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NEOP0093

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SNK



NEOGEO POCKET software cartridge

Supported by NGP COLOR

GREETINGS!

Thank you for your purchase of this NEOGEO POCKET software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for expanded entertainment. Keep this user's manual in a safe place.

*The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.



CONTENTS

PROLOGUE	2
BASIC COMMANDS	4
THE GAME SCREEN	5
BEGINNING GAME PLAY	6
GAME MODES	7
VS MODE	12
CHARACTERS & MIGHTY BOPS	13





PROLOGUE

The final year of the millennium,
2000 A.D. A mysterious invitation
makes its way to the famous female
fighters all over the world.

Written therein...



"2000 A.D. The QOF Tournament
opens! This competition victor
shall receive the totally true, totally
awesome 'Reward of K': a wish
that shall be granted, for sure.
Honest!"

Yours truly,
The Enigmatic "X"

P. S. 2

"All who receive this invitation
must come.

Or else! (And no guys allowed!)"

P. S.

"You only get one wish,
so make it count!"

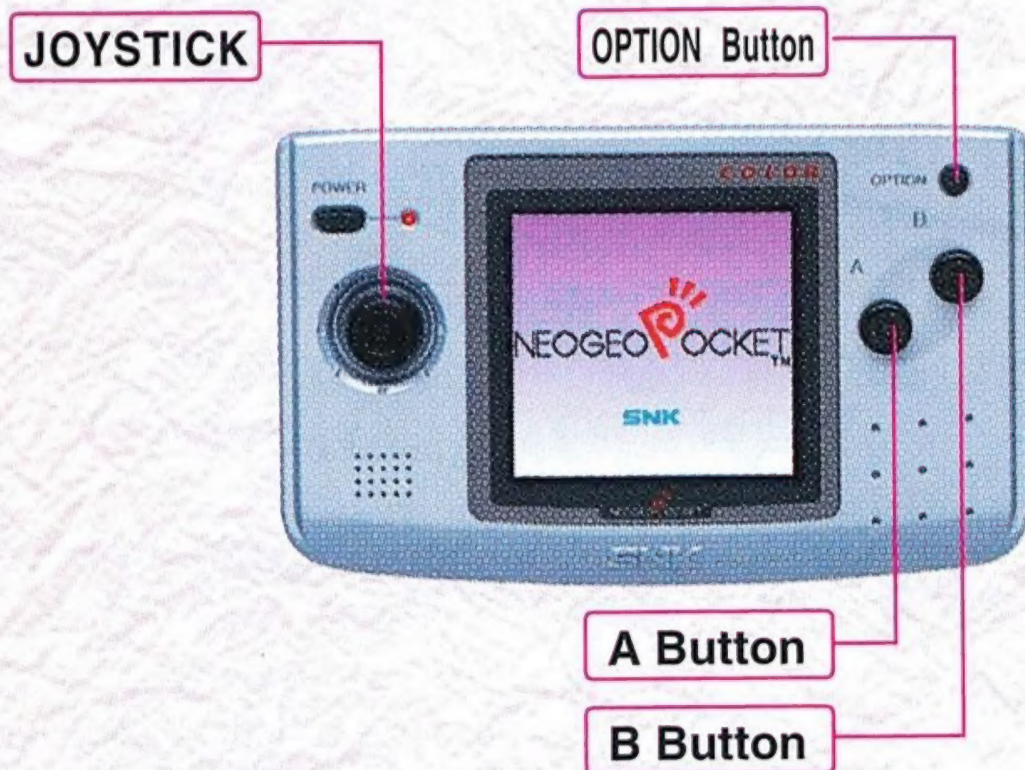
P. S. 3

"This game is fiction. All groups
and people appearing herein
bear no resemblance (well,
maybe a little) to the famous
game of a similar title. You
know, the one with a "K" in it!

What's QOF?

And what is the true identity of "X," sender of the mysterious
invitations?... At any rate, the gals' desires are rising! Here now
unrolls the final (at least scheduled) bare-all (well, not everything)
battle of self-interest this century will see!!!

BASIC COMMANDS



- JOYSTICK** Character movement/Cursor movement
- A Button** Punch (Tap for weak punch, push longer for strong punch)/Confirm selections
- B Button** Kick (Tap for weak kick, push longer for strong kick)/Cancel selections
- OPTION Button** Pause (Push again to resume play)

*Push the A, B and OPTION buttons simultaneously during play to reset the game.

THE GAME SCREEN



1 LIFE GAUGE

Shows the character's life energy. When all energy is gone, that character loses.

2 TIMER

Shows the remaining time in a round. If the timer reaches "0" without the round unresolved, the character with the most remaining life energy wins.

3 GAL GAUGE

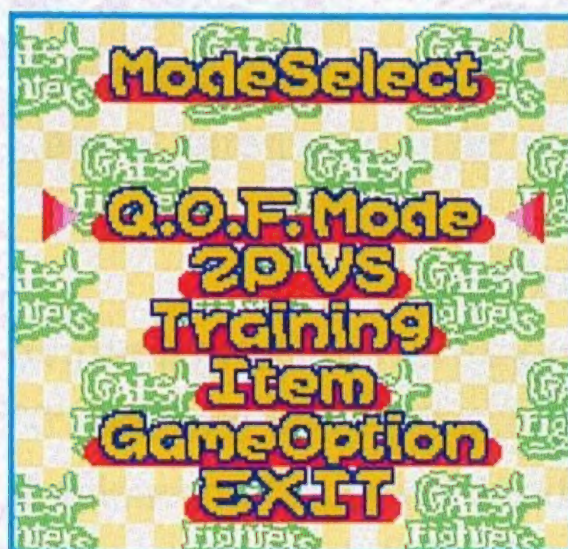
Rises when your character makes attacks or defends against an opponent's attacks. When the gauge is filled, you get a Stock, which is shown to the right of the Gal Gauge. (You can store up to 3 stocks.)

4 STOCK

Use up a Stock to activate a special attack like a Mighty Bop, Pretty Burst, etc.

BEGINNING GAME PLAY

Push the A button when the Title Screen appears to call up the Mode Select screen. Select an item with the joystick and push the A button to confirm your choice.



QOF MODE

A mode wherein you choose a desired character, enter commands, and battle your way through the "QOF" Tournament.

2PVS

A mode that requires the NEOGEO POCKET LINK CABLE (hereafter, the Link Cable) for 2-player competitions with another NEOGEO POCKET user.

TRAINING

A mode that lets you practice character moves. It re-creates various conditions during game play to practice moves.

ITEMS

Allows you to check items received during the game and equip characters with various items. With the Link Cable, you can trade items with another player.

GAME OPTION

Lets you change various settings and listen to sound effects and music from the game.

GAME MODES



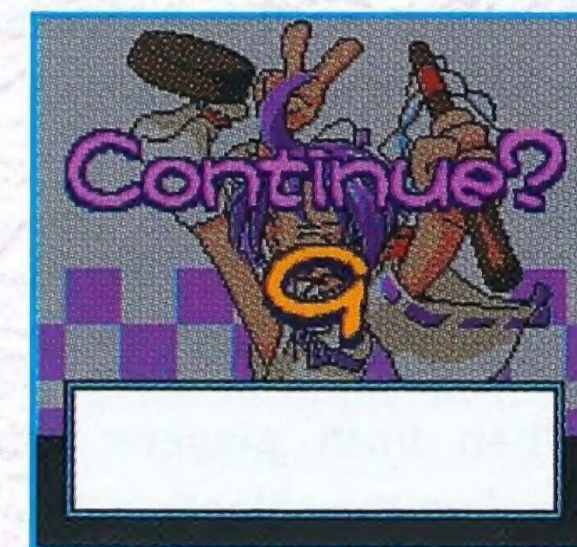
QOF MODE

A mode that lets you select one of your favorite characters and enter the "QOF" Tournament. When you choose a character and confirm your selection by pushing the A button, the Item Select screen appears. Select the item you want to equip your character with and when you confirm your choice, the game will begin.

(Characters do not possess items when the game first begins.)

CONTINUE

If you lose a match, you can resume play from where you left of by pushing the A button while the Continue screen is displayed.



VS MODE

This game lets you play 2-player games and trade items with the Link Cable. To use VS MODE, you must have the following items and follow the correct procedures listed below.

THINGS TO PREPARE

NEOGEO POCKET COLOR Main Unit . . . 2 units
SNK GALS FIGHTERS Software Cartridge . . . 2 cartridges
NEOGEO POCKET LINK CABLE . . . 1 cable

PROCEDURE

After checking that the 2 NEOGEO POCKET COLOR units are turned off, correctly insert the software cartridges.

Connect the 2 NEOGEO POCKET COLOR main units together with the NEOGEO POCKET LINK CABLE.

After you have confirmed these procedures, turn the units on and select "2PVS" or "ITEM" from the Mode Select screen.

WARNING

- Carefully check the slots and terminals when inserting and removing the Link Cable and software cartridge. If you use unreasonable force or insert either in the incorrect direction, you may break or damage the items.
- Do not insert or remove the Link Cable and software cartridge while the unit is turned on. It will destroy saved software data or unit data and cause unexpected damage, breakdowns, or breakage to the items.

CHARACTERS & MOVES

Battle Commands

Forward	→(→→quickly for "Dash")
Backward	←(←←quickly for "Back Dash")
Jump	↖ or ↑ or ↗
Crouching	↙ or ↓ or ↘
Attack	← or →+ A & B button simultaneously
Blow-Away Attack	↓+ A & B buttons simultaneously
Body Slam	Near opponent, ← or →+ A or B Button
Body Slam Escape	Push the A or B button while moving the joystick in any direction + A or B button
Knockdown Escape	Push the A, B buttons simultaneously before being knocked down
The Teaser	Push the OPTION button while moving the joystick in any direction.
Small Jump	Tap the joystick lightly in ↖ or ↑ or ↗ directions.
Big Jump	Push the ↙ or ↓ or ↘ for an instant then ↑ or ↗/or push ↑ or ↗ during the Dash.
Pretty Burst	↓↓+A & B buttons simultaneously

- *★Marks designate Mighty Bops.
- *Arrows show directions to move the joystick when the character is facing right.
- *Pushing the A and B buttons simultaneously during a guard enables the "Special Blow-Away Attack" (Exhausts all Gal Gauge power.)

What's the Pretty Burst?

The Pretty Burst is an attack you can use by spending 1 Stock from the Gal Gauge and is a unique, awesome attack that varies for each character. Just seeing how powerful these babies are is what all the fun is about!



NAME	SHELMY
WISH	"I want a luxurious new home for my hamster!"

PROLOGUE

The awakening of the Orochi halted, Shermie has lost her reason to live. At first, she was busily engaged in attempts to awaken the Orochi, but gave up because of his foul mood after being resurrected. She lives peacefully now with Yashiro and Chris. One sunny afternoon, a letter found its way to her. "Hmm. QOF?... Didn't get much out of KOF '99, so why not? Wonder who else will join? Sounds like fun! ...What's this? I can win a talisman? Now I'm pumped!" Finding a new purpose in life, Shermie prepares herself in high spirits.

SHELMY SPIRAL	←↙↓↘→+A (when caught in a body throw)
SHELMY SHOOT	←↙↓↘→+B
SHELMY AXE	→←→+B
★SHELMY CARNIVAL	←↙↓↘→×2+A (when caught in a body throw)
★SHELMY SPECIAL	↓↘→↓↘→+B



NAME	NAKORURU
WISH	"I just want to go home."

PROLOGUE

The Demon Incident over, Nakoruru passed calm days in Kamui Kotan. With the end of the long winter and the first warm rays of spring sunlight, a letter comes. "Hey, Nakoruru! Who's it from? What does it say?" "It's from the outside world. I'm not sure, but it looks like an invitation. Don't know where and when. It's from a different time! What is this?" "Hmm. Guess you can't go." "Looks like it." But when she tries to put the letter away, a blue light engulfs Nakoruru. She disappears in a flash! "W, Where?" Gathering her senses, Nakoruru finds herself in a strange land...

ANNU MUTSUBE	←↙↓+A
LELAM TSUBE	→↓↘+A
KAMUI RIMSE	←↓↙+A
★ERERUK KAMUI RIMSE	←→↘↓+B
★RIMURURU	→↘↓↙←→+B

This image shows a full page of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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