Darkstalkers Instruction Manual

Set up your PlayStation game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DARKSTALKERS disc and close the Disc cover. Insert game Controllers and turn on the PlayStation game Console. Follow the on-screen instructions to start a game.

It is advised that you do not insert or remove peripherals or Memory cards after the power is turned on.

<table>
<thead>
<tr>
<th>BUTTON</th>
<th>FUNCTION</th>
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<tbody>
<tr>
<td>START BUTTON</td>
<td>STARTS GAME</td>
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<td></td>
<td>PAUSES GAME</td>
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<td></td>
<td>JOINS IN GAME IN PROGRESS</td>
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<tr>
<td>SELECT BUTTON</td>
<td>SELECTS GAME MODE (See Title Screen)</td>
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<tr>
<td>DIRECTIONAL BUTTON</td>
<td>SELECTS GAME MODE (See Title Screen)</td>
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<td>CHANGES SETTINGS (See Option Mode)</td>
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<tr>
<td></td>
<td>MOVES CHARACTER</td>
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<tr>
<td>O BUTTON</td>
<td>SELECTS OPTION MENU SCREENS</td>
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**IMPORTANT NOTE:** The Directional button positions for a player facing the right. The controls are reversed when facing the left.

<table>
<thead>
<tr>
<th>BUTTON</th>
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<tr>
<td>S BUTTON</td>
<td>LIGHT PUNCH (JAB)</td>
<td>O BUTTON</td>
<td>MEDIUM KICK</td>
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<tr>
<td>T BUTTON</td>
<td>MEDIUM PUNCH</td>
<td>R1 BUTTON</td>
<td>HARD KICK (ROUNDHOUSE)</td>
</tr>
<tr>
<td>L1 BUTTON</td>
<td>HARD PUNCH (FIRECE)</td>
<td>L2 BUTTON</td>
<td>NOT USED</td>
</tr>
<tr>
<td>X BUTTON</td>
<td>LIGHT KICK (SHORT)</td>
<td>R2 BUTTON</td>
<td>NOT USED</td>
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**DASH:** Press Directional button twice in the same direction (left or right only).
You can even dash backward with any character, but Victor can only dash backward.

**GRAB/THROW:** Press Directional button toward opponent, then press any Punch or Kick button.

When the sun sets and humanity retreats to the imagined safety of their beds, a mysterious entity appears in the sky to assemble the wicked and the evil. The unimaginable secret power of the dark is unleashed! Ten supernatural beings of destruction have materialised to wage their eternal war for the domination of the night. The Vampire, the Mummy, Frankenstein, Bigfoot... their very names conjure fear. But who or what has summoned them? These creatures of myth and legend, the Darkstalkers, have gathered for what is destined to be the greatest battle ever. And the fate of all
humanity rests on who wins the epic struggle.
The Darkstalkers are coming...tonight!

To adjust the options in your game, from the Darkstalkers title screen, use the Directional button to highlight OPTION MODE. The press the START button. Select an item by pressing Down or Up on the Directional button, then change the item by pressing Left or Right on the Directional button. Press the START button to return to the title screen.

GAME DIFFICULTY
There are 8 levels of difficulty available for Darkstalkers. Adjust the number of stars for the difficulty from Low to High.

TIME LIMIT
You can play with or without a time limit. If you set the timer of off, and infinity symbol will be displayed.

BUTTON CONFIGURATION
You can choose any button for your punch/kick functions.

SOUND MODE
Adjust the sound on your game for stereo or mono sound, depending on the capabilities of your sound system.

There are 2 modes of play for Darkstalkers. Each match is a best-of-three round battle. After a battle, the win/loss screen appears. Unless you turn off the PlayStation, win/loss records for each player will be held. At the continue screen, press the START button before the timer reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the START button. Refer to the descriptions below to determine which mode of play you want.

ARCADE MODE
This mode is the popular arcade mode, where you select a Darkstalker character and fight your way through the other computer-controlled characters. It is a one-player games, but a second player can join in at any time. Press the START button on the opposite controller to join in. The character select screen will appear.
Use the Directional button to highlight this mode, then press the START button to select this mode. You will then see the character select screen. Use the Directional buttons to select one of the three game speed settings, then highlight a character and press the START button to begin play.

V.S. MODE
V.S. MODE is the classic 2-player contest. Use the Directional button to highlight this mode from the title screen and press START button to select
it. You will then be presented with the character select screen. Use the Directional button to highlight a character then press START button the select the character.

Once you have selected your character, the player handicap screen will appear. On the handicap screen, you can set the level of inherent skill for both players, as well as select the background stage for the fight.

The higher the skill level is set, the increased attack power and defensive power your character will have. Once you exit the handicap screen, you can change your button configuration before you begin the fight. Hold down SELECT button on either Controller when exiting from the handicap screen. When you have finished adjusting the buttons, press the START button to begin play.

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

SPECIAL ATTACKS
As you perform punches, kicks and moves, your character's SPECIAL meter will charge gradually. When the SPECIAL meter is fully charged and flashing, you can execute even more powerful special moves and hidden special moves. The meter begins to decrease after it starts to flash, but you can execute the SPECIAL move as long as it flashes. The meter returns to zero if you execute the move.

Vampire
Demitri Maximoff
- Prince of Darkness

- Birth Place: Romania
  Birth Date: 1483
  Height: 197
  Weight: 101 kg

Demitri has called together the darkstalkers to prove he is still the lord of the night. Even after 500 years, his fighting skills have not dulled, and he is up to any new challenge.

The Vampire is a good, standard character. His normal moves are powerful and useful. Utilise the Jumping Hard Punch and the Standing Heavy Punch. Be careful, though, as these attacks are ineffective against J.Talbain and Morrigan.

MOVES:
Hellfire
D,DR,R + any Punch button

Spinning Uppercut
R,D,DR + any Punch button

Fallen Angel
D,DL,L + any Kick button
Air Hellfire
Jump, then perform Hellfire

Dashing Uppercut
Dash, then perform Spinning Upercut

Birth Place: England
Birth Date: 1940
Height: 6 ft. 1 in.
Weight: 154 lbs.

Jon inherited the family curse of lycanthropy early in his life. At first he sought an escape from his curse but now has come to accept what he is. The Werewolf does not have many special moves but he is very agile. His range for throw attacks is half the other characters, yet his special throws have the same range as the other characters' normal throws. It will take much practise to master the Werewolf.

MOVES:
Luna's Hammer
D,DR,R + any Punch button
Diagonal Luna's Hammer
R,D,DR + any Punch button
Jumping Luna's Hammer
Jump the R,DR,D + any Punch button

Blaze Kick
D,U + any Kick button
R,DR,D,DL,L + Medium or Hard Kick button

Roll Throw (when near opponent)

Frankenstein
Birth Place: Germany
Birth Date: 1830
Height: 8 ft. 1 in.
Weight: 507 lbs.

Victor is the creation of the mad doctor von Gerdenheim. Although his creator is long gone, Victor still struggles to find his place in the world. He is slow, yet very powerful. His special throws have long range, and are the most powerful. Some of his moves can be made more powerful or have additional range by pressing the buttons longer. His Special
moves can neutralise projectiles.

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<tr>
<th>MOVES:</th>
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<tr>
<td>Whirlwind Punch</td>
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<td>Dashing Knee</td>
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<td>D,DL,L,R + any Punch button</td>
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<td>D,DR,R + any Kick button</td>
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<tr>
<td>Von Stomp</td>
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<td>Rush Kick</td>
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<td>DL,DR + any Kick button</td>
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<td>Hold R for 2 seconds, then L + any Kick button</td>
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<td></td>
<td></td>
<td>Rush Punch</td>
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<td></td>
<td>Hold R for 2 seconds, then L + any Punch button</td>
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<tr>
<td>Zombie</td>
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<tr>
<td>Lord Raptor - Rocker of Death -</td>
<td></td>
<td>Birth Place: Australia</td>
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<td></td>
<td></td>
<td>Birth Date: 1889</td>
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<tr>
<td></td>
<td></td>
<td>Height: 5 ft. 10 in.</td>
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<tr>
<td></td>
<td></td>
<td>Weight: 86 lbs.</td>
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<td>Lord Raptor is an aristocrat who believes he should bear the title of &quot;Lord of the Night&quot;. Although born during the Victorian age, he finds modern speed metal music more to his liking. He has a long reach with his self-contained weapons, such as his chainsaw legs. He is effective against opponents that jump at him, but you must be quick to pull off the attack. Raptor is the only character that can pursue and attack a fallen opponent.</td>
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<td>MOVES:</td>
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<td>MOVES:</td>
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</tr>
<tr>
<td>Helicopter</td>
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<td>Air Helicopter</td>
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<tr>
<td>D,DL,L + any Kick button</td>
<td></td>
<td>Jump, then D,DL,L + any Kick button</td>
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<td></td>
<td>Death Dance (when opponent is down)</td>
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<td>U,D + any Kick button</td>
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<tr>
<td>Succubus</td>
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<td></td>
<td></td>
<td>Birth Place: Scotland</td>
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<td></td>
<td></td>
<td>Birth Date: 1678</td>
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Morrigan Aenslaed  
- Queen of the Night -  

Height: 5 ft. 7 in.  
Weight: 128 lbs.  

Morrigan takes her last name from an ancient queen of Scotland. She is known as a temptress, and a mistress of the night. She wishes to become "Queen of the Night". The Succubus has the ability to perform combination attacks very quickly. Her standing Medium Punch and standing Hard Kick are most potent. She can also get behind and opponent and attack before they can block using her diagonal dash ability. Morrigan is a solid fighter for novice players.

MOVES:
- Fire Bat
  D,DR,R + any Punch button
- Diagonal Fire Bat
  Jump, then U,UR,R + any Punch button
- Shadow Blade
  R,DR,R + any Punch button
- Demon Blade
  Jump, then D,DL,L + any Kick button
- Hell Ride (when near opponent)
  R,DR,D,DL,L + Medium or Hard Punch button

Birth Place: Egypt  
Birth Date: 2664 BC  
Height: 8 ft. 9 in.  
Weight: 18 oz. - 1212 lbs. (variable)

Anakaris was once the greatest warrior Pharoah, and now nearly 5,000 years later he intends to prove that he is still the greatest warrior in existence. The mummy is very slow, but has some dazzling attacks. His crouching hard punch is effective against air attacks, and is useful when getting up or countering trap moves. One of his Special moves can curse an opponent and neutralise him or her for a certain amount of time.

MOVES:
- The Void (catches projectiles)
- Pharoah's Curse
  Jump, then R,DL,D,DR + any Punch button
- Sarcophagus Slam
  (opponent far)
- R,DR,D,DL,L + any  
  All 3 Kick buttons
Punch button  Sarcophagus Slam simultaneously
Retribution (after Long Snake
successful Void) R,L,R + any Punch button
D,DR,R + any Kick Ground Warp (when near
button opponent)

D,DR,R + any Punch button simultaneously
D,DR,R + any Kick
(dpress Punch button while
simultaneously pressing R
rapidly)

Birth Place: Las Vegas
Birth Date: 1967
Height: 5 ft. 6 in.
Weight: 128 lbs.

Felicia is an exotic battle dancer. The youngest of the Darkstalkers, she intends to prove her strength to all. Shw uses her cat claws very well, and it is her best and strongest weapon. The cat woman is a balanced fighter, yet tends to be wide open to attack after she executes her Special moves. Be careful!

MOVES:
Rolling Smash Litterbox Kick Scratching Post (when
R,DR,D,DL + any Punch near opponent)
b button, then press any R,DR,D,DL,L + Medium or
Punch button repeatedly Hard Kick button
Rolling Slash Lunge Kick
L,DL,D,DR + any Punch
button twice L,D,DL + any Kick

Birth Place: Japan
Birth Date: 1673
Height: 6 ft. 2 in.
Weight: 132 lbs.

Bishamon was charged with protecting his land and his people. To do so he doned a forbidden suit of armour and a cursed sword. Because of the forbidden items, he has never rested from his duty. He still has a noble heart, however, and defends his honour.
The Samurai has limited defence for air
attacks but makes up for it in his incredible chain combination attacks. These are difficult to master, as are his throw attacks and special throws. Bishamon's main advantage is with his long reach, so utilise this to be successful.

MOVES:

Long Strike
Hold L for 2 seconds, then R + any Punch button

Low Strike
Hold L for 2 seconds, then R + any Kick button

The Impaler
L, DL, D, DR, R + any Punch button

The Divider (when Impaler connects)
D, DR, R + any Punch button

The Retriever (when Impaler connects)
D, DL, L + any Punch button

Upper Slash (Reversal when on ground)
R, D, DR + any Punch button

The Impaler
L, DL, D, DR, R + any Punch button

Jump vertically, then U, UR, R + any Punch button

The Skinner (when near opponent)
R, DR, D, DL, DR + any Punch button

Birth Place: Brazil
Birth Date: 1953
Height: 6 ft.
Weight: 137 lbs.

Believed to be the last of his aquatic race, Rikuo searches the world for news of others of his kind. Rikuo is very agile and has a long attack reach. He is very effective in ground attacks with his kicks. Try using his "Sonic" to get the opponent to jump over, then return with a dose of "Swamp Gas".

MOVES:

Sonic
D, DR, R + any Punch button

Swamp Gas
L, DL, D, DR, R + any Kick button

Jumping Drill
Dash backward, then press any Kick button

Dorsal Saw L, R + any Punch button

Tounge Throw (when near opponent)
R, DR, D, DL, L + Medium or Hard Punch button

Frenzy (when near opponent)
R, DR, D, DL, L + Medium or
Leader of an ancient race of snow people, Sasquatch has decided to make the outside world aware of his people. His light punch can stop an opponents' dash attack. His Vortex Kick is effective against air attacks, and his dash attack is ruthless. Command the power of ice with the fortress and the blast. The blast, particularly, works well as it freezes an opponent and renders them immobile for a short period of time.

MOVES:
- Frost Blast: L, DL, D, DR, R + any Punch button
- Vortex Kick: R, DR, D + any Kick button
- Ice Fortress: D, D + all 3 Punch buttons simultaneously
- Icicle Hammer: R, DR, D + Medium or Hard Punch button
- Refreezer: D, DL, L + Medium or Hard Kick button
- Big Swing: Press Directional button in a 360 degree motion, then press Medium or Hard Kick button

Constructed to be the ultimate guardain, Huitzil has been programmed by the ancient Mayan people to protect Central America from great evil, and from any other outside threat. Watch out for his "Plasma Beam"!
which comes from 2 different heights; avoid it, not block it. His missiles explode for awhile, so watch out!

Birth Place: Planet Hellstorm
Birth Date: 1991

Pyron is the supreme overlord of his world. He is being composed of almost pure energy that can take solid form. Being a totally unnatural creature, he feels that he should be the lord of the Darkstalkers.