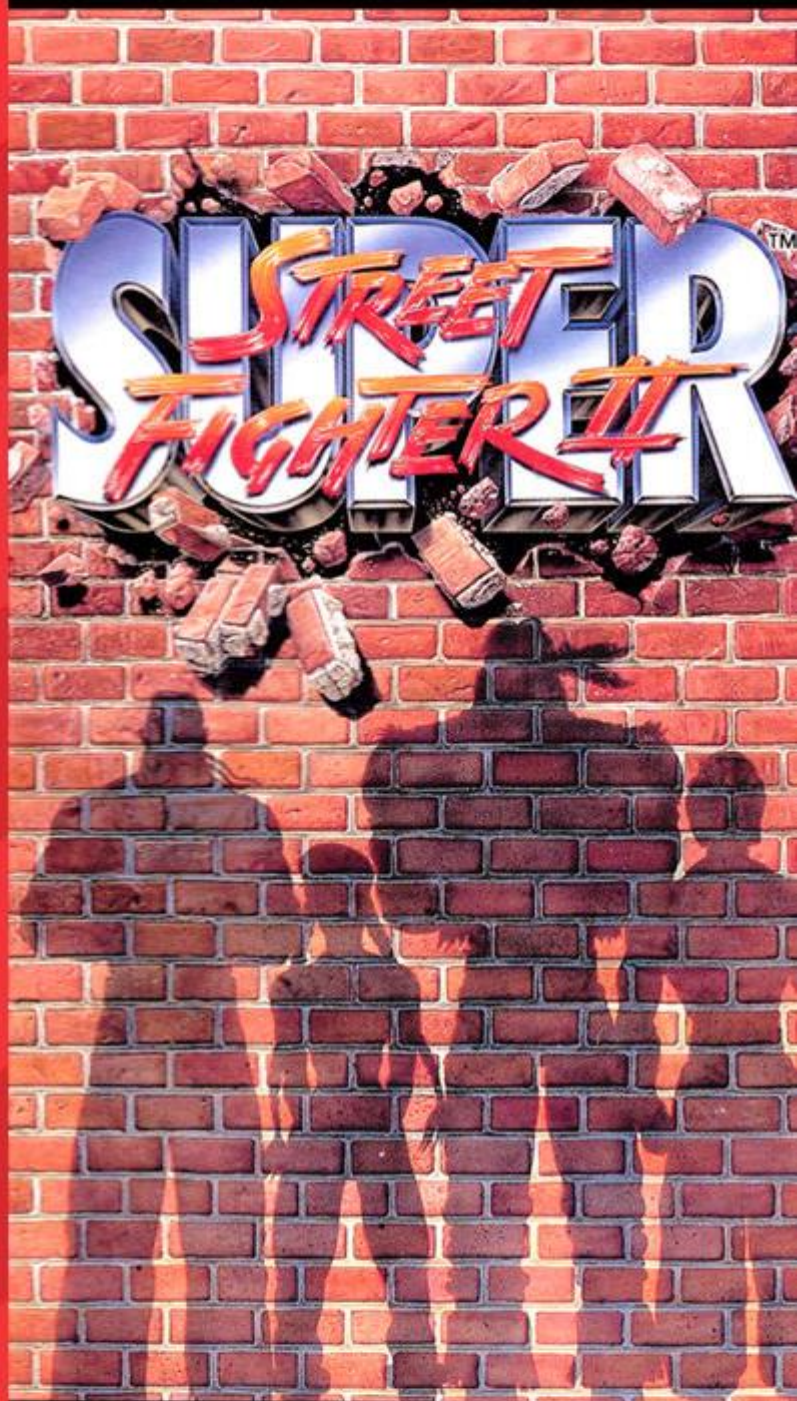


SEGA™

GENESIS™



*Instruction Manual*



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



## A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **Super Street Fighter II** the latest edition to CAPCOM'S library of Street Fighter titles. Following the success of **Street Fighter II: Special Champion Edition**, **Super Street Fighter II** continues our tradition of hard-hitting action for the Sega Genesis.

**Super Street Fighter II** features 40 quality megabits of colorful state-of-the-art high resolution graphics and quality sound. We at CAPCOM are proud to bring you this this exciting new edition to your video game library.

Yours truly,

Joseph Morici  
Senior Vice President

### **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.

### **EPILEPSY 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 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.

# **CAPCOM**

**CAPCOM U.S.A., INC.**  
475 Oakmead Parkway  
Sunnyvale, CA 94086

SUPER STREET FIGHTER II IS A  
TRADEMARK OF CAPCOM. CAPCOM  
IS A REGISTERED TRADEMARK OF  
CAPCOM CO. LTD.



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™ GENESIS™ SYSTEM.

# *Table of Contents*

A Special Message from Capcom.....	2
Safety Precautions.....	4
Getting Started.....	5
Controlling Your Fighter.....	6
Tournament of Champions.....	10
The Super Battle Mode.....	11
The VERSUS Battle Mode.....	12
The Group Battle Mode.....	14
The Tournament Battle Mode.....	16
The Challenge Modes.....	17
The Option Mode.....	18
The New Challengers.....	20
Warranty Information.....	52
Street Fighter's Notes.....	53

## *Safety Precautions*

Follow these suggestions to keep your Super Street Fighter II cartridge in perfect operating condition.

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ 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 Cartridge.

## *Getting Started*

1. Insert your Super Street Fighter II cartridge into your Sega Genesis System and turn the power ON.
2. When the title screen appears, press the **START** button and the words GAME START will appear. Press left or right on your D-pad to set the TURBO speed setting. Four stars is the fastest Turbo mode, while zero stars indicate the normal arcade speed.

After you have set the speed setting, press the **START** button.

3. The next screen is the main game selection screen. Here you can choose from:

SUPER  
VERSUS  
GROUP  
TOURNAMENT  
CHALLENGE  
OPTION

4. Once you begin the game, you will be asked to select your character. Press the D-Pad in any direction to highlight the character you wish to use and press any button. Your character will have a different color costume depending on which button you press.
5. To end the game at any time, simply turn OFF your Sega Genesis and remove your cartridge.



## *Controlling Your Fighter*

### **PUNCH AND KICK BUTTONS**

Each of the characters in **Super Street Fighter II** use three basic punches and three basic kicks. They are listed below:

#### **Light Punch (Jab)**

Press the **X** button.  
*The jab is very quick,  
but does little damage.*

#### **Medium Punch (Strong)**

Press the **Y** button.  
*The strong punch does a  
fair amount of damage.*

#### **Hard Punch (Fierce)**

Press the **Z** button.  
*The fierce punch does a  
large amount of damage,  
but is slow.*

#### **Light Kick (Short)**

Press the **A** button.  
*The short kick is very  
quick, but does very  
little damage.*

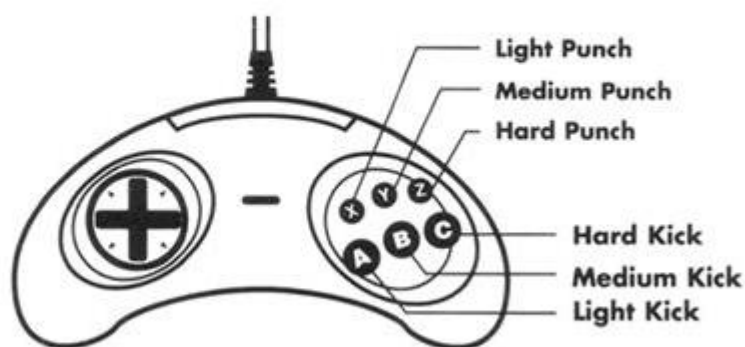
#### **Medium Kick (Forward)**

Press the **B** button.  
*The forward kick is strong  
and is fairly quick.*

#### **Hard Kick (Roundhouse)**

Press the **C** button.  
*This roundhouse kick is  
powerful, but very slow.*

## Controlling Your Fighter, cont.



### **NOTE: FOR 3-BUTTON CONTROLLERS:**

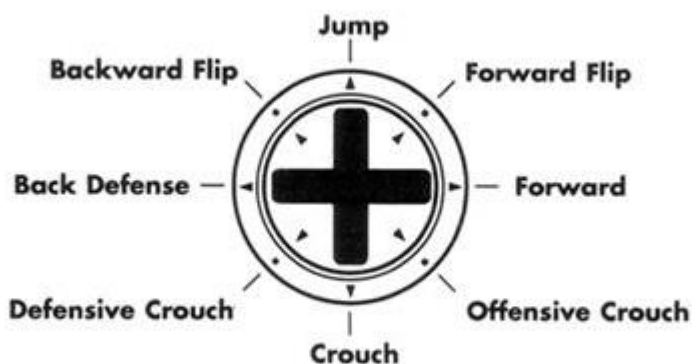
If you use a 3-button controller, you will need to press the **START** button to switch between punches and kicks.

***EXAMPLE:** Press the **A** button and your character will do a light punch. Press the **START** button. Now press the **A** button and your character will do a light kick.*

### **BASIC MOVEMENT**

Basic Movement The diagram below shows the eight basic D-Pad positions that are used in the game.

*Important Note: The diagram shows the D-Pad positions for a player facing to the right. The controls are reversed when facing to the left.*



### **THROWS AND HOLDS**

Each fighter in Super Street Fighter II has a number of different throws and holds. These throws and holds can only be done when the two fighters are within "Grabbing Range." The Grabbing Range for each character is different, but most throws and holds are done when two fighter are right next to each other.

**THROWS** allow you to grab an opponent and toss them across the room. Some fighters can even do throws in mid-air.

*For Example: It is possible for Ryu to grab Ken and throw him over his shoulder. To do the Shoulder Throw, Ryu must push forward against Ken and then you must push the Hard Punch (Fierce) button on your D-Pad.*

**HOLDS** allow you to grab an opponent and then hit or bite them again and again.

*For Example: It is possible for Blanka to bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then you must push the Hard Punch (Fierce) button on your D-Pad.*

Practice with your favorite character to discover which throws or holds they have and how to use them to your advantage.



### **SPECIAL MOVES**

Each character has developed his or her own special moves for use in combat. All the special moves for each character are listed in *The New Warriors* section of this manual. There are also descriptions telling you how to do these special moves.

Special Moves are very hard to learn, it may take weeks before you can do them every time. Keep practicing them until you get them right!

Below is an example of the diagram for Chun Li's Kioken Fireball. The arrows in the diagram indicate the necessary movements on the D-Pad. Please refer to the movement diagram on page 7 if you are unsure of what the arrows mean.

*For Example: Chun Li's Kioken Fireball*  
*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.*

*Using the D-Pad, press (back defense) and hold it for 2 seconds. Then simultaneously press (forward) and push any punch button.*

## Tournament of Champions

The challenge has been issued and four brave young fighters have answered the call. Cammy, Fei Long, Dee Jay and T. Hawk all have their own reasons for entering the tournament and each will let nobody stand in their way!

Choose SUPER BATTLE on the main game selection screen and you will be able to select your character for the tournament. As the tournament begins, your fighter will travel the globe to meet one of the sixteen other fighters.



When the match begins, you must use all of your fighting skills to defeat your opponent. Each time you hit, kick or throw your opponent, his energy meter will decrease. Once his energy meter is totally red, he'll be knocked out and you will be declared the winner. Win two out of three rounds and you earn the right to face the next challenger on your way to face the awesome might of M. Bison!



## *The Super Battle Mode*

In the SUPER BATTLE mode, you will choose a fighter and attempt to defeat all the other challengers to earn the right to face M. Bison and the other Grand Masters. If you succeed, you will see a story ending for your character which will complete his or her quest for the championship.

The SUPER BATTLE Mode does allow a second player to join in and fight against you at any time. The second player must hit the **START** button on his controller and after a moment the game will return to the character selection screen and allow the player to choose his character.

## The VERSUS Battle Mode

The VERSUS Battle allows two players to battle head-to-head in a series of matches. When the title screen appears, push the D-Pad up or down to move the pointer next to VERSUS BATTLE and press the **START** button. When the next screen appears, each player chooses the character they wish to use and presses any button to continue to the next screen.



On the next screen, there are two options: HANDICAP and STAGE SELECT. Player One can press the **D-Pad** button to highlight either the HANDICAP or STAGE SELECT option.

**HANDICAP** When the HANDICAP option is highlighted, both players can press left or right on the D-Pad to set their ATTACK LEVEL. The number of stars showing determines the amount of damage players' punches and kicks will do. The higher the number of stars, the greater the amount of damage the punches and kicks will do.

## *The VERSUS Battle Mode, cont.*

**STAGE SELECT** When the STAGE SELECT option is highlighted, Player One can select the location of the match by pressing the D-Pad left or right. This option allows you to select the location of your fight.

After all the choices have been made, Player One can begin the match by pressing the **START** button.

## *The Group Battle Mode*

The Group Battle mode allows two players to have teams of up to eight Street Fighter characters battle in a series of one round matches. Choose the **GROUP BATTLE** option on the main screen and press the **START** button. When the rule screen appears, press the D-Pad up or down to select the tournament rules you are going to use.



### **POINT MATCH**

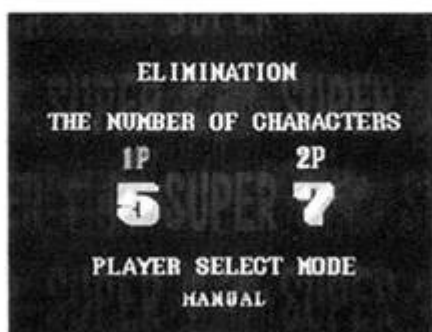
In this mode, the winner of the round will be given 8 points plus 1 point for each second left on the clock when his opponent is knocked out. In the case of a draw, the team which has the most points will have 4 points deducted from its score. The matches will continue until all matches have been played or until a winner is apparent.

### **ELIMINATION**

In this mode each player chooses up to eight characters. (Players do not need to choose the same number of characters.) If a player wins a match he can continue to use the character until he is defeated. The first player to lose all his characters, loses the match.



## *The Group Battle Mode, cont.*



On the next screen players will select the number of characters they will use. (If you are playing an elimination match, each player will set their own number of characters.) Press the D-Pad up or down to increase or decrease the number of characters. Press the D-Pad left or right to switch between MANUAL and AUTOMATIC character selection. After you have finished, press the **START** button to proceed to the next screen.

If you make a mistake and choose the wrong option, press the **A, B, C, X, Y, or Z** button during the “Number of Characters” screen and you will return to the main “Battle Mode Select” screen.

After both players have chosen all their characters, the HANDICAP and STAGE SELECT screen will automatically appear. Use the D-Pad to make your selections just as in the VERSUS BATTLE mode and press the **START** button to begin the tournament.

Once the battle is over and the victory screen appears, press the **A, B, C, X, Y, or Z** button to bring up a menu which will allow you to continue or quit the mode.

## *The Tournament Battle Mode*

In the TOURNAMENT BATTLE, up to eight players can compete for the Street Fighter Championship. After you select TOURNAMENT from the main screen, the first player can select his character. After this has been done, the second player can choose his character. When everyone has selected his character, highlight END and press the **START** button.

(If you don't have eight people to play with, the computer will automatically pick other fighters and control them in battle against you.)

When the tournament begins, each player will be assigned a preliminary match. Before each match, you will be able to select the attack level of your character, just as in the VERSUS Mode. After you have done this, press **START** and the match will begin.

Each match is only 1 round. If you lose, you will fight the losers of the other matches to decide your final ranking. If you win, you will advance to the semi-finals and be one step closer to the championship.

## *The Challenge Modes*

The **TIME CHALLENGE** tests your speed and quickness as you try to knock out a computer opponent in the fastest time possible.

The **SCORE CHALLENGE** tests your skill at combinations as you try to knock out a computer opponent and score big points.

After you select **TIME CHALLENGE** or **SCORE CHALLENGE**, you will need to choose your character and press the **START** button. After you have selected your character, choose the **2P** character for the computer to control and press the **START** button.

When the battle begins, you have one round to knock out your opponent as quickly as possible. If you succeed in breaking the **CAPCOM** records, you will earn the right to enter your initials as one of the greatest street fighters in the world!

Once the battle is over and the victory screen appears, press the **A**, **B**, **C**, **X**, **Y**, or **Z** button to bring up a menu which will allow you to continue or quit the mode.

*Important Note:*

*The turbo game speed adjustment has no effect on the Challenge Modes.*

## The Option Mode

The Option Mode allows you to change certain aspects of the game. When the title screen appears, push the D-Pad up or down to move the marker next to **OPTION** and press the **START** button. When the next screen appears, push the D-Pad up or down to highlight the option you wish to change.



### DIFFICULTY

This option changes the difficulty of the computer opponent. Push the D-Pad left or right to highlight the number of stars. The more stars you highlight, the more difficult the opponents will be to defeat.

### TIME LIMIT

This option allows you to turn on or off the Time Limit. Push the control pad left or right to highlight either YES or NO. If you select YES, the fighters will have 99 seconds to knock each other out. If you select NO, the fight will continue until one player is knocked out.

### **KEY CONFIGURATION**

This option allows you to change the button configuration for your fighter's punches and kicks.

Highlight this option and press right on the D-Pad. Press up or down to select the punch or kick you wish to change and then press the button you wish to use for that punch or kick. It will change automatically. Once you have finished your changes, press left on the D-Pad.

The key configuration screen can also be activated before you begin a match. If you are playing a SUPER or CHALLENGE BATTLE, press and hold the START button during the Character Selection screen. In all other modes, press and hold the START button during the Handicap screen.

### **SUPER MODE**

This option allows you to select two different types of SUPER BATTLE games.

Push the D-Pad left or right to highlight either NORMAL or SUPER. In the NORMAL mode, you will face 12 opponents and the bonus stages just like in the arcade game. In the SUPER mode you will face all 16 opponents but not the bonus stages.

To leave the OPTION MODE with your new settings, simply press the START button on your D-Pad.

## The New Challengers



### FEI LONG

<b>Date of Birth:</b>	<b>4-23-1969</b>
<b>Height:</b>	<b>5'8"</b>
<b>Weight:</b>	<b>132 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

The master of several styles of Shaolin Kung Fu, the Hong Kong sensation dedicated himself to a life of rigorous training after seeing one of Hong Kong's masters of Jeet Kune Do. After perfecting several styles, Fei began teaching his own style and it wasn't long he was being hounded to appear in his own feature films. However, Fei was not interested in this lifestyle and gave it all up to enter the World Warrior tournament to test his skills against other fighters.

### SPECIAL MOVES

#### Rekka Ken



*Using the D-Pad, press ▼▲► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion. This move can be done 3 times in a row for extra damage.*



## *The New Challengers, cont.*

### **Rising Dragon Kick**



*Using the D-Pad, press ◀▼▶ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*



### **CAMMY**

<b>Date of Birth:</b>	<b>1-6-1974</b>
<b>Height:</b>	<b>5'5"</b>
<b>Weight:</b>	<b>101 lbs.</b>
<b>Blood Type:</b>	<b>B</b>

Currently an agent of British Intelligence, Cammy was found suffering total memory loss near a British Military installation. Taken in by British Intelligence, Cammy underwent Special Forces training and quickly rose to the head of the class. Now working undercover in the World Warrior tournament, Cammy is about to learn the truth about her startling past.

### **SPECIAL MOVES**

#### **Front Kick**



*Using the D-Pad, press ►▼▲ in one continuous motion and press any kick button. Make sure you press the button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*

### **Cannon Drill**



*Using the D-Pad, press ▼▲► in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Pad motion.*

### **Spinning Knuckle**



*Using the D-Pad, press ◀►► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*



### **THUNDER HAWK**

<b>Date of Birth:</b>	<b>7-21-1959</b>
<b>Height:</b>	<b>7' 7"</b>
<b>Weight:</b>	<b>357 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

After his homeland was taken from him by Shadowlaw, T. Hawk and his family were moved to Mexico. Now, he has vowed to regain the homeland and destroy Bison. Using his huge size and powerful Native American wrestling techniques, T. Hawk has advanced to the World Warrior tournament and has set his sights on destroying Bison.

### **SPECIAL MOVES**

#### **The Hawk**



*While in mid-air, press all three punch buttons simultaneously.*

## *The New Challengers, cont.*

### **Thunderstrike**



*Using the D-Pad, press ►▼◀ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

### **The Storm Hammer**



Press the D-Pad in a 360 degree rotation and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.

## *The New Challengers, cont.*



### **DEE JAY**

<b>Date of Birth:</b>	<b>10-31-1965</b>
<b>Height:</b>	<b>6'</b>
<b>Weight:</b>	<b>203 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

Trained as a kickboxer in Jamaica, Dee Jay's first love is his music. Over the years, Dee Jay has even integrated the beat of his music into his fighting style. Together his music and his kickboxing have formed a unique style which Dee Jay thinks will lead him to the top of the charts and to the top of the World Warrior Tournament.

### **SPECIAL MOVES**

#### **Hyper Fist**



*Using the D-Pad, press ▼ for 2 seconds and then press ▲ and simultaneously press repeatedly any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*



## *The New Challengers, cont.*

### **Max Out**



*Using the D-Pad, press ◀ for 2 seconds and then press ▶ and simultaneously press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

### **Double Dread Kick**



*Using the D-Pad, press ◀ for 2 seconds and then press ▶ and simultaneously press any kick button. Make sure you press the kick button repeatedly as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*



### **RYU**

<b>Date of Birth:</b>	<b>7-21-1964</b>
<b>Height:</b>	<b>5'10"</b>
<b>Weight:</b>	<b>150 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

A quiet and dignified fighter, Ryu has spent his life studying Shotokan Karate and honing the power of inner strength known as the Chi. A wanderer, with no family and few friends, Ryu's closest bond is with Ken. Seeking neither fame nor the crown of "champion," Ryu only fights to perfect himself in the true spirit of Karate.

### **SPECIAL MOVES**

#### **Fireball**



*Using the D-Pad, press ▼◀▶ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*

### **Red (Stun) Fireball**



*Using the D-Pad, press ◀▶▼▲▶ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

### **Dragon Punch**



*Using the D-Pad, press ▶▼▲ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

### **Hurricane Kick**



*Using the D-Pad, press ▼▶◀ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Pad motion.*

*To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above.*

## *The New Challengers, cont.*



### **EDMOND HONDA**

<b>Date of Birth:</b>	<b>11-3-1960</b>
<b>Height:</b>	<b>6'2"</b>
<b>Weight:</b>	<b>304 lbs.</b>
<b>Blood Type:</b>	<b>A</b>

A lifetime spent perfecting the art of Sumo, Honda eventually worked his way to the title of "Yokozuna." However, when he stepped outside the arena and into the world of street fighting, he was amazed to find that the rest of the world did not consider Sumo a true sport. Now using adaptations of traditional Sumo techniques, Honda plans to win the world warrior tournament and show the world the true majesty of this ancient form of wrestling.

### **SPECIAL MOVES:**

#### **Hundred Hand Slap**



*Using the D-Pad, press any punch button repeatedly.*

## *The New Challengers, cont.*

### **Sumo Head Butt**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.*

### **Sumo Smash**



*Using the D-Pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button.*



## BLANKA

<b>Date of Birth:</b>	<b>2-12-1966</b>
<b>Height:</b>	<b>6'5"</b>
<b>Weight:</b>	<b>218 lbs.</b>
<b>Blood Type:</b>	<b>B</b>

At first glance Blanka, "The Beast From Brazil," appears to be little more than a mutant of limited intelligence. But within his savage form lies a wealth of animal cunning acquired from a life spent deep within the jungles of Brazil. Using a series of bizarre attacks learned from creatures living in the rain forests, Blanka has defeated all fighters that have opposed him. Now on the eve of the World Warrior tournament, Blanka stands ready to achieve greatness and find the link to his mysterious beginnings.

## SPECIAL MOVES

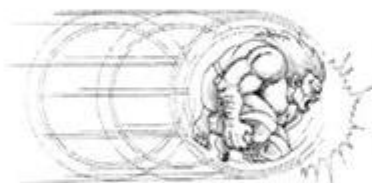
### Electricity



*Using the D-Pad, press any punch button repeatedly.*

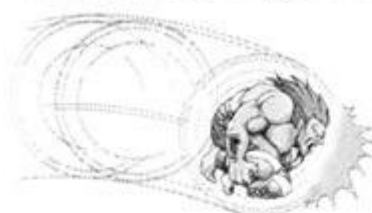
## *The New Challengers, cont.*

### **Rolling Attack**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.*

### **Vertical Rolling Attack**



*Using the control press ▼ for 2 seconds and then press ▲ and simultaneously press any kick button.*

### **Beast Leap**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any kick button.*

## *The New Challengers, cont.*



### **GUILE**

<b>Date of Birth:</b>	<b>12-23-1960</b>
<b>Height:</b>	<b>6'1"</b>
<b>Weight:</b>	<b>191 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

An ex-member of an elite Special Forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

### **SPECIAL MOVES**

#### **Sonic Boom**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.*



## *The New Challengers, cont.*

### **Flash Kick**



*Using the D-Pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button simultaneously.*

## *The New Challengers, cont.*



### **KEN**

<b>Date of Birth:</b>	<b>2-14-1965</b>
<b>Height:</b>	<b>5' 10</b>
<b>Weight:</b>	<b>169 lbs.</b>
<b>Blood Type:</b>	<b>B</b>

A disciple of the Shotokan school of karate, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. Over the past few years Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from his old training partner, Ryu, has rekindled his fighting spirit and caused him to try and perfect his Dragon Punch and Hurricane kick.

### **SPECIAL MOVES**

#### **Fireball**



*Using the D-Pad, press ▼◀▶ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*

### **Dragon Punch**



*Using the D-Pad, press ►▼◄ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

*If you use the HARD punch button when doing the Dragon Punch, Ken will do the FLAMING Dragon Punch!*

### **Hurricane Kick**



*Using the D-Pad, press ▼►◄ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Pad motion.*

*To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above.*

## *The New Challengers, cont.*



### CHUN LI

<b>Date of Birth:</b>	<b>3-1-1968</b>
<b>Height:</b>	<b>5'8"</b>
<b>Weight:</b>	<b>(She won't tell)</b>
<b>Blood Type:</b>	<b>A</b>

Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation know as *Shadowlaw*. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

### SPECIAL MOVES

#### Lightning Kick



*Using the D-Pad press any kick button repeatedly.*

## *The New Challengers, cont.*

### **Whirlwind Kick**



*Using the D-Pad, press ▼ and hold it for 1 second. Then simultaneously press ▲ and push any kick button.*

*To do a high Whirlwind Kick, press ▼ and hold it for 1 second. Then press ◀ and push any kick button. Timing is critical when doing this move!*

### **Kioken (Fireball)**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.*

## *The New Challengers, cont.*



### ZANGIEF

<b>Date of Birth:</b>	<b>6-1-1956</b>
<b>Height:</b>	<b>7'</b>
<b>Weight:</b>	<b>256 lbs.</b>
<b>Blood Type:</b>	<b>A</b>

Good natured, with a great sense of humor, Zangief loves to fight. He left the Russian Wrestling Federation because of the lack of competition and now seeks suitable opponents wherever he can find them. Totally fearless, Zangief is more than willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver. What else would you expect from a man who wrestles bears for fun?

### SPECIAL MOVES

#### Spinning Clothesline



*Using the D-Pad, press any two punch buttons simultaneously.*

#### Double Spinning Lariat



*Using the D-Pad, press any two kick buttons simultaneously.*

## *The New Challengers, cont.*

### **Spinning Pile Driver**



*Press the D-Pad in a 360 degree rotation and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion. The 360 degree rotation on the D-Pad must be done very quickly or Zangief will not do the move.*

### **Siberian Suplex**



*Press the D-Pad in a 360 degree rotation and press any kick button. Make sure you press the kick button as you reach the end of the D-Pad motion. The 360 degree rotation on the D-Pad must be done very quickly or Zangief will not do the move.*

### **Siberian Bear Crusher**



*Press the D-Pad in a 360 degree rotation and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion. The 360 degree rotation on the D-Pad must be done very quickly or Zangief will not do the move.*

*This move can only be done when Zangief is far away from his opponent.*

## *The New Challengers, cont.*



### **DHALSIM**

<b>Date of Birth:</b>	<b>11-22-1952</b>
<b>Height:</b>	<b>5'10"</b>
<b>Weight:</b>	<b>107 lbs.</b>
<b>Blood Type:</b>	<b>O</b>
<b>Fighting Style:</b>	<b>Yoga</b>

Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

### **SPECIAL MOVES**

#### **Yoga Fire**



*Using the D-Pad, press ▼▲► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*



## *The New Challengers, cont.*

### **Yoga Flame**



*Using the D-Pad, press ◀▶▼▲▶ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

### **Yoga Teleport**



*Using the D-Pad, press ◀▼▶ or ▶▼▲ in one continuous motion and press all three punch buttons or all three kick buttons. Make sure you press the buttons as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*



### **BALROG**

<b>Date of Birth:</b>	<b>9-4-1968</b>
<b>Height:</b>	<b>6'5"</b>
<b>Weight:</b>	<b>252 lbs.</b>
<b>Blood Type:</b>	<b>A</b>

A former heavyweight champion, Balrog was barred from professional boxing after he ignored the rules of the ring. Wild and aggressive, Balrog now makes a living as an enforcer for Shadowlaw. Once thought to be somewhat weak in his fighting ability, Balrog has learned some new moves to keep him on top.

### **SPECIAL MOVES:**

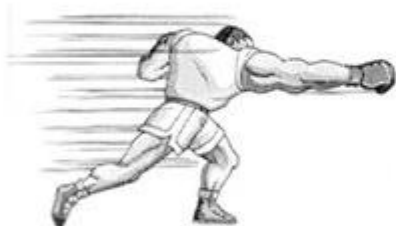
#### **Turn Punch**



*Using the D-Pad, press and hold all punch buttons or all kick buttons for 2 seconds and then release.*

## *The New Challengers, cont.*

### **Final Punch**



*Using the D-Pad, press and hold all three punch button or all three kick buttons. Then release. The power of the punch is determined by how long the buttons are held before releasing.*

### **Shoulder Butt**



*Using the D-Pad, press ▼ for 2 seconds and then press ▲ and simultaneously press any punch button.*

### **Dash Punch**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch or kick button. Punch buttons will cause a straight punch and kick buttons will cause an uppercut punch.*

## *The New Challengers, cont.*



### **VEGA**

<b>Date of Birth:</b>	<b>1-27-1967</b>
<b>Height:</b>	<b>6'0"</b>
<b>Weight:</b>	<b>208 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

Of noble blood, Vega has successfully blended the Japanese art of Ninjitsu with the skills he learned as a matador. The result is a beautiful and deadly ballet which has earned Vega the nickname of the "Spanish Ninja." Vain and egotistical, Vega lives by the philosophy that beauty is strength and uses a mask to prevent his beautiful face from becoming scarred in battle.

### **SPECIAL MOVES:**

#### **Claw Dive**



*Using the D-Pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. While in mid-air push the D-Pad toward your opponent and press any punch button.*

## *The New Challengers, cont.*

### **Wall Leap**



Using the D-Pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. While in mid-air push the D-Pad up and press any punch button

### **Claw Roll**



Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.

### **Claw Thrust**



Using the D-Pad, press ▼ for 2 seconds and then press ▲ and simultaneously press any punch button.

### **Back Flip**

Press all three punch buttons simultaneously for a double back flip. Press all three kick buttons simultaneously for a single back flip.

## *The New Challengers, cont.*



### **SAGAT**

<b>Date of Birth:</b>	<b>7-2-1955</b>
<b>Height:</b>	<b>7'4"</b>
<b>Weight:</b>	<b>283 lbs.</b>
<b>Blood Type:</b>	<b>O</b>

Once called "King of the Street Fighters", Sagat reigned supreme until his narrow defeat at the hands of Ryu. Humiliated at his loss, he now plans to regain the title at any cost. With the exception of M. Bison, no other fighter comes close to his overall fighting ability.

### **SPECIAL MOVES**

#### **Tiger Uppercut**



*Using the D-Pad, press ►▼◀ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*

### **Tiger Knee**



*Using the D-Pad, press ▼▲◀ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the D-Pad motion.*

### **Tiger Shot**



*Using the D-Pad, press ▼▲▶ in one continuous motion and press any punch or kick button. Using a Punch Button will throw a high Tiger Shot, while pressing a kick button will throw a low Tiger Shot. Make sure you press the punch or kick button as you reach the end of the D-Pad motion.*

## *The New Challengers, cont.*



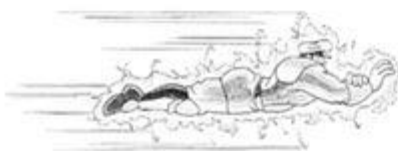
### **M. BISON**

<b>Date of Birth:</b>	<b>Unknown</b>
<b>Height:</b>	<b>5' 11"</b>
<b>Weight:</b>	<b>254 lbs.</b>
<b>Blood Type:</b>	<b>A</b>

Never has a man been more cloaked in secrecy than M. Bison. Ever since he emerged to lead the international criminal organization *Shadowlaw*, the world has been awed by the incredible power at his command. Unmatched in his power and agility, M. Bison reigns supreme as the greatest Street Fighter in the world.

### **SPECIAL MOVES**

#### **Psycho Crusher**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any punch button.*



## *The New Challengers, cont.*

### **Scissor Kick**



*Using the D-Pad, press ◀ and hold it for 2 seconds. Then simultaneously press ▶ and push any kick button.*

### **Head Stomp**



*Using the D-Pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. After executing the stomp, press the D-Pad towards your opponent and press any punch button.*

### **Flying Psycho Fist**



*Using the D-Pad, press ▼ for 2 seconds and then press ▲ and simultaneously press any punch button.*

# Warranty

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM U.S.A., Inc.**  
**Consumer Service Department**  
**475 Oakmead Parkway**  
**Sunnyvale, California 94086**

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

#### REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$15.00 payment refunded.

#### WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.





# A Special Controller Offer For Super Street Fighter Owners!



## SUPER CAPCOM PAD

Become a real World Warrior with the new SUPER CAPCOM PAD! Designed with a unique molded pistol grip handle for extra comfort and control, the SUPER CP puts SIX lightning fast buttons at your fingertips. Now you can throw fireballs, do deadly combination moves and wipe out the competition like never before!

### TO ORDER:

1. Fill out the order form.
2. Send the form with a check or money order (U.S. FUNDS ONLY) to:  
CAPCOM  
475 Oakmead Parkway  
Sunnyvale, CA 94086
3. Allow 4 weeks for delivery.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

Zip Code \_\_\_\_\_ Phone (    ) \_\_\_\_\_

Super Capcom Pad	\$9.95
Shipping & Handling	\$1.50
Canadian Residents Add \$1.00	
Total	

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; 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 #'s 1,632,396/82-205605 (Pending).

SEGA AND GENESIS ARE TRADEMARKS  
OF SEGA ENTERPRISES, LTD.  
ALL RIGHTS RESERVED.

**CAPCOM**

CAPCOM U.S.A., Inc.  
475 Oakmead Parkway  
Sunnyvale, California 94086

PRINTED IN JAPAN

SSU-S004