

XBOX

<http://www.replacementdocs.com>

LIVE ONLINE ENABLED

NTSC



STREET FIGHTER

ANNIVERSARY COLLECTION



BONUS FEATURE

Full Length Feature Film
STREET FIGHTER II:
The Animated Movie



CAPCOM®

Game Experience May
Change During Online Play

CONTENTS

SAFETY INFORMATION

ABOUT 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 or 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

A Special Message from **CAPCOM**

Thank you for selecting STREET FIGHTER® ANNIVERSARY COLLECTION for your Xbox® video game system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.

REGISTER ONLINE AT
www.capcom.com/insider

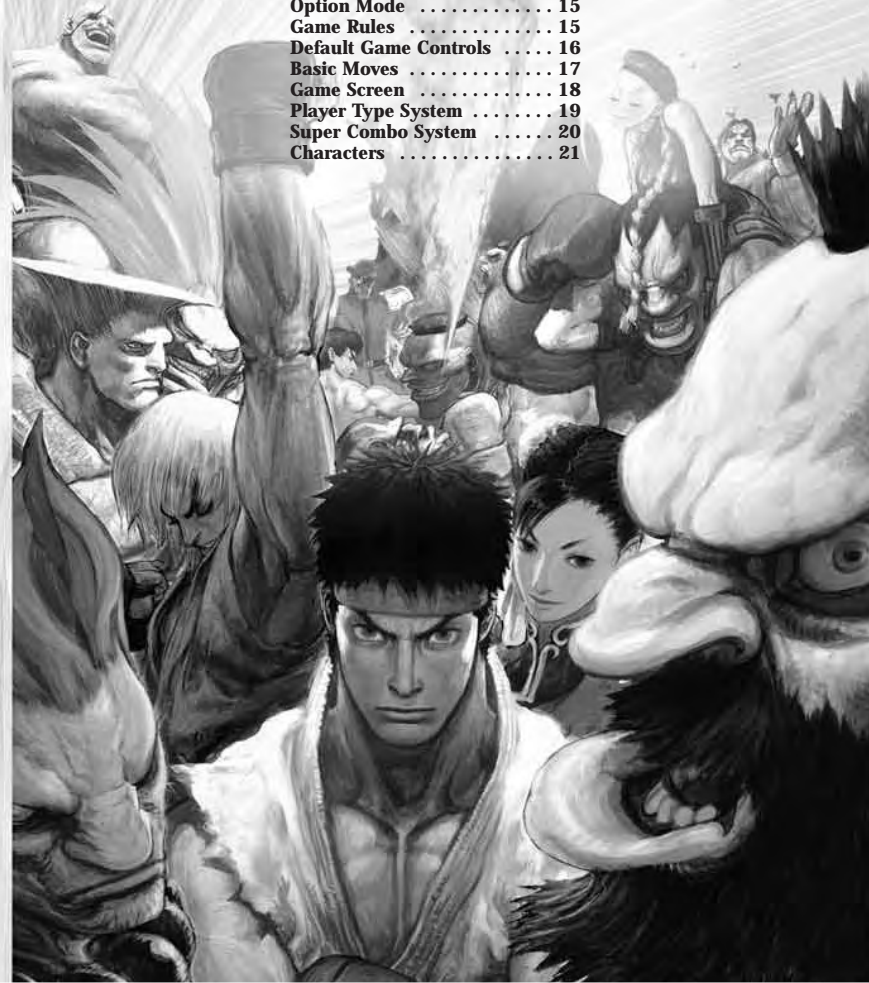
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STREET FIGHTER® III: 3RD STRIKE

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GAME SELECTION



- Press **START** (START button) at the Title screen.
- Press **LEFT** (LEFT thumbstick) or **RIGHT** (directional pad) **←** or **→** to select your game:
 - **STREET FIGHTER® III: 3RD STRIKE**, or
 - **HYPER STREET FIGHTER® II: THE ANNIVERSARY EDITION**.
- Press **A** to confirm your choice.

XBOX LIVE™

TAKE STREET FIGHTER® ANNIVERSARY COLLECTION BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friend List with other players, see when they're online, and receive invitations to play games.

In the **STREET FIGHTER ANNIVERSARY COLLECTION** Multiplayer Mode in Xbox Live, you can invite your friends to play and talk to them in real-time while you play. You can also download items such as new characters, moves, stages and more to your Xbox console.

CONNECTING TO XBOX LIVE

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live please go to www.xbox.com/live and select your country.

In order to play online, you need a Broadband Internet connection and a valid Xbox Live account.

NEW SUBSCRIBERS

If you do not have an Xbox Live account and want to sign up for one, select **PLAY XBOX LIVE** from Main Menu. From the Sign-In Xbox Live screen, select **NEW ACCOUNT** and follow the onscreen directions. (For complete instructions, please go to www.xbox.com/live.)

CURRENT SUBSCRIBERS

If your Xbox console has a broadband Internet connection and you have a current Xbox Live subscription, you can join or create **STREET FIGHTER ANNIVERSARY COLLECTION** matches. Select **PLAY XBOX LIVE** from the Main Menu, and sign in to your Xbox Live account.

CONNECTION STEPS

Follow these steps to get connected:

1. SIGN UP TO XBOX LIVE

Xbox Live is a subscription service. You need a subscription code to set up an Xbox Live account and play online. To get your subscription code, go to www.xbox.com/live.

2. CHOOSE A CONNECTION SETUP

There are several ways to connect to Xbox Live, including connecting the Xbox console directly to broadband cable, and sharing a broadband connection with a PC. For details and diagrams, go to www.xbox.com/live.

3. CREATE YOUR ACCOUNT

Insert an Xbox Live Starter Kit disc or the Xbox Live-enabled game disc into the Xbox disc drive. On the Home screen, select **XBOX LIVE**. Once you're online, create your Xbox Live account by following the on-screen instructions and entering your subscription code when prompted. If you are unable to go online automatically, use the Network Setup in the Xbox Dashboard to enter your network settings. If you do not have the required information, contact your broadband service provider.

IMPORTANT: Do not disassemble, service, or modify the Xbox console or peripherals. Doing so will void your warranty and could result in serious injury. For further assistance see www.xbox.com/live.

4. SIGN ON

Once you're set up to go online, select **GO XBOX LIVE** on the Home screen. Choose the account you want to sign into and enter your pass code. On the Network Selection screen, wait briefly while your network is verified and you are logged in.



USING THE XBOX COMMUNICATOR

Connect the Xbox Communicator to talk to other players during play. The Xbox Communicator is voice-activated.

XBOX LIVE FEATURES

Once you have signed in to Xbox Live, you can access **STREET FIGHTER ANNIVERSARY COLLECTION**'s Xbox Live Menu, where the following options are available:

- **QUICK MATCH** — Join any available game match.
- **OPTIMATCH** — Specify your match preferences and search for games that meet requirements.
- **CREATE MATCH** — Host your own game, specifying your match settings.
- **FRIENDS** — Search for and play **STREET FIGHTER ANNIVERSARY COLLECTION** games with friends and people you meet online.
- **PLAYERS** — View a list of players you've competed with in recent games, provide feedback about them, and invite them to be a Friend.
- **XBOX LIVE STATISTICS** — Browse the online **STREET FIGHTER ANNIVERSARY COLLECTION** rankings
- **MESSAGES** — Exchange voice messages with Friends.
- **RANKINGS** — Display player rankings.
- **SIGN OUT** — Sign out of Xbox Live.

IMPORTANT CONSUMER NOTICE

STREET FIGHTER ANNIVERSARY COLLECTION has a feature that automatically measures all participants' connection speeds in the waiting area (lobby). This feature will automatically disconnect a client from the host if the client's line quality does not satisfy connection speed requirements after a fixed period of time. As slow connection speeds tend to interrupt gameplay, this feature has been implemented in order to ensure a smooth, enjoyable gaming experience.

In addition, due to delays in Network Data communications, the game controls may not correspond immediately to actual gameplay (this condition is known as "latency"). As this also tends to interrupt gameplay, an icon displaying connection speed will be displayed in the lobby, and will enable users to make a gameplay decision.

For a comprehensive explanation of what to do in the situations mentioned above, please go to: www.capcom.com



DEFAULT GAME CONTROLS

You can reassign the default controls in Option Mode.



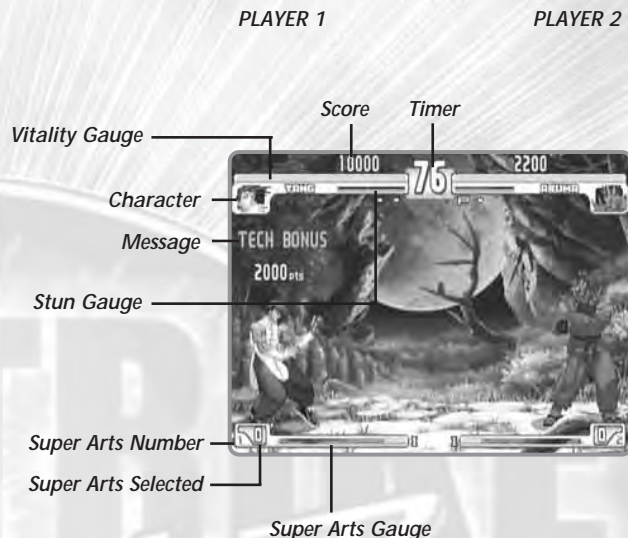
DIRECTION CONTROLS

use with **L** (left thumbstick) or **D** (directional pad)

Use these controls for characters facing right. Reverse left/right controls for characters facing left.

- **MOVE**
 - ➔ Move forward
 - ➔ Move backward
- **JUMP**
 - ⬆ Vertical jump
 - ↗ Diagonal forward jump
 - ↖ Diagonal backward jump
- **PARRY**
 - ➔ Standing parry (while opponent is attacking)
 - ➔ Crouching parry (while opponent is attacking)
- **BLOCK**
 - ⬅ Upper block
 - ⬅ Lower block
- **CROUCH**
 - ⬇ Crouch
 - ↙ Crouch
 - ↘ Crouch

GAME SCREEN



- **SCORE** – Player's current score.
- **TIMER** – Remaining round time.
- **VITALITY GAUGE** – Color bar decreases as character is attacked. If the color bar disappears, the character is knocked out.
- **CHARACTER** – Name and portrait of street fighter.
- **MESSAGE** – Various messages appear for both fighters as the battle goes on.
- **WINS** – (Not shown.) Number of wins for the player.
- **STUN GAUGE** – When this gauge fills up, the character is stunned and becomes dizzy.
- **SUPER ARTS NUMBER** – Number of Super Arts available. (Each Super Arts has its own max number of uses.)
- **SUPER ARTS SELECTED** – Super Arts currently selected by character.
- **SUPER ARTS GAUGE** – Perform Super Arts moves when this gauge is full.

OPTION MODE

Press **L** or **R** **↑/↓** to make a selection and **←/→** to change the setting.
Press **A** to confirm; press **B** to return to the game's Title screen.

• GAME OPTION

- **Difficulty** – Add stars to make the opponent tougher to beat.
- **Time Limit** – Set the time limit per round.
- **Rounds (1P)** – Set the number of rounds per match for 1 Player games.
- **Rounds (VS)** – Set the number of rounds per match for VS Mode games.
- **Damage Level** – Set the amount of injury your attacks will inflict.
- **Guard Judgment** – Set the Judgment conditions to **OLD** or **NEW**.
- **Thumbstick** – Enable or disable the left thumbstick as an input device for moving game characters.
- **Handicap** – Turn Handicap **ON/OFF** in VS Mode.
- **Player 1/2 (VS)** – Set character control in VS Mode. For example, set both to **CPU** to watch a CPU vs CPU match.
- **Default Settings** – Reset the options to their default status.
- **Exit** – Return to the Option menu.
- **BUTTON CONFIG.** – Change the button control settings and assign special commands.
- **SCREEN ADJUST** – Adjust the screen setting for your monitor.
- **SOUND**
 - **BGM Select** – Choose **ARRANGE** or **ORIGINAL**.
 - **BGM Test** – Sample the game's background music.
- **SAVE/LOAD**
 - **Save Data** – Save option settings and score ranking to the Xbox Hard Disk.
 - **Load Data** – Load game data from the Xbox Hard Disk.
- **DEFAULT SETTING** – Reset the options to their original settings.

CHARACTERS

SPECIAL MOVES

HADOKEN ↓↘→ + P [EX]
SHORYUKEN →↓↘ + P [EX]
HURRICANE KICK ↓↙← + K
 (USABLE IN AIR) [EX]
HIGH-BLADE LEG KICK ←↙↘→ + K [EX]

SUPER ARTS (CHOOSE ONE)

I SHINKOU-HADOUKEN ↓↘→↓↘→ + P
II SHIN SHORYUKEN ↓↘→↓↘→ + P
III DENJIN HADOKEN ↓↘→↓↘→ + P (CHARGEABLE)



RYU

SPECIAL MOVES

HADOKEN ↓↘→ + P [EX]
SHORYUKEN →↓↘ + P [EX]
HURRICANE KICK ↓↙← + K
 (USABLE IN AIR) [EX]

SUPER ARTS (CHOOSE ONE)

I SHORYU REPPA ↓↘→↓↘→ + P
II SHINRYUKEN ↓↘→↓↘→ + K
 (PRESS RAPIDLY)
III SHIPPU JINRAIKYAKU ↓↘→↓↘→ + K



KEN

SPECIAL MOVES

HYAKURETSU-KYAKU K (PRESS RAPIDLY) [EX]
KIKOKEN ←↙↘→ + P [EX]
SPINNING BIRD KICK ↓ (CHARGE) ↑ + K [EX]
HAZANSHU →↘↓↙← + K [EX]

SUPER ARTS (CHOOSE ONE)

I KIKOU-SHOU ↓↘→↓↘→ + P
II HOUYOKU-SEN ↓↘→↓↘→ + K
III TENSEI-RANKA ↓↘→↓↘→ + K



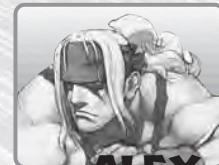
CHUN-LI

SPECIAL MOVES

FLASH CHOP ↓↘→ + P [EX]
POWER BOMB →↘↓↙← + P
AIR KNEE SMASH →↓↘ + K [EX]
AIR STAMPEDE ↓ (CHARGE) ↑ + K [EX]
SLASH ELBOW ← (CHARGE) → + K [EX]
SPIRAL DDT →↘↓↙← + K

SUPER ARTS (CHOOSE ONE)

I HYPER BOMB 360° MOTION + P
II BOOMERANG RAID ↓↘→↓↘→ + P
III STUN GUN HEADBUTT ↓↘→↓↘→ + P



ALEX

Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
EX — EX Special version of the move is available.

SPECIAL MOVES

JET UPPERCUT →↓ + P [EX]
 MACHINEGUN BLOW ←↙↓ + P [EX]
 DUCKING STRAIGHT ←↙↘ + K THEN P
 DUCKING UPPERCUT ←↙↘ + K THEN K
 CROSS COUNTER →↓↘ + P [EX]
 SHORT SWING BLOW →↓↘ + K [EX]

SUPER ARTS (CHOOSE ONE)

I ROCKET UPPERCUT ↓↘↘ + P
 II ROLLING THUNDER ↓↘↘ + P (PRESS RAPIDLY)
 III CORKSCREW BLOW ↓↘↘ + P

**DUDLEY****SPECIAL MOVES**

DASHING HEAD ATTACK ← (CHARGE) → + P [EX]
 DASHING LEG ATTACK ← (CHARGE) → + K [EX]
 HIGH SPEED BARRAGE ↓↘ + P [EX]
 CAPTURE & DEADLY BLOW →↓↘ + K

SUPER ARTS (CHOOSE ONE)

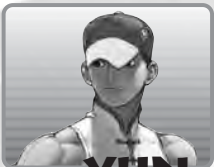
I CRITICAL COMBO ATTACK ↓↘↘ + P
 II DEADLY DOUBLE COMBINATION ↓↘↘ + P
 III TOTAL DESTRUCTION ↓↘↘ + P
 THEN ↓↘ + P OR K

**Q****SPECIAL MOVES**

TETSUZANKO →↓ + P [EX]
 ZESSHOU HOHOU ↓↘ + P [EX]
 NISHOUKYAKU →↓ + K [EX]
 KOBOKUSHI ↓↙ + P
 ZENPOU TENSHIN →↓↘ + K

SUPER ARTS (CHOOSE ONE)

I YOU-HOU ↓↘↘ + P
 II SOURAI RENGEKI ↓↘↘ + P
 III GENEIJIN ↓↘↘ + P

**YUN****SPECIAL MOVES**

ELECTRIC BLASTER →↓ + P (PRESS RAPIDLY)
 TORNADO HOOK ←↙↘ + P [EX]
 FLYING VIPER ↓↙ + P [EX]
 SNAKE FANG ←↙↘ + K
 RISING COBRA ↓↙ + K [EX]

SUPER ARTS (CHOOSE ONE)

I MAGNETIC STORM ↓↘↘ + P (PRESS RAPIDLY)
 II SLAM DANCE ↓↘↘ + P
 III ELECTRIC SNAKE ↓↘↘ + P

**NECRO****SPECIAL MOVES**

TOUROUZAN ↓↘ + P [EX]
 SENKYUTAI ↓↘ + K [EX]
 BYAKKO SOUSHODA ↓↙ + P
 ZENPOU TENSHIN →↓↘ + K
 KAIHOU →↓ + K

SUPER ARTS (CHOOSE ONE)

I RAISHIN MAHHAKEN ↓↘↘ + P
 II TENSHIN SENKYUTAI ↓↘↘ + K
 III SEIEI ENBU ↓↘↘ + P

**YANG****SPECIAL MOVES**

SEAN TACKLE ←↙↘ + P
 (HOLD DOWN) [EX]
 DRAGON SMASH →↓ + P [EX]
 TORNADO ↓↙ + K [EX]
 RYUBI KYAKU →↓ + K [EX]

SUPER ARTS (CHOOSE ONE)

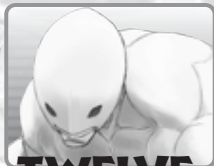
I HADOU-BURST ↓↘↘ + P
 II SHORYU-CANNON ↓↘↘ + P (PRESS RAPIDLY)
 III HYPER TORNADO ↓↘↘ + P

**SEAN****SPECIAL MOVES**

N.D.L. ↓↘ + P [EX]
 A.X.E. ↓↙ + P (USABLE IN AIR) [EX]
 D.R.A. ↓↙ + K (IN AIR) [EX]

SUPER ARTS (CHOOSE ONE)

I X.N.D.L. ↓↘↘ + P
 II X.F.L.A.T. ↓↘↘ + K (IN AIR)
 III X.C.O.P.Y. ↓↘↘ + P

**TWELVE****SPECIAL MOVES**

LIGHT OF VIRTUE: HIGH ← (CHARGE) → + P [EX]
 LIGHT OF VIRTUE: LOW ← (CHARGE) → + K [EX]
 RISING RAGE FLASH ↓ (CHARGE) ↑ + K [EX]
 ↓↙ + K (EX)
 CLOD BLUE KICK

SUPER ARTS (CHOOSE ONE)

I LIGHT OF JUSTICE ↓↘↘ + P
 II SUPREME RISING RAGE FLASH ↓↘↘ + K
 III BLUE NOCTURNE ↓↘↘ + K

**REMY**

Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
 EX — EX Special version of the move is available.

Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
 EX — EX Special version of the move is available.

SPECIAL MOVES

SCRATCH WHEEL →↘↘ + K [EX]
 RHINO HORN ←↙↘↘ + K [EX]
 MALLET SMASH →↘↘↙ + P [EX]
 SPIN SIZE ↙↙ + K [EX]
 LYNX TAIL ←↙↙ + K [EX]

SUPER ARTS (CHOOSE ONE)

I SPINNING BEAT ↘↘↘↘ + K
 II BRAVE DANCE ↘↘↘↘ + K
 III HEALING ↘↘↘↘ + P

**ELENA****SPECIAL MOVES**

NICHIRIN SHO ← (CHARGE) → + P [EX]
 ONI YANMA ↓ (CHARGE) ↑ + P [EX]
 NIOH RIKI →↘↙↙ + P
 JINCHU WATARI ↘↘ + K [EX]
 (USABLE IN AIR)

SUPER ARTS (CHOOSE ONE)

I KISHIN RIKI ↘↘↘↘ + P THEN P
 NEAR OPPONENT
 KISHIN TSUI* ↘↘↘↘ + PP
 II YAGYOU-DAMA ↘↘↘↘ + P
 YAGYOU-ODAMA* ↘↘↘↘ + PP
 III TENGU-STONE ↘↘↘↘ + P
 TENGU MIDAREISHI* ↘↘↘↘ + PP
 *WHEN SUPER ARTS GAUGE IS AT MAX

**ORO****SPECIAL MOVES**

CHARIOT TACKLE ← (CHARGE) →
 + K [EX]
 VIOLENCE KNEE DROP ↓ (CHARGE) ↑
 + K [EX]
 DANGEROUS HEADBUTT ↓ (CHARGE) ↑
 + P [EX]
 METALLIC SPHERE ↘↘ + P [EX]

SUPER ARTS (CHOOSE ONE)

I TYRANT SLAUGHTER ↘↘↘↘ + P
 II TEMPORAL THUNDER ↘↘↘↘ + P
 III AEGIS REFLECTOR ↘↘↘↘ + P

**URIEN****SPECIAL MOVES**

HAYATE ↘↘ + P [EX]
 HUKIAGE →↘ + P [EX]
 OROSHI ↙↙ + P [EX]
 KARAKUSA →↘↙↙ + K
 TSURUGI ↙↙ + K (IN AIR) [EX]

SUPER ARTS (CHOOSE ONE)

I SEICHUSEN-GODANZUKI ↘↘↘↘ + P
 II ABARE-TOSANAMI ↘↘↘↘ + K
 III TANDEN-RENKI ↘↘↘↘ + P

**MAKOTO****SPECIAL MOVES**

KUNAI ↘↘ + P (IN AIR) [EX]
 RAIDA →↘↙↙ + P
 KUBI ORI ←↙↘↘ + P [EX]
 KAZEKIRI →↘↘ + K [EX]
 TSUMUJI ↙↙ + K THEN K [EX]
 HIEN ←↙ + K [EX]
 TSUIJI GOE ↘↘ + P
 KASUMI GAKE ↘↘ + K

SUPER ARTS (CHOOSE ONE)

I KASUMI-SUZAKU ↘↘↘↘ + P (IN AIR)
 II YOROI-DOUSHI ↘↘↘↘ + P
 III YAMI-SHIGURE ↘↘↘↘ + P

**IBUKI****SPECIAL MOVES**

GIANT PALM BOMBER ↙↙ + P [EX]
 SOMERSAULT PRESS 360° MOTION + P
 SHOOTDOWN BACKBREAKER →↘ + K
 MONSTER LARIAT ↘↘ + K [EX]
 ULTRA THROW →↘↙↙ + K
 MEAT SQUASHER 360° MOTION + K

SUPER ARTS (CHOOSE ONE)

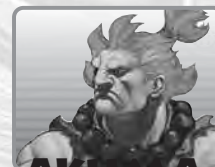
I GIGAS BREAKER 360° MOTION TWICE + P
 II MEGATON PRESS ↘↘↘↘ + K
 III HAMMER FRENZY ↘↘↘↘ + P

**HUGO****SPECIAL MOVES**

GOU HADOKEN ↘↘ + P
 (USABLE IN AIR)
 SHAKUNETSU HADOKEN →↘↙↙ + P
 GOU SHORYUKEN →↘ + P
 TATSUMAKI ZANKUKYAKU ↙↙ + K
 (USABLE IN AIR)
 ASHURA SENKU →↘ OR ←↙↙
 + PP OR KK
 HYAKKISHU →↘ + K THEN P OR K
 OR LP + LK (NEAR OPPONENT)

SUPER ARTS (CHOOSE ONE)

I MESSATSU-GOUHADOU ↘↘↘↘ + P (USABLE IN AIR)
 II MESSATSU-GOUSHORYU ↘↘↘↘ + P
 III MESSATSU-GOURASEN ↘↘↘↘ + K (USABLE IN AIR)
 SHUNGOKUSATSU* LP LP → LK HP
 KONGOUKOKURETSUZAN* ↘↘↘ + PPP
 *WHEN SUPER ARTS GAUGE IS AT MAX

**AKUMA**

Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
 EX — EX Special version of the move is available.

Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
 EX — EX Special version of the move is available.

STARTING THE GAME



- Select a game speed. (You can turn game speed ON/OFF in Option Mode.)
- Select a Player Type. (For more information, see page 19.)
- Select your character.

GAME MODES

- Press **▶** (START button) at the Title screen to display the Mode Menu. Use **⬅** (LEFT thumbstick) or **⬆** (directional pad) to cycle through the game modes. Press **A** to select the mode you want.
- **ARCADE MODE** — Go up against CPU-controlled characters. Defeat 12 in a row to win.
 - **VERSUS MODE** — 2 Player head-to-head competition. Connect two controllers to play this mode.
 - **TRAINING MODE** — 1 Player only. Select your character and opponent, adjust various settings, and practice your moves. Press **▶** while training to bring up the Training Menu. Use **⬆** to cycle through and select options, and press **A** to confirm:
 - Continue — Return to Training Mode.
 - Controller Setting — Select the button control configuration that works best for you.
 - Training Option — Change the settings that control your character and opponent.
 - Character Change — Return to the Character Selection screen.
 - Exit — Return to the Title screen.
 - **GALLERY MODE** — View opening demo movies, ending staff rolls, previous STREET FIGHTER® II titles, the animated feature Street Fighter II The Movie, and more! Use the following controls:
 - **A** = Play
 - **X** = Pause
 - **B** = Stop
 - **L** = Rewind
 - **R** = Fast forward
 - **XBOX LIVE** — Go head-to-head with other players online using Xbox Live.
 - **SELECT GAME** — Return to the Game Selection screen.

OPTION MODE

Adjust various game settings, including GAME OPTION, CONTROLLER SETTING and DISPLAY ADJUST. You can also SAVE your game and LOAD a saved game from this screen. Move **⬅** or **⬆** **↑/↓** to select a setting, and **←/→** to change it.



GAME RULES

- MATCHES** — The first player to win two out of three rounds wins the match. You can change the number of rounds in Option Mode.
- WINNING** — When one player's Vitality Gauge runs out, the other player wins the round. If time runs out before either player wins, the fighter with the most vitality left is the winner.
- DRAW GAME** — A draw game occurs when both players' Vitality Gauges drain out at the same time (a double K.O.), or both players have the same amount of vitality left when time runs out.
- SUDDEN DEATH** — When a draw occurs on the third round, a sudden-death fourth round will decide the winner. If the sudden-death round ends in a draw, both sides lose.

DEFAULT GAME CONTROLS

You can reassign the default controls in Option Mode.



DIRECTION CONTROLS

use with **L** (left thumbstick) or **DPAD** (directional pad)

Use these controls for characters facing right. Reverse left/right controls for characters facing left.

- MOVE
 - Move forward
 - ← Move backward
- JUMP
 - ↑ Vertical jump
 - ↗ Diagonal forward jump
 - ↖ Diagonal backward jump
- BLOCK
 - ↖ Standing block
 - ↙ Crouching block
- CROUCH
 - ↙ Crouch
 - ↘ Crouch
 - ↖ Crouch

BASIC MOVES

PUNCH & KICK

Use the PUNCH (P) and KICK (K) buttons for basic moves. Actual moves performed depend on the character used.

BLOCK/LOW GUARD

Press **L** or **R** away from your opponent. Press **↓** and away for a low guard.

THROW/THROW COUNTER (TECH THROW)

Press forward or backward + HEAVY PUNCH (HP) or HEAVY KICK (HK) when near your opponent to grab and throw. To counter a throw, do the same thing the instant you are grabbed. Throw and Throw Counter are only possible when both fighters are in Super T mode.

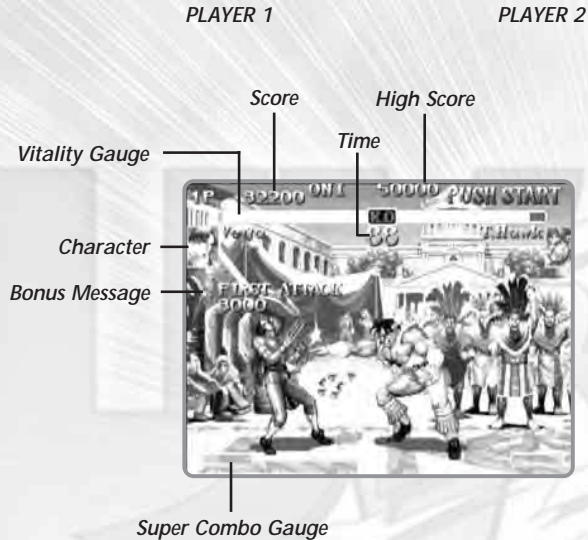
DIZZY/RECOVERY

If an attack makes you dizzy, recover quickly by pressing in any direction or punching/kicking rapidly.

SPECIAL MOVES

Each character has unique special moves, performed by pressing a combination of directions and PUNCH and KICK buttons. See pages 21-25 for each character's special moves and controls.

GAME SCREEN



- **SCORE** – Character's current score.
- **HIGH SCORE** – Highest score achieved so far.
- **VITALITY GAUGE** – The character's remaining life energy. If it drops to nothing the character is defeated.
- **TIME** – Time left in the round.
- **CHARACTER** – The character's name and portrait.
- **BONUS MESSAGE** – Various messages appear here during combat.
- **SUPER COMBO GAUGE** – Increases as you perform special moves. When the gauge is full, you can perform devastating Super Combos! (See page 20.)
- **PLAYER TYPE** – (Not shown.) Character mode currently selected. A Super Combo Gauge appears when SUPER T is chosen as the Player Type.
- **WIN MARK** – (Not shown.) Appears when a character wins a round.


PLAYER TYPE SYSTEM

The Player Type System lets you enhance your character with different "personalities." Try out different Player Types, then when you're ready for serious battle, assign a Player Type that best suits your character and style of play. Certain Player Types cannot be assigned to some characters.

PLAYER TYPES

- **SUPER T** — Player abilities from SUPER STREET FIGHTER® II TURBO. Can be assigned to all characters.
- **SUPER** — Player abilities from SUPER STREET FIGHTER® II. Can be assigned to all characters.
- **TURBO** — Player abilities from STREET FIGHTER® II TURBO. Can be assigned to all players except T. Hawk, Cammy, Fei-Long, DeeJay and Akuma.
- **CHAMP** — Player abilities from STREET FIGHTER® II: CHAMPIONSHIP EDITION. Can be assigned to all players except T. Hawk, Cammy, Fei-Long, DeeJay and Akuma.
- **NORMAL** — Player abilities from STREET FIGHTER® II. Can be assigned only to Ryu, E. Honda, Ken, Chun-Li, Blanka, Zangief, Guile and Dhalsim. NORMAL characters cannot face off against themselves.

SELECTING AKUMA

- Select SUPER T Player Type.
- Highlight the following characters in turn, waiting one second between each selection:
RYU -> T. HAWK -> GUILLE -> CAMMY -> RYU
- Press  and within one second press all three PUNCH buttons simultaneously.

SUPER COMBO SYSTEM



Super Combo Gauge

Special moves give you the chance to make a powerful comeback. Increase your Super Combo Gauge by performing special moves. Once the gauge is full, you'll be able to pull off a devastating Super Combo! Keep filling up your gauge for as many Super Combos as you can handle!

The Super Combo System is only available when you're using the SUPER T Player Type.

CHARACTERS



RYU

SPECIAL MOVES

Fireball/Hadouken	↓ ↘ → + P
Rising Dragon Punch/Shoryuken	→ ↓ ↘ + P
Hurricane Kick/Tatsumaki Senpukyaku	↓ ↙ ← + K

SUPER COMBO

Vacuum Fireball/Shinku Hadoken Super T - ↓ ↘ → ↓ ↘ → + P



KEN

SPECIAL MOVES

Fireball/Hadouken	↓ ↘ → + P
Rising Dragon Punch/Shoryuken	→ ↓ ↘ + P
Hurricane Kick/Tatsumaki Senpukyaku	↓ ↙ ← + K

SUPER COMBO

Rising Dragon Burst/Shoryu Reppa Super T - ↓ ↓ ↓ → → ↓ ↓ ↓ + P



E. HONDA

SPECIAL MOVES

Hundred Hand Slap/Hyakuretsu Harite	P (rapidly)
Super Head Butt/Super Zutsuki	← hold → + P

SUPER COMBO

Oni Muso Super T - ← hold → ↔ → + P



CHUN-LI

SPECIAL MOVES

Hundred Kick/Hyakuretsu-kyaku	K (rapidly)
Whirlwind Kick/Spinning Bird Kick	↓ hold ↑ + K Super T - ← hold → + K

SUPER COMBO

Thousand Kick/Senrets-kyaku Super T - ← hold → ↔ → + K

Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
Hold — Press the direction and hold briefly before pressing the next button.



BLANKA

SPECIAL MOVES

Electric Thunder P (rapidly)
 Rolling Attack ← hold → + P

SUPER COMBO

Ground Shave Rolling Super T - ← hold → ← → + P



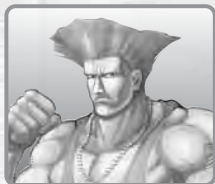
ZANGIEF

SPECIAL MOVES

Double Lariat LP+ MP+ HP
 Screw Pile Driver → -> 360 degrees+ P

SUPER COMBO

Final Atomic Buster Super T - → -> 360 degrees → -> 360 degrees+ P



GUILE

SPECIAL MOVES

Sonic Boom ← hold → + P
 Somersault Kick ↓ hold ↑ + K

SUPER COMBO

Double Somersault Kick Super T - ↘ hold ↙ ↘ ↙ + K



DHALSIM

SPECIAL MOVES

Yoga Fire ↓ ↘ → + P
 Yoga Flame ← ↘ ↓ ↘ → + P

SUPER COMBO

Yoga Inferno Super T - ← ↘ ↓ ↘ → ↘ ↘ ↘ ↘ → + P



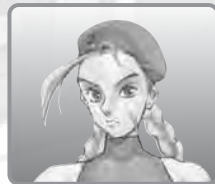
T. HAWK

SPECIAL MOVES

Condor Dive (while jumping) LP+ MP+ HP
 Tomahawk Buster → ↓ ↘ + P
 Mexican Typhoon → -> 360 degrees+ P

SUPER COMBO

Double Typhoon Super T - → -> 360 degrees → -> 360 degree+ P



CAMMY

SPECIAL MOVES

Spiral Arrow ↓ ↘ → + K
 Spin Knuckle ← ↘ → + P
 Cannon Spike → ↓ ↘ + K

SUPER COMBO

Spin Drive Smasher Super T - ↓ ↘ → ↓ ↘ + K



FEI-LONG

SPECIAL MOVES

Shienkyaku ← ↓ ↘ + K
 Rekkaken ↓ ↘ → + P (up to three times)

SUPER COMBO

Rekka Shinken Super T - ↓ ↘ → ↓ ↘ → + P



DEEJAY

SPECIAL MOVES

Machine Gun Uppercut ↓ hold ↑ + P (repeatedly)
 Double Rolling Sobat ← hold → + K
 Air Slasher ← hold → + P

SUPER COMBO

Sobat Carnival Super T - ← hold → ← → + K

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BALROG

SPECIAL MOVES

Turn Punch	LP+ MP+ HP or LK+ MK+ HK (hold, release)
Dash Straight	← hold →+ P
Dash Uppercut	← hold →+ K

SUPER COMBO

Crazy Buffalo Super T - ← hold →↔↔+ P



VEGA

SPECIAL MOVES

Rolling Crystal Flash	← hold →+ P
Flying Barcelona Attack	↓ hold ↑+ K, after jumping P
Izuna Drop	↓ hold ↑+ K, after jumping ← or → + P close to opponent

SUPER COMBO

Rolling Izuna Drop Super T - ↘ hold ↘↘↘+ K after jumping ← or →+ P close to opponent



SAGAT

SPECIAL MOVES

Tiger Shot	↓↘→+ P
Ground Tiger Shot	↓↘→+ K
Tiger Uppercut	→↓↘+ P

SUPER COMBO

Tiger Genocide Super T - ↓↘→↓↘+ P



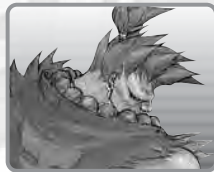
M. BISON

SPECIAL MOVES

Psycho Crusher	← hold →+ P
Double Knee Press	← hold →+ K
Head Press	↓ hold ↑+ K

SUPER COMBO

Knee Press Nightmare Super T - ← hold →↔↔+ K



AKUMA

SPECIAL MOVES

Gou Hadoken	↓↘→+ P
Zanku Hadoken	(while jumping) ↓↘→+ P
Shakunetsu Hadoken	←↘↓↘→+ P
Gou Rising Dragon Punch/Gou Shoryuken	→↓↘+ P
Hurricane Zanku-kyaku/Tatsumaki Zanku-kyaku	↓↘←+ K

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Hold — Press the direction and hold briefly before pressing the next button.

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NOTES

A series of horizontal lines for taking notes, spanning the width of the page below the character strip.

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