




THE KING OF FIGHTERS XIII
STEAM EDITION



THE KING OF FIGHTERS XIII™

STEAM EDITION

⚠ Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms and legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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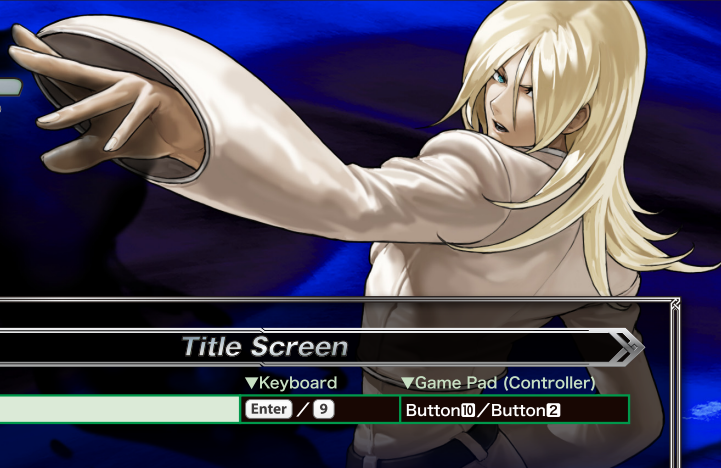
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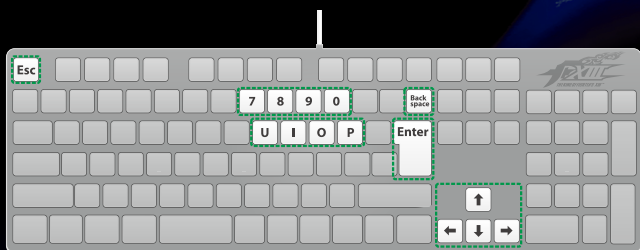
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Thank you for purchasing “**THE KING OF FIGHTERS XIII Steam Edition**” for PC. Please make sure to read these instructions before starting the game.

Basic Controls

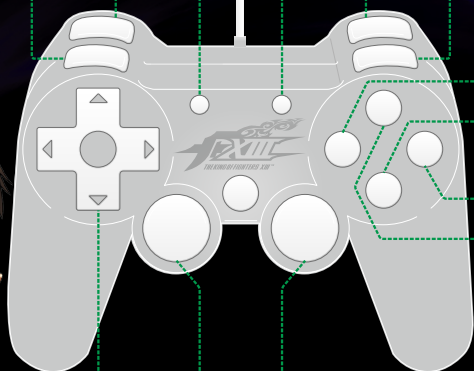


Keyboard



Gamepad (Controller)

Button5 Button7 Button9 Button10 Button8 Button6



Button1

Button2

Button3

Button4

Directional Pad

Button11
Left Stick

Button12
Right Stick



Title Screen

▼Keyboard

▼Game Pad (Controller)

Game Start	Enter / 9	Button10 / Button2
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Menu

▼Keyboard

▼Game Pad (Controller)

Move cursor	↑ / ↓ / ← / →	Directional Pad / Left Stick
Make selections	Enter	Button2
Cancel selections (return to previous screen)	Esc	Button3
Switch to Alternate Characters	Back space	Button9
Change leaderboard pages	O / P	Button5 / Button6

Battle*

▼Keyboard

▼Game Pad (Controller)

Move forward / back, jump	↑ / ↓ / ← / →	Directional Pad / Left Stick
Light Punch	7	Button1
Heavy Punch	8	Button4
Light Kick	9	Button2
Heavy Kick	0	Button3
Light Punch + Heavy Punch	O	Button5
Light Kick + Heavy Kick	I	Button7
Light Punch + Light Kick (Evasive Roll)	P	Button6
Heavy Punch + Heavy Kick (Blowback Attack)	U	Button8
Display Pause Menu	Space bar	Button10
Use in Practice Mode, etc.	Back space	Button9

*All controls referenced in this manual refer to the default settings.



Starting the Game

At the Title Screen

Press **Enter** / **9** / Button **10** or Button **2** at the Title Screen to proceed to the Main Menu. You will be presented with the following options:

- TUTORIAL** This mode is for first time KOF players. Rose Bernstein, the organizer of the tournament, will teach you the basics in an easy-to-understand way.
- ARCADE** In this mode, you will participate in 3-on-3 Team Battles against the CPU across six regular matches and two bosses matches. However, in order to fight the bosses, you need to accumulate at least 2,500,000 points by the end of the sixth match.
- STORY** In this mode, you will experience a variety of background stories not touched upon in the Arcade version, allowing you to find out more about the characters and the game world.
- VERSUS** In this mode, you can fight against human opponents or CPU-controlled characters in online battles. First, make your selections in the Versus Menu and Player Select, then select you characters, determine the handicap, and select the stage. When a match ends, you can opt for a rematch, change the order (TEAM VS only), or return to the Main Menu.
- PRACTICE** In this mode, you can spend time honing your skills using the character or your choice. Access to the Practice Menu in order to adjust the different settings, such as the opponent's behavior and the state of both characters' gauges.
- ONLINE** Duke it out online with players from around the world. (→P06)
- REPLAY** This mode is for watching and managing saved replay data of online matches. While playing the replay data, you can frame advance, pause, skip rounds, display/hide attack data and gauges, etc.
- GALLERY** This mode allows you to view illustrations, movies, background music, character voices and original illustrations from the Console Version of the game. However, certain items are locked, and can be unlocked by meeting certain requirements in the game.
- MISSION** Three types of missions – Time Attack, Survival, and Trial, await your challenge in this mode. As you go through these missions, you will learn how to control the characters effectively, as well as their combos and battle tactics.
- CUSTOMIZE** This mode allows you to edit your profile for online matches and change character colors. You can create a team to use in online matches and add icons obtained by meeting certain requirements in the game. You can also create and save up to five custom color sets for each character.
- PLAYER DATA** In this mode, you can check various stats for the player and individual characters.
- OPTION** Adjust various in-game settings to tailor KOF XIII Steam Edition to your own preferences.
- EXIT** End the game and return to Steam Library.



▲Main menu screen

Auto Save

This game supports Auto Save. Your progress and settings will be saved automatically after battle, changing options, etc. You need at least 100MB of free space on your hard disk to save your game data.

Battle

Starting a Match

1 Select characters In a Team match, you form a team by selecting 3 characters and their respective outfit color. For a Single match, pick one character and choose his/her color.

2 Determine order In a Team match, you must decide the order in which the 3 team members will fight. Each character is assigned a button, so press the corresponding buttons in the order in which you want to use your characters. Moreover, you can change your team order after each victory in Arcade Mode.

3 The match begins - Ready? GO!!



▲Character Select screen



▲Order select screen

Battle Screen

1 Time Limit : This gauge will track the time remaining for the current round. If the time runs out and both characters are still standing, the character with the most health left is the victor.

2 Health Gauge : These will display the remaining health of the characters that are currently fighting. The character that first loses all its health loses the round.

3 Character Panel : The portrait of the character currently fighting will be displayed in this area.

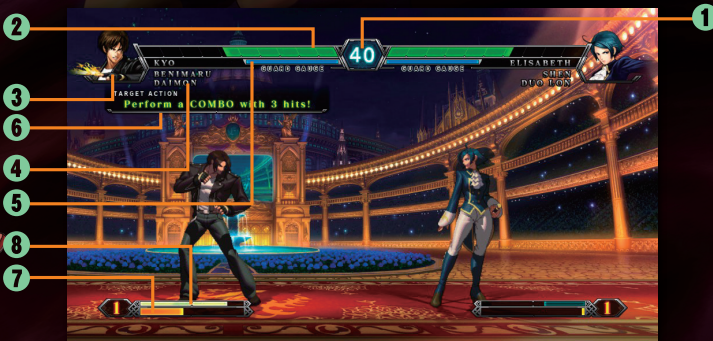
4 Standby character name : The list will show the names of the characters who are on standby.

5 Guard crush gauge : This gauge will decrease every time a character blocks an attack. Once the gauge is depleted, Guard Crush will occur.

6 Target Action : Performing the action that appears here will grant you bonuses to your score and gauges (Arcade and Story modes only).

7 Power Gauge : This will fill every time you perform a special attack or land, block, or take a hit. When the gauge is filled, it becomes stocked (the number next to the gauge indicates the stock count).

8 Hyperdrive gauge (HD gauge) : This gauge will increase every time you land, block, or take a hit. Unlike the Power Gauge it can be used once it's 50% full. When the gauge reaches 100% (MAX), it will flash.



▲Battle screen

Game Rules

3-on-3 Team Battle

Team matches are fought between 2 teams of 3 characters. The default time limit is 60 seconds per round. **The first team to defeat all members of the opposing team is the victor.** When the winning character moves on to the next round, their health will not be fully restored (a portion of health may be restored, depending on the time bonus).

1-on-1 Single Battle

Each Single match fought 1 on 1 consists of 3 rounds. There is a time limit of 60 seconds per round. **The first one to win 2 rounds is the victor.** Unlike in Team Battles, each character's health is fully restored at the start of every round.



Online

This mode allows you to duke it out online with players from around the world.

NETWORK MENU

The Network Menu has the following three options :

- **RANKED MATCH** : Fight under specified regulations; your results will be recorded in the Rankings.
- **PLAYER MATCH** : Playing in this mode will not affect your stats in the Rankings. You can fight against others casually.
- **LEADERBOARD** : All types of Online Rankings can be viewed here.

- ★ **Note about Online Battles** : The pause function cannot be accessed while playing in Online Battles.
- ★ **Saving Replay Data** : You can save the recording of your online match as replay data at the end of the match. You can only save replay data for ranked matches and player matches. The replay data you saved can be watched and managed in the REPLAY mode.



▲ Network menu screen

RANKED MATCH

Fight under specified regulations; your results will be recorded in the Rankings. Moreover, you can also upload them as replay data if your battle results meet certain requirements. There are four ways you can look for ranked match opponents :

- **QUICK MATCH** : Do a quick search for an opponent without specifying any match conditions. The match will start immediately once an opponent is found.
- **CUSTOM MATCH** : Search for an opponent that meets your specified criteria.
- **CUSTOM MATCH (ARCADE)** : Wait for challenges from opponents. You will play against the CPU in the ARCADE mode while you wait.
- **CUSTOM MATCH (PRACTICE)** : Wait for challenges from opponents. You will be in PRACTICE mode while you wait for a match to be found.

- ★ **Uploading Replay Data** : If you meet the following requirements upon completing a ranked match, you will be able to upload replay data for that match.
Note: Uploading replay data may take some time, depending on your network connection.

[Upload requirements] :

- ① The ranked match must end properly
 - ② You must be placed high on the monthly Victories leaderboard
- Please be aware that if the replay data does not meet the above requirements after being uploaded, it may be deleted without warning when the monthly Victories leaderboard is reset.



▲ Ranked match menu screen

PLAYER MATCH

You can set your own regulations and play casual matches. The battle results will not be recorded in the Rankings, and you will not be able to upload replay data from the match. There are four ways you can look for Player Match opponents :

- **QUICK MATCH** : A list of rooms will be automatically displayed; select the one that you want to join.
- **CUSTOM MATCH** : A list of rooms that meet your requirements will be displayed; select the one that you want to join.
- **FRIEND MATCH** : A list of Friend rooms will be automatically displayed; select the one that you want to join.
- **CREATE MATCH** : Set your conditions and create your own room. You can be in PRACTICE mode while you wait.



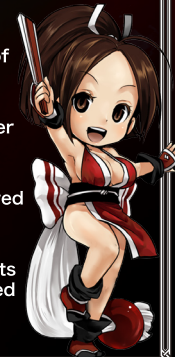
▲ Player match menu screen

- ★ **Voice Chat** : You can voice chat with your opponent at the Room screen.
- ★ **Preset Message** : At the Room screen, you can send preset messages to your opponent. A message can also be automatically displayed when you enter a room or during a match, if you register one in advance. You can use this feature in lieu of voice chat.

LEADERBOARD

Battle results of players from around the world and other data can be viewed here as rankings.

- **Total Victory Number Ranking** : This ranking displays the total number of victories on Ranked Match.
- **Monthly Victory Number Ranking** : PThis ranking shows the monthly number of victories on Ranked Match.
- **Time Attack Ranking** : Clear times for Time Attack can be viewed in this ranking.
- **Rank Point Ranking** : This ranking shows the total of Rank Points (exclusive to this Steam Ver.) on Ranked Match.



Options

This mode allows you to adjust various in-game settings. Choose from the following six options:



▲Options menu selection screen



GAME OPTIONS

You can change the battle settings here.

- CPU-LEVEL** : Choose from 5 levels of CPU difficulty. 1 is the weakest, 5 is the strongest.
- ROUND** : Set the number of rounds to be won in SINGLE VS to 1, 2, or 3.
- PLAY TIME** : Set the time limit for each round to 30, 60, 99, or ∞ (infinite).
- DEFAULT** : Set all game options to default.



▲Game options screen

SYSTEM OPTIONS

You can change the system-related settings here.

- LANGUAGE** : Choose the language you want the in-game text to be in: Japanese, English, German, Italian, Spanish, French, Chinese (simplified), Chinese (traditional), or Korean.
- VIBRATION** : Turn the Game pad (controller) vibration settings ON or OFF.
- DEFAULT** : Set all system options to default.



▲System Options screen

GRAPHICS OPTIONS

Adjust the graphics settings here.

- FRAME RATE** : You can change the frame rate between "Fixed" for 60 frames, and "Variable" for less than 60 frames.
- BACKGROUND** : You can change the background movement settings between "Static" for static backgrounds, and "Dynamic" for dynamic backgrounds.
- DISPLAY MODE** : You can change the way to display the game screen between a windowed and a fullscreen display.
- DEFAULT** : Set all graphics options to default.



▲Graphics Options screen

SOUND OPTIONS

Adjust the game's audio settings here.

- BGM VOLUME** : Adjust the background music volume.
- AMBIENCE VOLUME** : Adjust the volume of the ambience.
- VOICE VOLUME** : Adjust the volume of the character voices and system voices.
- SE VOLUME** : Adjust the volume of the sound effects.
- VOICE CHAT VOLUME** : Adjust the volume of voice chat when during Online Lobbies.
- BATTLE BGM SETTING** : Select the type of background music used during matches.
- DEFAULT** : Set all sound options to default.



▲Sound Options screen



BUTTON CONFIG

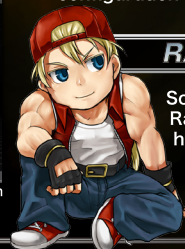
You can set controls/button assignments here. Assign a function to each button for a control scheme that best suits your play style. There are also Practice mode-exclusive button functions that let you record, play, and loop command inputs. Select DEFAULT to return the button configuration to the original settings.



▲Button configuration screen

RANKING

Score and Time Attack Rankings can be viewed here.



▲Rankings screen

Additional Characters

How to unlock Billy Kane and Saiki



Saiki



Billy Kane

As you fight against the CPU in the Arcade mode, Billy and Saiki may each appear and challenge you separately. If you manage to defeat them, they will be available at the character select screen from then on.

How to select the Alternate Characters



NESTS-style Kyo



Iori with the Power of Flames



Mr. Karate

Place the cursor on either

" **Kyo Kusanagi** ", " **Iori Yagami** ", or **Takuma Sakazaki** ", then press **Backspace** / **Button 9** to choose the alternate version of these characters. Moreover, **Backspace** / **Button 9** again to return to their original version.



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*The screenshots used in this manual were taken during development, and are subject to change.