



Now, The Portal to a New Punchfest Opens. The Curtain Rises On The Long-Awaited New Chapter Of KOF!!!

*The System Has Changed! The Rules Have Changed!
The New KOF Nonpareil Is Right Here!!!*

◆Change Team Members As You Please, Even During Matches, with "Multi-Shift"!

If the Change Sign above the Power Gauge lights up during matches, you can substitute team members anytime you want! Push the "B & C" buttons or the "C & D" buttons simultaneously to substitute battling characters with waiting characters. And with a stock of Power Gauges, enter "↓↘→+B & C buttons simultaneously" or "↓↘→+C & D buttons simultaneously" to change characters while attacking opponents (uses up 1 Power Gauge)!!!

Don't miss it!

CHANGE OR

◆"Tactical Leader System" Decides Your Team's Destiny!

Choose 1 leader character out of the 3 characters you pick in Member Select! The leader character is different from other characters and you can use the especially mighty "Super Special Leader Move", more powerful than Super Special Moves! Does the use of the Leader Character hold the fate of the match?! Duh! "Each character comes with their own special "Super Special Leader Move."

◆Rounds Are History—The Match Goes On Even If Your Buddies Bite The Pavement!

Matches are one-fall, 3-on-3 team battles that go on until all team members are beaten! There's no fresh start like there was before when a character's knocked out. And each time a team member's defeated during a match, your maximum stock of Power Gauges increases by one. Should time run out, the match is decided by the remaining amount of life energy of the surviving members!!!

The Battle Screen



- 1 Active Character Cursor
- 2 Shows current player character in use.
- 3 Displays energy amounts for 3 characters. The leader character's life energy is shown in blue, while other characters' appear in yellow.
- 4 "Multi-Shift" (Normal Change, Change Attack) becomes possible only when illuminated.
- 5 Three characters share 1 gauge. The maximum number of stocks varies with the conditions of each team.
 - 3 Characters remaining : Maximum stock of 3.
 - 2 Characters remaining : Maximum stock of 4.
 - 1 Character remaining : Maximum stock of 5.

Basic Commands



- A Weak Punch
- B Weak Kick
- C Strong Punch
- D Strong Kick

Special Operations

Move the joystick when characters are facing right

Forward Dash	Tap the Joystick twice →→	Backward Dash	Tap the Joystick twice ←←
Razz	Push the START Button (Increases opponent's Power Gauge level)		
Normal Change	Push B & C or C & D buttons simultaneously (Possible only when the Change Sign lights up)		
Change Attack	Push ↓↘→ + the B & C or C & D buttons simultaneously (Possible only when the Change Sign is illuminated. Uses up 1 Power Gauge.)		
Emergency Evasion	Enter ← or → + A & B buttons simultaneously.		
Guard-Cancel Blowout Attack	Push the C & D buttons simultaneously while guarding (Uses up 1 Power Gauge)		
Fall Breaker	Push A & B simultaneously when your characters hit the ground.		
Normal Body Toss	Near opponent, enter ← or → + C or D.		
Body Toss Escape	Enter ← or → + C or D the moment when tossed (Succeeds when you push the same combination as your opponent).		

NEO GEO

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SOFTWARE DIP DESCRIPTIONS FOR "THE KING OF FIGHTERS 2003"

Initial Description Screen, Page 1

// K.O.F. '03 //	
▶ PLAY TIME	NORMAL
DEMO SOUND	WITH
HOW TO PLAY	WITH
DIFFICULTY	LEVEL 4
VERSUS LIMIT	WITHOUT
CONT. SERVICE	ON/ON
CREDIT/LEVEL	ON/OFF
BLOOD/FLASH	OFF/OFF ↓

Initial Description Screen, Page 2

// K.O.F. '03 //	
▶ LANGUAGE	ENGLISH
COUNTRY	OTHERS

<How to Change Settings>

- ① Move the joystick up and down to match the cursor to the item you want to adjust.
 ② Push the A button and proceed in the stated order to adjust settings.
 * From the item in [BLOOD/FLASH] on page 1, move the joystick down to transfer to page 2.
 * From the item in [LANGUAGE] on page 2, move the joystick up to go back to page 1.
 The display item on page 2 does not appear in Japanese and US cabinets.

<Game Settings> ★=Default Settings

[PLAY TIME] Sets the count down speed for the match time in five speed levels. SLOW→LITTLE SLOW→NORMAL(★)→LITTLE FAST→FAST
[DEMO SOUND] Determines whether sound is played during game demos. WITH(★)→WITHOUT
[HOW TO PLAY] Determines whether there is "How to play" demo or not at the start of the game. WITH(★)→WITHOUT
[DIFFICULTY] Changes game difficulty to 1 of 8 levels. LEVEL 1→LEVEL 2→LEVEL 3→LEVEL 4(★)→LEVEL 5→LEVEL 6→LEVEL 7→LEVEL 8
[VERSUS LIMIT] Determines the tournament limit. WITHOUT(★)→BEAT BY 10→BEAT BY 20→BEAT BY 30
[CONT. SERVICE] Determines whether Continue and Service Play are available. ON/ON(★)→ON/OFF→OFF/OFF
[CREDIT/LEVEL] Determines whether the credit and level displays are shown. ON/OFF(★)→OFF/ON→OFF/OFF→ON/ON
[BLOOD/FLASH] Determines whether "spurting blood" and "screen flashes" are shown during game play. ("screen flashes" are displayed when either a Super Special Move hit, a Counter hit, a Body Toss Escape, a Special Move KO, or a Super Special Move KO occurs.) OFF/OFF(★)→ON/ON→ON/OFF→OFF/ON
[LANGUAGE] Allows the display of game messages in 2 languages. (*1) ENGLISH(★)→SPANISH
[COUNTRY] Determines the Rating display (When set to "USA", warnings will be displayed such as "Violence-related wordings are included."). (*2) OTHERS(★)→USA

*1 : The [LANGUAGE] display item does not appear in Japanese and US cabinets.

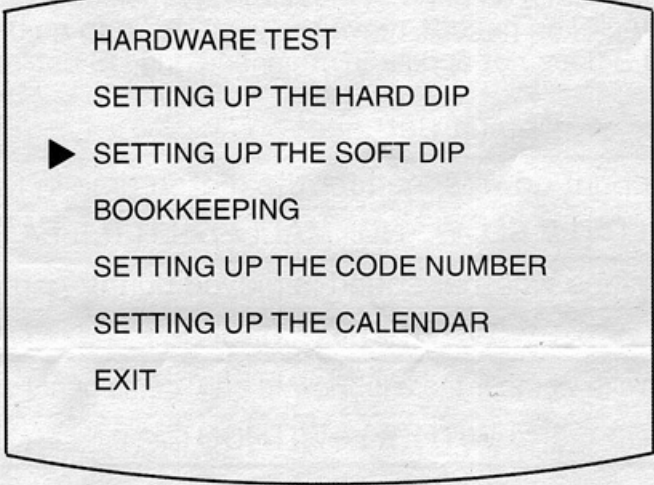
*2 : The [COUNTRY] display item does not appear in Japanese and US cabinets.

◆Memory cards cannot be used with this cartridge.

SETTING UP THE SOFT DIP ON THE MULTI VIDEO SYSTEM

- 1. TURN POWER ON.
- 2. PUSH THE TEST BUTTON INSIDE THE CABINET.
- 3. THE FOLLOWING SCREEN WILL APPEAR.

MOVE LEFT JOYSTICK UP/DOWN TO MOVE THE POINTER TO "SETTING UP THE SOFT DIP". PRESS "A" BUTTON TO SET.



HARDWARE TEST
SETTING UP THE HARD DIP
▶ SETTING UP THE SOFT DIP
BOOKKEEPING
SETTING UP THE CODE NUMBER
SETTING UP THE CALENDAR
EXIT

THE FOLLOWING SCREEN WILL BE DISPLAYED.



CABINET SET UP
▶ SLOT 1 (GAME TITLE)
SLOT 2 (GAME TITLE)
SLOT 3 (GAME TITLE)
SLOT 4 (GAME TITLE)
SLOT 5 (GAME TITLE)
SLOT 6 (GAME TITLE)

- 4. SELECT THE GAME TITLE YOU WANT AND PRESS "A" BUTTON TO VIEW THE SOFT DIP SETTING OF EACH INDIVIDUAL GAME.