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The king of fighters' 98

Page 2Page 3Page 4Page 5Page 6Page 7Page 8 Share promotional artwork, showing Kyo, Iori, Terry, Yashiro, King, Heidern, Chang, Choi, Ralf, Heavy-D! And Athena. Illustration by Shinkiro SNK, Yumeboko (PS1), D4 Enterprise (Wii Virtual Console), Hamster Corporation (PS4, Xbox One, Nintendo Switch) SNK, D4 Enterprise, Hamster Corporation ArcadeJP July 23, 1998NA July 22, 1998Neo GeoINT September 23, 1998Neo-Geo CDJP December 23, 1998NA 1998PlayStationJP March 25, 1999PlayStation NetworkPlayStation:JP June 28, 2007PlayStation 2:JP November 19, 2014Wii Virtual ConsoleJP October 23, 2012NA March 7, 2013EU May 3013 , 2013iOS & Android24 July 2014Nintendo SwitchWW March 3, 2017PlayStation 4INT January 11, 2018NA February 26, 2018Xbox OneWW January 11, 2018Neo Geo MiniAS July 24, 2018INT October 15, 2018LE December 3, 2018NEOGEO Arcade Stick ProJP November 11, 2019 Team Battle; Up to 2 players simultaneously Wii Virtual ConsoleTeen (ESRB)Nintendo SwitchTeen (ESRB)12 (PEGI & USK)B (CERO)80 (Metacritic)iOS78 (Metacritic)12+ (Apple) Arcade, Neo Geo, Neo Geo CD, PlayStation, PlayStation 2, PlayStation Network, Xbox Live Arcade, Virtual Console, iOS, Android, PlayStation 4, Xbox One, Nintendo Switch, Neo Geo Mini, NEOGEO Arcade Stick Pro The King of Fighters '98: Dream Match Never Ends (The Slugfest in the rest of the world) is the fifth game in The King of Fighters Series. The game was released for Neo Geo and later brought to Sony PlayStation. The game's dreamcast port was titled The King of Fighters: Dream Match 1999. A remake titled The King of Fighters '98 Ultimate Match was released in Japanese arcades on March 18, 2008 and later on PlayStation 2, PlayStation 4 and PC (via Steam). The original game was later released on iOS on July 25, 2014. The game doesn't have a plot. Instead, it was developed as a dream match game with characters from all previous King of Fighters games, including slain characters. The canonical story of the series continues in The King of Fighters '99. Playable Characters Mid-Boss Boss Characters Alternative Characters Special Edit Team Kyo Kusanagi Iori Yagami Chizuru Kagura Shingo Yabuki Kyo Kusanagi Iori Yagami Rugal Bernstein Mature Vice Kyo Kusanagi Terry Bogard Ryo Sakazaki Benimaru Nikaido Andy Bogard Robert Garcia Goro Daimon Joe Higashi Yuri Sakazaki Ralf Jones Blue Mary Lucky Glauber Saisyu Kusanagi Takuma Sakazaki Kim Kaphwan Billy Kane Chang Koehan Joe Higashi Kyo Kusanagi Saisyu Kusanagi Orochi Chris Takuma Sakazaki Ryo Sakazaki Yuri Sakazaki Shingo Yabuki Sie Kensou Chris Yashiro Nanakase Chris Ryuji Yamazaki Kyo Kusanagi Saisyu Kusanagi Shingo Yabuki Robert Garcia Sie Kensou Choi Bounge Choi Bounge Chin Gentsai Chang Koehan Terry BoGard Lucky Glauber Clark Still Shingo Yabuki Benimaru Nikaido Goro Daimon Athena Asamiya Mai Shiranui Yuri Sakazaki Ralf Jones Brian Battler Chang Koehan King Mature Shingo Yabuki Stages U.S.A. of the basketball courtAdd a photo to this gallery Note 1 : This game game the last in the series where the characters are waiting to fight in the background. It is also the first game in the franchise with Practice mode. In the remake of the game ('98 UM), in 3D backgrounds (only available in PS2 and PS4 versions), the natural sounds of the stages do not appear. In addition, phase changes are different in both versions. Note 2: This game is the first in the series where all stages are selectable (Versus mode only). Note 3: In this game, only Bosses and Intermediate Bosses earn the associated stages. Warning: The sight of certain stages can cause epilepsy. Japan Street: A viaduct near Esaka train station and SNK headquarters in Osaka City. There are various vehicles, an LED panel with the game and the name of SNK, a sidewalk, people cheering, a toll and karaoke in the background. Changes: in the first round, the stage is partially full of cars; in the 2nd round, partially empty, but some vehicles can be seen passing through; from the 3rd round, there is congestion due to the fight, and you can hear a horn. In the PS2 UM version, depending on the round, you can see vehicles or people. Note: When Choi wins the third round in more than 30 seconds, a special cameo of two students on bicycles appears. This only happens if the player does not defeat the opponent in the following conditions: perfect, use throwing punches, use C+D buttons, use command punches, or use the same punch in the same fight. Only Choi can win, he must be the second or third chosen by the player, defeat the second character of the opposing team and press the C button immediately after the victory. Gameplay by Shermie vs Chris Middle East: A commercial village. Tents, merchants, vases, carpets, fruits and people can be seen. In all rounds, a boy can be seen asking his mother to watch the fight, and shortly afterwards, run near her and vibrate. In the PS2 UM version, the stage changes color, turning blue (night) and orange (sunset). The boy only appears in the second and final round. Gameplay by Ryo vs Terry Korea: A pier in Seoul. A fruit truck and fair on the left, a shop, a bridge in the middle and, in the background, the Yeonju-dae and Yonjuam temples can be seen. A man can also be seen watching the fight in the window, on the right, and gulls, listening to the noise of the birds. In the PS2 UM version, the stage time changes, starting with the morning and ending in the evening. That man doesn't appear. Note: In the PS2 unified messaging version, in the 2D background, seagulls do not appear next to the temple. China: A boat passing through Wulingyuan, Hunan Province. The fight unfolds as the boat sails near the river. Two native men can be seen: one, sitting on the bow to the right, and the other padding the boat, on the left. Changes: On the 1st round, a terrace can be seen on lap 2, rocks and a waterfall; in the 4th round, only the rocks; and in the 3rd and final round, a covered mountain covered a fog. In the PS2 UM version, the temple appears in the second round, the mountain, only in the fourth round, and the waterfall, in the final round. Spain: The Court of lions, in the Alhambra Palace, in the city of Granada. A fountain, shrubs, lamps and a white cat can be seen passing through the stage. You can also hear the spout of the fountain. Changes: in round 1 and round 2, it's day; at the 3rd turn, sunset, and the fountain stop at a breath; from the 4th shift, night. USA Yard (A.K.A. Train Yard) — Yagami Team: A railroad garage. A gray train, a dog towing a trash can and a license plate with the MOTEL sign can be seen. Changes: From round 2, you can see a cart, approaching round 3, starts at round 4 and returns to the same place as the second in the final round. In addition, time passes at sunset from the third round. In the PS2 UM version, the changes are: in the first round, the gray train appears; in the second round, the wagon appears; from the fourth round, the wagon starts. Note: The tank appears only in the arcade version and, in the PS2 UM version, only in the 3D background. Japan Temple — Masters Team: The Art of Fighting Team's stage in KOF '95. In the '98 version, the Kyokugenryu Dojo is partially destroyed, and trees, shrubs, building wrecks and fireflies can be seen all over the stage. When a player makes a strong move with his character, parts of the roof begin to fall. Changes: until the 2nd shift, it is the nightfall; in the 3rd round, it's dawn; from round 4, it's morning. In the PS2 UM version, the stage is still at dawn but, from the third round, fireflies appear. USA Wharf (A.K.A. Basketball Court) — American Sports Team: The American Sports Team's stage in KOF '94. The only difference between the old and the new are the people and animals: in the version of '98, you can see some cameos, a street dog and people wearing a suit and tie and, occasionally, Ryuuhaku Todoh. The stage is partially empty and the old ring has turned into a dump. Changes: in the first round, sunset; in the 2nd and 3rd shifts, night; from the 4th lap, smelly fog. In the PS2 UM version, fog appears from round three. Unknown (A.K.A. Black Noah): A submarine. You can see some wreckage of planes, blood, Rugal's self-portrait and his black panther. Associated with Omega Rugal. Note: In the PS2 UM version, the submarine approaches self-destruct within each round. See also Gallery Full cover imageNeo Geo CD cover, showing Kyo, Iori, Heavy-D!, Mature, Terry, Shermie, the Ikari Warriors Team, Shingo & Yamazaki. Illustration of ShinkiroAdd a photo to this gallery Trailer THE KING OF FIGHTERS '98 Trailer (English)Add a photo to this gallery External Links Dreamcast List for KOF Dream Match '99 Community content is available under CC-BY-SA unless otherwise indicated. 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