the claimant's expense. Please do not ship any Product(s) to SNK without contacting SNK first for instructions and a Return Merchandise Authorization (RMA) number; otherwise your shipment will be rejected. Only SNK customer service or technical service personnel are authorized to replace or repair warranted Product(s).

There is no informal dispute resolution mechanism for disputed claims.

WARRANTY LIMITATIONS

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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