

SEGA  
**GENESIS**  
16-BIT CARTRIDGE



# KING OF THE MONSTERS

KING OF THE MONSTERS TM 1991 SNK

## INSTRUCTION MANUAL

**TAKARA**®







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## **EPILEPSY WARNING**

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A very small percentage of individuals may experience epileptic seizures when exposed to certain-light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.



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## HANDLING YOUR CARTRIDGE

- \* The Sega™ Genesis™ Cartridge is intended for use exclusively for the Sega Genesis System.
- \* Do not bend it, crush it, or submerge it in liquids.
- \* Do not leave it in direct sunlight or near a radiator or other source of heat.
- \* Be sure to take an occasional recess during extended play, to rest yourself and the cartridge.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.



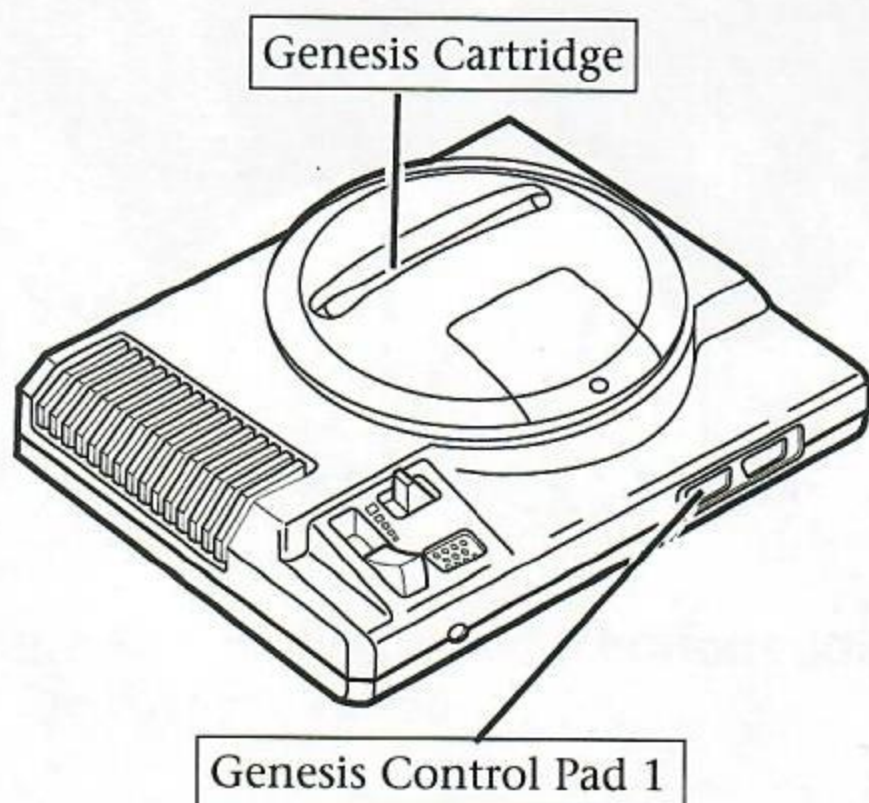
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# STARTING UP

1. Set up your Genesis system as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Insert the KING OF THE MONSTERS game cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few seconds, the SEGA screen appears.
4. Press Start to continue.

**Important:** If the SEGA screen doesn't appear, turn the power switch OFF. Check to make sure that your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure that the power switch is turned OFF before inserting or removing the SEGA cartridge.





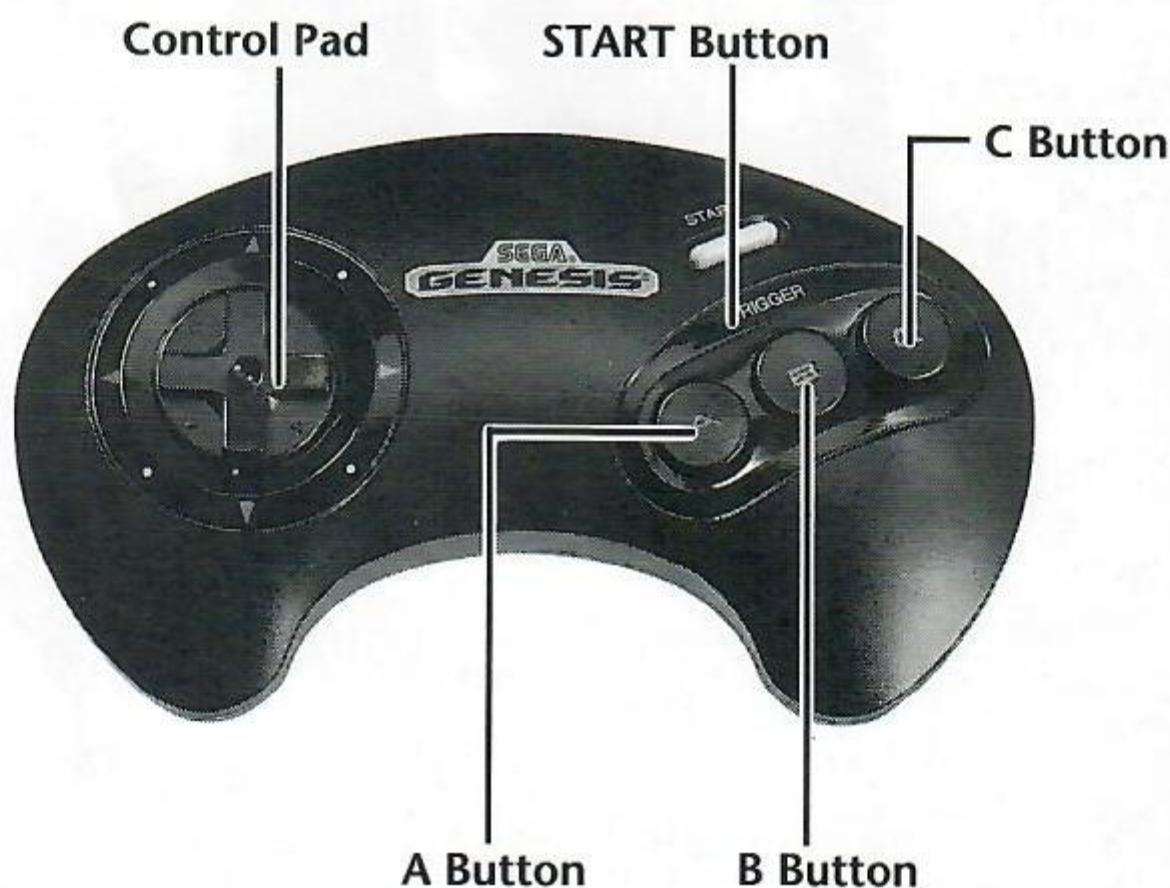
# PROLOGUE

Our planet in the near future.....

As our civilization advanced technologically and through the passage of time, the earth experienced a gradual decline.....Unexpectedly, this vast earth came to a surprising halt. Suddenly Super Monsters unimaginable to the human mind began to appear all over the world! This crazy universe gave birth to these quick transforming Supercreatures!!!! Super Monsters that would mercilessly destroy building after building. Super Monsters that would ignore the frenzied panic of the people. No human military came close to their power! Some time later the Monsters began to ask themselves, "Who is the strongest one among us?" .....And thus began the great power battle between the Monsters..... Eventually, the ultimate natural destruction site. "The Land of Civilization," became the final battleground for the 4 victorious Superpower Monsters.

# TAKING CONTROL

- **Control Pad**  
To move the character in the direction indicated.
- **START Button**  
To start or pause the game.
- **A Button**  
To punch
- **B Button**  
To kick
- **C Button**  
For a speed dash
- **A + B button**  
To jump



\* By pressing and holding A and B buttons down, you can use the Power Weapon.



# STARTING THE GAME

Use the Control Pad to choose one of the 4 different Super Monsters from the MONSTER SELECTION SCREEN: Astro Guy, Geon, Rockey, or Beetle Mania. Now choose to fight against the computer or another player.

To clear each Battle Stage, you must defeat your Monster opponent. And don't forget that destroying the City means more points added to your score.



# MEET THE MONSTERS

## ASTRO GUY

Instead of preventing the reign of terror with his huge fists and mighty torso, Astro Guy causes just as much, if not more, destruction as the Monsters he's trying to stop. A perfect case of all brawn, no brains.

***Power Weapon: FLASH WAVE***





## GEON

Global warming melts the glacier that has kept Geon frozen in suspended animation for thousands of years. Now he's awake, with centuries of destruction to make up for. With his sharp horn and powerful tail, he delights in crushing Cities to rubble for the fun of it.

***Power Weapon: FLAME CRUSHER***

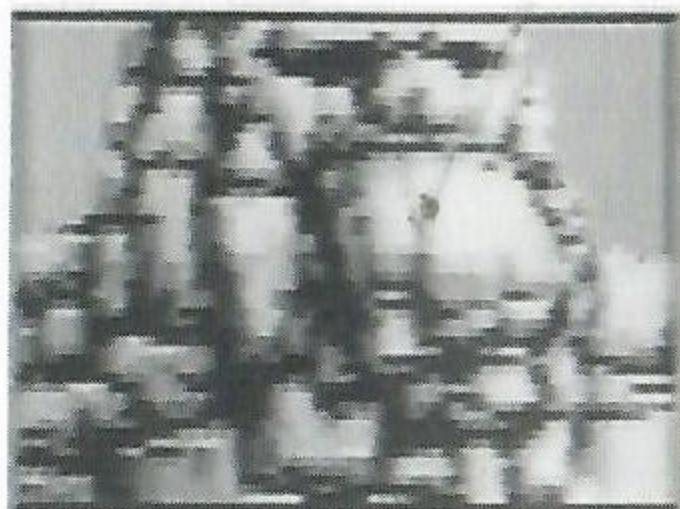




## ROCKEY

It's like watching a Mountain sprout arms and legs. That's Rockey, and even Mother Nature quakes to see this ton of stone lumbering along, smashing flat everything in his wake.

***Power Weapon: ROCKEY BOMBER***





## BEETLE MANIA

This huge, mutated Beetle grew up in the Rain Forest, but now he's looking for new places to destroy. Full of anger, and with no intelligence to speak of, this is a powerful foe to encounter.

***Power Weapon: BEETLE MISSILE***





# HOW TO PLAY

## 1 Player:

Select one of the four Monsters, then eliminate the rest by defeating them in battle. Every time you strike your opponent, his LIFE GAUGE is reduced in power. When he becomes weak, hold him down for a count of 3 to win and move on to the next level. Each Stage level takes place in a different City, which is full of buildings and objects that can be destroyed for added points.



## 2 Players:

Each player chooses their own Monster and may now fight one another. The players can also choose their favorite Stage levels as well.

# OPTIONS



## Changing the Game Setting

Having chosen OPTION, push the Control Pad up or down to select a Game Setting. Pushing the Control Pad left or right changes the setting.

## GAME TIME

Up to 9 minutes of Battle time may be selected.

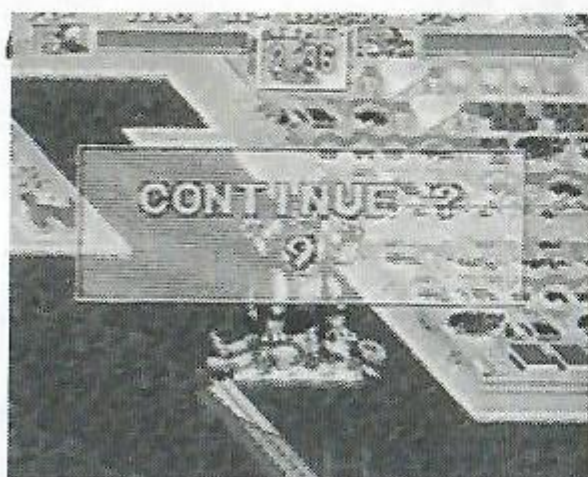
## EXIT

Push the Start button to begin the game with the settings chosen.

\* On the ending title screen, LEVEL MANIA, TIME 3:00, CONTINUES (up to 3 times) and game victory are displayed.



# CONTINUE



## Continue

Choose the number of Continues you want. These will let you come back and try again when you've been defeated in battle. You must press the Start button to Continue before the time limit on screen runs out.

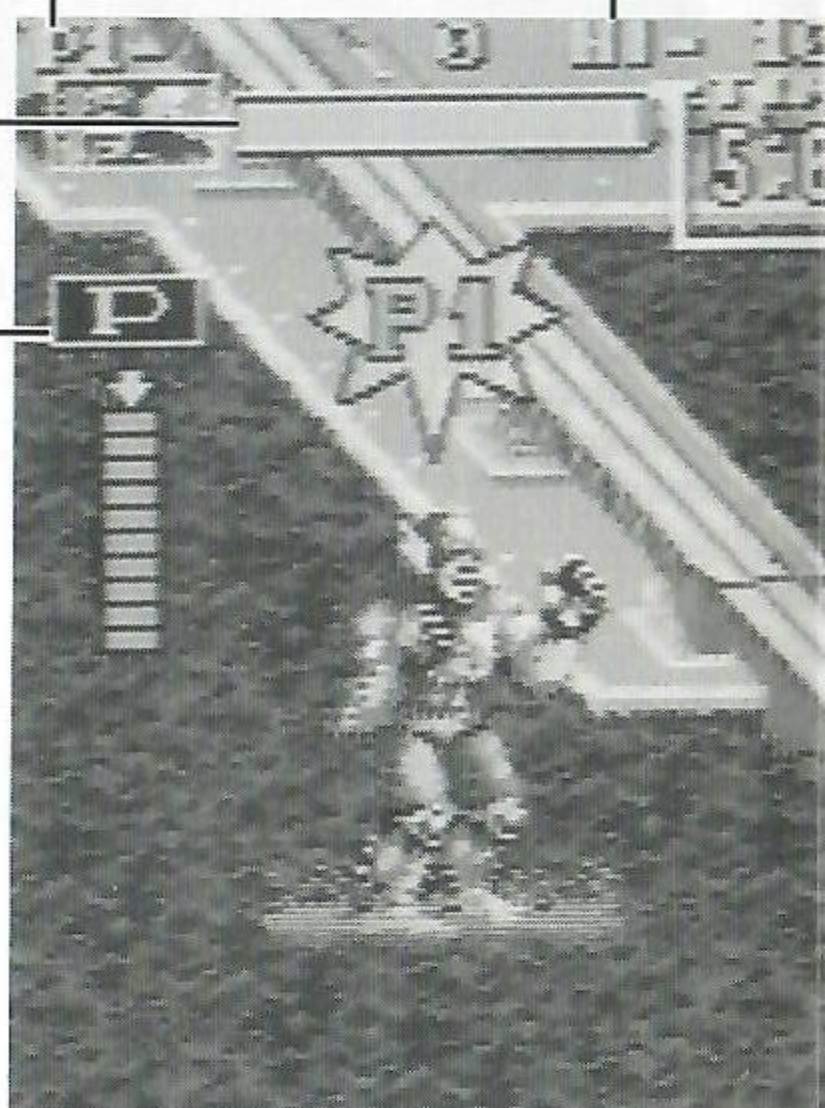
# WHAT YOU SEE ON SCREEN

HIGH SCORE

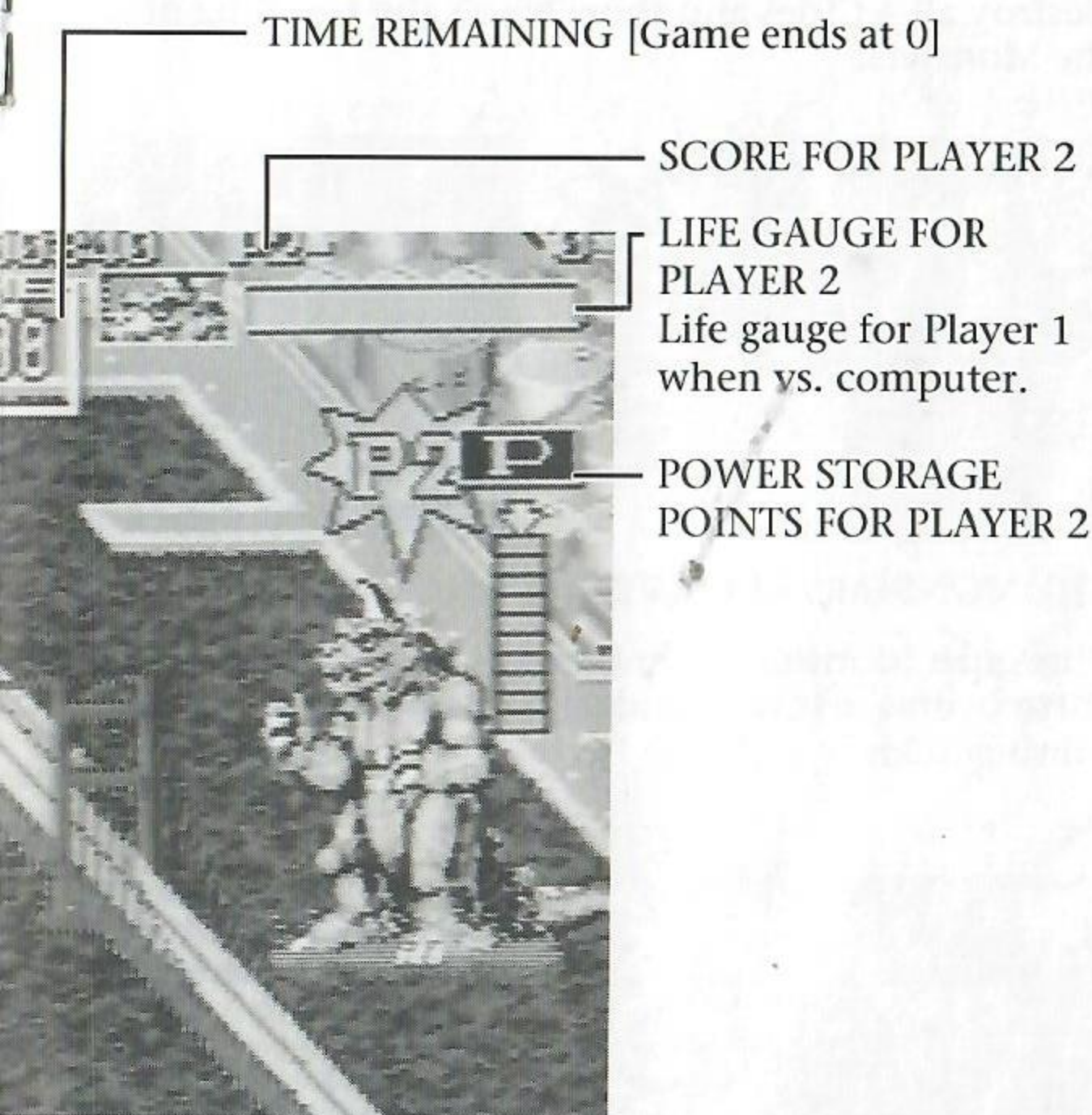
SCORE FOR PLAYER 1

LIFE GAUGE FOR  
PLAYER 1

POWER STORAGE  
POINTS FOR PLAYER 1







## HIGH VOLTAGE LINE

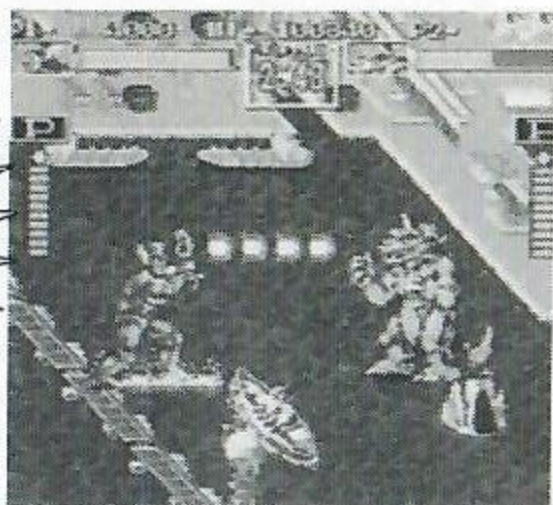
Barrier that prevents monsters from crossing. Sizzling electricity that burns when the line is touched, and so should be avoided.





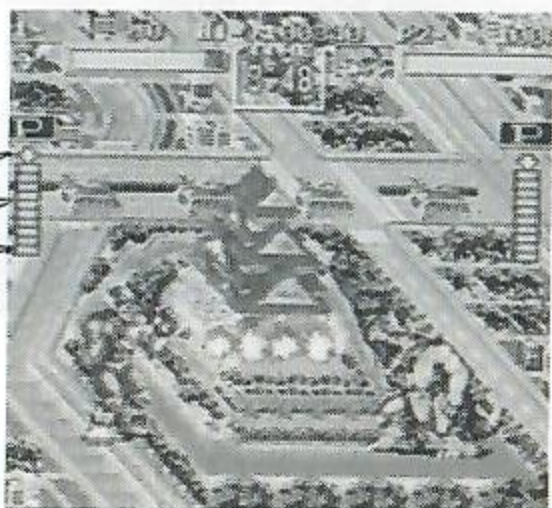
# STAGE LEVELS

Destroy all 4 Cities and show who's the real King of the Monsters!



THE MONSTERS ARRIVE [Stages 1 & 2]

The Super Monsters have arrived! Their fight will take them over the 'Giant Bridge', and on to the Oil mining fields.



FIRST THEY CRASH THE STOCK MARKET, THEN THE REST FOLLOWS [Stages 3 & 4]

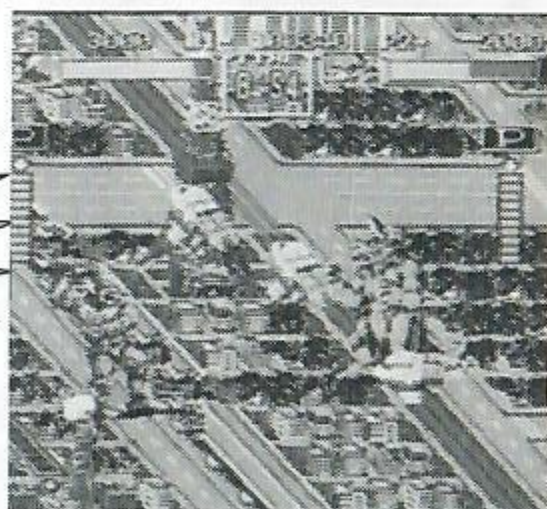
Now the Monsters turn their sights to the Castle City, with its tall buildings, impressive Castles, and urban splendor. Nothing will be left standing when they're done with it!





### URBAN RENEWAL, MONSTER STYLE [Stages 5 & 6]

Dragon City is now the scene of terrible fighting, as the Monsters smash and burn all in their path. Probably nothing will be left standing when they're done with their battle.



### THE FINAL BATTLE [Stages 7 & 8]

There are plenty of office buildings in Tokyo to smash. This is the scene of the final battle, and the humans will be fighting very hard to save their City from becoming charred ashes.

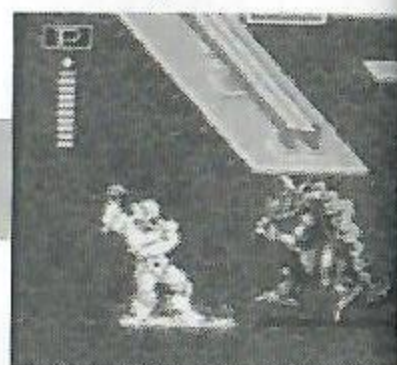
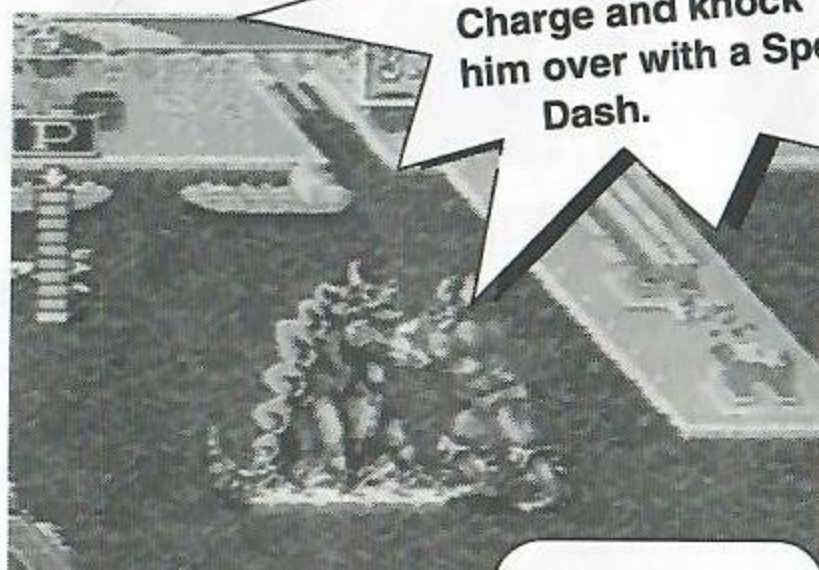


# FIGHTING COMBINATIONS PART 1

Use the Control Pad and button combinations to create different styles of attack.

Get your enemy before he can get you!  
Charge and knock him over with a Speed Dash.

When buttons A and B are pushed and held!

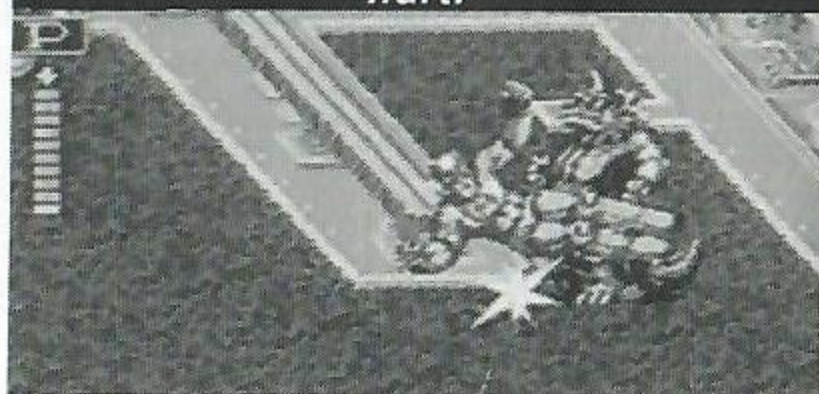


When buttons C + A or B pushed...



Pick up the enemy with the B button!

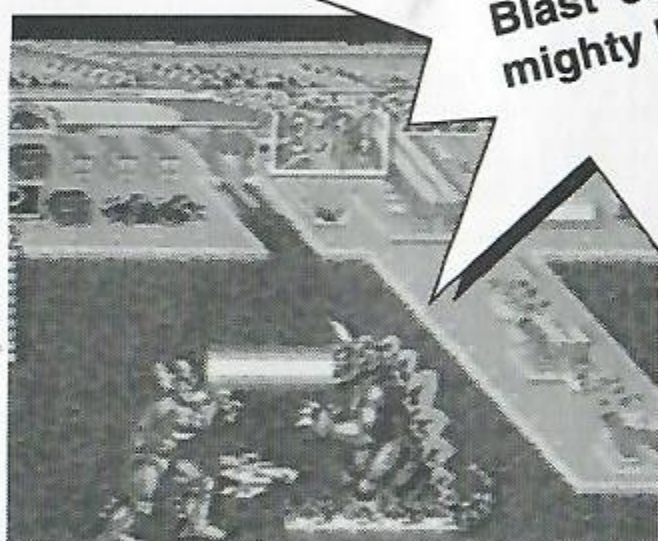
*A Dropkick is a move that can really hurt!*



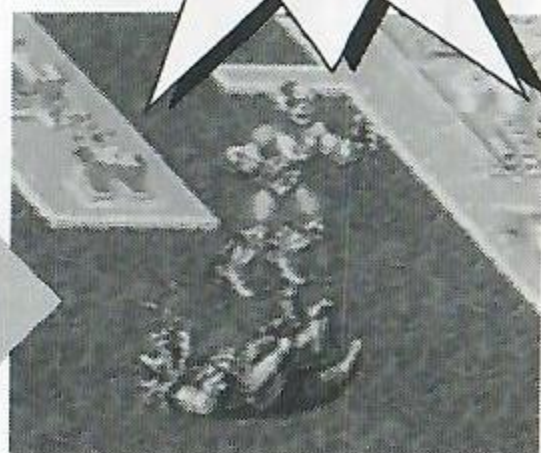


# FIGHTING COMBINATIONS PART 2

**Blast 'em with  
mighty blows!**

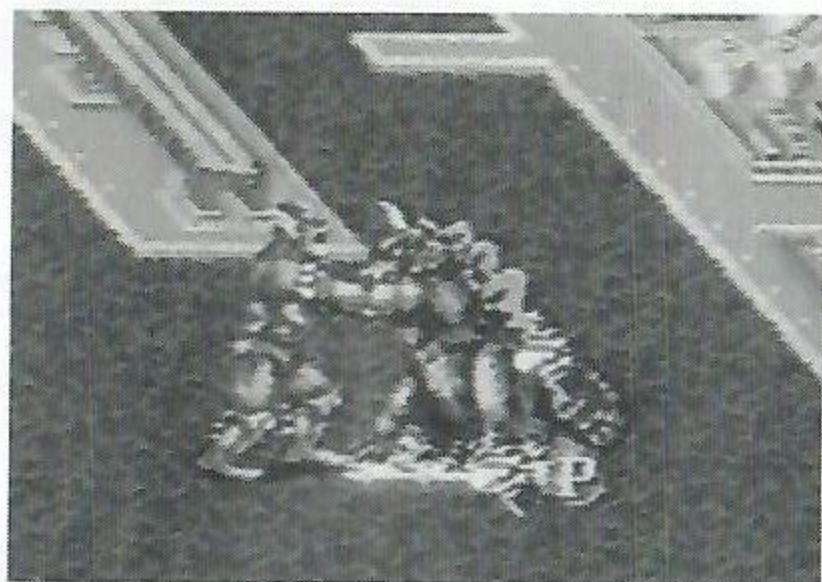


**Hold him  
down with  
the A button**

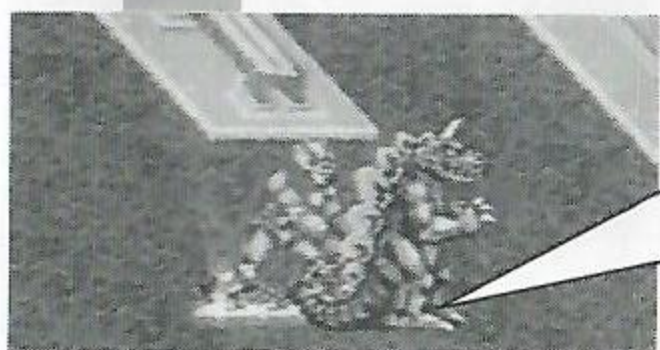




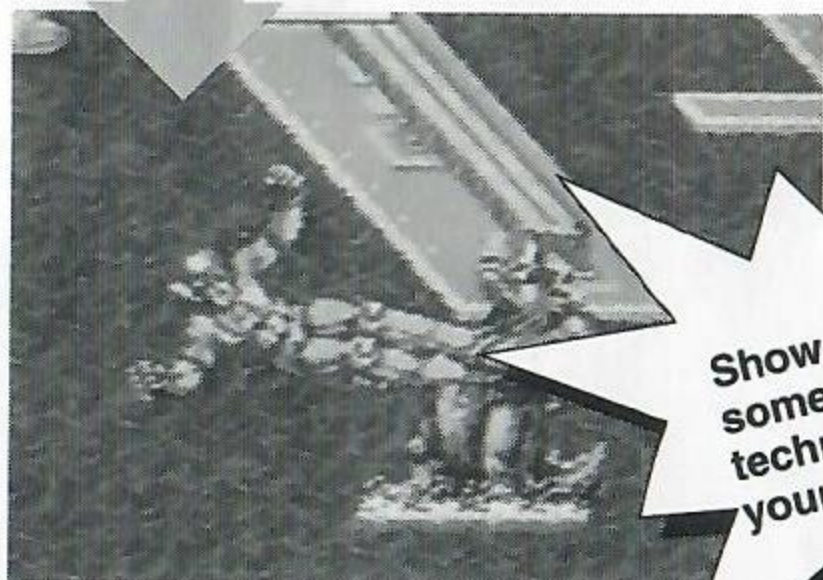
# FIGHTING COMBINATIONS PART 2



It's all in the timing! Don't let that Monster defeat you!



Use the B button to bounce off the rope at your opponent.



Show him some real fighting techniques with your quick moves!

All monsters use the same fighting techniques. Practice will make your Monster the one who wins.



### ***Piledriver***



Push up on the Control Pad and press the A or B buttons

Get close to your opponent and press A button

### ***Body Slam***



### ***Suplex***



Close in with the foe and press the A or B buttons while pushing down on the Control Pad

To strike your enemy from behind, press A or B buttons.

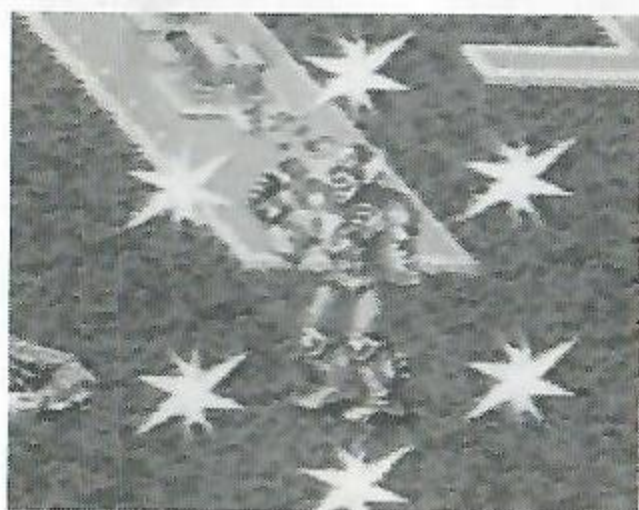
### ***Backdrop***



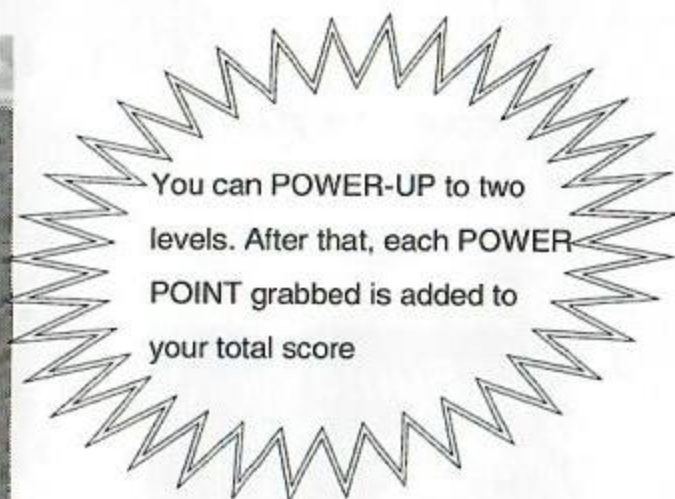


# GETTING POWER POINTS

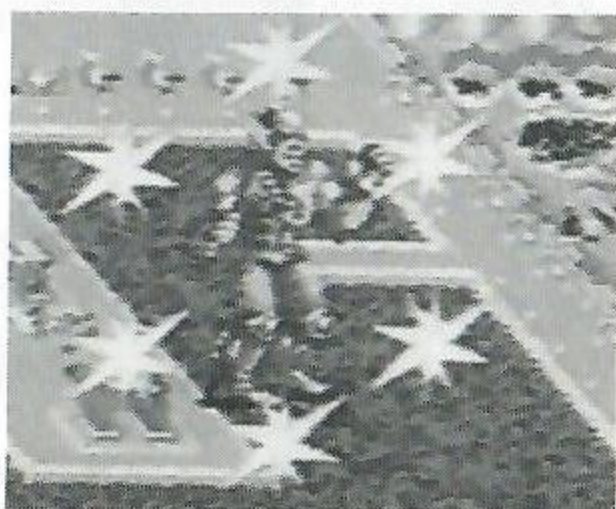
Using a Monsters special moves not only hurts his opponent, it also makes Power-Points appear. Grab them quick before they fade away, because once you've filled up your Power Stock meter - you will increase your abilities to inflict destruction by one level. Continue to grab Power-Points and increase your power one more time, for 2 levels of greater strength and power.



Special fighting technique used during a level 1 POWER-UP



Special fighting technique used during a level 2 POWER-UP





# DEFEATING THE MILITARY

Those Humans won't give up! They've sent their military might after you. Watch out for those planes and tanks - their weapons can hurt if they hit you! There's even some futuristic laser- beam guns attacking as well. You must act fast and grab their military hardware out of the sky or off the ground and smash it flat. Better yet - you can toss what you've grabbed at your opponent to weaken him.

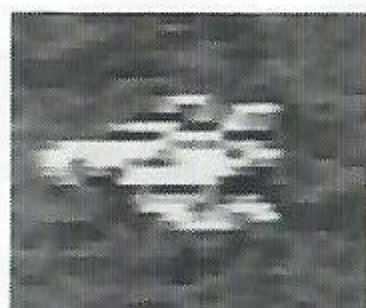
There are five types of weapons which appear!



**Tanks**



**Jets (SUPER-X<sup>3</sup>)**



**Jets (F-15)**



**Battleships**



**Laser Vehicle**

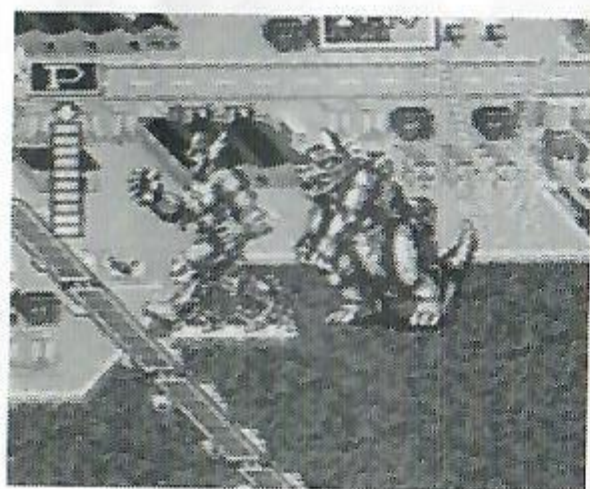
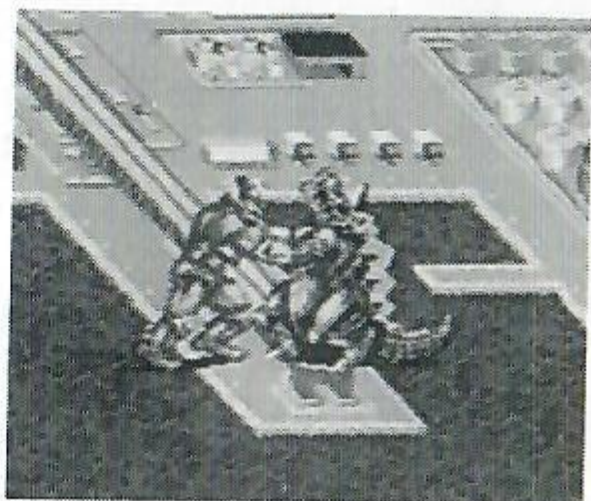


To pick up a tank, get near it and press the A button. To pick up a plane, jump and touch it. To throw either, just face the direction you want it to go and press any button.



# DANGEROUS SITUATIONS AND 3 WAYS TO ESCAPE THEM

- (1) Try hitting any button continuously if you think your opponent is about to attack. You might be able to get him first!

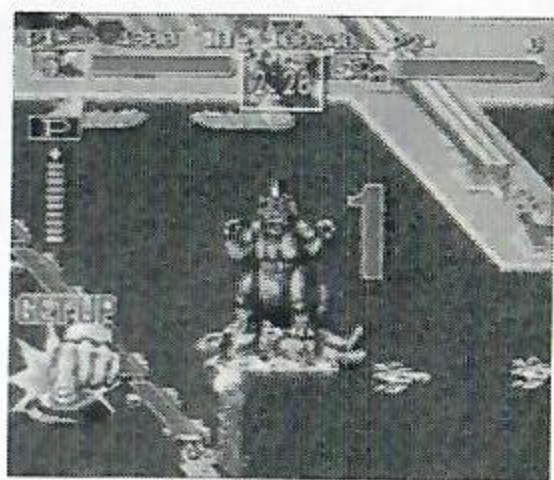


- (2) Hitting any button continuously will help you get up if you've been knocked down. It will also help you wiggle out from being held down by your opponent.





- (3) Hitting any button continuously will help you recover quicker when you've been thrown against the electrified Powerlines.

Remember, it takes hard work to master all the fighting techniques and become the King of the Monsters.



: When grappling with your opponent.

- Without moving the lever

| Button      | Geon  | Rockey  |
|-------------|--|--|
| Button A    | Body slam  | Body slam  |
| Button B    | Rope lasso   | Rope lasso   |
| Buttons A+B | Back drop  | Back drop  |

(Note - Pressing A+B buttons at the same time moves you behind the enemy)

- Moving the lever up

| Button        | Geon | Rockey   |
|---------------|------|----------|
| Button A or B | Bite | Bear Hug |

- Moving the lever down

| Button        | Geon         | Rockey       |
|---------------|--------------|--------------|
| Button A or B | Neck hanging | Back breaker |

- When moving behind the enemy

| Button        | Geon      | Rockey    |
|---------------|-----------|-----------|
| Button A or B | Back drop | Back drop |

: When ramming into the enemy when he is falling

| Button     | Geon        | Rockey          |
|------------|-------------|-----------------|
| * C Button | Knee attack | Guillotine drop |



Beetle-  
mania



Astro-  
guy



Body slam

Body slam

Rope lasso

Rope lasso

Atomic drop

Back drop

Beetlemania

Astro-guy

Piledriver

Piledriver

Beetlemania

Astro-guy

Neck hanging

Suplex

Beetlemania

Astro-guy

Atomic drop

Back drop

Beetlemania

Astro-guy

Somersault drop

Elbow drop

# Scorebook

|       |  |  |  |
|-------|--|--|--|
| Date  |  |  |  |
| Name  |  |  |  |
| Score |  |  |  |

|       |  |  |  |
|-------|--|--|--|
| Date  |  |  |  |
| Name  |  |  |  |
| Score |  |  |  |

|       |  |  |  |
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Patents: U. S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244;  
Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore  
No. 88-155; Japan No. 82-205605 (Pending)





## ARE YOU TOUGH ENOUGH FOR THE ULTIMATE FIGHTING CHALLENGE?

Only the toughest and meanest will survive the King of Fighters Tournament. Battle through South Town as day turns to night. Using your street-fighting skills to beat your opponents. These fighters are tough - some can change shape, and even toss Tornadoes or bolts of flame at you. And one can even magically change shape to increase the challenge.

Strike hard until all have been defeated. For only through deadly combat can you be crowned the King of Fighters.

- HUGE CHARACTERS, REALISTIC ANIMATION AND HEART-POUNDING SOUND EFFECTS
- CHOOSE FROM AMONG 9 FIGHTERS WITH VARIOUS SPECIAL MOVES
- BATTLE THROUGH 6 LOCATIONS, INCLUDING POURING RAIN AND MORE
- CHAMPIONSHIP OR STREET FIGHT MODES
- PLAY AGAINST THE COMPUTER OR TACKLE ANOTHER PLAYER IN HEAD-TO-HEAD COMBAT



# FATAL FURY

FATAL FURY TM 1991 SNK

## TAKARA®

KING OF THE MONSTERS TM 1991 SNK

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