

# King of Fighters '99: Evolution Movelist

by Gunsmith

Updated to v5.01 on Nov 3, 2000

[ T h e K i n g O f F i g h t e r s ' 9 9 ]

Episode 5

"The Millenium Battle"

FAQ -v5.01 REACTIVE FINAL- by Gunsmith

-The last things that you want to know:

- The Iori striker combos. Iori's flame must hit the opponent as they land from a jump.
- Not all the combos work. Please refer to Serpent Wave's combo FAQ.
- ALL Infinite Bugs are explained here:  
<http://www.geocities.com/TimesSquare/8561/>
- Yes, Jhun is a big fan of Athena. Calvin said he spotted confirmation in the Technical Mook. This explains all the Manga frolics that you have seen.
- All speech and vs introductions are in a updated form in a seperate "Speech FAQ" available only at [www.gamefaqs.com](http://www.gamefaqs.com)
- Omake Teams COMPLETE!
- There are one or two more bugs. Bulletin Board will advertise development.
- Is something burning in your heart, that you feel you need to tell the world through this FAQ? .... Email.

-After Feb 1st, there will be no further updates to this FAQ.

Anything else of interest will be posted on the Bulletin Board.

If you want to know a quote translation please email me or post on the bulletin board.

-Within this FAQ, you will find movelists, combos, infinites, bugs, story, bio, speech translations, winposes descrip, endings, neo geo CD info, and all manner of miscellaneous information on the game. This FAQ works as an companion to Kao Megura's FAQ, in which you will find detailed move description (including which moves work in combos in counter mode), movelist translation, dip switch info and more!

What you won't find in this FAQ is an attempt to copy from other FAQs. This FAQ started on the 30th July and is ongoing. I don't see how another FAQ on KOF'99 can possibly have "found out" their own information as, to put it bluntly, it was here first. Kao Megura sent me a translation list which I have now removed as he has his own faq. This FAQ is made from my own efforts of researching information and helpful contributions sent to me or posted on the Bulletin Board at my homepage. They get credit. We deserve credit. Don't be fooled by FAQ's which are double-spaced in order to look bigger or claim to be working on getting

info which IS ALREADY HERE.

Beware of cheap imitations.

"Innovate, don't imitate" (C) Hugo Boss 1998, 1999, 2000

Updates--

- 18th Jan - I'm back but there isn't much more to add.  
Little corrections here and there...  
I noticed Neo Geo Website has released quote  
info for the first time! Taken out most  
speech where it's just the character shouting  
the name of the move unless it's different  
translation to that of Kao or he never  
translated it. If you want to know translations  
of moves that have been in the game since  
KOF '97, simply refer to Kao Megura's '97 Faq.  
There are some differences with my translation,  
though...
- 19th Dec - Released this version at Gamefaqs since no-one  
is obviously in touch with the minor updates  
at the homepage. This version still needs some  
tidying up with the new info I got, but I'll  
be away till 10th January... Merry Christmas!
- 17th Dec - Woah, busy bee! Sat down with Mai-chan and went  
through the soundtrack comparing notes with  
Kao's KOF 97 Faq. Mai gave up by the time we  
got to Women Team. Anyway, we've updated the  
quotes. Found some quotes I can't match to  
the game.... hmmm..... well, some got translated  
and some didn't. Time to call on Kao for some  
discussion. David, I wan't my jishou back!  
Found another sleeper, oK'? CPU Guide added.  
Please read the translation notes.
- 15th Dec - Whoops, can't remember... bits here and there =p
- 13th Dec = Added Ralf and Clark translations! Removed all move  
descriptions that were still hanging around...  
(Remember to refer to Kao Megura's FAQ for these).  
Reformat. Neo Geo CD Omake Section added.  
Bye Bye Movelist Translation!
- 10th Dec - Bao sleeper (Misc). Leona trap (Misc). Bao 100%.  
Iori Bug. Realised Sting was a fake.
- 3rd Dec - Added Winposes all teams apart from Jhun and Edits.  
Should have some translations ready for next update.
- 22nd Nov - Chang bug. Bao DX "correction". Andy Bug. Jhun Bug.  
K' and Whip Dodge info. Terry most damaging SDM(again!)  
Throw off note. Beni, Shingo Winposes. Takuma and  
Athena unblockables.
- 16th Nov = New format. Kyo 1 combo. A Jhun combo from pyjaman  
(I have no idea what he's talking about but you can  
try it). Added Bao bug. Corrected Jhun movename.
- 13th Nov - Added Air Cancel Chart from IorI. Found a bug with  
Clark! Added Shortcut. Added Clark Bug from Johnny.  
Found an Andy combo which I realised is the one I wrote  
down from the video, albeit wrongly. Whip Taunt.  
Added Kyo and Real Kyo combos from Simian. Dodge Attack  
Command Attack follow up note added (thanks again Sim).  
Ryo Counter note. Another Clark Bug. Corrected Terry  
most damaging combos. Whip Striker Note. Ralf Dodge.
- 10th Nov - After watching the videos I played around and made up

some combos- nothing special I might add... heh heh  
Kyo 1. Benimaru. Joe corrections. Chang combos.  
Tested Joe combos and discovered a new one. Ralf  
Striker Notes. Leona bug corrected. Bao speech.  
Chang combo and notes.

- 9th Nov - Maxima Bug, Takuma Combo Correction(?) Robert Combo 100%  
Shingo combo 100%. Leona 100% Ryo infinite. AM and CM  
time limit correction. The return of the cool Mai  
combo. Benimaru cool combo. A few other combos...  
Note some of the cool combos were tested vs Chang.  
Explained K'/Kyo1/Shin Kyo Striker Kasumi "infinite".  
Checked out videos from Actionman's site which  
explained a lot of combos. (link added). It looks  
like the author of the Jap KOF99 page hasn't tested  
all the combos he listed.... COOL RALF COMBO!! :)  
Whip speech listing. Added Kyo 2 note Dwn B, Dwn C.
- 6th Nov - Well this is interesting. Added some COOL combos.  
By my definition, I'm only adding COOL combos...  
Terry, K', Yes... King is proving a popular striker..  
updated King vs Ryo intro. Added all Whip's speech.  
Note that you can't hear it if you're outside Japan...  
Bao speech correction. China Team intros speech  
finished. Kyo vs Iori speech finished. All  
translation work for this edition was done by me and  
Mai. (Osaka dialect is her speciality!) Corrected  
Athena tactics. Some Kensou speech added. Finally got  
the K' taunt. Unfortunately.... eheh.... can't  
translate it yet \*doh\*. Added Whip's fwd A note.  
King infinite vs Ryo correction. Added Translation  
note. Sorted out some of Whips' speech. Finished  
Kensou's winposes. Added easy Mai combos. Shingo  
opening speech correction. Finished Athena winposes.  
Finished King Winposes. Added Shortcut. Bao taunt.  
Maxima Rumour Bug added. Mary Rumour Bug added.  
Combos added from a Japanese page I visited  
(link added): K', Maxima, Joe, Ryo, Takuma, Mary...  
I recommend you REALLY check these combos! BUT note  
some of them work and some of them seem like they're  
IMPOSSIBLE.... But hey, you could say that about a  
lot of combos, ne?  
Added Note to Legend about cancellable move notation.
- 5th Nov - Happy Halloween and Guy Fawkes Night! Updated Leona  
Earring Bomb notes. Leona bug. King bug. K' infinite.  
Ralf bug. Ryo bug. Another way to defeat Krizalid form  
1. K' bug. Kyo er... bug... lots of insects... yes...  
very creepy edition of the faq eh?
- 24th Oct - Added Terry's best combos. Removed K's move description  
Please refer to Kao Megura's faq for such information!  
corrected Xiangfei. Ryo autoguard notes. Started  
reformat on opening speeches. Added Maxima and Kyo's  
winposes. Corrected Shingo Quote. Added Notes on  
Leona's Earring Bomb.
- 21st Oct - Ahhh work has to be done. Motivation returns.  
Added Seiyuus (voice actors). Added exact Hero Team  
ending (pics at website). Added all endquotes (pics.  
at website). Updated Strikers.
- 11th Oct - Added new shortcut. Corrected Krizalid's movenames.  
Added Whip vs Krizalid translation. Clark CAN follow  
[Dwn Dwn + C] with [QCF + A/C]!!! Added Andy's  
"infinite" XP Added Ryo vs King. Corrected King

Move.

- 7th Oct - Corrected "How to get Kyo and Iori" AGAIN. Added Krizalid's movenames. Corrected some colours.
- 6th Oct - Added Mai's enquote and ending. Clarified Terry and Juhn's striker action + added new Striker combo for Iori. The Gamest Striker rankings are starting to make sense.... Added Andy's enquote and FF intros. Added some colours :)
- 5th Oct - Added extra ending texts. Whip and K have an intro vs Krizalid. Whip and Leona's endquotes. Corrected How to fight Iori and Kyo and how to use the code. Added some strategies vs Krizalid from MJL. Some Strikers do two moves: One at close range and one at far range.
- 1st OCT - Added Whip, Takuma, Kensou infinites. Shortcut Control Section. Added a few combos (Iori) . Explained Mai's Air Grab.
- 20th Sep - Added some corrections and more endings.
- 13th Sep - Added all new command moves and all vs intros (well, some dialogue still to be added). Changed mind about reformat heh heh. Name transition in progress.
- 7th Sep - Released but next update will have massive reformat
- 3rd Sep - Returned from trip to Japan. Got Gamest Graphical Mook (scans available at the web-page) and KOF '99 OST CD. (mp3s available now). Added Roberts New DM, + Shingo CD +Mai's new throw Note. Gamest Striker Rankings. You may have noticed I've mentioned infinites but censored them. I will reveal the infinites at a certain date to be announced.
- 11th Aug - Most command throws added from Kao Megura's kof98 faq.
- 10th Aug - minor update: Added Takuma/Kyo-1's Floor hit moves + corrections
- 9th August- All moves translated or at least got japanese names apart from Real Kyo and Iori's new moves.
- 6th August- Boss Descrip. More endquotes. Ending.
- 5th August- 3rd release- finished reformat and added new moves and Clark VS Ralf Speech, Joe vs Andy etc.
- 2nd August- 1st release
- 30th July - Still in a mess. Correcting stuff and adding.

Original Movelist by Charles of PaoPao Cafe

Pao Pao Cafe Presents . SNK NeoGeo Mook 005

<http://welcome.to/paopaocafe>

Visit for the latest SNK fighting game news!

rewritten by Gunsmith of Wu-Tech Corp.

I've taken ChaRle5!'s FAQ (with his permission) and replaced the keypad("236" etc) notation with joystick notation("QCF" etc.)

What I've added: Extra Bios, more moves, story, endquotes, movenames and more technical info.

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-----Only one can surpass K. And that's K!-----  
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[1. T R A N S L A T I O N N O T E S-----]  
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The format of the faq is now in original Japanese names only. I had started doing translations but I've erased them to give way to Kao Megura's FAQ. Please refer to his FAQ for these. This season I've worked predominantly on quotes. Of course, Kao Megura's KOF 97 FAQ gave me cause to double check the translations I found using his research. Great work, Kao!

Originally, it was just me, Mai-chan and several dictionaries. Kao popped up and we discussed the transition of Japanese to English. What you don't realise is that some official English movenames from SNK USA are totally different to the original japanese movename. This gets confusing. When we translate, we use literal meaning and common sense that's appropriate for fighters. I didn't agree on some things with Kao, but now that he has his own FAQ you can make up your own mind. In some cases we are both right, even though we give different translations.

Remember that Japanese has many meaning for the same word. Same like other languages if you think about it. If I write something different for the same word, don't worry; it's correct in that context - Different meanings for different situations. Of course there could still be some errors, so email me if you feel perplexed that you're not imitating your favourite character correctly...

Once again, the japanese version has multiple end quotes for each character :(

If the character says something when they do a move and it's not listed, that means they are shouting the actual name of the move which is in the movelist. If you're not convinced, leave a message on the bulletin board or email me.

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[2. L E G E N D-----]  
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--Game Control--

In a Neo Geo format,  
The buttons are arranged like thus:

A B C D

A = light punch  
B = light kick  
C = hard punch  
D = hard kick  
Start = Taunt

--FAQ Terminology--

Q = Quarter  
H = Half  
C = Circle  
F = Forward  
B = Back  
UF = Up-Forward  
UB = Up-Back  
Fwd = Forward  
Bk = Back  
DP = Dragon Punch Motion (Fwd, Dwn, Dwn Fwd)  
RPD = Reverse DP

Special = generally speaking, a fighting move that takes energy off opponent even if blocked and requires a input on the joystick and button.

DM = Desperation Move. The last ditch, last resort move!  
Summon all your strength for one last try to blow away the opposition! Well, that's how it used to be... \*reminisces Fatal Fury II - sigh\*

SDM = Super Desperation Move

Lag = Delay Time

Foe = Your opponent, like P2 or whatever

(A) Move = Press a button and your character performs a move.

Command Move = Press a button and joystick direction (eg Fwd) and some characters do another move.

Buffer = Use a movement that doesn't execute a move but saves the input in preparation for the next.

Juggle = As an opponent is thrown into the air from a hit, you can hit them again.

Wake up = As you are getting up from being knocked over.

Hld/Hold/  
Charge = Keep direction or button held down

Chain = Link normal moves and optionally command moves together in a combo. Eg: Stand C, Fwd A.

CM = Counter Mode

AM = Armour Mode

@CR = Put opponent in corner

@NCR = Put opponent a pace away from corner  
(so striker can hit)

x i = repeat infintely

ne? = Japanese for "surely?" or "right?". I say it all  
the time and don't even notice.

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[3. G A M E S Y S T E M-----]
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(facing right)

Running Dash : Fwd Fwd

Back Step : Back Back

Hop : Bk-Up or Up or Up-Fwd instantly

Medium Jump : When running : Bk-Up or Up or Up-Fwd.  
From standing: Bk Down + Bk-Up or Up  
or Up-Fwd.

Jump : Hold Bk-Up or Up or Up-Fwd.

Guard Cancel : when blocking AB or foward/ backward AB  
(needs 1 power guage stock)

Throw Forward : When close, Bk/Fwd + C

Throw Backward : When close, Bk/Fwd + D

Throw off : At the instant of being thrown, Bk or Fwd +  
any button. Note that multihit throws such  
as Joe's D throw and Bao's C throw cannot  
be thrown off.

Heavy Attack : C+D

Guard Cancel Blow off: when blocking C+D(need 1 power guage stock)

Guard Crush : In general, block 13 hits in succession and  
your guard breaks! If you can time it, you  
can get a free combo!

Tech Roll : A+B when landing after being hit. You  
cannot Tech Roll some particular moves...

Mid-Air block : Bk-Up or Bk or Bk-Dwn when performing up  
/backward jump

Slide Dodge (+Attack): forward/ backward + A+B  
(if fwd + any button to attack)  
(NOTE: The slide backwards will automatically  
force you forward again BUT you can stop  
this with a special move)

Striker System : B+C

Counter Mode Activate: A+B+C (need 3 power gauge stocks)

Armor Mode Activate : B+C+D (need 3 power gauge stocks)

--System Info: The CM and AM modes--

-Counter Mode:

You need 3 stocks for this. In this mode, you can do DM/SDM  
(depending on red energy bar) ad infinitum (Some DMs come out  
quicker than others, these are the ones you can combo with)  
Skilled players will prefer to use this mode in combos, as you can  
combo certain special moves into SDMs;eg:Terry QCF+A into QCFx2+B...  
Counter Mode lasts for approx 18 seconds.  
After that you can't charge stock for about 10 seconds.

-Armor Mode:

You need 3 stocks for this. In this mode, when you get hit you don't  
get "damaged"- you don't get the animation and recovery time that you  
would normally. You still lose energy though. The real bonus is you  
won't suffer any tick damage from blocked specials in this mode.  
Note: You do get pushed back when you get hit so you can't try  
stupid stuff like walking through a fat combo to get in a throw-  
you will lose too much energy to compensate.  
Armour mode lasts for approx. 9 seconds.  
After that you can't charge stock for about 10 seconds.

-Slide Dodge/ Attack:

This is the combined Advanced and Extra Mode of KOF '98.  
If you press A+B + Back, you slide back but then hop forward  
automatically (You cannot Dodge Attack). You can cancel the  
hop forward by performing a special move.  
In counter mode you can combo a special move with dodge attack.  
If you press A+B while blocking you will cancel guard and slide  
forward/backward (costs 1 stock)  
In counter mode you can combo a Command attack with dodge attack.

-Striker System:

Press B+C to call out your striker. You are invincible for the  
second that you call out the striker.  
You will taunt and then the striker appears, so forget about using  
them as part of a combo. However you can use them as combo starters  
as some will hold the opponent or set up a juggle!

More on this in each teams section.

Note: Some Strikers do more than one action depending on the  
opponent's actions...



-DM/SDM:

The return of the red flashing energy! Woohoo! You need 1 stock to execute a DM. Well, if you have 1/7 energy left, when you do DM it will be SDM. Actually this is proving to be quite annoying; With 1 stock Terry can do some serious SDM damage if he can connect with a Stand C (arguably the easiest combo starter in the game)

-Stocks:

Every time you do a special move or block attacks, your bar fills up. Once it is full, it empties and an icon appears next to indicate a stock. You can build up to three. However, Stocks DO NOT transfer to the next player. So you may as well use them like crazy if you are about to die.

-Character Selection:

The sequence is now secret to your opponent. The characters are listed according to buttons A B C D respectively. Press the buttons in the order you want to play the characters. If you want to reveal your character order, hold start while selecting characters.

-Color Selection:

Hit B when selecting characters. Only two colours available this year :(

-Selecting Winpose:

Hold the corresponding button as soon as you've defeated your opponent. This works for Timeout win also.

#### --Control Shortcuts--

The shortcut control system still exists in '99.

DP + P/K

can be executed thus:

Fwd, (neutral), Dwn-Fwd + P/K

P + QCF + P

can be executed thus:

Fwd, Dwn-Fwd + P (hold P), Fwd

P + QCFx2 + P

can be executed thus:

QCF, Down, Down Forward + P (hold P), Fwd

- The same method applies with HCF combos

Low B, Low A, QCFx2 + A

can be executed thus:

Dwn + B, QCF + A, QCF + A

P, QCF HCB + P

can be executed thus:

QCF, Down-Forward, Down, Down-Back + P (hold P), Back

Where there is no special move designated for a movement

EG: HCB will not do anything for Clark

use it to buffer a combo.

EG: HCB + P, HCB + P (Clark)

will execute

P, HCBx2 + P

When you hold a button, no special moves can be performed and you cannot run. However, it allows you to buffer moves.

Eg Clark

Hold A, HCF + C, (let go A), HCF + D

will execute:

C, HCFx2 + D

HCF etc

can be executed thus:

Back, Dwn, Fwd (only good for keyboard users o\_O)

note this doesn't work for QCF.

Low x, x, QCFx2 DM/SDM

Eg Ryo

Do Dwn B, QCF + A, QCF + A

In counter mode, motions which overlap DMs are effective.

Eg Terry:

QCF + A, QCF + B will do: Power Wave, High Angle Geyser.

While running, you can charge for a move.

Eg Leona

Fwd Fwd, Hold Down Fwd, then press Up + P when you want to execute Moonslasher.

--Illustration--

I've noted that the guy/gal who illustrated the KOF 98 intro (not the match end graphics, which were horrible I might add) is now fully illustrating all the character potraits in KOF 99... which are niiiice! :)

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[4. P R O L O G U E S T O R Y-----]  
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Invitation cards were sent to fighters all over the world.

A new King of Fighters tournament would be held.

However, there was no grand media attention like last year

The fighters wondered who was behind this years organisation?

There was a new rule in the regulations: Striker Match!

Many couldn't conceal their bewilderment at this. It had never been done before...

Heidern felt suspicious and sends Ralf, to investigate the organisation behind the tournament.

Benimaru is invited to KOF as a member of a special team: his

team members include two names he had never heard before;

K' and Maxima.... though Beni is perplexed as he had

never heard of these names in the grappler field, he boldly accepted.

What is the Striker match?  
Is there something hidden in the tournament?  
Various mysteries are conceived, and so the saga continues...

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[5. M O V E L I S T S-----]  
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Heroes Team  
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Benimaru received the invitation to the King of Fighters Tournament again, as usual. But he found that two boxes at his team entry are already occupied by two new names: K' and Maxima... What's the deal about that?

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K'-----|  
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Place of Birth : Unknown  
Fighting Style : Violence  
Age : Between 16 and 18  
DOB : Unknown  
Blood Type : Unknown  
Height : 183 cm  
Weight : 65 kg  
Hobby : None  
Favorite food : Beef Jerky  
Best sport : None (K' isn't good at sports)  
Important thing : None  
Hated thing : KOF  
Winpose A : Stands with right hand aflame. With a grin,  
he clenches his fist to snuff out the flame.  
Winpose B : Puts on sunglasses and says "Anta ja  
yakubusokudaze"  
Winpose C : Turns around and spits on the floor, then looks  
to the side saying "doitsumo koitsumo" (All you  
people, I'll take you on)  
Colour A : Silver Grey Hair, Black Biker Suit, Red Glove.  
Colour B : Red Suit, Blond Hair  
Seiyuu : Yuuki Matsuda  
Endquote : "Now, the finish. Get up, fool!"

o-K'-----Movelist-----o

Spot Pile : When close, Bk / Fwd + C  
Knee Strike : When close, Bk / Fwd + D  
One Inch : Fwd + A  
Knee Assault : Fwd + B  
Eine Trigger : QCF + P  
-Follow with either  
1. Fwd + B = Second Shoot  
2. Fwd + D = Second Shell  
Crow Bite : DP + P  
-C version can follow with Fwd D

Minute Spike : QCB + K  
-Can do in air  
Blackout : QCF + K  
DM: Chain Driver : QCF HCB + P  
DM: Heat Drive : QCFx2 + P

Striker: "Narrow Spike"

1. Jumps in C, then does a slide (same animation as teleport).  
You can make the two hits combo if you hit the opponent  
in between the jump C and the slide.
2. If they opponent is jumping he'll do Crow Bite.

o-K'-----Speech-----o

[Round Start]

Takes off sunglasses and says

"Ore hitori de, juubun da..."

(I'm just one person, but that's enough....)

[Taunt]

Stands up straight with his thumbs in his pockets, grins and says

"Namenjane-zo teme-!"

[QCF + K]

"Black out!"

[QCB + K]

"Shydyaaaaa!!"

[Recovery Roll]

"Yarujya ne ka"

(Oh you're good eh?)

[QCFx2 + P]

"Owari ni suruze"

(I'll finish it)

Unsorted:

"katazuketeyaruze"

o-K'-----Miscellaneous-----o

-K's invincibility during his Dodge is instant. He is only  
invincible for the first frame of the AB Dodge. Trying to dodge  
through attacks with more than 1 frame of attack is suicide.  
To dodge fireballs, K' has to dodge at the very last second.

-If you charge K's QCFx2 + C DM or SDM, it's unblockable.

-When K's idle, he goes to sleep too! (but the 'sleeping'  
animation is not as nice as Bao) He will put his hands on his  
hips, blinks slower and slower...and then his eyes will be shut.

o-K'-----Interesting Combos-o

-@CR: Jump D, Stand C (1 hit), Fwd A, QCF+A, Fwd D, DP + C, Fwd D

-@CR: Jump D, Stand C (1 hit), Fwd A, QCF + A, Fwd D, QCF x 2 + P

-@CR: King Striker, QCF x 2 + P, QCF A, Fwd B, QCF x 2 + P

-@CR: Stand C, QCF + A, Fwd D, Walk Fwd into corner, Call Kasumi so she comes in and juggles, QCF A, Fwd D, Call Kasumi etc..

-@NCR: King Striker, QCF x 2 + P SDM, walk back out of the corner, QCFx2 + P SDM.

Untested

-QCF A, Fwd D, Maxima Striker, QCFx2 + P.

-@NCR: Striker Robert, QCFx2 + P x3 (!!!)

o-K'-----Bugs-----o

-High score of B.A. 2718 (bug): from MJL

+ Call your striker

+ Do K's Chain Driver (QCF,HCB+P)

+ Computer striker come out

+ K's Chain Driver hit the opponent

+ Whole system hang there until timeout with sounds of K' still hitting the computer

+ Machine register a few thousand hits

(want proof? goto arcade machine at Suntec and see high score)

-vs Whip

She does her dp + any button move. When she lands, throw her with K's b/f C throw, and she bounces high off the screen from the impact.

o-K'-----Infinites-----o

-@NCR: Call a striker, eg Andy. QCF A, Fwd D. Repeat QCF A, Fwd D.

-The thing is, the Trigger must not hit, only the fwd D.

If you're in counter mode, it's easier. In armor mode, it works too, but the gauge of this mode is shorter (and heck why not do the Dodge Attack Infinite instead?).

-@CR: Juggle with eg: Andy Striker, AM Mode, Dodge Attack x i.

-Many characters have this kind of infinite...

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Maxima-----|  
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Maxima is sent by the organisation behind KOF99. His body has been totally integrated with his power suit.

Place of Birth : Canada  
Fighting Style : "M type" Grapple Art  
Age : 29  
DOB : 2nd March  
Blood Type : A  
Height : 204 cm  
Weight : 204 kg  
Hobby : Motorcycles  
Favorite food : Anything Sweet  
Best sport : Rugby  
Important thing : His sideburns  
Hated thing : Natto and people who want his opinion  
Winpose A : Stands straight facing the screen and flicks

his left wrist, which emits exhaust.  
Winpose B : Stands straight facing the screen and crosses his arms, then sighs.  
Winpose C : Stands straight facing the screen and a lazer line scans up his body.  
Colour A : Dark Blue, White and Blue  
Colour B : Black, Gold and Red  
Seiyuu : Katsuyuki Konishi  
Endquote : "I read your moves like the funny papers!"

o-Maxima-----Movelist-----o

Dynamite Drop : When close, Bk / Fwd + C  
Choking Vise : When close, Bk / Fwd + D  
Mongolian : Fwd + A  
M9 Kata Maxima Missile (Shisaku) : Dwn Fwd + C  
M-4 Kata Vapor Cannon : QCB + P  
System 1: Maxima Scramble : QCF + A  
Double Bomber : QCF + A from System 1  
Bulldog Press : QCF + A from System 1  
System 2: Maxima Scramble : QCF + C  
Skull Crush : QCF + C from System 2  
Centoun Press : f + K from System 2  
M11 Kata Dangerous Arch : When close, HCF + K  
Bunker Buster : QCF,HCB + P  
Maxima Revenger : When close, HCB,HCB + K

Striker : "Maxima Gallows"

Grabs opponent anywhere on the screen, even if they are jumping.

o-Maxima-----Speech-----o

[Round Opening]  
Kneels down and scans the opponent while adjusting his wrist saying  
"Yoooku mieruze..."  
(I can predict your next move....)

[Round start other than 1st up]

"Ikuzo"  
(Let's go!)

"Choruze"

"Tanze"

"Ikisai bo"

"sasugani yomene-na"

o-Maxima-----Miscellaneous-----o

-Maxima's normal C and CD moves have autoguard....

-Natto is basically sticky fermented soya beans. Have you ever eaten Mozarella cheese off Pizza? You know the way it drags off when you bite? Natto is the same way!

o-Maxima-----Interesting Combos-o

-Striker K', Stand C (2hit), Dwn Fwd C, HCF + K, QCF HCB + P SDM

-Crossover Jump C, Terry Striker, Run Fwd, QCF + C, (Geyser Hits)  
Jump D, . QCF + C x2 (possible error in translation)

-Striker Iori, QCF C, Striker Iori, QCB A, HCB x2 + K

-HCBx2 + K SDM, Striker Chang

-@CR: Ralf Striker, QCF A before they get hit, they launch, as they  
are about to hit the floor, QCF + Cx2, Fwd B

-@CR: Ralf Striker, Stand C (2hit), Ralf hits, As they fall Stand C  
(1hit) Dwn Fwd C, QCB + A cancelled into QCF HCB + A.

-@CR: Striker Iori, QCF + Cx2 hits at same time, Opponent gets hit  
by Iori's puddle as they get up comboed into HCBx2 + K SDM

-CM: Fwd A, HCBx2 + K

-CM: Jump D, C, QCB A, HCB x2 + K

o-Maxima-----Infinites-----o

-@CR: Dwn A combo with QCF A x infinite or finish with Dwn A,  
HCBx2 + K... (there is a certain condition, yet to be  
discovered as to why this does not work all the time...)

o-Maxima-----Bugs-----o

-Maxima doing HCF + K at the same time as opponent's DM (EG: Terry  
Power Geyser) causing the machine to have a seizure.... Also  
Maxima's Bunker Buster vs K's Stand C!

-vs Robert:

Robert do Hold Back + Fwd + P, Maxima runs in and HCF+ K just  
as the fireball leaves his hand. Maxima gets hit by the fireball  
but still grabs Robert... Robert gets stuck....

-----\  
Benimaru Nikaido-----|  
-----/

Place of Birth : Japan (but he's half American)  
Fighting Style : Thai Kickboxing  
Age : 21  
DOB : 6th June  
Blood Type : O  
Height : 180 cm  
Weight : 70 kg  
Hobby : Sky cruising by Plane  
Favourite Food : Pasta with Slices of Raw Fish  
Good Sport : Clay pigeon shooting and high jump  
Important Thing : Himself  
Hated Thing : Your own regret, Otaku  
Winpose A : Turns around and point out at the audience  
and says "Thank you!"  
Winpose B : He stands up straight, with hands on hips and  
says "Understand"?  
Winpose C : He gathers in lightning while doubling over  
like his new '98 pose but says nothing.

Colour A : Black Top, White Jeans  
Colour B : Orange Hair, Grey Jeans  
Seiyuu : Monster Maetsuka  
Endquote : "Watch me now. A flower's life's brief."

o-----Movelist-----o

Catch and Shoot : Bk / Fwd + C when close  
Front Suplex : Bk / Fwd + D when close  
Spinning Knee Drop : In air, any dir. but Up + C / D  
Jackknife Kick : Fwd + B  
Flying Drill : In Air, dwn + D  
Raijin Ken : QCF +P  
-can do in air  
Iai Geri : QCF + K  
-Follow with  
Handou San Dan Geri: Dwn Up + K  
Shinku Katategoma : QCB + P  
DM: Raikoken : QCFx2 + P  
DM: Gen'ei Hurricane : QCFx2 + K  
Striker : Elec-trigger (grabs and electrifies  
opponent)

o-Benimaru-----Speech-----o

[Round Start]  
"Hajimeoka."  
(Let's Start.)

[Taunt]  
"Yare Yare."  
(Try harder.) or (Oh well...)

-Unsorted

"Kakugo wa deki takana?"  
(Are you ready to do or die?)

"Jo, yarou ka?"  
(Are you ready?)

"Kimatta na."  
(I did it, no?)

o-Benimaru-----Miscellaneous-----o

If you didn't already know, "Otaku" is a japanese animation  
hardcore fan.

From Silver Khosla: "The majority of Benimaru's moves are based on  
an old Tatsunoko character (which has recently been "updated")  
named Hurricane Polymar. He's a type of "karate-man" that just beats  
on people and wears a costume (in traditional Tatsunoko style)  
similar to Gatchaman a.k.a G-Force. Hissatsu! Shinkuu Katate  
Gomaaaaaaaaaaaaaaaaa!"

o-Benimaru-----Interesting Combos-o

Cool.Combos.



Tested vs Chang

-NCR: CM: Call Robert, Stand D, QCF + A, They launch,  
Hop Dwn + B, QCF + C, QCFx2 + C

-An easier version: NCR+CM: Call Robert, A+B, (Behind Chang)  
QCF + A, (Chang flies to corner), QCF C, QCFx2 C

o-Benimaru-----Infinites-----o

o-Benimaru-----Bugs-----o

-----\  
Shingo Yabuki-----|  
-----/

Place of Birth : Japan  
Fighting Style : (self-claimed) handed down Kusanagi Style  
Age : 17  
DOB : 8th April  
Blood Type : O  
Height : 179 cm  
Weight : 69 kg  
Good Sport : Swimming and Water Polo  
Hobby : Exploration  
Favourite Food : Refrigerated Udon (Noodle) and Sardines  
Important Thing : Life, Girlfriend, Student Pocketbook and Gloves  
given to him by Kyo Kusanagi  
Hated Thing : Milk  
Winpose A : Gets out his notebook saying "Eh hito memo memo..  
okay...." (This guy... note note... ok)  
Winpose B : Stands with arms and legs outstretched saying  
"Yoshi!" (Alright!), then turns around and  
looks at his fist saying "Yarimashita yo,  
Kusanagi-san!" (I've really done it, Mr.  
Kusanagi!)  
Winpose C : Holds a fist up high and says "Ore no, Kachi da!"  
(This is my victory!)  
Colour A : Blue  
Colour B : Brown  
Seiyuu : Takehito Koyasu  
Endquote : "I just get tougher! Kyo, I'm coming for you!"

o-Shingo-----Movelist-----o

Hachi Tetsu : Bk / fwd + C (close)  
Issetsu Seoi Nage Fukanzen : Bk / fwd + D (close)  
Ge Shiki: Goufu Kakkodake : Fwd + B  
100 Shiki: Oniyaki Mikansei : DP + P  
104 Shiki: Aragami Mikansei : QCF + A  
105 Shiki: Dokugami Mikansei : QCF+ C  
101 Shiki: Oboro Guruma Mikansei : RDP + K  
202 Shiki: Kototsuki Mikansei : HCB + K  
Shingo Kick : QCF + K  
Shingo Kinsei Ore Shiki: Nie Togi : DP + K (when close)  
DM: Burning Shingo : QCB HCF + P  
DM: Ge Shiki: Kake Hourin : QCFx2 + P

Striker: runs in and tries to grab opponent's legs (Blockable)  
but 2 hits if succesful. This is probably the only  
way you will get to connect K's QCF HCB + P S/DM as  
a "combo"...

o-Shingo-----Speech-----o

[Round Opening]

Shingo appears in his tracksuit top doing some squatting leg stretches saying "O-ichi ni san shi" (1,2,3,4,) He then gets up and takes off his top saying "Shingo, ichiban te ikkima~su!" (Shingo, first up, here I come!)

[Taunt]

"Naguutaneanta oyanimo naguraretakotonainoni!"  
(You hit me! My parents never hit me!)

"Waza doko iita no, ne?"  
(Where are my moves?)

[Striker]

"Yacchatte Kudasai!"  
(Lit: Go Go GO! Get him please!)

[Dodge]

"Sugoi abunai!"  
(Very dangerous!)

"Nankakita"  
(Something coming!)

"Kusanagi-saaaaan!"

"Nankatsushita!"

[Round Start]

"Kotoshiwa edit jyanaize Shingo!"

"Ite"  
(painful)

"Totsugeki-!"  
(Charge!)

o-Shingo-----Miscellaneous-----o

-Lost his counter!!! ARGH! AND DP + D doesn't always connect on crouching opponents! His Jump CD hits twice on counter.  
202 Shiki: Kototsuki Mikansei -This is his "new" move.  
He rushes forward like Kyo's HCB + K but when he lifts them up he does Kyo's Jump Dwn C to knock them down.

o-Shingo-----Interesting Combos-o

-@CR: Iori Striker,QCFx2+P, Iori Striker, QCFx2+P, Iori Striker, RDP+K.

Tested vs Kasumi

-Opponent Jumping, Corner, Red Life: Iori Striker + QCF x2 SDM hit at same time, QCB + B, QCF x2 + SDM, QCB + D (100%)

o-Shingo-----Infinites-----o

o-Shingo-----Bugs-----o

-----  
Fatal Fury Team  
-----

When Terry received the Invitation he found Joe. They were both surprised about that 4-members team up regulation this year and they were worrying about that when suddenly a idea came into their minds...

-----\  
Terry Bogard-----|  
-----/

Place of Birth : America  
Fighting Style : Jeff style + Street Fighting  
Age : 24  
DOB : 15th March  
Blood Type : O  
Height : 182 cm  
Weight : 82 kg  
Hobby : Video Games and Trolling  
Best sport : Basketball  
Favourite Food : Junk Food  
Important Thing: Jeff Bogard's Gloves  
Hated Thing : Slugs  
Winpose A : Throws off cap "Okay!"  
Winpose B : Tips cap "Good Luck!"  
Winpose C : Stands with fist upraised. Monkey comes out and jumps up and down on his shoulder. After three jumps, Terry pats the monkey.  
Colour A : Red, White and Blue  
Colour B : Blue and White  
Seiyuu : Satoshi Hashimoto  
Enquote : "That's what makes a legend!"  
Enquote (jap) : "Spare me the sour grapes!"  
"Stay Cool!"  
"Stop moping! Give me a smile!"

o-Terry-----Movelist-----o

Grasping Upper : Bk / Fwd + C when close  
Buster Throw : Bk / Fwd + D when close  
Hammer Punch : Fwd + A (overhead)  
Rising Upper : Dwn-Fwd + C  
Burn Kunckle : QCB + P  
Power Wave : QCF + A  
Round Wave : QCF + C (Hits low)  
Rising Tackle : Hold Down 1 sec then Up + P  
Crack Shoot : QCB + K  
Power Charge : HCF + K  
Power Dunk : DP + K during Power Charge  
Power Drive : DP + P  
Power Shoot : DP + K  
DM: Power Geyser : QCB,Dwn-Back, Fwd + P  
note: I can do it by QCB, Fwd + P  
DM: High Angle Geyser : QCFx2 + K  
Striker : If close: High Angle Geyser (instant)  
If not: "Dunk Geyser" (Power Geyser)

o-Terry-----Speech-----o

[Round Start]  
Does two punches.

[Round Entry]  
Does some shuffling then does Dodge Attack saying "Ha!"

When possible, Terry shouts the name of his moves when executing them.

[QCFx2 + K]  
"Overheat Geyser!" (but see Misc. Section)

o-Terry-----Miscellaneous-----o

-Trolling is a form of fishing in which you trail the line behind a slow-moving boat. It's very popular for catching large, ocean-going fish like marlin, wahoo, and tuna...  
(from Asako Hisamatsu)

-Shortcut Power Geyser??: HCFx2 + P (It's weird...)

-The monkey has appeared in various episodes of Terry's stage in the Fatal Fury and KOF series inc FF3, KOF 95... I don't want to hear any jokes about spanking the monkey. He pats the monkey, nothing more...

-High Angle Geyser/Hawaii Angle Geyser: The latter is the official english name for the move. What Terry actually says is debatable. I've checked the soundtrack and it still sounds like "Oh my Shit...Geyser!!!" but this may be a joke started by Gamest magazine in '97.

o-Terry-----Interesting Combos-o

Most Damaging Standing non DM Combo:  
Stand C (2 hit), Dwn-Fwd C, HCF + D, DP + D  
Most Damaging Standing DM Combo:  
Stand D (1 hit), Fwd A, QCFx2 + D  
Most Damaging Standing SDM Combo:  
Stand D (1 hit), Dwn Fwd C, QCFx2 + D

Note with the SDM-- does 70% damage. But if your opponent is in the corner, they won't take all hits.

Cool.Combos.  
-Call King Striker. QCB + B, QCB + B, Power Geyser SDM

o-Terry-----Infinites-----o

o-Terry-----Bugs-----o

-----\  
Andy Bogard-----|  
-----/

Place of Birth : America  
Fighting Style : Kopoken  
Age : 23  
DOB : 16th August  
Blood Type : A  
Height : 172 cm

Weight : 67 kg  
Hobby : Shugyou (Training)  
Favourite Food : Natto Spaghetti  
Important Thing : Photo of him and Hanzo Shiranui  
Hated Thing : Dogs  
Winpose A : Crosses his hands and brings them down to his hips saying "Yoshi!" (All right!)  
Winpose B : Turns around with hair blowing in the wind.  
Winpose C : Halfway squats in a martial arts pose and breathes heavily.  
Colour A : White  
Colour B : Dark Green  
Seiyuu : Keiichi Nanba  
Endquote : "On the whole, you're tough, but I transcend tough!"

o-Andy-----Movelist-----o

Gourin Kai : Bk / Fwd + C when close  
Kakaekomi Nage : Bk / Fwd + D when close  
Jou Agito : Fwd + B  
Age Omote : Dwn Fwd + A  
Hi Sho Ken : QCB + A  
Geki Hi Sho Ken : QCB + C  
Sho Ryu Dan : DP + P  
Zan Ei Ken : Dwn-Back then Fwd + P  
-Follow with Fwd + P  
Ha Sui Shou : (near foe) HCF + P  
Ku Ha Dan : HCF + K  
Gen'ei Shiranui : (in air) QCF + K  
-Follow with  
Shimo Agito: P (sweep) (new kick)  
Uwa Agito: K (overhead) (new kick)  
DM: Chou Reppo Dan : QCB HCF + K  
DM: Ryushi Ken : QCB HCF + P  
Striker : "Shippuu Zan'ei Ken"

o-Andy-----Speech-----o

[Round Start]  
Holds back his hair and motions a "C'mon" with his hand saying "Humph!".

o-Andy-----Miscellaneous-----o

Kao - I always saw "Koppou" translated as "bone breaking", but it actually means "knack" or "understanding". Since Andy learned Shiranui ninjitsu from Hanzou, I suppose it means that he has learned the ninja arts, or else basic ninja techniques.

-Andy can cancel his CD counter like Clark. If you get a Counter Message, you can combo with Dwn Fwd A ....

-Andy has a long standing animation. He'll stop his fighting stance and peer forward through his hands...

o-Andy-----Interesting Combos-o

-@CR: Jump D, C, HCF + C, as they fall Dwn Fwd A (1 hit)  
cancelled into QCB HCF + K SDM.

-@CR: Jump D, C (1hit), HCF + C, Walk Fwd, Call Mai striker,  
DP + C.

-@NCR:CM: Call Robert, Dwn C, Dwn-Bk Fwd + A, QCB + C, QCB HCF + C.

o-Andy-----Infinities-----o

-vs Xiangfei, corner. HCF + P, Xiangfei does recovery roll.  
You can combo. So anything + HCF + P and repeat.

o-Andy-----Bugs-----o

-vs Real Kyo: You'll need 2 players to test this out.  
Do an early jump D to hit Kyo on the top of the head (Kyo does  
not block). Because of the early hit, Kyo has time to recover  
and hit back. Kyo does Dwn B x i (which goes right through Andy)  
useless really, but hey, it's a bug.

-----\  
Joe Higashi-----|  
-----/

Place of Birth : Japan  
Fighting Style : Muetai Kickboxing  
Age : 23  
DOB : 29th March  
Blood Type : AB  
Height : 180 cm  
Weight : 71 kg  
Hobby : Fighting  
Favourite Food : Fried Wani (Alligator)  
Important Thing: His Hachimaki (headband)  
Best Sport : Any kind of fighting  
Hated Thing : Dressing up formally  
Winpose A : Gets down on his knees and screams "Yosha!!!"  
(I did it!)  
Winpose B : Turns around and point at you on the floor and  
says ""  
Winpose C : Jumps into the air and says "Yosha!" then falls  
down on his butt (his old background "Oh my God,  
my team member lost!" animation) and starts  
laughing.  
Colour A : Red Shorts  
Colour B : Blue Shorts  
Seiyuu : Nobuyuki Hiyama  
Endquote : (With mic. in hand) "You bring a song to mind.  
Heard of 'The Loser Blues?'"

o-Joe-----Movelist-----o

Hiza Jigoku : Bk / Fwd + C when close  
Leg Throw : Bk / Fwd + D when close  
Low Kick : Fwd + B  
Sliding : Dwn Fwd + B  
Hurricane Upper : HCF + P  
Tiger Kick : DP + K  
Slash Kick : HCF + K  
Ougon no Kakato : QCB + K

Bakuretsu Ken : P repeatedly  
-Follow with  
QCF + A (overhead)  
or QCF + C (knockdown kick)  
DM: Screw Upper : QCFx2 + P  
DM: Bakuretsu Hurricane Tiger Kakato : QCF HCB + P  
DM: Shijou Saikyou no Low Kick : QCFx2 + K

Striker : "Ora Ora Bakuretsu Ken".  
If he connects, he'll end with an jumping uppercut and then  
"moon" taunt!! ^\_^

o-Joe-----Speech-----o

[Taunt]  
Lifts one knee and rolls his right elbow saying  
"Ohra Ohra!"  
(Well?)

DURING SCREW UPPER (SDM)  
"Ototoi Kieyare"  
(Take this!)

Win pose  
Points at you on the floor.  
"Mou ikkai yattemiruka~?"  
(Want to try once more?)

o-Joe-----Miscellaneous-----o

-Has new Close D, Low C (now hits high but not  
an overhead) and all of his jump attacks  
except Jump A have new animation.  
His Jump B aims downward now, and is now much more  
useful for jump-ins (thank god). His Jump C has  
incredible downward range, and is good for beating  
down on crouching opponents.

o-Joe-----Interesting Combos-o

-Stand C, Fwd B, QCF HCB + P  
-@NCR: King Striker, QCB + B x2, DP + K  
-@CR: QCF x2 + K (Counter), A Rapid  
-@NCR: King Striker, QCF x2 + P, QCF x2 + K  
-@NCR: Robert Striker, C, Fwd B, HCF + A, QCFx2 + K  
-vs Chang, CR: C, Fwd B, A rapid, HCF + C, A

Unconfirmed  
-Stand C, Fwd B, A Rapid, QCF A, DP + K  
-Ralf Striker, DP + K, (Ralf hits), QCF x2 + K

o-Joe-----Infinities-----o

o-Joe-----Bugs-----o

-----\  
Mai Shiranui-----|  
-----/

Place of Birth : Japan  
Fighting Style : Shiranui-ryu Ninjitsu

Age : 21  
DOB : 1st January  
Blood Type : B  
Height : 165 cm  
Weight : 46 kg  
B87 W54 H90  
Best sport : Badminton  
Hobby : Cooking Bento box (lunch boxes)  
Favourite Food : Ozouni- (New Year's dish) Rice Cakes boiled with  
vegetables  
Important Thing: Her Grandmother's kanzashi (ornamental hairpin)  
Hated Thing : Spider  
Winpose A : Tosses a fan into the air and catches it saying  
"Nippon Ichi!" (I'm Japan's No.1!)  
Winpose B : Holds a fan up to the air then brings it down  
waving some confetti saying "Nippon Ichi!"  
(I'm Japan's No.1!)  
Winpose C : Brings out a parasol and stands behind it saying  
"Nippon Ichi!" (I'm Japan's No.1!)  
Colour A : Red  
Colour B : Purple  
Seiyuu : Akoya Sogi  
Endquote : "Were you too easy, you ask? You were too weak  
to be easy!"

o-Mai-----Movelist-----o

Shiranui Gourin : Bk / Fwd + C when close  
Fuusha Kuzushi : Bk / Fwd + D when close  
Yume Zakura : In air, any dir. but up + C / D  
Benitsuru no Mai : Dwn-Fwd + B  
Tsubakuro no Mai : Fwd + B (when close) (overhead)  
Daiwa Fuusha Otoshi : In air, Dwn + A  
Yurazaume : In air, Dwn + P (move possible)  
- Mai tries to "sit" on you  
Ukiha : In air, Dwn + K (move possible)  
- Mai comes down with her knee  
The two new moves are good for  
crossing up...  
Kachou Sen : QCF + P  
Ryuu Enbu : QCB + P  
Musasabi no Mai (Kuuchuu) : in air QCB + P  
Musasabi no Mai (Chijou) : Hold Down 1 sec then Up + P  
-follow with: Dwn + P  
-or Dwn + K  
-or QCB + K (Toki Tsubute)  
Hissatsu Shinobi Bachi : HCF + K  
Koyasen Tori : QCB + K  
DM: Chou Hissatsu Shinobi Bachi : QCB HCF + K  
DM: Hou'ou no Mai : QCBx2 + P  
DM: Mizutori no Mai : QCFx2 + P  
Striker : Close: "Sakura Fubuki"  
Far : Taunt (can be hit)

o-Mai-----Speech-----o

[Round Start]  
"Kakatte rasshai!"  
(Come at me!)

"Hitotsu! Futatsu! Mittsu!"



(One (fan)! Two (fans)! Three (fans)!)

"Shiranui kugen Ougi!"  
(Shiranui style secret technique!)

"Fuusakabushi"

"Yumetekura!"

"Hora, ganbatte!"  
(hey now, don't give up!)

"Nippon ichi!"  
(Japan's no 1!)

o-Mai-----Miscellaneous-----o

-'kanzashi'is that little U-shaped thing Mai wears in her hair.

-Toki Tsubute AKA Shermie Homage. This is an air grab. The opponent must be in the air for it to work. When it does work, Mai's hair suddenly covers her eyes - and I know why. This move is possibly the most erotic happiness throw I have ever seen. Sorry, but that IS Shermie doing that move, not Mai. Mai grabs the opponent's head, rams it to her crotch... I've watched it frame by frame using the pause button :)

o-Mai-----Interesting Combos-o

Easy Combos:

Low/Stand C, Dwn Fwd B, QCB + B, QCB + A.  
Low/Stand C, Dwn Fwd B, QCB HCF + P

Cool.Combos.

-NCR + CM: Call Robert, Stand C, Dwn Fwd B, QCB + A, they launch QCBx2 + P, Before they hit the ground do QCB+A cancelled into QCB HCF + K (90% damage)

o-Mai-----Infinites-----o

o-Mai-----Bugs-----o

She has one. Kind of like last years. That's all I know right now.

-----  
Art of Fighting Team  
-----

Takuma felt glad when he recieved the invitation to KOF99. As usual, he assigned Ryo, Robert and Yuri to enter, but they found that this time Takuma will accompany them...

(editors note: So much for him retiring... BRING BACK SAISYU!!!)

-----\  
Ryo Sakazaki-----|  
-----/

Place of Birth : Japan  
Fighting Style : Kyokugenryu Karate  
Age : 24  
DOB : 2nd August  
Blood Type : O  
Height : 179 cm  
Weight : 75 kg  
Hobby : Sunday Carpentry  
Best sport : Sumo Wrestling  
Favourite Food : Mochi (Rice Cake) and Natto  
Important Thing: Restored Motorcycle (perhaps the one from AOF 1?)  
and his horse, Maki Tatsu  
Hated Thing : Bugs with many legs  
Winpose A : Adjusts his suit with a grin then crosses his arms  
and brings them down forcefully saying "Osu!"  
Winpose B : Brings his hands to his sides in a karate pose and  
breathes and looks to the side.  
Winpose C : Does two punches, a kick, and then poses saying  
"Osu!"  
Colour A : Orange  
Colour B : Red  
Seiyuu : Masaki Usui  
Endquote : "Did Kyokugen Karate, will you?! Now savor the  
pain it brings."

o-Ryo-----Movelist-----o

Tani Otoshi : Bk / Fwd + C when close  
Tomoe Nage : Bk / Fwd + D when close  
Kouryuu Gokya Geri : Bk / Fwd + A  
Ryuuhan Shuu : Bk / Fwd + B (autoguard)  
Nidan Sokutou Geri : Dwn-Fwd + B (autoguard)  
Ko Ou Ken : QCF + P  
Ko Hou : DP + P  
Hi En Senpoo Kyaku : HCB + K  
Zan Retsu Ken : Fwd Bk Fwd + P (autoguard)  
Ko Hou Senpoo Ken : QCB + P (autoguard)  
Rai Jin Setsu : QCF + K  
DM: Haou Shou Ko Ken : Fwd, HCF + P  
DM: Ryu Ko Ranbu : QCF HCB + P  
DM: Tenchi Haou Ken : QCFx2 + P

Striker : Mid-air Ko Ou Ken.

You can hit opponents on the floor with this AND then you can  
normal/special throw them.

o-Ryo-----Speech-----o

[Round Start]

"Osu!"

(Lit: When a fighter is ready to do or has accomplished something)

[Taunt]

"Ohra Ohra!"

(Well Well!)

[QCFx2 + P]

"Ichigeki Hissatsu!"

(One-hit deadly finish!)

"Kusouuuuu"

(Damn)

o-Ryo-----Miscellaneous-----o

-Standing B abusers can forget about it this year! That's right: Ryo's stand B is no longer the best poke in the game. It's changed to a laggy poke.

-Fwd A, A can still combo...

-QCFx2 DM as a counter takes 50% damage. On SDM it takes like... Galactica Phantom proportions....!

-Ryo's Fwd B is used with its autoguard properties to scare opponents. After chaining it, either throw or DP the opponent. It also nullifies projectiles.

o-Ryo-----Interesting Combos-----o

-Ryo can AB Dodge Attack + Stand A and combo.

-@CR: Opponent Jumping: Striker Iori, Fwd Bk Fwd + P x3  
(The opponent has to hit the puddle first)

o-Ryo-----Infinites-----o

-@CR: Call Any Striker that launches opponent for juggle eg King or Ralf, AM Mode, Dodge Attack x i

o-Ryo-----Bugs-----o

-----\  
Robert Garcia-----|  
-----/

Place of Birth : Italy  
Fighting Style : Kyokugenryu Karate  
Age : 24  
DOB : 25th December  
Blood Type : AB  
Height : 180 cm  
Weight : 85 kg  
Hobby : Collecting Cars  
Favourite food : Yakisoba, sushi  
Best sport : Motor Sports  
Important Thing: Collection of Cars  
Hated Thing : Rakkyou  
Winpose A : Does a kick then stance, grinning.  
Winpose B : Flips a coin and catches it.  
Winpose C : Turns around and gives the thumbs up saying "Dou-ya!" (How's that!)  
Colour A : White Black and Brown  
Colour B : Black Red and Brown  
Seiyuu : Mantarou Koichi  
Enquote : "If everyone loves a winner, I'm freakin irresistable!"

o-Robert-----Movelist-----o

Nidan Sokutou Geri : Dwn Fwd + B

-Robert's version of Kyo's

Dwn Fwd D. 2 hits.

Ryuutobi Kyaku : Bk / Fwd + C when close  
Kubi Kiri Nage : Bk / Fwd + D when close  
Ryu Han Shuu : Bk/Fwd + B  
Kou-ryuu Gokyageri : Bk/Fwd + A  
Ryu Geki Ken : Hold Bk 1 sec then Fwd + P  
Su Jin Ren Bu Kyaku : Hold Down 1 sec then Up + P  
Hi En Senpoo Kyaku : Hold Bk 1 sec then Fwd K  
Hi En Ryu Jin Kyaku : in air Dwn K  
Ryu Zan Chen : Hold Down 1 sec then Up K  
DM: Haou Shou Ko Ken : Fwd, HCF + P  
DM: Ryu Ko Ranbu : QCF HCB + P  
DM: Muei Senpoo Juudan Kyaku : QCB HCF + K  
Striker : perform Ryu Ko Ranbu

o-Robert-----Speech-----o

[Round Start]

"Hona.. Ikimase!"

("Well then, let's go!")

"Donai shitan ya?"

"What's wrong? What happened?"

o-Robert-----Miscellaneous-----o

-I ate Rakkyou while in Japan. It's a bitter food. Not bad..

-Robert as a Striker is popular at the moment as you can join  
in and combo with him. If they block him you can cross up....

o-Robert-----Interesting Combos-o

-NCR : Call King, Fwd HCF+P SDM (about 2/3 hits connect),  
walk Fwd, QCB HCF+K.

-@CR: Fwd A, Low A, Hold Dwn + Up + P, Hold Dwn + Up + K

o-Robert-----Infinities-----o

o-Robert-----Bugs-----o

-----\  
Yuri Sakazaki-----|  
-----/

Place of Birth : Japan

Fighting Style : Kyokugenryu Karate

Age : 20

DOB : 7th December

Blood Type : A

Height : 168 cm

Weight : 54 kg

B82 W58 H86

Hobby : Karoake

Best Sport : Softball

Favourite Food : Sweet Curry with homemade Pickled Umeboshi (plums)

Important thing: Friends, her late mother's pearl earrings

Hated Thing : Octopus, people who like Octopus, indecisive men

Winpose A : Adjusts her karate suit then looks up and stands

with thumbs saying "Chou yoyutchi!"  
(Super Easy Win!)

Winpose B : Does two punches, a kick and then stances saying  
"Un!"  
Winpose C : Does Ryo's Dwn Fwd B, then lifts fist in the air  
standing on one foot saying "Ya-ii!" (Great!)  
Colour A : Blue tights, White top  
Colour B : Brown, White top, Orange Trainers (UGLIEEEE!).  
Seiyuu : Kaori Horie  
Endquote : "Skill over power, spirit over skill! The  
secret to victory!"

o-Yuri-----Movelist-----o

Oni Harite : Bk / Fwd + C when close  
Silent Nage : Bk / Fwd + D when close  
Tsubame Otoshi : In air, any dir. but u + C / D  
Senkai Kyaku : Fwd + B,B (not an overhead.... why?)  
Butt Smash : Fwd + A (overhead)  
Ko Ou Ken : QCF + P  
-hold and it will become Haou Shou Ko Ken  
Rai On Ken : QCF + K  
Hyakuretsu Binta : HCB, Fwd + K  
Yuri Chou Mawashi Geri : QCB + K  
Yuri Chou Upper : DP + P  
-C version can follow with Yuri Double  
Chou Upper :DP + C  
Hien Shippuu Ken : QCB + P  
-Now has autoguard + Chargable -not  
unblockable but if you go near her  
you will be sucked in and suffer  
multiple hits!  
Hyakuretsu Binta : HCB + K  
DM: Hien Hou'ou Kyaku : QCF HCB + K  
DM: Shin. Chou Upper : QCFx2 + P  
DM: Hi En Upper : QCFx2 + K  
Striker : Close: Shin Chou Upper  
Far: Taunt (can be hit)

o-Yuri-----Speech-----o

[Round Start]  
"Babbito yattsukechau zo!"  
(I will defeat you quickly!)

o-Yuri-----Miscellaneous-----o

Misc: In AOF 1, Mrs Sakazaki's name was Ronnet.

The ultimate Capcom Parody: This Year, Yuri has Sakura's overhead  
kick, her HCB + K now parodies Ryu/Ken rather than Sakura and now  
she has both Ken and Ryu's Dragon Punch DMs.

o-Yuri-----Interesting Combos-o  
o-Yuri-----Infinities-----o  
o-Yuri-----Bugs-----o

-----\  
Takuma Sakazaki-----|  
-----/

Place of Birth : Japan  
Fighting Style : Kyokugenryu Karate  
Age : 50  
DOB : 4th February  
Blood Type : O  
Height : 180 cm  
Weight : 88 kg  
Hobby : Soba Strike  
Good Sport : General Grappling  
Favourite Food : Washed (cooked) white rice and Miso Soup  
Important Thing: His two children, his pupil and Kyokugenryu!  
Hated Thing : Snakes  
Winpose A : Faces screen and does some martial arts practice  
ending in a Haoh Shi Kou Ken pose then crosses  
hands and looks at the floor.  
Winpose B : Puts his arms inside his Karate Suit and then pulls  
it open revealing his muscled body and scarred  
chest.  
Winpose C : Stands with Fist held at head level saying "Mada  
Mada..."  
Colour A : White  
Colour B : Dark Green  
Seiyuu : Eiji Tsuda  
Endquote : "Kyokugen Karate is the true way of battle!"

o-Takuma-----Movelist-----o

Ibbon Seoi Nage : Bk / Fwd + C when close  
Oosotogari : Bk / Fwd + D when close  
Oniguruma : Fwd + A (Knockdown)  
Higuruma Otoshi: Dan Tsubushi: Bk + A (Overhead)  
Kawara Wari : Fwd + B (Overhead)  
Downed Kick : Dwn Fwd B (when foe is on floor)  
Sanchin no Kata : Dwn, Dwn + P,  
-hold P to increase Power Gauge  
Ko Ou Ken : QCF + P  
Hi En Senpuu Kyaku : Hold Bk-Dwn for 1 sec then Fwd + K  
Zan Retsu Ken : Fwd Bk Fwd + P  
Mou Ko Murai Garai : QCB + P  
Shoran Kyaku : HCB + K  
DM: Haou Chi Ko Ken : Fwd, HCF + P  
DM: Ryuko Ranbu : QCF HCB + P  
DM: Shin Gayshin Geki : near foe QCFx2 + P  
Striker : perform Haou Chi Ko Ken

o-Takuma-----Speech-----o

[Round Start]  
"Madamada gen'eki deikeruwai!"  
(I'm still on active duty!)

"migitawa shya"

[SDM Ryoku Ranbu]  
"Todomeja!"  
(THE last one!)

[Shin Gayshin Geki]  
"Kijin geki ... douja?"  
(Cranky Attack! how's that?)

[Taunt]

"Katatekunka?"

(Wont you come and play?)

o-Takuma-----Miscellaneous-----o

o-Takuma-----Interesting Combos-o

Tested vs Ryo

-Corner, Opponent Jumping, Striker Iori + Fwd Bk Fwd + P hits  
at the same time, Fwd Bk Fwd + P, Fwd Bk Fwd + P, Fwd Bk Fwd + P,  
Dwn Fwd B.

Tested vs Ryo

-Corner, Jump D, Stand C, Fwd A, QCF HCB + P SDM, Call Ryo Striker,  
HCB + K (100%)

-Striker Iori, Fwd HCF + P x2, Striker Iori, Fwd HCF + P, HCB + K  
Something wrong here I've got the translation wrong... argh...

o-Takuma-----Infinities-----o

Armour Mode. Corner. Dodge Attack. Repeat

o-Takuma-----Bugs-----o

-On fallen opponent. QCF + A. As the fireball approaches, do  
HCB + K. They cannot block the fireball.

-----  
Ikari Team  
-----

Since the battle, Heidern's instincts told him that many things of  
KOF99 are questionable, so he decided to send Leona, Ralf and Clark  
to enter the touranment, along with Whip, the specialist spy, to  
discover the mysteries of KOF99.

-----\  
Leona-----|  
-----/

Place of Birth : Unknown

Fighting Style : Army-Training + Heidern Assault Skill

Age : 18

DOB : 10th January

Blood Type : B + Orochi

Height : 176 cm

Weight : 66 Kg

B84 W60 H87

Hobby : Inspecting (weapons?) Factories

Best sport : None particularly

Favourite Food : Vegetables

Important Thing: None particularly

Hated Thing : Blood

Winpose A : She turns away from her fallen opponent and holds  
a hand up to her face. A shadow flits across her  
face as her eye gleams, and she says "Chikara wa  
seigyo dekiru kedo, sore ni, tayoru tsumori wa  
nai." (I can control my power but I have no  
intention of relying on it.)

Winpose B : She crosses an arm over her midsection, holding her other just above the elbow, shakes her head, and says "Anata de wa katenai" (You cannot win).  
Winpose C : Leona speaks into her wristwatch communicator, saying the good old "Ninmu... kanryo."  
(Mission... complete.) She then takes off her hair tie and shakes her hair out, then turns her head partially away from the opponent, looking at him/her out of the corner of her eye.  
Colour A : Green  
Colour B : Pink  
Seiyuu : Masae Yumi  
Endquote : "Why did you do it? You never had a chance!"

o-Leona-----Moves-----o

Leona Crush : Bk / Fwd + C when close  
Ordeal Buckler : Bk / Fwd + D when close  
Heidern Inferno : In air, any dir. but u + C / D  
Strike Arc : Bk/fwd + B  
Moon Slasher : Hold Down 1 sec then Up + P  
Grand Slasher : Hold Bk 1 sec then Fwd K  
Gliding Buster : while grand slasher (D button), Fwd + D  
X-Caliber : in air QCB + P  
Baltic Launcher : Hold Bk 1 sec then Fwd + P  
Earring Bomb 1 : QCB + K  
Earring Bomb 2 : RDP + K, then activate by RDP + K  
-RDP + B makes Earring Bomb 1 short distance  
-RDP + D makes Earring Bomb 1 long distance  
DM: V-Slasher : in air QCF HCB + P  
DM: Rebel Spark : QCB HCF + K  
DM: Grateful Dead : QCFx2 + P  
Striker : plants bomb on opponent

o-Leona-----Speech-----o

[Striker]  
"Heart Attack!"

[Round Start]  
"Ninmu, suikou shimasu."  
(I will do my duty!)

[Taunt]  
"Nigeru no yo"  
(Run away)

[Winpose A]  
"Chikara wa seigyo dekiru kedo, sore ni, tayoru tsumori wa nai."  
(I can control my power but I have no intention of relying on it.)

[Winpose B]  
"Anata de wa katenai"  
(You cannot win)

[Winpose C]  
"Ninmu... kanryo."  
(Mission... complete.)

o-Leona-----Miscellaneous-----o



-Did you know?: "Ikari" translates as "Getting Angry"?

-Orochi Leona is THERE. Kind of. Win pose and in her new DM which is Heidern's Soul Drainer (but doesn't give her any energy).

-Earring Bomb 1: There are two types. It depends on which Earring Bomb 2 she uses first;  
RDP + B ---> QCB + B or D = Bomb is thrown short distance and can juggle.  
RDP + D ---> QCB + B or D = Bomb is thrown far.

-Bomb 2 takes approx 3.48 to detonate but will defuse if Leona gets hit. After attaching the bomb, you can continue to combo but it doesn't show on the combo meter.

-There are ways to avoid getting hit by Bomb 2... I've jumped "out" of it with Clark once... there are other "freaky" occasions....

-Is Leona the only character with multiple animation for sitting down? She sits down, flicks her hair, waits, then does a "I'm ready to catch" pose! Also when she stands, she bounces around then stops, holds her hands out and freezes, then goes back to the bounce. Well... it's not as bad as Andy eh? OH NO! BAO!

-After you knock down the opponent, or throw them across the screen, throw the earring bomb, then immediately run and jump B at them. This is a guarantee hit because the bomb hits low and the air attack must hit high!

o-Leona-----Interesting Combos-o

-CM:@CR: Jump C/D, D(first hit),RDP+D,D (1 hit), Fwd+B, QCB+A, QCF HCB + A button, the bomb will explode... 100%

-@CR: Stand near the opposite end of the screen and make sure your earring bomb is the short one (so do RDP + B).  
Striker Ralf, QCB + B, Jump QCF HCB + C OR HCFx2 + C

o-Leona-----Infinites-----o

-vs Ryo:  
@CR: Hold Back, Fwd + A, Repeat

o-Leona-----Bugs-----o

-QCFx2 SDM on Benimaru, Ryo or Yuri. 90%+ damage!!!  
-a consequent 100% combo would be:  
-@CR: Jump D, HCF + D, HCF + C (SDM)

-----\  
Ralf Jones-----|  
-----/

Place of Birth : America  
Fighting Style : Army-Training + Heidern Assasination Skill  
Age : 39  
DOB : 25th August  
Blood Type : A

Height : 188 cm  
Weight : 110 kg  
Hobby : Collecting Knives  
Best sport : Baseball  
Favourite Food : Chewing Gum  
Important Thing : Medal given to him from the President  
Hated Thing : Snakes  
Round Start : Rolls back his arms a few times then stands  
with arms back and fists front saying "Wooooah!"  
Winpose A : Raises a fist into the air then brings it down  
and leans to the side saying "Yeyy!"  
Winpose B : He does a traditional "F\*\*\* you!" gesture and  
says "Ketaga chigauze!" (This time we see whose  
power is greater!)  
Winpose C : Smacks his fist into his palm twice then brings  
his arms back and says "Woaah!"  
Colour A : Green  
Colour B : Orange  
Seiyuu : Monster Maetsuka  
Enquote : "I can survive anything-- including Nukes!"

o-Ralf-----Movelist-----o

Dynamite Head Bomb : Bk / Fwd + C when close  
Northern Light Bomb : Bk / Fwd + D when close  
Gatling Attack : Hold Bk 1 sec then Fwd + P  
Super Argentina BackBreaker: near foe then HCF + K  
Vulcan Punch : P repeatedly (move possible)  
Fast Bombing Punch : Hold Down 1 sec then Up + P  
or in air QCF + P  
Ralf Kick : Hold B or D for 5 secs  
- you can't run while charging.  
- you can't do special move  
- charge is reset if Ralf gets hit or  
blocks a hit  
Ralf Tackle : HCB + K (autoguard)  
DM: Flash Vulcan Punch : QCF HCB + P  
DM: Mount Vulcan Punch : QCB HCF + K  
DM: Galactica Phantom : QCFx2 + P

Striker : Fast bombing punch first then galactica phantom  
(blockable).

o-Ralf-----Speech-----o

[Striker]  
"Totte oki da ze!"  
(I saved this one for last!)  
  
[HCB + K]  
"Toriya Toriya!!!"  
(Equivalent of "Take this!")  
  
[QCB HCF + K]  
"Taiman hataatara... Dachija!!!"  
(You were careless... my friend!)  
  
[SDM QCFx2 + P]  
"Otokono ipatsuda korya!!!"  
(This is it! THE punch!)

o-Ralf-----Miscellaneous-----o

-No Max damage Backhand (Far C) for Ralf this year (T-T)

-But the 100% GP Counter is still there (^\_^) QCFx2+P SDM, hold P  
... Terry does QCB + A... autoguard .. BOOM.

-Blue Mary, Ralf and Lucky Glauber share a passion for Baseball...

-HCB+ K knocks out sweeps too!!!

-Ralf's Galactica Phantom has full autoguard (as you know) but it can be knocked out by a [Dwn + D sweep]. This was true with Iori in '97 (haven't checked it for 2 years eheh). However... some characters cannot knock him out with their down D sweep if it hits Ralf knee area, such as Shingo and Terry. Galactica Phantom can be avoided by some crouching characters. The Galactica Phantom will just pass over their heads. Only five characters can crouch to avoid it:  
Xiangfei, Bao, Chin, Choi, and Jhun (Yes! Jhun!).

o-Ralf-----Interesting Combos-o

-vs Chang: Ralf can dodge attack and low D.

Cool.Combos.

-Jump C, C, qcb hcf+b/d(SDM), striker ryo, hcf+b/d (100%)

-Call Robert, Dwn C, QCFx2 + P SDM!!! (Easier with QCF + Cx2)

-Call King, Hold K, King juggles, Release K, QCB HCF + K SDM!!!

-@CR: Ryo Striker, Jump C, Dwn C, QCB HCF + K SDM, Ryo Striker,  
HCF + K (101%)

o-Ralf-----Infinites-----o

o-Ralf-----Bugs-----o

-Chin Striker. Wait for Chin to Taunt. HCF + B/D. Chin should hit opponent before they land on your hands. You will freeze.

-Using Ralf as a Striker: When the opponent flies into the air after using Ralf as a Striker you can standing combo them just as they hit the ground (the bug is that they are suddenly standing when you hit them)

-----\  
Clark Steel-----|  
-----/

Place of Birth : America  
Fighting Style : Army-Training + Heidern Assasination Skill  
Age : 34  
DOB : 7th May  
Blood Type : A  
Height : 187 cm  
Weight : 105 kg  
Hobby : Guns Collection  
Best sport : Wrestling -Heh Heh you bet ;)  
Favourite Food : Oatmeal  
Important Thing: His Sunglasses  
Hated Thing : Slugs

Winpose A : Lifts his cap a little and gives the thumbs up  
saying "Heyy!"  
Winpose B : Wipes his mouth with his gloved hand and says  
Winpose C : Looks down and draws a line across the front of  
his cap saying "Nimrou Kanyou!" (Mission  
Accomplished!)  
Colour A : Dark Blue  
Colour B : Dark Green  
Seiyuu : Yoshinori Shima  
Endquote : "I had fun. For about 5 seconds. A new low."

o-Clark-----Movelist-----o

Nageppanashi German : Bk / Fwd + C when close  
Fisherman Buster : Bk / Fwd + D when close  
Death Lake Drive : In air, any dir. but u + C / D  
Stomping : Fwd + B  
Gatling Attack : Hold Bk 1 sec then Fwd + P  
-can follow with Napalm Stretch  
Napalm Stretch : DP + P  
Frankensteiner : DP + K  
Flashing Elbow : after Napalm Stretch,  
Frankensteiner or SAB: QCF + P  
Mount Tackle : HCF + P (blockable- so use in combo)  
-Follow with:  
Rolling Cradle: Down Down + K  
Clark Lift: Down Down + A  
Super Lift: Down Down + C  
-ONLY Super Lift --> QCF + A/C  
Super Argentina BackBreaker : HCF + K (throw)  
DM: Ultra Argentina BackBreaker: near foe then HCBx2 + P  
DM: Running Three : HCFx2 + K  
Striker : grabs opponent and throws into air  
(yes you can juggle!)

o-Clark-----Speech-----o

[Round Start]

"Anta, senaka ga susuketeruze."  
(I'll make your back dirty!)

[Winpose ]

"Otaku Shibui ne..."  
(You're really cool) (Obvious sarcasm hehe)

[Dodge]

"Ima da!"  
(Do it now!)

[SDM HCBx2 + P]

"Clark Spark!"

[SDM HCFx2 + K]

"Running Threyaaaaaaa!"  
(Running three plus screaming)

At the moment there's one phrase TOTALLY puzzling me as I can't find it in the game. It may be a case of '96 all over again, as it may be a speech not used for kof '99. I'll add the phrase anyway next update.

o-Clark-----Miscellaneous-----o

-Clark's CD Counter is cancellable. If you get "COUNTER" msg after you do the CD counter, you can combo with QCF + C, etc.

o-Clark-----Interesting Combos-o

-Jump D, C (1 hit), Hld Bk + Fwd C, DP + A, QCF + A

o-Clark-----Infinites-----o

o-Clark-----Bugs-----o

-Practise Mode: Clark, Whip vs Shingo, Terry. Action: Stand Counter: On Attack: On. Put Clark in corner. Taunt Shingo to stand next to him. CD Counter Shingo's attack and do QCF + A, Dwn Dwn A. Clark slides back to the corner....

-Chin Striker. Wait for Chin to Taunt. HCF + B/D. Chin should hit opponent before they land on your hands. You will freeze. Also works with SDM [HCBx2 + P]

-Ryo/ Robert: Clark as a striker. Clark grabs and throws, Robert does QCF HCB, or Ryo does QCFx2 + P... Clark gets "hit"!

-----\  
Whip-----|  
-----/

Place of Birth : Unknown  
Fighting Style : Whip mastering + Heidern Assault Skill  
Age : 16  
DOB : 12th October  
Blood Type : O  
Height : 173 cm  
Weight : 59 kg  
B? W? H?  
Hobby : None  
Favorite food : Honey  
Best sport : None  
Important thing: "Uddodou" (name of whip)  
Hated thing : Angels, Abuse of the Internet, corruption.  
Colour A : Biege/Grey  
Colour B : Dark Blue/Purple  
Round Start : Whip whips her whip saying "Koko ga, anata no deadline." (This is your deadline)  
Winpose A : She brings her whip to her wrapped up and says "Gokigen ne, Udoddu"  
Winpose B : Lays the whip on the floor and flicks it slightly, saying "Hiyagare ba, ito wa tare teru wa"  
Winpose C : Wraps Uddodou around her wrist and kisses it.  
Seiyuu : Shiho Kikuchi  
Enquote : "All show. No substance!"

o-Whip-----Movelist-----o

Whip Shot : Fwd + A (can be extended up to 5 times)  
Bommerang Shoot "SC" : HCF + P  
Assassin's Strike "BB" : DP A or B or C or D  
Strength Shot "Superior": HCB A (can hold)

Strength Shot "Power" : HCB B (can hold)  
Strength Shot "Victory" : HCB C (can hold)  
Strength Shot Cancel : D (while holding A,B or C Strength Shot)  
Hook Shot "Wind" : in air QCB + P  
Desert Eagle Shot : RDP + P repeatly  
DM: Sonic Slaughter "KW": QCB HCF + P  
Striker : Far : Whips (large range!)  
Close : Jump Hit and HCF + C

o-Whip-----Speech-----o

[Round Start]

"Koko wa anata no deadline"

(Here is your deadline)

[Round entry other than 1st up]

"Kaku go wa ii? Watashi wa dekiteru"

(Ready? I'm already ready!)

[Taunt]

"Kyou gaso garetawa."

[D Throw]

"Yame!"

[Fwd A x5]

"Ukete minnasai, Shurenno, muchio! Hora!"

(Take this!..?? Here!)

[Stand C or D]

"Te"

(used like "go away")

[HCB + A]

"Watashi wa anato no tekidakara"

[HCB + A/B/C then D]

"Muchio!"

[HCF + P]

"Boomerang!"

[QCF HCB + P]

"Hiyagare ba.... Shall we dance?"

She only says "Shall we dance?" if the DM connects.

[If DM doesn't connect]

"Makanai"

(I wont lose.)

-Unsorted-

"Attack!"

o-Whip-----Miscellaneous-----o

-My favourite character :)

-Whip has SEVEN shots in her gun. Use them all in any round  
and she will take a LONG time to reload.

-Whip's invincibility during his Dodge is instant. She is only invincible for the first frame of the AB Dodge. Trying to dodge through attacks with more than 1 frame of attack is suicide. To dodge fireballs, Whip has to dodge at the very last second.

o-Whip-----Interesting Combos-o

-Whip can Dodge Attack and Low B combo

-vs Chang

@CR: CM: (Stand at other end of the screen).

Jump QCB + C, Jump D (2 hit), Stand Bx3, HCF + C, QCB HCF + C,

Of course, Dwn A to finish !

o-Whip-----Infinities-----o

-Armour Mode. Corner. Dodge Attack. Repeat

o-Whip-----Bugs-----o

-See K' section

-----  
Psycho Soldier Team  
-----

Chin begin his training on Bao, a 12 year old boy who born on the 200 years anniversary of the baddest day.. is it a sign of evil?... Meanwhile Kensou is worrying about his fading off Psycho Powers...

-----\  
Athena Asamiya-----|  
-----/

Place of Birth : Japan  
Fighting Style : ESP  
Age : 18  
DOB : 14th March  
Blood Type : B  
Height : 163 cm  
Weight : 49 kg  
B83 W57 H82  
Hobby : Astrology  
Best sport : Lacross  
Favourite Food : Strawberry rice cake stuffed with bean jam  
Important Thing: Peter Rabbit Tea Set and a certain letter from a fan -that letter was the one sent to her in '97 that made her join the tournament. That fan's name is Kaoru Watanabe, you can recognise her big glasses from endpics in 98...  
Hated Thing : Grasshoppers  
Colour A : Red  
Colour B : Dark Blue  
Round Start : Does her Sailormoon transformation and says "Athena Ikimasu!" (lit: Here comes Athena!)  
Winpose A : Jumps up and down then holds up one fist saying "Yatta! Gu!" (I did it! Good!)  
Winpose B : Turns around and puts one foot on its heel with her hands around her back saying "Ganba Ganba!"

(Don't give up!)  
Winpose C : Salutes and winks saying "Athena makenai!"  
(Athena can't lose!)  
Timeout loss : Holds her hands to her face, sobbing.  
Seiyuu : Haruna Ikezawa  
Enquote : "Everyone got so strong! I gotta train harder!"

o-Athena-----Movelist-----o

Bit Throw : Bk / Fwd + C when close  
Psychic Throw : Bk / Fwd + D when close  
Psychic Shoot : In air, any dir. but u + C / D  
Renkantai : Fwd + B  
Phoenix Bomb : Jump, d + B  
Psycho Sword : DP + P (air ok)  
Psycho Ball : QCB + P  
Phoenix Arrow : in air QCB + K  
Psycho Reflector : HCB + K  
Psycho Shoot : HCF + P  
Psycho Teleport : HCF + K  
DM: Phoenix Fang Arrow : in air QCFx2 + K  
DM: Shining Crystal Bit: HCBx2 + P (air ok)  
DM: Crystal Shoot : QCF + P while SCB  
Striker : SCB + small amount of healing  
-this can be used cheaply as you can hide  
behind her

o-Athena-----Speech-----o

[Winpose]  
"Athena ni omakase"  
(I've done it!)

[Striker]  
"Totoke Kokoroni Gambatte!"  
(This is for your heart so don't give up!)

If you get hit she'll say "Gomen ne" (sorry)

o-Athena-----Miscellaneous-----o

-Against grab happy grapplers try this tactic...  
Jump C or CD, (still in air) dwn B, then next time Jump C or CD,  
(still in air) dwn B, QCB + D

-Apart from this year, every year Athena has changed Voice Actor.  
KOF 94: Fukui Reiko  
KOF 95: Nagasaki Moe  
KOF 96: Satou Tamao  
KOF 97: Kurisu Yukina  
KOF 98/99: Ikezawa Haruna

-She still has the random bikini when she does SCB.

o-Athena-----Interesting Combos-o

o-Athena-----Infinities-----o

-I know what it is, just not allowed to tell. Await m00nrun's faq.

o-Athena-----Bugs-----o



-On fallen opponent. HCB + A. As the fireball approaches, do HCF + K. They cannot block the fireball.

-@CR: HCBx2 + P. It will hit opponent as they get up and count on the combo meter.

-----\  
Sie Kensou-----|  
-----/

Place of Birth : China  
Fighting Style : Chinese Martial Arts  
Age : 19  
DOB : 23rd September  
Blood Type : B  
Height : 172 cm  
Weight : 61 kg  
Hobby : Manga  
Best sport : Soccer  
Favourite Food : Chinese Meat (Niku-Man) Bun  
Important Thing: Hayami Yu Debut Album, Stuffed Animal from fan  
Hated Thing : Shugyou (Training)  
Winpose A : Looks grim and holds his fist clenched saying "Mada ya, mada totokai" (I can't reach it). He looks up at the sky.  
Winpose B : Stands on one foot, the other scratching his shin saying "Ore no kachi a na" (I won this!).  
Winpose C : Hops and somersaults into the air, landing in a pose saying "Yattade!" (I did it!)  
Colour A : Blue  
Colour B : Red  
Seiyuu : Eiji Yano  
Enquote : "I'm not a pyschic but I am a psycho!"

o-----Movelist-----o

Hakkei : Bk / Fwd + C when close  
Tomoe Nage : Bk / Fwd + D when close  
Ko Bokute : Fwd + A  
Gosentai : Fwd + B  
SenShippo : QCB + P  
-Imagine Tung Fu Rue's "bare knuckle" move...  
Fast and safe poke if you range it properly.  
Senkyuutai : QCF + K  
Ryu Gen Ga . Chi Ryu : HCF + A  
Ryu Gen Ga . Ten Ryu : HCF + C  
Ryu Geki Sai : RDP + K  
Dragon Talon Attack : (air) QCB + P  
Ryu Renda : DP + P repeatedly  
- This is his DP "throw" from '98. It now has no recovery time.  
You can repeat this infintely with low/stand A until the opponent does a CD counter or AB slide counter....

DM: Shin Ryu Sei Ou Rekkyaku: QCF HCB + B  
DM: Shin Ryu Ten Bu Kyaku : QCF HCB + D  
DM: Sen Ki Hakkai : (near foe) QCFx2 + P  
DM: Niku Man : QCBx2 + P  
Striker : He will eat his bun and heals you.

o-Kensou-----Speech-----o

[DP+ A/C]

"Younai younai!"

(lit: I don't need to use power)

[Taunt]

"Nandeyanen"

(Why/ Why not?)

[Striker]

"Umaide!"

(lit: I'm a good fighter)

[Sen Ki Hakkai]

"Kore de... kimariya!"

(This is the finish!)

o-Kensou-----Miscellaneous-----o

His new DM is a super version of his [DP + P]

o-Kensou-----Interesting Combos-o

o-Kensou-----Infinities-----o

@CR: DP + P (unblocked) QCF + D then QCF + B x infinite

o-Kensou-----Bugs-----o

-----\  
Chin Genstai-----|  
-----/

Place of Birth : China

Fighting Style : Chinese Martial Arts (mainly Drunken Fists)

Age : 89

DOB : 27th April

Blood Type : A

Heightb : 164 cm

Weight : 53 kg

Hobby : Mah Jong

Best sport : Yoyo and walking

Favourite Food : Fried Tang and Nagasaki boiled cream sukiyaki.  
Fried Boiled Noodle. Turkish Rice. Lemon Salmon  
with lettuce and fried rice. Banana roll.  
Chicken. Octopus Rice. Soba. Sake...  
(there's more...)

Important Thing: Sake

Hated Thing : Panda

Winpose A : Gets out his gourd and whips it around like a yoyo  
so it lands on his open hand.

Winpose B : Takes a drink from his gourd and hiccups.

Winpose C : Takes a puff from his pipe and says "Nii-maa-!"

Colour A : Dark Green

Colour B : Purple

Seiyuu : Toshikazu Nisimura

Endquote : "How about that Kid? I still got the stuff!"

o-Chin-----Movelist-----o

Kyouin Sake : Bk / Fwd + C when close  
 Gyaku Kyaku Nage : Bk / Fwd + D when close  
 Suiho Hyoutan Shuu : Fwd + A  
 Hyoutan Geki : QCB + P  
 Fun'en Kou : (after Hyoutan Geki) QCF + P  
 Gou'en Shourai: Kai\* : (after Hyoutan Geki) DP + P  
 Ryu Rin Hou Rai : DP + P  
 Kaiten Tekikuu Totsuken : HCF + K  
 Suikan kanou : Down Down + P (ABCD to cancel)  
 Choushuu Rikugyo : Fwd + P from Suikan Kanou  
 Kaiten Tekikuu Totsuken : Fwd + K during Suikan Kanou  
 Bougetsu Sui : Down Down + D  
 (you can move or press ABCD to cancel)  
 Ryuuja Hanhou : Up + B from Bougetsu Sui  
 Choushuu Rikugyo : Up + D from Bougetsu Sui  
 Kaiten Tekikuu Totsuken : Fwd + K during Bougetsu Sui  
 Suihai Kou : QCF + P  
 Fun'en Kou : QCF + P from Suihai Kou  
 Gou'en Shourai: Kai : DP + P from Suihai Kou  
 Totsu Ken : HCF + K  
 DM: Gau Ran Enpou : QCFx2 + P  
 DM: Gau En Shourai : QCF HCB + K  
 Striker : Close: Ryu Rin Hou Rai.  
 Far: Taunt, then Ryu Rin Hou Rai.

o-Chin-----Speech-----o

[Round Start]

"Bochi Bochi, hajimerukanou!"

(Let's begin slowly!)

o-Chin-----Miscellaneous-----o

Hyoutan Geki : QCB + P

-Here, Chin drinks from his gourd. This move hits.

Fun'en Kou : (after Hyoutan Geki) QCF + P

-This is his "spit" move. You can only do this after he drinks and only once (you have to drink again). A button is 1 flame spit, C button is multiple flame spits.

Gou'en Shourai: Kai\* : (after Hyoutan Geki) DP + P

-After he drinks, his DP move is like his DM (he's on fire).

o-Chin-----Interesting Combos-o

o-Chin-----Infinities-----o

o-Chin-----Bugs-----o

-----\  
 Bao-----|  
 -----/

Place of Birth : China

Fighting Style : ESP

Age : 12

DOB : 18th July

Blood Type : Unknown

Height : 153 cm

Weight : 40 kg

Hobby : Home Game  
Favourite food : Hot milk with no sugar  
Best sport : River Fishing  
Important Thing: B class game and Family Games  
Hated Thing : Role Playing Games  
Colour A : Orange  
Colour B : Pink  
Seiyuu : Kanako Nakano  
Endquote : "Oh yes! I am victorious! And happy as an oyster!"

o-Bao-----Movelist-----o

Gen'ei Tougi : (Close) Bk / Fwd + C  
Critical Throw : (Close) Bk / Fwd + D  
Soushou : In air, d + A  
Ban Hebi : In air, d + B  
Kakugi : f + A  
Senheki Shuu : f + B  
Senshou Shuu : df + B  
Rikotsu Shuu : df + D  
Psycho Ball Attack . Front : QCB + A  
Psycho Ball Attack . Air Front : in air QCB + A  
Psycho Ball Crash . Front : QCB + C  
Psycho Ball Crash . Air Front : in air QCB + C  
Psycho Ball Attack . Rise : QCF + A  
Psycho Ball Crash . Rise : QCF + C  
Psycho Ball Attack . Reflect : QCB + K  
Psycho Ball Attack . Bound : QCF + K  
Psycho Ball Attack . Air Bound : in air QCF + B  
Psycho Ball Attack . Bound : QCF + B  
Psycho Ball Crash . Air Bound : in air QCF + D  
Psycho Ball Crash . Aerial Bound: in air QCF + D  
DM: Psycho Ball Attack . Max : QCBx2 + P  
DM: Psycho Ball Attack . DX : F, HCF + K  
DM: Psycho Ball Attack . SP : QCBx2 + K  
Striker : Jumps in C, does QCBx2+P DM

o-Bao-----Speech-----o

[Round Start]  
"Oteyarakani!"  
(not so hard please!)

[Taunt]  
"Tsumanmai!"  
(Boring!)

[Winpose A]  
"Teleport o shimasu...Yappari murika!"  
(I'm going to teleport!...ah, I really can't do it!)

[Winpose B]  
"Are? Datta no?"  
(literally: "What happened?")

[Winpose C]  
Scratches the ground humming to himself.

o-Bao-----Miscellaneous-----o

-Hold Down. Bao sits down...Bao starts to get tired...Bao feels sleepy...Bao...zzzzzzzz...

o-Bao-----Interesting Combos-o

-Cross up with DF+B, Terry Striker, QCB x2 +A/C DM

-There are various combos using his F, HCF + K DM, but the best one I've seen is below...

-The opponent must be near the corner. Set yourself on the other end of the screen. F, HCF + K SDM. Run and jump D, call King Striker, HCBx2 + P and HCBx2 + P again to juggle and claim 100%!!

o-Bao-----Infinities-----o

o-Bao-----Bugs-----o

Same as Athena, Mai in theory. Just bounce off the wall and do a HCB + C in one fluid motion so that Bao jumps off the floor straight onto the wall and off again and does HCB + C but ends up doing Fwd + A. Thus he is in the air.

Vs Whip (From the Bao faq by Edwin "Shinji" Chow)

-Have Bao execute Psycho Ball Attack.Rise. At that exact spit second time, have Whip grab Bao with her Boomerang Shot special move. This will result in Whip getting hit by the projectile before she can step on Bao. As a result, Whip is bounced off and Bao is still hanging in the air with his face still with that suffering look! Whip can move but not Bao. All of Whip's move both special and normal can't hit Bao. The only thing that can inflict damage on Bao is her Sonic Slaughter DM.

-----  
Women Fighters Team  
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Mary approached King when they received the invitation of KOF99. King was worried about the team member problem since Mai and Yuri were not available. Then they found two familiar figures fighting inside China Town...

-----\  
King-----|  
-----/

Place of Birth : France  
Fighting Style : Muetai Kickboxing  
Age : 24  
DOB : 8th April  
Blood Type : A  
Height : 175 cm  
Weight : 58 kg  
B86 W56 H85  
Hobby : Collecting Wineglasses  
Best sport : Billiards  
Favourite Food : Vegetables and Wine  
Important Thing: Younger Brother, Jean  
Hated Thing : Dirty people like Jack from AOF  
Colour A : White top Brown Trousers  
Colour B : Blue Trousers

Round Start : One of her waitresses hands her a cup of wine.  
Winpose A : Flick her hankchief onto the floor, folds her arms and says "Nasakenai" (Pathetic)  
Winpose B : Smells a rose then throws it saying "Tanoshikatta wa, mata oide!" (That was fun, come again).  
Winpose C : Adjusts her bow tie, runs her hand through her hair and sighs.  
Timeout Loss : Stands with hands on hips looking down.  
Seiyuu : Harumi Ikoma  
Endquote : "I said don't mess with me! Now get lost, limpy!"

o-King-----Movelist-----o

Hold Rush : Bk / Fwd + C when close  
Hook Buster : Bk / Fwd + D when close  
Sliding Kick : df + D  
Trap Kick : f + B (overhead)  
Venom Strike : QCF + B  
Double Strike : QCF + D  
Suprise Rose : DP + P  
Trap Shot : DP + K  
Miracle Kick : near foe then HCF + P  
Tornado Kick : HCB + P  
DM: Silent Flash : QCBx2 + K  
DM: Illusion Dance: QCF HCB + K  
Striker : Slides then if the opponent gets hit she does Silent Flash ending move (the kick where she flies up), knocking the opponent up for a juggle opportunity.

o-King-----Speech-----o

"mikirerukai?"  
(Can you think what I'm going to do?)

[Silent Flash]  
(Kore de owari yo)  
"This is over"

o-King-----Miscellaneous-----o

o-King-----Interesting Combos-o

o-King-----Infinities-----o

Infinite vs Ryo : (Corner) DP + A to start. Then DP + C (Repeat).

o-----Bugs-----o

-----\  
Blue Mary-----|  
-----/

Place of Birth : America  
Fighting Style : Sanbo  
Age : 23  
DOB : 2/4  
Blood Type : AB  
Height : 168 cm  
Weight : 49 kg

B86 W54 H85

Hobby : Riding Motorycles  
Best sport : Baseball  
Favourite Food : Beef Cup  
Important Thing: Her Leather Jacket  
Hated Thing : Cats  
Winpose A : Fans at her face with her hair, sighs then grins,  
then gets um... pleasantly suprised by her dog.  
Winpose B : Points a finger and uses it like a gun, blowing it  
out saying "Bakyuun!" (Bang Bang!)  
Winpose C : Turns around and looks to the side, running her  
hand out from under her chin saying "Phew, I did."  
Colour A : Red and Blue  
Colour B : Red (Silver Hair)  
Seiyuu : Harumi Ikoma  
Endquote : "A first-rate warrior wins without lifting a  
finger."

o-Mary-----Movelist-----o

Victor Nage : Bk / Fwd + C when close  
Head Throw : Bk / Fwd + D when close  
Hammer Arc : Bk / Fwd + A  
Double Rolling : Bk / Fwd + B  
Climbing Arrow : df + B  
Double Rolling : Fwd + B  
Spin Fall : QCF + P  
M.Spider : QCF + P after Spin Fall  
Straight Slicer : Hold Bk 1 sec then Fwd + K  
Crab Clutch : QCF + K after Straight Slicer  
Real Counter : QCB + P  
-Follow with: HCF + P or K  
Vertical Arrow : DP + K  
M.Snatcher : DP + K after Vertical Arrow  
M.Headlock : QCB + B  
M.Headbuster : QCB + D  
DM: M.Splash Rose : QCF HCB + P  
DM: M.Dynamite Swing: QCFx2 + K  
DM: M.Typhoon : (near foe) HCBx2 + K  
Striker : Straight slicer first and then spider

o-Mary-----Speech-----o

[Round Start /Entry]  
"Are You Ready?"

"Shit"

o-Mary-----Miscellaneous-----o

o-Mary-----Interesting Combos-o

-Striker K', Stand Bx3, Stand C, Fwd A, HCBx2 + K  
-Striker Real Kyo, QCF HCB + P, DP + K  
-QCB + D, Hold Bk + Fwd + K, QCF + K, HCBx2 + K  
-CM: DP + K, QCFx2 + K (1 hit), HCBx2 + K

o-Mary-----Infinities-----o

o-Mary-----Bugs-----o

Bug: Something to do with her Real Counter....

-----\
Kasumi Todo-----|
-----/

Place of Birth : Japan  
Fighting Style : TodohRyu Kobujutsu  
Age : 16  
DOB : 3/29  
Blood Type : B  
Height : 154 cm  
Weight : 45 kg  
B75 W54 H74  
Hobby : Video Films, especially horror  
Best sport : Aikido  
Favourite Food : Croquette (fried potato with meat) given by a  
Butcher on way home from school  
Important Thing: Charm given to her by a certain person  
Hated Thing : Training (Flower arranging, dance and  
Tea ceremony) from her mother in preparation  
for marriage.  
Round Start : Stands with parasol which she puts on the floor  
and says "Ikimasu!" (I'm coming!)  
Winpose A : Punches and kicks with a shot of "Ha!" finishing  
with a return to stance saying "Ae!"  
Winpose B : Pulls up her trousers a little then folds her  
arms and takes the piss out of Ryu.  
Winpose C : Takes off headband and looks at it saying ""  
Colour A : White Top, Blue Dress  
Colour B : Dark Green Dress  
Seiyuu : Masae Yumi  
Endquote : "The way of Todoh Prevails! The Martial Arts!  
They Kick!"

o-----Movelist-----o

Maki Age : (Close) Bk / Fwd + C  
Aiki Nage : (Close) Bk / Fwd + D  
Hiji Ate : f + A  
Kasane Ate : QCF + P (air ok)  
Messhin Mutoh : HCF + B  
Sassho Iinshuu : HCF + D  
Hakuzantoh : QCB + K  
Tatsumakisouda : HCB + P  
Senkou Sagashi : QCB + P (can preform 3-level attacks)  
DM: Super Kasane Ate: QCFx2 + P  
DM: AtemiNage : QCF HCB + P  
Striker : counter and throw

o-Kasumi-----Speech-----o

[Round Start]  
"Honki dekita kudasai!"  
("Please come seriously!")

[Round Entry]  
"Onegaishimasu!"  
(Please!)

"Mata kachimashita"  
(I've won again)



o-Kasumi-----Miscellaneous-----o  
o-Kasumi-----Interesting Combos-o  
o-Kasumi-----Infinities-----o  
o-Kasumi-----Bugs-----o

-----\  
Li Xiangfei-----|  
-----/

Place of Birth: America  
Fighting Style : Chinese Martial Arts + Drunken Master  
Age : 17  
DOB : 5/25  
Blood Type : B  
Height : 160 cm  
Weight : 45 kg  
B77 W54 H79  
Hobby : Catnap  
Favourite Food : Chaozu (fried parcels) with Prawn inside  
Best sport : Short Distance Running  
Important Thing: Friend  
Hated Thing : Etiquette  
Winpose A : Pose with Two Swords.  
Winpose B : Crane Stance.  
Winpose C : Takes out a pile of Dim Sum containers and  
almost drops them.  
Colour A : Red and White  
Colour B : Yellow and White  
Seiyuu : Mami Kingetsu  
Endquote : "Since I win, you buy dinner. First, some dim  
sum, then..."

o-Xiangfei-----Movelist-----o

Kadoma : When close, Bk / Fwd + C  
Ryokuchi Kou'en : When close, Bk / Fwd + D  
Sou Shouda : Fwd + A  
Kyuupo: Gosentai : Fwd + B  
Fukupo: Gosentai : Dwn-Fwd + D  
Tenbau Zan : DP + K  
Nanpa : QCF + P  
Senri Chuu'ou : QCF + B  
Kanku : QCF + B after Zen Chu-oh  
Senri Chuu'ou: Shinsaiha: QCF + D  
Counter : QCB + P  
Throw : HCB Fwd + P  
DM: Taitetsujin : QCF HCB + K  
DM: Majinga : (near foe) HCBx2 + P (has range!!!)  
DM: Chou Pairon : QCFx2 + P (P to taunt after)  
Striker : Taunt. Acts as a shield and will lower the  
opponents special meter almost down to zero

o-Xiangfei-----Speech-----o  
o-Xiangfei-----Miscellaneous-----o  
o-Xiangfei-----Interesting Combos-o  
o-Xiangfei-----Infinities-----o  
o-Xiangfei-----Bugs-----o

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Korea Team

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"To tell you the truth, your method of re-education is out-date and useless, Kim", said Jhun Hoon, Kim's colleague. After witnessing Kim's action for years, the bad tempered Jhun decided to enter Kim's team and show Kim what is the real meaning of "re-educate"....

-----\  
Kim Kaphwan-----|  
-----/

Place of Birth : Korea  
Fighting Style : Tae Kwon Do  
Age : 30  
DOB : 21st December  
Blood Type : A  
Height : 176 cm  
Weight : 78 kg  
Hobby : Karaoke  
Best sport : Aerobic Exercises  
Favourite Food : Yakiniku (Korean BBQ)  
Important Thing: His Wife and Two Sons  
Hated Thing : Evil  
Winpose A : Does a few upward kicks then stance saying "Ha!"  
Winpose B : Wipes his brow then stands with hands on hips saying "Nakama kama ote maire." (A good fight from a good friend).  
Winpose C : Runs his hand through his hair and his teeth sparkle...  
Colour A : White  
Colour B : Dark Green  
Seiyuu : Satoshi Hashimoto  
Endquote : "What a boring opponent! Too overconfident..."

o-Kim-----Movelist-----o

Kubi Kiwame Otoshi : Bk / Fwd + C when close  
Sakkyaku Nage : Bk / Fwd + D when close  
Kuuren Geki : Fwd + A  
Neri Chagi : Fwd + B  
Haki Kyaku : d,d + K  
Ryuusei Raku : Hold Bk 1 sec then Fwd K  
Hi En Zan : Hold Down 1 sec then Up K  
Ten Sou San : Down D after D Hi En Zan  
Han Getsu Zan : QCB + K  
Hishou Kyaku : in air QCF + K  
Haki Kyaku Down : Down Down + K  
DM: Hou Ou Kyaku : QCB, Dwn Back, Fwd + K (air ok)  
DM: Hou'ou Hiten Kyaku : QCFx2 + K  
Striker : Hishou Kyaku

o-Kim-----Speech-----o

Round Start: Shakes each foot then stances saying  
"Ikuzoo!" (Let's go!)

o-Kim-----Miscellaneous-----o

-Yep, he's lost his old air DM and got a new one.

o-Kim-----Interesting Combos-o  
o-Kim-----Infinites-----o

-@CR: Opponent in air: Hop QCF + K, QCF UF + B x i

o-Kim-----Bugs-----o

-----  
Chang Koehan-----"Okawariikuka?"-  
-----"Want a second helping?"-  
-----

Place of Birth : Korea  
Fighting Style : Tae Kwon Do + Weapons  
Age : 39  
DOB : 10/21  
Blood Type : B  
Height : 227 cm  
Weight : 303 kg  
Hobby : Destruction  
Best sport : Table Tennis  
Favourite Food : Whole Roasted Cow then an egg afterwards  
Important Thing: His Iron Ball  
Hated Thing : Centipedes  
Winpose A : Gets down on one knee and holds his ball in one  
hand, the other hand stretched out to the sky and  
says ""  
Winpose B : Lifts up his shirt and shines his ball.  
Winpose C : Gets down on one knee, grabs his belly with both  
hands and shakes, saying ""  
Colour A : White  
Colour B : Dark Blue  
Seiyuu : Hiroyuki Arita  
Endquote : "You're potential energy. I'm irresistable force!"

o-Chang-----Movelist-----o

Hagan Geki : Bk / Fwd + C when close  
Kusari Jime : Bk / Fwd + D when close  
Hiki Nige : df + A  
Tekkyuu Dai Kaiten : P repeatedly  
Tekkyuu Funsai Geki : Hold Bk 1 sec then Fwd + P  
Dai hakai nage : HCF + K  
Dai Hakai Nage : near foe then HCB Fwd + P  
DM: Tekkyuu Dai Bousou : QCF HCB + P  
DM: Tekkyuu Dai Assatsu : QCFx2 + K  
DM: Tekkyuu Dai Bousatsu: QCFx2 + P  
Striker : Body Splash

o-Chang-----Speech-----o

o-Chang-----Miscellaneous-----o

-Do his counter 2 times succesfully, the 3rd time he'll do the  
full damage.

o-Chang-----Interesting Combos-o

-Kim striker, immediatly do qcfx2+P SDM, 4hits 80% damage, last  
hit maybe avoided, has to be confirmed...

o-Chang-----Infinites-----o  
o-Chang-----Bugs-----o

-vs K'

Do HCB,F + P. It just takes more damage than against other characters (1/4 of your bar!).

-----\  
Choi Bounge-----|  
-----/

Place of Birth : Korea  
Fighting Style : Tae Kwon Do + Weapons  
Age : 36  
DOB : 10/25  
Blood Type : B  
Height : 153 cm  
Weight : 44 kg  
Hobby : Cutting things to pieces  
Best sport : Gymnastics  
Favourite Food : Crab  
Important Thing: His claws that he made himself  
Hated Thing : Arum Root Paste/ Cognac  
Winpose A : Spins around and says "Ka ii ka n!" (Lit: A pleasant feeling)  
Winpose B : Spins around and says "Kochi de yansu!" (I won!)  
Winpose C : Scratches his nails together to create a spark on his index claw which he blows out and grins while saying ""  
Colour A : White top, Brown Trousers  
Colour B : Dark Blue  
Seiyuu : Monster Maetsuka  
Endquote : "I'm a little monster that kicks big butt!"

o-Choi-----Movelist-----o

Zujou Sashi : Bk / Fwd + C when close  
Geketsu Tsuki : Bk / Fwd + D when close  
Toorima Geri : Bk/ Fwd + B  
Mukuro Tsuki : Bk/ Fwd + A  
(causes Guard Crush- Free combo!)  
Tatsumaki Shippuu Zan : Hold Down 1 sec then Up + P  
Shissou Hishou Zan : Hold Bk 1 sec then Fwd + P  
-can change direction after perform  
Hishou Kuu Retsu Zan : Hold Down 1 sec then Up K  
-can change direction after perform  
Hishou Kyaku : in air, QCF + K  
Shin! Chouzetsu Tatsumaki Shinkuu Zan: QCF HCB + K  
DM: Shin! Chouzetsu Rinkaiten Toppa : QCFx2 + P  
Striker : Close: Tatsumaki Shippu Zan.  
Far : Taunt

o-Choi-----Speech-----o

"Kaikan~!" (lit. "a pleasant feeling")

o-Choi-----Miscellaneous-----o  
o-Choi-----Interesting Combos-----o  
o-Choi-----Infinites-----o

o-Choi-----Bugs-----o

-@CR: Catch opponent in air: QCF + B, QCF UF + Bx i

-----\  
Jhun Hoon-----|  
-----/

Place of Birth : Korea  
Fighting Style : Tae Kwon Do  
Age : 32  
DOB : 7/26  
Blood Type : O  
Height : 177 cm  
Weight : 77 kg  
Hobby : Collecting Perfume, chasing Idols.  
Favourite Food : Asari Eel and Arrowroot starch gruel  
Best sport : Billiards  
Important Thing: All Mimori Yusas CDs. Seagulls Ornament.  
Hated Thing : Prawn and his own family name  
Colour A : Blue Top, White Trousers  
Colour B : Red Top, Dark Green Trousers  
Seiyuu : Kazuya Ichijo  
Endquote : "You are really weak. Throw in the towel!"

o-Juhn-----Movelist-----o

Handou Geki : When close, bk / fwd + C  
Kaisen Kaze : When close, bk / fwd + D  
Ryuurou Shuu : In air, dwn + B  
Rakko Geki ~ Rakko Jin : fwd + B  
Exhaust Attack : QCB + P  
Han Getsu Zan : QCB + K  
Soshuu Jin : Down Down + A  
Rakko Jin : Down Down + B  
Ku Sajin : Hold Down 1 sec then Up + P  
  
Soshuu Jin : Hold A after doing special with A  
Juzuma Kyaku: Joudan : -Up + C  
Juzuma Kyaku: Gedan : -Dwn + C  
Juzuma Kyaku: Chuudan : -C  
Taikyoku Ha : -D  
Kirikae Dousa: Omote - Ura: -B  
Kirikae Kougeki : b / f + B, hold B to change to Rakko Jin  
  
Rakko Jin : Hold B after doing special with B  
Hiko Geki: Ue : -Up C  
Shuuko Geki: Shimo : -Dwn C  
Mouko Geki: Naka : -C  
Taikyoku Hi : -D (Dodge)  
Kirikae Dousa: Ura - Omote: -A  
Kirikae Kougeki : b / f + A, hold A to change to Soshuu Jin  
  
DM: Hou Ou Ten Bu Kyaku : in air, QCFx2 + K  
DM: Chinese Phoenix Dance: QCFx2 + K  
Striker : Close: Ku Sajin (instant)  
Far: Hops forward and does  
an overhead kick.

o-Juhn-----Speech-----o

[Round Start]

"Soredewa, hajimemasuyo."

(Well, let's begin.)

o-Juhn-----Miscellaneous-----o

-You cannot guard crush combo Jhun. His recovery is too quick.

o-Juhn-----Interesting Combos-o

-do hb a, (a guard) c, ( no guard) c ,sdm. 18 hits

-you do striker ryo hb a, (a guard) c, ( no guard) c ,sdm.20 hits

-counter mode hb a, (a guard) c, ( no guard) c ,hb d, dm 21 hits

-counter mode striker ryo hb a, (a guard) c, ( no guard) c ,hb d,  
dm 22 hits (you can use iori striker instead of ryo and you win  
2 hits)

-@CR: catch opponent jumping or use striker, jump Dwn B x i

o-Juhn-----Infinities-----o

o-Juhn-----Bugs-----o

<from Kao Megura>

-You have to activate Counter Mode, get into his d,d +  
B stance (Soshuu Jin), then press D for the evade  
move. Supercancel that into his Hou'ou Ressou Kyaku  
(qcf,qcf + K)--but don't forget that you have to  
release B first, and that you have to do the motion  
really early or it won't supercancel.

Anyway, once the super's over, Jhun will be able to  
walk right through his opponent! He can keep doing  
this until you use either slide, you throw your  
opponent, use the evade move (taikyoku-hi) again, or  
if your opponent hits you. Kinda useless, but fun.

-----  
Team Edit Characters  
-----

-----\  
Kyo - 1-----|  
-----/

Place of Birth : Japan

Fighting Style : Ancient Kusanagi Skills + Self Made

Age : 20

DOB : 5th July

Blood Type : B (RH-)

Height : 181 cm

Weight : 75 kg

Hobby : Arranging techniques

Best sport : None

Favourite Food : Mero

Important Thing: Genes

Hated Thing : Originals

Colour A : Blue

Colour B : Silver

Seiyuu : Masahiro Nonaka

Endquote : "Victory is mine... was there any doubt?"

o-Kyo1-----Movelist-----o

Hatsugane : (Close) Bk / Fwd + C  
 Issetsu Seoi Nage : (Close) Bk / Fwd + D  
 Kurogami : f + A  
 Arashin : f + B  
 Migiri Ugachi : Dwn Fwd + C (when foe is on floor)  
 108 Shiki Yami Barai : QCF + P  
 110 Shiki Oboro Gurumal : DP + K  
 75 Shiki Kai : QCF + BB/DD  
 Souki : QCB + P  
 DM: S108 Shiki Orochinagi: QCB HCF + P  
 Striker : Comes in, RED Kick then does 75 Shiki Kai  
 You can juggle after the 75 Shiki Kai.  
 If they are hit with the RED Kick, Kyo 1  
 will taunt.

o-Kyo1-----Speech-----o

o-Kyo1-----Miscellaneous-----o

o-Kyo1-----Interesting Combos-----o

-@CR: QCF D D, Walk Fwd into corner, Call Kasumi so she comes  
in and juggles, QCF A, Fwd D, Call Kasumi etc..

-NCR: Call Robert, Dodge Behind, QCB HCF + C SDM (hold), let go(70%)

-@CR: Call Iori, C Throw, Walk Fwd into corner, (The puddle will hit  
them as they get up) QCB HCF + C (SDM) hold and then let go...

-@CR: Jump C, C, QCF D D, Call Mai, RDP D

-@CR: Ralf -let them fly up and just before they hit the ground,  
QCF A, QCF A or Dwn Fwd C, Dwn Fwd C

Cool.Combos.

-Stand C, QCF D D, DP D, Dwn Fwd C.

-@CR: Jump C, C, QCF D D, Call Kasumi, Walk Out, DP D, QCF A

-Kyo1 in the corner: (Orochinagi Madness!) from "Ryo"

<full setup instructions>

While NOT close of any corner, the 2 player at each edge of the  
 screen; walk to your opp. until you reach the point of when you  
 do a A+B escape, you will barely pass throught you opp. and  
 switch sides. Then WAIT a little before calling Shin Kyo striker.  
 If you don't wait, Kyo-1 will call the striker while being  
 turned away and this will mess the placement.

While you call, do the FULL QCB, HCF+P motion and hold P until  
 the hit meter reaches 6 (unlucky) or 9 (lucky! ^^), release,  
 and finish with QCF+C. 13 Hits, 98% damage, I think it would be  
 100% with a counter...

o-Kyo1-----Infinities-----o

o-Kyo1-----Bugs-----o

-----\  
 Kyo - 2-----|  
 -----/

Place of Birth : Japan

Fighting Style : Ancient Kusanagi Skills + Self Made

Age : 20

DOB : 5th July  
Blood Type : B (RH-)  
Height : 181 cm  
Weight : 75 kg  
Hobby : Copying Techniques  
Best sport : None  
Favourite Food : Hoki  
Important Thing: Genes  
Hated Thing : Originals  
Colour A : Brown  
Colour B : Grey  
Seiyuu : Masahiro Nonaka  
Endquote : "Victory is mine... was there any doubt?"

o-Kyo2-----Movelist-----o

Hatsugane : (Close) Bk / Fwd + C  
Issetsu Seoi Nage : (Close) Bk / Fwd + D  
Naraku Otoshi : In air, d + C  
Goufu You : f + B  
114 Shiki Ara Kami : QCF + A, then  
                  - 128 Shiki Kono Kizu: QCF + P  
                  or - 127 Shiki Yano Sabi: HCB + P  
127 Shiki Yano Sabi : P after 128 Shiki Kono Kizu  
125 Shiki Nana Se : K after Shiki Kono Kizu or Yano Sabi  
115 Shiki Doku Kami : QCF + C, follow with  
                  -401 Shiki Tumi Yomi : HCB + P  
                  then -402 Shiki Batu Yomi : Fwd + P  
R.E.D Kick : RDP + K  
100 Shiki Oniyaki : DP + P  
212 Shiki Kototuki You : HCB + K  
DM: Mu Shiki : QCFx2 + P  
Striker : Comes in, RED Kick then does 75 Shiki Kai  
          You can juggle after the 75 Shiki Kai.  
          If they are hit with the RED Kick, Kyo 2  
          will taunt.

o-Kyo2-----Speech-----o

o-Kyo2-----Miscellaneous-----o

o-Kyo2-----Interesting Combos-----o

-Kyo2 can do Jump B, Dwn C in the air and then Standing Combo..

o-Kyo2-----Infinites-----o

o-Kyo2-----Bugs-----o

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[6. S E C R E T C H A R A C T E R S : K Y O A N D I O R I-----]  
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=====

You need to get <K.I> on the logo screen to be able to use  
Kyo or Iori.

=====> The machine MUST be on Level 5 or above.  
You must select a whole roulette team. At any time, if you get  
a selection of the characters below in one team and defeat the  
CPU or Human team, the code will appear and the relevant mark



<K>, <I> or <K†I> will appear on the title screen.

for Kyo: K', Maxima, Whip, Kyo-1, Kyo-2, Shingo and Benimaru

for Iori: Bao, Jhun, Li Xiangfei, Kasumi Todo, Athena, Kim and Leona

Once you have the "<K.I>" symbol below the KOF logo at the logo screen..then goto the player select screen, and reach the Roulette select box, hold start and press

Kyo: left, right, up, left, down, right.

Iori: right, left, up, right,down, left.

To fight Real Kyo or Iori after defeating Kryzalid

1. Choose one of the 7 full teams to battle with the computer.
2. After clearing the 5th stage (Just before meeting Kryzalid), take note of your Battle Ability.
3. Defeat Kryzalid.
4. After finishing the Boss Stage, if the Battle Ability after the 5th stage is between 200 and 280 points Iori will appear. Otherwise if the Battle Ability is above 280 points Kyo will appear.

-----\  
Shin (The Real) Kyo Kusanagi-----|  
-----/

Fighting Style : Kusanagi-ryuu Kobujutsu and Garyuu Kempo  
(Kusanagi-style weapon fighting and Chinese art of self-defense with own variations)

Birthday : 12 / 12

Age : 20

Birthplace : Japan

Blood Type : B (RH-)

Height : 181cm

Weight : 75kg

Hobby : Writing poetry

Favorite Food : Yakizakana (grilled fish)

Best Sport : Ice hockey

Most Important : His motorcycle and his girlfriend (Yuki)

Dislikes : Exertion / hard work

Round Opening : Standing with one knee bent, takes off his head band and burns it.

Winpose A : Lights a flame on the end of his finger then blows it out saying "Hehe...moetaro?"  
"Hehe...burned?"

Winpose B : He's about to light the end of his finger but changes his mind and says "Anta ja moene na...."  
"You're so bad I don't even need to burn you...."

Winpose C : Holds his fist in the air aflame, then closes his fist, snuffing the fire saying "Ore no...kachi da!"  
"This is...my victory!"

Colour A : Blue Jeans, White Jacket, Black T-shirt

Colour B : Black Jeans

Seiyuu : Masahiro Nonaka

Endquote : "Huh? Don't tell me, think I was a clone?"

o-Kyo-----Movelist-----o

Hatsugane : Bk / f + C when close  
 Issetsu Seoi Nage : Bk / Fwd + D when close  
 Ge Shiki Naraku Otoshi : Jump, d + C  
 Ge Shiki Gou Fu You : Fwd + B  
 88 Shiki : df + D  
 114 Shiki Ara Kami : QCF + A, then  
                   - 128 Shiki Kono Kizu: QCF + P  
                   or - 127 Shiki Yano Sabi: HCB + P  
 127 Shiki Yano Sabi : + P after 128 Shiki Kono Kizu  
 125 Shiki Nana Se : K after Shiki Kono Kizu or Yano Sabi  
 115 Shiki Doku Kami : QCF + C, follow with  
                   -401 Shiki Tumi Yomi : HCB + P  
                   then -402 Shiki Batu Yomi : Fwd + P  
 707 Koma Ho Furi : RDP + K  
 910 Shiki Nue Tumi : QCB + P  
 100 Shiki Oniyaki : DP + P  
 212 Shiki Kototuki You : HCB + K  
                   His new move. He dodge-hops forward  
                   then gut punches the opponent.  
                   D version pops them into the air and  
                   flames them after the punch. You can  
                   juggle a Stand C in the corner.  
 75 Shiki Kai : QCF + K  
 DM: 182 Shiki : QCFx2 + P  
                   -Kyo rushes forward and hits opponent  
                   then ends with his new move.  
                   Chargable- Unblockable at MAX.  
 DM: S108 Shiki Orochinagi: QCB HCF + P  
 Striker : Does SDM Orochinagi (Good for crossups!)

o-Kyo-----Speech-----o  
 o-Kyo-----Miscellaneous-----o  
 o-Kyo-----Interesting Combos-----o

-@CR: QCF A, QCF A, B/D, Stand C

-@CR: HCB + D, Stand C, QCF D D, Walk Fwd, Kasumi Striker, HCB + D...

-@CR: QCF D D, Walk Fwd into corner, Call Kasumi so she comes  
 in and juggles, QCF D D, Call Kasumi etc..

o-Kyo-----Infinities-----o  
 o-Kyo-----Bugs-----o

-----\  
 Iori Yagami-----|  
 -----/

Fighting Style : Yagami-ryuu Kobujutsu and Honnou  
 (Yagami-style weapon fighting and his instinct)

Birthday : 25th March  
 Age : 20  
 Birthplace : Japan  
 Blood Type : O (+ Orochi)  
 Height : 182cm  
 Weight : 76kg  
 Hobby : Band  
 Favorite Food : Meat  
 Best Sport : Any sport

Most Important : His new girlfriend  
Dislikes : Violence  
Colour A : Red Hair + Jeans, White shirt, Black Suit Top.  
Colour B : Black Hair + Jeans  
Seiyuu : Kunihiko Yasui  
Endquote : "Do as you like. It's not my job to kill you."

o-Iori-----Movelist-----o

Sakahagi : Bk / Fwd + C when close  
Gyaku Sakahagi : Bk / Fwd + D when close  
Ge Shiki Yumebiki : Fwd + A,A  
Ge Shiki Gou Fu In "Shinigami" : Fwd + B  
Ge Shiki Yuri Ori : Jump, b + B  
108 Yami Barai : QCF + P  
100 Shiki Oniyaki : DP + P  
127 Shiki Aoi Hana : QCB + P x3  
212 Shiki Kotokuti : HCB + K  
311 Sou Kushi : DP K  
Kuzukaze : near foe then HCB Fwd + P  
DM: 1211 Shiki Yaotome : QCF HCB + P  
DM: Ura 301 Shiki: Saku Tsumagushi : QCFx2 + K (overhead)

Striker : Yami Barai. If opponent hit, it will stun them. If opponent doesn't touch fireball, it will make a purple puddle. If opponent touches puddle then they will get stunned. The "puddle" does not appear if opponent blocks the fireball when Iori shoots it.

o-Iori-----Speech-----o

o-Iori-----Miscellaneous-----o

-Iori's QCFx2 DM can also grab airbourne opponents.  
-Iori can still do use his jump Bk+ B to hyper hop back...  
-Fwd + B now cancels into any special move (no combos yet I'm afraid).

o-Iori-----Interesting Combos-o

-Jump Bk + B (Crossover), Call Terry Striker, QCF HCB + A,  
QCF x2 + B (but wait for the Geyser to send opponent into the air)

/-----Bk + B longest combos section from "Ryo"-----\

| 1-You're cornered then: |  
| jump Bk+B, St C, Fw+A, A, QCF+Cx3 |  
| 2-Anywhere: |  
| jump Bk+B, St C, Fw+A, A, QCF,HCB+P (S)DM |  
| |  
| Details on Bk + B longest combos: |  
| -Bk+B has to be a true cross-up, I mean you hit them, you land |  
| and they're not facing you while they take the hit. |  
| -Combo 1 and 2 will fully work on: |  
| Terry, Joe, Mai, Ralf, Athena, Kensou, Bao, Kasumi, Kim. |  
| -Only combo 2 will work on: |  
| K', Benimaru, Shingo, Ryo, Takuma, Kyo-1, Kyo-2, Kyo. |  
| -Combo will stop working at Fw+A on: |  
| Maxima, Andy, Robert, Leona, Clark, King, Mary, Xiangfei, |  
| Chang, Jhun, Iori. |  
| -Cross-up Bk+B won't work on: |  
| Chin, Choi. |

```

\-----/
o-Iori-----Infinites-----o
o-Iori-----Bugs-----o

```

-Only against Krizalid 1st form : Perform his QCF, HCB + P SDM,  
when the SDM is about to finish Iori releases Krizalid is still  
covered with the purple flames.

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[7. A I R C A N C E L L A B L E M O V E L I S T--by IorI-----]
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v = means this move can only be cancelled on a vertical jump.  
d = means this move can only be cancelled on a diagonal jump.

Name	Short Jump	Long Jump
K'	- - C D	- - CD
Benimaru	- - C -	- - C -
Andy	A - C -	A - C -
Mai	A - C D	Ad - Cd D
Leona	A B - D	- B - D
Ralf	- - - -	- - Cv -
Whip	- - - -	- Bv - -
Athena	A - B -	A - B -
Kensou	A B - -	A Bv - -
Bao	- - - -	- - - - (not even CD air attack!)
Kasumi	- - - D	- - - D
Kim	- - - -	- - - -
Choi	- - Cv -	- - - -
Jhun	- B* - -	- B* - -

\* means that only cancels when doing dwn + B attack.

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[8. R A N K I N G S -----]
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G A M E S T (RIP) S T R I K E R R A N K I N G S (Sep 99)

- ```

"-----S RANK-----"
      :Maxima
      :Terry
      :Juhn
"-----A RANK-----"
      :Ralf
      :Kensou
      :Xiangfei
      :Choi
"-----B RANK-----"
      :Yuri
      :Clark
      :King
"-----C RANK-----"

```

:K'  
:Shingo  
:Andy  
:Takuma  
:Leona  
:Whip  
:Mary  
:Chang  
:Kyo 1  
:Kyo 2  
"-----D RANK-----"  
:Benimaru  
:Joe  
:Ryo  
:Robert  
:Athena  
:Bao  
:Kim  
"-----E RANK-----"  
:Mai  
"-----F RANK-----"  
:Chin  
:Kasumi

Note: This is purely Gamest's opinion, not the author's. This is informational purposes only.

Current Top Characters : Dec 15th 1999---

(my own personal opinion from playing)

1. King
2. Bao
3. Shin Kyo
4. Kensou
5. Kasumi
6. Mary
7. Iori
8. Chang
9. Terry
10. Jhun

Most Feared Top Five

1. Jhun
2. King
3. Kensou
4. Chang
5. Kasumi

Top Ten Strikers

1. Terry
2. Ralf
3. Yuri
4. King
5. Athena
6. Jhun
7. Mai
8. Whip

9. Chang
10. Mary

#### Most Damaging Top Five

1. Kensou
2. Chang
3. Kyo 1
4. K'
5. Maxima

#### Biggest Shell

1. ???

#### Cheap Award

1. Kensou

\*still at the top since the game was released and it doesn't look like he's giving up the title!\*

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[9. V E R S U S I N T R O D U C T I O N S-----]  
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\*The pics are available from the Mook at the website\*

#### -Beni vs Real Kyo

Kyo says nothing. Beni is now part of the New Hero Team. Kyo is once again his rival. There is a high tension in the air. Beni looks at Kyo then strikes the air with a flash...

#### -Shingo vs Real Kyo

Shingo is suprised to his sempai after so long. The last thing Kyo said to Shingo was to get some Yakisoba bread for him... Shingo hides behind his arms and screams: "KuuuuuuusaNAGI-SAN!". Will Kyo be suprised to see how Shingo has grown? Will he be impressed to see how Shingo got this far? Kyo shows no emotion.

#### -Shingo vs Kasumi

Shingo gets out his notebook to check a move he says "Fukushu Fukushu... Nani??". Kasumi is angry because she wants him to be serious about this match. She says "Techounanka miruna!" (Don't look at your diary!!!)

#### -Andy vs Mai

Mai holds out a baby that cries "Papa Papa"! Andy is shocked (to say the least). However this is Mai's ventriloquism and a ninja trick. The baby is actually Mai's fan. Mai giggles.

#### -Terry vs Mary

Terry greets Mary by taking off his cap and bowing. Mary says "Let's fight Terry!"

#### -Kensou vs Athena

Athena stands up and poses saying "Gambarimasu!" (Study

hard!). Kensou says "Wai wa Athena no knight yasakai!" (I'm Athena's Knight (in Shining Armour!). Athena doesn't notice. As she is about to finish her pose she notices Kensou and says "Nani?" (What's up?). Kensou droops over, flabbergasted.

-Athena vs Bao

Athena crouches to Bao's height with her hands on her knees. Bao stands up straight. Bao says "Ganbarimasu!" (I'm going to Study hard!). Athena says "Gambatte ne?" (Study hard, ok?)

-Bao vs Chin

Bao stands up straight. Bao says "Ganbarimasu!" (I'm going to Study hard!). Chin nods.

-Bao vs Kensou

Bao stands up straight. Bao says "Ganbarimasu!" (I'm going to Study hard!). Kensou stretches his neck and says "Honmonono chugoku kempou Oshietaru wa" (This is real Chinese Kempo. I will teach you.) ...then strains his neck.

-Chin vs Kensou

Kensou eats a bun and chokes and says " (I almost died!)  
Chin nods.

-Athena vs Chin

Athena does her transformation from Schoolgirl Sailor uniform saying "Athena ikimasu!" (Here comes Athena!). Chin nods.

-Bao vs any female

Bao scratches the back of his head, looking down sheepishly and says "Iiroro, oshiete kudasai, ne?" = "Please teach me (A LOT), ok?"

-Kim vs Chang

-Choi vs Jhun

-Kim vs Jhun

-Xiangfei vs FF Team (Terry, Andy, Joe, Mai)

Xiangfei whirls her left arm and says "Makenaizo!" (I wont lose!"

-Kasumi vs AOF Team (Ryo, Robert, Takuma, Yuri)

Kasumi says "Kyokugenryu Kakugo shite moraimasu!"  
(Kyokugenryu member, please fight to the finish!)

-K' vs Kyo

-Leona vs Whip

Whip is facing away from Leona, whip held behind her back and her eyes closed, and rocking back and forth. Leona, meanwhile, is crouching down, not looking at Whip, fixing her boots. Leona looks up at Whip, then stands up and says "Omatase" (Sorry to keep you waiting). Whip then turns to face Leona and they begin the fight.

-Clark vs Leona/ Whip

Clark flips his cap.

-Leona vs Clark/ Ralf  
Leona salutes.

-Ralf vs Whip/ Leona  
Ralf salutes casually.

-Real Kyo vs Iori  
Iori says "Kutabari zokonaataka!" (You should be dead!) and  
Kyo replies "Teme-no tsugo-de ikcha ine-yo!" (Why you.... I  
don't want to live at your convenience!)

-Ryo vs King  
King has a hat on and looks at Ryo, she says  
"Hisashiburi ni, tanoshimisou ne!" (Long time no see! You will  
enjoy this!) and throws her hat.

-AOF Team:  
Each does their stance.  
Ryo vs Robert: Stance then their rapid punch/kick.

-Andy vs Terry  
Terry says "Are you ready?" while Andy shakes a limp wrist

-Andy vs Joe  
Andy shakes a limp wrist while Joe cracks his knuckles

-Joe vs Terry  
Terry says "Are you ready?" while Joe cracks his knuckles

-Kensou vs Xiangfei  
Kensou will eat his bun and Xianfei will look at him all hungry.  
You'll hear her stomach growl and then she'll say  
"Ii na...onaka ga heta na.." (That looks nice...I'm hungry).

-Ralf vs Clark  
Clark takes off his cap and holds it with one hand.  
Ralf gets down on one knee and says "Kakatekina Clark!!!"  
(Come on Clark!!!) Clark flips his cap and then puts it on  
saying "Okay Rarufu!!!"

-Chang vs Choi  
\*Rehabitation Hell Never Ends\*  
They notice each other with a small spark. They look like they're  
about to do their VS intro from '98, but instead they both lean  
forward with head down and let their arms hang limp (like they're  
exhausted). It looks like they realise (because of Jhun) there is  
no chance in hell they can try to escape this year!

-K' vs Krizalid

-Whip vs Krizalid  
Krizalid grins and says "Anata to tatakara koto ni naru da ro."  
(I'm going to fight with you!). Whip loads her gun and points it  
at Krizalid saying "Honto no ko o mada shiranaii no ni." (You  
still don't know the truth...)

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[10. C O L O U R T E A M S-----]  
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=====  
Hmm not too well co-ordinated this year.... :(

[=Red=====]  
- K' (B)  
- Joe (A)  
- Mai (A)  
- Ryo (B)  
- Athena (A)  
- Sie Kensou (B)  
- Blue Mary (B)  
[=====]

[=Red and White===]  
- Xiangfei (A)  
- Iori (A)  
[=====]

[=Dark Blue=====]  
- Maxima (A)  
- Clark (A)  
- Whip (B)  
- Chang (B)  
- Choi (B)  
[=====]

[=Blue and White==]  
- Kyo 1 (A)  
- Shingo (A)  
- Terry (B)  
- Yuri (A)  
- Kensou (A)  
- King (B)  
- Kasumi (A)  
- Juhn (A)  
- Shin Kyo (A)  
[=====]

[=Black and White=]  
- Iori (B)  
- Shin Kyo (B)  
- Beni (A)  
[=====]

[=Dark Green=====]  
- Andy (B)  
- Takuma (B)  
- Kim (B)  
[=====]

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[11. C P U G U I D E-----]  
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This is no definitive guide BUT some of the characters do have a certain fighting style. This guide is based on Neo Geo Home System, Level 8 setting. Bear in mind, the CPU is not totally

stupid. In general, if you attack successfully twice, the CPU will try something different- of course this is when you mix up tactics- you'd be suprised how the CPU will fall for tactics normally reserved for human opponents. But there are also those occasions when the CPU seems to be reading your joystick input and goes totally insane killing off all your team with horribly offensive maneuvers which you've never seen the CPU use before... The CPU also cheats a little, executing charge moves without any apparent charge, prevalent with Leona, Robert, Kim and Jhun.

- Xiangfei

She seems to be the most totally predictable idiot in the game. She'll come at you and do [QCF + P]. Dodge past it and combo. If you jump from far away she'll try to DP you, so stay on the ground. Has been known to try and use some high low attacks if you block many of her [QCF + P]s.

- Takuma

A barstard. Will stand there and if you don't do anything, start throwing [QCF + P]. If you jump, he'll do stand B which knocks out a hellova lot of air attacks. You'll need a well aimed and fairly early jump CD for this. If he pins you in the corner, he might just do Stand C (which confused me a few times, I can tell you) which totally misses. Why? Because the average opponent tries to rush in and attack to which he responds with a [HCB + K]. He also uses his [Fwd + A] in close quarter combat.

- Terry

Power Wave, Round Wave, Crack Shoot.... yawn.

- Athena

Another idiot. She'll do one or two [HCB + P] then teleport right into your combo.

- Mai

Wait for her to do [QCB + P], coz she'll do it again. Dodge and combo.

- Ryo

Skank. He walks forward and [HCB+ K] to anything you try, unless you can command grab him.

- Bao

Stay away from him. ^\_^ He's an annoying and powerful little barstard. Do not underestimate him hohooohohooo!

- Robert

Robert's a real so-and-so. He has the annoying ability ala Kim and Jhun to walk forward and as soon as you jump, he does [Hld Dwn, then Up + K]. Expect this at the beginning of a round. Stand up or sit down? Remember his Fwd A has raaaaange and high priority with the actual kick; lag it may have, but what options do you have within that millisecond? Hop Back and hope he does a [Low D] which you can hop over (presuming you haven't already been tripped up by it). Once at far range he'll start doing multiple [Hld Back, then Fwd + P]. This is when you've got to get in close. At fast and furious close combat Robert will lose. King smacks him about like a rag doll. (Well okay, she

smacks a lot of people around like a rag doll- isn't that Chang's job?). Occasionally Robert will go into counter mode and do [Hld Bk, then Fwd + P] then [Fwd, HCF + P] till he runs out of bar. Has never done his new DM to my knowledge but will combo you when he gets the chance: eg: [low B, stand B x2, Hld Dwn- then Up + P, Hld Dwn- then Up + K] and in counter mode [Hld Dwn- then Up + P, QCF HCB + P]!

- Chang

He'll either run forward and [Dwn Fwd + A] or start doing [Hld Bk, then Fwd + A]. Simply dodge this and combo. Beware jumping on him, especially when he's getting up as he'll often do [rapid A]. He will go into Armour Mode as soon as he can- dodge the [Hld Bk, then Fwd + A] and throw him.

- Chin

He loves doing [Dwn Dwn + K], don't he? Run up to him and throw or combo- but be quick!

- Kensou

He's funny. Leaves himself open by trying to hit button mashers by randomly doing [QCB + C]. He does use his autogaurded [QCF + K] with effect and taunts you every time he hits you with it, just to show that he could have used his infinite. Geh...

- Yuri

Is it me or does she do Dwn B, Low D as she's getting up with unnatural speed? She can [DP + A] pretty much any air attack and when she does her [HCB + K] watch out for her [DP + A] afterwards as it will outprioritise pretty much anything you try. Try to out-poke her.

- Choi

Lucky for you, he doesn't follow up his [Fwd + A] with a DM, but he'll try to stab you a few times. He always goes for a cross up, but isn't stupid enough to jump all over the place against DP characters. So instead he'll walk up to you, poke you a few times and try to grab. Note how he uses his jump CD like a DP because it's so damn instant! Stand Back and poke him and have ready your anti air (if you have one. If you don't jump back with an attack)

- Shermie

Oh damn she's not in this game!

- Leona

Bitch. She'll use her [Fwd + B] all the time.

- Joe

That Kill happy short wearing punk... (he's one of my favourites!). He'll [HCF + P] and [DP + K] anything that moves. Seems to be vulnerable to any attack on him as he's getting up (probably because he's trying to [DP + K]). Combo him like he deserves....

- Kasumi

Bitch bitch bitch. No offense to female readers, but... BITCH BITCH BITCH! She'll counter anything you try to attack her with and if you don't attack she'll stand a pace

away and do [QCF + P]. She'll poke then expect a counter. To defeat her with ease, hop and throw. Time your hop so you land in front of her as she gets up. Both her and Mary use their counters as instant wake-ups, so DO NOT attack! Unfortunately, sometimes Kasumi gets wise to all this throwing and then just does her [HCB + K] which is an anti air anyway. AND if she has more energy than you she will NEVER attack. Oh well... back to the drawing board!

- King  
ARGH!

- Ralf  
He'll walk forward and do [Hld Bk, then Fwd + P]. A couple of stand CDs, Hop D, Stand C... He'll try [HCB + K] so wait for it. When he gets the chance, he loves doing dodge then [low A, HCF + K].

- Iori  
Devious barstard... but gets too happy with his [HCB + K]. Wait for that and nail him. Don't jump or you'll get [DP + A] in your face.

- Shin Kyo  
Block but watch out, he'll try to throw you. Ummm... he's no match for Bao, if that's any help!

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[12. B O S S I N F O R M A T I O N-----]  
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Krizalid appears in two forms... In single play mode, you have to beat each form TWICE and each round starts with both of you with full energy \*gulp\*

Note: There is a dip switch code for the arcade. There have not been any CONFIRMED codes to use Krizalid.

Fighting Style : Mix of styles acquired by his combat suit.  
DOB : October 23rd  
Age : 29  
Country : Ireland  
Blood type : AB  
Height : 188cm  
Weight : 83Kg  
Hobby : To collect clones of celebrities  
Favorite food : Cracker with butter sandwich. Raifuga-do.  
Best Sport : None  
Important thing : Subordinated people  
Hate the most : Conversation without sense or significance  
Seiyuu : Yoshiyuki Iwamoto  
Form 1: Endquote : "....."  
Form 2: Endquote : "Useless. It's so hard to find good help now."  
Striker : Stands at the edge of the screen.

[1st Form] Appears in a long coat. He's always standing but has a shin kick that acts as a sweep. Shoots

King size fireballs that certain characters can duck.

Moves:

Dead Fall : (Close) Bk / Fwd + C/D  
Negative Anguish : QCF + P  
Demon Landing : In air, QCF + K

[2nd Form] Takes off coat. Looks like K'.

Moves:

Dead Fall : (Close) Bk / Fwd + C/D  
Cut Spin : Fwd + A  
Tufon Rage : QCF + P  
Lethal Impact : QCF + K  
Rising Darkmoon : DP + P  
Desperate Moment : HCB + P  
Moment Penetration : QCB + P (after Desperate Moment)  
Desperate Overdrive : QCF, HCB + P  
End of Heaven : QCB, HCF + P (DM)  
End of Eden : QCB, HCF + P (SDM)

Misc: Desperate Moment is like a Scum Gale. You can connect pretty much anything after it including combos...

-----  
Defeating Krizalid:  
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Form 1:

- Kensou. Do his DP +A, low A, repeat.
- Shingo: D, HCB+K, Kryzalid falls. D, HCB+K, Kryzalid falls.  
(repeat)
- Benimaru: Jump with CD. (repeat)
- Real Kyo: D, HCB+D, Kryzalid falls. (If no fall, HCB+D until he falls) D, HCB+D, Kryzalid falls. (repeat)
- King: D, HCB+B, Kryzalid falls. (If no fall, HCB+B until he counters) (get close to him and repeat)
- K: When close, C, fw+ A, then QCB+B. (repeat)
- Anyone: This works better with characters who have a long heavy-attack during the jump (like Athena and Yuri) or have a long Middle jump (like Athena and Bao). You just have to be a little away from Krizalid and do a Middle Jump forward to him with a heavy-attack; he'll fall on the ground, so you Middle Jump back and Middle Jump forward + CD again when he's up. If it doesn't work in the first time, don't worry, because he's dumb and won't defend many times. A good time to start doing this is the time before he executes his Negative Anguish: your player will jump the shot and hit him. This way sometimes works for defeating his second form, you Middle jump forward while he's doing his Typhoon Rage. But you have to be very precise, or he will do his uppercut, or hold you with his legs or anything else.

Form 2:

- Kensou: Do his DP +A, low A, repeat.
- Clark: Knock him down, I suggest using SABB(HCF+k), after that, stand near him and perform stand close C(1 hit) buffered or comboed into SABB just as he's getting up. If Krizeilid blocks it, he will automatically perform a backfist chop move which will leave him open and exactly right in front of you. do another stand close C(1 hit), then SABB. Just repeat the process until he's dead.
  
- Whip First, if he does that irritating Typhoon Rage, super jump and knock him down with CD button. Whip's jump CD move is fast and has good range. Another way is to stand at the other side of the screen and perform 'Assassin's Strike "BB"' D button. Whip will launch herself into the air and land EXACTLY NEXT to Krizalid. Usually, he will block Whip but WILL NOT DO ANYTHING (what a doofus). At this time, I'll throw him (D throw) and finish up with dwn A. Just repeat this method till he's dead. It works most of the time.
  
- Anyone: When near Kryzalid, do crouching light kick/light kick. Kryzalid will roll forward. Anticipating this, you can perform combos on him...
  
- Ralf: Corner Kryzalid by jumping over attacks. Press A/C repeatedly. (repeat)
  
- Benimaru: Jump with down + D. Jump back halfway and down + D. (repeat)
  
- Benimaru: Jumping towards him and use QCF+P in air. (repeat)
  
- Maxima: Call out striker. QCB+P when striker is out. Kryzalid will attack striker and be hit by QCB+P. (repeat)
  
- Bao: Double jump. In the air, do QCF+ B. Kryzalid will be hit. [Perfect-possible] (repeat)
  
- Bao: 100% way of getting PERFECT! Jump backwards. QCF+B. (repeat)
  
- Chang: Just block anything that comes and immediately follow with F+C.
  
- King: jump back, QCF+D
  
- Leona: Leona has to be one screen far from Krizalid, then just do her bouncing earring bomb (QCB + B). Krizalid will defend standing, but the earring always touches the ground and explodes on his feet. He NEVER defends this move crouching, it always works! So, just repeat this until you defeat him.

=====  
Kyo's Story --

After the battle with Orochi, Kyo found himself unconscious in a very dark room. He was drained of all energy and a hand was clutching his face. This person asks Kyo if he is Kyo and thanks him for his data. Kyo realises that something is taken from him and it's his blood.

Kyo couldn't see this guy, but he can keep hearing him calling his name. Suddenly fire explodes everywhere and he saw someone standing in front of him. The word "NESTS" is engraved on his body. Another explosion comes and blasts Kyo to a further distance where he saw many dead bodies. And they are all Kyos! Kyo now realises what's going on. Someone has been making clones of himself. Kyo now again hears this guy calling him. Without hesitation, Kyo quickly escapes from this place. As Kyo escapes from this place, he says "NESTS! You will pay dearly for this!"

The above article is released from SNK itself and it tells that Kyo escapes from Kralizid without a fight.

Iori's story--

A group of soldiers assembles in front of him and get ready to fire. Iori said "Are you talking to me?" No one seems to answer him. He asks again, "Where is Kyo?" Instead the number of soldiers kept on increasing. As the soldiers are about to fire. An explosion came up from behind and killed the soldiers. Iori could now see a row of men standing together and they are all Kyos! Iori took a grenade from a dead body and flung it at the Kyos. They all turned to ashes. Iori looked at the dead bodies and cried "Kyooooo!"

Edit Team Ending--

Before Last Team Battle

\*Black Screen\*

"Any Results?"

"One Team made a fine sample"

"Show me the results."

"Right away Sir!"

\*Your team running through the sewers- the pic is frozen and scanned\*

"And our squad?"

"Ready in 15 minutes"

\*Pic of 5 Kyo Clones waiting in a helicopter\*

"What's next?"

"K' awaits us"

(if K' is in your team, "The same old same old" is said instead)

Meanwhile

Heidern "What's happening? How long have they been down there?"

Ralf, Clark! Answer me!"

Assistant "We've located them Sir."

Heidern "Prepare for entry. Neutralize Kusanagi. Deploy Axe squad at the site. I will follow shortly"

\*Your team goes underground to fight last team - Hero Team\*

After Last Team

Team on lift going down

"How far have we gone down?"

"Beats me"

Lift stops

"Finally we're here!"

"Sorry to have kept you waiting. You've done well to get this far. My name is Krizalid"

"I thought this was KOF?"

"I used KOF to bring you here. We are NESTS cartel. We will take over the world."

After Defeating Krizalid one round

Krizalid "Excellent. I've downloaded your data"

Edit Team "What?"

Meanwhile

Heidern "That's the location of the organisation"

Assistant "Wait Sir, the Satellite just picked up this..."

Back to your team and Krizalid

Team "How did you do it?"

Krizalid "I downloaded it into my suit while fighting"

Team "Why?"

Krizalid "Check this out!"

\*Pics of Kusanagi clones all over the world\*

Team "That's...!"

Krizalid "Actually he's a clone. Taken after the Orochi Battle. The real one eluded us. With your data our soldiers will take over and our cartel will rule the world! I only need one more thing. The Killer Instinct! This will activate the clones into action!"

\*Battle Krizalid 2nd form"

After his defeat

\*Krizalid alone in the darkness\*

Krizalid "I was defeated? Powerful me?"

\*Voice of Nests Cartel appears in a light from the sky\*

Nests "You have failed."

Krizalid "No! I can still activate the clones!"

Nests "It is too late. They have been neutralised"

\*pic of map with clone locations marked with red dots- the dots disappear rapidly\*

Krizalid "What do I do now?"



Nests "The mission is aborted. All operatives will be terminated"

\*Cue pic of Krizalid with that distinctive You're-joking-right?-oh-my-God-I'm-going-to-die-ehehehe look on his face\*

Krizalid "N-no!"

Nests "Farewell Krizalid, rest in peace."

\*Ceiling falls towards Krizalid\*

Kryzalid "You sick psychopaths!"

\*Large chunk of ceiling lands on Krizalid\*

Team "Let's get out of here!"

\*Pic of Krizalid lying on floor\*

Nests "Is he dead? Hearbeat detected, but it's faint"

Nests "It's okay. Data uploaded. Erase Krizalid."

\*Black Screen: "Project Krizalid... erased"\*

Voice "Hey, wake up! Are you alright? What's your name?"

Krizalid "My name? My name is..."

Credits follow with pics showing Heidern's officers surrounding Krizalid's fallen body. (The end music is the same as '98).

After last Credit to SNK

Voice "This is the ringleader. He caused all the chaos."

Heidern "Where's he from?"

Voice "I don't know. I tried... but he died before he could tell."

\*Heidern closes Krizalid's eyes\*

Heidern "Perimeter search!"

NESTS1 "Death of Krizalid confirmed."

NESTS2 "Good. Proceed with Phase 2."

Screen shows

\*PROJECT 2: RISING\*

END.

=====  
=HERO TEAM Exact Transcribe=  
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\*before last team\*

Krizalid : Any progress?  
Assistant: One team made a fine sample.  
Krizalid : Really? Show me the data.  
Right away, Sir.  
\*pic of Hero Team with ability score\*  
Krizalid : Hmm. It's passable... and the next match is?  
Assistant: The same old same old.  
Krizalid : And each squad?  
\*pic of driver\*  
Driver : Arrival in 10 minutes.  
\*pic of helicopters\*  
Pilot : This is phantom leader.  
\*pic of 4 Kyo's in helicopter\*  
Pilot : We can unload in 5 minutes.  
\*pic of world map\*  
Assistant: Squad site arrival is 98r...  
Krizalid : It won't be long now. I'm standing by. The rest is up  
to you.  
Assistant: Yes, sir!  
\*fight last team\*  
\*pic of team going down escalator\*  
Shingo : How far down are we going?  
Benimaru : Beats me  
\*black screen\*  
Heidern : Answer, Answer me! Ralf? Clark? Come in!  
\*pic of Heidern and communication operators\*  
Operator : It's no good...  
Heidern : They've been down how long?  
Operator : Exactly three minutes. Commander! Unidentified craft  
reported. They're all over the world... and they're  
on the move!  
Heidern : What're you saying?  
Operator : Their intention's unknown. Here's the satellite image.  
\*pic of a crowd of people\*  
Operator : Enlarging  
\*zooms in one three people\*  
Heidern : It's... Kyo Kusanagi!  
Operator : We managed to get this taken at the landing field.  
It's the same phenomenon confirmed in every country.  
Heidern : KOF must be a front. Kusanagi, in every location? At the  
same time? Bizarre... Get in touch with Ralf! Where was  
contact lost?  
Operator : Site... Site vector 70599  
\*pic of door 70599\*  
Maxima : Finally, we've stopped.  
Shingo : How far down are we?  
Benimaru : Beats me... What the?!...  
\*black screen\*  
Krizalid : Sorry for the wait. Let the finals begin.  
\*pic of Krizalid\*  
Shingo : What is this?  
Benimaru : Dunno, but it's an offer... we can't refuse, I'm sure.  
\*battle Krizalid 1st form\*  
CPU : Battle Data Download  
\*pic of world map\*  
CPU : Complete!  
\*pic of world map going red\*  
\*pic of Krizalid\*  
Krizalid : Well done, K', Maxima.

Benimaru : What's up, K'?

Krizalid : I am Krizalid, and my staff manages your battle data.

Shingo : Data? Manage? I thought this is KOF?

Krizalid : I used KOF, you fools! A ploy, to lure you here!

\*MEANWHILE....\*

Operator : All squads in position.

\*pic of Heidern and communications operators\*

Heidern : Good. Subdue Kusanagi. Deploy axe squad at the site.  
I will follow shortly.

Operator : Commander! Listen, we recorded this at the site! The  
satellite caught this...

Heidern : On speakers!

\*pic of Hero Team talking to Krizalid\*

Benimaru : How did you download the data?

Krizalid : During the last battle, it was sent through my body.

Shingo : What'll you do with it?

Krizalid : Activate our clones in one unified attack!

\*pic of Krizalid with television screens behind him showing Kyo  
clones\*

\*close up of Kyo clones\*

Benimaru : Why, it's...

Shingo : Kyo Kusanagi!!!

Krizalid : Actually, he's a clone. Taken after the Orochi battle.  
The real one eluded us. And K', there, is my clone, a  
product of our technology!

K' : Saaay what?

Krizalid : You think differently? Remember your parents' faces?  
Your childhood?... Can't do it, can you?

K' : Uh, n, no...

Benimaru : Just what're you scheming?

Krizalid : Clones'll seize major cities, and our cartel will rule!

Benimaru : What?!

Krizalid : K', Maxima, your final mission. Help create the trigger  
data!

Maxima : Trigger data?

Krizalid : The killer instinct! You want it, huh, K'?

K' : Well, uh...

Krizalid : I'll take that as a 'yes.' Seize them, you clones!

\*battle Krizalid 2nd form\*

Krizalid : I lost? Powerful me? !!!

\*flash of light... a light in the sky appears, talking to Krizalid\*

Nests : You have failed.

Krizalid : No! If I can activate them... Even if they're not ready!

Nests : It is too late.

\*pic of world map... the dots of the clones' locations disappear  
one by one\*

CPU : All clones neutralized.

\*pic of Heidern\*

Heidern : Perpetrator unknown. They will be exposed. It's just  
a matter of time.

\*back to Krizalid and Nests\*

Krizalid : Gah!

Nests : This mission abandoned. We appreciate your efforts.

Krizalid : What do I do now?

CPU : Clone data transmission successful. Mission  
accomplished. All operatives will be terminated.

\*pic of Krizalid with you-must-be-joking-oh-shit-I'm-gonna-die  
look on his face\*

Krizalid : N... No!

Nests : Goodbye, Krizalid. Rest in peace.

\*pic of rock falling\*  
Krizalid : You sick psychopaths!  
\*smash!\*

\*pic of Beni and Shingo running\*  
Nests : We are Nests Cartel. The new world order. Our future,  
is now!  
Shingo : We've lost everybody.  
Benimaru : Let's get going. We're not safe here.  
Shingo : Aaaaah!  
\*Shingo gets nailed by falling rock, Beni stops\*  
Benimaru : Shingo!  
\*black screen\*  
\*a shot is fired\*  
\*pic of a soldier firing\*  
\*pic of hand stopping bullet in palm. It's Maxima. K' is  
crouching behind him.\*  
Maxima : Oh, what now?! Maybe I can get out of in the  
confusion. K'! Are you okay?  
K' : The globe's gone crazy!  
Maxima : Holy Shish-Kabob, K'! You're going to be toast!  
\*K' holding his wounded arm\*  
K' : What, this? You can take it? Are you up to it, Maxima?  
Maxima : If it's like the last time. I can handle a 100 blasts...  
I think.  
\*pic of Maxima and K' getting shot at\*  
\*Staff Roll...Credits begins with shot of Beni holding Shingo  
over his shoulder\*  
\*Next shot is K' driving past a soldier with a punch\*  
\*K' shouting\*  
K' : Whooo-ooooh!  
\*behind K' is Maxima, with shot marks in his back.\*  
\*Maxima holds up his arm\*  
Maxima : Checkmate!  
\*Maxima's wrist opens to reveal cannons, which he fires\*  
\*pic of Maxima all battered up with K' hanging onto his shoulder.\*  
Maxima : I toasted my paddies. How about you, K'?  
K' : The flames won't die down. I'm okay, but you'll be baked!  
Maxima : No problem with me. Playing with fire...  
\*black screen\*  
Maxima : ...I love this stuff!

END.

Some endings from Manifest:

(Endings will be different if a different character in  
your team is used to defeat Kryzalid.)

Hero Team (Maxima) Kyo Ending

\*after defeating Krizalid\*  
\*blah blah Krizalid gets squished\*

K is talking to Maxima about Kyo. Halfway in the  
conversation, K has a feeling that someone is hiding  
somewhere, eavesdropping. Then he comes to a conclusion  
that the person listening is Kyo. Then you have a bonus  
round against Kyo. Using Maxima to win Kyo, the story  
continues. After defeating Real Kyo, the scene shows  
Shingo, Benimaru, K, Maxima and Real Kyo. Benimaru and

Shingo ask Kyo where he has been and what happened to him. K asks Benimaru and Shingo to run away. Then a steel door separates K and Maxima from Kyo. K says 'I must beat you next time... if you can survive this.'  
A lot of people come and shoot K and Maxima.

\*continues as usual ending\*

Fatal Fury Team (Terry) updated by Gun  
Everyone runs, except for Terry. He just stands there.  
A big fat hunk of rock slams him.  
Andy, Mai and Joe stand on the cliff  
Mai "Where's Terry? Could he?"  
Joe "What a tough guy like that? never...."  
Andy "Terry..."  
Andy grimaces then looks sad. On the floor is one of Terry's gloves.. all crumpled up.

Credits. Pic of Mai and Andy walking in a busy city in normal clothes (Andy looks pissed off and Mai looks worried).  
Pic of Joe punching up his bag.  
Then after credits. A Fat Guy gets knocked out.  
The Terry cap flies into the air.  
A kid picks up the cap. The kid's name is Andy.

Andy: Hey you're really cool! \*hands the cap over\*  
Terry: Eat your veggies and you can be like me!

Mai Shiranui  
\*FF Team standing on the cliff\*  
Joe : Phew that was close!  
Terry : What a fate...  
Andy : Whatver, let's get out of here.  
Mai : Not so fast! You remember your promise?  
\*Mai points to Wedding Dress in her hand\*  
\*Andy shocked with Terry and Joe laughing\*  
Andy : What! I was just... You can wait, can't you?  
Terry : Ha Ha!  
Joe : Ha Ha!  
\*Credits\*  
\*Andy running from the scene\*  
\*Mai running after him\*  
\*Mai falls over\*  
\*Andy comes back\*  
\*Credits end\*  
\*A hand grabs Andy\*  
Andy : ! Hey! You sneak!  
\*Mai was faking\*  
Mai : Ha Ha Andy, now you're mine!

Art Of Fighting (Takuma Sakazaki)  
The scene shows 4 persons running. Takuma lags behind, and he got hit by a rock suddenly. He was down but the other 3 continued to run; with tears in their eyes. Then the credits. First picture shows a grave with the Mr. Karate mask hanging on the grave. Next picture shows the 3 of them putting flowers beside the grave. The ending shows the 3 of them leaving the

grave. Suddenly, a hand burst out of the grave. The screen displays a message : "To be continued?"

#### Ikari Team (Whip)

Everyone runs, but Whip is missing. One asks where she is and someone replies that she has gone to handle some unfinished business. Then another scene shows Whip talking to Krizalid. Krizalid addresses Whip as his sister, and asks her why she left the organization. Whip replies saying that Krizalid is pitiful, and doesn't even know he is being made use of. She tells him that his memory is being implanted on him, therefore he is not what he think he is. Krizalid refuses to believe and Whip asks him if he has any idea of how their father looks like. Krizalid fails to answer and Whip says that she herself realized that she was being made used by the organization and that was why she left it. Krizalid refuses to believe that he is a clone, and Whip reveals to him that he is actually a clone of K'. Then Whip leaves Krizalid to die. After the credits, Heidern asks why Whip is late. Whip says she has visited someone and made peace with him. Then Heidern asks if he is okay and Whip replies that he didn't make it. Then the screen turns to show Whip crying.

#### Psycho Soldiers (Athena Asamiya)

When the 4 are running, Athena suddenly stops and sees her ' Number One Fan' (the girl with the big glasses) telling her where the exit was. Then the credits. Pictures of them resting on a cliff are shown. Then next picture is Kensou alone by himself, throwing small pebbles. The ending is Athena asking Kensou why he is so sad and Kensou replies that although he has won, he still haven't got his psychic powers back. Then Athena hugs him from behind and says that they will always be behind him no matter what happens. Then Kensou's face turns red - eyes with love signs - he fainted. Athena shouts to the rest what did she do wrong, and Bao says that Athena had overdone it.

#### Psycho Soldiers (Sie Kensou)

After defeating Real Kyo, Athena is being crushed by falling rocks. Kensou drains Bao's psychic powers to save Athena. The picture drawn on Kensou is full of vigor and power.

#### Neo Female Team (Li Xiangfei)

Xiangfei says she is famished and asks the rest about having some ' Dim Sum' ( snacks). The rest agree. Next scene shows 4 of them eating, and suddenly, at Xiangfei's side, the amount of empty dim sum containers eaten by Xiangfei increased so rapidly till the containers fill up the picture. The other 3 members were shocked at her food intake. Mary's mouth opened so big. But the funniest thing is that King who is so amazed at Xiangfei's speed of eating, actually pours her

drink on her own snack and causes it to overflow; without realizing it. Then the credits. Next picture is King whispering into Xiangfei's ear, showing a big speech bubble with the '\$' sign. Then next picture is Xiangfei taking out her purse. Xiangfei shakes the purse but she has no money, and the rest of the gang refuses to let her eat anymore.

Korean Team (Jhun Foon)

The 4 of them running. The first picture shows Kim and Jhun Foon discussing bout Tae Kwan Do, with Jhun Foon commenting bout Kim's style being outdated. Then the picture changed to Chang and Choi talking to each other. They were complaining and saying they will never be free. Suddenly Choi says, "Unless we..." Next screen shows Kim and Jhun Foon talking again, but suddenly behind their backs, a huge figure stands up. It is Chang, holding his chain-ball above his head, ready to strike down the two unsuspecting guys. Then the picture moves up to show the sun, and Choi flying up, with his claws spread over, just like an eagle. Then the credits start. The first picture shows shadows, but we can see that Chang has squashed Jhun Foon flat on the ground with his chain ball; and Choi diving down, slashing Kim's throat with his claws while doing so. Blood can be seen. Next picture shows Kim and Jhun dead on the floor and the two celebrating. After the credits, the ending shows Chang and Choi looking up at the sky with blood on their faces and bodies on the ground. Then came the disappointment as it was only a plan in their minds. Then they guessed that they have become reformed. Kim and Jhun comes along. Kim says that they are not fully reformed yet. From the next day onwards, Kim will be in charge of Choi and Jhun will be in charge of Chang for maximum reformation training. The other two replied with a "Yes, Sir!"

Edited with real Kyo in your team \*update by Gun\*  
Everyone runs, but Kyo is missing. Another scene shows Kyo talking to the light (Kryzalid's boss). Kyo asks why he/she is doing this. The light replies that only with Kyo's power, their plan can succeed earlier by 10 years. Then the light says goodbye, Kyo Kusanagi. Rocks begin to fall and Kusanagi exclaims arggh!

After Credits

Kyo standing on cliff

Kyo "Nests Cartel. I'm coming for you."

Edited with Iori in your team \*updated by Gun\*  
Everyone runs, but Iori is missing. Another scene shows Iori talking to the light (Kryzalid's boss). Iori says 'Do you think your puny power could stop me?' The light says that Iori is no pushover like Kyo Kusanagi. Then the light says goodbye, Iori

Yagami. Rocks begin to fall and Yagami exclaims arggh! After credits, Heidern and a bunch of uniformed personnel examine Kryzalid. One of the personnel says 'We tried to save him... but he died before...'. Heidern asks 'Any other survivors?' The personnel says 'There was one other survivor. But there is no trace of him.' The next scene shows Iori standing on a cliff. 'Kyo Kusanagi, wherever you are, I will seek you down and no one can stop me.'

Note: you will get the same dialogue from Kyo and Iori talking to Nests if you meet them in the game. Also it doesn't matter if you win or lose against them- the game ending will not change.

After defeating Kryzalid (Full Team) Kyo appears and ask the light why they are cloning him. The boss will ask Kyo to defeat your team. Then you will get a bonus fight against Kyo. After you win Kyo, the light will say that it is because he needs power to fulfill the plans for world domination, and Kyo's power can help them succeed earlier by 10 years. Then it was revealed that K' is a clone created by them which has ability that rivals Kyo's. Then suddenly the light says goodbye and the screen starts shaking. Kyo doesn't move and says "Arggh!!" The next scene will show your team running.

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[14. N E O G E O C D-----]  
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-The Neogeo CD version of KOF'99 has some extras not found in the Rom version including 4 galleries:  
Rough Sketches, Illustrations, Win Poses and Unused Arts.

[Omake Teams]

-The Belly Button Flasher Team :  
Blue Mary, Benimaru, Athena & Leona

-The New & Old Team :  
Iori, Kyo, K', Shingo

-The Kids Team :  
Xiangfei, Shingo, Bao, Kensou

-The Masters Team :  
Takuma, Jhun, Chin, Kim

-The 3 Loads Team :  
Shingo, Shin Kyo, Kyo-1, Kyo-2

-The Kamikaze Killer Team :  
Maxima, Ralf, Bao, Chang



-The Awesome Hairstyle Team :  
Chang, Benimaru, Jhun and Andy

-The Short Cut Team :  
Blue Mary, Whip, Athena and King

-The Hatters team :  
Terry, Clark, Bao, Choi

-Whip and Disciples Team :  
Whip, Iori, Shin Kyo, Benimaru

-Ryuko no Ken all stars team :  
Ryo, Robert, Yuri, Kasumi (as long as you have substituted one of  
the Ryuko no Ken team with someone from Ryukonoken series,  
which in this case I subbed Takuma with Kasumi)

-Garou Densetsu all stars team :  
Same as above (but instead use Garou Densetsu team)

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[15. C R E D I T S-----]  
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|Contributors|  
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Mai-chan

-For helping me with translation... "Sideburns" "Sunglasses" ...  
Gee you would have thought these would be in the standard  
dictionary...

Kao Megura <kmegura@hotmail.com> <http://i.am/kao>

-Kao popped up with a massive translation faq which improved  
on the movelist translations I had done. We discussed various  
ways of translating and swapped info.  
All normal throw and command movenames and various bio info  
ripped from his '97 faq though some had to be updated for  
'99 by me, using Loot's japanese page. Kao translated some  
info from SNK of Japan and Ura no Ura.

Simian

-Bugs, infinites, combos: Combo testing, dodge attack note.  
Telling me stuff that I'm not allowed to put on this faq  
and driving me insane. Bao sleep animation.

Lim swee nguan <swee74@hotmail.com>

-Translating Real Kyo and Iori Story from a Chinese Magazine.

IorI <ioriyagami@worldonline.es>

-For keeping an eye on the Neo Geo Japan site, taking info  
and translating inc: Movelist Corrections, Boss movelist,  
Kyo/Iori access code. Leona 100%

Jimmy/Shingo/pyjaman (Wu-Tech Bulletin Board Regulars)

-infinities and bugs

Yaten Asamiya <lgonzaga@elogica.com.br>  
-Defeating Krizalid form 1 with anyone.

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-Chang combo and counter note, Orochinagi Madness Combo  
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-Omake Teams  
-Neo CD Version Omake

Myself <gunsmith@i.am>  
-I just want you to know I actually played the game and  
found out some stuff myself. I originally translated  
the movelist from Deep Spiral and compared with other  
japanese webpages.

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|Sources|  
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Deep Spiral - <http://www.jah.ne.jp/~mask/>  
-Loot had Kasumi's Movename in Japanese + some others.

SNK of Japan ([www.neogeo.co.jp](http://www.neogeo.co.jp))  
-Myself, Kao, Mai-chan and Iori have been translating from  
their bio pages.

Ura no Ura ([www2.airnet.ne.jp/~tac](http://www2.airnet.ne.jp/~tac))  
-Kao got some info on movenames there.

Wu-Tech Neo Geo Translation Page (from SNK of Japan)  
-Bio info

KOF-ML  
-various tidbits

KOF99 HP  
<<http://www5.big.or.jp/~tk-skruu/ftp1/kof99/index.htm>>  
-some damn bad ass combos! Japanese only. It would  
seem many combos have not been tested...

Actionmask "site died at time of v3.0 press"  
-99 Combo video in Rm format!

Manifest <http://fly.to/mjl>  
-Some endings + Many ways of beating Krizalid.

-----  
|Corrections, Minor Contributions and Misc|  
-----

Steven Scougall <s\_scougall@hotmail.com>  
-Ripped the winposes right from his Leona FAQ.

"Fat Cat" Lim Kuan Keat <fatcatlim@yahoo.com>  
-K' sleeper, Whip defeating Krizalid.

kyung\_joon\_man@hotmail.com  
-Jhun Tiger name correction

Hisamatsu Iuchi" <iuchi\_hisamatsu@hotmail.com>  
-Trolling correction!

Luc Vo Van <thelemmings@hotmail.com>  
-King correction, reminding me about King vs Ryo, which  
I had already seen and translated, but forgot to put  
in the faq (and it's not in the mook!)  
and how to kill Krizalid form 2 with Chang and King.

Peter <pkim210@ucla.edu>  
-for Iori stuff, corrections and Yuri's 100 slaps

m00nrun <<http://i.am/m00nrun>>  
-Takuma/Kyo-1 Down Attacks. Infinites.

Patrick Hwang <ph@ucla.edu>  
-Leona high low break. Bao crossover combo.

Jared Low  
-I took from his JIS faq Kasumi Bio and some conflicting yet  
enlightening bio info. He's also posted some cool story  
stuff on the ML.

Alden "TERRY" Fortuno-  
-How to defeat Krizalid with Clark

Brian Yip  
-RED Kick Corrections

Mao <sheila@i.am>  
-UGLY Yuri

Boo Boo <booboo33\_33@yahoo.com>  
-The Author of the Xiangfei guide corrected me on guess who?  
Actually he corrected me on Joetoo!

Kila M, moderator of the KOF newsgroup  
<[alt.games.kof@list.deja.com](mailto:alt.games.kof@list.deja.com)>  
-Some cool stuff eheh

Yosha  
-Kyo C juggle.

Special Thank you-  
-To all the people who hang out at the Wu-Tech Corp webpages.  
You make it what it is. Without feedback, I would have  
given up a long time ago. THIS YEAR WE'RE KICKING REAL ASS!!!

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Posted Updates  
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wooo!

updated here:

The newest addition is put here with all rough notes etc.

<http://w3.to/wu-tech>

The presentable editions can always be found here.

<http://www.gamefaqs.com> -Thanks to Jeff!

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What do I do now?  
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1. Pick up Kao Megura's lingually fantastic FAQ for detailed move analysis and movelist translation.
2. Check out the online KOF 99 Graphical Mook at Wu-Tech Corp. to actually see these moves.
3. Get Japanese Cable TV and watch Sting and Chono beat people up. WAITAMINUTE- IS THAT REALLY STING? HMmmmmmm....

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