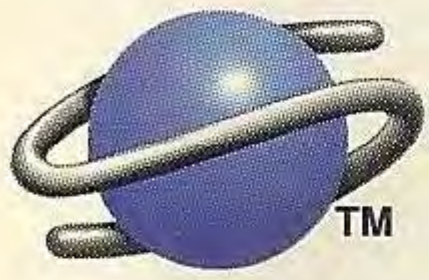


SEGA™

**AKkaim**®  
entertainment, inc.



# STREET FIGHTER

## THE MOVIE™

**DIGITIZED GRAPHICS FROM THE HIT MOVIE!**



SEGA SATURN™



**CAPCOM**®



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM

T-8105H



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

### **HANDLING YOUR SATURN DISC**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ 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 Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

**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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

### **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 previously 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.

# STREET FIGHTER

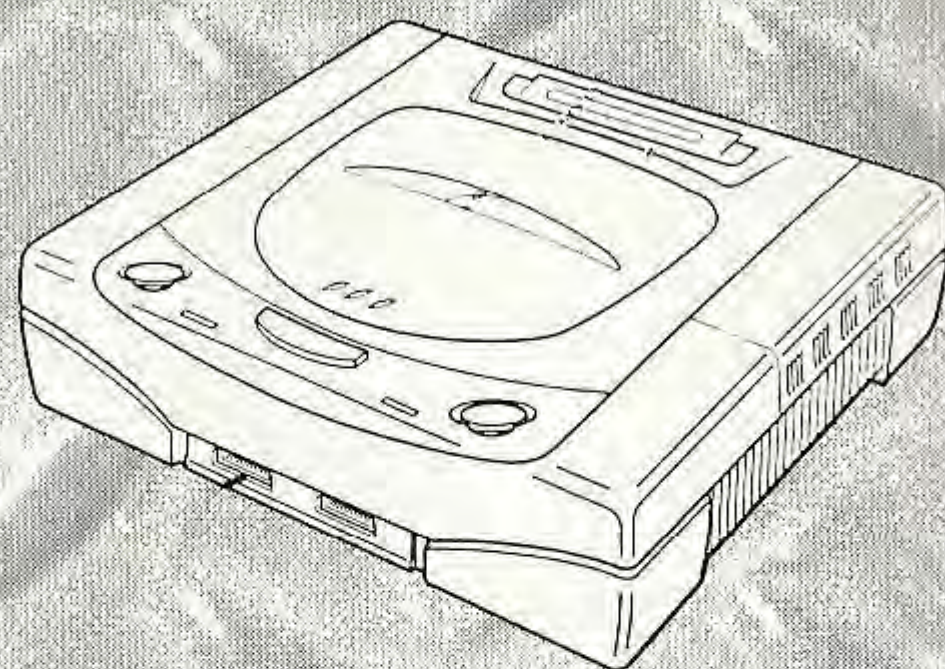
## THE MOVIE™

### CONTENTS

Story/Cast. . . . .	4-6
Basic Moves . . . . .	7
Starting Up . . . . .	8
Game Screen/Rules . . . . .	10-11
Back-up Mode . . . . .	12
Character Profiles and Special Attacks. . . . .	14-27
On Your Way to the Top . . . . .	28

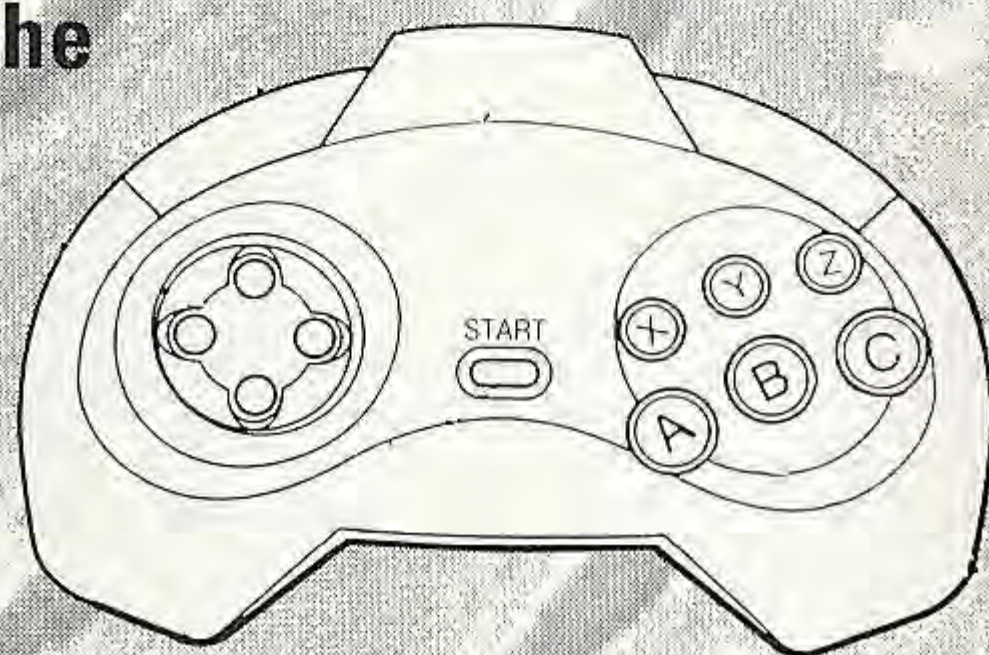
# STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1. If you wish to play a two player game, plug a controller into Control Pad 2.



**NOTE: Street Fighter: The Movie™ is for two players.**

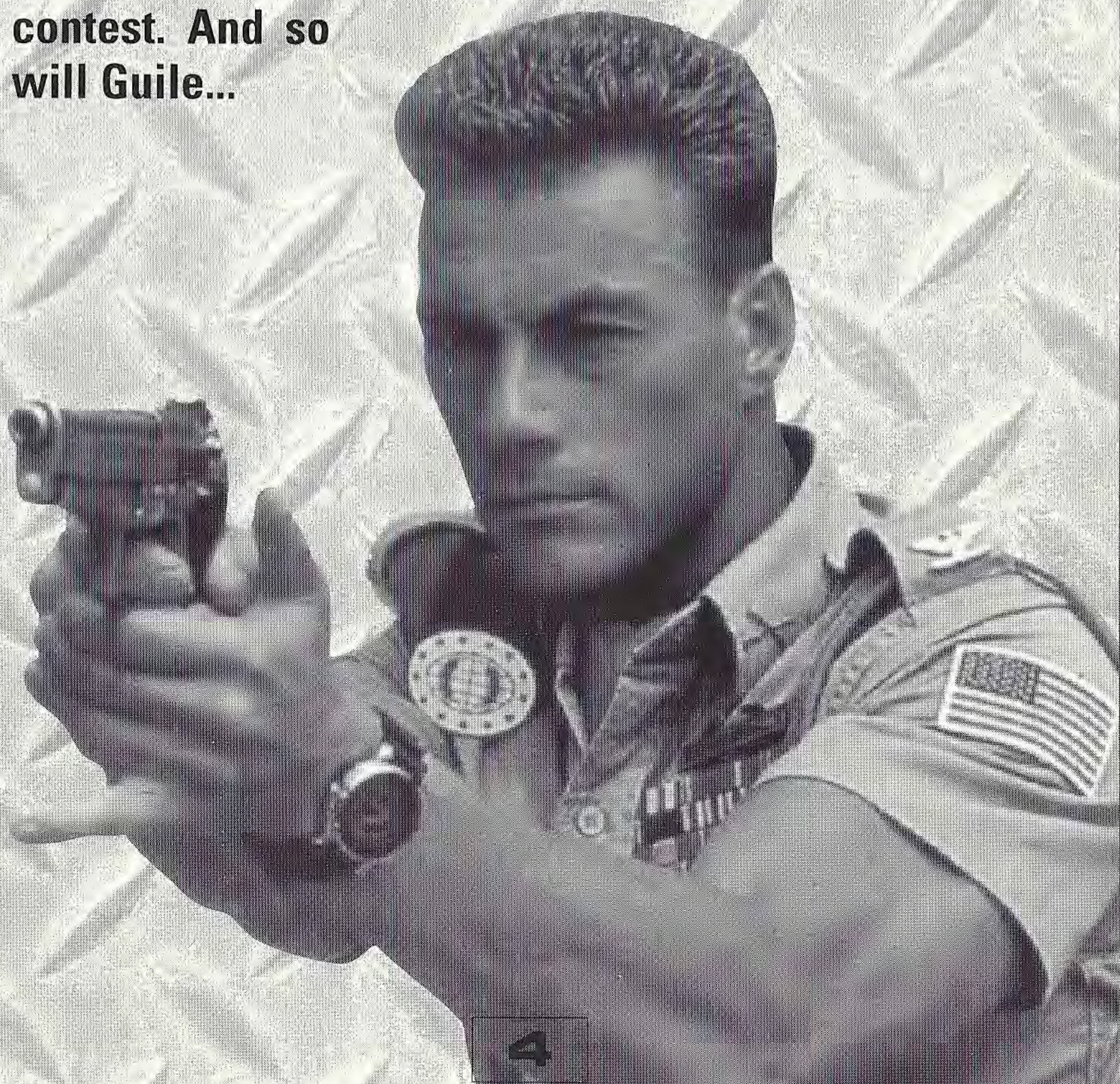
2. Place the Street Fighter: The Movie™ disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.



**Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.**

# STORY

Colonel Guile and his army have fought the Shadaloo organization to a standstill. Following their activities closely, Guile was finally able, after a terrific battle, to destroy their drug connections, capture many of the leaders, and liberate the city. However, the battle is not over yet. Bison has taken his revenge by kidnapping members of Guile's army and is demanding a huge ransom for their safe return. Guile knows he has only one chance to rescue the hostages and end the Shadaloo menace for good, and that is by destroying Bison himself. The Street Fighter championships are being held shortly. General Bison will be in the contest. And so will Guile...



# CAST



## **JEAN-CLAUDE VAN DAMME (COLONEL GUILLE)**

Behind this cool exterior lies a body toned by years of Martial Arts training. With karate as a base, Van Damme has perfected his techniques, bringing him amazing popularity and top billing in many films.

Born in Belgium, Jean-Claude Van Damme decided at an early age to hone his sense of movement and power by practicing ballet and karate. He became a European Middle-class karate champion at the age of 15, and started his own training gym three years later. Moving to Hollywood to try to fulfill a dream of being a Hollywood star, he struggled with the language barrier and the competition to finally gain fame in the film "Bloodsport".

### **Filmography:**

**Double Impact ('91)**  
**Universal Soldier ('92)**  
**Hard Target ('93)**  
**Time Cop ('94)**



***RAUL JULIA (GENERAL BISON)***

This actor is best known for his role as the suave, passionate father Gomez of the Addams Family series.

**Filmography:**

**The Tempest ('82)**

**The Addams Family ('91)**

**Family Values: The Addams Family II ('94)**



***WES STUDI (SAGAT)***

Member of the Cherokee nation (of the South-Eastern US), Wes Studi has become a familiar face through a variety of films set in the West.

**Filmography**

**Dances With Wolves ('90)**

**Geronimo ('93)**



***MING-NA WEN (CHUN-LI)***

Ming-Na Wen is currently enjoying great success as an Asian-American actress.

**Filmography:**

**The Joy Luck Club ('93)**



***KYLIE MINOGUE (CAMMY)***

Well-known as both a singer and actress, Kylie's success continues.

**Filmography:**

**The Delinquents ('89)**

## BASIC MOVES

The controls explained below are for movements to the right. Reverse the directions described below to perform moves to the left.

### START BUTTON (START)

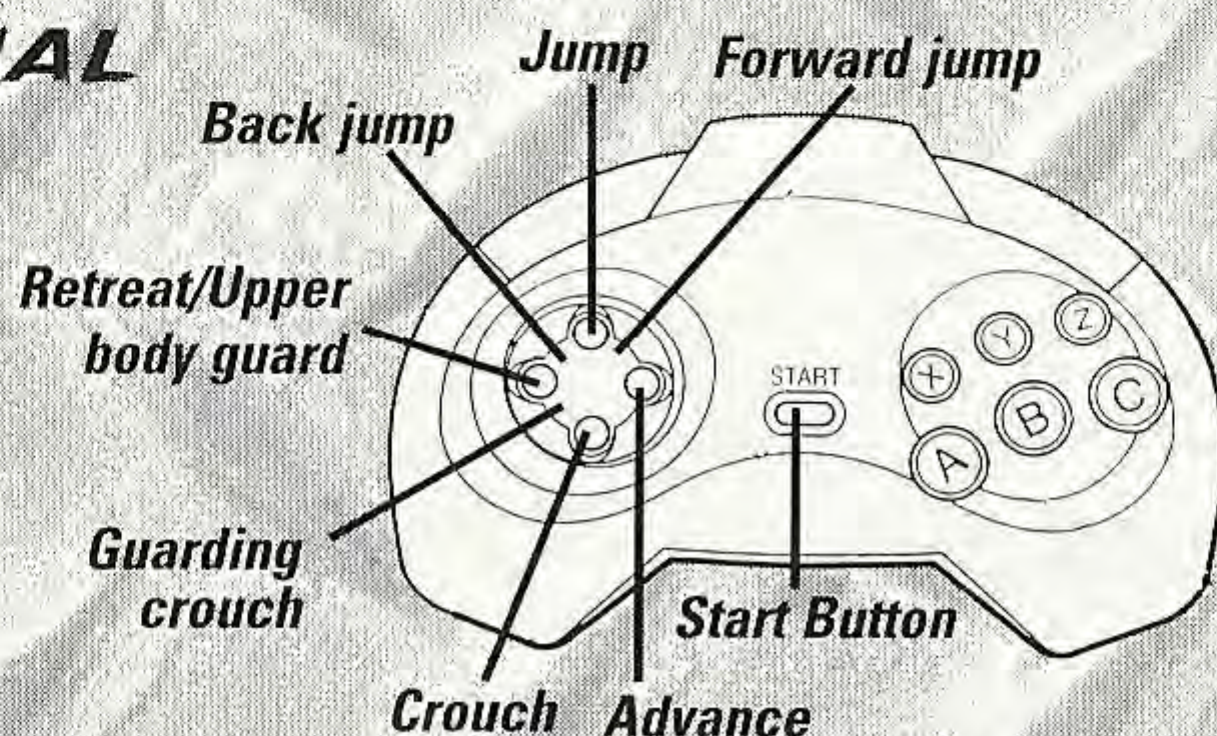
Starts game.

Pauses game.

Player join-in.

Use to let a second player join in mid-way through the game in Street Battle mode.

### DIRECTIONAL PAD



## OTHER MOVES

### \*GUARDING

Press the D-Pad left to ward off blows.

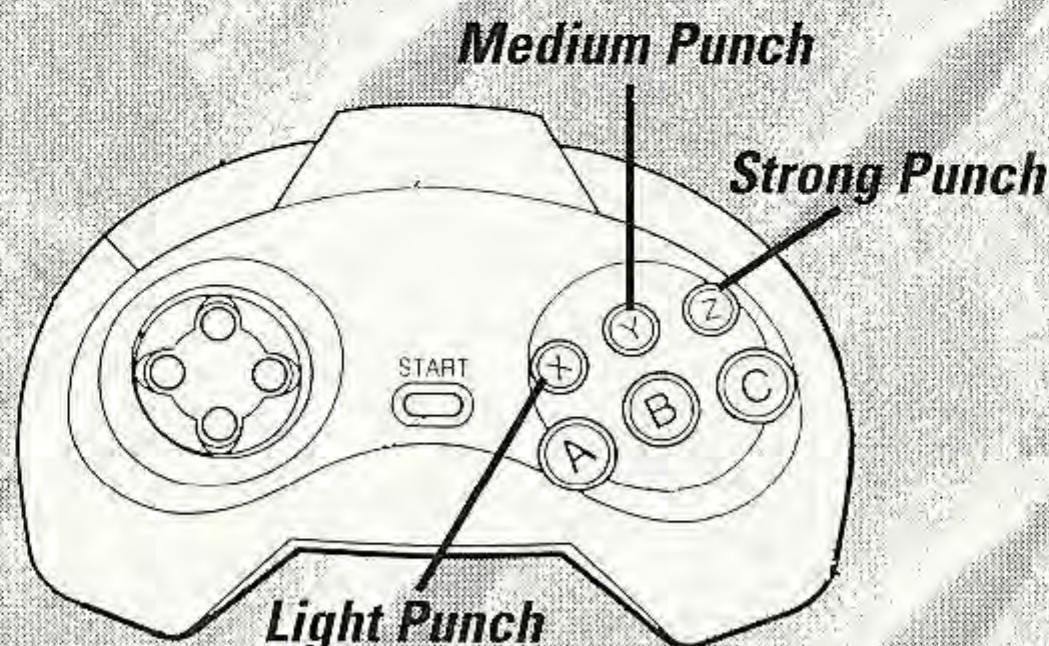
### \*DEFENSE

When caught by your opponent, this is your best chance to break the hold. Press the D-Pad left, then press and hold the punch buttons.

### \*THROWS

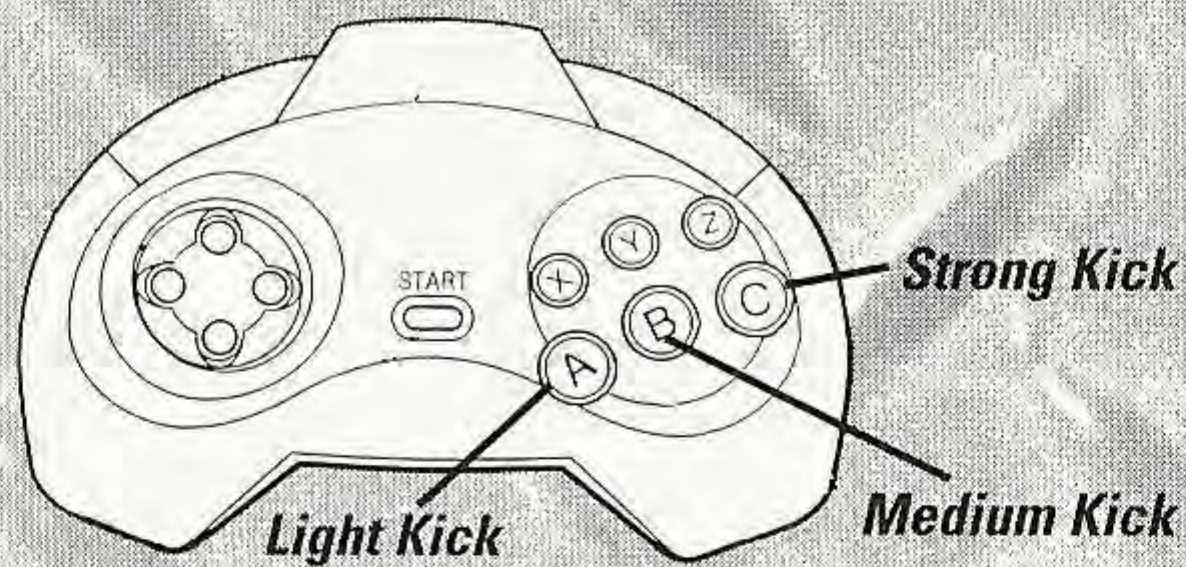
Move in close to your opponent, press the D-Pad left or right and press and hold the Z button to do a throw.

### PUNCH BUTTONS





## KICK BUTTONS



### \*KNOCK-OUTS

When you take a severe beating and pass out, press the D-Pad left/right and press the punch and kick buttons repeatedly to get up faster.

Light - Lets you punch or kick repeatedly.

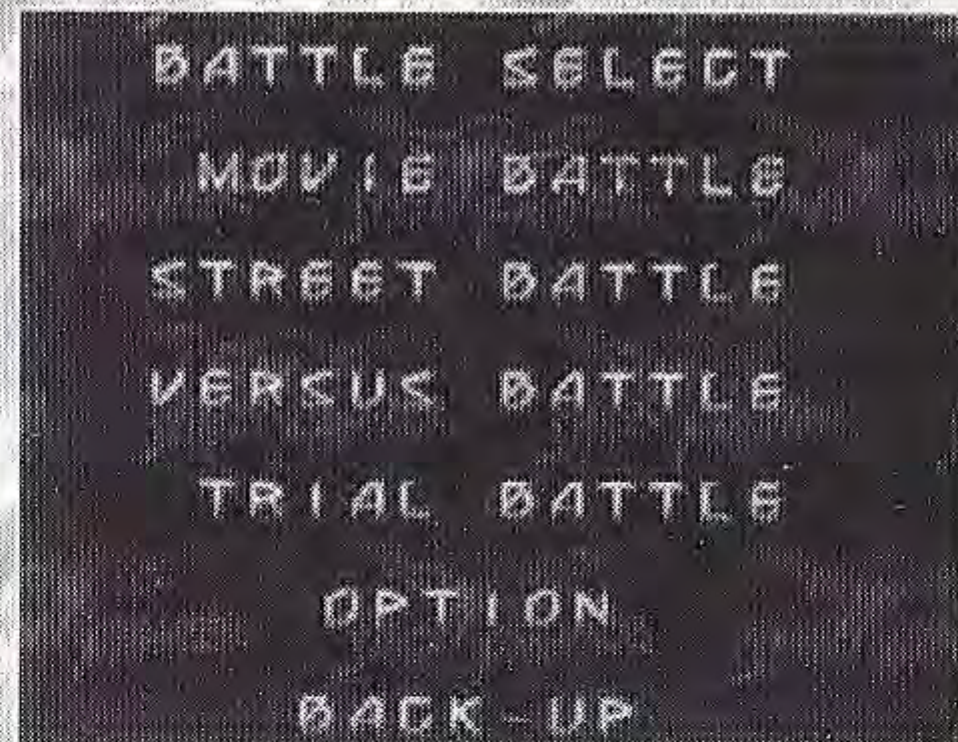
Medium - In between a light and a strong punch or kick.

Strong - Lots of destructive power, but leaves you open to attack.

*\*These button commands are set at the default settings. You can change these settings in Option mode.*

## STARTING UP

Press the START button at the Title screen to bring up the Game Mode Selection screen. Move the cursor to the mode you wish to play in, and press the START button.



### MOVIE BATTLE

This mode follows the storyline of the "Street Fighter" movie. You play as Colonel Guile, communicating with Lieutenant Cammy as you search for General Bison's hideout and guide the allied army to victory. During the game you have to make selections in various situations. Listen carefully to Cammy's advice and make your decisions. The way the story develops and the enemies that appear depend on the decisions that you make. Take too long fighting one enemy and you may fail, so use careful judgment.

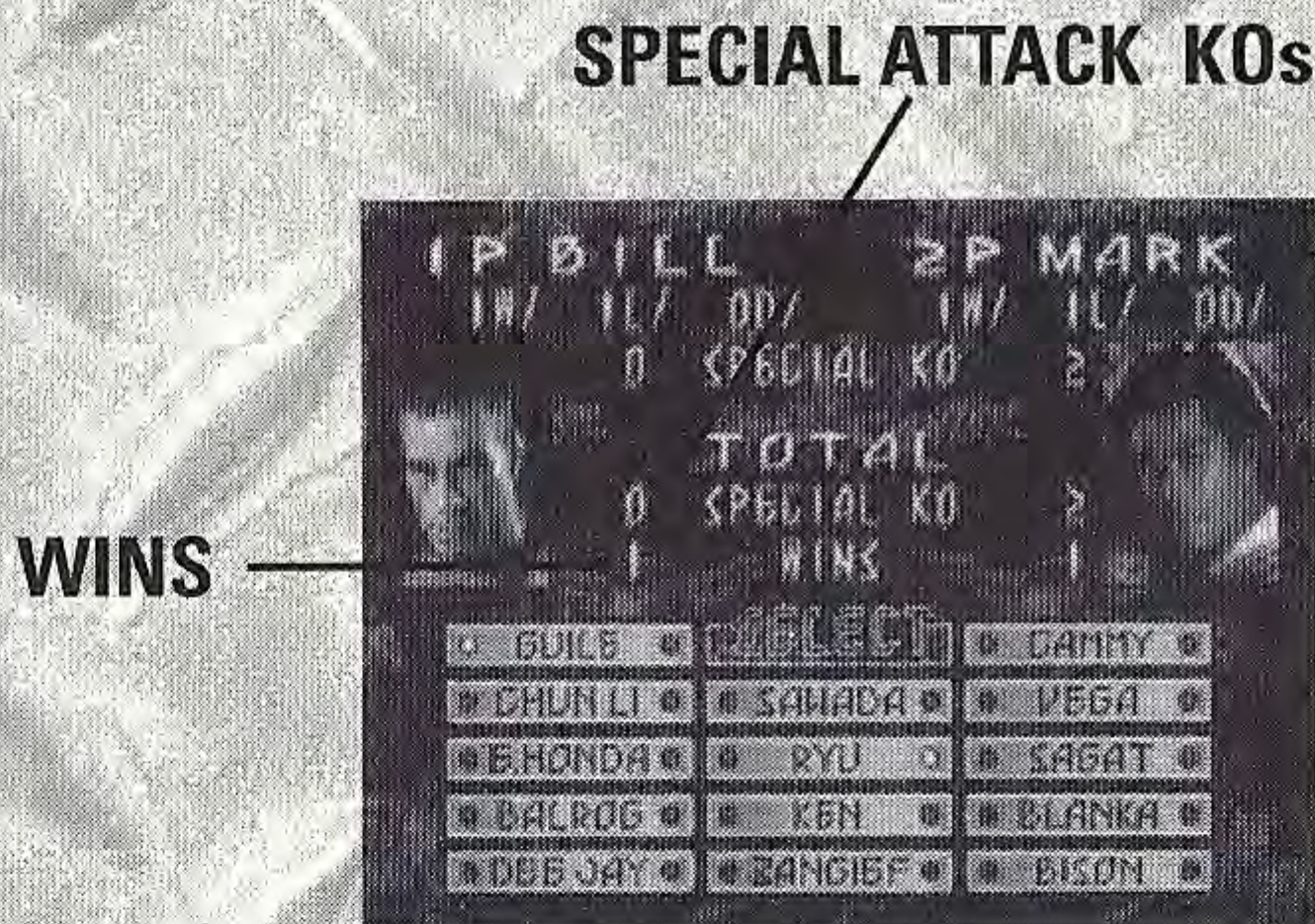
## ***STREET BATTLE***

In this mode you choose one of 14 characters and fight the other characters in turn. Move the cursor to the character you wish to play at the Character Select screen, and press the START button. The game then begins.

## ***VERSUS BATTLE (FOR 2 PLAYERS)***

In this mode you take on a friend for sizzling versus play. You choose a new character each time you start a new match. Both players can choose the same character. In this case, the characters are different colors.

You can set a handicap and choose the fighting stage before beginning a match. At the end of a match the fighting results will be displayed, and if you entered your name you can save match data.



## ***TRIAL BATTLE (FOR 1 PLAYER)***

This mode lets you try out the different characters and view match data. Choose one of 14 characters and fight the other characters in turn. In this mode you cannot change the difficulty level or use Continues.

# OPTION MODE

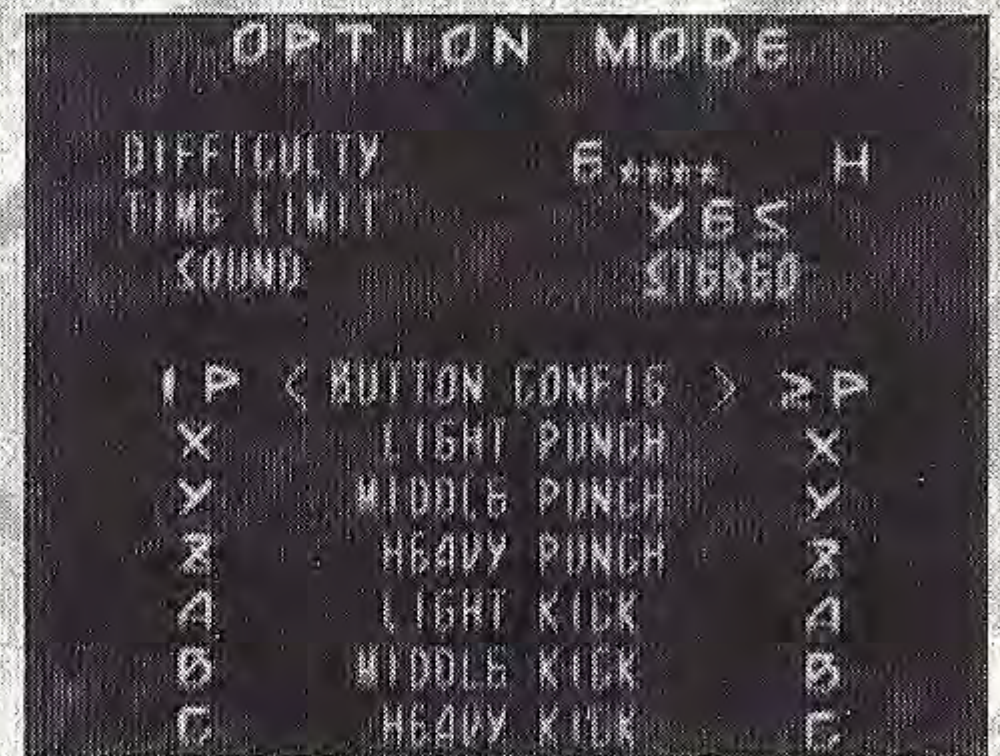
Select Options at the Game Mode Selection screen to enter this mode. You can change the level of difficulty of the game, the button arrangement of your controller, turn the time limit on or off, and set the game to stereo or mono sound.

**Difficulty level:** The difficulty level can be adjusted from Easy (one star) to Hard (eight stars).

**Time limit:** Yes/No

**Sound mode:** Stereo/Mono

**Button arrangement:** Configure your controller to suit your taste.



# GAME SCREEN

\*The Versus Battle and Movie Battle score displays are different.

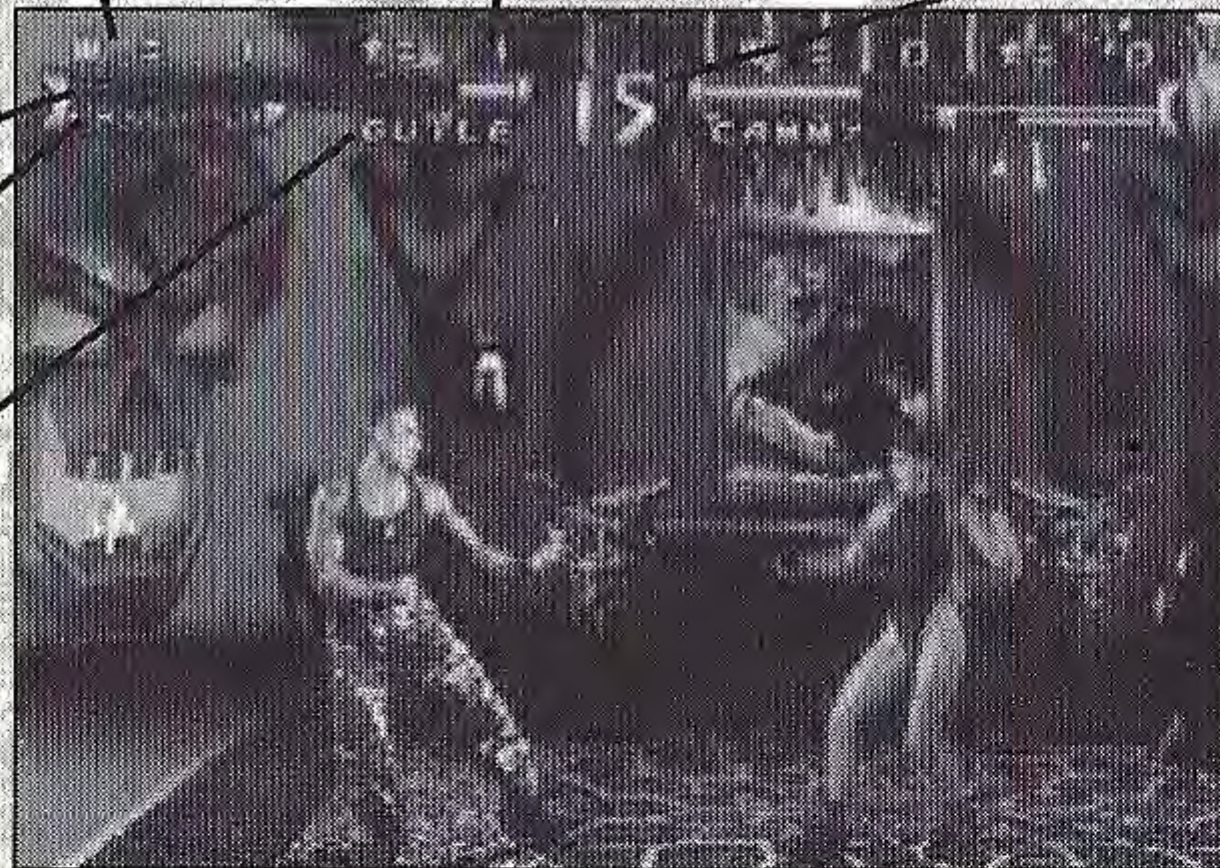
## \* VERSUS BATTLE

NO. OF VICTORIES

NUMBER OF CONSECUTIVE VICTORIES

TIME COUNT

LIFE  
SUPER COMBO GAUGE  
CHARACTER NAME



## \* STREET BATTLE

PLAYER 1 SCORE

TIME COUNT

HIGH SCORE

PLAYER 1 LIFE  
VICTORY BADGE  
CHARACTER NAME

SUPER COMBO GAUGE



## ***SUPER COMBO GAUGE***

Your Super Combo gauge increases when you use special attacks.

1. When the gauge is half full, some of your special attacks will become even stronger and change into super attacks. Use the special attack command and hold down more than 2 buttons at the same time to see whether a particular special attack will change into a super attack. The gauge goes down 50% each time a super attack is used.

2. When the gauge reads SUPER, you can do Super Combo attacks using the Super Combo commands. The gauge goes down to zero when you use one of these attacks. If you use a super attack when the gauge is at maximum, it won't go down at all.

## ***RULES***

### ***MATCH CONFIGURATION***

There are three rounds of 99 seconds each. (You can set the game to have no time limit in Option Mode).

### ***WINNING A ROUND***

When your opponent's life meter runs out and s/he can no longer stand up, it is counted as a K.O. and you win the round. If there is no winner before time runs out, the player with the most life remaining will be declared the winner of the round.

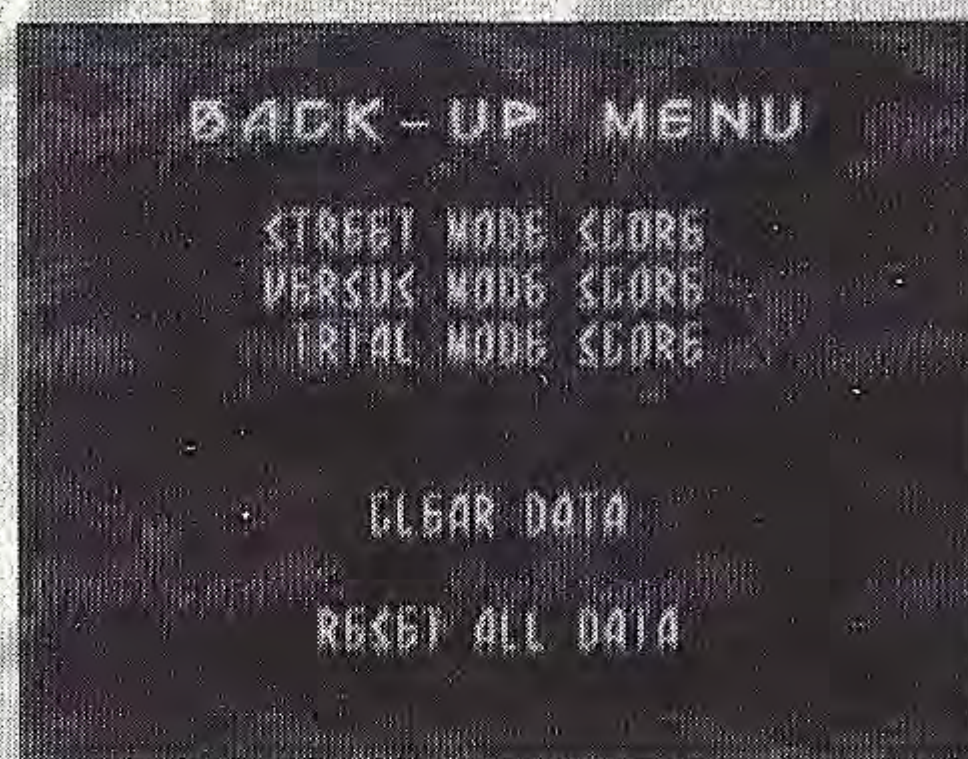
### ***TIED MATCHES***

If the match is tied, there will be a final round to decide the winner. The winner of that round wins the match. If this round is also tied, the game ends in a draw.

# BACK-UP MODE

You can use Back-Up Mode to check and manage battle data from the different game modes.

Select BACK-UP from the Battle Select screen to go to the Back-Up Menu screen. You can choose from the following items:



## STREET SCORE

Shows your Street Battle ranking.

## VERSUS SCORE

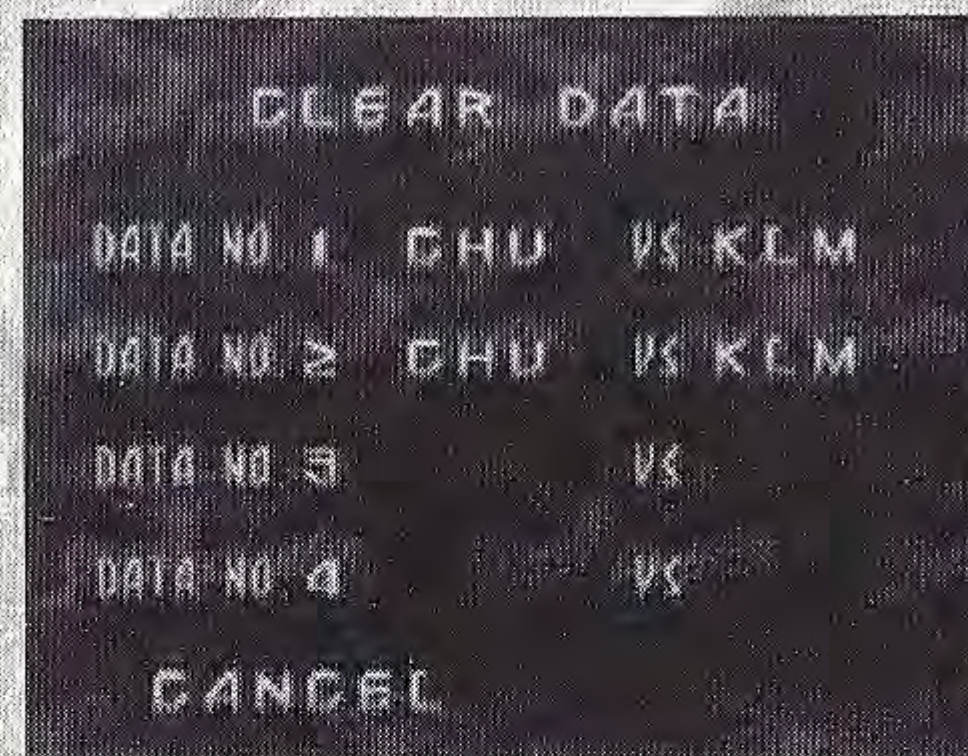
Lets you check battle data from Versus Mode.

## TRIAL SCORE

Shows the top scores from Trial Battle Mode for each character. Use the D-Pad to select the character whose score you want to see, and press the START button.

## CLEAR DATA

Clears Versus Battle data from memory. Press the D-Pad up/down to select the data you want to clear, and press the START button. The CLEAR? message will then appear on screen. Select YES to clear the data.



## ALL CLEAR

Clears all stored data from memory. The CLEAR DATA? message will appear on screen. Select YES to clear all data.

## ***VERSUS BATTLE NAME ENTRY***

When you select Versus Battle Mode, ENTER NAME? appears on screen. Select YES to move to the Name Entry screen. You can input a 1P and 2P name of up to four letters using the following commands.

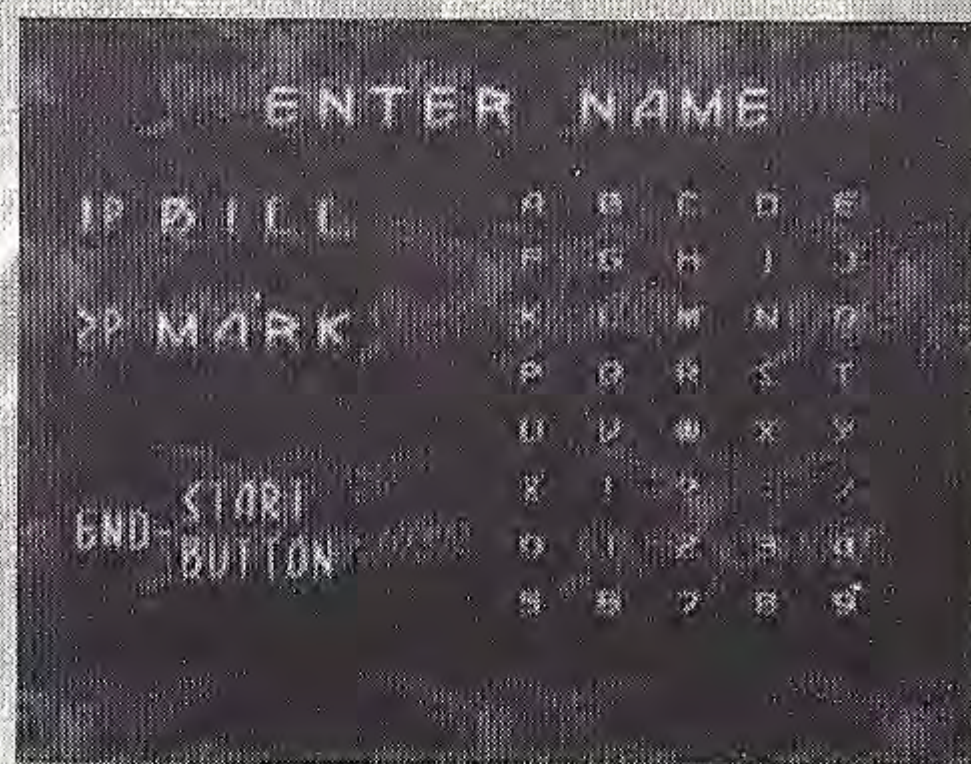
**D-PAD:** Select letters.

**A BUTTON:** Set letters.

**B BUTTON:** Cancel/Remove letters.

**START:** Set name.

Once you've set the name(s), the Player Select screen appears, and the game begins.



## ***SAVING VERSUS BATTLE DATA***

Once you've input a name and the game begins, you can save battle data at the Versus Option screen. To move to this screen, press the C button at the Results screen that appears at the end of a match. Choose DATA SAVE from the menu to go to the Select Data screen, and choose the number of the data that you wish to save with the D-pad. The SAVE? message will then appear on screen. Select YES to save the data.

## ***READING VERSUS BATTLE DATA***

To read Versus Battle data, choose Versus Battle Mode and select YES when the DATA LOAD? message appears on screen. At the Select Data screen, choose the number of the data that you wish to read with the D-pad. The LOAD? message will then appear on screen. Select YES to load and read the data.

To use the Back-Up function of this game you need to have one block of memory free. If the power is switched off or the Reset button pressed when you are saving data, the data you are saving may be lost.

\*You need to have the special Memory Card (sold separately) to use the Back-Up function.

# CHARACTER PROFILES AND SPECIAL ATTACKS

NOTE: **P** = any Punch button. **K** = any Kick button.



**BASIC ATTACK  
STRENGTH: 2**

**SPECIAL ATTACK  
STRENGTH: 3**

**DEFENSE  
STRENGTH: 2**

**SPEED: 3.5**

**THROWS: 3.5**

**LONG RANGE ATTACK  
STRENGTH: 3**



HERO OF THE ALLIES  
**COLONEL GUILLE**

*"I will protect the honor of the Allied Forces."*

The ultimate combination of intelligence and power. He uses his street smarts to break the opponent's concentration, then attacks with strength and precision. His Somersault Kick and his overall abilities make him a truly awesome fighter.

## **SPECIAL ATTACKS (WHEN FACING RIGHT)**

### **SONIC BOOM**

Hold ← , → + **P**

Tears the opponent with a sonic blade. His technique is so powerful that it shears the opponent's energy away like a knife.

### **SOMERSAULT KICK**

Hold ↓ , ↑ + **K**

Bring down an opponent in midair with this shattering kick!

### **SUPER COMBO DOUBLE SOMERSAULT KICK**

Hold ↙ , ↘ , ↙ , ↗ + **K**

#### **\*HOLD**

Hold the D-Pad down in the indicated direction for a short time, then press in the next indicated direction.



**BASIC ATTACK  
STRENGTH: 1**

**SPECIAL ATTACK  
STRENGTH: 3.5**



**DEFENSE STRENGTH: 2**

**SPEED: 4**

**THROWS: 3.5**

**LONG RANGE ATTACK  
STRENGTH: -**

**THE BRITISH  
INTELLIGENCE AGENT  
CAMMY**

*"I'm going to show you my true strength!"*

For those of you with lightning-quick reflexes and razor-sharp fighting skills, this acrobatic fighter will be a perfect match. Land in your opponent's face with the Spiral Arrow, and blast them skywards with the Cannon Spike!

### **SPECIAL ATTACKS (WHEN FACING RIGHT)**

#### **CANNON SPIKE**

→, ↓, ↘ + **K**

A special kick attack that sends your opponent flying high into the air. Use this attack to blow away enemies that come jumping straight at you!

#### **SPIRAL ARROW**

↓, ↘, → + **K**

Turns your body into a deadly spinning arrow that powers into opponents. This attack quickly closes the gap between you and your enemy.

#### **LASER EDGE SLICER**

↙, ↓, ↘, ↗ + **P** + **K**

#### **CROSS SCISSORS PRESSURE**

↙, ↓, ↘, ↗ + **P** (while jumping) + **K**

#### **FATAL LEG TWISTER**

↙, ↓, ↘, ↗ + **P**

#### **AXEL SPIN KNUCKLE**

←, ↙, → + **P**

Use these attacks together for mega-destructive power!

#### **SUPER COMBO**

#### **SPIN DRIVE SMASHER**

↓, ↘, →, ↓, ↘ + **K**



# THE MYSTERIOUS SAMURAI CAPTAIN SAWADA





**BASIC ATTACK STRENGTH: 2**  
**SPECIAL ATTACK STRENGTH: 4.5**  
**DEFENSE STRENGTH: 2**  
**SPEED: 2.5**  
**THROWS: 2.5**  
**LONG RANGE ATTACK STRENGTH: -**

*"I'm going to come out on top!"*

This new fighter is the one for you if you like grabbing the limelight with offbeat techniques. Daze opponents with your special Sawada attacks and the Ninpo-kamikakushi, and finish them off with a triple Sawada Special kick!

## SPECIAL ATTACKS (WHEN FACING RIGHT)

### HYAKURETU-IZUNGIRI

↓, ↘, → + **P** (repeatedly)

Chop repeatedly at the speed of sound! Get in close to the enemy and blend this attack with others to create deadly combinations!

### GOKUSATSU-JIBAKUJIN

→, ↘, ↓, ↙, ← + **P**

When it's time to fight to the death, use this special attack. You perform harakiri on yourself, and blood spurts out on to your enemy and knocks him/her down!

### SAWADA SPECIAL '95

↓, ↘, → + **K** (1st)

↓, ↘, → + **K** (2nd)

↓, ↘, →, ↗ + **K** (3rd)

Input one after the other without stopping.

### NINPO-KAMIKAKUSHI

→, ↓, ↘ + 3 **P** or 3 **K**

←, ↓, ↙ + 3 **P** or 3 **K**

The place you appear depends on which combination of the D-Pad and buttons you use.

### SUPER COMBO

#### KAMIKAZE BANZAI

↓, ↘, →, ↓, ↘, → + **P**

THE GLAMOROUS AVENGER  
**CHUN-LI ZANG**



BASIC ATTACK  
STRENGTH: 1  
SPECIAL ATTACK  
STRENGTH: 4  
DEFENSE STRENGTH: 2  
SPEED: 4.5  
THROWS: 2.5  
LONG RANGE ATTACK  
STRENGTH: 3



*"Get ready for pay back time, Bison!"*

This is the warrior for those who enjoy the thrills and splendor of acrobatic sky-fighting. Leap and bound to confuse your enemy, then attack with the Hyakuretsu Kick when you see your chance!

**SPECIAL ATTACKS  
(WHEN FACING RIGHT)**

**SPINNING BIRD KICK**

Hold ← , → + **K**

Spin around at high speed, upside down, to take your enemy by surprise.

**KIKO-KEN**

Hold ← , → + **P**

Release the power of your chi to blast your opponent. The distance you make them fly depends on the power of your spirit!

**HYAKURETSU KICK**

**K** (repeatedly)

**TENSHO-KYAKU**

Hold ↓ , ↑ + **K**

**SUPER COMBO**

**SENRETSU-KYAKU**

Hold ← , → , ← , → + **K**

# THE RAGING SUMO WRESTLER E. HONDA



	<b>BASIC ATTACK STRENGTH: 1.5</b>
	<b>SPECIAL ATTACK STRENGTH: 5</b>
	<b>DEFENSE STRENGTH: 3</b>
	<b>SPEED: 1.5</b>
	<b>THROWS: 3</b>
	<b>LONG RANGE ATTACK STRENGTH: -</b>

*"Mess with me and you'll be sorry!"*

If overcoming opponents with unstoppable power is your style, Honda is the fighter for you. Build an ironclad defense with the Hyakuretsu-harite and send the enemy flying with your Super-Zutsuki!

## **SPECIAL ATTACKS (WHEN FACING RIGHT)**

### **SUPER-ZUTSUKI**

Hold ← , → + **P**

Power directly into your opponent head-first. A special attack with incredible speed and power.

### **SUPER-HYAKUKAN-OTOSHI**

Hold ↓ , ↑ + **K**

Drop down bottom-first and squash your opponent the way only a sumo can. This special attack also tears enemy confidence to shreds.

### **HYAKURETSU-HARITE**

**P** (repeatedly)

### **OICHO-NAGE**

→ , ↘ , ↓ , ↙ , ← + **P**

When close to enemy.

### **SUPER COMBO ONIMUSO**

Hold ← , → , ← , → + **P**



**BASIC ATTACK  
STRENGTH: 1**

**SPECIAL ATTACK  
STRENGTH: 5**

**DEFENSE STRENGTH: 3**

**SPEED: 4**

**THROWS: 2**

**LONG RANGE ATTACK  
STRENGTH: -**

**LEGENDARY CHAMPION  
BALROG**

*"You want some of this?"*

A tough fighter who made his name in boxing, and has now expanded his repertoire to include some not strictly ring-legal moves. His speedy jabs and his fast and furious Dash Straight may just get him into the winner's circle.

**SPECIAL ATTACKS (WHEN FACING RIGHT)**

**DASH STRAIGHT**

Hold ← , → + **P**

Blasts a virtually unstoppable straight at the opponent. When this connects, the crowd stands, and the opponent falls.

**BUFFALO HEAD BUTT**

Hold ↓ , ↑ + **P**

Balrog forgoes his formidable punches and blasts forward, punishing the opponent with a head butt that does real damage. Useful against airborne opponents too!

**DASH UPPER**

Hold ← , → + **K**

**TURN PUNCH**

Hold light, medium and **P** or light, medium and strong **K** at the same time for short time, then release. (The amount of time you hold the buttons determines the strength of the attack).

**DASH GRAND STRAIGHT**

Hold ← , ↘ + **P**

**DASH GRAND UPPER**

Hold ← , ↘ + **K**

**SUPER COMBO**

**CRAZY BUFFALO**

Hold ← , → , ← , → + **P**





**BASIC ATTACK  
STRENGTH: 2.5**

**SPECIAL ATTACK  
STRENGTH: 3.5**

**DEFENSE STRENGTH: 2**

**SPEED: 2.5**

**THROWS: 2.5**

**LONG RANGE ATTACK  
STRENGTH: 4**

**ETERNAL FIGHTER  
RYU HOSHII**

*"Show me someone who's stronger than me."*

A wanderer, with no family and few friends, Ryu only fights to perfect himself in the true spirit of Karate. He is one of the most balanced fighters, strong in both attack and defense.

**SPECIAL ATTACKS  
(WHEN FACING RIGHT)**

**SHORYUKEN**

→, ↓, ↘ + **P**

Combines a speedy jump with a blasting uppercut punch. Contact with this means you're sure to see the opponent fly!

**HADOKEN**

↓, ↘, → + **P**

Ryu concentrates his Ki energy and unleashes it in a powerful fireball.

Press ←, ↙, ↓, ↘, → + **P** for a super flaming fireball!

**KUCHUU-TATSUMAKI-SENPUKYAKU**

↓, ↙, ← + **K**


**SUPER COMBO**

**SHINKU-HADOKEN**

↓, ↘, →, ↓, ↘, → + **P**

# KEN MASTERS

THE WANDERING WARRIOR



BASIC ATTACK  
STRENGTH: 1.5

SPECIAL ATTACK  
STRENGTH: 3.5

DEFENSE STRENGTH: 2

SPEED: 3

THROWS: 3.5

LONG RANGE ATTACK  
STRENGTH: 3

*"I am power."*

This hard boy is a master of kicks. High, low, and roundhouse are all part of this highly technical fighter's repertoire. But don't be fooled into thinking that's all the ammo he's got. Wait until he unleashes his fireball punch!

## SPECIAL ATTACKS (WHEN FACING RIGHT)

### KUCHUU-TATSUMAKI-SENPUKYAKU

↓, ↙, ← + **K**

Ken blasts the opponent with a series of spinning kicks.

### SHORYUKEN

→, ↓, ↘ + **P**

Ken combines a powerful leap forward with an uppercut that directs his Ki energy into his fist. Devastating results!

### HADOKEN

↓, ↘, → + **P**

### NATAOTOSHI-GERI

→, ↘, ↓ + **K**

### OSOTOMAWASHI-GERI

←, ↙, ↓, ↘, → + **K**

### KAMAHARAI-GERI

↓, ↘, → + **K**

Try combining these for a stunning Inazumakakato-wari attack!

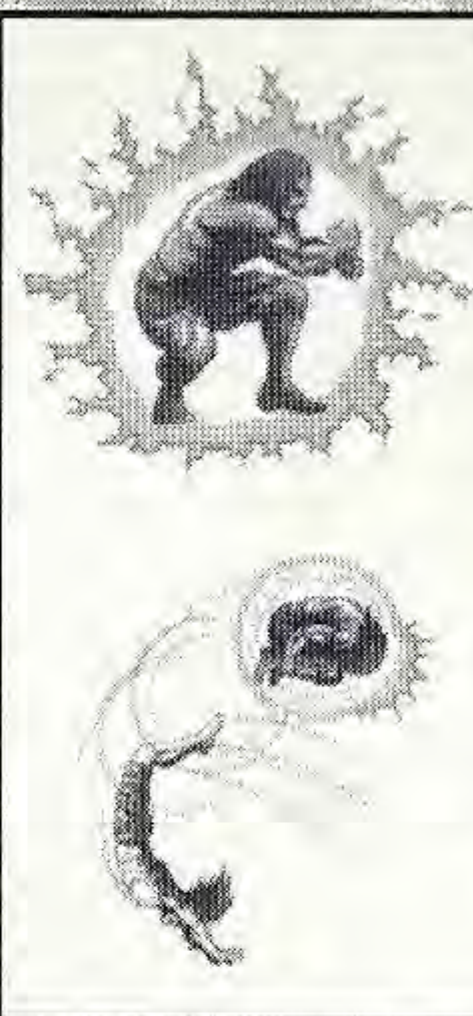
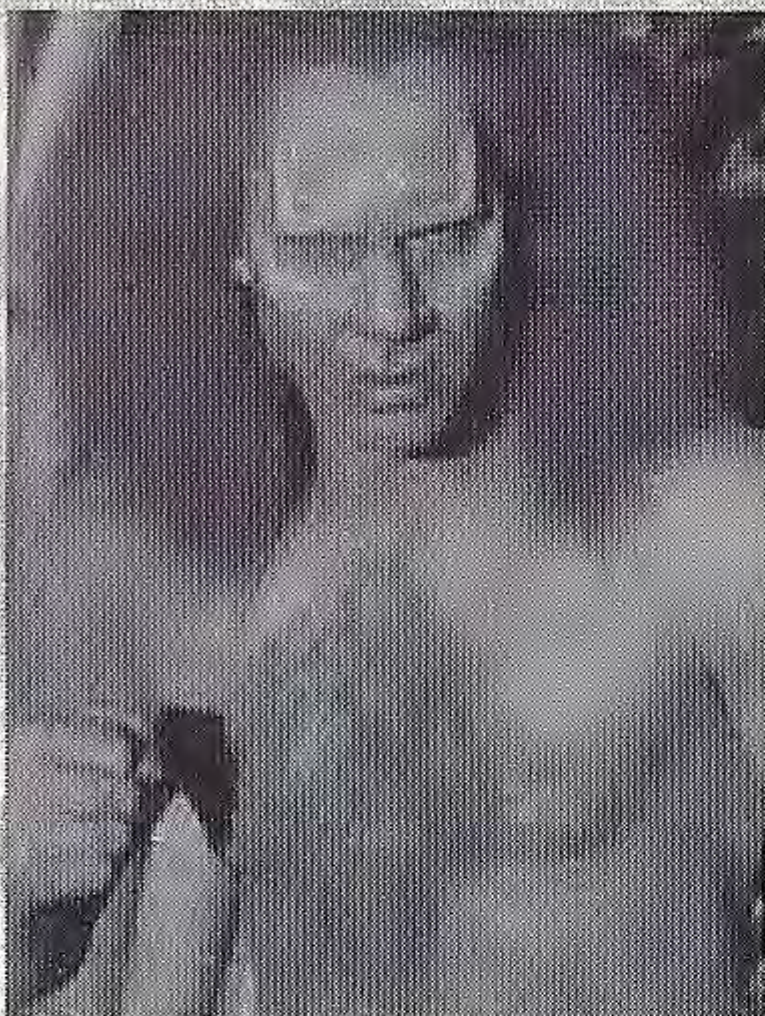
### INAZUMAKAKATO-WARI

Hold down Kick.

### SUPER COMBO

### SYORYU-REPPA

↓, ↘, →, ↓, ↘ + **P**



BASIC ATTACK STRENGTH: 2  
 SPECIAL ATTACK STRENGTH: 3  
 DEFENSE STRENGTH: 3  
 SPEED: 1.5  
 THROWS: 2  
 LONG RANGE ATTACK STRENGTH: -

THE ULTIMATE BIOLOGICAL WEAPON  
**CARLOS BLANKA**

*"Grrrrr! I hunger for blood!"*

Within Blanka's savage heart lies animal cunning acquired from a life spent in the Brazilian rain forest. His feints and backsteps trick his opponents, leaving them open to his sudden and powerful attacks.

**SPECIAL ATTACKS (WHEN FACING RIGHT)**

**ELECTRICITY THUNDER**

Press **P** repeatedly.

Blanka acts as a human conductor for electrical energy directing it at his opponent.

**BACKSTEP ROLLING ATTACK**

Hold **←**, **→** + **K**

Blanka flips backward, then leaps forward, spinning at his opponent.

**ROLLING ATTACK**

Hold **←**, **→** + **P**

**VERTICAL ROLLING**

Hold **↓**, **↑** + **K**

**BACKWARD BEAST LEAP**

**←** + light/medium/strong **K** together.

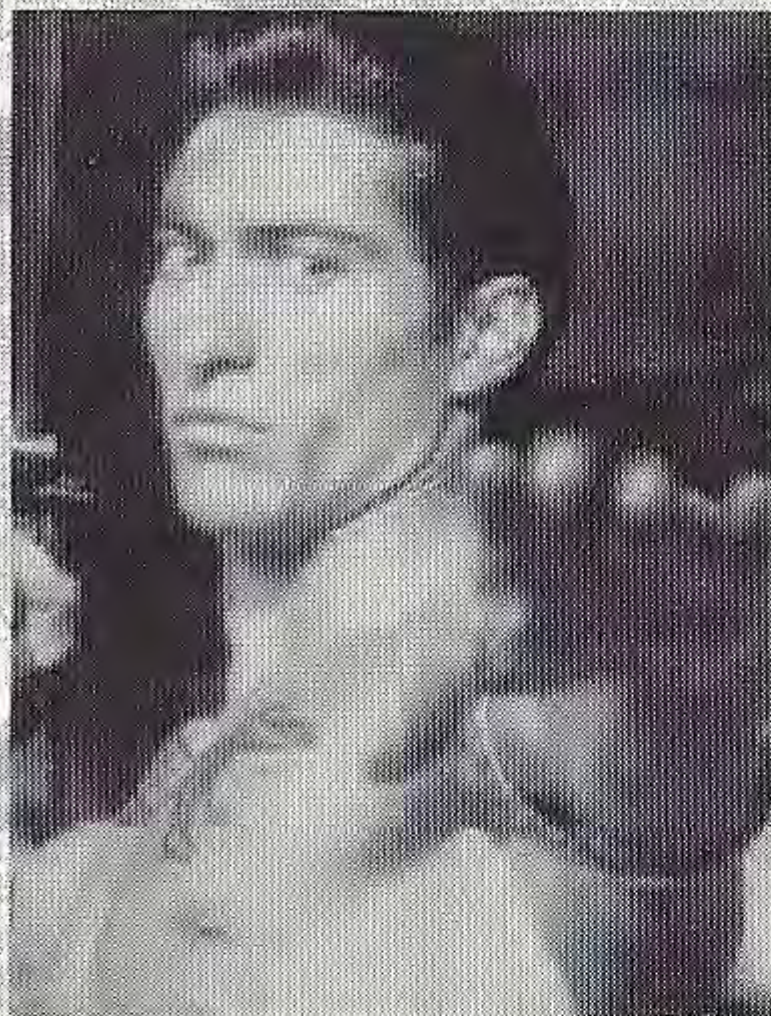
**FORWARD BEAST LEAP**

**→** + light/medium/strong **K** together.

**SUPER COMBO**

**GROUND SHAVE ROLLING**

Hold **←**, **→**, **←**, **→** + **P**



BASIC ATTACK  
STRENGTH: 0.5

SPECIAL ATTACK  
STRENGTH: 3

DEFENSE STRENGTH: 2

SPEED: 5

THROWS: 2.5

LONG RANGE ATTACK  
STRENGTH: -



# THE ARROGANT WARRIOR VEGA

*"I have the speed of many men. No one is faster than me."*

Vega combines Ninjitsu with his skills as a matador. Also known as the "Spanish Ninja", his speed, grace and reflexes may win him the championship!

## SPECIAL ATTACKS (WHEN FACING RIGHT)

### ROLLING CRYSTAL FLASH

Hold ← , → + **P**

Vega rolls forward, claws outstretched, rending his opponents like a chainsaw.

### SKY-HIGH CLAW

Hold ↓ , ↑ + **P** , then **P** after jumping.

Vega rebounds off the back wall and pounces forward. It is said that this attack is too fast to avoid.

### FLYING BARCELONA ATTACK

Hold ↓ , ↑ + **K** , then **P** after jumping.

### IZUNA DROP

Hold ↓ , ↑ + **K** , then ← or → + **P** after jumping.

### BACKSLASH

Light/medium/strong **P** or Light/medium/strong **K** together.

### SCARLET TERROR

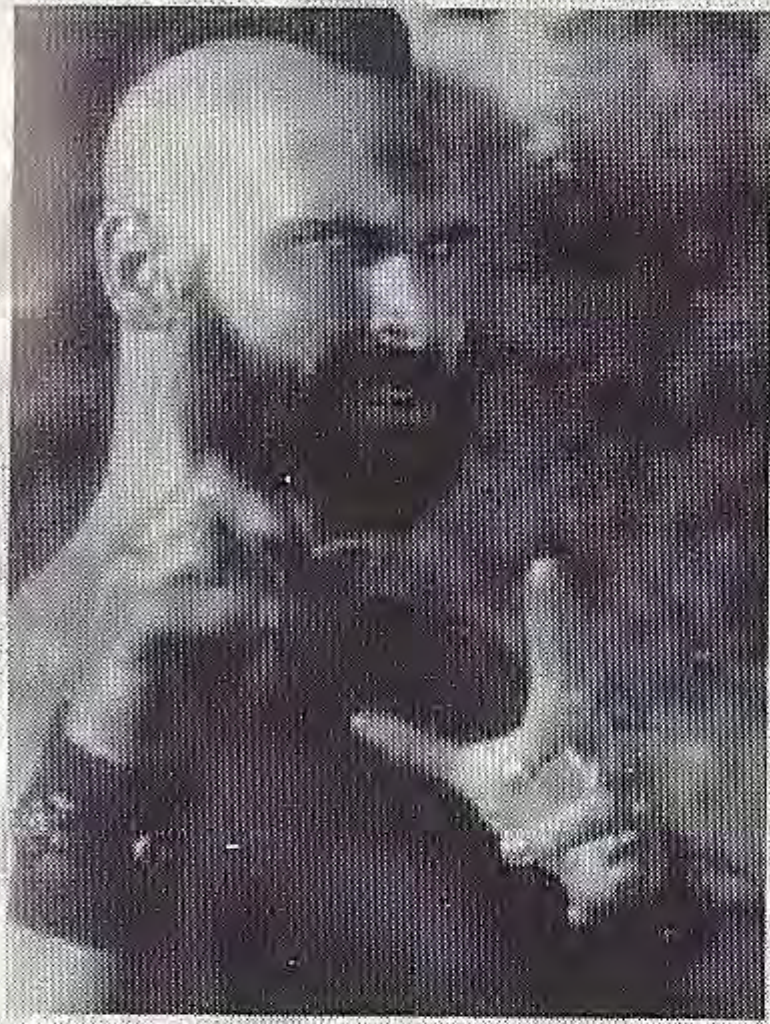
Hold ↙ , → + **K**

### SUPER COMBO

#### ROLLING IZUNA DROP

Hold ↙ , ↘ , ↙ , ↗ + **K** , then **P** close to enemy after jumping.





**BASIC ATTACK  
STRENGTH: 1.5**  
**SPECIAL ATTACK  
STRENGTH: 4.5**  
**DEFENSE STRENGTH: 5**  
**SPEED: 1.5**  
**THROWS: 5**  
**LONG RANGE ATTACK  
STRENGTH: -**

# ZANGIEF

SUPERPOWERED WRESTLER

*"You cannot comprehend the power I wield, tovarisch."*

Zangief left the Russian Wrestling Federation to seek ever stronger opponents. He is a mountain-like man, who can take a lot in order to get close to his opponent. Then he takes hold. And doesn't let go.

## SPECIAL ATTACKS (WHEN FACING RIGHT)

### FLYING POWER BOMB

Roll thumb once around the D-Pad in a circle + **K** when far away from enemy.

Zangief takes the opponent and does his best to drive them headfirst into whatever surface he is fighting on. This one hurts.

### ATOMIC SUPLEX

Roll thumb once around the D-Pad in a circle + **K** when close to enemy.

Zangief uses his opponent's body as a pogo stick, slamming him or her headfirst onto the ground—twice.

### DOUBLE SPINNING LARIAT

Light/medium/strong **P** or Light/medium/strong **K** together.

### SPINNING PILE DRIVER

Roll thumb once around the D-Pad in a circle + **P**

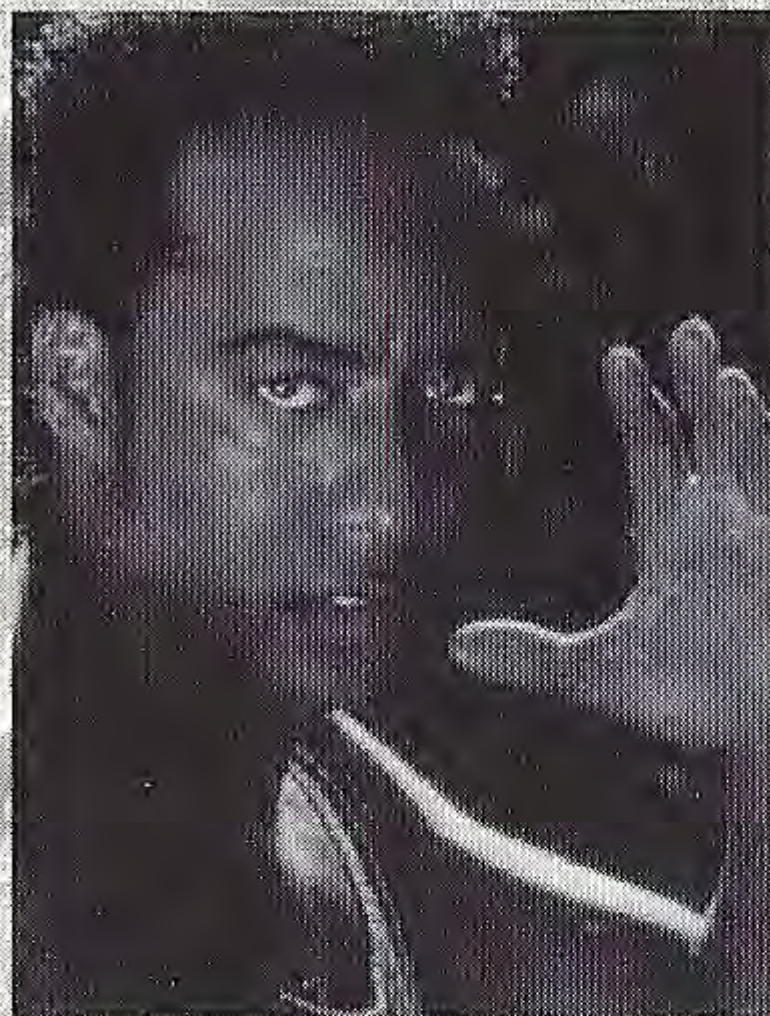
### PUNISHING FLATTENER

→, ↘, ↓ + **P**

### SUPER COMBO

### FINAL ATOMIC BUSTER

Roll thumb twice around the D-Pad in a circle + **P**





**BASIC ATTACK  
STRENGTH: 1**

**SPECIAL ATTACK  
STRENGTH: 4.5**

**DEFENSE STRENGTH: 2**

**SPEED: 2.5**

**THROWS: 2.5**

**LONG RANGE ATTACK  
STRENGTH: 3**

**UNSTOPPABLE REGGAE DANCER**  
**DEE JAY**

*"You'll feel the Caribbean heat in my attack, mon!"*

Dee Jay has used music to give a unique rhythm to his kick-boxing style. His Jackknife Maximum, Machine Gun Uppercut and other attacks are proof of the power of rhythm to move man.

**SPECIAL ATTACKS  
(WHEN FACING RIGHT)**

**DOUBLE ROLLING SABBAT**

Hold ← , → + **K**

Dee Jay performs a set of roundhouses, then switches legs for a second set. Time it right and initiate his powerful Sabbath Carnival!

**MACHINE GUN UPPERCUT**

Hold ↓ , ↑ + **P** (repeatedly)

Unleash a torrent of lightning fast uppercuts on the opponent. One won't knock the opponent down, but if even a few hit—Big damage!

**AIR SLASHER**

Hold ← , → + **P**

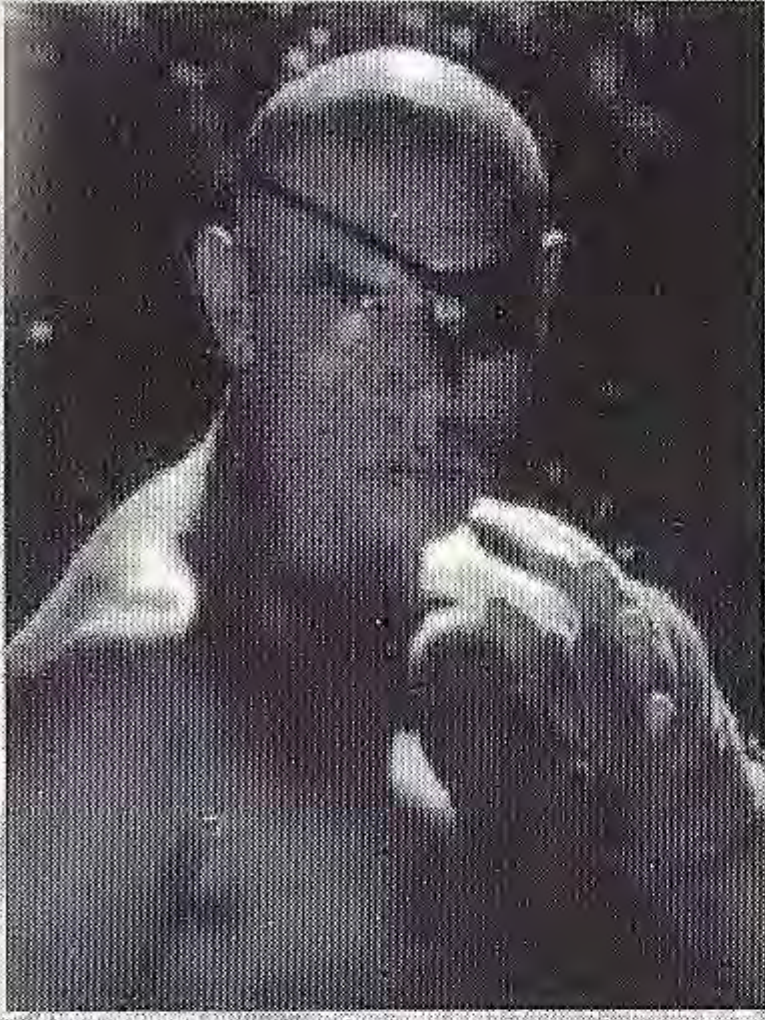
**JACKKNIFE MAXIMUM**

Hold ↓ , ↑ + **K**

**SUPER COMBO**

**SABBAT CARNIVAL**

Hold ← , → , ← , → + **K**



**BASIC ATTACK  
STRENGTH: 2.5**

**SPECIAL ATTACK  
STRENGTH: 3.5**

**DEFENSE STRENGTH: 3**

**SPEED: 2**

**THROWS: 2**

**LONG RANGE ATTACK  
STRENGTH: 5**

**THE INVINCIBLE STREET FIGHTER**  
**VIKTOR SAGAT**

*"The true warrior shows no mercy!"*

A dangerous fighter for those who like to act decisively and take the initiative in battle. Use the tremendous concealed power of your kick attacks to stun your opponents, then finish them off with a smile and a Tiger Uppercut!

**SPECIAL ATTACKS  
(WHEN FACING RIGHT)**

**TIGER KNEE CRUSHER**

↓, →, ↗ + **K**

Use your knee to kick forwards into your enemy and send him/her flying upwards. You can also use this special attack to quickly land in your enemy's face.

**TIGER UPPERCUT**

→, ↓, ↘ + **P**

Jump and land an uppercut at the same time. This is a very powerful attack, so if you connect with the enemy you'll probably be able to keep punching.

**TIGER SHOT**

↓, ↘, → + **P**

**GRAND TIGER SHOT**

↓, ↘, → + **K**

**SUPER COMBO**

**TIGER GENOCIDE**

↓, ↘, →, ↓, ↘ + **P**



**BASIC ATTACK  
STRENGTH: 1**

**SPECIAL ATTACK  
STRENGTH: 3**

**DEFENSE STRENGTH: 3**

**SPEED: 4.5**

**THROWS: 2**

**LONG RANGE ATTACK  
STRENGTH: -**

# THE COLD-BLOODED DICTATOR GENERAL BISON

*"Kneel before me and beg for mercy!"*

For those of a darker bent, this is the perfect fighter for you. Infamous for his Psycho Crusher Attack, Bison's newest technique is the Devil Reverse, which is said to have devastating effects.

## **SPECIAL ATTACKS (WHEN FACING RIGHT)**

### **DOUBLE KNEE PRESS**

Hold **←**, **→** + **K**

Use Bison's knees as a battering ram.

### **DEVIL REVERSE**

Hold **↓**, **↑** + **P**, then **P** to hit enemy.

Bison hurtles through the air and delivers a devastating blow to the opponent.

### **PSYCHO CRUSHER ATTACK**

Hold **←**, **→** + **P**

### **HEAD PRESS**

Hold **↓**, **↑** + **K**

### **SOMERSAULT SKY DIVER**

Hold **↓**, **↑** + **K** then **P** to hit enemy.

### **SUPER COMBO**

Knee Press Nightmare

Hold **←**, **→**, **←**, **→** + **K**

## **ON YOUR WAY TO THE TOP**

You have confidence in your Street Fighter™ Skills - take it to the next level in the Trial Battle Mode. It's time to fine tune your battle skills in preparation for the championships. As you make your wins, you can check your score through the Back-up Mode. Select Back-up Mode then select Trial Score. Your high score appears on the screen.

Take a look at all the Street Fighter™ scores while the characters show off their stuff for you!

### ***BECOMING THE STREET FIGHTER™ CHAMP!***

The three following indicators give you the best idea of how you're doing:

#### ***AGGRESSIVENESS***

Never give up. Think positively. And take the fight to them.

#### ***COMPLETION***

Keep cool. Real cool. Cold - frosty-like. Chill out. Then freeze 'em.

#### ***MASTERY***

How well you use your techniques is how well you score.

#### ***POWER POINTS***

#### **TECHNIQUE = MASTERY**

Each fighter has his or her own style, pace and special techniques. Unless you know exactly what you can do, you don't stand a chance against your opponents.

## **THE TRUTH ABOUT THE FINISHING BLOW**

The truth is that your special techniques can deliver the knockout blow and bring you the championship. They can also leave you open to your opponent's special attack if you miss your chance. Use your special attack only when you know you have your opponent at the right place to deliver the finishing blow on target.

#### ***THE SUPER COMBO FINISH***

You have your opponent on the ropes, and now it's time to end the match in style. Use your Super Combo to show them all that not only do you have the speed, power and grace, but the thirst for glory it takes to be the Street Fighter™ Champion!

# NOTES

## ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

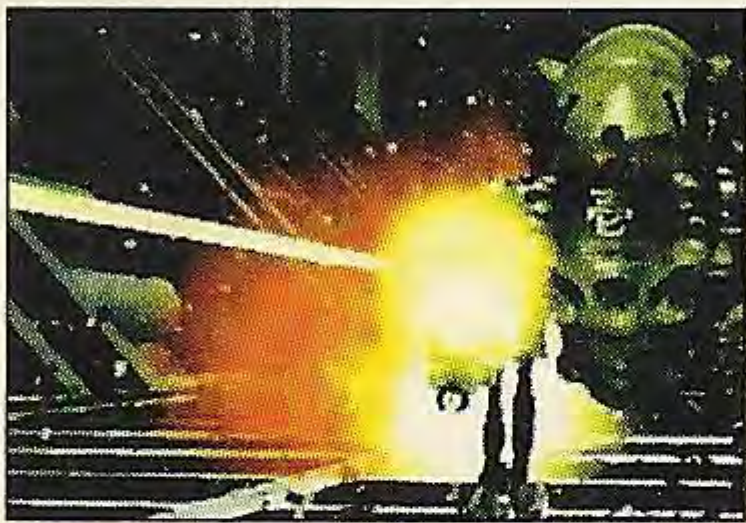
**Repairs/Service after Expiration of Warranty-** If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

### **Acclaim Hotline/Consumer Service Department (516) 759-7800**

"STREET FIGHTER: THE MOVIE™" and "CAPCOM®" are trademarks of CAPCOM Co., Ltd. © CAPCOM CO., LTD. 1994, 1995. All Rights Reserved. ROBOTICA™ Acclaim Entertainment, Inc. Artwork and Packaging © 1995 Acclaim Entertainment, Inc. Game © 1995 Sega Enterprises, Ltd. All Rights Reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All rights reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029, Japan # 1,632,396.

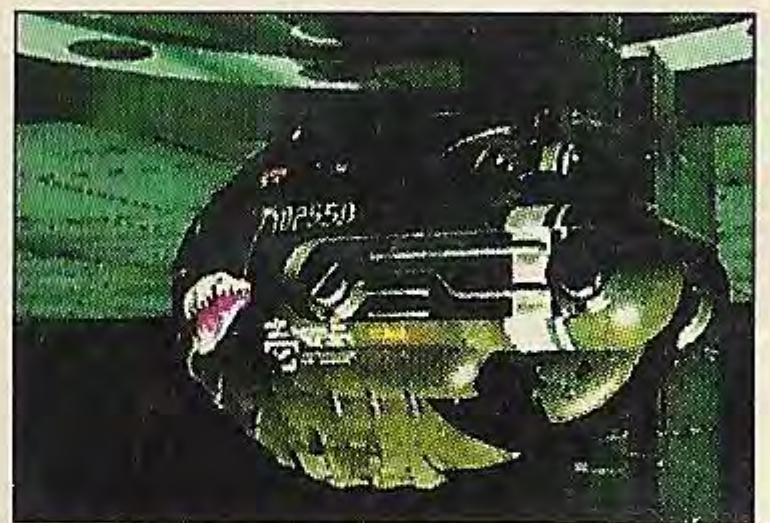
# LOOK FOR ROBOTICA™



**ROBOTICA - MANKIND'S  
LAST HOPE!**



**RAGE AGAINST  
THE ROBOTS!**



**"LAUNCH COMMENCES  
IN 3, 2, 1..."**



Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.  
 Contact the ESRB at 1-800-771-3772 for more information on game ratings.  
 Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.  
 Acclaim is a division and registered trademark of Acclaim Entertainment, Inc.  
 ® & © 1995 Acclaim Entertainment, Inc. All Rights Reserved.

This game is licensed for use with the Sega Saturn™ system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.