

SNK



REAL BOUT SPECIAL

Real Bout
FATAL FURY
SPECIAL™

©SNK 1996



— HEY, CHAMPS! —

Here's one big grunt of appreciation for your purchase of REAL BOUT SPECIAL(Unh!). But before you even think of popping this masterpiece of amusement into your console (Cachunk!), page through this informative user's manual (Shicka-shicka) to master the techniques needed to duke your way to the top (Zowie!).

★Read this along with your NEO GEO Home System console user's manual.

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WARNING: A FEW HEALTH SAFETY TIPS TO CONSIDER

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the television screen.
- If you have ever experienced symptoms such as involuntary muscle spasms or loss of consciousness resulting from bright flashing lights or watching television, etc., be sure to consult your physician before playing video games. Should you experience any of the symptoms above while playing, stop immediately, turn off the console and TV, and see your physician.



Prologue

A banquet of battles does not satisfy the burning appetites of a warrior's soul.

A fast of inactivity since the fierce battle of REAL BOUT comes to an end.

Now, the lone wolves are hungry to show what they're really made of.

The supreme proving ground has been prepared: REAL BOUT SPECIAL begins!

NOTES ON USAGE

MEMORY CARD-BACKUP

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



■ TO LOAD (Retrieving Data)

If the NEO GEO Memory Card is inserted correctly, the "LOAD DATA" screen will appear. Use the joystick to select "YES" and push Button A to resume play where you left off.

■ TO SAVE (Recording Data)

If the NEO GEO Memory Card is inserted correctly, after a game has ended, the "SAVE DATA" screen will appear. Use the joystick to select "YES" and push Button A to save data at the point where you finished. (With certain software data is saved automatically during play.)

※As a rule, you cannot save data for a game more than once. Consequently, when saving data for a game on a memory card, be aware that previous data for the same game will be erased automatically.

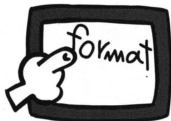
■ FORMATTING CARDS

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

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



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



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



④ Press Button A when formatting is completed.

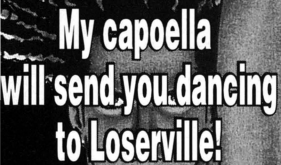
NOTES ON USING MEMORY CARDS

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

NOTES ON USING CARTRIDGES

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





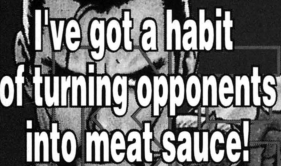
**My capoeila
will send you dancing
to Loserville!**



**I've made my peace.
And I'll kill to prove it!**



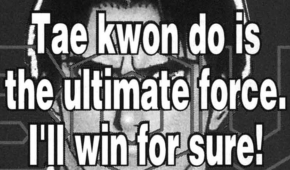
**Until I beat Terry,
it's a 100% training
diet for me!**



**I've got a habit
of turning opponents
into meat sauce!**



**Lose to weenies
like these?
Please. I'm a pro!**



**Tae kwon do is
the ultimate force.
I'll win for sure!**



**After I pulverize Terry,
it's party time, dudes!**



**Geese is the only
power I respect.
All others are trash!**



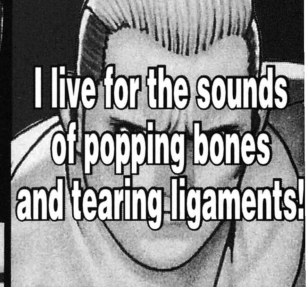
**I've devoted my life
to see the ultimate!
And I'm it!**



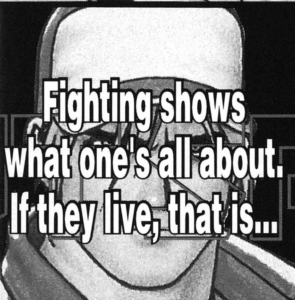
**I play no favorites.
I'm willing to kick
anyone's booty!**



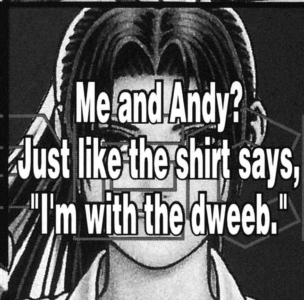
**We don't think
when we fight.
That's why
we're so evil!**



**I live for the sounds
of popping bones
and tearing ligaments!**



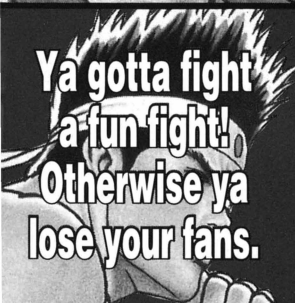
**Fighting shows
what one's all about.
If they live, that is...**



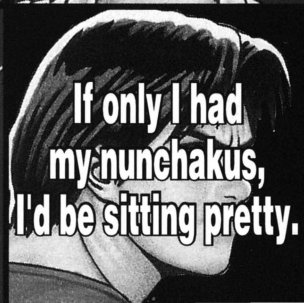
**Me and Andy?
Just like the shirt says,
"I'm with the dweeb."**



**I'm no fool at gambling!
I always put
my money on me.**



**Ya gotta fight
a fun fight!
Otherwise ya
lose your fans.**

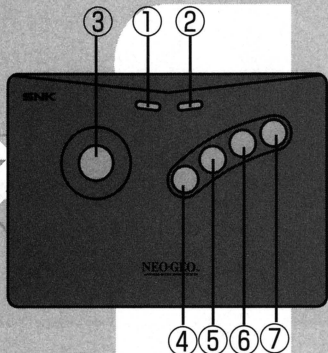


**If only I had
my nunchakus,
I'd be sitting pretty.**



**Art is finding the
perfect way to pummel
your opponent!**

USING THE CONTROLLER



① Select Button

Pause / Resume play

② Start Button

Starts game / "burst-in" play, continue play

③ Joystick

Basic character movement (move, jump, crouch, guard, etc.), item selection

④ Button A

Punch, plane movement, game settings

⑤ Button B

Kick, plane attacks

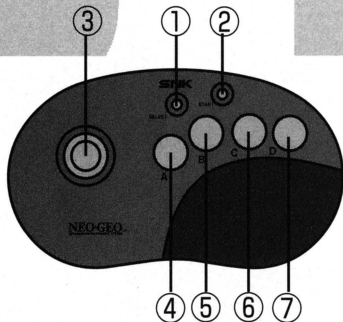
⑥ Button C

Power attack, opposite plane attack

⑦ Button D

Plane movement, plane return

※Settings for Buttons A to D can be changed by entering the "PAD CONFIGURATION" screen (See p. 13).



PLAYING THE GAME

[STARTING PLAY]

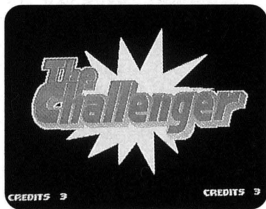
Push the START button during the opening sequence to call up the "MODE SELECT" screen. Move the joystick up or down to select "GAME START" and push Button A. After the playing instructions demonstration, select a character and your first opponent (computer player) with the joystick and push Button A to begin the game.

*Push any button (A to D) to skip the playing instructions demonstration.



[TWO-PLAYER & BURST-IN PLAY]

Press the START button on the Player 1 and Player 2 controllers to start Two-Player Play. During 1-player computer battles, press the START button on the unused controller to begin "Burst-In" 2-player battles.



[CONTINUE]

When you lose a match, the continue countdown will begin. Push the START button before the count reaches "0" to continue play.

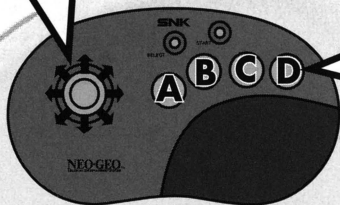
CHARACTER MOVES

Here's some basic character moves. The arrow marks [→] show directions to move the joystick for characters moving left to right. A to D abbreviate buttons.

★ Basic Moves

Joystick Basic Character Movement

- Forward → (→→ quickly for "Dash")
- Backward ← (←← quickly for "Flyback Retreat")
- Jump ↖ or ↑ or ↗ (Tap lightly to hop.)
- Crouch ↙ or ↓ or ↘ ("Crawl")
- Guard Move the joystick ← (Standing Guard) or ↙ (Crouching Guard) when attacked.



Button Character Attacks

	When opponent plane	When opponent is on a different plane
Button A	Punch	Plane movement Punch attacks
Button B	Kick	Plane movement Kick attacks
Button C	Power attacks	Opposite plane attacks
Button D	Plane movement	Plane return



★ SPECIAL MOVES

COMBINATION ATTACKS

COMBINATION ATTACKS By pushing A, B, then C buttons in sequence, create combination attacks ("Combos") with punches followed by kicks and vice-versa. Use various button combinations to create unique combinations to thrill your friends and surprise the neighbors.

PLANE ATTACKS

When an opponent is on the same plane, push A, B, then [→ + C] for a combination attack to bounce your opponent to the opposite plane. You can also add a supplemental attack using another Combo. (Possible with certain characters only.)

KNOCKDOWN RECOVER

When the Power Gauge reaches HPower or above, the moment you're knocked down, enter [← ↵ ↓ + D] to quickly escape to a different plane. This move, however, cannot be used against body tosses, Ultra Deadly Attacks, Hidden Power Attacks, or Guard Cancel Attacks.

KNOCKOUTS

Toss items available in each stage at your opponent to knock them silly and speed them to certain defeat. If the tables are turned and you get knocked out, move the joystick back and forth quickly while tapping buttons repeatedly to recover.

★ THE RELATIONSHIP OF THE POWER GAUGE TO SPECIAL MOVES

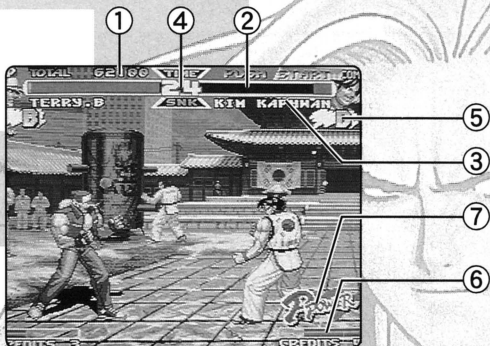
In response to the level of the power gauge shown in the lower part of the screen, you can take advantage of various special attacks.

POWER GAUGE LEVEL	H POWER	S POWER	P POWER
GUARD CANCEL ATTACK [BREAK SHOT]	○	○	○
ULTRA DEADLY ATTACK	×	○	○
HIDDEN POWER ATTACK	×	×	○



※Ultra Deadly Attacks, if the Life Gauge is flashing, can be used regardless of Power Gauge Display reading.

GAME SCREEN



① PLAYER SCORE

② LIFE GAUGE

(When the color changes from yellow to red, the gauge will flash. If it reaches "0", you lose.)

③ CHARACTER NAME

④ REMAINING TIME

(When it reaches "0", the player with the most life remaining wins.)

⑤ VICTORY MARK

⑥ POWER GAUGE

(Increases when combination attacks hit your opponent or when using special attacks and guards.)

⑦ POWER GAUGE DISPLAY

(Alternates among 3 types: H POWER, S POWER, and P POWER.)

OPTION MODE

In the "MODE SELECT" screen, move the joystick up or down to select "OPTION" and push Button A to call up the "CONFIGURATION" screen. Move the joystick up and down to select the item to change and move the joystick left or right to alter settings.

LEVEL

Change computer battle difficulty among 8 levels with "1" being the easiest and "8" the hardest.

GAME TIME

Change round times to 1 of 4 levels: 45, 60, 90 and ∞ (no time limit)

LANGUAGE

Change the language for screen message displays among 4 languages: Japanese, English, Spanish, and Portuguese.

PAD CONFIGURATION

Select this item and push Button A to call up the "PAD CONFIGURATION" screen to change controller button settings. Select the button setting to be changed by moving the joystick up or down and press the button you want to use. Push the SELECT button to return to the "PAD CONFIGURATION" screen.

EXIT

Select this item and push Button A to return to the "MODE SELECT" screen.



DEADLY ATTACK GUIDE

- H**... GUARD CANCEL ATTACK
(Possible when the Power Gauge shows HPOWER.)
- S**... ULTRA DEADLY ATTACK
(Possible when the Power Gauge shows SPOWER.)
- P**... HIDDEN ABILITIES
(Possible when the Power Gauge shows PPOWER.)

※All command descriptions are for characters moving right to left.

Terry Bogard

[Power Wave] ↓↘↘ +A

[Power Charge] ↔↘↘ +A

[Burning Knuckles] ↓↙↙ +A or C

[Crack Shoot] ↓↙↙ +B

[Rising Tackle] ↓ briefly, then ↑ +A

[Bashing Sway] ↓↘↘ +D

[Round Wave] ↓↘↘ +C

H [Power Dunk] →↘↘ +B

S [Power Geyser] ↓↙↙↙↘ +BC

P [Triple Geyser] ↓↙↙↙↘ +C

Andy Bogard

[Zan Ei Ken (Quicksilver Flash)] ↵→+AorC

[Sho Ryu Dan (Dragon Blast)] →↓↘+C

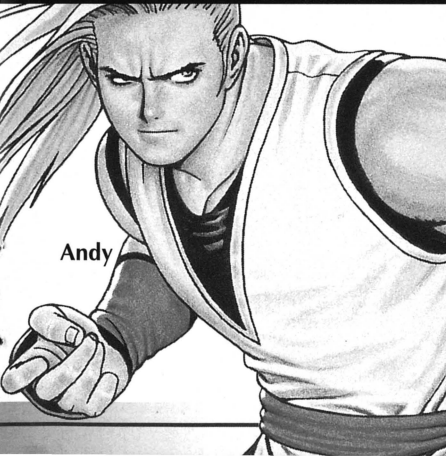
[Hi Sho Ken (Egg Beater Blast)] ↓↵↵+A

[Baku Shin (Exploding Shaker)] →↘↓↵↵+C

H [Ku Ha Dan (Sky Breaking Blast)] ↵↓↘→+B

S [Ultra Break Blast] ↓ briefly, then ↘→+BC

P [Quicksilver Break] ↵↓↘→+C



Joe Higashi

[Golden Heel] ↓↵↵+B

[Hurricane Upper] →↘↓↵↵+A

[Slash Kick] ↵→+BorC

[Pressure Knee] →↓↘+C

[Exploding Blast] A repeatedly

[Exploding Hurricane] →↘↓↵↵+C

H [Tiger Kick] →↓↘+B

S [Screw Upper] →↵↵↓↘+BC

P [Slide Screw] →↵↵↓↘+C

Tung Fu Rue

[Senshippo] ↓↙← +AorC

[Rage Rush] ↓↘→ +A

[Giant Power Wave] ↘ briefly, then → +C

H [Thousand Kicks] →↓↘+B

S [Iron Hurricane Pummel] →↘↓↑+BC

P ["Outrageous, Man" Blast] →↙↘↓↘↘ +C
pressed down



Laurence



Tung

Laurence Blood

[Kinder, Gentler Bloody Spin] ← briefly, then → +A

[Bloody Saber] (↓↘→+A)×3

[Bloody Axis] ↓↘→ +C

[Bloody Cutter] During Bloody Axis, push any Attack Button

[Bloody Shooter] During Bloody Axis, ↓↙↘ +any Attack Button

[Bloody Press] Near opponent, ← or → +C

H [Super Bloody Spin] ← briefly, then → +C

S [Bloody Flash] ↘←↙↘↘→↘ +BC

P [Certain-Death Bloodletter] ↓↘→↘↓↙← +C

Cheng Sinzan

[Light Avalanche Crunch] ← briefly, then → +B

[Belly Drum Blast] ↓ briefly, then ↑ +A

[Big Belly Blaster] → ↘ ↓ ↙ ← +B

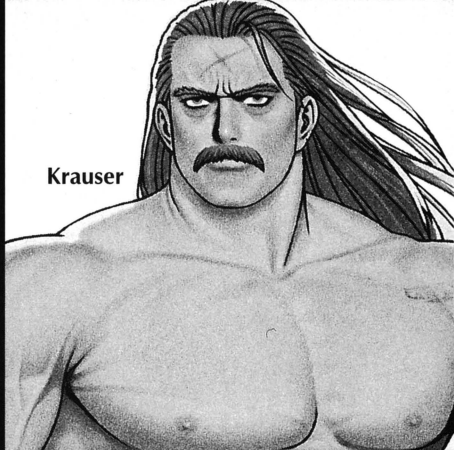
[Forward Thunderblast Powerball] ↓ ↘ ↗ +A

[Surface-to-Air Thunderblast Powerball] → ↓ ↘ +A

H [Deadly Avalanche Crunch] ← briefly, then → +C

S [Bursting Heavens Bopper] ↙ briefly, then ↓ → +BC

P [Collapse of Creation Burst] → ↘ ↓ ↙ ← +C



Krauser



Cheng

Wolfgang Krauser

[Blitz Ball (Upper, Lower)] ↓ ↙ ↘ +A or C

[Phoenix Thrust] ← ↙ ↓ ↘ → +C

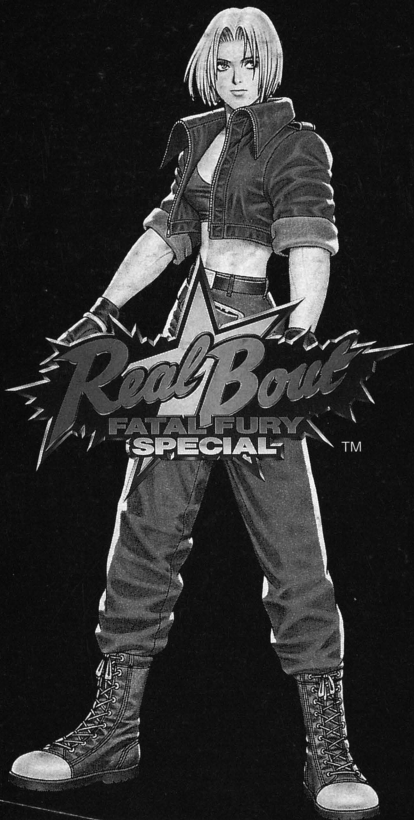
["To-the-Moon" Blow] → ↘ ↓ ↙ ← +B

[Dangerous Thrust] ← ↙ ↓ ↘ → +A

H [Leg Tomahawk] ↓ ↘ → +B

S [Kaiser Wave] ← briefly, then ↗ +BC

P [Gigantic Cyclone] → ↘ ↓ ↙ ← → ↘ ↓ +C



Mai

MAI SHIRANUI

[Kacho Sen (Butterfly Fan)] ↓ ↘ ↗ +A

[Crazy Kacho Sen (Wild Butterfly Fan)] ↓ ↘ ↗ +C

[Sunfire Samba] ↓ briefly, then ↑ +C

[Deadly Ninja Bees] ← ↙ ↓ ↘ ↗ +C

[Musasabi Mai (Squirrel Dance)] During jump, ↓ +AB

H [Dragon Flame Fandango] ↓ ↘ ↗ +A

S [Super Ninja Bees] → ↙ ↘ +BC

P [Wild Peony of Pain] → ↙ ↘ +C

DUCK KING

[Head Spin Attack] ↓↘→+AorC

[Flying Spin Attack] During jump, ↓↘←+A

[Duck Fake-Air] During jump, ↓↓

[Duck Fake-Ground] During dash, ↘+C

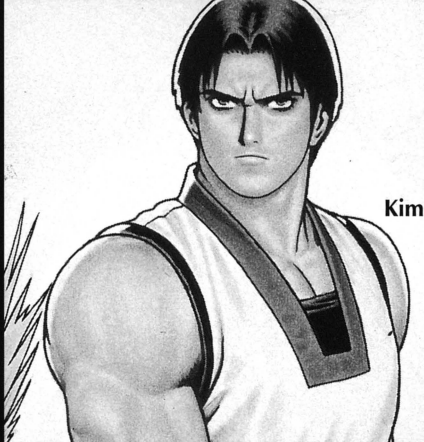
[Cross Head Spin] ↓↘←+D

[Break Storm] →↓↘+B

H [Dancing Dive] ↓↘←+B

S [Break Spiral] ←↘↓↘→↘↓+BC

P [Duck Dance] ↓↓+ABC



KIM KAP HWAN

[Crescent Moon Slash] ↓↘←+BorC

[Flying Slice] ↓ briefly, then ↑+B

[Hi Sho Ken (Egg Beater Blast)] During jump, ↓+B

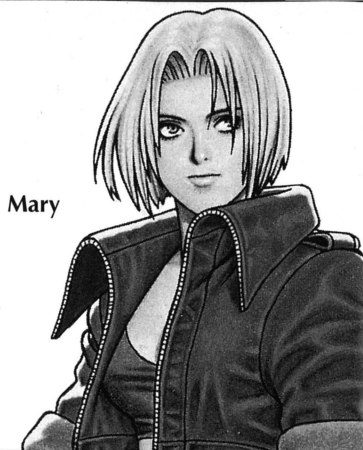
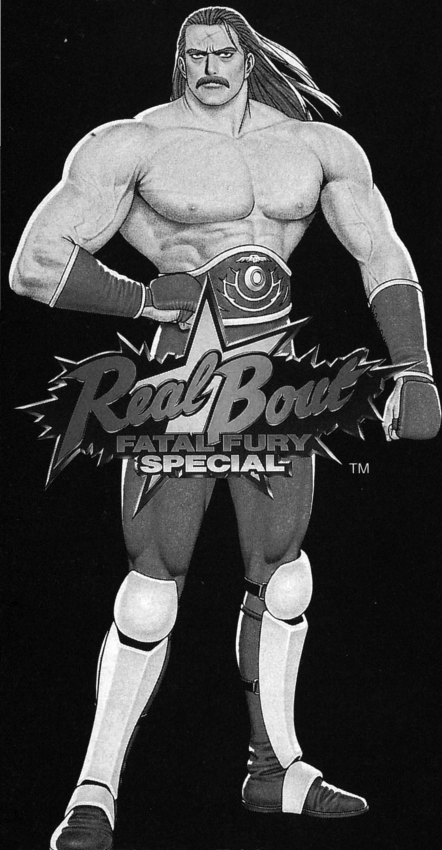
[Judgment Kick] During Hi Sho Ken, ↘+B

[Destruction Drubber] ↓↘←+A

H [Ku Sa Zan (Sand Blaster)] →↓↘+A

S [Rising Phoenix Dance] ^{During} jump, ←↘↓↘→+BC

P [Phoenix Flashdance] ↓↘←↘→+C



Mary

BLUE MARY

[Mary's Head Buster] ↓↙←+B

[Straight Slicer] ← briefly, then → +B

[Stun Fang] During Straight Slicer, ←→+B

[Stun Gun Smasher] ↓↙←+C

[Spin Fall] ↓↘→+A

[Real-Reality Back Drop] ↑^{Near opponent.}↘↘+AB

H [Vertical Arrow] →↘↘+B

[Mary's Snatcher] During Vertical Arrow, →↘↘+B

S [Mary's Splash Rose] →←↙↓↘→+BC

P [Typhoon Mary] ↑^{Near opponent.}→←↙↓↘→+C

HON FU

[Nine Dragons Drubbing] ←↙↓↘→+C

[Confident Counterattack] ↓↙←+C

[Heavenly Lightning on the Earth] ↘^{briefly, then} →+B

[Heavenly Lightning in the Sky] ↓↙←+B

[Sky of Fire Noogie (Weak)] →↘↙+A

[Fire Stallion] ↓↙←+A, then A repeatedly

H [Sky of Fire Noogie (Strong)] →↘↙+C

S [Exploding Glow] ↓↙←↘→+BC

P [Cadenza Storm] ↓↙←↘→+C



Hon Fu



Bob

BOB WILSON

[Rolling Turtle] ↓↙←+B

[Bison Horns] ↓^{briefly, then} ↑+C

[Frog Hunting] Combo~ ←↘→+BC

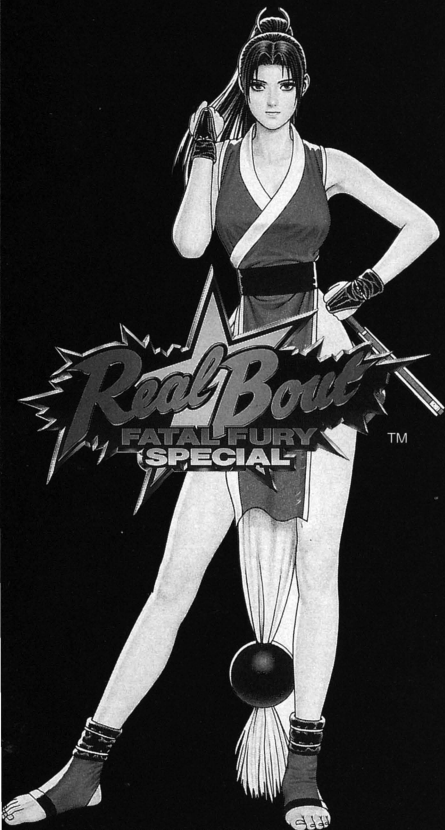
[Sidewinder] ↓↙←+C

[Wild Wolf] ←^{briefly, then} →+B

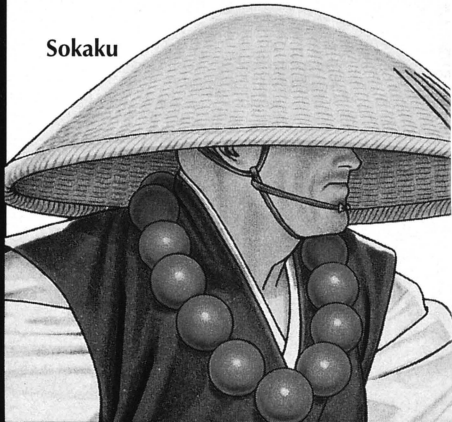
H [Monkey Dance] →↘↙+B

S [Dangerous Wolf] →↙↘↓↘→+BC

P [Mad Spin Wolf] ↓↙←↓↙←+C



Sokaku



SOKAKU MOCHIZUKI

[Lightning Bolt Blast] → ↓ ↘ +B

[Dance of Demons] A repeatedly

[Possession Explosion] → ← → +C

[Enter the Demon] Near opponent,
revolve joystick once +C

[The Wailer] → ↘ ↓ ↙ ← +B

[Makibishi Masher] ↓ ↘ → +A

[Vortex Inferno] ↓ ↙ ← +D

H [Wild Monkey Slash] ↓ ↙ ← +A

S [Thunder Boomer] → ↘ ↓ ↘ → +BC

P [Satanic Discharge] → ↘ ↓ ↘ → +C

JIN CHON SHU

[Emperor God Bop] →→ +A

[Eyes of Emperor Crunch] →↘↓↙← +AorB

[Empire Heaven Smash] →↓↘ +AorC

[Sight of Heaven Whop] ↓↘→ +AorC

[Imperial Exterminator] During jump, →↘↓ +B

H [Reverse Eyes of Emperor Crunch] →↘↓↙← +C

S [Emperor Blast] ↓↙←→ +BC

P [Empire Destiny Blow] ↓↙←→ +C



Chon Rei



Chon Shu

JIN CHON REI

[Emperor God Bop] →→ +A

[Imperial Disembodied Thrash] ↓↙← +B

[Eyes of Emperor Crunch] ↓↘→ +C

[Light Empire Heaven Smash] →↓↘ +A

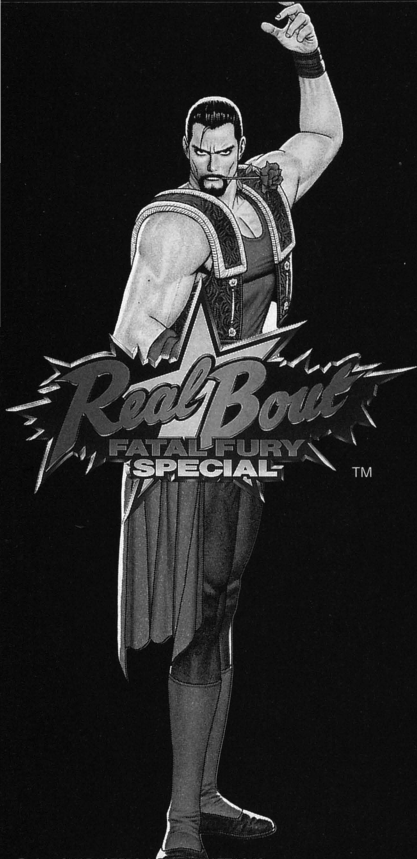
[Emperor Blast] ↓↙←→ +C

[Dragon Transformation] ↓↘→ +B

H [Powered Eyes of Emperor Crunch] →↓↘ +C

S [Empire Destiny Blow] →↙←↓↘ +BC

P [Emperor Roar Destroyer] →↙←↓↘ +C



Franco



FRANCO BASH

[Zapper] ↓↘→+A

[Golden Bomber] ↙ briefly, then →+C

[Guts Dunk] ↓↘→↗+B

[Waving Flow] ←↙↓↘→+D

H [Double Kong] ↓↙←+A

S [Megaton Scruncher] ↓↙←↙→+BC

P [Armageddon Buster] →↘↓↙←+C

BILLY KANE

[Whirlwind Wail] A repeatedly

[Sparrow Hunt] ↓↘←+A

[Power Hi Sho Bonk] ↘↓↘→+B

[Midsection Club Cruncher] ← briefly, then →+A

[Blazing Midsection Club Cruncher] During Midsection Club Cruncher, ←→+C

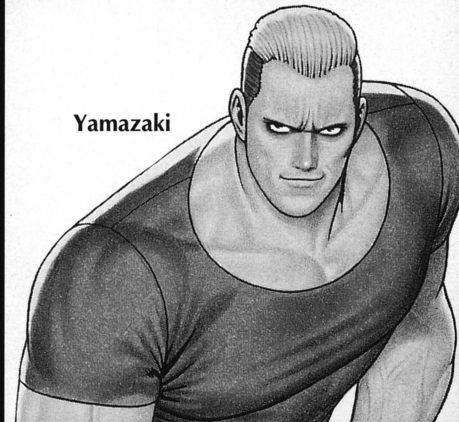
H [Fire Dragon Attack] ↓↘←+B

S [Super Fire Wheel] ↓↘→↘↓↘←+BC

P [Wall of Wind Scorchers] ↓↘→↘↓↘←+C



Yamazaki



RYUJI YAMAZAKI

[Forward Serpent Slash] ↓↘←+A or B or C held down

[Bomb Bopper] →←↓↑+C

[SadoMaso] ←↘↓↘→+B

[Double Return] ↓↘→+C

H [Judgment Dagger] →↘→+A

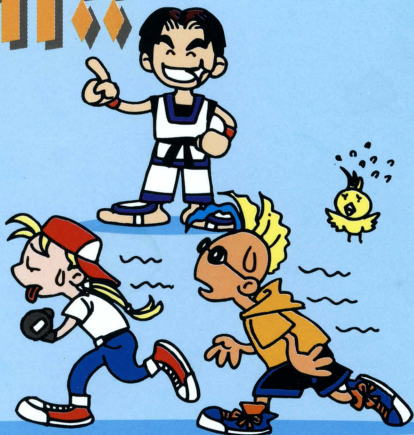
S [Guillotine] →↘↓↘→+BC

P [Drill] Near opponent, revolve joystick once+ C



Go on Fighting!!

HANG TOUCH AND FIGHT!!



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SNK CORPORATION

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