WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

Thank you for selecting this "ART OF FIGHTING™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

LICENSED BY

NINTENDO®, SUPER NINTENDO ENTERTAINMENT SYSTEM®, AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

TAKARA® ART OF FIGHTING™ © 1992 SNK

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL: 212-689-1212
CONTENTS

4 ... ART OF FIGHTING .. SYNOPSIS
6 ... USING THE CONTROLS
8 ... STARTING THE GAME (OPTIONS MODE)
12 ... BONUS STAGES
13 ... CONTINUE
13 ... THE SPIRIT GAUGE AND THE "RAZ" BUTTON
14 ... DESCRIPTION OF THE SCREEN
16 ... RULES OF THE GAME
18 ... BASIC PLAYER MOVES
20 ... INTRODUCTION TO CHARACTERS AND THEIR SUPER ATTACKS
28 ... POWER POINTERS
THE INVINCIBLE DRAGON, RYO SAKAZAKI. Trained from his infancy in the teachings of the mystical form of karate known as KYOKUGENRYU by his father. Ryo now lives with his beloved sister, Yuri.

THE RAGING TIGER, ROBERT GARCIA. At a young age, Robert was sent to learn the mysterious teachings of Takuma Sakazaki, master of the KYOKUGENRYU teachings and father to Ryo.

Takuma Sakazaki (present whereabouts unknown)

He was a Kyokugenryu karate teacher and the strongest fighter of his time.
The death of his wife, however, caused him to change dramatically. He disappeared, leaving behind two children, and now no-one knows where he is or what he is doing...

Old rivals

His wife, Ronnet (died in a car accident)

It is suspected that her death may have been the work of those who bore a grudge against Takuma.

Old rivals

Father and daughter

Ryuhaku Todo

Previously challenged Takuma to a battle and was defeated, which led to the ruin of his dojo. He feels a real hatred for Takuma for this.

Teacher and student

Lee Gakusu

A master of Chinese Kempo who once fought a battle for supremacy with Takuma. He is now 92 years old, and is still a force to be reckoned with.

Lee Pai Long

Was adopted by Gakusu when he was a child, and learnt the secrets of Chinese Kempo. No-one has ever seen behind his strange mask.

Father and son; also teacher and student

Yuri Sakazaki (recently kidnapped — whereabouts unknown)
The beloved sister of Ryo.

Brother and sister

Ryo Sakazaki

The disappearance of his strict but beloved father, and the kidnapping of his sister, has turned Ryo into a fighting master.

Teacher and student

Mr ???

Known as the "Invincible Fighter", his identity has remained a total mystery due to his powerful fighting skills. Is it possible that this living legend may one day be defeated?

Ryo despises Mr Big, who holds the South Town Street Fight in order to line his own pockets.
After the mysterious disappearance of Takuma and the death of Ryo's mother in a tragic accident, Robert looked after the young Ryo while remaining the boy's toughest rival. After a period of separation, these two meet once more to save the kidnapped Yuri, who is held in the urban jungle of SOUTHTOWN. Will these two save Yuri? Will they reveal the identity of the kidnappers? Hey, it's up to you!!!

Albert Garcia
An Italian businessman and a close friend of Takuma's.

John Crawley
He was famous for being a top-class fighter pilot when he was a captain in the navy. One day, however, he was shot in an unguarded moment down by the enemy, and Mr BIG saved his life. The day will no doubt come when he will repay the favour...

Micky Rogers
Smuggles military weapons that he receives from John - together they run a very profitable business. Could it be that his love of money was caused by something that happened to him in the past?

John Crawley
Close friends (Mr BIG saved Crawley's life)

Employer and employees

Partners in a smuggling operation

Linked by fate

Close friends and rivals

Robert Garcia
He is just as concerned about Yuri's safety as Ryo is. He prides himself on being Ryo's equal in combat.

Mr BIG
The organizer of the South Town Street Fight, and a man who uses his money for evil purposes. Ryo is a continual irritation to him, as he hasn't been able to get rid of him no matter how much money he spends.

Jack Tanner
Makes money by participating in Mr BIG's evil doings, and by hustling behind the scenes. However, he aims to eventually overthrow Mr BIG and take control himself.

King
The bouncer at a restaurant run by Mr BIG. He once had the bitter experience of being beaten in a fight by the gang led by Jack.
USING THE CONTROLS

L BUTTON

R BUTTON

CONTROL PAD

X BUTTON

A BUTTON

B BUTTON

Y BUTTON

SELECT BUTTON

START BUTTON

**CONTROL PAD:**

- Up ↑ Vertical jump
- Right and up → ↑ Jump forwards
- Right → Move forwards
- Right and down → ↓ Crouch
- Down ↓ Crouch
- Left and down ← ↓ Crouch
- Left ← Retreat
- Left and up ← ↑ Jump backwards

- Pushing the **CONTROL PAD** twice in rapid succession allows your character to dash (either forwards or backwards).
**X BUTTON:**
Punch button. Push repeatedly to increase your spirit gauge.

**Y BUTTON:**
Kick button. Push repeatedly to increase your spirit gauge.

**R BUTTON:**
Mainly used in conjunction with the A and B BUTTONS (the L BUTTON can also be used).
- X BUTTON and then R BUTTON—Power punch
- Y BUTTON and then R BUTTON—Power kick
- R BUTTON and X BUTTON together—Weaker punch
- R BUTTON and Y BUTTON together—Weaker kick

**A BUTTON:**
The “RAZ” button. Push this to reduce your opponent’s spirit gauge by a fixed amount.

**OPTIONS MODE:**
Use the OPTIONS mode to reset the order in which the buttons are used to suit your own preferences.
All the special attack messages that appear during game play are based on the normal arrangement of the Punch and Kick buttons. If you change the button arrangement in the OPTIONS mode, be sure to make a note of how the arrangement has changed. Please refer to page 9 for details about the OPTIONS mode.
Insert the game pak into your Super Nintendo Entertainment System and turn the power on. The ART OF FIGHTING title screen will be displayed. Press the START BUTTON to bring up the Game Mode Selection screen. You may now choose to play in 1P-Story Mode or 2P-Versus Mode, or enter the OPTIONS menu.
OPTIONS MODE

Choose an item by pushing up or down on the Control Pad, and then alter the setting by pushing left or right.

GAME DIFFICULTY:
Choose any of 8 increasingly difficult levels.

GAME TIME:
Sets the countdown timer for each round. There is no time limit if set to ∞.

ROUND:
Choose to play either 1 Round or 3 Rounds. The game is automatically set at 3 Rounds. When playing only 1 round, the first player to defeat the other player wins.

BUTTON CONTROL:
You can change and rearrange the three buttons used for Punch, Kick, and Throw into any order desired. Choices are made by pushing up/down with the Control Pad, choosing the item and then pressing the button you now want to use.

SOUND MODE:
Choose from either MONO, STEREO, or STEREO (EXP). STEREO (EXP) has an even better sound quality than STEREO.

When using a mono television set, select MONO. The game is normally set at STEREO. If STEREO is selected when using a mono television set, the sound may be patchy in places.

RETURN TO THE GAME SELECTION SCREEN BY PRESSING THE START BUTTON
SELECTING GAME MODES (STORY MODE)
Choose STORY MODE (1-Player) with the + CONTROL PAD and press the A BUTTON.

• STORY MODE
This mode allows you to choose from RYO or ROBERT. Battle the Southtown Bad Guys and save Yuri. Also experience the exciting BONUS STAGES and the dazzling story screens.

• SELECTING PLAYERS
Match the indicator to the desired character and push the A BUTTON. In STORY MODE you can choose from RYO or ROBERT.

SELECTING GAME MODES (1P VS COM MODE)
In 1P VS COM MODE, you can choose to fight using either RYO or ROBERT, and you can also choose the opponents you wish to compete against.
SELECTING GAME MODES (VS MODE)

Choose VS MODE with the + CONTROL PAD and press the A BUTTON.

* VS MODE

In VS MODE you can choose from 10 characters. It is also possible to choose the same character, too (i.e., Robert vs. Robert).
The Bonus Stage appears at various points in STORY MODE. In completing the Bonus Stage successfully, your power will increase and you will be taught a new Super Attack. After completing the Ultra-Super Attack screen, you should be able to master a new Super Attack.

BOTTLE CUT
Chop the necks off all of the soda bottles. If successful, your "SPIRIT" gauge will increase.

ICE PILLAR SMASH
Break all of the ice blocks in one blow. Do so, and your Power gauge will increase.

INITIATE SUPER FIRE BLOW
In a specified time, you must use a given Super Attack a given number of times. If you can do so, your Super Attacks will consequently become more powerful.
CONTINUE

When the Game Over indication appears on the screen, a number will appear on the screen. This is the number of times you can continue the game. When the counter reaches 0, the game is really OVER. CONTINUE is not applicable in 2-Player Mode (VS MODE).

“SPIRIT” GAUGE AND RAZ BUTTONS

After using your SUPER ATTACKS, your “SPIRIT” level will decrease. To restore your “SPIRIT”, press down either the X or Y BUTTONS. BUT BE CAREFUL! While restoring your “SPIRIT” power, you are vulnerable to attack. Use this function wisely.

To reduce the “SPIRIT” of your opponent, push the “RAZ” A BUTTON. Pushing this button allows your character to tease the opponent and reduce his energy.

- Successfully completing the BONUS STAGE will increase your SPIRIT and POWER gauges.
1) Player’s face.
2) SPIRIT gauge. CAUTION: Your SPIRIT will decrease based on the SUPER ATTACK you use. Based on your remaining SPIRIT level, the power of your SUPER ATTACK will be affected.
3) STRENGTH gauge. Based on the damage your player takes, the level will decrease. If your STRENGTH level is exhausted, YOU LOSE!!!
OF THE SCREEN

4) CURRENT SCORE. Displays your current score. In VS MODE, no score will appear.
5) MATCH TIMER. Displays time remaining in the current round.
   When the timer reaches 0, the round is over.
6) VICTORY MARK. Displays the number of rounds you have won or lost.
- Each match consists of 3 rounds. When a player wins 2 rounds, he wins the match.

- When the power level of either character is used up, that character loses. The winner is the player who is still standing.

- One round is made up of 60 counts. When the time limit is reached, the character with the highest STRENGTH level wins.
THE GAME

- In the event of a DOUBLE KNOCKOUT, the round will end in a draw. Neither character wins.

- In the event of a DOUBLE KNOCKOUT, there will be a maximum of 4 rounds until a winner is decided.

- At the end of a round, all STRENGTH and SPIRIT levels will be restored. Use all of your power and SPIRIT in the round, YOU’LL NEED IT!
BASIC PLAYER MOVES

The first step towards becoming the victor is to master the basic moves. Dash to move quickly. Guard to block your opponent's attacks. Co-ordinate button timing to make attacks stronger. Each character also has his own special attacks. It's up to you to perfect your skills in battle!

[Mr. Big cannot jump]
PUNCHES / BODY BLOWS / POWER PUNCHES
Press the X BUTTON to punch. Hold the R BUTTON down and press the X BUTTON to do a body blow attack. If you hit the R BUTTON straight after pressing the X BUTTON, you can do a power punch which will cause your opponent a lot of damage. However, when doing a power punch you cannot defend yourself as effectively, so you will be more vulnerable to an enemy counter-attack.

RAZZING YOUR OPPONENT
Press the A BUTTON and your character will go into the "RAZ" pose, which will reduce your opponent's SPIRIT level by a set amount. However, you are vulnerable to attack when in this pose, so only use it when there is a sufficient distance between you and your opponent. Use it in VS MODE to tease and raz your friend.

KICKS / LOW KICKS / POWER KICKS
Press the Y BUTTON to kick. Hold the R BUTTON down and press the Y BUTTON to do a low kick. If you hit the R BUTTON straight after pressing the Y BUTTON, you can do a power kick which will cause your opponent a lot of damage. However, when doing a power kick you cannot defend yourself as effectively, so you will be more vulnerable to an enemy counter-attack.

SPIRIT RESTORATION
If you hold either the X or Y BUTTONS down for a set period of time, you can restore your SPIRIT level. Once your SPIRIT level gauge has started increasing, you can release the button and the level will continue to increase. Restore your SPIRIT level when you have a breathing space and then attack with a special attack!

SPECIAL ATTACKS
Using different CONTROL PAD and button operations you can use each character's special attacks, which are very powerful. However, each time you use a special attack your character's SPIRIT level will go down by a set amount. Be careful - if you use a special attack when your SPIRIT level is too low, the attack will have a reduced range and power.

DASHING
If you press the CONTROL PAD rapidly twice in the direction of your opponent, your character will dash towards him. If you press the CONTROL PAD rapidly twice in the opposite direction, your character will dash away from your opponent.
CHARACTERS AND THEIR SPECIAL ATTACKS

Guide RYO or ROBERT through peril-filled SOUTHTOWN. Successfully defeat the 6 baddies who lie in wait and find where Yuri is being held. Discover and master your chosen characters SUPER ATTACKS. Meet the other mysterious Masters of Mayhem who hold Yuri. Uncover the DEEP DARK SECRET that is buried in the bowels of SOUTHTOWN!!!

THESE 10 POSSESSORS OF POTENT POWER AWAIT YOUR EVERY COMMAND. WHO IS THE STRONGEST?!!! IT'S UP TO YOU!!!

RYO
TODO
JACK
LEE
The real ruler of South Town

MR. BIG

The Invincible Fighter

MR. ???

KING

JOHN

MICKY

ROBERT
SON OF THE RESPECTED KYOKUGENRYU MASTER, TAKUMA SAKAZAKI. ORPHANED AT THE AGE OF 10, HE NOW LIVES WITH HIS KID SISTER, YURI. AFTER YURI IS KIDNAPPED, THE INVINCIBLE DRAGON IS AWAKENED IN HIM. HE PLUNGES HEAD-LONG INTO THE URBAN BATTLEZONE, SOUTHTOWN.

RYU GEKI KEN
(Great Ball of Fire)
\downarrow \rightarrow + X BUTTON

HIENSHIPPUKYAKU
(Legs of Flying Heat)
\rightarrow + Y BUTTON

ZANRETSU KEN
(Thresher Punch)
\rightarrow \rightarrow + R BUTTON
WHEN THE TIGER HOWLS, THE SUPREME FIGHT STARTS.

ROBERT GARCIA

Son of the multimillionaire ALBERT GARCIA. Sent to the world-famous IMPERIAL ACADEMY to study the mysteries of KYOKUGENRYU karate under the tutelage of ALBERT'S lifelong friend, TAKUMA SAKAZAKI. After the death of RYO's father, ROBERT watched over the young boy, providing him with friendship. ROBERT remains, however, RYO's ultimate rival.

KOH OH KEN
(Breath of the Tiger)
↓→→ + X BUTTON

HIENSHIPPUKYAKU
(Legs of Flying Heat)
→ + Y BUTTON

GENEIKYAKU
(The Great Spirit Kick)
←→→ + R BUTTON
THE JAPANESE FIGHTER

RYUHAKU TODO

Disciple of traditional Japanese Martial Arts and master of modern-fighting techniques. He stalks Southtown in search of worthy opponents.

KASANEATE (Layers of Lumps)

\[ \downarrow \rightarrow \rightarrow + \text{X BUTTON} \]

HARD PUNCH

\[ \text{R BUTTON} + \text{X BUTTON} \]

MUSCLES OF THE TERRIBLE TYPHOON

JACK TURNER

Known as the “Terrible Typhoon” and leader of the Southtown gang, the Black Cats. An agent of Mr. Big, with his body of steel and bubble-gum-blowing taunts, he devastates anyone who crosses his path.

Ultra-Drop Kick

\[ \leftarrow \rightarrow + \text{Y BUTTON} \]

Burning Knuckles

\[ \downarrow \rightarrow \rightarrow + \text{X BUTTON} \]

Sliding Kick

\[ \downarrow \rightarrow \rightarrow + \text{Y BUTTON} \]
Master of Chinese martial arts and noted expert of Chinese medicine, he now works as the director of the Southtown prison. A former adversary of RYO's father, he now faces the son.

**HYAKURETSUSEMPUKYAKU**
(Fanblade Kick)
\[ \uparrow \rightarrow + Y \text{ BUTTON} \]

**HYAKURETSU KEN**
(The Hundred Blows of Fist)
\[ \rightarrow \rightarrow \rightarrow + R \text{ BUTTON} \]

**TETSU NO TSUME**
(Iron Talon Slice)
\[ \downarrow \rightarrow \rightarrow + Y \text{ BUTTON} \]
- LOW ORBIT
\[ \downarrow \rightarrow \rightarrow + X \text{ BUTTON} \]

**ELEGANT THAI STYLE KICK BOXING MAGIC**

**KING**

Employee of the mysterious Mr. Big. From a childhood spent in Thailand, King mastered the fighting art, MUETAI. King is the bouncer at Mr. Big's restaurant, where he often is seen reading the works of Gertrude Stein.

**2-LAYER FLYING KICK**
\[ \uparrow \rightarrow + Y \text{ BUTTON} \]

**VENOM STRIKE**
\[ \rightarrow \rightarrow \rightarrow + Y \text{ BUTTON} \]

**REPPUKYAKU (Whirlwind Kick)**
\[ \downarrow \rightarrow \rightarrow + Y \text{ BUTTON} \]
CHAMPION OF THE DARK SIDE

MICKY ROGERS

The tragic pugilist whose hopes for a professional career were dashed after he accidentally killed a man. Currently he too stalks SOUTHTOWN searching for victims-on which to vent his frustration-and the ghost of Bob Marley.

ROLLING UPPER
\[\downarrow \rightarrow +Y\] BUTTON

BURNING UPPER
\[\downarrow \rightarrow +X\] BUTTON

A MADMAN WITH NO FEAR

JOHN CRAWLEY

The mad-dog Martial Arts Instructor. Referred to by his friends as the KILLING MACHINE. No one knows what his enemies call him, nor do they dare to ask.

FLYING ATTACK
\[\rightarrow \rightarrow +X\] BUTTON

OVERDRIVE KICK
\[\downarrow \rightarrow \leftarrow +Y\] BUTTON

MEGA SMASH
\[\downarrow \rightarrow \leftarrow +X\] BUTTON
The man who controls South Town from behind the scenes. He calls himself "Mr. BIG", but his real name begins with the letter "J".

His real name, age, and everything else about him is shrouded in mystery, and his face is kept hidden behind a demon's mask. He is known as the "Invincible Fighter".

---

**THE REAL RULER OF SOUTH TOWN**

**MR. BIG**

**THE INVINCIBLE FIGHTER**

**MR. ???**

---

**SUPER BLASTER**

\[ \downarrow \leftarrow \rightarrow \rightarrow \rightarrow +X \ \text{BUTTON} \]

**CROSS DIVE**

\[ \downarrow \leftarrow \rightarrow \rightarrow \rightarrow +X \ \text{BUTTON} \]

**RYU Geki Ken**

(Great Ball of Fire)

\[ \downarrow \leftarrow \rightarrow \rightarrow +X \ \text{BUTTON} \]

**Hienshippuyaku**

(Legs of Flying Heat)

\[ \rightarrow \rightarrow +Y \ \text{BUTTON} \]

**Zanretsu Ken**

(Thresher Punch)

\[ \rightarrow \rightarrow \rightarrow +R \ \text{BUTTON} \]
POWER POINTERS

The game is divided into 8 difficulty levels, from 1 (EASY) to 8 (HARD). It is possible to look at enemy character Super Power Attacks when you clear the game at each difficulty level. For example, if you clear STORY MODE with the difficulty level set at 1, you can learn what KARATE’s Super Power Attack is at the end of the ending sequence.

When you’ve cleared all the levels, you will have learned all the enemy character Super Power Attacks, which will give you the winning edge over your friend when playing in VS MODE.
SUPER POWER ATTACK

RYUKORANBU (FINAL COUNTER ATTACK)

↓↓ → + R BUTTON → X

(can only be used when your STRENGTH GAUGE is low)
90-DAY LIMITED WARRANTY

TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold "as is," without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the TAKARA software product has arisen through abuse, unreasonable use, mistreating or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate TAKARA. Any implied warranties applicable to this software product including warranties of merchantability and fitness for particular purpose, are limited to ninety (90) days period described above. In no event will TAKARA be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this TAKARA software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Published by TAKARA U.S.A.CORP.
230 Fifth Ave. New York, NY 10001
TEL: 212-689-1212