NEOGEO BATTLECOLISEUM ™

User Manual

⚠ Caution

In order to ensure that this product may be used safely, please make sure that this manual is read and fully understood in advance. Following this, please keep the manual in a readily-accessible location for easy reference.

SEGA ®

NEOGEO BATTLE COLISEUM   User Manual

●Contents●

Introduction

Thank you for purchasing NEOGEO BATTLE COLISEUM ™.

This manual has been written for managers and administrators of this product, and in addition to details regarding administration, maintenance, and inspection, it also covers instructions on how the product may be used safely. Please ensure that only persons having read and fully understood this manual be allowed to operate, manage, or maintain this product. Also, this manual should be kept in a secure place so that it may easily be referred to when necessary during routine operation.

Please note that the content of this manual is subject to change without notice in accordance with improvements to the product.

▬ Please read this manual before use. ▬

In order to ensure that this product may be used safely, please ensure that this manual is read and fully understood in advance. Please contact one of the following if this manual is misplaced, if inaccuracies are noticed, or if you have any other comments or suggestions.

SEGA Corporation

Addresses and contact numbers correct at time of going to press in July 2005.

1. Safety Precautions

⚠ CAUTION

In order to avoid breakdown, please ensure that the power is turned off before insertion or removal of a ROM cartridge.

2. Accessories

# 3. Inserting and Removing ROM Cartridges

Note Please ensure that the power is turned off before insertion or removal of a ROM cartridge.

Removal

Grip the ROM cartridge by its two tabs and lift out of the cartridge slot.

Insertion

Check that the ROM cartridge is correctly oriented then insert into the cartridge slot. Press down Point 1 until a clicking sound is heard.

①

Tab
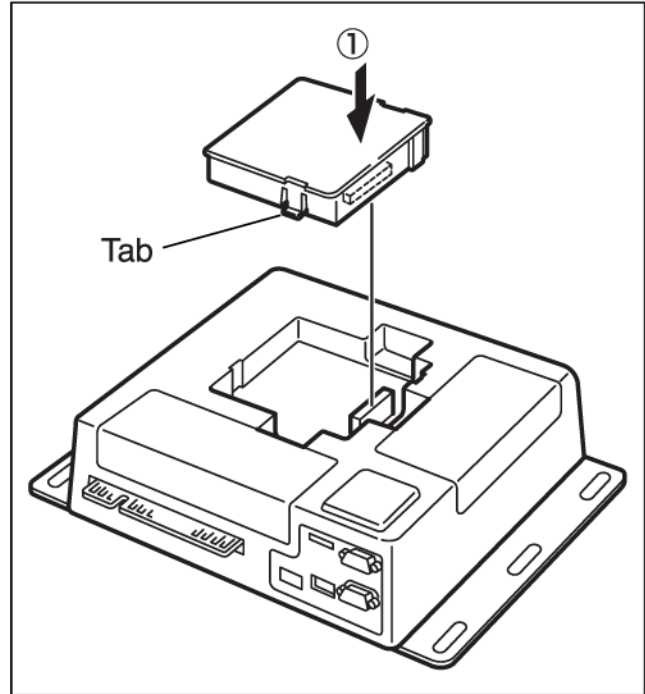
Screen Transition After Insertion

If the ROM cartridge has been inserted correctly, screen transition will occur in the following sequence and the game will then be displayed.
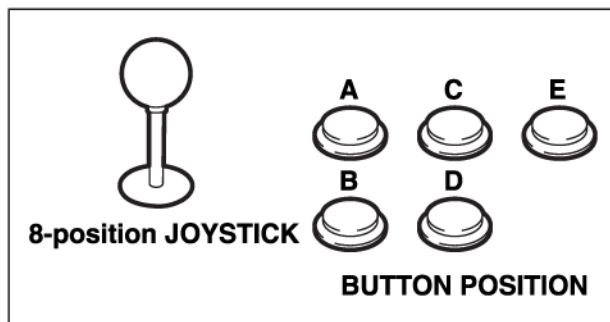
Power on
↓
Boot logo
↓
Notice: All Backup Data Was Cleared
↓
SEGA logo
↓
ADX logo
↓
SNK PLAYMORE logo
↓
Game title
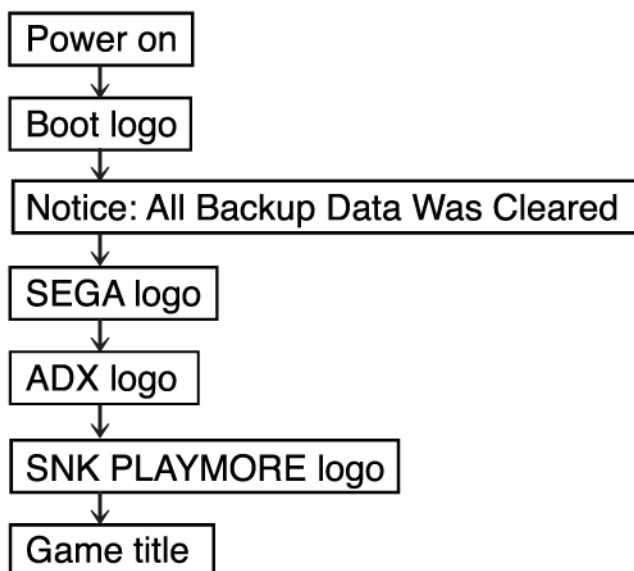
4. How To Play

●Control System

Control Panel

The arrows indicating joystick moves in Command Instructions below are for characters facing right. Move the joystick reversely for characters facing left.

8-position JOYSTICK

A   C   E
B   D

BUTTON POSITION

Basic Commands

■**FORWARD** : ➡

■**BACKWARD and GUARD(when an opponent attacking)** : ⬅

■**CROUCH** : Push the joystick down ⬇ or ↙ or ↘

■**JUMP** : Push the joystick up ⬆ or ↖ or ↗

■**LIGHT PUNCH** : Push the A button

■**LIGHT KICK** : Push the B button

■**STRONG PUNCH** : Push the C button

■**STRONG KICK** : Push the D button

■**TAG OFF** : Push the E button

■**PROVOCATION** : Push the Start button

Special Commands

■**STEP** : ➡➡ quickly

■**BACK STEP** : ⬅⬅ quickly

■**BIG JUMP** : Push the joystick down ⬇ briefly then up⬆, or push ↙ briefly then ↗ or ↖ or push ↘ briefly then ↗ or ↖ (or push the joystick ↗ during a Step)

■**TACTICAL STEP** : Push the A & B buttons simultaneously (Expends Power Gauges)

■**GUARD CANCEL STEP** : During guard, ➡➡ quickly (Expends Power Gauges)

■**GUARD CANCEL SWITCH** : During guard, push the E button (Expends Power Gauges)

■**NORMAL BODY SLAM** : Near opponent, move joystick to the neutral position (N) or ➡ or ⬅ + C & D buttons simultaneously

■**BODY SLAM ESCAPE** : Push the C & D buttons simultaneously the instant you're caught in a Normal Body Slam

■**FALLBREAKER** : Push the A & B buttons simultaneously before being knocked down

■**SUPER SPECIAL MOVE** : Enter designated commands (Expends Power Gauges)

●Control System

Special Commands (Continued)

■DOUBLE ASSAULT：Enter the ↓↘→ + E button command when the message appears.

Players can use joint attacks with teammates that can be activated when the "D-ASSAULT OK" message appears above the Power Gauge. A successful attack lets you steal regenerating life energy from your opponent. This can be used repeatedly during battles when the necessary conditions are met.

■AUTO CHARGE：Activated in the fighting character if no tag-off is made during a given amount of time.

If a player character continues to fight without using a tag off for a given length of time, this activates Auto Charge and the Power Gauge rises automatically. Auto Charge ends once a Tag-Off or Double Assault is performed. This can be used repeatedly during battles when the necessary conditions are met.

■HYPER CHARGE：Activated in waiting teammates when a Double Assault hits opponents.

Successful Double Assaults activate Hyper Charge in waiting teammates. Tag off and the waiting teammate becomes the fighting character who battles with increased power for a given amount of time (the Life Gauge changes at this time, too). The effect lasts 10 seconds after Hyper Charge activation, but can be extended up to 20 seconds by delaying the tag off. If players tag off or make a Double Assault during this time, however, Hyper Charge ends.

●Game Rules

The game starts once players select the two characters for their tag team. The rules for CPU Battles (against the computer) and VS Battles (two-player games) vary as follows:

■RULES FOR CPU BATTLES

・In Tag Matches, a team loses when either teammate is defeated.
・Players battle one computer team after another during the time limit*,
　defeat them, and try to ・reach the boss character.
・Once time runs out, the player wins regardless of remaining life energy
　and enters the battle with the boss character.
・Only in the boss battle do characters with the most life energy remaining
　win should time run out or there is a double knockout.

■RULES FOR VS BATTLES

・These matches follow a Death Match Rule in which teams fight until both members are defeated.
・If time runs out, the player with the most life energy remaining wins.

4. How To Play

●Screen Settings

1. Time Remaining :
Displays time remaining in the round. The round ends when time runs out.

2. Life Gauges :
The green gauge shows remaining energy.   The character loses by KO when this runs out.
The red gauge rises when characters rest.

3. Character Name :
Displays the names of the Tag Team members.

4. Various Messages :
Messages display Counter Hit or Guard Crash results and Combo Hit counts.

5. Power Gauges :
Displays gauges and power stocks needed to perform special actions like Super Special Moves.
Once conditions for Auto-Charge activation or Double Assault are met (see p. 5), the "AUTO CHARGE" or "D-ASSAULT" messages will appear respectively above the Power Gauge.

5. System Menus

The ATOMISWAVE System Menu is activated with a push of the cabinet's test switch.

■ **TEST SWITCH** : Select items with the arrow cursor (▶).
■ **SERVICE SWITCH** : Activates the selected item.

*For details concerning the ATOMISWAVE System Menu, refer to the instruction manual for the ATOMISWAVE System Board.

① COIN SETTINGS (SYSTEM MENU → COIN SETTINGS)

The initial settings for the COIN SETTINGS of this software are listed below. Any of these settings can be changed to meet your particular requirements.

■GAME MODE   : NORMAL

■COIN CHUTE TYPE   : COMMON

■COIN #A   : 1 COIN 1CREDIT 1COIN CONTINUE

■COIN #B   : 1 COIN 1CREDIT 1COIN CONTINUE

■PRESET SITUATION   : NORMAL

② I /O TEST (SYSTEM MENU → TEST MODE → I /O TEST)

This confirms the operations of the control panel joystick and button connections. This software uses the START button, an 8-position joystick, and the 5 buttons A to E. To exit the I/O test, push and release the SERVICE switch to exit the program.

7

6. Game Settings

The various game settings can be altered by selecting GAME SETTINGS within the CONFIGURATION mode within the SYSTEM SETTINGS menu of the ATOMISWAVE.

① COMMANDS FOR THE GAME SETTINGS SCREEN
■**TEST SWITCH**·········· Moves the cursor
■**SERVICE SWITCH**······· Changes the selected item

② GAME SETTINGS
Allows you to make various game settings.

■**PLAY TIME**：Lets you determine the duration of the time limit. The initial setting is "NORMAL".
  (Slow) SLOW LITTLE SLOW **NORMAL** LITTLE FAST FAST (Speedy)
■**DIFFICULTY**：Sets the CPU character's strength. The initial setting is "NORMAL".
  (Easy) BEGINNER VERY EASY EASY **NORMAL** HARD VERY HARD HARDEST (Difficult)
■**HOW TO PLAY**：Determines if command descriptions are displayed when the game begins.
The initial setting is "ON".
    ON OFF
■**CONT. SERVICE**：Lets you switch Continue and Continue Service on or off.
The initial setting is "ON/ON".
    ON/ON ON/OFF OFF/OFF
*The message on the left side of the slash (/) refers to the Continue settings while the message on the slash's right side represents the Continue Service.
■**BLOOD**：Lets you turn the display of blood during the game on or off. The initial setting is "ON".
    ON OFF
■**VERSUS LIMIT**：Lets you determine χcontinuous winɟ requirements.The initial setting is "WITHOUT".
    WITHOUT BEAT BY 10 BEAT BY 20 BEAT BY 30 BEAT BY 1
■**BUTTON SETTINGS**：Lets you change the command assignments for buttons.

1P	**A/LIGHT PUNCH : SHOT 1**	Sets the light punch button for the cabinet.
	B/LIGHT KICK : SHOT 4	Sets the light kick button for the cabinet.
	C/STRONG PUNCH : SHOT 2	Sets the strong punch button for the cabinet.
	D/STRONG KICK : SHOT 5	Sets the strong kick button for the cabinet.
	E/CHANGE : SHOT 3	Sets the Tag Off button for the cabinet.
2P	**A/LIGHT PUNCH : SHOT 1**	Sets the light punch button for the cabinet.
	B/LIGHT KICK : SHOT 4	Sets the light kick button for the cabinet.
	C/STRONG PUNCH : SHOT 2	Sets the strong punch button for the cabinet.
	D/STRONG KICK : SHOT 5	Sets the strong kick button for the cabinet.
	E/CHANGE : SHOT 3	Sets the Tag Off button for the cabinet.

■**RETURN TO FACTORY SETTINGS**：Returns all options in GAME SETTINGS to their initial settings.
■**SAVE&EXIT**：Saves all changes and takes you out of the GAME SETTINGS screen.