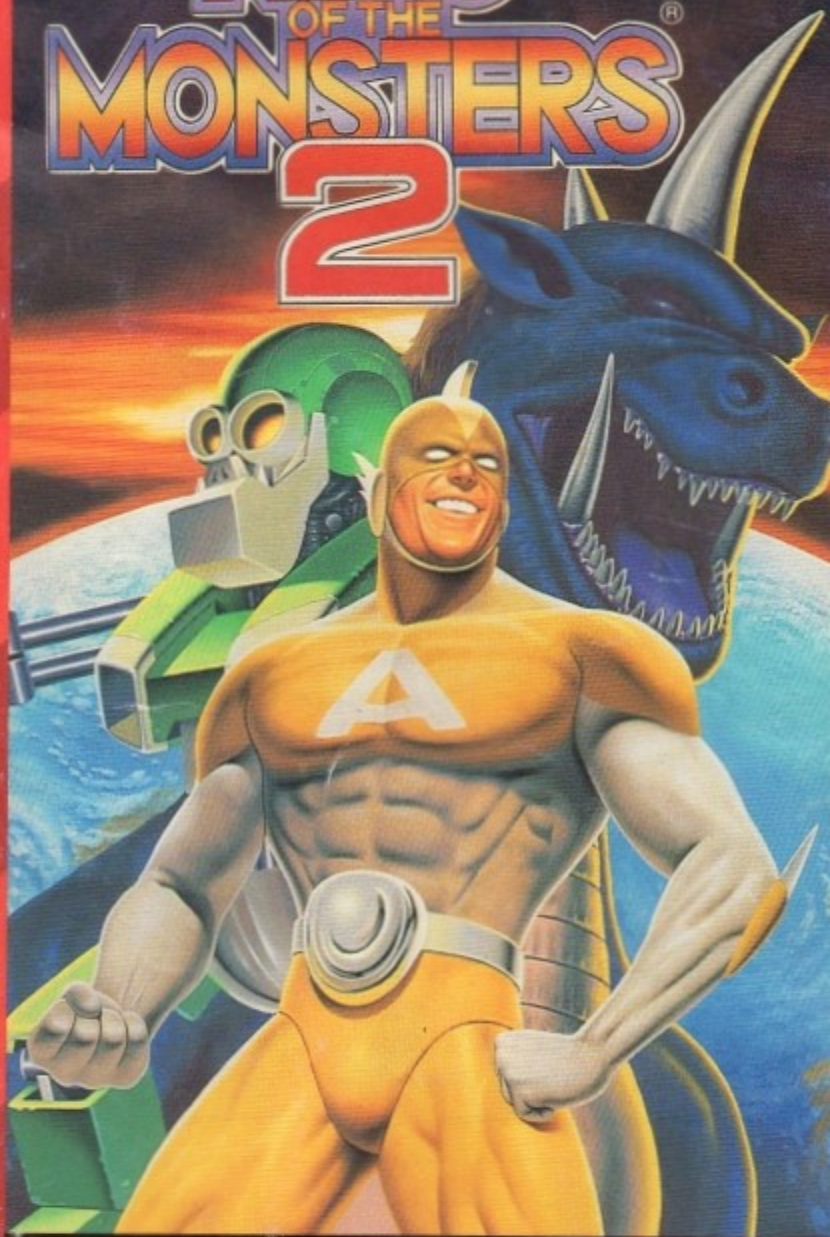


SEGA

GENESIS

KING OF THE MONSTERS[®] 2



INSTRUCTION MANUAL

©SNK 1992. REPROGRAMMED ©TAKARA 1994.



TAKARA[®]

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA[™] GENESIS[™] SYSTEM.



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EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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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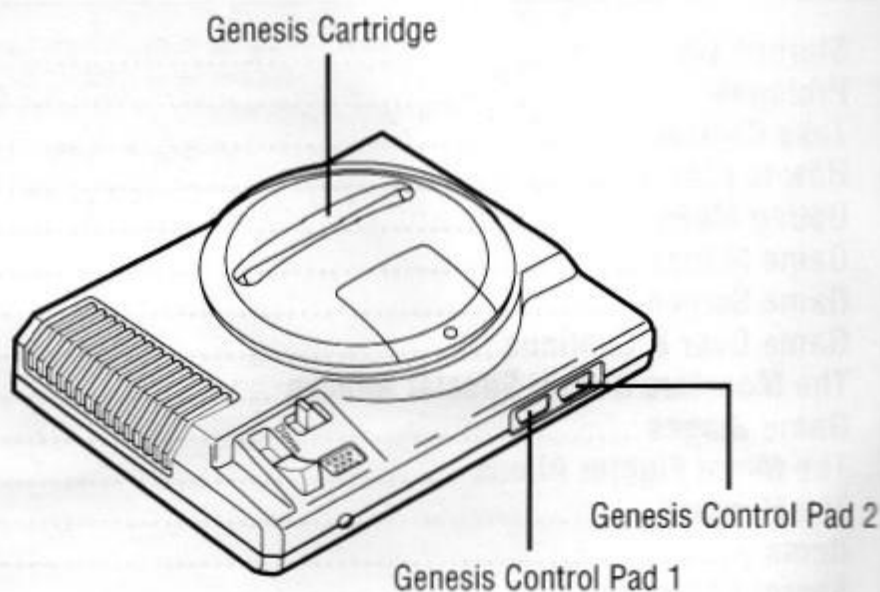
KING of the MONSTERS[®] 2

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STARTING UP

- 1) Set up your Genesis System as described in the instruction manual. Plug in Control Pad 1.
(Plug in Control Pad 2 for two-player games.)
- 2) Make sure the power switch is OFF. Insert the KING OF THE MONSTERS 2 cartridge into the console and press it down firmly.
- 3) Turn the power switch ON. In a few moments, the Sega screen will appear.
- 4) Press the Start button when the title screen appears.

Important : If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



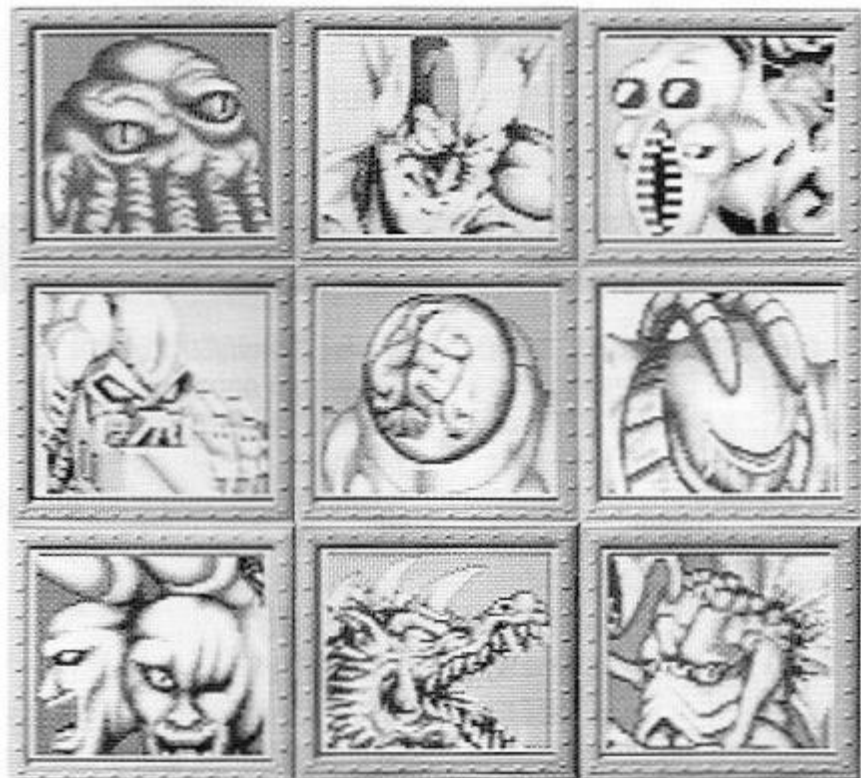
PROLOGUE

WHO IS THE ULTIMATE KING OF ALL MONSTERS?

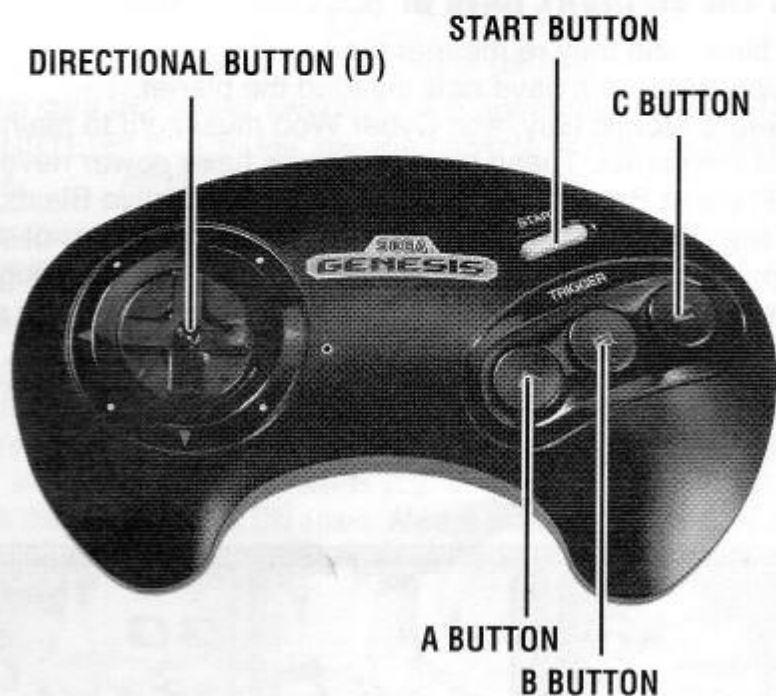
They're back, and they're meaner than ever!

Alien Super Monsters have now invaded the planet.

Super Geon, Atomic Guy, and Cyber Woo must fight to maintain control of the planet. These alien creatures have power never seen before. Flaming Breath, Aerial Spins, and Radioactive Blasts, to name a few. With your help, these Super-Monsters must destroy all in their path, while battling these savage aliens, and avoiding the nuisance of Human Tanks and Planes. Use each Monster's special attacks as well as new Super-Attacks to wipe out each alien, destroy each city, and be crowned the King of the Super Monsters!

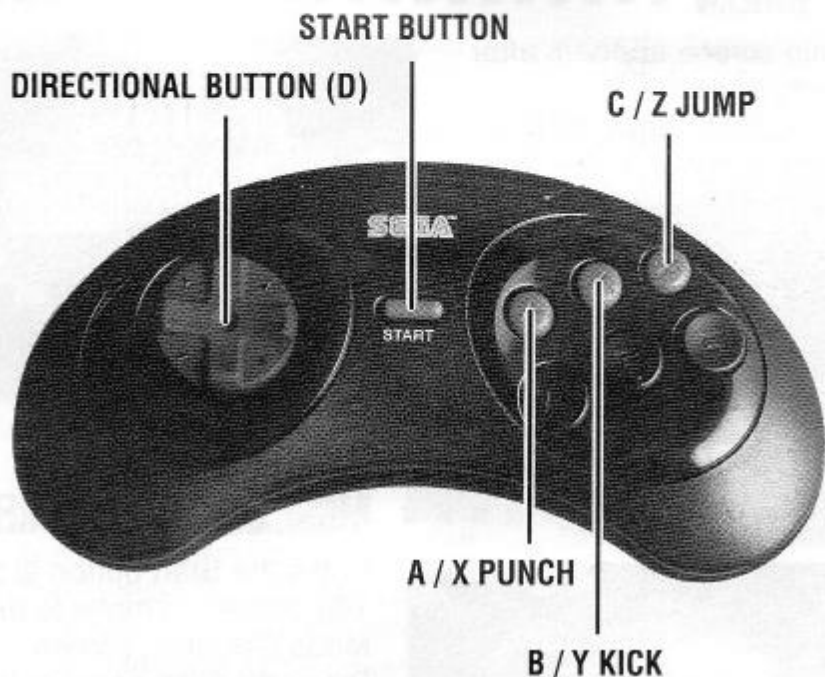


TAKE CONTROL



3 BUTTON PAD

- DIRECTIONAL BUTTON (D)** : Moves a monster towards and away from opponent. It also enables LEAPING and DEFENSIVE positions.
Basic (D) operations are the same for all monsters, but button combinations differ between them.
- A BUTTON** : PUNCH (P)
- B BUTTON** : KICK (K)
- C BUTTON** : JUMP (J)
- START BUTTON** : Starts the game, and is then used to pause game during play.



6 BUTTON PAD

- DIRECTIONAL BUTTON (D)** : Moves a monster towards and away from opponent. It also enables LEAPING and DEFENSIVE positions.
 Basic (D) operations are the same for all monsters, but button combinations differ between them.
- A / X BUTTON** : PUNCH (P)
- B / Y BUTTON** : KICK (K)
- C / Z BUTTON** : JUMP (J)
- START BUTTON** : Starts the game, and is then used to pause game during play.

HOW TO PLAY

TITLE SCREEN

The Title screen appears after the Demo screen.

Press the Start button during the demo to move to the Title screen.



MODE SELECTION SCREEN

Press the Start button at the Title screen to move to the Mode Selection screen.

Press the Directional button up or down to select a mode, and press the Start button to set.



GAME MODES

PLAYER 1 VS COMPUTER

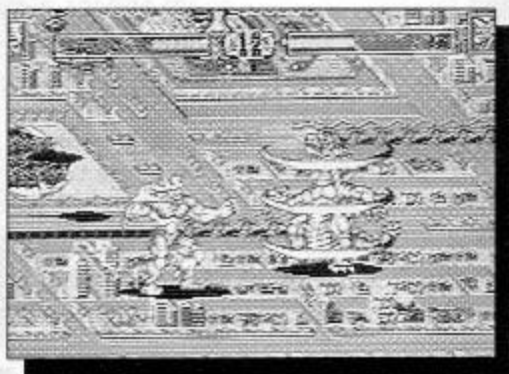
● Aim

Choose your Monster and battle it out in one-on-one combat with the computer. Your aim is to clear all stages and become the "King of the Monsters".



● Clearing Stages

You win a match and clear the stage when your opponent's life gauge has run out and you have won 2 out of 3 rounds. Attack with punches, kicks and special attacks to damage your opponent! Some stages are set in cities and others are set in various different terrain. Destroy buildings, mountains, towns and facilities to earn bonus points.



PLAYER 1 VS PLAYER 2

● Aim

You and your friend each select a Monster and fight it out against each other. The first player to win two rounds is the winner.

Select items with the Directional button and set with the A button.

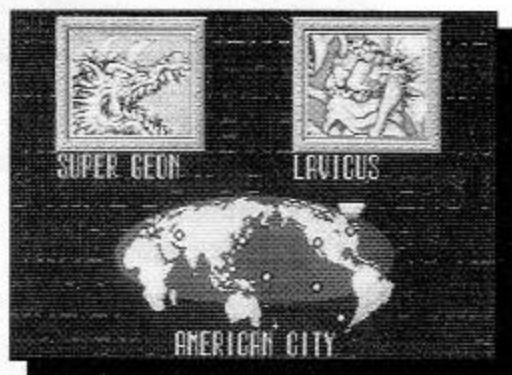


● Stages

In this mode you can pick the area you'll fight in. Choose your favorite stage and get your fill of Monster mania!

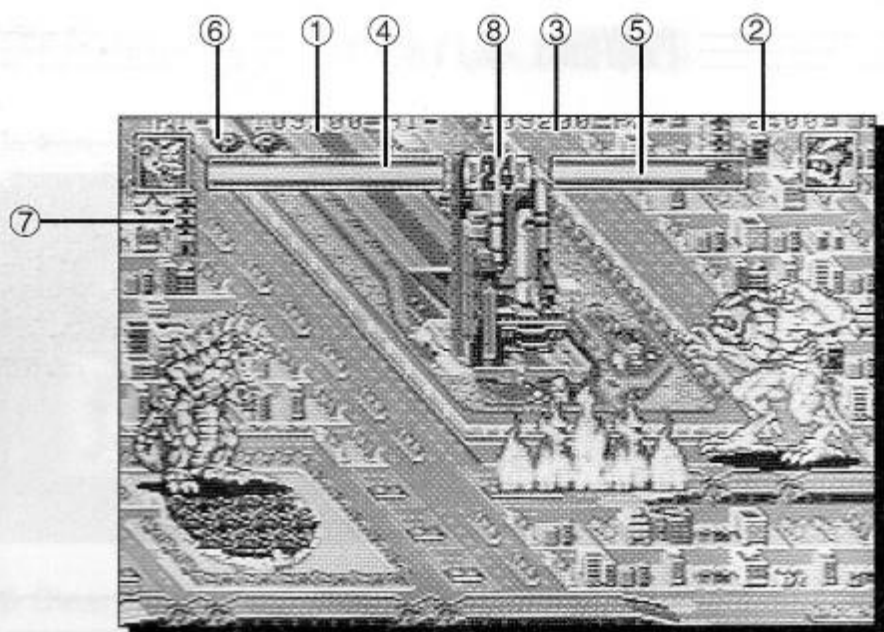
Select a stage with the Directional button and set with the A button.

When a match is over, the Player Select screen will appear, and you will be given the choice of continuing the game or quitting. Press the Start button to select.



The 1P controller is used for all operations except 2P Monster selection and controlling the 2P Monster.

GAME SCREEN



- ① 1P score
- ② 2P score (when playing against a friend)
- ③ High score indicator
* High scores are added only in 1P vs COM mode.
- ④ 1P life gauge (if the gauge reaches 0 you lose)
- ⑤ Computer life gauge
* The 2P life gauge when playing against a friend
- ⑥ 1P point gauge (shows the number of power points you've collected)
* When playing against a friend, a gauge also appears for player 2.
- ⑦ Victory indicator (the first lights up when you win one round, the second lights up when you win a second round)
- ⑧ Game timer (shows the amount of time left remaining in the round)

The round ends when the timer reaches 0.

GAME OVER & CONTINUE

When you or your opponent win two rounds out of three, the game ends and the Continue screen appears.

Press the Start button before the countdown reaches 0 to continue the game.

* The Continue screen doesn't appear in the final stage.

If the final stage ends in a draw with the computer, the computer will win.

You can increase the number of Continues available in the Option screen.



When you use Continue, you start fighting again with your life gauge fully restored.

PLAYER JOIN-IN

A second player can join in the action at any time. Just plug the second controller into your GENESIS machine and press the Start button. Select your Monster and start fighting! If a second player joins in in this way, and the final round of the match ends in a draw, the Continue screen will come up. If you use a continue, you can switch back to 1P VS COM mode again.



THE MONSTERS AND THEIR SPECI

Name : Super Geon (Power Type)

Height : 373 ft.

Weight : 132,000 tons

This Monster has all sorts of sharp and pointed horns, fangs, and claws to attack with. It can also spit fireballs that have a terrific destructive power, but it can't move as fast as the other Monsters. It has an extremely ferocious personality and an incredible appetite.



AL ATTACKS

Species : Dragon-type monster (of the Geonoid family)


SUPER GEON

Normal attack techniques

Slash Attack : P button

Tail Hammer : K button

Body Ball Bomb : Directional button left or right + J button + P/K button

Rear Drop :  + P button when in a clinch


Brutal Bite : Press K button repeatedly when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




Earthquake (requires 2 power points)

:  + J button



Snake Fire (requires 1 power point)

:  + K button



Geo Sword : Hold P button down for more than 2 seconds then release

THE MONSTERS AND THEIR SPEC

Name : Atomic Guy (Speed Type)

Height : 322 ft.

Weight : 126,000 tons

Atomic Guy was originally a scientist who experimented on himself to discover ways to make the human body immune to radiation - but unfortunately experimented too much. He is covered with an armor-like plating, and has a variety of new attacks.



AL ATTACKS

Species : Hero (of the Humanoid family)


ATOMIC GUY

Normal attack techniques

Atomic Punch : P button

Atomic Kick : K button

Elbow Saber : Directional button left or right + J button + P/K button

Front Suplex :  + P button when in a clinch


Hyper Lightning Blitz : Press K button repeatedly when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




Megaton Thunder (requires 2 power point)

:  + P button




Neo Geo Ray (requires 1 power point)

:  + K button



Atomic Cutter

:  + P button

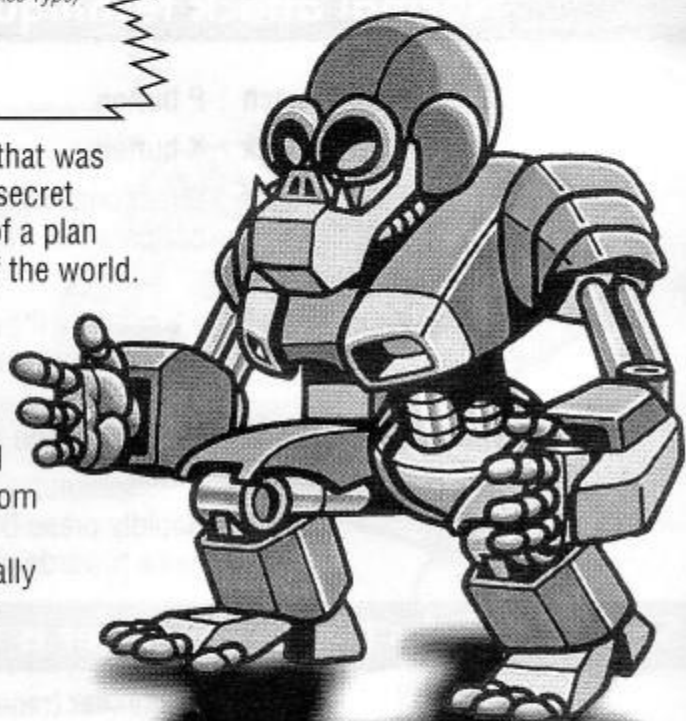
THE MONSTERS AND THEIR SPEC

Name : *Cyber Woo (Balance Type)*

Height : *295 ft.*

Weight : *180,000 tons*

The super robot that was created as a top secret weapon as part of a plan to take control of the world. A big explosion in the development center's main computer caused it to break free from human control. It can attack equally well on land, sea and in the air.



CYBER WOO


Normal attack techniques


Rolling Head Stab : P button

Swing Kick : K button

Heavy Hip Attack : Directional button left or right + J button + P/K button

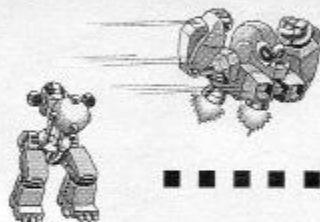
Hurricane Kick :  + K button

Body Lift :  + J button when in a clinch

Guided Missile :  + P button when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




Dual Attack (requires 2 power point)

: Hold P button for more than 2 seconds then release




Rocket Punch (requires 1 power point)

:  + P button



Ray Gun

:  + P button

THE MONSTERS AND THEIR SPEC

Name : Huge Frogger
Height : 466 ft.
Weight : 111,000 tons

Tactical Search & Destroy Force,
DONAVERE Star System
Federation.

Huge Frogger is the leader of an intergalactic eradication squad sent to suppress and dominate human civilization on the Planet Earth. The enormous alien creature enthusiastically volunteered to spearhead the first eradication detail, and anxiously awaits the chance to destroy his first victim.

Huge Frogger is extremely agile despite his massive physique, and the destructive force of his kick is immeasurable.

He appears to have evolved from an amphoteric genus of reptilian creatures inhabiting the swamp-covered planet, RANOB.

This reptile-like creature has to wear a specially designed helmet to protect its sensitive respiratory system from contaminants in the Earth's atmosphere.



AL ATTACKS

Species : Alien

HUGE FROGGER

Normal attack techniques

Elbow Cutter : P button

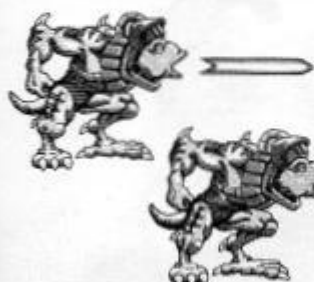
Kangaroo Kick : K button

Heel Kick : Directional button left or right + J button + P/K button

Super Body Slam :  + P button when in a clinch


Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




Laser Breath

Laser Breath Split (requires 2 power points)


 + P button (repeat 3 times)

Teleport (requires 1 power point)

: To teleport in front of enemy

 + K button

To teleport behind enemy

 + K button



THE MONSTERS AND THEIR SPECI

Name : Eifflelyte

Height : Max. 489 ft.

(Body is elastic)

Weight : Max. 107,000 tons

(Body weight varies according to size)

Special Tactics Strike
Force, DONAVERE
Star System Federation

A crisis brought on by defeat of many of their fiercest mutant warriors causes Star Federation leadership to summon their most fearful squad of destruction and termination specialists.

EIFFLELYTE was added to the squad by merit of his capacity for rampage and destruction, but is so bloodthirsty that sometimes even his own team cannot control him.

He keeps his own energy charged by siphoning off the life supporting juices of other living creatures.

When acting on his own, he is constantly in search of energy-source victims.

His species is still unknown, as is the limit of his power.



EIFFLELYTE

Normal attack techniques

Punch : P button

Kick : K button

Jump Attack : Directional button left or right + J button + P/K button


Repeated Body Slam :  + P button when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)



Energy Drain (requires 2 power points)

:  + K button when in a clinch




Electric Head Smash

(requires 1 power point)

: Hold K button down for more than 2 seconds then release



Stone Ray

:  + P button

THE MONSTERS AND THEIR SPEC

Name : Claw Head
Height : 492 ft.
Weight : 140,000 tons

Bio-Weapon No. 039,
DONAVERE Star
System Federation

Infuriated at the monsters
for defeating his Special
Tactics Strike Force,
King FAMADY summons
his experimental bio-
weapon to battle
the monsters.

Bio-weapons are
created by fusing
the DNA of various
living creatures in
order to produce
a new creature
capable
of existing
in a wide
variety of
environments.

Based on the
DNA of mollusks
and mammals,
bio-weapons
incorporate the
features of a variety
of creatures, and are
super-organisms that
possess only the strong points
of such creatures.



CLAW HEAD

Normal attack techniques

Head Piercer : P button

Feeler Attack : K button

Spinning Attack : Directional button left or right + J button + P/K button


Swinging Throw :  + P button when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




Scattering Slime Ball
(requires 2 power points)

:  + J button




Wish of Death (requires 1 power point)

:  + P button



Slime Ball

:  + K button

THE MONSTERS AND THEIR SPECI

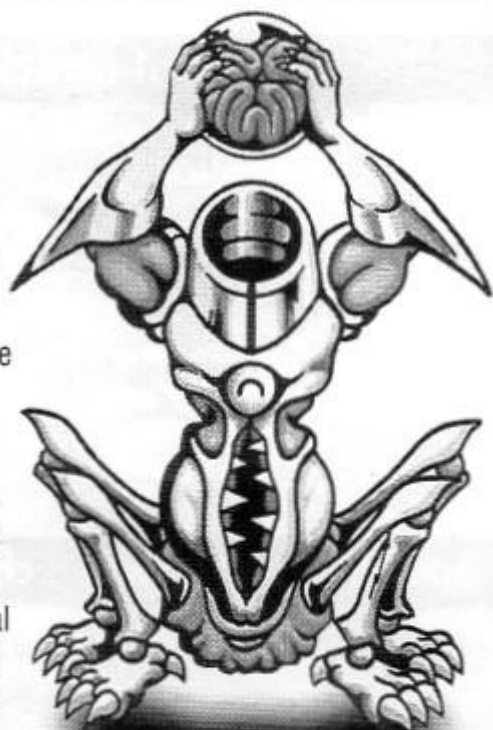
Name : Beetle Master
Height : 509 ft.
Weight : 165,000 tons

Chiefs of Staff,
DONAVERE Star System
Federation

Beetle Master is a member of the DONAVERE Star System Federation leadership, and functions as Supreme Commander for the invasion of the Planet Earth. His physical ability and power of attack are superior to those of conventional aliens, and would be a fearsome opponent for even the strongest and fiercest monsters.

As you can tell from his physical makeup, Beetle Master is a creature evolved from a species of insect. The main portion of his body is a head covered by a cup-shaped dome, which is able to function independently.

His body is covered with a hard exoskeleton, making it a formidable weapon of attack. His home is the red giant, "MINOO," which has since blown up and no longer exists.



AL ATTACKS

Species : Alien

BEE TLE MASTER

Normal attack techniques

Chop : P button

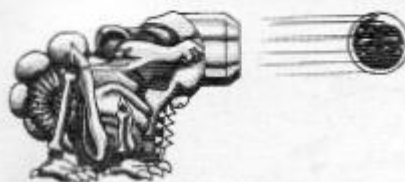
Kick : K button

Jump Attack : Directional button left or right + J button + P/K button

Poison Spike Attack :  + P button when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




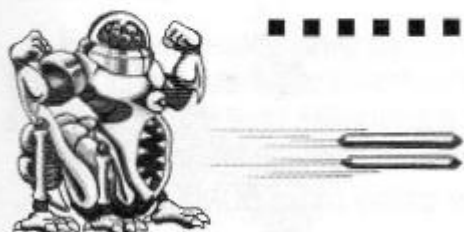
Brain Boomerang
(requires 2 power point)

: Hold K button down for more than 2 seconds then release

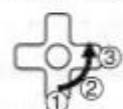


Sand Storm (requires 1 power points)

:  + P button



Laser Beam

:  + P button

THE MONSTERS AND THEIR SPECI

Name : Aqua Slug
Height : 312 ft.
Weight : 126,000 tons

Special Provisions
Investigator, DONAVERE
Star System Federation

Aqua Slug had at one time functioned as an investigator of possible food resources beneath the seas that cover over half of the Earth.

Since the monsters have moved to the sea, he is now the No. 2 master destroyer, and his mission is to eradicate the monsters.

Being a creature that originates from the sea, he is most at home in the water, where his power and ability increase.

Because vertebrates have highly developed nerve tissue, the spinal portion including the brain is separated from the skeletal structure. Secretions from the body form a hard armor-like shell that protects the body. This shell is thought to have evolved from the skeleton.

Aqua Slug is from a planet in another galaxy called GOMA.




AQUA SLUG

Normal attack techniques

Transformer Punch : P button

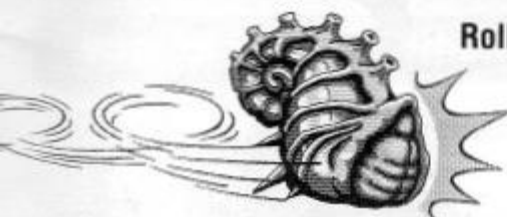
Aqua Slug Needle : K button

Spinning Jump Attack : Directional button left or right + J button + P/K button


Freeze Attack :  + P button
when in a clinch

Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)




Rolling Shell Attack
(requires 2 power points)

:  + K button




Tornado Attack
(requires 1 power points)

:  + P button



Bubble Blowout

:  + K button

THE MONSTERS AND THEIR SPEC

Name : Lavicus
Height : 558 ft.
Weight : 182,000 tons

Vice-Leader, DONAVERE
Star System Federation

Lavicus is second only to
the Supreme Ruler of the
DONAVERE Star System
Federation.

His function is to protect the last
bastions of the Federation from the
onslaught of the monsters.

His main weapon is his ability to
levitate and hover, putting the
ground-based monsters at a striking
disadvantage. Lavicus spawns
the less significant fighter aliens,
and frequently continues to
spawn fighters
even during battle.

He is also believed to
be related to the
Supreme Ruler of
the aliens,
King FAMADY.




LAVICUS

Normal attack techniques

Fingertip Punch : P button

Body Whip Attack : K button

Jump Attack : Directional button left or right + J button + P/K button


Super Drop :  + P button when in a clinch

Monster Crunch : Press K button repeatedly when in a clinch


Dash : Rapidly press Directional button twice towards enemy

Special attacks (when character is facing right)


Reflection Shield (requires 2 power points)

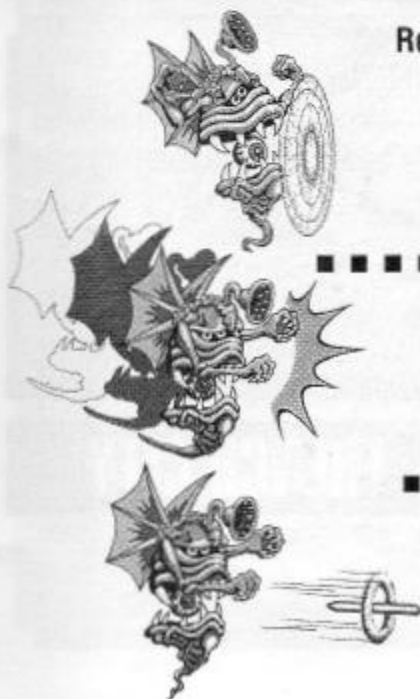
:  + K button

Body Smash (requires 1 power point)

:  + P button

Confusion Ray

:  + P button



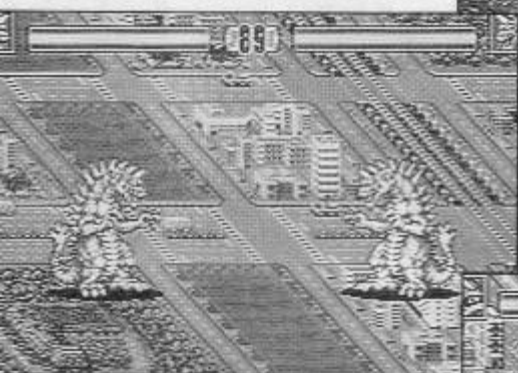
GAME STAGES



TOKYO



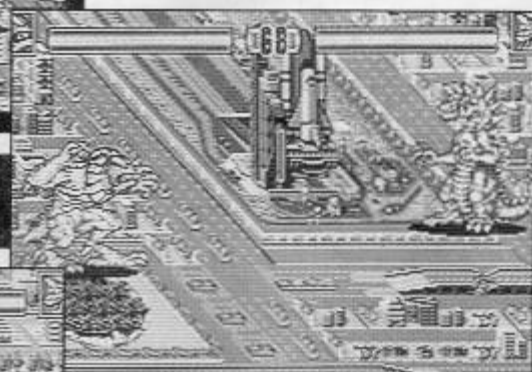
KYOTO



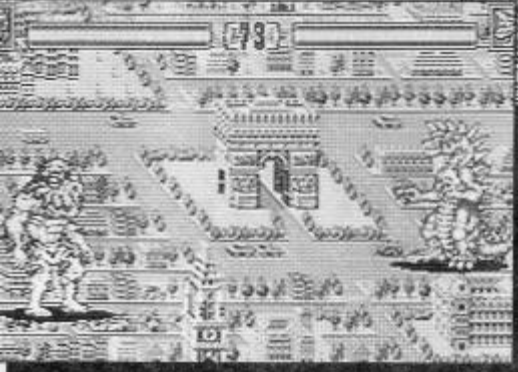
OSAKA

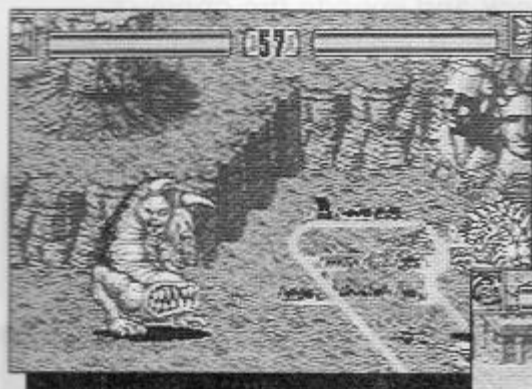


AMERICAN CITY

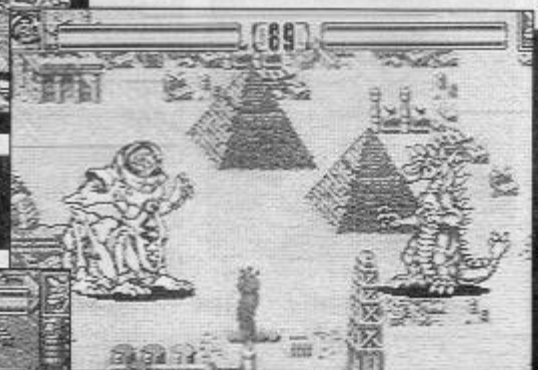


FRENCH CITY

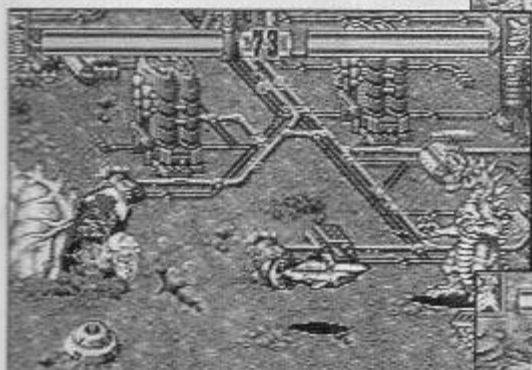




DESERT



SEA BED



LAVA ZONE



HIDE OUT

THE MINOR FIGHTER ALIENS

Minor fighter aliens function to block and impede the enemy's progress. The damage they can inflict is limited, but don't underestimate them. Each one is equipped with a secret weapon, so be sure get them before they get you!



Name : I.T.O. (Iagoly Telltale Object)

Background : I.T.O.s normally inhabit desert regions, and can levitate and hover above the ground. Each I.T.O. is equipped with one huge cyclops eye and a nose that pick up data, and the spiny antennas on their backs transmit the data back to their superiors. Although their main function is to collect data, they are able to ram their bodies into opponents.



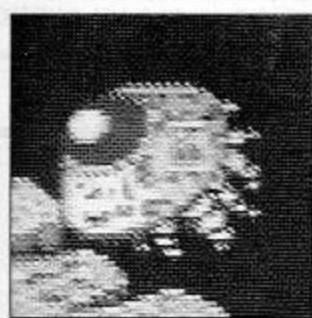
Name : SHARK FIN

Background : The natural habitat of this creature is inside desert sand dunes. Its general appearance is that of a shark's dorsal fin equipped with thousands of eye-like visual sensory organs. The fin portion protrudes as it moves through the sand in search of enemies. From above the sand it gives the impression that a huge body exists below the fin, but in actuality, its body is small and powerless. Beware, however, because Shark Fins are capable of lightening quick locomotion.



Name : P - HEAD

Background : P-Heads also live inside desert sand dunes. The creature resembles a snail, and has a hard shell into which it can retreat. It gets its name "Pah-Head" because of its sluggish speed and low intellect.



Name : PUJIMOND

Background : Treads water like a jellyfish, but is capable of quick locomotion when necessary. Unable to protect its soft flesh, it attacks with reckless abandon.



Name : KANAKO

Background : KANAKO is a creature of semi-defined form which is able to locomote with great agility in both air and water. The only instinct it possesses is to locate and seize moving objects, and has no definite form besides an eye and arms.

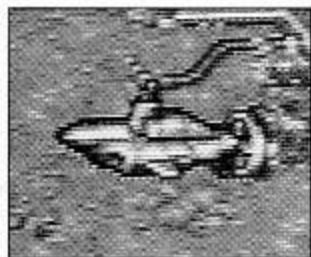


Name : PROTOTYPE-CLAW HEAD

Background : This creature is believed to have evolved into Claw Head. Although not as fully developed as Claw Head, it has the most sophisticated brain of the fighter aliens.

THE HUMANS

The Aliens aren't the only enemies of the Monsters. The Humans are also going in for the attack in a desperate effort to regain control of their planet. You'll have to fend them off if you want to become the ruler of the Earth!



Nuclear-powered Submarine : "Sea Monkey"

A new model submarine that shoots up from its base at the bottom of the sea and attacks, as agile and mobile as a monkey.



Heavy Tank : "Mad Cannon"

A heavy tank equipped with powerful weaponry that is dropped from Thunder Hawk 2.



Bomber : "Thunder Hawk 2"

Comes flying in to encircle the Monsters, and attacks in a variety of different ways.

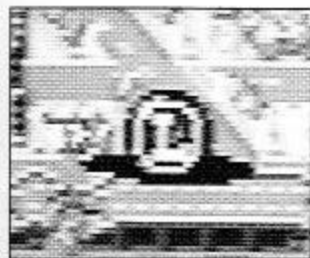


Fighter Plane : "Super Andorre"

Flies in group formation and attacks with missiles.

ITEMS

The items you'll find hidden throughout the game!!



SMALL LIFE-UP

Restores a small amount of life.



MEDIUM LIFE-UP

Restores a medium amount of life.



SUPER LIFE-UP

Restores a lot of life.



POWER UP

Powers you up. Increases the power of HP (hit points) and special attacks. Adds up to two units to your life gauge.

ITEMS



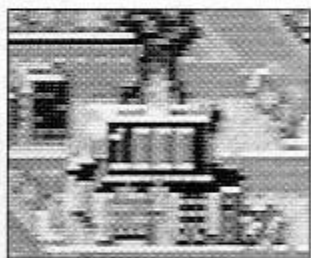
BONUS POINTS

Adds 100 points to your score.



BONUS POINTS

Adds 500 points to your score.



BONUS POINTS

Adds 1000 points to your score.

MEMO

Check out the next page for the characters' secret commands !



SECRET COMMANDS

(when character is facing right)



SUPER GEON

Ram & Slam (requires 2 power points):

You won't be able to throw your opponent if they are in a defense position.



ATOMIC GUY

Run & Punch (requires 2 power points):

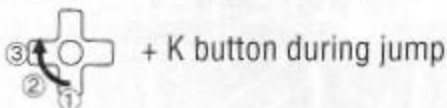
You can do this attack up to 3 times in a row.



CYBER WOO

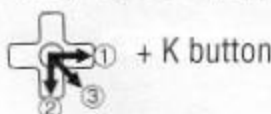
Spinning Steel Foot (requires 2 power points):

Press the Directional button in the opposite direction to your jump and press the K button.



HUGE FROGGER

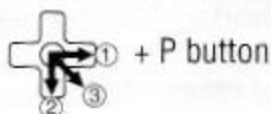
Flying Flip Kick (requires 2 power points):





EIFFLELYTE

Rolling Slap (requires 2 power points):



CLAW HEAD

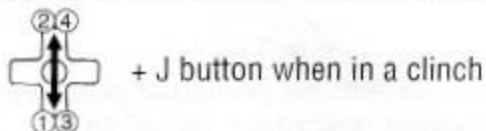
Slime Spray (requires 2 power points):

Hold down K button for about 2 seconds, then press and release K button.



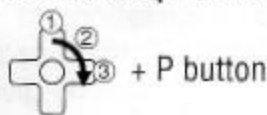
Air Spin Slam (requires 2 power points):

Be careful - this is an attack that can also injure you!



BEETLE MASTER

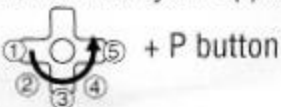
Hundred Chops of Pain (requires 2 power points):



AQUA SLUG

Ice Bullet (requires 2 power points):

Press the P button repeatedly after pressing the Directional button to shoot three ice bullets one after the other. You'll freeze your opponent if all your shots hit home.



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- The Sega Genesis Cartridge is intended for use exclusively with 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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- 3D fighting action along front and rear battle lines.
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- Each character has a special "Super Attack" for mega damage to opponents.



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1 OR **2**
PLAYERS

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