The last battle of the twentieth century.
TO ALL CONTENTANTS
Thank you for your purchase of the NEOGEO ROM cartridge, "The King of Fighters 2000". Before you gear up for battle, be sure to read the user's manual carefully to enjoy proper game play.
★ You may want to look at your NEOGEO Home System console's user's manual during play.
★ For younger players, a parent or guardian should read the manual and explain its contents to them.
★ All photos of the screen in this manual have been reproduced from the Japanese version of the game.

Another Strikers Lineup
There are three types of Another Strikers that can appear. They are the Strikers from past KOF, characters from titles other than KOF and your original characters.
WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen, möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

● Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spieldauer einlegen!
Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospiels abzusehen, bis Ihr Körper sich regeneriert hat!
● Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]
Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

Notes on use

MEMORY CARD-BACKUP

With a NEO GEO Memory Card (sold separately) you can easily return to where you left off during a game. Securely insert the memory card into the console's memory card slot and follow the procedures below to save and load game data.

■TO LOAD (Retrieving Data)
If the NEO GEO Memory Card is inserted correctly, the "LOAD DATA" screen will appear. Use the joystick to select "YES" and push button A to resume play where you left off.

■TO SAVE (Recording Data)
If the NEO GEO memory Card is inserted correctly, after a game has ended, the "SAVE DATA" screen will appear. Use the joystick to select "YES" and push button A to save data at the point where you finished. (With certain software data is saved automatically during play.)
* As a rule, you cannot save data for a game more than once. Consequently, when saving data for a game on a memory card, be aware that previous data for the same game will be erased automatically.

■FORMATTING CARDS
Newly purchased NEO GEO Memory Cards are not formatted. Before using a new card, follow the procedures below to format it.

1. Correctly insert a NEO GEO game cartridge and memory card into the console.

2. While holding down all the buttons (A to D) on the Player 1 controller, push the RESET button on the Home System console.

3. When the "MEMORY CARD UTILITY MENU" appears on the screen, select "FORMAT" and follow the on-screen instructions.

4. Press Button A when formatting is complete.

Wicked Chew | 1↓↓↓↓+ A
Poison Gnawest | 1↓↓↓↓+ C
427 Locomotive Upper | 1↓↓↓↓+ BorD
Ceremony Super Slash 182 | 1↓↓↓↓ + AoC
Serpent Wave | 1↓↓↓↓+ AoC
Serpent Wave | 1↓↓↓↓+ A C

Fire Ball | 1↓↓↓↓ + A o C
Dark Thrust | 1↓↓↓↓ + Ao C
Deadly Flower | 1↓↓↓↓ + Ao C X 3
Concealed 1101 Bloom Guer | 1↓↓↓↓ + Ao C
Maiden Masher | 1↓↓↓↓ + Ao C
Maiden Masher | 1↓↓↓↓ + A C

????? | 1↓↓↓↓ + Ao C
????? | 1↓↓↓↓ + Ao C
????? | 1↓↓↓↓ + Ao C
????? | 1↓↓↓↓+ Ao C
????? | 1↓↓↓↓+ AC
????? | (1↓↓↓↓) x 2 + AC
NOTES ON USING MEMORY CARDS

- A NEO GEO game cartridge must be inserted into the console to save and load data on the memory card.
- While loading and saving data, under no circumstances should you either remove the memory card and game cartridge or turn the console off!
- Insert the memory card into the slot with its arrow mark facing upward.
- The memory card is sold separately. Make sure you purchase and use on NEO GEO Memory Cards with the NEO GEO Home System.

NOTES ON USING CARTRIDGES

- This cartridge is for use only with the NEO GEO Home System.
- Turn the machine off before inserting or removing the game cartridge.
- Because this cartridge is a high-precision device, do not expose it to extreme temperatures or severe shock. Never attempt to take this cartridge apart as it may damage sensitive components within.
- Do not touch the cartridge's connector or get it wet.
- Do not clean the cartridge with cleaners such as thinner, benzine, or water.
- When not in use, unplug the console's AC adapter from the outlet.
- Do not connect the NEO GEO Home System to a projection-screen TV. It may cause image burn-in on the screen.

KING OF FIGHTERS ROCKS!!
Prologue

In the previous KOF, the existence of puzzling and secret alliance of "Nests" became clear. Their activities quieted down soon after the death of Krizalid and they were not heard from much. It was at that time the occurrences of worldwide terrorism began to grow at an alarming rate. The Heidern fighting brigade had gotten word that these instances where the dirty work of 'K' and 'Maxima' and they set out to put tails on those two. However, it was just at that time that KOF was starting...

Several weeks later, the worldwide fighter's tournament began and low and behold among the names of participating teams were none other than "K" and 'Maxima.' Just at that time as well, as if being drawn out into the open by those two, Nests also began to show more activity... or was this just a coincidence...

Now, the violence begins anew... Welcome, once again, to the King of Fighters...
Explanation of the Rules

[Another Striker]

This time, a dedicated back-up striker called [Another Striker] is set for each character. Players can select whether to use the normal character or another striker when determining the order of strikers using Order Select.

[Team Battles]

- **Match type**

Teams are composed of three athletes and one striker. Strikers can use one striker bomb during the match and they can jump in to help teammates at any time during a match. (However, the frequency of appearances for this character is limited.)

- **Game Rules**

The first member of each appearing team fights one round. When a match is decided, the loser is replaced by the second member of his/her team and the victor remains to fight the next match with the same life gauge level as at the end of the previous match. (Life gauge power is restored slightly, however, with victory and time bonuses.) The first team to beat 3 members is the winner.

**Single Battles**

- **Match type**

In single battles, too, a striker is assigned to a single player. As with team battles, the Striker can jump in at any time to back-up his fighting teammate during a match. (However, the frequency of appearances for this character is limited.)

- **Match Rules**

In a three-fall match, the first to win two rounds (two points) wins the match. During a match, life levels are fully restored for each player after each round is decided and action proceeds to the next round.

*The number of rounds needed to win a match can be changed with [BATTLE CONFIG.] in the OPTION MODE. (See page 19)*
Operating the Controls

The basic operations during the game or in each of the select menus are described below.

1. Select Button: Pause/Resume play (by pressing a second time)
2. Start Button: Starts game/Break-in play/Continue/Razz (during play)
3. Joystick: Moves characters/Jumps/Crouch/Guard, etc./Selects modes and options
4. A Button: Light punch/Determines selections
5. B Button: Light kick
6. C Button: Strong punch
7. D Button: Strong kick

Moon Slasher: Briefly then D + Aor C
Baltic Launcher: Briefly then D + Aor C
X-Caliber: During jump 1↓↓↓↓+ Aor C
Revolver Spark: Briefly then D +↓↓↓↓↓↓ + Bor D
V-Blade: Briefly then D +↓↓↓↓↓↓ + Aor C

V-Blade: Briefly then D +↓↓↓↓↓↓ + Aor C

Vulcan Punch: Aor C Trip repeatedly
Super Argentine Back Breaker: Near opponent D↓↓↓↓↓↓ + Bor D
Gatling Attack: Briefly then D + Aor C
Horspower Vulcan Punch: D↓↓↓↓↓↓↓ + Bor D
Super Vulcan Punch: D↓↓↓↓↓↓↓ + Aor C
Super Vulcan Punch: D↓↓↓↓↓↓↓ + AC

Gatling Attack: Briefly then D + Aor C
Super Argentine Back Breaker: Near opponent D↓↓↓↓↓↓ + Bor D
Napalm Stretch: D↓↓↓↓↓↓↓ + Aor C
Running Three: D↓↓↓↓↓↓↓ + Bor D
Ultra Argentine Back Breaker: Near opponent D↓↓↓↓↓↓ + Aor C
Ultra Argentine Back Breaker: Near opponent D↓↓↓↓↓↓ + AC

Boomerang Shot: D↓↓↓↓↓↓↓ + Aor C
Strength Shot Type A: D↓↓↓↓↓↓↓ + A
Strength Shot Type B: D↓↓↓↓↓↓↓ + B
Strength Shot Type C: D↓↓↓↓↓↓↓ + C
Sonic Slasher: D↓↓↓↓↓↓↓ + Aor C
Sonic Slasher: D↓↓↓↓↓↓↓ + AC
A Look at the Game Screen

1. Time remaining: Shows the time left for one round. Remaining power gauge levels decide the victor when timer reaches "0."
2. Life Gauge: Shows the remaining life of the character during the battle. The one that reaches 0 first loses the battle.
4. Power Gauge: Increases with each attach or protection. (See page 14)
5. Other Team Member Names: Shows the names of the characters waiting to fight.
6. Striker: Shows the face and name of the striker character (See page 15)
7. Striker Bomb: With the use of one of these you can call the Striker into action. (See page 15)
MODES OF PLAY

1 PLAYER BATTLE

2 PLAYERS BATTLE

TEAM PLAY

TEAM VS.

SINGLE PLAY

SINGLE VS.

PRACTICE

OPTION

---

TERRY BOGARD

Power Wave \(\uparrow\downarrow\downarrow\downarrow + A\)
Power Dunk \(\uparrow\uparrow\downarrow + B\cdot D\)
High Angle Guyser \(\downarrow\downarrow\downarrow\downarrow + B\cdot D\)
Power Guyser \(\uparrow\downarrow\downarrow\downarrow\downarrow = A\cdot C\)
Power Guyser \(\uparrow\downarrow\downarrow\downarrow + A\cdot C\)

ANDY BOGARD

Zan Ei Ken \(\uparrow\downarrow\downarrow + A\cdot C\)
Sonic Split \(\uparrow\downarrow\downarrow\downarrow\downarrow = B\cdot D\)
Damn Breaker Punch \(\text{Her opponent} + \uparrow\downarrow\downarrow\downarrow\downarrow + A\cdot C\)
Shadow Comet Punch \(\downarrow\downarrow\downarrow\downarrow + A\cdot C\)
Super Sonic Swirl \(\uparrow\downarrow\downarrow\downarrow\downarrow = B\cdot D\)
Super Sonic Swirl \(\uparrow\downarrow\downarrow\downarrow\downarrow + B\cdot D\)

JOE HIGASHI

Hurricane Upper \(\uparrow\downarrow\downarrow\downarrow\downarrow = A\cdot C\)
Slash Kick \(\uparrow\downarrow\downarrow\downarrow\downarrow = B\cdot D\)
TNT Punch \(A\cdot C\text{ Tap repeatedly}\)
MegaTornado Hurricane Tiger Kick \(\downarrow\downarrow\downarrow\downarrow\downarrow + A\cdot C\)
Screw Upper \(\downarrow\downarrow\downarrow\downarrow\downarrow = A\cdot C\)
Screw Upper \(\downarrow\downarrow\downarrow\downarrow\downarrow + A\cdot C\)

BLUE MARY

Straight Slicer \(\text{briefly then} + B\cdot D\)
Vertical Arrow \(\downarrow\uparrow\downarrow\downarrow + B\cdot D\)
Real Counter \(\uparrow\uparrow\downarrow\downarrow = A\cdot C\)
M. Typhoon \(\text{Her opponent} + \downarrow\uparrow\downarrow\uparrow\downarrow\downarrow = B\cdot D\)
M. Dynamite Swing \(\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow = B\cdot D\)
M. Dynamite Swing \(\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow + B\cdot D\)
### Benimaru Nikaido
- Lightning Fist: 1↓↓←→ Aor C
- Shinku Katategoma: 1↓↓←→ Aor C
- Iaido Kick: 1↓↓←→ Bor D
- Super Lightning Kick: 1↓↓←→ Bor D
- Heaven Blast Flash: 1↓↓↓↓↓←→ Aor C
- Heaven Blast Flash: 1↓↓↓↓←→ A C

### SHINGO YABUKI
- Beginner's Wild Bite: 1↓↓←→ A
- Beginner's Fire Ball: 1↓↓←→ Aor C
- Shingo Kick: 1↓↓←→ Bor D
- Phosphorus Phoenix Reah: 1↓↓↓↓←→ Aor C
- Burning Shingo: 1↓↓↓↓←→ Aor C
- Burning Shingo: 1↓↓↓←→ A C

### LIN
- Boot of Heaven: 1↓↓←→ Bor D
- Veiled Scarlet Sandblast: 1↓↓←→ Aor C
- Lethal Vator: 1↓↓←→ Aor C
- Flying Bandit Shadow Snack: 1↓↓↓↓←→ Bor D
- Flying Bandit Venom Mote: 1↓↓↓↓←→ Aor C
- Flying Bandit Venom Mote: 1↓↓↓←→ A C

### SETH
- An-Getsu: During jump 1↓↓←→ C
- Sho-Yoh: 1↓↓←→ Aor C
- Doh-Kusushi: 1↓↓←→ B
- Irimi-Nadauku: 1↓↓↓↓←→ Bor D
- Doh-Tori Shichimonsatsu: 1↓↓↓↓←→ Aor C
- Doh-Tori Shichimonsatsu: 1↓↓↓←→ A C

**WILL YOU HAVE WHAT IT TAKES?!**
[Roulette Team Edit]
When choosing characters for Team Battles and Single Battles in this game, use the Roulette Team Edit to select characters randomly. Move the joystick up, down, right and left to move the cursor to the question mark (?) in the Character Select screen and push the A button.

[Burst-in Play]
During Team Play and Single Play modes, pressing the Start button on the unused controller stops the 1-player computer battle and changes action to a 2-player competition mode.

[Continuous Service]
Losing to the CPU (Team Play mode or the Single Play mode) calls up the Continue Count. Push the Start Button before the countdown on the Continue Service reaches “0.” Move joystick to select an item, and press A button.

### Opponent Power
1/3 Begins play with the opponent's power at 1/3 its normal level.
Max Power Gauge Start Begins play with the Power Gauge at Max
Striker Max Resumes action in which the striker can be used without limitation.
No Service Resumes action without service.
Characters and Special Moves

Command List Symbols

- Joystick position
- Abbreviations for buttons
- (Uses up 1 Power Gauge)
- (Uses up 3 Power Gauges)

A·B·C·D :: Super Special Moves

Basic Player Movement

Basic Character Movements

Operations are described for characters facing the right.
For the characters facing the left, input with right and left of the joystick reversed.
(Note) The arrow symbol "→" indicates how to move joystick and the letters of "A" to "D" indicate the buttons.

[Basic Moves]

<table>
<thead>
<tr>
<th>Move</th>
<th>(Forward)</th>
<th>(Backward)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump</td>
<td>↑ or ↓ or ▼</td>
<td>(You can differentiate between large, medium, and small jumps with various joystick movements)</td>
</tr>
<tr>
<td>Crouch</td>
<td>← or →</td>
<td></td>
</tr>
<tr>
<td>Guard</td>
<td>When attached, ← (Upper Guard) or → (Lower Guard)</td>
<td></td>
</tr>
<tr>
<td>Punch</td>
<td>A (Light attack) or C (Heavy attack)</td>
<td></td>
</tr>
<tr>
<td>Kick</td>
<td>B (Light attack) or D (Heavy attack)</td>
<td></td>
</tr>
</tbody>
</table>

[Special Moves]

| Forward Dash      | Quickly press ←→ (the hold down) |
| Back Step         | Quickly press ←→ |
| Emergency Escape  | ← or ➡ Press A and B together (You can cancel the guard by using one power gauge) |
| Body Toss Attack  | Press C and D together (You can cancel the guard by using one power gauge) |
| Passive           | Press A and B together just before falling down. |
| Houdini Body Toss Escape | When you get caught in a body toss, press A and B together, or press ← or ➡ plus any button of A to D. |
| Call-out Striker  | Press B and C together (Uses one striker bomb) |
| Super Special Move| Command + A or C/Command + B or D (Uses one power gauge) |
| MAX Super Special Move | Command + A and C together/Command + B and D together (Uses three power gauges) |
| Counter Mode      | Press A, B, and C together (Uses three power gauges) |
| Armor Mode        | Press B, C, and D together (Uses three power gauges) |
| Razz              | Press the Start Button |
[Power Gauge]
The power gauge on the screen increases each time you attack your opponent or defend against your opponent's attack. When it builds to a certain level, the power gauge becomes stocked. A maximum of three can be stored at a time. By using a stocked power gauge, the commands at right can be used.

Uses One Power Gauge
- Super Special Move
- Forward/Backward Guard Cancel
- Emergency Escape
- Guard Cancel
- Blow-Away Attack

Uses Three Power Gauges
- Max Super Special Move
- Counter Mode
- Armor Mode

[Counter Mode]
By using all three stored power gauges, you can use a temporary mode that largely increases a character's attack power. When three power gauges have been stocked, push the A, B, and C buttons together to activate. The actions at the right are convenient when the character is strengthened.

[Armor Mode]
By using all three stored power gauges, you can use a temporary mode that largely increases a character's defenses. When three power gauges have been stocked, push the B, C, and D buttons together. During the Armor Mode, the convenient action is possible.

[Battle Configurations]
You can change the game system in the Battle Configuration screen. Select each item by moving the joystick up or down and change the settings by moving it left and right.

PLAY TIME
Changes the round time. (Normal = Normal round time/00 = No time limit)

POWER GAUGE
Sets the power gauge condition during the game to one of three settings. (OFF/Normal/Max)

STRIKER
Changes the number of strikers in seven levels. (OFF = Disabled; 1 to 5 = Number of times; MAX = No limit)

SINGLE POINT
Changes the number of points needed to win in a single battle. Select 1 to 3 points.

DISP. CUT
Sets whether to view or hide the remaining amount of time, life gauge and power gauge (ON/OFF).

EXIT
Press A to return to the Option screen.
Option Mode

Select [OPTION] on the Mode Select screen to shift to the Option screen. Select each item by moving the joystick up or down and change the settings by moving it left and right.

**DIFFICULTY**
Sets the difficulty of the CPU's character. There are levels 1 to 8. 1 is the easiest, and 8 is the most difficult.

**LANGUAGE**
Select one of 4 languages. Japanese, English, Spanish and Portuguese are available.

**BATTLE CONFIG.**
Press A to call up the Battle Configuration screen. (See page 19)

**FLASH**
Sets the display of flashes during the game. Flashes when you are hit with super special punch, you counter hit, Houndi Body Toss Escape, or Super Special Move KO.

**EXIT**
Press A to return to the Mode Select screen.

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**[Striker System]**

If there is more than one striker bomb during the battle, press the B and C buttons together at any time to use one striker bomb and call up the striker. The conditions under which a striker may be called up and the types of attacks are described at the right.

- When the character in play is jumping: Striker Attack
- When the character in play is attacking: Simultaneous Striker Attack
- After the character in play is thrown: Added Striker Attack (Uses One Power Stock)
- Just before the character in play is down: Striker Protective Attack

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**[Increasing Striker Bombs]**
The power gauge is decreased by one and one striker bomb is supplied by pressing the Start Button when the power gauge is stocked.
Practice Mode

This mode enables the player to practice command inputs for the character's special moves and continuous inputs. After selecting "PRACTICE" on the Mode Select screen, press "Character," "Striker," "Practice Opponent," and "Practice Opponent Striker." After selecting the order, the menu screen is displayed. Change the following settings for your practice opponent and begin the practice mode.

[START Menu]
Select [START] on the menu screen and press the A button to start the practice. Pressing the Select button during practice will return you to the Menu screen.

[ENEMY SIDE Menu]
The menus that are in the Menu screen are for setting the operation of your opponent (the CPU). Select each item by moving the joystick up or down and change the settings by moving it left and right.

STANCE
Sets the status of your opponent. You can set him to a standing, crouching or jumping state and control him to correspond to three levels of difficulty. You can also watch a battle between two on the CPU.

GUARD
Sets how your opponent guards.

ATTACK
Sets whether or not your opponent will attack. If you set for attacking, you can also set the types of attack.

L.RECOVER
Sets your opponent's physical strength gauge.

P.GAUGE
Sets your opponent's power gauge status. You can set whether to always be in counter mode or in armor mode.

[PLAYER SIDE Menu]
The menus that are in the Menu screen are for setting the operation of your character. Select each item by moving the joystick up or down and change the settings by moving it left and right.

COUNTER
Sets whether or not to counter when the character is hit.

LIFE
Sets your character's physical strength gauge.

P.GAUGE
Sets your character's power gauge status.

START BUTTON
Sets the Start button function when practicing. Your opponent approaches when pressed. (APPROACH) Your opponent escapes when pressed. (ESCAPE) Restarts when pressed. (RESTART)

[CHARACTER CHANGE Menu]
Select [CHARACTER CHANGE] on the menu screen and press A to switch to the Character Select screen where you can change characters.

(EXIT Menu]
Select [EXIT] on the menu screen and press A to return to the Mode Select screen.

* Press the Start Button on the Menu Screen to return to the menu items.
* You can start the Practice Mode from either 1P or 2P.