⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

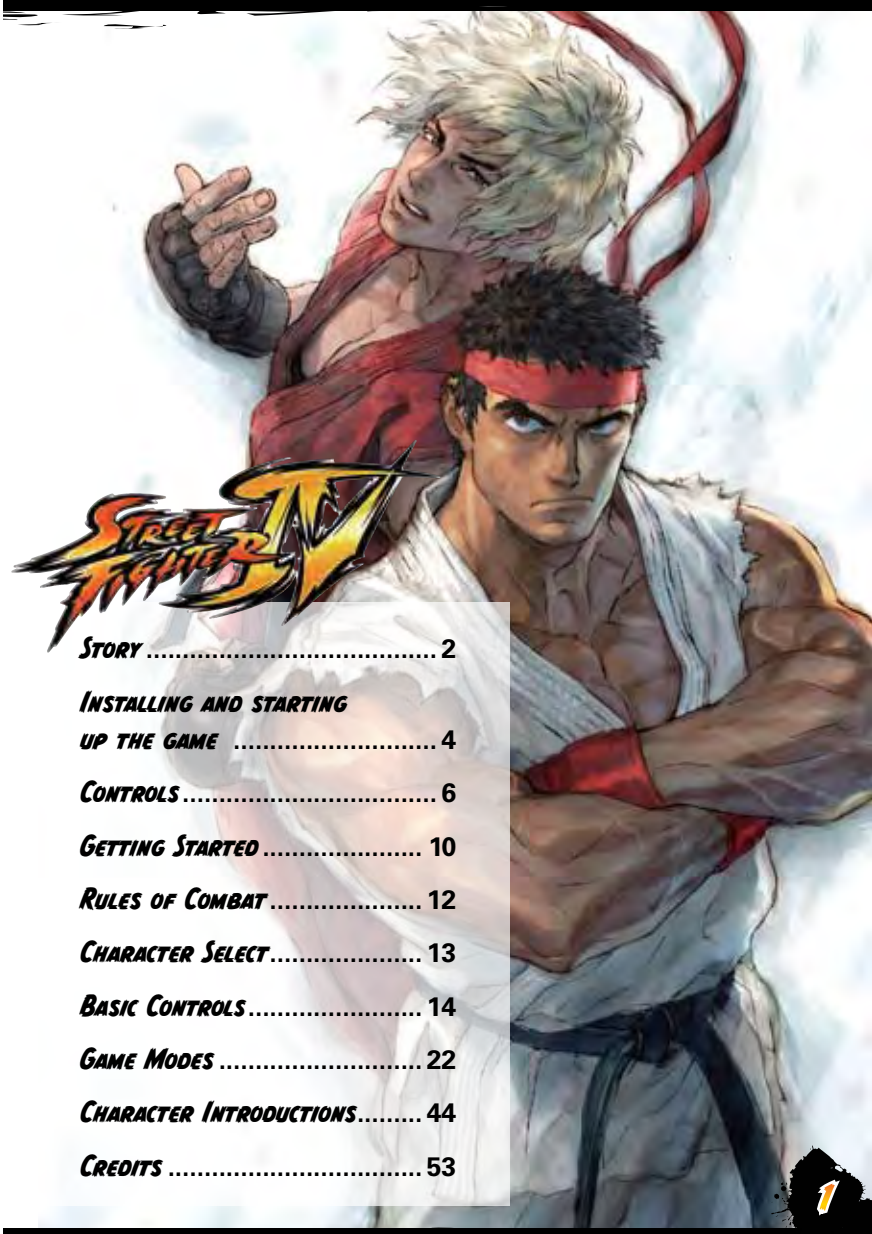
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Contents



Story 2

Installing and starting up the game 4

Controls 6

Getting Started 10

Rules of Combat 12

Character Select 13

Basic Controls 14

Game Modes 22

Character Introductions 44

Credits 53

STORY

THE TOURNAMENT BEGINS ANEW

Just as the excitement of the previous, now legendary tournament finally fades, word of a new world fighting tournament spreads like wildfire among martial artists across the globe, trailing a series of bizarre rumors along behind.

The mysterious disappearances of numerous famous fighters.
A terrible threat in the form of a new, deadly secret weapon.
The possible connection between S.I.N., the sponsor of the new tournament, and the supposedly destroyed Shadaloo.

New fighters also step up and make themselves known, almost as though responding to these troubling rumors.

A young man who searches for his lost past.
A female agent with the potential to be an executive member of S.I.N.
A man who burns with the desire to defeat his greatest rival.
A Luchador who seeks the ultimate recipe.

Before these newcomers stand those from the previous tournament, each bringing their own renewed determination.

Some fight for those dear to them.
Some fight to finally take their revenge.
And some fight simply so that the entire world will chant their name.

A complex clash of human relationships
and the truth of a terrible plot that lurks behind the championship.

This is the chaos that Ryu, who has been honing his skills with the simple goal of becoming the ultimate fighter, one beyond the constraints of mere mortality, now finds himself thrown into...

Amid pursuit and escape, friendship and betrayal, the curtain rises on a new stage of battle!

Operating Environments ○...Needed ◎...Recommended △...Operational

OS	Windows® XP			○
	Windows Vista®			◎
CPU	HT Technology-capable Intel® Pentium® 4 processor or higher			△
	Intel® Core™2 Duo Processor or higher			○
	Intel® Core™2 Quad Processor or higher			○
	Intel® Core™ i7 Processor or higher			◎
	AMD Athion™ 64			○
	AMD Athion™ 64 X2			◎
MEMORY	Windows Vista®	1 GB or more		○
	Windows Vista®	2 GB or more		◎
	Windows® XP	1 GB or more		○
	Windows® XP	2 GB or more		◎
Free HD space needed	10 GB or more			○
MONITOR	640 x 480 or higher			○
	1280 x 720 or higher			◎
DVD-ROM drive	DVD9 compatible drive			○
VIDEO CARD	VRAM *3	256 MB or more	○	DirectX® 9.0c/Shader 3.0 or higher.*1 NVIDIA® GeForce 6600 series or higher.*2
		512 MB or more	◎	NVIDIA® GeForce 8800 series or higher. ATI Radeon™ X1900 or higher recommended.
SOUND CARD	DirectSound compatible		○	DirectX® 9.0 or higher.
INPUT DEVICE	Mouse, Keyboard		○	
	Game Pad		◎	Xbox 360® Controller for Windows recommended.
INTERNET ENVIRONMENT	Broadband connection		◎	In order to operate on the internet, a broadband connection is needed.

*1 Operations on board fall outside the scope of the warranty. Also, when VRAM is used in common with the main memory, it falls outside of the warranty.
*2 Other than NVIDIA GeForce 7300 series.
*3 Outside of warranty when used with main memory.

-Home built or renovated computers are not included in the warranty. Please understand.
-In some cases, the most recent version of Windows Media Player must be used.
-Lowering the monitor's resolution may result in letters becoming more difficult to read.
-Please follow the directions in the user agreement for how to use this product. This product is not to be used in ways not agreed upon in the user agreement.-To replay in Dolby Digital, a PC with Dolby Digital compatible output capabilities must be used.

Installing and Starting up the Game

In order to play the game, it must be installed.

1 Starting the Installer

Before installing, confirm the machine's operating environment one more time.

Turn on the computer's power and insert the "Street Fighter IV" DVD-ROM into the DVD-ROM drive.

When the Launcher Screen is displayed, click on "Install" to begin installation.

If the Launcher Screen does not automatically appear, double click on the DVD-ROM drive icon under "My Computer" and then double click on "Autorun.exe" to get to the Launcher Screen.

2 License Agreement

After reading the User Agreement, place a check next to "I accept the terms in the license agreement" and click on "Next".

(If you do not agree to all the terms of the User Agreement, you cannot install the game.)

3 Enter Live Access Code

Enter the Live Access Code (see manual back cover) and choose the optional installation method.

4 Select Install Destination

The default setting installs the program in "C:/PROGRAM FILES/CAPCOM/STREETFIGHTERIV/J.

If you select "Change", you can change the install destination folder to the folder of your choice.

When you are done with the settings, click on the "Next" button.

5 Begin File Copy

When ready to install, please click on "Install", and begin to copy the file.

6 Installation Complete

Click on "Finish" to finish the installation.

7 How to Start Up Street Fighter IV

In the case of Windows Vista

To start up Street Fighter IV, from the Start button, go to "All Programs" > "Game" > "Game Explorer" > and then click on "Street Fighter IV".

In the case of Windows XP

To start up Street Fighter IV, from the Start button, go to "All Programs" > "Capcom" > and then click on "Street Fighter IV".

When playing this product, quit all other applications. If other applications are in use, it may cause an error to occur. Also, do not perform "Switch to other applications" by pressing on [Alt] + [Tab] when in Full Screen Mode. In some cases, it may become impossible to return to the game.

How to perform uninstall

Select Control Panel from the Start button and use the "Add or Delete Program" function.

Games for Windows – LIVE

Games for Windows – LIVE and Xbox LIVE® are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360® and select Games for Windows – LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games, and entertainment on either platform. When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members, and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to multiplayer games. Go to **www.gamesforwindows.com/live** for more information about LIVE and availability of LIVE in your region.

Connecting to LIVE

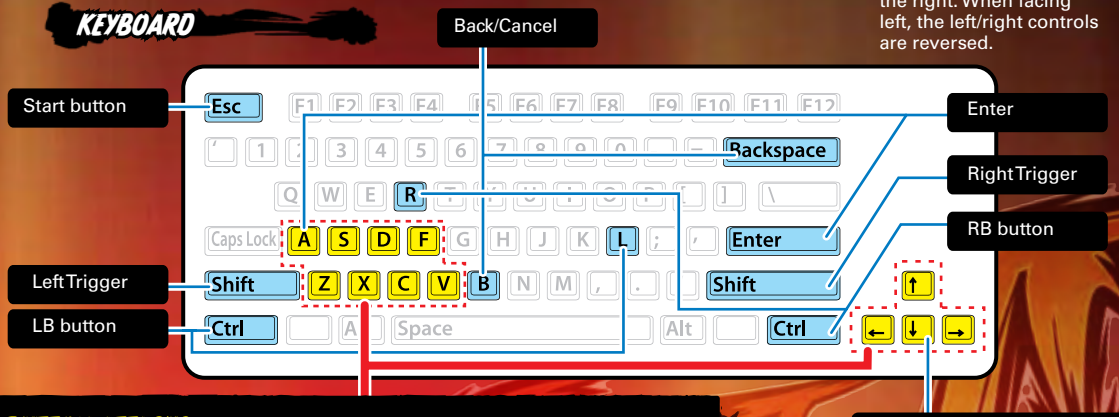
To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. To sign in or sign up, launch the game, then press the Home key. For more information, go to **www.gamesforwindows.com/live**.

Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to **www.gamesforwindows.com/live/familysettings**.

CONTROLS

KEYBOARD

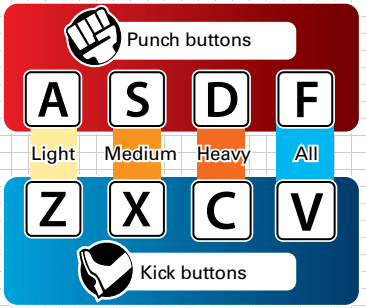


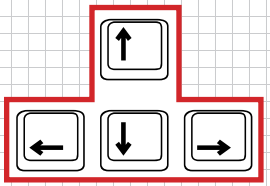
Keyboard controls when in battle assume that all characters are facing to the right. When facing left, the left/right controls are reversed.

MENU CONTROLS CHART

KEYBOARD	Xbox 360 Controller for Windows
Cursor keys ↑ / ↓ / ← / →	D-pad and left stick up/down/left/right
Right Ctrl or R / Left Ctrl or L	RB button/ LB button
Right Shift /Left Shift	Right trigger /Left trigger
X / Y	X button/Y button
Enter or A	A button
Backspace or B	B button
Esc	START button

BUTTON ATTACKS





cursor key: up / down / left / right

* Input oblique, and left cursor keys Below and press the cursor keys simultaneously.

The operation pattern of the main menu "Options" in the "Keyboard Settings" from the set (P.40).

MENU CONTROLS

*Keys that can be used for Menu Controls are fixed. Changes under "Keyboard Settings" (p. 40) are not reflected in Menu Controls.

↑ / ↓ / ← / →	Select an Item
Enter or A	Confirm
Backspace or B	Back, Cancel
Right Ctrl or R	Open Edit Status screen from the Main Menu (P. 29)
Esc	Start (Pause)

SETTING 2P CONTROLS

To set the 2P controls, you need either one or 2 controllers.

In the case of 2 controllers

In the case of 2 controllers, press the START button on the 2P controller when the message, "Press the START button on the controller to be used" message appears.

In the case of 1 controller

In the case of 1 controller, 1P will use the keyboard and 2P will use the controller.
Using the option, "1P Device Setting", select the setting so that the device used by 1P is set as "Keyboard only".
When the 2P controller becomes operable and the message, "Press the START button on the controller to be used" is displayed, press the START button on the 2P controller.

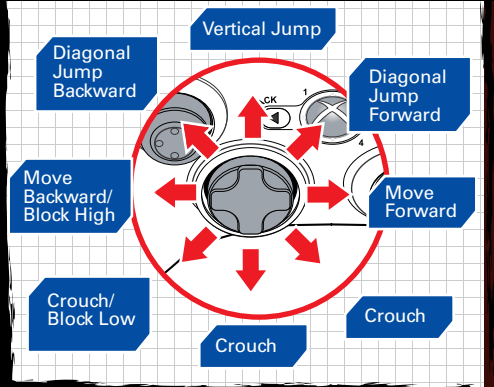
CONTROLS

XBOX 360® CONTROLLER FOR WINDOWS

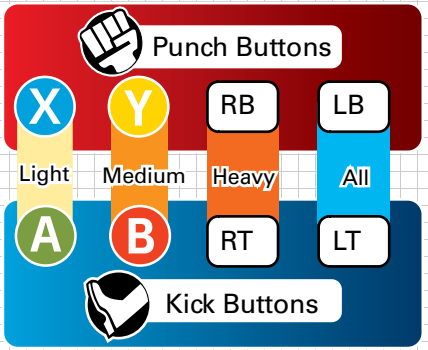
* Controls for the D-pad and the Left Stick are for when then characters are facing the right. Right/Left controls are reversed when the characters are facing the left.



D-PAD / LEFT STICK



BUTTON ATTACKS



Other controls

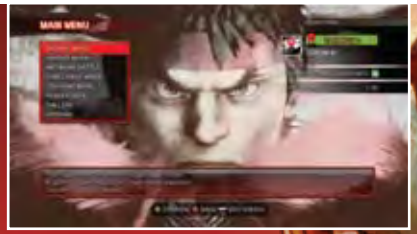
D-pad / Left Stick	Select mode, mode menu, and options
A button	Confirm
B button	Cancel
RB button	Open Edit Status screen from the Main Menu (P.29)
Start button	Press during battle to pause (temporarily stop) and go to the Pause Menu. Press again to cancel. (In Games for Windows – Live Battle mode, there is no pause)

When using Game (not Xbox 360 Controller for Windows Game Pads)

When using a game pad that is not an Xbox 360 Controller for Windows game pad, go to the "Game Pad Settings" in the Game Launcher and select the Xbox 360 Controller for Windows layout.

* Button layout is the initial setting. This can be changed to the desired setting by using "Options" (P. 39).
* All controller settings in the game are the Xbox 360 Controller for Windows initial settings.
* The game may not function correctly, depending on the game pad used.

STARTING UP



Press Enter (START button) on the title screen to proceed to the Main Menu.
Highlight a mode and then press A key (A button) to select it.

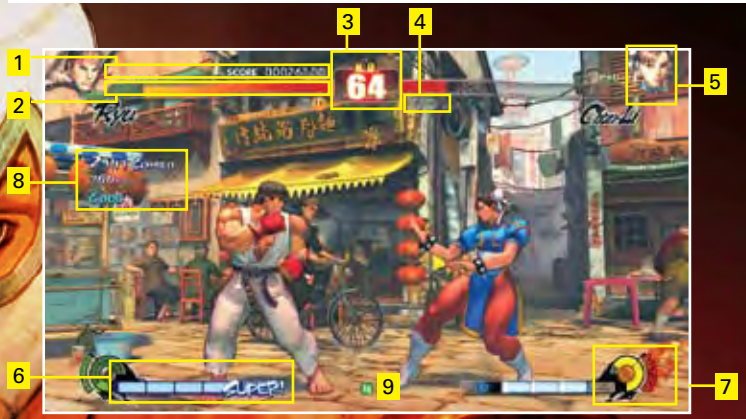
Arcade Mode	One player can take on a series of CPU opponents. Connect a second controller and another player can join as a challenger. (P.22)
Versus Mode	Select characters and battle stage and then fight against the CPU or a human opponent. (P.22)
Games for Windows - LIVE BATTLE	Take on rivals over the internet. (P.23) * Requires an internet connection setup
Challenge Mode	Take on a series of challenging battles. (P.32)
Training Mode	Select how your opponent will act and then practice against them. (P.34)
Player Data	View player versus records, medal lists and leaderboards. (P.35)
Gallery	View in-game movies, design artwork, saved replay datas in this mode. (P.38)
Options	Alter various game settings. (P.39)
LIVE Marketplace	Game contents can be downloaded.
Benchmark	Measures the PC's processing speed
Open Guide	Opens guide.

* For information on editing your online status. (P.29)

SAVING DATA

Street Fighter IV supports Auto Save. It automatically saves after battle, or changing the Option settings etc.
*The data may get corrupted when turning off the power while saving.

THE GAME SCREEN



1 Points and Consecutive Number

This number shows the current earned points and number of consecutive wins in Versus Mode or Games for Windows –Live Battle. Different information is displayed depending on the mode.

2 Vitality Gauge

This gauge displays your currently remaining vitality.

3 Time Counter

The remaining battle time.

4 Win Markers

Displayed after winning a round. The icon shown changes depends on the exact circumstances of your victory.

5 Character Portrait

The character you are currently using.

6 Super Combo Gauge

Once this gauge fills up it can be used to perform Super Combos or EX Special Moves. (P.19-20)

7 Revenge Gauge

Once this gauge is at least 50% full, you can use it to perform an Ultra Combo. (P.21)

8 Bonus Message

Various messages are displayed here according to the in-game action.

9 Status

An icon is displayed when the Arcade Fight Request setting is turned on.

Rules of Combat

Match Setup

The default setting is three round matches, with the first fighter to win two rounds declared the victor.

Winning Rounds

A single round lasts for a maximum of 99 on the time counter. Reduce your opponent's Vitality Gauge to 0 within that time for a win by KO. If the time runs out then the fighter with the most vitality remaining will be declared the winner.

A Draw

A draw occurs when both fighters' vitality falls to 0 simultaneously or their remaining vitality is exactly the same when the time runs out. If the final round of a match ends in a draw then it is game over.



Character Select

On the character select screen you choose and customize a character to play as. Select a character and the customize window will open. Alter settings with the keyboard cursor key (D-pad) and confirm with the A key (Ⓐ button).



Costume — Purchase costumes from the LIVE Marketplace and you can then use them on the corresponding character.

Color — Change the color of the character's costume. You initially have access to two colors, but you will unlock more as you progress through the game.

Personal Action — Select the Personal Action (P.16) that the character can use to taunt opponents during battle. To begin with, characters only have one Personal Action, but as you make progress through the game the number of selectable Personal Actions will increase.

V.Comment — Select the message that is displayed when you win a match. There are 11 pre-set messages for each character. If you do not make a selection, one will be displayed automatically.

Basic Controls

All of the controls shown in the basic controls section are for whenyour character is facing the right. When facing the left, all left/right controls should be reversed.

Normal Moves

Press the punch or kick buttons to perform normal moves. The actual attack performed depends on the position of your character and the button pressed.

Special Moves

Inputting a specific combination of directional and attack buttons allows you to perform a special move. Even if your opponent blocks a special move, they will still take a small amount of damage. Inputting the command for a special move during certain normal moves allows you to cut short, or "cancel," the normal move and quickly go straight into performing the special move. Using cancelling skillfully is one way to create damaging combinations.

Bonus Messages

The following messages will appear on the screen when certain conditions are fulfilled.

TECHNICAL

Displayed after performing a successful quick standing recovery or throw escape.

REVERSAL

Displayed after performing a special move, Super Combo or Ultra Combo in the specific situations described below. Perform a reversal with a beat down attack and it will take on Armor Break properties, nullifying Hyper Armor. (Please refer to P.17)

- In the instant you can move again after recovering from taking damage, blocking or being stunned.
- In the instant after performing a recovery or getting up from being knocked over.
- In the instant you land after being sent flying backward but not actually knocked to the ground.

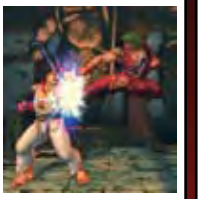
COUNTER

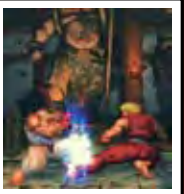
A counter hit occurs when you interrupt an opponent's attack with one of your own. Your opponent will take longer to recover from the damage caused by a Counter Hit, making it possible to perform combinations that are otherwise impossible.

Block

Pushing the keyboard cursor key (D-pad) away from your opponent allows you to block their attacks. You can block high (standing) and low (crouching) attacks. High and low blocks can block specific attacks, but not every attack. You will need to carefully and quickly swap between them to block all incoming attacks. You cannot block while in the air.

Block High





Block Low

Dash

Press the keyboard cursor key (D-pad) twice quickly forward to perform a forward dash, or backward twice to perform a backward dash. Dashing allows you to quickly close the distance between you and your opponent, or to fall back and reassess the situation.

Forward Dash

Backward Dash

Stun Recovery



If you keep getting pummeled, you will eventually become stunned. While stunned, you cannot do anything. Your only hope is to press the keyboard cursor key (D-pad) and other buttons as fast as you can to recover from the stun faster.

Basic Controls

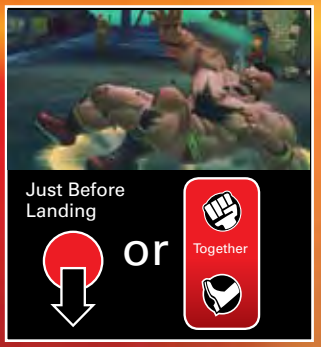
Throws and Throw Escapes

When standing close to your opponent, pressing the light punch and light kick buttons simultaneously allows you to throw your opponent. You can change the direction you throw the opponent by pressing the keyboard cursor key (D-pad) left or right. You can prevent yourself from being thrown by pressing light punch and light kick together when your opponent begins to throw you. This is called a "throw escape."
* Some characters can also perform a throw when jumping (aerial throw), or special move throws (command throws). Throw escapes cannot be performed against aerial or command throws.



Recovery

When your opponent's attacks have knocked your character to the ground, you can either press the keyboard cursor key (D-pad) down or any two buttons together in the instant that you hit the ground to perform a quick recovery.
A successful recovery will reduce the amount of time spent prone on the ground and make it easier to respond to the next incoming attack.
* Some attacks, such as throws, do not allow a recovery to be performed after them.



Personal Action

While standing, you can press the heavy punch and heavy kick buttons together to make your character perform a personal action and taunt your opponent. This action in and of itself has no special properties.

Focus Attack

Performing a Focus Attack

Press and hold the Medium Punch and Medium Kick buttons together to charge up a Focus Attack. To perform a full strength Focus Attack, hold the buttons until the attack is unleashed automatically. If you release the buttons while charging, the Focus Attack will come out sooner, but weaker.

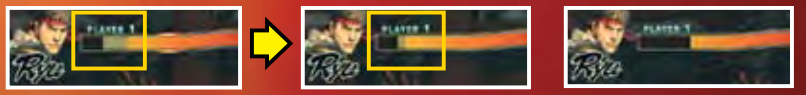


Hyper Armor during a Focus Attack

You can absorb up to one enemy attack in the time between pressing the Medium Punch / Medium Kick buttons and the Focus Attack being performed. You can then go on to counter by performing the attack.



*This method is not effective when your opponent uses an attack with the "Armor Break" property.



Recovers over time!

Take further damage and it vanishes!

Absorb an opponent's attack and, rather than take direct damage, a section of your vitality gauge will change color, and will then regenerate over time.
This damage will recover as time passes, but if you are hit again before it finishes recovering, the remaining section will vanish and can no longer be recovered.

Basic Controls

LEVELS OF FOCUS ATTACK

There are three levels of charging for a Focus Attack. The levels depend on how long you hold the Medium Punch and Medium Kick. Your character will flash white each time the Focus Attack level increases.

Attack Level	Main Benefits of Focus Attack Performed
Level 1	• Only does regular damage * Crumples opponent if a counter hit
Level 2	• Crumples opponent if hits, allowing easier follow up
Level 3 (Keep Holding Until Performed)	• Becomes unblockable • Has Armor Break properties • Crumples opponent if hits, allowing easier follow up

When an opponent crumples, they are rendered totally defenseless as they fall to the floor. Follow up with extra attacks or a throw to take advantage of a crumpled opponent and do further damage.



OTHER ACTIONS DURING A FOCUS ATTACK

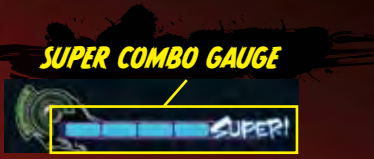
You cannot move or jump during a Focus Attack, but you can perform either a forward or backward dash to cancel the Focus Attack quickly.



SUPER COMBO

Hitting your opponent or performing special moves will increase your Super Combo Gauge. The gauge is divided into four segments and, when completely full, a special command can be inputted to perform an all-powerful Super Combo. Doing so will use up all of your Super Combo Gauge. (P.45 onward for Super Combo commands)





SUPER CANCEL

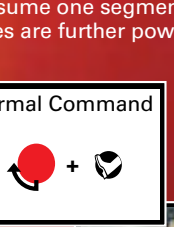
Input the Super Combo command while performing a normal move or special move and you can cancel and move directly into the Super Combo. This is called a "Super Cancel."
Using Super Cancels strategically allows you to chain a normal move into a special move, and then into a Super Combo for massive amounts of damage.

EX SPECIAL MOVES

You can also perform an EX special move by pressing two or more of the required buttons (punch or kick) when inputting a special move command. This will consume one segment of your Super Combo Gauge. EX special moves are further powered up versions of your normal special moves.



Normal Command



EX Command

2 or more together

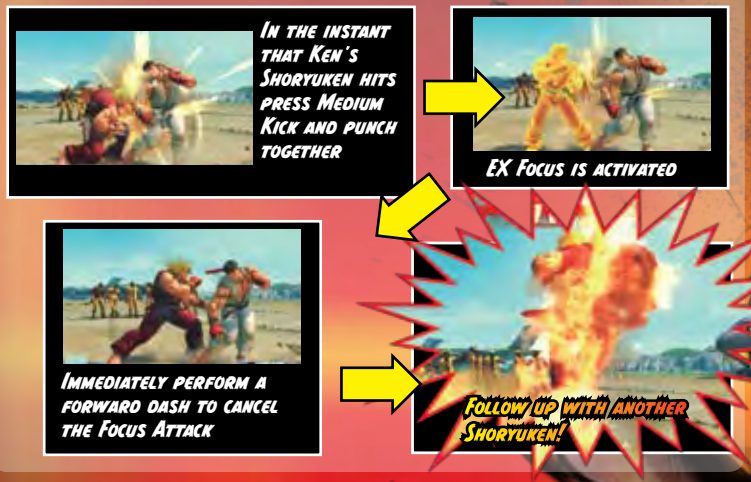
Example : Ryu's Tatsumaki Senpukyaku

Basic Controls

EX Focus

When performing certain regular or special moves it is possible to press Medium Punch and Medium Kick together and cancel into a Focus Attack. This is called "EX Focus." (It will consume two segments of your Super Combo Gauge.) EX Focus has the same properties as a regular Focus Attack, aside from having no Hyper Armor effect.

Example :



You can also used EX Focus when your special moves are blocked to protect yourself from your opponent's counterattack.



Example :

Ultra Combo

The Revenge Gauge fills up as your opponent damages you. Once it is over 50% full, you can input a character-specific command to perform an "Ultra Combo," a devastating special move. Performing an Ultra Combo will consume the entire Revenge Gauge. The higher the gauge is charged upon performing the attack, the more damage the Ultra Combo will do.







Game Modes

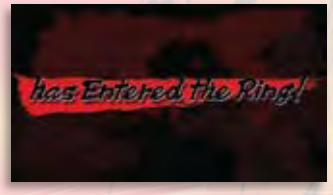
Arcade Mode (For 1 or 2 Players)



In this mode, you select one character and then fight through a series of CPU opponents. There are eight levels of CPU character difficulty, from [EASIEST] up to [HARDEST]. If you are defeated along the way, you can still continue. If you are using 2 controllers, or using the keyboard and 1 controller, you can challeng the other player by pressing the START button of the other controller. To challenge, you must turn OFF the "Request Settings". (P.29)

About Arcade Waiting Mode

When Request setting is ON, you can play Arcade Mode while waiting for others to join in Games for Windows –Live Battle. If someone applies to join Games for Windows –Live Battle, a message will be displayed and you will enter Games for Windows –Live Battle Mode.



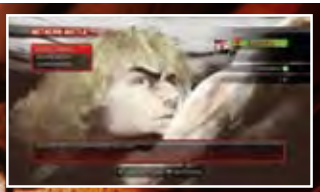
Versus Mode



In this mode, you can select a character, a stage, and fight against a CPU or human opponent. You can also select a handicap according to skill. "PLAYER VS PLAYER" can only be chosen when the controller is connected.

PLAYER VS PLAYER	Two human players can enjoy versus play.
PLAYER VS CPU	Fight against CPU characters.
CPU VS CPU	Watch two CPU characters fight each other.

Games for Windows -Live Battle



By using Games for Windows –Live Battle, you can battle with others online in rank matches or player matches. Align the keyboard cursor key (D-pad) to select from the following menu and then press the A key (Ⓐ button) to decide.

Ranked Match	Result of the match will be reflected in leaderboards.
Player Match	Result of the match will not be reflected in leaderboard.
Championship Mode	Compete for the championship by battling one network battle opponent after another in a playoff-style competition. (P. 30)
Leaderboards	View leaderboard for each of the online modes. (P. 28)

* Games for Windows - To join Games for Windows - Live or sign in, press the HOME key after booting the game. For detailed information, please visit www.gamesforwindows.com/en-US/Live/Pages/livejoin.aspx

Match Types

After selecting Ranked Match, Player Match or Championship, highlight "Quick Match," "Custom Match" or "Create Match" using the keyboard cursor key (D-pad) and then press the A key (Ⓐ button) to confirm.

Quick Match	Find a game session without specifying any conditions. (P.24)
Custom Match	Find a game session by searching for specific conditions. (P.25)
Create Match	Become the host of a match, set your own rules and create a new session. (P.26)

* Communication battle between Xbox 360 and PC cannot be played.

Game Modes

Quick Match



Once joinable sessions have been found, the results will be displayed.
Highlight the session you want to join with the keyboard cursor key (D-pad) and then press the A key (Ⓐ button) to proceed to the lobby.

LOBBY SCREEN





The match will start when both 1P and 2P select "READY." You can also check the match statistics of your opponent.

READY	When both 1P and 2P select “READY” the game will proceed to the character select screen. If only one player selects “READY” then they will have to wait until the other player does the same.
Check Stats *Player Match Only	Check up on your opponent’s performance by viewing their statistics.
Check Stats *Championship Mode Only	View the battle records of the participating championship.
Match Settings	Check and alter the lobby settings for this session. (Host only)
Send Game Invite *Player Match Only	Invite friends to join your session. (Host only)
Kick Player	Kick the other player from the session. (Host only)

Custom Match



Set a series of filters to search for a desired match and find a match that meets those settings.
Highlight the filter you want to adjust with the keyboard cursor key (D-pad) and press the A key (Ⓐ button) to confirm it.

Rounds (Best of)	Set number of rounds from <Any / 1 / 3 / 5>.
Time Limit	Set round time from <Any / 30 / 60 / 99>.
Search Priority	Set search priority from <Any / Stability / Same Skill/ More Skilled>
Language Priority	Select the language to prioritize.
Type *Championship Mode Only	Set the grade challenged from < Grade / Free >

Once sessions that match the selected filters are found, the results will be displayed.
Highlight the session you want to join using the keyboard cursor key (D-pad) and press the A key (Ⓐ button) to proceed to the lobby screen.
Controls from the lobby screen onward are the same as for a Quick Match.



Game Modes

CREATE MATCH

Become the host, set the rules for your own session, create a lobby and gather players to fight against. After making the settings and creating a lobby, you will proceed to the lobby screen.



Rounds (Best of)	Set number of rounds from <1 / 3 / 5>.
Time Limit	Set round time from <30 / 60 / 99>.
Language Priority	Select the language to prioritize.
Private Slots * Player Match Only	Keep the player slot open for a person you have sent a game invite to.
Handicap * Player Match Only	Turn handicap settings on or off.
Type *Championship Mode Only	Set the grade challenged from < Grade / Free >

GAMES FOR WINDOWS –LIVE BATTLE SCREEN

In addition to the normal Game Screen (P. 11) displayed during Network Battle play, each player's GamerTag is also displayed.

GamerTag





WHEN THE BATTLE ENDS...

When the match ends the result screen is displayed here. Medals and battle points will be awarded (Ranked Match only).

MEDALS

"Medals" can only be obtained by winning Network Battles. You can obtain titles and icons by acquiring Medals.





BATTLE POINTS

Battle Points(BP) are a representation of a player's strength. These points are increased by fighting Ranked Matches.

LEADERBOARDS



If you select "LEADERBOARDS" on the Games for Windows –Live Battle Mode Menu Screen, you can check the Ranking Data for each mode, such as the Games for Windows –Live Battle ranking and the "Challenge Mode" score ranking and the like.

Replays can be watched from Championship Mode and New Replays. (P.36)

SKIP Function	
← (←)	Move to above rank #100
→ (→)	Move to above rank #100
X + ← Key (Ⓧbutton + ←)	Move to above rank #1000
X + → Key (Ⓧbutton + →)	Move to above rank #1000

ABOUT TRANSMISSION STATUS

You can confirm your partner's transmission status by viewing their icon in the Lobby Screen or the Search Results Screen.
5 stages of transmission status are displayed.
When transmission status is good
When transmission status is poor



The optimum connection.



The worst possible connection.

ABOUT NETWORK DISCONNECTIONS

"Disconnect" indicates a network disruption and is displayed when a Network Battle ends in an abnormal fashion.
In this case, data is automatically saved and added to the record of if not intentionally



CUSTOMIZE YOUR STATUS!

By gathering medals in Games for Windows –Live Battle and winning in Challenge Mode, you can earn titles and icons.
You can use titles and icons when you customize your status, so play all the various modes to try to earn them. You can display the Edit Status Screen by pressing Right Ctrl (RB button) on the Main Menu.





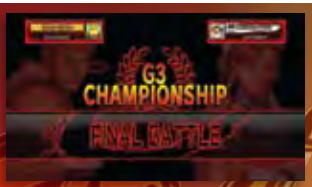
Customized titles and icons are displayed on the Waiting Screen when doing Games for Windows –Live Battle.

When the "Request Settings" or ON, you can wait for Games for Windows –Live Battle partners while playing Arcade Mode.

Waiting: OFF	No matches can be accepted. Do not accept challenges from other players.
Waiting: Player Match	Player Matches can be accepted.
Waiting: Ranked Match	Rank Matches can be accepted.
Waiting: Championship	Championship (matches) can be accepted.

CHAMPIONSHIP MODE

Championship mode is a mode in which you compete for the championship by battling one network battle opponent after another in a playoff-style competition. Depending on the Championship Grade that you take on, the number of matches needed to win increases.



GRADE POINTS (GP)

When you enter the higher ranks in Championship Mode, you earn GP. GP indicates a player's strength and by earning more, you go up in rank.

CHAMPIONSHIP POINTS (CP)

CP is the Championship evaluation score and it is derived from the total GP value of the participating players. The stronger the competitors in a championship, the higher the CP becomes and this is reflected in the ranking.

TYPES OF CHAMPIONSHIPS

There are 4 grades of championships depending upon the player's abilities. When a player's rank goes up, he/she can compete in higher ranked championships. In Free Championships, all players can compete regardless of their rank.

Player Rank	Championship Type	
SG-A ~ SG-E	SG Championship	5 matches
G1-A ~ G1-E	G1 Championship	5 matches
G2-A ~ G2-E	G2 Championship	4 matches
G3-A ~ G3-E	G3 Championship	3 matches
No limit	Free Championship	4 matches

Before a battle, each player's rank, GP and CP value is displayed.





In addition to the normal game screen (P. 11) displayed during Championship Mode's network battle mode, each player's GamerTag and GP value is also displayed.

After Live Battle Mode is finished, the screen shifts to the Championship Result Screen and the advancement results and GP and CP increase is displayed. When the GP reaches a certain value, the player's rank advances.



REPLAY UPLOAD



To upload a replay, you must be ranked within the top 5000. In addition, the CP must be higher than when last updated.

When the replay upload conditions are met, a navigation message is displayed. If the conditions are not met, the message is will not be displayed.

* A single player can only have a single replay uploaded at one time. If a new replay is uploaded, the old replay is overwritten.

CHALLENGE MODE [1 PLAYER ONLY]

There are three ways to play "Challenge Mode," each of which can also be played on one of two difficulties. Highlight an option from the menu below using the keyboard cursor key (D-pad) and confirm with the A (A button) button.



Time Attack	Aim to clear all stages within the time limit.
Survival	Try to defeat as many CPU characters as you can with a limited amount of vitality.
Trial	Practice the basic moves and combos of each character.

TIME ATTACK

Aim to clear all stages within the time limit. Each match is set to only one round and the game is over if you lose a match or run out of time. You can obtain a Grade depending on the level of time attack you play.





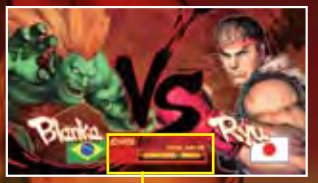


1 On the match-up screen you can see the next stage number and total remaining time.
2 The remaining total time.
3 Bonus messages are displayed.

SURVIVAL

Try to defeat as many CPU characters as you can with a limited amount of vitality. Each match is set to only one round and the game is over if you lose a match. You can obtain a Grade depending on the level of survival you play.





1 On the match-up screen you can see the next stage number and remaining vitality.

TRIAL

Practice the basic moves and combos of each character. Each level is comprised of a number of different tasks, and the level is only cleared when all of the tasks are complete. There is no time limit.





1 Check the details of each task.

TRAINING MODE

In this mode, you can freely adjust your own or your partner's character's settings and practice their moves. During training, press Esc (Start button) to open the Pause Menu and adjust any of the settings from the Training Option menu.



CONTINUE	Return to the battle screen.
RESTART	Keep settings but reset character positions.
TRAINING OPTIONS	Alter settings for both characters.
ACTION	Set opponent action to standing, crouching or jumping. Use "RECORD" to control the opponent and record a series of actions for them to perform. Use "PLAYBACK" to have them then replay the recorded actions. Set to "CPU" and the opponent will be placed under computer control.
GUARD	Set the block status of your opponent.
QUICK STAND	Set whether the opponent will use recovery or not.
COUNTER HIT	When turned on all attacks will be treated as counters.
STUN	Alter the stun settings for your opponent.
S.C. GAUGE	Set the status of both your and your opponent's Super Combo Gauge.
REVENGE GAUGE	Set the status of both your and your opponent's Revenge Gauge.
ATTACK DATA	Turn display of attack data on or off.
INPUT DISPLAY	Turn display ofThe keyboard cursor key (D-pad) data on or off.
DIFFICULTY	Set CPU strength to one of eight levels * Only for when "ACTION" is set to "CPU."
DEFAULT	Restore all settings to defaults.
BUTTON CONFIG	Alter the configuration of the controller buttons.
KEYBOARD SETTING	Change the controls for use with the keyboard.
COMMAND LIST	Display a list of commands for your character.
CHARACTER CHANGE	Return to the character select screen.
QUITTRAINING	ExitTraining Mode and return to the main menu.

PLAYER DATA

In "Player Data" you can view the results of a variety of stats for your total play experience. You can also check the LEADERBOARDS (P.28) from here.

PLAYER RECORD

View information such as player match records and play time.



CHAMPIONSHIP RECORDS

View the Championship Mode battle results, and the 30 latest records



CHARACTER RECORD

View character usage rate, win rate and other information for each character, in a leaderboards format.

Frequency of Use	Leaderboards of characters used, regardless of game mode, CPU battle or versus human battle.
Character Win Rates	A win rate for each character against each of the other characters, regardless of game mode, CPU battle or versus human battle.

MEDAL LIST

View the types and number of Medals you have acquired during the game. Place the cursor over a Medal to view the requirements for obtaining it.



LEADERBOARDS

View the ranking data. Please see "LEADERBOARDS" of GAME MODES (P.28) for details.

REPLAY ENJOYMENT



Player's uploads are listed in the new replay rankings.



You can enjoy the replays from the CP Ranking as well. Rankings that contain replays have an icon next to them.

REPLAY DOWNLOAD

After watching a replay, you can even download the replays you really enjoyed.

To directly download from the Pause Menu, you can stop playback of the replay and go to the replay download screen.





REPLAY PLAYBACK



DATA DISPLAY

While a replay is playing, you can view the player's entire keystrokes and moves by using the settings on the Pause Menu.



After selecting the download destination at the replay download screen, you can enter a name and rating for the saved replay.

You can rate your saved videos by giving them up to a maximum of 3 stars.

CHANGING THE PLAYBACK SPEED

During replay, you can change the speed of the playback by pressing the End (◀ BACK button) key.

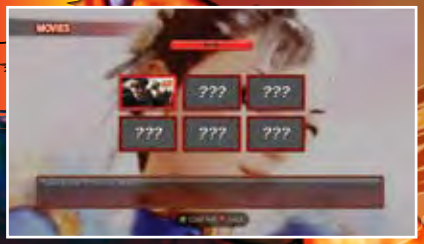


GALLERY MODE

through the game and fulfill various conditions, the amount of content you can view will increase.

MOVIES

View the opening movie and cut scenes from within the game.





ARTWORK

View sketches and illustrations used during the development of the game.

REPLAY LIST

You can enjoy your saved replays.



OPTIONS

Select “Options” from the main menu to customize the controller to your liking or alter system and in-game settings.



Button Config	Alter control type or freely assign the functions of each button. Select the type "CUSTOM" to freely assign the function of each button.
Keyboard Settings	Change the settings for keyboard use. Menu controls cannot be changed.
Assign 1P Device	The controller is connected, 1P can change the settings of the device used. Also, 1P to the operation of the controller without using the keyboard only, 1P is the keyboard, 1P in the operation of the controller 2 can play against people.
Screen Config	Adjust the configuration of the on-screen gauges.
Sound Settings	Adjust the volume of the background music, sound effects and character voices. You can also toggle between English and Japanese voices for the characters.
System Settings	Turn subtitle settings on or off, and turn the warning message displayed before a Network VS match on or off.
PC Settings	You can change the graphics quality in accordance with your PC’s performance.

This game is compatible with Dolby Digital. In order to fully enjoy the sound effects from Dolby Digital sound, you must have a PC that has audio output capabilities compatible with Dolby Digital Live technology. After confirming that your Dolby Digital Live technology compatible PC’s digital audio output settings are properly set, make sure that you connect it to a Dolby Digital compatible sound system with S/PDIF optic fiber cables.

BUTTON CONFIG

Xbox 360 Controller for Windows button layout.
To use a controller other than the Xbox 360 Controller for Windows, use the settings, "Game Pad Settings" from the Launcher Screen at startup.



*Controls for use in Menus cannot be changed.

KEYBOARD SETTINGS

Using the keyboard cursor key (D-pad), select the items to be changed and, after pressing the A (Ⓐ button) key, select the key to move their function to.

If not moving a control to a key, press the Esc key and it will go to "None" status.

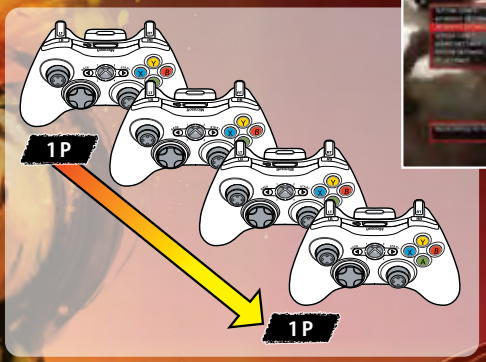
* Controls for use in Menus cannot be changed.
* 2P controls cannot be configured for use on the keyboard.



ASSIGN 1P DEVICE

change the controller used by 1P, you can set the 1P device to be used from the 1P Device Settings menu.

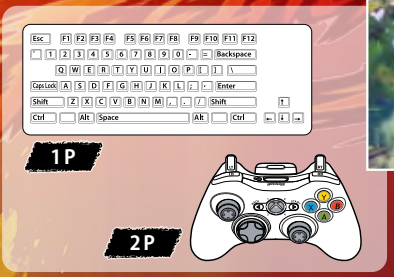




TO USE KEYBOARD + 1 CONTROLLER FOR 2P BATTLES

By setting the 1P device as the keyboard, you can reserve the use of the controller for the 2P's use. By pressing the START button on the 2P controller when the "Press the START button on the controller you want to use" message is displayed, you can set that controller for use by the 2nd player.





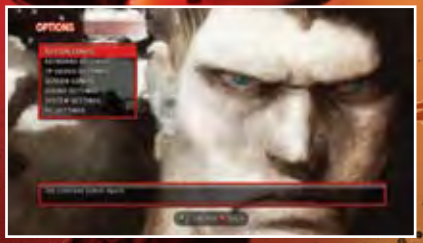
The Keyboard cannot be used by the 2P while the controller is used by the 1P.

PC SETTINGS



PC settings can be changed from the title screen and [Main menu] > [Options] > [PC settings].





PC SETTINGS	
FPS DISPLAY	Displays frame rate in real time.
ANTIALIASING	Changes the anti aliasing settings.
FULL SCREEN	Sets game to Full Screen Mode.
DISPLAY RESOLUTION	Sets the screen's resolution.
DISPLAY REFRESH RATE	Sets the screen's frequency.
DISPLAY V-SYNC	Sets the screen's vertical synchronization.
FRAME RATE	Sets the graphical processing frame rate.
ASPECT CORRECTION	Sets the screen's aspect ratio revision.
BRIGHTNESS	Sets the screen's brightness.
PARALLEL RENDERING	Turns graphical processing parallel rendering on or off.
TEXTURE FILTER	Sets the texture filter quality.
MODEL QUALITY	Sets the model's display quality.
BACKGROUND QUALITY	Sets the background's display quality.
SOFT SHADOW	Sets the soft shadow quality.
SELF SHADOW	Sets the self shadow quality
MOTION BLUR	Sets the motion blur processing quality.
PARTICLE	Sets the particle graphic quality.
EXTRA TOUCH	Changes the graphic expression.

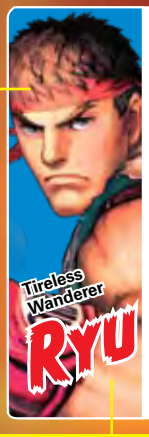
Character Introductions

All commands are for when characters are facing right. When facing left all left/right commands should be reversed.

*After clearing specific conditions, hidden characters will become unlocked and usable for play. You can access their commands in-game via the COMMAND LIST on the PAUSE MENU.

Character

Profile



A lone-wolf street fighter who has further honed the techniques taught by his master Gouken through intensive daily training. Many fighters have been drawn to and inspired by his lifestyle and strength. Ryu now travels the world in order to become a "True Martial Artist," but soon finds himself caught up in a plot to exploit his impressive powers.

Special Moves		Super Combo	Shinku Hadoken
★ Hadoken	↓↘→ + P		
★ Shoryuken	→↓↘ + P		
★ Tatsumaki Senpukyaku ★	↓↙← + K	Ultra Combo	Metsu Hadoken
★ Airborne Tatsumaki Senpukyaku	In Mid-Air ↓↙← + K		↓↘→↓↘→ + H M L Press Together

Character Name

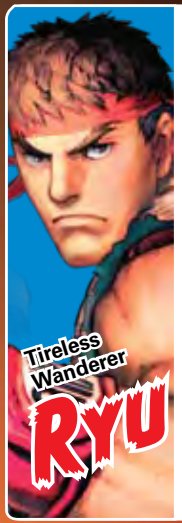
Special moves

Ultra Combo

Super Combo

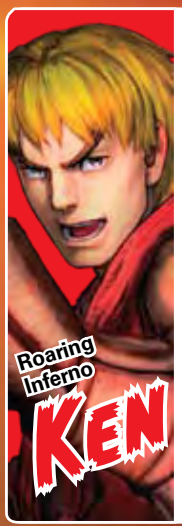
ICON KEY

	Punch button
	Kick button
★	A special move that can also be used as an EX special move.
↓ ↘ → ↗ ↑ ↖ ← ↙	A direction on the keyboard cursor key (D-pad).
Charge	Hold the indicated direction briefly before inputting the next direction shown.
★	Indicates that the attack has Armor Break properties.



A lone-wolf street fighter who has further honed the techniques taught by his master Gouken through intensive daily training. Many fighters have been drawn to and inspired by his lifestyle and strength. Ryu now travels the world in order to become a "True Martial Artist," but soon finds himself caught up in a plot to exploit his impressive powers.

Special Moves		Super Combo	Shinku Hadoken
★ Hadoken	↓↘→ + P		
★ Shoryuken	→↓↘ + P		
★ Tatsumaki Senpukyaku ★	↓↙← + K	Ultra Combo	Metsu Hadoken
★ Airborne Tatsumaki Senpukyaku	In Mid-Air ↓↙← + K		↓↘→↓↘→ + H M L Press Together



Ken trained with Ryu, who quickly became his closest friend and greatest rival. Ken is the heir apparent to the largest conglomerate in the U.S., the Masters Family. Due to the new life now growing within his wife, Ken is hesitant to take Ryu up on his latest challenge, but Eliza herself persuades him to enter the tournament.

Special Moves		Super Combo	Shoryureppa
★ Hadoken	↓↘→ + P		
★ Shoryuken	→↓↘ + P		
★ Tatsumaki Senpukyaku ★	↓↙← + K	Ultra Combo	★ Shinryuken
★ Airborne Tatsumaki Senpukyaku	In Mid-Air ↓↙← + K		↓↘→↓↘→ + H M L Press Together



An ICPO investigator who fights with her beautiful, powerful legs. She joined the force at 18 in order to search for her missing father. Now, sensing again the shadow of Shadaloo, an organization she herself brought to the brink of destruction, she starts a new investigation with the help of Guile.

Special Moves

- Hyakuretsukyaku — Tap Repeatedly
- Kikoken — Charge
- Hazanshu
- Spinning Bird Kick — Charge

Super Combo

- Senretsukyaku — Charge

Ultra Combo

- Hosenka — Charge + H M L Press Together



A massively popular sumo wrestler, his power always gathers attention. His abilities are said to far outshine his Sumo weight class.
In order to make Sumo a "world-wide" sport, he sets out on a journey of combat across the globe.

Special Moves

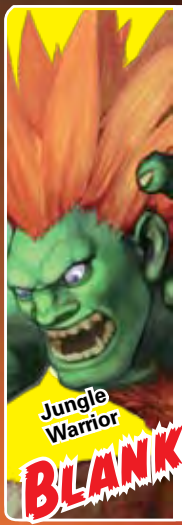
- Hundred Hand Slap — Tap Repeatedly
- Sumo Headbutt — Charge
- Sumo Smash — Charge
- Oicho Throw

Super Combo

- Super Killer Head Ram — Charge

Ultra Combo

- Ultimate Killer Head Ram — Charge + H M L Press Together



A feral orphan in the truest sense of the term, Blanka has survived and fought in the Brazilian jungle since he was stranded there as a baby after a plane crash. He is capable of unexpectedly wild and ferocious attacks. Now he sets out on a journey to make himself into the kind of person that would make the mother he never knew proud.

Special Moves

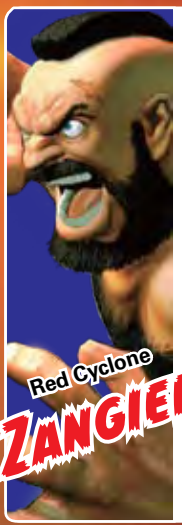
- Rolling Attack — Charge
- Backstep Roll — Charge
- Vertical Roll — Charge
- Electric Thunder — Tap Repeatedly

Super Combo

- Ground Shave Roll — Charge

Ultra Combo

- Lightning Cannonball — Charge + H M L Press Together



A Russian professional wrestler, also known as the Red Cyclone. His unbelievably muscular body is packed with blazing passion and love for his home country. To keep a promise to the children who look up to him, and to prove he is truly the strongest, he throws himself completely into battle. He will happily walk into a punch, if it means he can grab hold of his opponent.

Special Moves

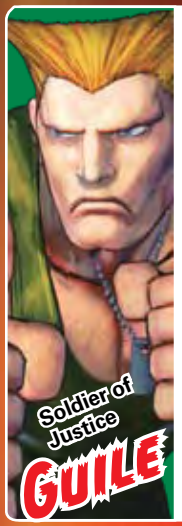
- Spinning Piledriver
- Banishing Flat
- Double Lariat / Quick Double Lariat — H M L Press Together / H M L Press Together
- Flying Power Bomb — Becomes Atomic Suplex when close.

Super Combo

- Final Atomic Buster

Ultra Combo

- Ultimate Atomic Buster — H M L Press Together



A military man in the U.S. Air Force. He has sworn revenge against M. Bison, the killer of his best friend, Charlie. His own special combination of martial arts is said to give him the strength to slice through anything. Sensing the hand of Shadaloo behind numerous new incidents, he steps up to investigate, along with Chun-Li.

Special Moves

- Sonic Boom — Charge ← → + Punch
- Flash Kick — Charge ↓ ↑ + Kick

Super Combo

- Double Flash — Charge ← → ↙ ↓ ↘ + Kick

Ultra Combo

- Flash Explosion — Charge ← → ↙ ↓ ↘ + H M L Press Together



A boxer who was cast out from the boxing world due to his love of dangerously violent tendencies. He became one of M. Bison's lieutenants for a substantial fee. He then vanished after the collapse of Shadaloo, but like all the best boxers he is only down and certainly not out...

Special Moves

- Dash Straight — Charge ← → + Punch
- Dash Upper — Charge ← → + Kick
- Dash Low Straight — Charge ← ↙ ↓ + Punch
- Dash Low Smash — Charge ← ↙ ↓ + Kick
- Dash Swing Blow — Charge ← ↙ ↓ + Hold down

Special Moves

- Buffalo Head — Charge ↓ ↑ + Punch
- Turn Punch — H M L Press Together or H M L Press Together

Super Combo

- Crazy Buffalo — Charge ← → + Punch or Kick

Ultra Combo

- Violent Buffalo — Charge ← → + H M L Press Together or H M L Press Together



An Indian mystic who has mastered the power of yoga. Though he remains hesitant to hurt others during battle, he is prepared to wield his flame-blowing powers again, in order to save his beloved family's village.

Special Moves

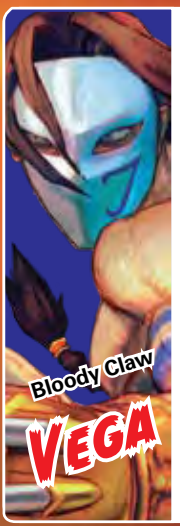
- Yoga Fire — ↓ ↘ → + Punch
- Yoga Flame — ← ↙ ↓ ↘ → + Punch
- Yoga Blast — ← ↙ ↓ ↘ → + Kick
- Yoga Teleport — Possible In Mid-Air — H M L Press Together or H M L Press Together

Super Combo

- Yoga Inferno — ↓ ↘ → ↓ ↘ → + Punch

Ultra Combo

- Yoga Catastrophe — ↓ ↘ → ↓ ↘ → + H M L Press Together



A narcissist who believes beauty is the ultimate goal in this world. He worked with M. Bison to further his own aesthetic goals. In combat, he uses his terrible speed to unleash graceful, deadly attacks. He slipped back into the shadows after the fall of Shadaloo...

Special Moves

- Rolling Crystal Flash — Charge ← → + Punch
- Scarlet Terror — Charge ← → + Kick
- Sky High Claw — Charge ↓ ↑ + Punch — EX Sky High Claw
- Flying Barcelona Attack — Charge ↓ ↑ + Kick (follow up with Kick after triangle jump)
- Izuna Drop (close to opponent after Flying Barcelona Attack) — ← or → + Punch

Special moves

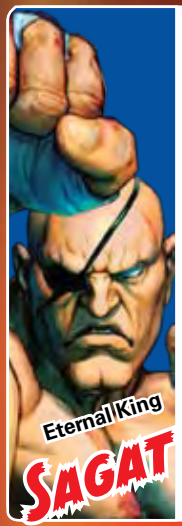
- Remove Claw (Remove Mask) — ↙ ↓ ↘ + Punch — Uses 1/2 S.C. gauge

Super Combo

- Flying Barcelona Special — Charge ← ↙ ↓ ↘ + Kick (follow up with Kick after triangle jump)
- Rolling Izuna Drop (close to opponent after Flying Barcelona Special) — ← or → + Punch

Ultra Combo

- Bloody High Claw — Charge ← ↙ ↓ ↘ + L M H Press Together



Emperor of the Muay Thai boxing world, also known as the Invincible Tiger. It is said that no one can stand against the sheer power of his kicks. His single defeat at the hands of Ryu still burns, literally, in his chest, and he continues to train in order to become stronger.

Special Moves

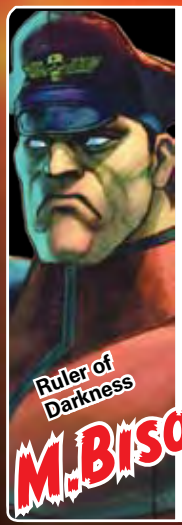
- High Tiger Shot
- Low Tiger Shot
- Tiger Uppercut
- Tiger Knee Crush

Super Combo

- Tiger Genocide

Ultra Combo

- Tiger Destruction — Press H M L Together



Former overlord of the secret organization Shadaloo, whose evil activities ran the gamut from drugs to human experiments and weapon sales, and master of the all-powerful Psycho Power. He was believed to have shared the same fate as that of the fallen Shadaloo, but he now returns in a new body to set another dark scheme into motion.

Special Moves

- Psycho Crusher — Charge
- Double Knee Press — Charge
- Head Press — Charge
  - Follow Up: Summersault Skull Diver
- Devil Reverse — Charge (after jump)

Special Moves

- Bison Warp — or — Press H M L Together / Press H M L Together

Super Combo

- Knee Press Nightmare — Charge

Ultra Combo

- Nightmare Booster — Charge — Press H M L Together



A tough and smart female agent. Always business-like, she keeps her emotions in check at all times. Her special suit is packed with concealed weapons, allowing her to launch a variety of unexpected attacks. She can be found at work in various arenas, but her true intentions remain unknown.

Special Moves

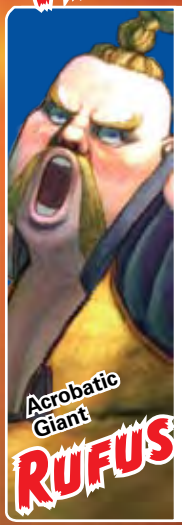
- Thunder Knuckle
- Burning Kick — Possible In Mid-Air
- Seismic Hammer

Super Combo

- Emergency Combination

Ultra Combo

- Burst Time — Press H M L Together



The self-proclaimed number one fighter in the U.S., who fights using his own homegrown style of kung-fu. He is obsessed with Ken, his rival, and fights to prove that he is the stronger one. Unfortunately, he tends to jump to conclusions, leaving a trail of badly beaten cases of mistaken identity in his wake.

Special Moves

- Messiah Kick
  - Follow Up: H Mid Attack / M Low Attack / L High Attack
- Galactic Tornado

(push ← or → to move during Medium or Heavy version)

Special Moves

- Snake Strike

Super Combo

- Spectacle Romance *

Ultra Combo

- Space Opera Symphony * — Press H M L Together

*The 2nd and 3rd hits of the Spectacle Romance and the spin before the end of the Space Opera Symphony have Armor Break properties



A man who is both Luchador and cook. His blazing passion remains unbowed even in the face of Russia's own Red Cyclone. He sets out on a journey to find the ultimate in culinary recipes, though his skills in the kitchen still require some polish...

Special Moves

- Habanero Dash + P
- Alter Attack Depending on Follow Up
  - H Fajitas Buster
  - M Tostada Press
  - L Sudden Stop
- H Calamari Slide / M Gordita Sobat / L Back Step
- Quesadilla Bomb: Hold down and then release

Special Moves

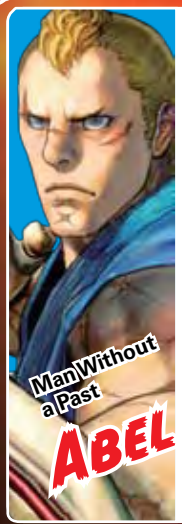
- Habanero Back Dash + P
- Alter Attack Depending on Follow Up
  - H Propeller Tortilla
  - M Tostada Press
  - L Sudden Stop
- H / M / L Picadillo Jump

Super Combo

- El Fuerte Dynamite: QCF + P

Ultra Combo

- El Fuerte Flying Giga Buster: QCF + H M L — Press Together
- Guacamole Leg Throw: QCB + K



A young man who follows whatever leads he can, no matter how tenuous, in order to track down the remnants of Shadaloo. He uses comprehensive martial arts that suggest military training. At first glance, he may be intimidating, but he is actually quite personable. He has lost all memories of his past.

Special Moves

- Change of Direction + P
- Second Mid + P — During Change of Direction
- Second Low + K — During Change of Direction
- Finish Mid + P — During Second Mid or Second Low
- Finish Low + K — During Second Mid or Second Low
- Wheel Kick: QCB + K

Special Moves

- Marseilles Roll: QCF + K
- Falling Sky: QCB + P
- Tornado Throw: 360 + P

Super Combo

- Heartless: QCF + P

Ultra Combo

- Soulless: QCF + H M L — Press Together

Credits

Cast

Ryu: HIROKI TAKAHASHI / KYLE HEBERT
Ken: YUJI KISHI / REUBEN LANGDON
Chun-Li: FUMIKO ORIKASA / LAURA BAILEY
Guile: HIROKI YASUMOTO / TRAVIS WILLINGHAM
Blanka: YUJI UEDA / TALIS AXELROD
Dhalsim: DAISUKE EGAWA /CHRISTOPHER BEVINS
E. Honda: YOSHIKAZU NAGANO / JOE DIMUCCI
Zangief: KENTA MIYAKE / ANTHONY LANDOR
Balrog (jpn)/Vega (eng): JUNICHI SUWABE / DOUG ERHOLTZ
M. Bison (jpn)/Balrog (eng): SATOSHI TURUOKA / BOB CARTER
Sagat: DAISUKE ENDOU / ISAAC C. SINGLETON JR.
Vega (jpn)/M. Bison (eng): NORIO WAKAMOTO / GERALD C. RIVERS
C. Viper: MIE SONOZAKI / MICHELLE RUFF
Abel: KENJI TAKAHASHI / E. JASON LIEBRECHT
El Fuerte: DAISUKE ONO / JB BLANC
Rufus: WATARU HATANO/ CHRIS KENT
Dan: TOSHIYUKI KUSUDA / TED SROKA
Sakura: MISATO HUKUEN / BRITTNEY HARVEY
Fei Long: YUUICHI NAKAMURA / MATTHEW MERCER
Rose: AKENO WATANABE / GINA GRAD
Cammy: MIYUKI AWASHIRO / CAITLIN GLASS
Gen: YOHEI TADANO / MICHAEL SORICH
Gouki (jpn) Akuma (eng): TAKETORA / DAVE MALLOW
Gouken: TORU OKAWA / ROD CLARKE
Seth: AKIO OHTSUKA / MICHAEL McCONNOHIE

Main Artist

IKENO

Game Section Staff

Director
TAKASHI TSUKAMOTO
Technical Manager
HIROSHI WAKI
Lead Game Designer
HIROTOSHI SHIOZAKI
Game Designers
MITSUO MATSUYAMA
EMIKO KAWASAKI
Lead Battle Designer
TAISAKU OKADA
Battle Designer
YASUYUKI ODA
Line Manager
NAHOKO MATSUZAKI
Art Director
TOSHIYUKI KAMEI
Character Animators
YOUICHIRO SOEDA
TETSUYA YAMAMOTO
ATSUMI KAWASAKI
YUUTO AKIYAMA
NAOKI MORO
YUKIE CHIBA
KEI JUMONJI
TAKAHIRO ABE
TAKAFUMI MORO
HARUMI NOGUCHI
DAISUKE SEKIMOTO
HIROAKI HIRANO
YOUSUKE YAMASHITA
JUNNI JU
HIDETO TSUCHIYA
KOUSUKE ARAKI
KEN HATSUUMI
MASAHIRO MIURA
SHINSAKU HASHIMOTO
AITOR GASTON
TAKUMI YAMAMOTO
HOZO ARISAWA
YASUNORI BANDO
KEISUKE SEKII
SHO ASHIKAGA
MASATO NOZAWA
Character Modelers
ATSUO FUJIMOTO
MASAKI YORITOMI
SHOHEI IMAMURA
KAZUYUKI KANO
HIROMI TABUCHI
HIROKI KOIKE
TSUYOSHI TAKAHASHI
YOSHIMI HOSAKA
HISASHI SUGIMOTO
CHIHARU HIRAGA
TAKAHITO KISHI

Stage Artists
DAISUKE KANAUCHI
TAKASHIGE OHNISHI
SACHIYO SENDA
KINUE MURAYAMA
HIROKO MORITA
YOUKO HONMA
AIKO SHINOHARA
SHINICHI MOTIZUKI
YUMIKO SUGIHARA
Stage Character Artists
SHINSUKE YAMAMOTO
AKIRA TOBA
KEIKI TAKEMOTO
DAISUKE FUKAGAWA
TAKANORI DAITO
YEN-TING CHIANG
VFX Artists
TOMOFUMI YAMAGUCHI
NORIKO TAKASE
ATSUSHI SUGIYAMA
YOJI MORISHITA
AKIHIRO MIURA
TADASHI TAMURA
TAKAHIRO UCHIDA
Interface Artists
KUNIHIKO WADAMOTO
SHOKO AISAKA
MAIKO AOSHIMA
TERUMITSU FUJITO
Storyboard
JET INOUE
Technical Director
MASAHIRO TAGUCHI
Programming Director
RYOSUKE NAKANO
Lead Programmers
TAKUO KATSURA
HIDEAKI MARUYAMA
SEIICHI YAMAGUCHI
Programmers
YUKI KABASHIMA
MASAFUMI TAKETOSHI
SOHTA HARADA
YASUO MIZUMA
AKIHIRO SHIMIZU
YUICHIRO KOUNO
YOSHIYUKI OGAMI
HIROKI SUGIO
Support Programmers
TARO ASAHI
KENZO KOBORI
DAIKI YODEN
Arcade Game
Mobile Site Designer
KOUHEI IWAMOTO
Arcade Game
Server Engineers
TAKUYA MARUYAMA
TAKAO OMATA
Special Support Staff
MASAKI TANAKA
HIROSHI KAMO
FUMIKO KOBAYASHI
KAZUHIRO GOTANI
TAISHI OMAE
YAE MARUYAMA
MIKI KOBAYASHI
KIMIHITO MORISHITA
JUNKO SAKURAI
TAKASHI KOGURE
MASASHI KIKUCHI
Production Management Support
RYOTA NIITSUMA
DAVID CRISLIP
Technical Support
SHINGO OHI
HITOSHI YOKOTA
TETSUYA NAKAE
TADASHI SANZEN
KOHEI AKIYAMA

Motion Capture Staff

Director
TOSHIO OHASHI
CG Supervisor
TADAHIRO YOSHIHIRA
Technical Directors
YUJI KANEKO
BUNGO IWAI
Animators
SHIN WADA
TAKAYUKI MINATO
KOJI INOUE
Motion Director
SHINJI TAKEHARA
Motion Technical Director
SAKURA MUNAKATA
Line Producer
MAKOTO KOBAYASHI
Producer
HIDEYUKI SAITO

Opening 3DCG Movie Staff

Director
TOSHIO OHASHI
Art Director
SHIRO KINEMURA
CG Supervisor
MASAKI TAGA
Chief 2D Painter
KAZUMA TESHIGAHARA
2D Painters
MAKIO NANKE
AYUMI EBISAWA
AYA FUKUYAMA
YUKI FUJITA
Modeling Supervisor
EIJI OHASHI
Model Designers
HIDEAKI WATANABE
ATSUSHI TAKEUCHI
DAICHI OKAJIMA
YOSHIKI NAKAO
ELDRED TJIE
TAKASHI SEKI
MINORU KOBAYASHI
YOICHI IWASAKI
MIYOKO OKA
YUJI KAWAIDA
HIDEYUKI TAKASAKI
Rigging Supervisor

HAYATO KUROKI
Rigging Crew
MEGUMI SONDA
TAKESHI TSUKISHIMA
YUJI KANEKO
SATOSHI HONDA
DAVID HOVANKY
TAKESHI AKIOKA
MATT BOSTON
Animation Supervisor
KOJI INOUE
Animation Creators
YOKO OTANI
EIJI OKUSHI
KAORI ONODERA
YUJI OTAKE
EMI SATO
NATSUMI SAITO
YOSHIHIRO KOMATSU
TOMOKAZU YOSHIDA
OLIVER ACKER
EARL BRAWLEY
Cloth Simulation Crew
YUJI OTAKE
EMI SATO
NATSUMI SAITO
Effects Supervisor
TOMOHIRO AKIYAMA
Effects Creators
YOHEI TANAKA
GENYO SASAKI
Lighting and Composite Designers
TAKASHI NAGASAKI
JUN WATANABE
YUUKI KAMADA
YASUHISA NIIZATO
YOSHITAKA KITANOYA
KANA KITTA
AKIRA HIRABAYASHI
MASAHIRO KUDO
MANUEL ROJAS
YASUMASA KAKEGAWA
TOSHIYUKI OBATA
AYA NAKAMURA
KEI KITAHASHI
YUICHIRO SATO
Editor
JUN WATANABE
Title Animation Creator
TATSUYA SAKUMA
Production Manager
HARUYASU MAKINO
RYO SEGAWA
Line Producer
NAOKI ISHIHARA
Producer
HIDEYUKI SAITO

2D Movie Staff

Director
TOMIO YAMAUCHI
Scripter
TAKUHO TAKEMOTO
YOSHINOBU FUNAOKA
EMIKO KAWASAKI
Storyboard Creators
TAKASHI KAMEI
TOMIO YAMAUCHI
HIROYUKI SHIMADU
Character Design Supervisor
KAZUMA TESHIGAWARA
Animation Character Designers
TAKESHI ITO
JIRO KANAI
TAKUMI MIYAKE
Animation Director
TADAHITO MATSUBAYASHI
Assistant Animation Directors
KATSUHIRO SHIMIZU
MIKA TAKAZAWA
TOMOHITO HIROSE
JOJI YANASE
SHIGERU CHIBA
TAKAHIRO IKEZOE
TOMOKATSU NAGASAKU
Key Animation Creators
YOSHIMASA IIYAMA
EMIKO KATAOKA
JYUNICHI KIGAWA
AKIRA SHINODA
TSUNENAKA NOZAKI
TAKAFUMI HINO
KANJI HARA
TETSU HONDA
JOJI YANASE
TOMOHITO HIROSE
KATSUHIRO SHIMIZU
KENICHI SHIMIZU
KOJI FUKAZAWA
LIM MYUNGWI
MIKA TAKAZAWA
HIDETOSHI OMORI
TSUTOMU ONO
KIM YOUNGBUM
HIROSHI OIKAWA
MASAMI YAMAUCHI
KIM YONGJAE
MIYUKI ARAI
NOBUHIRO MUTOU
MINAMI YOSHIDA
TOSHIMITSU TAKECHI
SHINGO FUJII
HIDEYASU OKAMOTO
NOBUHIRO OKAZAKI
HIROYA TAKAHASHI
ATSUMI SAKASAI
TAKANOBU KATADA
KAZUHIRO OBARA
In-between Animation Creators
MASAAKI YAMAMOTO
DAISUKE TERAKADO
MASAHIRO NANBU
TAKANOBU KATADA
Color Director
SIGERU SAISHO
Painters
HARUKA AOYAMA
RISA SAKAKIEDA
Background Art Directors
KEI INOUE
TOSHIHIRO KOHAMA
Background Art Designers
MANABU OTSUZUKI
YOJI NAKAZA
TADASHI IWASA
YUKIKO ONO
SHINYA MITA
HIROTAKA TSURUOKA
YUSUKE IKEDA
MASAKAZU MIYAKE
SAORI ITO
SADAHIKO TANAKA
Compositors
SUSUMU
KASHIWABARA
NAOKI SERIZAWA
YASUHIKO ABE
TETSUJI HIGUCHI
YURI HIROKAWA
TAKASHI NAGASAKI
YUUKI KAMEDA
MASAHIRO KUBO
MASAKI TAGA
TOMOHIRO AKIYAMA
Editor
KASHIKO KIMURA
Production Managers
TAKUYA ONO
RYO SEGAWA
Assistant Producer
ATSUSHI MATSUHASHI
Animation Producer
NAOKI ISHIHARA
Producer
HIDEYUKI SAITO

Sound Staff

Sound Director / Sound Designer
MASAYUKI ENDOU
Music Composer
HIDEYUKI FUKASAWA
Composer Manager
SEI SATO
Sound Co-Director
MAKOTO TOMOZAWA

Main Theme

"THE NEXT DOOR"
"THE NEXT DOOR - INDESTRUCTIBLE-"
Artist
EXILE
Lyrics (Japanese)
lil' showy
Lyrics (English)
NEGIN
Music
lil' showy
Original Arrangement
YUTA NAKANO
Game Arrangement
KEN HARADA

Voice Recording (Japanese)

Voice Director
RYOSUKE NAYA
Recording Studio
STUDIO MAUSU
Recording Engineers
NAOYA TANAKA
HIDETO SANTA
Production Assistant
EMIKA UEDA

Voice Recording (English)

Voice Producers
REIKO MATSUO
JONATHAN KLEIN
Voice Director
TALIESIN JAFFE
Recording Studio
Soundscape Inc.
Recording Engineer
JOHN SANACORE
Production Assistant
YOHEI SHIKANO

Localization Staff

Localization Lead and English Translator
DAVID CRISLIP
Outsource Project Manager
TEPPEI OTSUKA
French Translator
YANN LAHELLEC
Italian Translator
SERGIO MASSABO'
German Translator
MAREIN SCHMITTHENNER
Spanish Translator
BENJAMIN A. BAZOUNGUISSA
Korean Translators
JONGMYOUNG YOUM
SOOWON LEE
KYUNGMUN KIM
Supervising Editor
BRANDON GAY
English Editors
JON AIRHART
ANDREW ALFONSO
French Editors
LUDOVIC CHARROUX
FRANCIS ISHII
Italian Editors
GIANLUIGI RICCIO
SHIMIZU
ALAIN DELLEPIANE
German Editors
FLORIAN SEIDEL
MICHAEL KIKUCHI
Spanish Editors
ENRIC SARRADO
ALEXANDRE GRACIANO
Korean Editors
NAM, CHIWOO
SONG, HAECHANG
Game Content Consultant
ANDREW ALFONSO
Localization Manager
PETER FABIANO
Localization Coordinator
KAORI FUNAKOSHI

Quality Assurance

QA Managers
MASAYASU MUKAI
YUSUKE HISAHORI
Lead Tester
SHINICHI KIYOMATSU
Assistant Lead Tester
HIROSHI MAKI
QA Fine-tuning
TAKESHI NISHIMOTO
Senior Tester
RIKIYA OMOTO
Testers
YOSUKE TERATANI
AKIHITO SAWADA
KOUKI KUROSAWA
JUNYA YOSHIMURA
TATSUYA HAMADA
SHINJI KASHIHARA
KENGO SADAMOTO
AKIRA FUKUMORI
TOSHIO KIMURA
HIROYUKI FUJII
MAMORU FUKAKUSHI
HIROSHI SUGIMOTO
RYUICHI SHIGENO
HIROSHI TAKAYAMA
SHOUHEI OKAMURA
AKIRA HONDA

Software Manual Design / Editing

Designers
MASAKO HONMA
AKEMI IWASAKI
NANASE KIKUCHI
Promotion Marketing Staff
TSUYOSHI KANDA
YOKO FURUTAKA
MASAYUKI FUKUMOTO
MOTO SHINOBE
Sales Staff
YOSHINORI ISHIDA
Promotion Staff
TSUTOMU MASUDA
ASUKA HAYASHI
Publicity Staff
RYOSUKE HAGIWARA
TAKAYOSHI TERADA
Web Promotion Staff
KOUHEI KUBOTA
SHUNICHI UENO
TAISUKE KAWAKAMI
R&D Promotion
KUNIO FUNAHARA

Capcom Entertainment Inc.

Special Advisor
SETH "S-KILL" KILLIAN
Business Dev. & Strategic Planner
CHRISTIAN SVENSSON
Global Communication
KAORI TSUKUDA
Product Marketing Staff
EMILY ANADU
GRANT D. LUKE-ROCKET G35
JOHN A. DIAMONON-HIERO 9D3
Public Relations
CHRIS 'KRAMERZ" KRAMER
"MY" MELODY PFEIFFER
TIM NG-GP RICE BURNER
JASON ALLEN
Customer Support Staff
DARIN "DJ" JOHNSTON
RANDY REYES
Creative Services Staff
FRANCIS "DR. ZOMBIE" MAO
TOM JAMES-TOMJ59
LINDSAY "CORN ON THE COBB" YOUNG
CHRISTINE "SCARLETT" CONVERSE
KEVIN "BASTION" CONVERSE
SISSIE CHANG
Manual Design
Off Base Productions
George Hu
PD Production Staff
GARY LAKE
TAKASHI KUBOZONO
DAVE "WITCHERMAN" WITCHER
Licensing Staff
GERMAINE GIOIA
JUNTA SAITO
JOSH AUSTIN-SNIKSKYTTER
Operations
JOHN ABINSAY
LOUIE REYES

Capcom Entertainment Europe Ltd.

Senior Marketing Director
MICHAEL PATTISON
Marketing Staff
BEN WYER - ROBERTS
SHIGEMI TANAKA-LEE
MAO SUGIYAMA
KAI STUEWE
STUART TURNER
Promotion Staff
BEN LE ROUGETEL
Quality Assurance Staff
STEVE CARTWRIGHT
Research & Planning Staff
RHYS CASH

Capcom Entertainment Korea Co. Ltd.

Marketing & Promotion Staff
KANG, JINKOO
NAM, CHIWOO
SONG, HAECHANG

Special Tie-up

EXILE
BENITORA GYOZA BO
WAN ZHU JI
KAGAMI YOSHIMIZU
Coordinators
KENICHIRO KIMURA
TADASHI CHIBA
TAKESHI YAMAZAKI
HIROMI TOSHIMA
TOSHIHIRO TADA
GO KATO
European Stage Guests
HIROKAZU HAMAMURA
BAKATAAL KATO
FLORIAN COTTEEL
JAIME "ULTIMA" STOUTE
JAMES WILLIAMS
NICHOLAS "NKI" INABNIT
PAUL GALE
VIKKI BLOWS

Cooperating Companies

MOZOO, Inc.
KUSANAGI Inc.
Babel Media Limited
OFFICE WITHOUT STUDIO MAUSU
New Generation Pictures, Inc.
Wuxi Be The One China Animation Production Co ., Ltd
BE THE ONE Co ., Ltd
A I R I S Inc.
TripleA Co.,Ltd
MAD BOX Inc.
Raretrick Inc.
BIHOU, Inc.
White Fox Inc.
Mayflower Entertainment CO., LTD
ScrumHalf Inc.
NEURON AGE CO., LTD.
Avant Inc.
D.A.G Inc.
Digital Hearts Co.,Ltd.
Digital Media Lab.,Inc
STUDIO TRIGGER Inc.
STUDIO MIBRO , Inc.
Fontworks Japan, Inc.
DIMPS
POLYGON PICTURES Inc.
STUDIO 4 °C
avex entertainment Inc.
Digital Hearts Co.,Ltd.
KIWA CORPORATION CO.,LTD
Phantom

Special Thanks

HIROSHI TOBISAWA
MARK BEAUMONT
MICHIYO AOKITETSUTO
KOYAMA
TAKESHI HAYASHI
TATSUYA IGARASHI
TAKAKO YAMAMOTO
KAZUHISA KITAJIMA
SATOSHI TAKAKUWA
TAKASHI KASAI
JUNKO SAKURAI
TAKASHI KOGURE
MASASHI KIKUCHI
KATSUMI NIHONMATSU
SUMIKO AOYAMA
FUMIHITO SAITO
YUJI KOGA
TSUYOSHI HANZAWA
TAKAFUMI FUJIMOTO
MASAYA KINOSHITA
LEO "ELECTRIC" TAN
ANIL "THE GOLDEN GUNMAN" DAS - GUPTA
and All CAPCOM STAFF
Executive Producer
KEIJI INAFUNE
TAKASHI NISHIYAMA
HIROSHI MATSUMOTO
Project Manager
NATSUKI SHIOZAWA
Producer
YOSHINORI ONO
Co-developed by
Dimps Corporation
Produced and developed by
CAPCOM CO., LTD. in cooperation with CAPCOM U.S.A., INC.

CAPCOM

WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM 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 replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.
Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

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

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc 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/she may instruct you to return the defective DVDROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, 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 and Canada only. Some states and provinces 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 or province to province.

ESRB RATING

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 www.esrb.org.

CAPCOM®

CAPCOM ENTERTAINMENT, INC.
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

©CAPCOM U.S.A., INC. 2008, 2009 ALL RIGHTS RESERVED. Street Fighter is a trademark of CAPCOM U.S.A., INC. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD.
Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.
The ratings icon is a registered trademark of the Entertainment Software Association.
All other trademarks are owned by their respective owners.