

XBOX 360

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CAPCOM



WARNING Before playing this game, read the Xbox 360 console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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; 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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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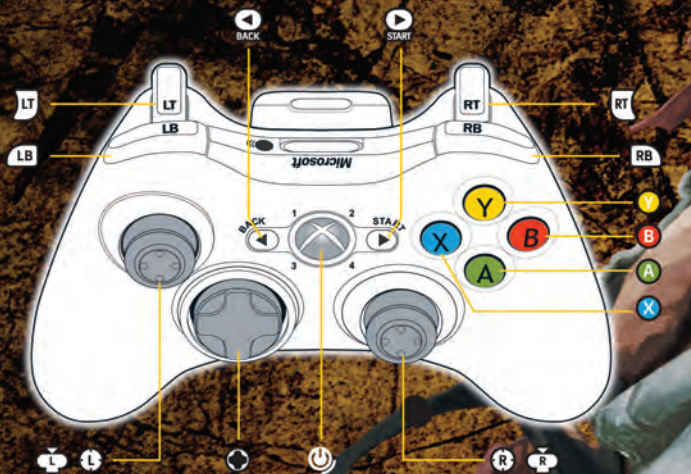
At least 18MB of free space is required to save your game in Street Fighter® X Tekken®.

This game supports Dolby® Digital 5.1. In order to enjoy Dolby Digital 5.1 Surround Sound you must connect your Microsoft Xbox 360 console to a surround sound system that supports Dolby Digital using an optical digital cable, while using an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable or Xbox 360 S-Video AV Cable. If your Xbox 360 console has an HDMI AV port you can also use the Xbox 360 HDMI AV Cable. Then, go to the Xbox 360 Dashboard and select "System," then "System Settings," "Audio Settings," "Digital Output Settings" and finally "Dolby Digital 5.1."

This game supports HDTV resolutions. In order to enjoy HDTV video output, you must connect your Microsoft Xbox 360 console to an High Definition television (HDTV) using the Xbox 360 Component HD AV Cable.

CONTROLS

Using the Xbox 360 Controller



Buttons



Punch buttons



Light



Medium



Heavy



All



Quick Combo



Kick buttons



Light



Medium



Heavy



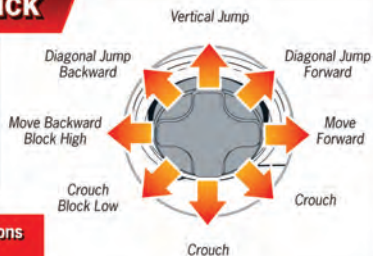
All



Quick Combo

Directional pad/Left stick

Directional pad and left stick controls are shown for when your character is facing the right. When facing the left, all left/right controls are reversed.



Diagonal input requires pressing two directions at the same time (such as left and down)

Other controls

Directional pad/left stick: Select mode, mode menu, and Select an option

A button: Confirm

B button: Cancel

Pressing **LT** and **RT** with the directional pad or left stick: Cursor jump (only in certain modes)

START button

Press the **START** button during the game to pause and bring up the Pause Menu. Press again to resume (note the game cannot be paused while playing against an opponent online).

You can also use the command list on the Pause Menu to check the moves, special moves, or Super Arts of each character. Simple Commands and Super Simple Commands are only available when the appropriate Assist Gems are equipped.

A Quick Tip from Dan

Stick with me and I'll give you some juicy tips about how to play the game! Try pressing the down directional pad (or moving the left stick down) and then immediately jump. You'll jump higher than usual! That's what we call a "high jump"!

*These are the default button settings. They can be changed to other configurations from Options (⇄P.04).

*The vibration function can also be turned on/off via Options (⇄P.04).

STARTING THE GAME

Starting the Game

Press the **START** button on the title screen to advance to the Main Menu.



Main Menu

ARCADE	In this mode, you fight against the CPU as you follow along with the game story. If you use the Fight Request setting, you can accept invitations to Xbox LIVE battles (⇒P.16).	# of Players 1-2
VERSUS	Select characters and a battle stage and then fight against the CPU or another player (⇒P.16).	# of Players 1-4
Xbox LIVE	Fight other players online via Xbox LIVE (⇒P.22). *Broadband connection required. *To play over Xbox LIVE, a Gold membership is required	# of Players 1
TRAINING	Choose how your opponent will behave and then practice against them (⇒P.16).	# of Players 1-2
CHALLENGE	Take on a series of challenging battles (⇒P.16).	# of Players 1
CUSTOMIZE	Customize a variety of battle-related settings (⇒P.17).	
PLAYER DATA	View online/offline statistics and gameplay records.	
OPTIONS	Adjust various game settings.	
STORE	Search for and purchase downloadable content.	

Save Data

This game uses an Auto-Save function. Data is automatically saved after each match and after changing game settings. Do not turn off the power to your Xbox 360 console or remove the storage device while the game is being saved. At least 18 MB of free space is required to save your game in **STREET FIGHTER® X TEKKEN®**.

Character Select

On the Character Select screen, you can choose and customize your character.



Character Setting Window

COSTUME	Purchase costumes from the Xbox LIVE Marketplace and you can then use them on the corresponding character.
COLOR	Change the color of your character's costume. You can also use colors that you have customized yourself (⇒P.20).
COMMENT	Select the message to be displayed when you win a match. *Only available in certain modes.

Gem Unit Window

Select gems to use in battle (⇒P.15).

Handicap Window

Set the starting vitality gauge level. *Only available in certain modes.



A Quick Tip from Dan

Did you know that you can change your controller's button assignments right from the Character Select screen? Well, you can! Just press the **START** button! But remember—this only works in offline modes!

STARTING THE GAME

Game Screen



1 Consecutive Wins	Current number of consecutive wins.
2 Vitality Gauge	Your remaining vitality.
3 Timer	The remaining battle time.
4 Win Markers	Displayed after winning a round. The icon changes depending on the circumstances of victory.
5 Character Portrait	Displays a portrait of the character you are currently using, as well as the character standing by. The standby character is displayed toward the rear.

6 Recoverable Damage	Displays the amount of damage that can be recovered while standing by.
7 Cross Gauge	This gauge increases as your character attacks or takes damage. Super Arts and EX Special Moves consume your Cross Gauge.
8 Gem Icon	Displays the status of your selected gems. Gems will glow when activated.
9 Bonus Message	Various messages are displayed here during the action.
10 Fight Request Icon	During Arcade or Briefing, an icon appears when the Fight Request setting is on.

BASIC CONTROLS

All of the controls shown in this section are for when your character is facing right. When facing left, all left/right controls are reversed.

Normal Moves

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

Special Moves

Pressing the directional pad and attack buttons in specific combinations allows you to execute a special move. Even if your opponent manages to block a special move, they will still sustain 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.

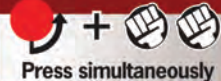
EX Special Moves

EX Special Moves are powered up versions of your regular special moves. Perform an EX Special Move by pressing 2 or more punch or kick buttons (depending on the special move) when inputting a special move command (this uses 1 block of your Cross Gauge).



EX Command

Example:
EX Hadoken



A Quick Tip from Dan

Have you noticed messages like “COUNTER” or “REVERSAL” appearing on the screen during a battle? These pop up when your attack hits just as your opponent was attacking, or when you perform a special move with the right timing—just as you are attacked or while you are blocking.

Block

Pushing the directional pad in a direction 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 the 2 types to block all incoming attacks. You cannot block while in the air.



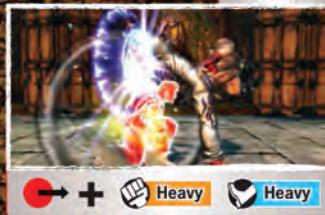
Block High



Block Low

Cross Cancel

When you enter this command after successfully blocking your opponent's attack, you will perform a Cross Cancel. Depending on the character, this may be an attack or a movement. It consumes 1 block of your Cross Gauge.



After successful block



Recovery

When your opponent's attacks have knocked your character to the ground, you can press down on the left stick or directional pad or any 2 attack buttons simultaneously the instant 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.



Just before landing ↓ or Press 2 or more buttons together

Forward Roll Recovery

While down, press the directional pad in the direction of your opponent to perform a forward roll recovery. While performing a forward roll recovery, you are temporarily invulnerable. If used well, this can allow you to avoid your opponent's attacks.



While down →

BASIC CONTROLS

Throws & Throw Escapes

Throw When standing close to your opponent, press the Light Punch and Light Kick buttons simultaneously to throw your opponent. You can change the direction you throw the opponent by pressing left or right on the directional pad or left stick.
*Some characters can also perform a throw when jumping (aerial throw).

Throw Escape You can prevent yourself from being thrown by pressing Light Punch and Light Kick together when your opponent begins to throw you.

Close to opponent

When grabbed



Throw



Throw Escape

Light + Light

*Throw Escapes cannot be performed against aerial throws.

Dash

Press the directional pad twice towards your opponent in quick succession to perform a forward dash, or press the directional pad twice in quick succession away from them to perform a backward dash. Dashing allows you to get close to your opponent quickly or to drop back and reassess the situation.

Dash →

Backward Dash ←

Switching

Press the Medium Punch and Medium Kick buttons simultaneously to switch with your partner. When a character switches with their partner, they enter standby mode and will be able to recover any recoverable damage (⇒ P.07).

Medium + Medium

By using 1 block of the Cross Gauge it is also possible to cancel an action and switch with your partner.



Launchers

A Launcher is a combined offensive/defensive attack where you launch your opponent into the air before performing a character change. Press the Heavy Punch and Heavy Kick buttons simultaneously while your character is on the ground to perform a Launcher.

Heavy + Heavy



A Launcher makes you invulnerable to your opponent's low attacks.

Boost Combo + Cross Rush

Perform a Boost Combo by pressing the Light ⇒ Medium ⇒ Heavy Punch or Kick buttons, in that order. Pressing Light ⇒ Medium ⇒ Heavy, or alternatively Light ⇒ Heavy or Medium ⇒ Heavy—followed by a final Heavy attack—will unleash a Launcher. This is called a Cross Rush.

Light OR Light

Medium OR Medium

Heavy OR Heavy



Heavy OR Heavy

Perform another Heavy attack and...



A Launcher will be performed!


BASIC CONTROLS

Super Arts

If you use 2 blocks of Cross Gauge, you can perform a powerful special move known as a Super Art. The Super Art commands differ from character to character.



Super Charge

Special moves that have  (CHARGE) next to them in the command list can be charged up to 3 levels by holding down the button. If you charge it up to level 3, you can perform a Super Art without consuming any of your Cross Gauge.

Special moves increase in power as follows, allowing you to perform an EX Special Move or Super Art without using your Cross Gauge: Special Move ⇒ EX Special Move ⇒ Super Art.

In the case of Ryu, input



and hold down



And you will perform a Super Art!



Cross Arts

The most powerful combination move possible, performed together with your partner. If successfully landed, a Cross Art will do a great deal of damage to your opponent, but will consume all 3 blocks of your Cross Gauge. When a Cross Art hits, you will automatically switch with your partner.



Cross Assault

A Cross Assault is a special technique in which you call in your partner and fight together. It uses all 3 blocks of the Cross Gauge. During Solo Play, the character you call in will be controlled by the CPU. During Pair Play, your partner will control the character.



A Quick Tip from Dan

All attacks result in recoverable damage, but Cross Arts are different! A Cross Art will convert all of your opponent's recoverable damage into actual damage! Wow!



BASIC CONTROLS

Pandora



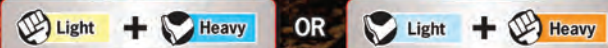
Pandora is a last-ditch attempt to change the course of a battle that you can only activate when you have 25% or less of your total vitality remaining. When activated, you will no longer be able to use the current character in that round, but your partner will get the following bonuses:

- 1 Your partner's attack strength is increased.
- 2 Your partner's Cross Gauge is always at maximum.
- 3 Your partner will receive twice your current character's remaining vitality.

In addition, after activating Pandora, no tag moves can be used, and if you are unable to KO your opponent before Pandora ends, you will lose via Time Over.



Quick Combo



Activate the combo you set under "Quick Combo" in Customize (→P.19). Using a Quick Combo requires at least 1 block of your Cross Gauge.



Gems

Gems are special items that can be activated under certain conditions to provide you with support during battle. There are 2 types of gems: "Boost Gems," which boost characters' abilities during battle, and "Assist Gems," which help you control your character. Note: gems must be selected before going into battle (see P.18 for information about equipping gems).

Boost Gems

Land 5 normal attacks and...



EX: Immense Power Gem

The gem will be activated, temporarily boosting the amount of damage done to your opponent!

Assist Gems

If you have a gem allowing automatic Throw Escapes...



EX: Auto Throw Escape Gem

You'll automatically shake off throws at the cost of your Cross Gauge!



A Quick Tip from Dan

Gems have a variety of effects! Some increase the amount of damage that your opponent takes, while others let you perform automatic Throw Escapes—but that's not all! There are many other kinds of gems out there!

GAME MODES

Arcade

In this mode you can enjoy the Street Fighter X Tekken story. Use 2 controllers and you can play with a friend in Pair Play. In addition, if you use Fight Request, you can play while waiting for a Ranked Match opponent (⇒P.22).



Versus

Play a match against the CPU or against another player. Select Scramble Battle to play a 4-player simultaneous match.

Training

This training mode is for offline practice in either Solo Play or Pair Play. You can select a wide variety of settings such as gauge level and CPU strength.



Challenge

Learn the basic controls for Street Fighter X Tekken and attempt a variety of challenges.

Customize

Select "CUSTOMIZE" from the Main Menu to display the Customize Mode menu. Here you can customize everything from Gem Unit and Quick Combos to character colors and your Battle Profile.



Gem Unit (⇒P.18)

Under Gem Unit, you can select the Boost Gems and Assist Gems you want to use for each character, allowing you to easily select them on the Character Select screen.

Quick Combo (⇒P.19)

Under Quick Combos, you can select a combo for each character that can be easily activated with a button combination in battle.

Character Color (⇒P.20)

Customize character colors.

Battle Profile (⇒P.21)

Edit the player title and comments displayed at the lobby for Xbox LIVE battles.

GAME MODES

Customize



Gem Unit

- 1 Gem Unit Name** The name of the Gem Unit that you are currently editing. Press the BACK button to change the name. You can also press **LT** / **LB** on the unit screen to change the unit that you are editing.
- 2 Gem Slot** Displays the name, effect, and slots used of the currently selected gem. Press the **A** button on a blank spot to equip a gem, and press the **Y** button to remove an equipped gem.
- 3 Slots Used** Displays the number of slots currently being used.
- 4 Gem Type** Press **LT** / **LB** on the list screen to switch the display between Boost Gems, Assist Gems, and log history (allowing you to select recently used gems).
- 5 Gem List** A list of usable gems.


Auto Set

Press the **START** button on the unit screen to equip gems automatically.

Filter/Symbol Guide

Press the **START** button on the list screen to display a window for filtering the display to only include certain gems. Press the **BACK** button to display details pertaining to the icons used to show gem effects.

Buying Gems

To use a gem displayed on the Gem Unit list screen with the  mark, you must download it.

**Broadband connection required.*



Press the **Y** button to check the details of downloadable gems.



You can also purchase gems under "STORE" on the Main Menu (\rightarrow P.28).



Quick Combo

- 1 Combo Slot** Displays the equipped combo.
- 2 Combo Activation Command** Displays the command necessary to activate the equipped combo.
- 3 Combo List** Displays the names of combos and the amount of the Cross Gauge they consume.
- 4 Edit Combo Name** Change the name of the selected combo.
- 5 Confirm Combo** Check the details of the selected combo.
- 6 Preview** Try out the selected combo.

GAME MODES

Customize

Character Color



To use palettes or costumes with the cart displayed, you must download them.

- 1 COSTUME** Character costume type. You can change costumes by pressing **LB** / **RB**.
- 2 CUSTOM NO.** The custom color number used by the costume currently being edited. You can change custom color by pressing **LT** / **RT**.
- 3 PARTS** Displays the parts that can have their colors changed. The number of parts will vary depending on the selected character and costume.
- 4 PALETTES** A list of the palettes that can be selected.

Camera Controls

Press the **BACK** button to assume control of the camera.

CONTROLS

D-pad left or right	Rotate the camera left or right.
D-pad up or down	Move the character up or down.
Y button, X button	Zoom the camera in or out.
START button	Reset the camera.
BACK button	Finish the camera controls.

Battle Profile

Here you can edit your Battle Profile. Press the **Y** button on the title selection screen to switch to the comment selection screen. Press the **X** button on the comment selection screen to switch back to the title selection screen.



You can also edit your Battle Profile from the Main menu.

Xbox LIVE BATTLES

Select "Xbox LIVE" from the Main Menu to enter into online battles with players from around the world.



LEADERBOARDS

In this mode (selected under "Xbox LIVE" on the Main Menu), you can check your rank for battle points (BP) and wins you have gotten during online battles.



1 Ranked Match

In this mode you will receive or lose battle points (BP) depending on the results of the match. Your battle points will affect your ranking (⇒P.23).

2 Endless Battle

Multiple players take each other on in continuous matches. Your battle points (BP) will not be affected by the outcome.

3 Scramble Battle

Multiple players take each other on in continuous Scramble Battles (special battles in which all 4 players are always active). Your battle points (BP) will not be affected by the outcome.

4 Briefing Room

A practice mode in which you join up with your partner to fight the CPU and test your Pair Play skills, or train by fighting your own partner. You can also enable Fight Request for this mode via the Pause Menu to wait for Ranked Match opponents while you train. **Note you can only select Briefing Room if you have already found a partner under Partner Settings.**

5 Partner Settings

Search for a partner to use in Pair Play.

1 Follow Icon

Shows which players you are following. If you are following a player, the icon will be lit up.

2 Class Icon

Shows player class.

3 Replay Icon

When this is lit up, a replay has been uploaded and is ready for viewing.

4 Follow Check

Save new replays from followed players to "My Collection."

5 Menu

Change the items displayed for the rankings.

6 Player Info

Check detailed info for the selected player.

7 Replay Details

You can play back the selected replay, and save it as well.

8 Add/Delete Follow

Follow a player you like. Use this to unfollow as well.



A Quick Tip from Dan

Following players may not be the flashiest feature, but it's really useful! Following your favorite players or friends makes it easier to collect their latest replays!

REPLAY CHANNEL

Replay Channel Modes

Replay Channel is found under “Xbox LIVE” on the Main Menu. In this mode you can view and collect replays uploaded by other players, and manage replays that you have collected.



- 1 Elite Channel** View replays from top-class players.
- 2 Character Channel** View replays that include the character you have selected.
- 3 New Replays** View the latest replays uploaded for Ranked Matches.
- 4 Battle Log** View your own battle replays that have been temporarily saved. Replays for the last 50 matches are saved, with older matches being deleted as new ones are added.
- 5 My Collection** Collect and view your favorite replays. You can save up to 300 replay files. You can also sort them with tags and change their names. (⇒P.25)
- 6 My Channel** Share and view replays stored in “My Collection” with other players. (⇒P.26)



A Quick Tip from Dan

Have you used Follow Check in the Replay Channel? It's a very useful feature that will tell you when any of the players you follow have uploaded new replays! Nice, huh?

My Collection

My Collection is a mode in the Replay Channel. In this mode you can watch saved replays, change replay names and edit tags.



- 1 Category** Shows the category of the listed replays. Use **LT** / **RT** to switch the display between Any ⇄ Tag 1 ⇄ Tag 2 ⇄ Tag 3 ⇄ Tag 4 ⇄ Tag 5.
- 2 Replay File List** A list of saved replay files.
- 3 Tags** Displays the tags set for your replay files.
- 4 Show Win/Loss** Displays win/loss stats for all replay files.
- 5 Menu** Change or delete menu replay names.
- 6 Details** Check detailed information about replay files.
- 7 Tag Settings** Add tags to replay files. There are 5 different tags available for you to rename as you like. You can also delete all files that have a particular tag.

REPLAY CHANNEL

My Channel (View)

View replays that the host has selected from his or her collection. Playlist selection is performed after the host enters the viewing lobby.



After selecting My Channel, use **LB** / **RB** to switch between creating a lobby yourself and searching for lobbies other players have created.

1 Playlist

This item is only selectable by the host. The host selects replays from their collection to broadcast.

2 Friend Invite

Send an invitation message to another player.

3 Remove Player

This item is only selectable by the host. This allows the host to force a player to leave the lobby.

4 Timer

When all of the marks light up, the replay will start playing.

5 Menu

Check the Gamer card of other players or change mute settings.



A Quick Tip from Dan

Have you ever wished you could save the replay you're currently watching? If so, press the **BACK** button to mark it for saving! But don't forget—you can only do this for replays in Elite Channel, Character Channel, and My Channel!

My Channel (Broadcast)



Here, people can download replay files the host has selected from their collection. Sharing begins once the host finishes selecting a playlist in the hosting lobby. As soon as a guest enters the lobby, downloading will commence. When the download is complete, they will automatically leave the lobby. They cannot perform any other operations.

1 Playlist

This item is only selectable by the host. The host selects replays from their collection to view.

2 Friend Invite

Send an invitation message to another player.



A Quick Tip from Dan

Have you heard of the "mute" setting? If not then listen up! Mute allows you to turn off another player's voice chat audio. Give it a try!

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.



You can check details for downloadable content under "STORE" on the Main Menu.



In addition to "STORE" on the Main Menu, gems can also be purchased via "Gem Unit," located in Customize Mode (⇒P.19).



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ESRB RATING

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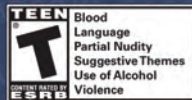
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 **XBOX 360**



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