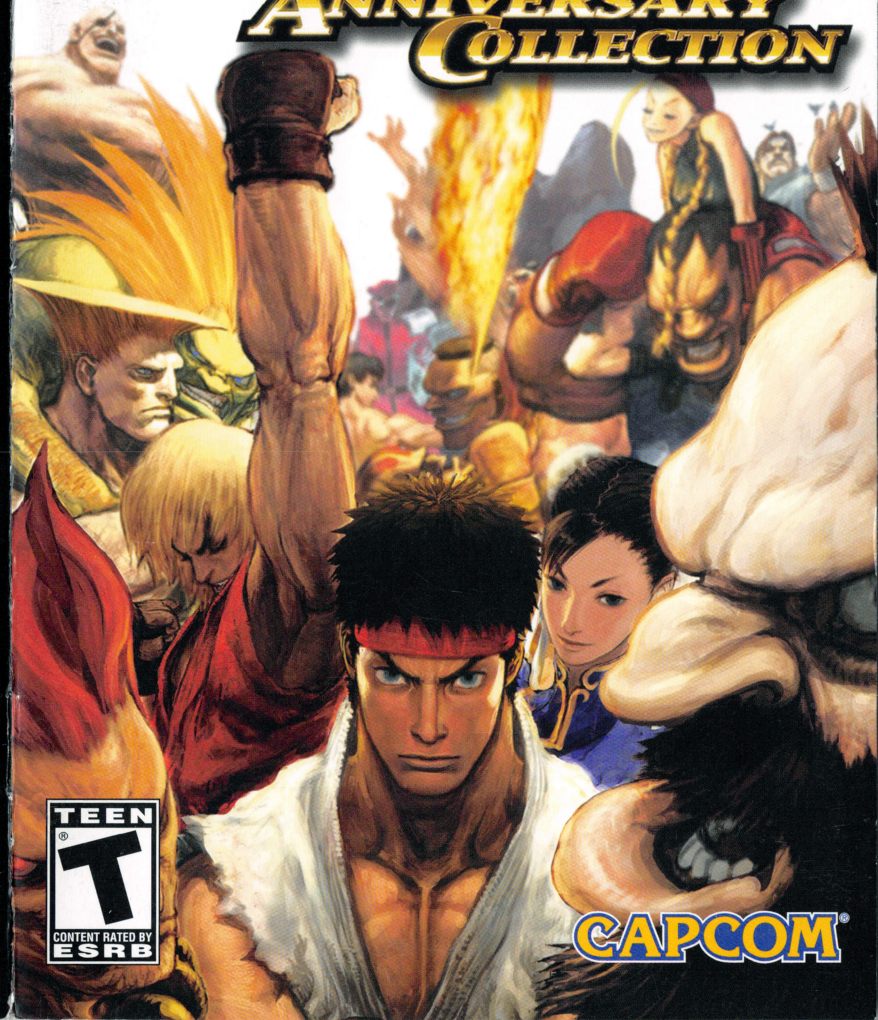


STREET FIGHTER

ANNIVERSARY COLLECTION



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Warning:

Read Before Using Your PlayStation®2 Computer Entertainment 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, including games played on the PlayStation 2 console, 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.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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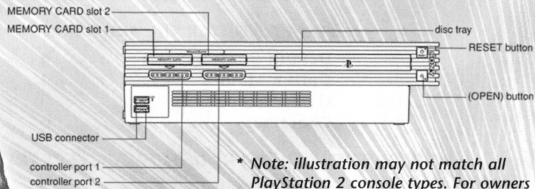


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Thank you for selecting **STREET FIGHTER™ ANNIVERSARY COLLECTION** for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library. CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085. © CAPCOM 2004. ALL RIGHTS RESERVED. STREET FIGHTER, CAPCOM and the CAPCOM logo are trademarks of Capcom which may be registered in certain jurisdictions. Street Fighter II: The Animated Movie © 1994 CAPCOM CO., LTD. All other trademarks are owned by their respective owners.

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GETTING STARTED*



* Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the STREET FIGHTER™ ANNIVERSARY COLLECTION disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

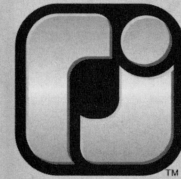
Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2 system.

You can load saved game data from the same memory card or from any memory card containing previously saved games.

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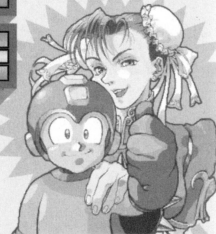
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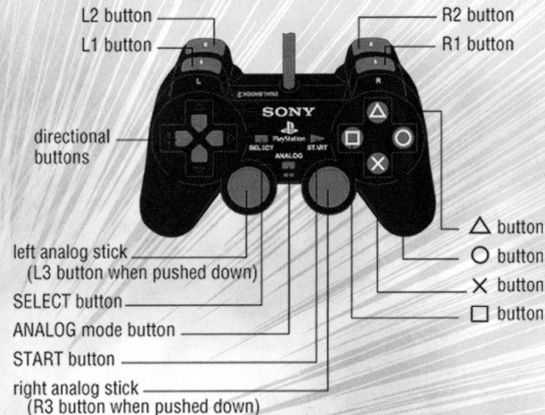
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STARTING UP

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



- **CONTROLLER** — STREET FIGHTER ANNIVERSARY COLLECTION is a 1-2 Player game. Connect the DUALSHOCK®2 analog controller to controller port 1 for 1 Player games. Connect a second controller to controller port 2 for 2 Player games.
- **DEFAULT CONTROLS** — You can reassign the default controls in Option Mode. This game does not support the controller's vibration function.
- **SOFT RESET** — During play, press the **START** and **SELECT** buttons at the same time to reset the game back to the Title screen.

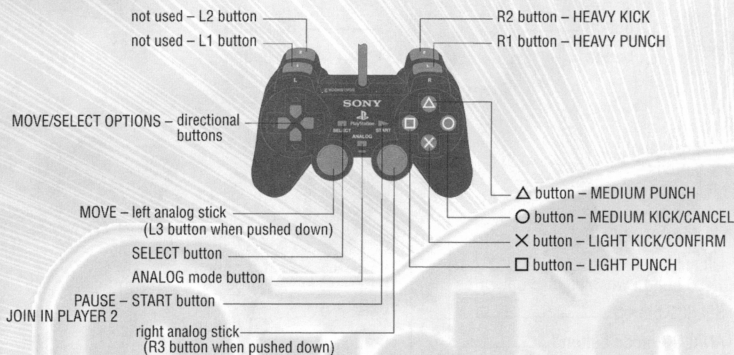
GAME SELECTION



- Press the **START** button at the Title screen.
- Press the left analog stick or directional buttons **←** or **→** to select your game: STREET FIGHTER™ III: 3RD STRIKE or HYPER STREET FIGHTER™ II: THE ANNIVERSARY EDITION.
- Press the **X** button to confirm your choice.

DEFAULT CONTROLS

You can reassign the default controls in Option Mode.



DIRECTION CONTROLS (left analog stick/directional buttons)

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

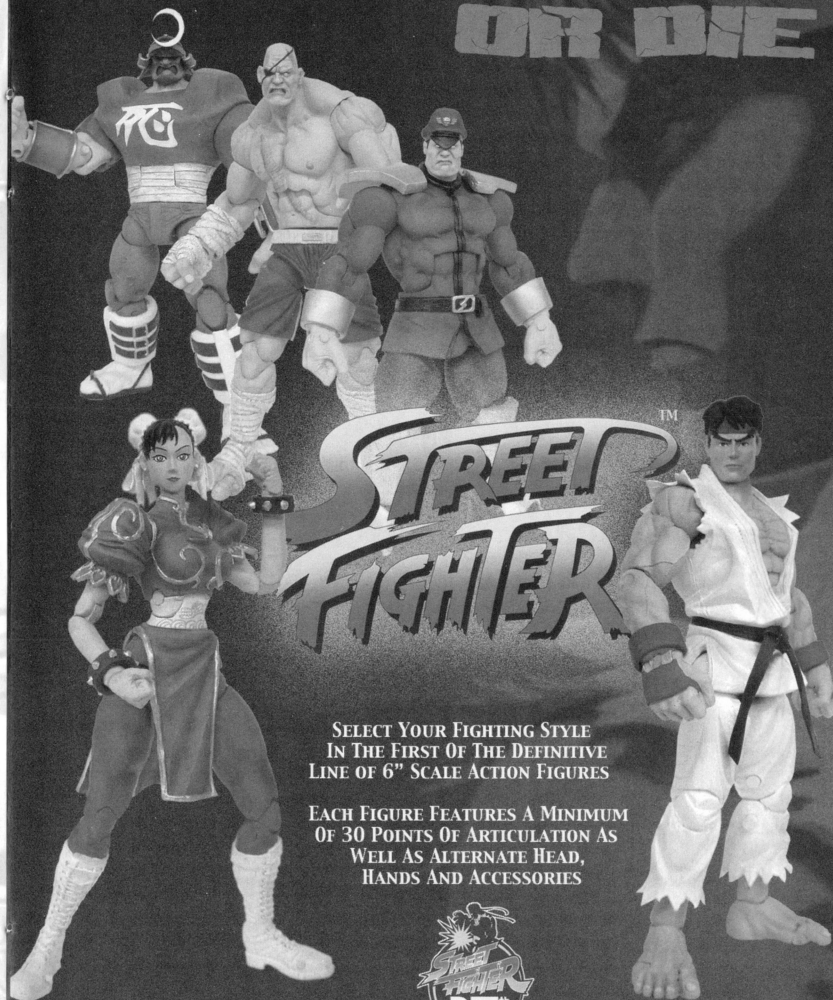
- **MOVE**
 - Move forward
 - ← Move backward
- **JUMP**
 - ↑ Vertical jump
 - ↗ Diagonal forward jump
 - ↖ Diagonal backward jump
- **PARRY**
 - Standing parry
 - ↓ Crouching parry
- **BLOCK**
 - ← Upper block
 - ↙ Lower block
- **CROUCH**
 - ↓ Crouch
 - ↘ Crouch
 - ↙ Crouch

OPTION MODE

Press the left analog stick or directional buttons **↑/↓** to make a selection and **←/→** to change the setting. Press the **×** button to confirm; press the **START** button 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.
 - **Analog Stick** - Enable or disable the left analog stick 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.

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STREET FIGHTER™



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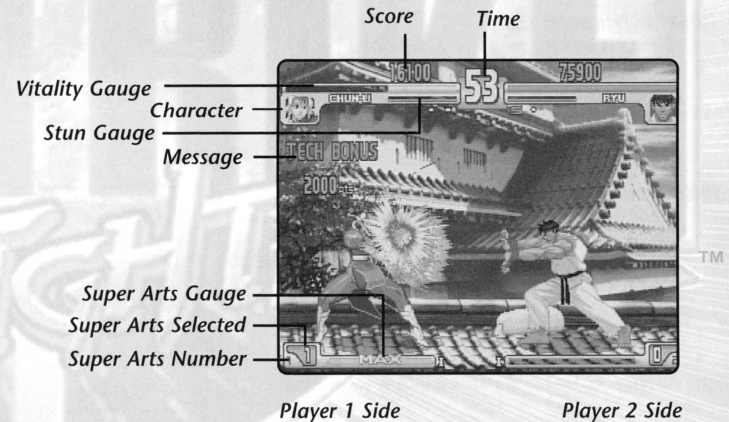
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Disguise

- **BUTTON CONFIG** – Change the button control settings and assign special commands.
- **SCREEN ADJUST** – Adjust the screen setting for your monitor.
- **SOUND**
 - **Audio** – Choose stereo or monaural sound.
 - **BGM/SE Level** – Adjust background music/sound effects volume.
 - **BGM Test** – Sample the game's background music.
- **MEMORY CARD**
 - **Save Data** – Save option settings and score ranking to a memory card.
 - **Load Data** – Load game data from a memory card.
 - **Auto Save** – Turn ON to save option settings and score ranking automatically.

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.
- **WINS** – (Not shown.) Number of wins for the player.
- **STUN GAUGE** – When this gauge fills up, the character is stunned and becomes dizzy.
- **MESSAGE** – Various messages appear for both fighters as the battle goes on.
- **SUPER ARTS GAUGE** – Perform Super Arts moves when this gauge is full.
- **SUPER ARTS SELECTED** – Super Arts currently selected by character.
- **SUPER ARTS NUMBER** – Number of Super Arts available. (Each Super Art has its own max number of uses.)

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



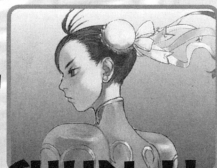
KEN

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-SHEN ↓↘→↘↘ + 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

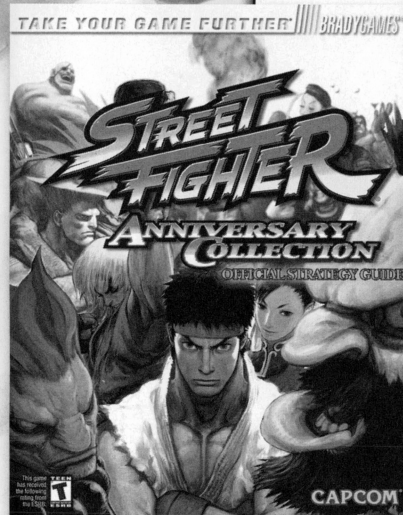


ALEX

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.

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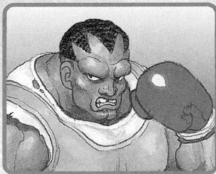
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BALROG

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



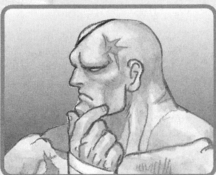
VEGA

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

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.

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

TETSUZANKO → ↓ ↘ + P [EX]
 ZESSHOU HOHOU ↓ ↘ → + P [EX]
 NISHOU KYAKU → ↓ ↘ + 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

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

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

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

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

**Q****SUPER ARTS (CHOOSE ONE)**

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

SPECIAL MOVES

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

**NECRO****SUPER ARTS (CHOOSE ONE)**

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

SPECIAL MOVES

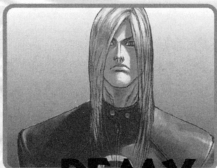
- SEAN TACKLE** ←←↓→ + P
(HOLD DOWN) [EX]
- DRAGON SMASH** →↓ + P [EX]
- TORNADO** ↓↓← + K [EX]
- RYUBI KYAKU** ↓↓→ + K [EX]

**SEAN****SUPER ARTS (CHOOSE ONE)**

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

SPECIAL MOVES

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

**REMY****SUPER ARTS (CHOOSE ONE)**

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

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.

T. HAWK**SPECIAL MOVES**

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

SUPER COMBO

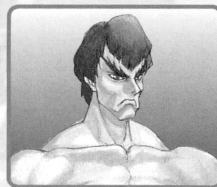
Double Typhoon Super T - → -> 360 degrees → -> 360 degree + P

CAMMY**SPECIAL MOVES**

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

SUPER COMBO

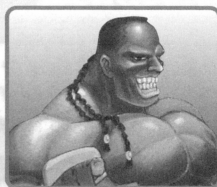
Spin Drive Smasher Super T - ↓↘→↓↘ + K

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

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



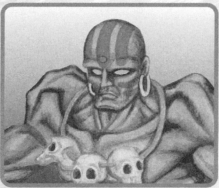
GUILE

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

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.

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

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 YAYOU-DAMA ↓ ↘ ↓ ↘ ↓ + P
YAYOU-ODAMA* ↓ ↘ ↓ ↘ ↓ + PP
III TENGU-STONE ↓ ↘ ↓ ↘ ↓ + P
TENGU MIDAREISHI* ↓ ↘ ↓ ↘ ↓ + PP

*WHEN SUPER ARTS GAUGE IS AT MAX

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

SPECIAL MOVES

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

SUPER ARTS (CHOOSE ONE)

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

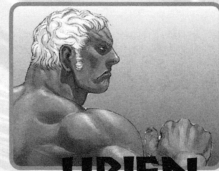
Arrows — Directions shown are for characters facing right. Reverse left/right directions for characters facing left.
EX — EX Special version of the move is available.



ELENA



ORO



URIEN



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] |
| TSUJI GOE | →↘ + P |
| KASUMI GAKE | ↓↘→ + K |



SUPER ARTS (CHOOSE ONE)

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

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 |

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

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 Reppu Super T - ↓↘→↓↘→ + P

E. HONDA



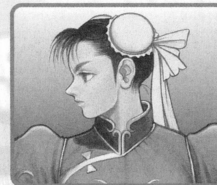
SPECIAL MOVES

| | |
|-------------------------------------|--------------|
| 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/Senretsū-kyaku Super T - ← hold → ↔ + K

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

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 **SUPER 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.

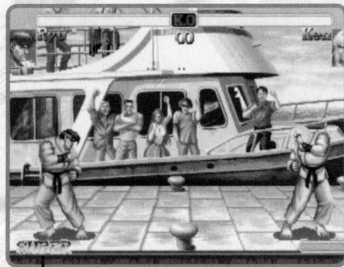
SELECTING AKUMA

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

SUPER COMBO SYSTEM

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!

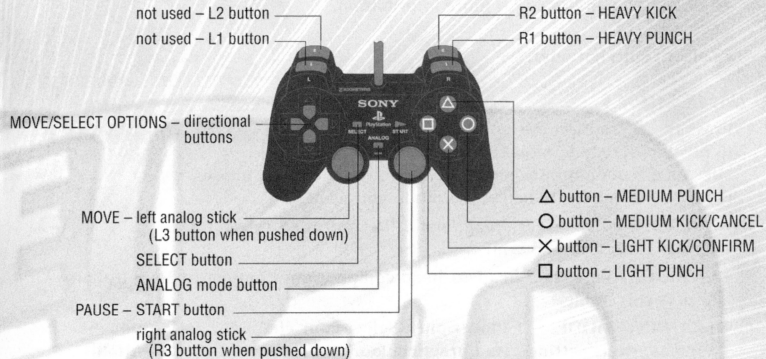
The Super Combo System is only available when you're using the **SUPER T** player type.



Super Combo Gauge

DEFAULT CONTROLS

You can reassign the default controls in Option Mode.



DIRECTION CONTROLS (left analog stick/directional buttons)

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

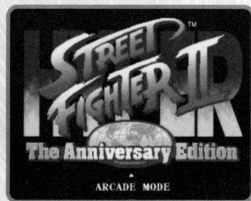
- | | |
|--------------------------|-------------------|
| • MOVE | • BLOCK |
| ➔ Move forward | ⬅ Standing block |
| ➔ Move backward | ⬇ Crouching block |
| • JUMP | • CROUCH |
| ⬆ Vertical jump | ⬇ Crouch |
| ➔ Diagonal forward jump | ↘ Crouch |
| ➔ Diagonal backward jump | ↙ Crouch |

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 the directional buttons 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 any directional buttons or punching/kicking rapidly.
- **SPECIAL MOVES** — Each character has unique special moves, performed by pressing a combination of directional buttons and **PUNCH** and **KICK** buttons. See pages 15-18 for each character's special moves and controls.

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 14.)
- Select your character.



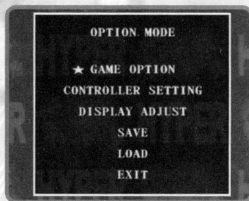
GAME MODES

Press the **START** button at the Title screen to display the Mode Menu. Use the left analog stick or directional buttons to cycle through the game modes. Press the **X** button to select the mode you want.

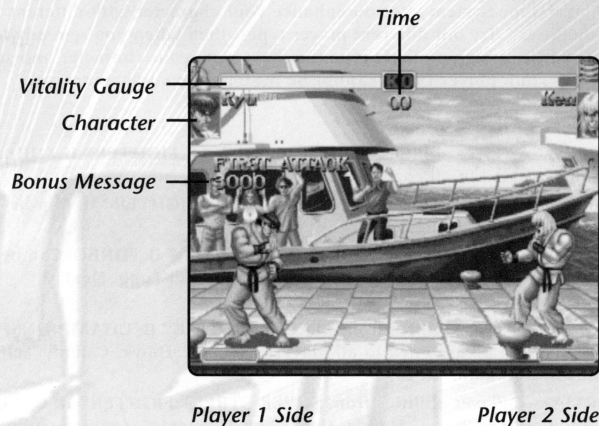
- **ARCADE MODE** — Go up against CPU-controlled characters. Defeat 12 in a row to win.
- **VS MODE** — 2 Player head-to-head competition. Connect two controllers to play this mode.
- **TRAINING MODE** — 1 Player only. Select your character and opponent, adjust various settings, and practice your moves. Press the **START** button while training to bring up the Training Menu. Use the directional buttons to cycle through and select options, and press the **X** button 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:
 - **X** button = Play
 - **L1** button = Rewind
 - **□** button = Pause
 - **R1** button = Fast forward
 - **○** button = Stop

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 the left analog stick or directional buttons **↑/↓** to select a setting, and **←/→** to change it.



GAME SCREEN



- **TIME** — Time left in the round.
- **VITALITY GAUGE** — The character's remaining life energy. If it drops to nothing the character is defeated.
- **SCORE** — (Not shown.) Character's current score.
- **CHARACTER** — The character's name and portrait.
- **PLAYER TYPE** — (Not shown.) Character mode currently selected. A Super Combo Gauge is displayed when **Super T** is chosen as the player type.
- **BONUS MESSAGE** — Various messages appear here during combat.
- **WIN MARK** — (Not shown.) Appears when a character wins a round.
- **HIGH SCORE** — (Not shown.) Highest score achieved so far.

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.