

XBOX 360

XBOX  
LIVE

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TEEN  
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CONTENT RATED BY  
ESRB

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](http://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.

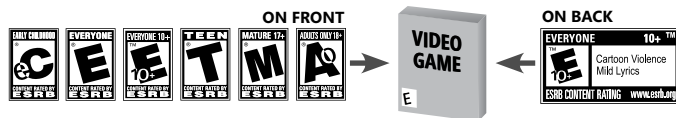
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### 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](http://www.ESRB.org).



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## Xbox LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

## 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](http://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](http://www.xbox.com/familysettings).

## Costume Packs

Worried what to wear to the fight? You need not worry if you have already purchased any of the costume packs for STREET FIGHTER IV as you will be able to access all of your previously purchased costumes in SUPER STREET FIGHTER IV.

All you need to do is make sure that you are signed in to your existing gamer profile on the Xbox LIVE when you play SUPER STREET FIGHTER IV.

Providing you are signed in, your previously purchased costume packs will automatically be available in game.

## The ultimate world fighting tournament is here, but what sinister ulterior motives does it mask?

What is S.I.N. planning? Suspicions vary but include a possible re-emergence of the crime syndicate Shadaloo, a front for the creation of new super weapons and even a plot to kidnap and exploit the world's best martial artists.

New faces appear in this new tournament.

A proud warrior looking for his lost tribe.

A funky Caribbean fighter in it for the kicks.

A descendent of the ancient Shinobi.

A former champion of Metro City turned to the dark side.

A young ninja looking to prove herself.

A karate trainee fighting to save her dojo.

A British boxing champion fighting for glory.

A Muay Thai fighter striving to be the new king.

A Turkish wrestling hero mixing business and battle.

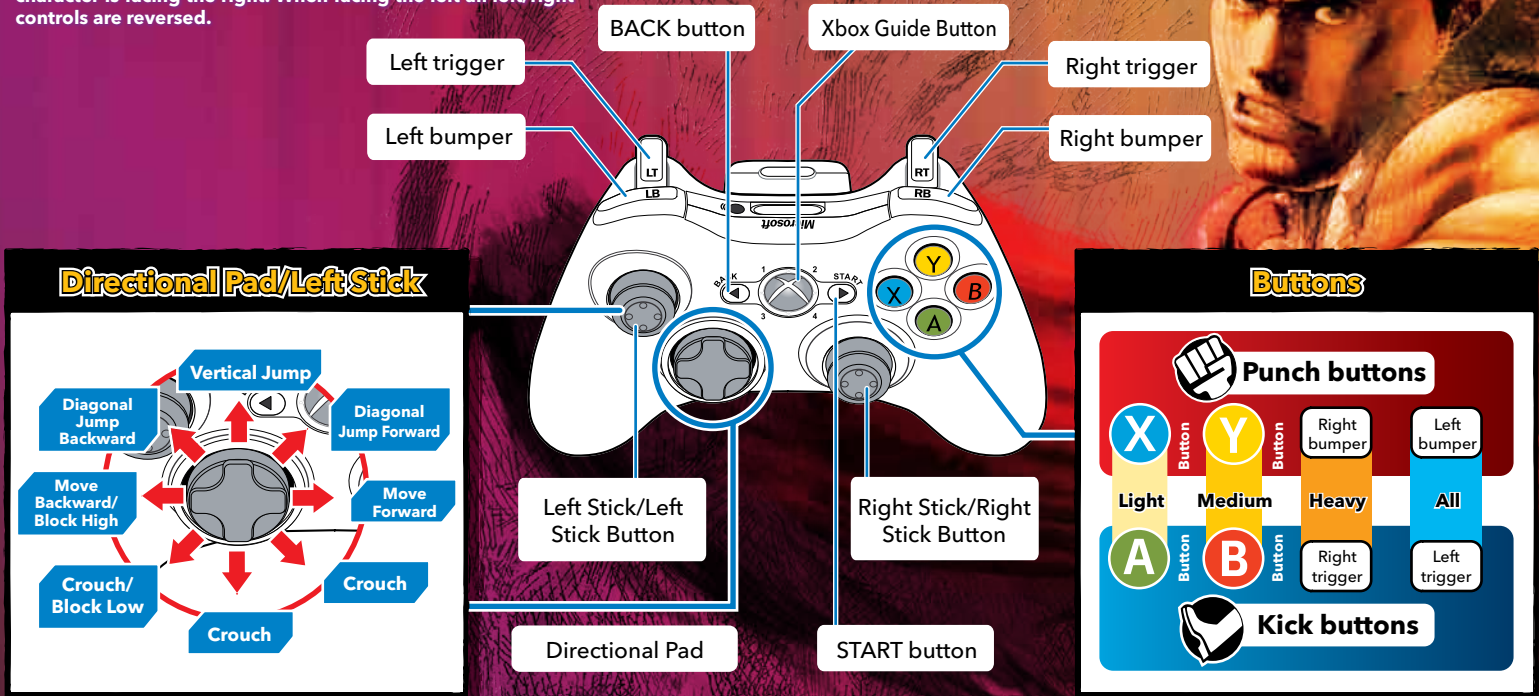
And... a mysterious female rumored to be a servant of Seth.

Who will emerge victorious from the tangled web of personal agendas and fractured alliances that lurk and mingle behind the scenes of the tournament?

Listen as the true mastermind's howls of laughter resound, resonating throughout the countless traps that have been laid.

## Xbox 360 Wireless Controller

\* 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.



Other Controls

Directional Pad/ left stick	Select mode, mode menu, and options
A Button	Confirm
B Button	Cancel
Right bumper	Open the status display (p. 31)

**START Button** Press the START Button during the game to pause and bring up the PAUSE MENU. Press again to resume. (The game cannot be paused while playing against an opponent online).

\* These are the default Button settings. They can be changed to other configurations from Options (p. 35).



## Starting Up



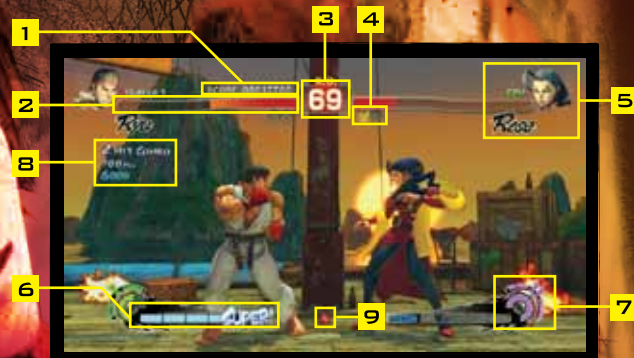
## Main Menu


\* Refer to page 31 for more information on Status (icon and title).

## Saving Data

**SUPER STREET FIGHTER IV** comes with an auto-save function. Data is automatically saved after a battle is finished or after options are changed. Do not turn off the power to your Xbox 360 console or remove the storage device while the game is being saved. At least 16 MB of free space is required to save your game in **SUPER STREET FIGHTER IV**.

## The Game Screen



1	
2	
3	
4	
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## Match Setup

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

## Winning Rounds

By default, a single round lasts for 99 ticks on the counter. Reduce your opponent's vitality gauge to 0 before time expires to score a KO Victory. If time runs out, the player with the most vitality remaining is declared the winner.

## A Draw

A draw occurs when both players' vitality gauges fall to 0 simultaneously or their remaining vitality is exactly the same when time expires. If the final round of a match ends in a draw, the game is over.

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



## The Customize 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 initially have access to 2 colors, but you will unlock more as you progress through the game.

### PERSONAL ACTION

Select the Personal Action (p. 12) that the character can use to taunt opponents during a fight. At the beginning of the game, characters only have one "regular" Personal Action, but as you progress through the game the number of available Personal Actions will increase.

### WIN QUOTE

Select the message to be displayed when you win a match.

## Ultra Combo Select Window

Select the Ultra Combo for your character.

## Handicap Window

Set the starting vitality gauge level.

\* Only available in certain modes.



# 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.

### Bonus Messages

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

#### FIRST ATTACK

Displayed when you land the first attack of a match. Does not appear when the attack is blocked.

#### 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 an attack with knockdown properties and it will take on Armor Break properties, which nullify Hyper Armor (p. 13).

- 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 HIT

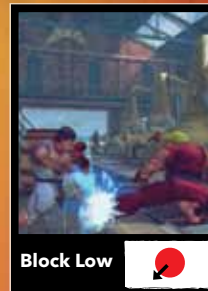
A counter hit occurs when you interrupt an opponent's attack with one of your own. Your opponent will take longer to recover from the damage caused by a Counter Hit, making it possible to perform combinations that are otherwise impossible.

 The direction input with the Directional Pad / Left Stick. For the diagonal input, press two directions at the same time.

## BLOCK

Pushing the directional 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 the two types to block all incoming attacks. You cannot block while in the air.

### Block High



### Block Low



## 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.

### Forward Dash



### Backward Dash



## STUN RECOVERY

If you keep getting pummeled, you will eventually become stunned. The only way to recover from the stun is to press the directional pad and other buttons as fast as you can.





# Basic Controls

## THROWS & THROW ESCAPES

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.

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




Throw	Light	Throw Escape
Close to opponent		When grabbed
		

\* 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 press down on the left stick or directional pad or any two attack buttons simultaneously 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.

		
Just before landing	or	Press two or more buttons
		

## PERSONAL ACTION

While standing, you can press the Heavy Punch and Heavy Kick buttons together to have your character perform a personal action and taunt your opponent. This action in and of itself has no special properties.

## FOCUS ATTACK

Focus Attacks let you attack while you absorb damage caused by your opponent's moves.

### ◆ 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.

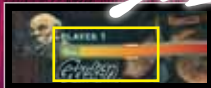


		
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### ◆ Hyper Armor during a Focus Attack

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.

	→	
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\* This method is not effective when your opponent uses an attack with 2 or more consecutive hits, throws, and an attack with the "Armor Break" property.

	→		→	
--	---	---	---	---

When you absorb an opponent's attack, rather than taking direct damage, a section of your vitality gauge will change color and regenerate over time (recoverable damage).

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 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 Focus Attack Effects
Level 1	◆ Only inflicts normal damage. * Crumples opponent if a counter hit.
Level 2	◆ Crumples opponent if hit is successful, allowing easier follow up.
Level 3 (Keep Holding Until Performed)	◆ Becomes unblockable. ◆ Takes on Armor Break properties. ◆ Crumples opponent if hit is successful, allowing easier follow up.

When an opponent crumples, they are rendered totally defenseless as they fall to the ground. 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 while holding the buttons or directly after your opponent sustains (or blocks) a Focus Attack. This allows you to cancel the Focus Attack or execute a quick follow-up.



## SUPER COMBO

Hitting your opponent or performing special moves will increase your Super Combo Gauge. The gauge is divided into four segments and, when it's completely full, you can use a special command to perform a powerful Super Combo. Doing so will use up all of your Super Combo Gauge. (See p. 36 onward for Super Combo commands.)



### Super Combo Gauge



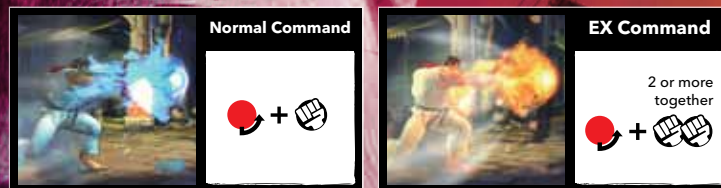
## ◆ Super Cancel

Input the Super Combo command while performing certain normal moves or special moves to 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 appropriate buttons (punch or kick) when inputting a special move command. (This will consume one segment of your Super Combo Gauge.) EX Special Moves are powered up versions of your regular special moves.

### Example Ryu's Hadoken





# Basic Controls

## EX FOCUS

When performing certain regular or special moves, you can 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, minus the Hyper Armor effect.

Example



Press Medium Punch and Medium Kick together the moment Ken's Shoryuken hits



EX Focus is activated



Immediately execute a forward dash to cancel the Focus Attack



Follow up with another Shoryuken!

You can also use EX Focus when your special moves are blocked to protect yourself from a counterattack.

Example



The Shoryuken is blocked



Thinking a counterattack is on the way, cancel the Shoryuken with an EX Focus



Perform a backward dash to get away

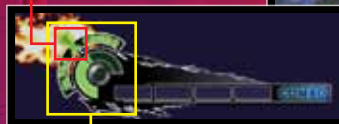
## ULTRA COMBO

The Revenge Gauge fills up as your opponent inflicts damage. 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.

You can select your Ultra Combo at the Character Select screen (p. 9).



The number of the selected Ultra Combo



Revenge Gauge



## ARCADE

In this mode, you select one character and then fight through a series of CPU opponents. If you make it through all of them, you can gain access to two types of bonus stages.

If you have two controllers, press the **START** Button on the second controller to allow another player to challenge the first player in combat. This requires the fight request settings (p. 20) to be **OFF**.

\* If you turn **OFF** the Fight Request settings (p.20) from the pause menu, you will not be able to accept challenges until the **ARCADE** mode ends.

## Arcade Settings Screen



### Difficulty

There are 8 levels of CPU character difficulty, from [EASIEST] up to [HARDEST].

### Rounds (Best of)

Configure the number of rounds [1, 3, 5, or 7].

### Time Limit

Choose a time limit [30, 60, 99, or infinite].

### Fight Request

Set the fight request setting to **OFF**, **Ranked Match**, or **Team Battle** (p. 20).

## Bonus Stages

Defeat all of the CPU characters to enter a bonus stage. There are two types of bonus stage: **CAR CRUSHER** and **BARREL BUSTER**.

\* There is no "Game Over" in bonus stages.

### CAR CRUSHER



Use your character to attack the car in the middle of the screen and go for the high score.

The stage ends when the car is completely demolished or time runs out.

### ATTACK

The total number of demolished part points are added to your score.

### TIME

The remaining time is also factored in.

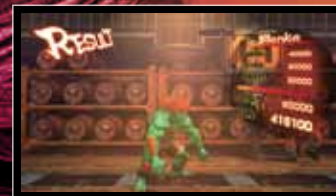
### PERFECT

You also receive bonus points for completely destroying the car.

### BARREL BUSTER

Use your character to attack the barrels that appear onscreen and score points.

The stage ends when all the barrels are gone.



### BARRELS

You receive points for the total number of barrels destroyed.

### ATTACK

The total damage inflicted is also factored into your score.

### PERFECT

If you manage to destroy all the barrels, you are awarded even more points.



## VERSUS

In this mode, you can pick 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 two controllers are connected.

### PLAYER VS PLAYER

Two human players fight against each other.

### PLAYER VS CPU

A human player is pitted against the CPU.

### CPU VS CPU

Watch two CPU characters fight each other.

## Fight Request

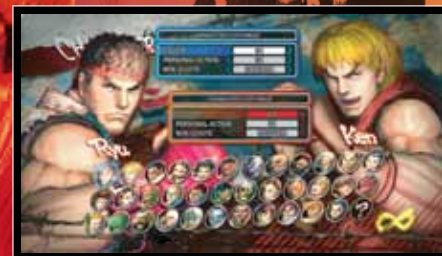
Enabling the Fight Request setting lets you receive online fight requests while in Arcade Mode.

Fight Requests come in two types: Ranked Match (p. 23) and Team Battle (p. 26).

If a player makes a Fight Request, you will see a message on the screen that will take you to the Xbox LIVE Battle lobby. \*The Fight Request setting can be turned OFF from the Pause Menu.



\* Adjust Fight Request settings.





## Xbox LIVE BATTLE



Use the Xbox LIVE to battle online.

\* Online play requires an Xbox LIVE Gold membership.

### Ranked Match

Ranked Match affect player points (PP) and battle points (BP). When certain conditions are met, you can also upload replays. (p. 23)

### Endless Battle

Multiple players take each other on in 1-on-1 battles. Idle players can watch the action while they wait. (p. 25)

### Team Battle

Multiple players are divided into two teams. Idle players can watch the action while they wait. (p. 26)

### Replay Channel

Watch replays of battle with members of the channel. You can also save and view uploaded replays and replays from Battle Logs. (p. 28)

### Leader Boards

Check out player point (PP) and battle point (BP) rankings. (p. 31)

\* Refer to page 31 for more information on Status (icon and title).

## Match Search/Creation

Choose from 3 different options when in Ranked Match, Endless Battle or Team Battle.

### Quick Match

Search for sessions without specifying any conditions.

### Custom Match

Find a session by searching for specific conditions.

### Create Match

Become the host of a match, set your own rules, and create a new session.

## Ranked Match

Fight a 1-on-1 online battle. The results of the match affect player points (PP) and battle points (BP).

When certain conditions are met, you can also upload replays of the fight (p. 24).



## At the End of the Fight

When the fight is over, battle results appear on the screen and player points (PP) and battle points (BP) are added or subtracted accordingly.

### Player Points (PP)

Total player points. Vary according to Ranked Match results.

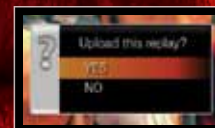
### Battle Points (BP)

Character-specific points. Vary according to Ranked Match results.

### Battle Class

Character-specific class. Varies according to battle points (BP).

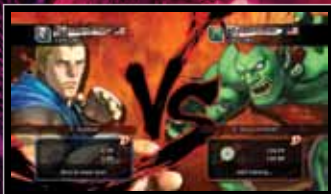
When replay upload conditions are fulfilled, you can also choose whether or not to upload the match replay of the fight (p. 24).









## Replay Upload

Replay upload is activated when certain conditions are met during Ranked Match play. If you win the match, you can upload the replay and publish it to the Replay Channel (p. 28).



\* A player can only upload one replay. Old replays already on the server will be overwritten.

The replay upload icon on the battle results screen will let you know whether or not you have activated the replay upload battle setting.

 Default Settings	Beat an opponent in your own battle class to proceed to Level 1, and beat an opponent in a higher battle class to move to Level 2.
 Level 1	Beat an opponent in your own class or a higher class to move to Level 2. If you lose a match at Level 1, your icon will return to the default, regardless of your opponent's battle class.
 Level 2	Fight against an opponent in your class who has a Level 2 icon to activate replay upload battle. Non-replay upload battle types do not affect the icon.
 Replay Upload Match	When replay upload battle is activated, the icon will change. Winning the replay upload battle lets you choose whether or not to upload a replay of the battle. Upon completion of the match, the icon returns to its default state.

## Endless Battle

Multiple players take turns battling each other 1-on-1.

### How an Endless Battle Works

Players face off in order - the player at the top of the list battles the second. The winner then fights against the next player on the list. The loser heads to the bottom of the list and waits.



After your opponent selects READY at the battle lobby screen, if you fail to select READY in the allotted amount of time, the battle order skips to the next player.



## Watching Battles

In Endless Battles and Team Battles, you can watch other players fight. You can also save the replay of your choice to MY LIST (p. 30) while watching.



The host cannot leave the session while watching a fight.



## Team Battle

In a Team Battle, up to 8 players are divided into 2 teams that fight for victory.



There are 3 types of Team Battle Lobbies: the 2 on 2 type (4 players), the 3 on 3 type (6 players), and the 4 on 4 type (8 players).

The session host can manually assign the players invited to the private slot, and his own team. The players not yet assigned will be automatically assigned based on their player points (PP).

When the host presses READY, players are automatically assigned to their teams, and the Team Battle order settings screen (p.27) appears.



## Team Battle Order Settings Screen

The Team Battle order settings screen is where players on each team are placed in a certain order. Teams can either choose to manually confirm the order or let the time run out.



\* Players assigned to the same spot in the order are given different spots automatically.

## How a Team Battle Works

The first players on the 2 teams fight, with the victor moving on to face the next player on the opposing team.

The team that defeats all of the opposing team's players is declared the winner.

Team members can watch their teammates fight (p. 25).



The host cannot leave the session until the Team Battle is over and the lobby screen is displayed.



## Replay Channel

The Replay Channel lets you manage saved replays and view/collect replays uploaded by other players.

The network connection is active when you are viewing a replay, so you can chat and interact with other players while you watch.



\* If you do not have an Xbox LIVE Gold membership, you can select the Replay Channel from the Player Data screen (p. 35) to view some of the channels.

### RANDOM CHANNEL

Displays the Original, Newcomers, Turbo & III, Alpha, or Boss channels randomly.

### ORIGINALS CHANNEL

Watch replays of matches between Street Fighter II characters.

### ALPHA CHANNEL

Watch replays of matches between characters from the Street Fighter Alpha series.

### TURBO & III CHANNEL

Watch replays of matches between characters from Super Street Fighter II Turbo and Street Fighter III.

### NEWCOMERS CHANNEL

Watch replays of matches between new characters featured in the Street Fighter IV series.

### BOSS CHANNEL

Watch replays of matches between the boss characters from various titles.

### MY CHANNEL

Invite others to a session and watch saved replays.

### MY LIST

Watch, name, and/or rate saved replays.

### NEW REPLAY

Watch uploaded replays and/or add your favorites to MY LIST.

### BATTLE LOG

Watch a replay of an online match (saved temporarily). Replays are overwritten, starting with the oldest file. You can also add your favorites to MY LIST.

## Lobby Screen

In the character-specific channel and random channel modes, you can watch replays while chatting with other players in the session you are automatically connected to.

You will see player information and details of the next replay on the lobby screen. Replays are shown at regular intervals.

After you've seen all of the replays in a given session, you are moved automatically to a different session.

In **MY CHANNEL**, you can invite other players to your own lobby to enjoy replays in **MY LIST** together.



## Controls during Replay Viewing

While you watch replays, you can communicate with other players via voice chat, as well as check out various details on the **START** menu.

To save a replay, select **Save** from the screen that appears at the end of the replay or press the **BACK** Button when you start the replay to schedule a save beforehand.



\* Save methods vary according to the channel. You cannot schedule a save beforehand if there is no space on MY LIST.

\* Depending on the how the match went, some rounds may not be recorded to the replay.

When viewing a replay in **MY LIST**, **NEW REPLAY** or **BATTLE LOG** mode, you can skip through it by round.



# Game Modes

## NEW REPLAY

Watch replays uploaded via Ranked Matches. You can save your favorite replays to MY LIST.

## BATTLE LOG

Save replays of online matches temporarily. Here, you can play these replays and/or save them to MY LIST.

Replays not already saved to MY LIST will overwrite old replays, starting with the oldest.

## MY LIST

Use MY LIST to manage the replays downloaded from the Replay Channel, view saved replays, delete replays, add filenames, and give ratings.

\* Names and ratings can also be added when saving replays in NEW REPLAY and BATTLE LOG.



## Watching Replays

Select a replay to bring up detailed information and start playback.

## Editing/Deleting Replays

Select the replay you want to edit with the directional pad/left stick and press the Right bumper to change the rating. You can also use the Left bumper to change the filename.

To delete a replay, press the X Button and select "Yes" from the confirm delete screen.

## Leader Boards

Here is where you can get a look at the player point (PP) and battle point (BP) rankings that change according to Ranked Match results.

Player Point (PP)  
Ranking

The overall player point (PP) ranking.

Battle Point (BP)  
Ranking

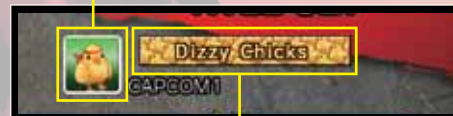
The character-specific battle point (BP) ranking.

## Status (Icon and Title) Settings

Press the Right bumper at the Main Menu to display and edit your Status. The Title and Icon you select will appear during online battles.

Meet various conditions during gameplay to unlock more titles and icons.

Icon



Title

Icon

Press the X Button to bring up the Icon selection screen.

Title

Press the Y Button to bring up the title selection screen.

## Elements Added via Title Update

### New Systems Implemented via Title Update

Subsequent updates to SUPER STREET FIGHTER IV will include the introduction of a new system.

### Tournament Mode

A tournament mode pitting players against players will be added to Xbox LIVE. Up to 8 players can take part in a tournament.

Tournament mode will include a mode in which the host is a participant, as well as a mode where the host is an organizer and does not participate in battle.



\*As the host cannot fight matches as the organizer, the host is allowed to configure the tournament brackets freely. Replays of all tournament matches are saved temporarily to the host BATTLE LOG.



## CHALLENGE

This mode requires the player to complete various challenges.

### TRIAL

In this unlimited time mode, players can practice basic moves and combos for different characters in a challenge format.

Challenge details appear here.





## TRAINING



Select your character and opponent and then practice their techniques. Press the **START** Button on the **PAUSE MENU** to open the training menu and alter various settings from the **TRAINING OPTIONS**.

<b>Continue</b>	Return to the Battle Screen.
<b>Restart</b>	Restart practice with the current settings.
<b>Training Options</b>	Modify settings for both characters.
<b>Action</b>	Set opponent action to standing, crouching or jumping. Use <b>RECORD</b> to control the opponent and record a series of actions for them to perform. Use <b>PLAYBACK</b> to have them then replay the recorded actions. Set to <b>CPU</b> and the opponent will be placed under computer control.
<b>Guard</b>	Set the block status of your opponent.
<b>Quick stand</b>	Set whether the opponent will use quick recovery or not.
<b>Counter Hit</b>	Set whether your attacks will register as Counter Hits or not.
<b>Stun</b>	Modify the opponent's stun settings.
<b>S. C. Gauge</b>	Configure both you and your opponent's Super Combo Gauge.
<b>Revenge Gauge</b>	Configure both you and your opponent's Revenge Gauge.
<b>Attack Data</b>	Turn display of attack data on or off.
<b>Input Display</b>	Turn display of input on or off.
<b>Difficulty</b>	Set CPU strength to one of the 8 available levels. * Only available when "Action" is set to "CPU."
<b>Default</b>	Restore all Training settings to the defaults.
<b>Button Config</b>	Alter the configuration of the buttons used during gameplay.
<b>Command List</b>	Display a list of commands for your character.
<b>Character Change</b>	Return to the character selection screen.
<b>Exit</b>	Exit Training 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.



### Player Records

View composite information such as player match records and play time.

### Character Records

View battle points (BP) and other information for each character.

### Replay Channel

This mode lets you manage replays saved to a storage device and watch/collect replays uploaded by other players (p. 28).

\* If you do not have an Xbox LIVE Gold Membership, part of the system cannot be used.

## OPTIONS

Customize controller settings and various system details.

<b>Button Config</b>	Alter control type or freely assign the functions of each Button or switch the vibration functions ON/OFF.
<b>Sound Settings</b>	Adjust the volume of the background music, sound effects, character voices. You can also toggle between English and Japanese voices of the characters.
<b>Screen Config</b>	Adjust screen brightness, turn network explanations/movie subtitles ON/OFF, and/or change gauge display.
<b>Select Storage Device</b>	Select the location where auto-save data is stored.

This game supports Dolby Digital 5.1. To play with Dolby Digital 5.1 Surround Sound, connect the Xbox 360 with a Dolby Digital-compatible surround system with an optical digital cable such as an Xbox 360 D-Terminal HD AV cable, an Xbox 360 Component HD AV cable, an Xbox 360 VGA HD AV cable, or an Xbox 360 S Video AV cable. You must also navigate to System Settings > Console Settings from the Xbox 360 Dashboard, choose "Digital Output" from the Audio, and select "Dolby Digital 5.1."

# Character Introductions

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

## Icons

	Press the punch Button.
	Press the kick Button.
	The direction input with the Directional Pad/Left Stick. For the diagonal input, press two directions at the same time.
	Hold the Directional Pad/Left Stick, down in the indicated direction, before inputting the next direction with the Directional Pad/Left Stick.
	Press the Button at the same time to execute a powered-up EX Special Move (uses 1/4 of your S.C. gauge).
	Press the Button at the same time to execute a powered-up EX Special Move (uses 1/2 of your S.C. gauge).
	Indicates that the attack has armor break properties.

\* For commands not listed in this manual, use the command list found on the Pause menu.

 Tireless Wanderer <b>Ryu</b>	Super Combo	<b>Shinku Hadoken</b>	
	Ultra Combo	<b>Metsu Hadoken</b>	
		<b>Metsu Shoryuken</b>	

 Crimson Warrior <b>Ken</b>	Super Combo	<b>Shoryureppa</b>	
	Ultra Combo	<b>Shinryuken</b>	
		<b>Guren Senpukyaku</b>	

 The First Lady of Fighting <b>Chun-Li</b>	Super Combo	<b>Senretsukyaku</b>	
	Ultra Combo	<b>Hosenka</b>	
		<b>Kikoshu</b>	


 Hot-Blooded Sumo <b>E. Honda</b>	Super Combo	<b>Super Killer Head Ram</b>	
	Ultra Combo	<b>Ultimate Killer Head Ram</b>	
		<b>Orochi Breaker</b>	











 Jungle Warrior <b>Blanka</b>	Super Combo	<b>Ground Shave Roll</b>	(hold  to change timing of dash)
	Ultra Combo	<b>Lightning Cannonball</b>	(hold  to change timing of dash)
		<b>Shout of Earth (anti-air)</b>	(hold  to change timing)
		<b>Shout of Earth (anti-ground)</b>	


 Red Cyclone <b>Zangief</b>	Super Combo	<b>Final Atomic Buster</b>	
	Ultra Combo	<b>Ultimate Atomic Buster</b>	
		<b>Siberian Blizzard</b>	












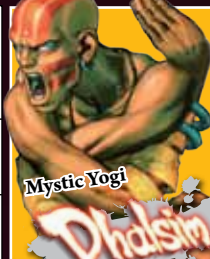
# Character Introductions













Super Combo	Double Flash	  + 
Ultra Combo	Flash Explosion	  +  Press together LMH
Ultra Combo	Sonic Hurricane	   +  Press together LMH















Super Combo	Tiger Genocide	  + 
Ultra Combo	Tiger Destruction	  +  Press together LMH
Ultra Combo	Tiger Cannon	  +  Press together LMH
















Super Combo	Yoga Inferno	  + 
Ultra Combo	Yoga Catastrophe	  +  Press together LMH
Ultra Combo	Yoga Shangri-La	In the air   +  Press together LMH













Super Combo	Knee Press Nightmare	   + 
Ultra Combo	Nightmare Booster	   +  Press together LMH
Ultra Combo	Psycho Punisher	  +  Press together LMH





















Super Combo	Crazy Buffalo	   +  or 
Ultra Combo	Violent Buffalo	   +  Press together LMH or Press together LMH
Ultra Combo	Dirty Bull	  +  Press together LMH












Super Combo	Emergency Combination	  + 
Ultra Combo	Burst Time	  +  Press together LMH
Ultra Combo	Burning Dance	In the air   +  Press together LMH



Super Combo	Flying Barcelona Special	  +  (Press  after wall jump for follow-up)
Super Combo	Flying Barcelona Special → Rolling Izuna Drop	  +  Close range  or  + 
Ultra Combo	Bloody High Claw	  +  Press together LMH
Ultra Combo	Splendid Claw	   +  Press together LMH



Super Combo	Spectacle Romance	  +  (⚡ on the 2nd/3rd hit)
Ultra Combo	Space Opera Symphony	  +  Press together LMH (⚡ added to upward roundhouse)
Ultra Combo	Big Bang Typhoon	  +  Press together LMH



# Character Introductions



Super Combo	El Fuerte Dynamite	
Ultra Combo	El Fuerte Flying Giga Buster	Press together
	El Fuerte Ultra Spark	Press together



Super Combo	Forbidden Shoryuken	
Ultra Combo	Shin Shoryuken	Press together
	Denjin Hadoken	Press together <small>(Hold  L M H to change quality)</small>

Super Combo	Heartless	
Ultra Combo	Soulless	Press together
	Breathless	Press together <small>(Hold  L M H to change timing; cancel charge with )</small>



Super Combo	Tanden Storm	
Ultra Combo	Tanden Stream	Press together
	Tanden Typhoon	Press together

Super Combo	Raging Demon	
Ultra Combo	Wrath of the Raging Demon	
	Demon Armageddon	Press together



Super Combo	Spin Drive Smasher	
Ultra Combo	Gyro Drive Smasher	Press together
	QCQ (Camy Quick Combination)	Press together <small>(Begins when hit by a certain attack)</small>



Super Combo	Rekkashinken	
Ultra Combo	Rekkashingeki	Press together
	Gekirinken	Press together <small>(Begins when hit by a certain attack)</small>

Super Combo	Haru Ichiban	
Ultra Combo	Haru Ranman	Press together
	Shinku Hadoken	Press together
	Shinku Tengyo Hadoken	Press together



# Character Introductions

**Card of Destiny**  
**Rose**

Ultra Combo	Super Combo	Aura Soul Spark		(not possible during Soul Satellite)
	Ultra Combo	Illusion Spark		Press together
	Ultra Combo	Soul Satellite		Press together

**Silent Assassin**  
**Gen**

Super Combo	Mantis	Zan'ei	
	Crane	Jyakoha	
Ultra Combo	Mantis	Zetsuei	
	Mantis	Shitenketsu	
	Crane	Ryukoha	
	Crane	Teiga	

**Hell's Angel**  
**Dan**

Ultra Combo	Super Combo	Hissho Buraiken	
	Super Combo	Legendary Taunt	
Ultra Combo	Ultra Combo	Shisso Buraiken	
	Ultra Combo	Haoh Gadoken	

**Proud Warrior**  
**THawk**

The proudest Thunderfoot warrior. The attacks from T. Hawk's mammoth frame may be lethal, but he is also just and one with nature. Now he presses on in battle, hoping to find clues that will help him get Julia back from the Shadaloo.

Special Moves	Super Combo	Mexican Typhoon		Ultra Combo	Super Combo	Double Typhoon	
	Ultra Combo	Tomahawk Buster			Ultra Combo	Raging Typhoon	
	Ultra Combo	Condor Dive		Ultra Combo	Ultra Combo	Raging Slash	
	Ultra Combo	Condor Spire					

(during vertical or forward jump) Press together L M H (EX version only possible during EX Tomahawk Buster)

(with EX Condor Spire)

**The Happy-Go-Lucky fighter**  
**Dee Jay**

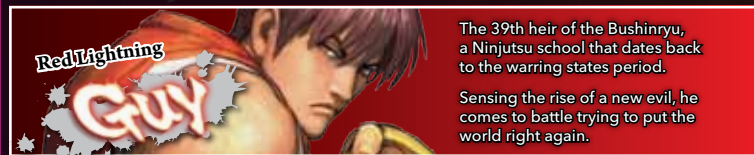
This talented kickboxer is also a million-selling musician! His rhythmic combo attacks are where he really shines.

Special Moves	Super Combo	Air Slasher		Ultra Combo	Super Combo	Sobat Carnival	
	Ultra Combo	Double Rolling Sobat			Ultra Combo	Ultra Combo	Sobat Festival
	Ultra Combo	Jackknife Maximum		Ultra Combo	Ultra Combo	Climax Beat	
	Ultra Combo	Machine-gun Upper					

Rapid



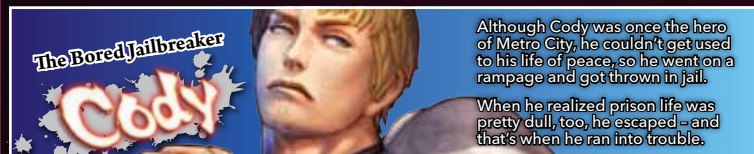
# Character Introductions



The 39th heir of the Bushinryu, a Ninjutsu school that dates back to the warring states period.

Sensing the rise of a new evil, he comes to battle trying to put the world right again.

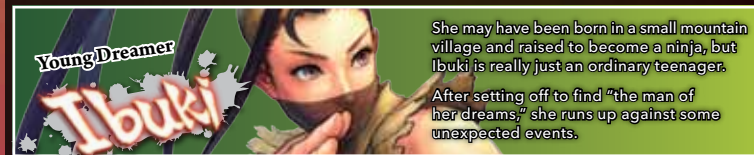
Special Moves	⚡ Hozanto	↻ + 🥊	Special Moves	Run → Shadow Kick	↻ + 🥋 ▷ 🥋 M
	🔲 Bushin Sempukyaku	↻ + 🥋		Run → Neck Flip	↻ + 🥋 ▷ 🥋 H
	🔲 Bushin Izuna Otoshi	↻ + 🥊 ▷ 🥊 <small>(when opponent is far, Bushin Izuna Otoshi replaced with Elbow Drop)</small>		🔲 Kaiten Izuna Otoshi	<small>In the air</small> ↻ + 🥊
	🔲 Run	↻ + 🥋		🔲 Bushin Hasoken	↻ ↻ + 🥊
	Run → Sudden Stop	↻ + 🥋 ▷ 🥋 L		⚡ Bushin Go-raisenpujin	↻ ↻ + 🥊 <small>Press together</small> L M H
			Ultra Combo	🔲 Bushin Muso Renge	↻ ↻ + 🥊 <small>Press together</small> L M H



Although Cody was once the hero of Metro City, he couldn't get used to his life of peace, so he went on a rampage and got thrown in jail.

When he realized prison life was pretty dull, too, he escaped - and that's when he ran into trouble.

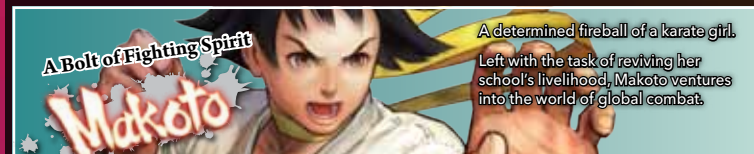
Special Moves	🔲 Bad Stone	↻ + 🥊 <small>(not possible when holding knife, hold 🥋 for increased power)</small>	Super Combo	🔲 Dead End Irony	↻ ↻ + 🥋
	🔲 Criminal Upper	↻ + 🥊		Ultra Combo	⚡ Final Destruction
	⚡ Ruffian Kick	↻ + 🥋	🔲 Last Dread Dust		↻ ↻ + 🥊 <small>Press together</small> L M H
	⚡ Zonk Knuckle	🥊 <small>(charge and release)</small>			



She may have been born in a small mountain village and raised to become a ninja, but Ibuki is really just an ordinary teenager.

After setting off to find "the man of her dreams," she runs up against some unexpected events.

Special Moves	🔲 Kunai	<small>In the air</small> ↻ + 🥊 <small>(follow up with Kasumi Suzaku during descent)</small>	Special Moves	🔲 Tsumuji	↻ + 🥋	
	🔲 Tsujigoe	↻ + 🥊 <small>(follow up w/ Kunai or Kasumi Suzaku possible at apex of jump arc)</small>		Tsumuji → Followup Attack	↻ + 🥋 ▷ 🥋 <small>(for high attack, ↻ + 🥋 for low)</small> or ↻ + 🥋	
	⚡ Neck Breaker	↻ + 🥊		🔲 Hien	↻ + 🥋 <small>(follow up w/ Kunai or Kasumi Suzaku during downward arc after attack)</small>	
	⚡ Raida	↻ + 🥊		🔲 Kasumi Suzaku	<small>In the air</small> ↻ ↻ + 🥊	
	🔲 Kasumi Gake	↻ + 🥋		Ultra Combo	🔲 Yoroitoshi	↻ ↻ + 🥊 <small>Press together</small> L M H
			Ultra Combo	⚡ Hashinsho	↻ ↻ + 🥊 <small>Press together</small> L M H	
					🔲 Kazegiri	↻ + 🥋 <small>(EX version can be followed up with kunai)</small>



A determined fireball of a karate girl.

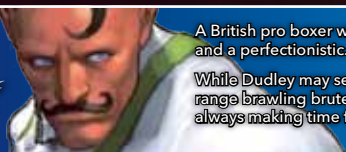
Left with the task of reviving her school's livelihood, Makoto ventures into the world of global combat.

Special Moves	🔲 Fukiage	↻ + 🥊	Special Moves	🔲 Tsurugi	<small>during vertical or forward jump</small> ↻ + 🥋	
	🔲 Hayate	↻ + 🥊 <small>(hold 🥋 for more power, press to cancel)</small>		Ultra Combo	🔲 Tanden Renki	↻ ↻ + 🥊 <small>(temporary power boost)</small>
	⚡ Oroshi	↻ + 🥊		Ultra Combo	⚡ Seichusen Godanzuki	↻ ↻ + 🥊 <small>Press together</small> L M H
	🔲 Karakusa	↻ + 🥋			⚡ Abare Tosanami	↻ ↻ + 🥊 <small>Press together</small> L M H

# Character Introductions

A Ravishing Star in the Sky of Battle

## Dudley



A British pro boxer who's both proud and a perfectionistic.

While Dudley may seem like a close-range brawling brute, he's also sensitive, always making time for tea and roses.

Special Moves	Jet Upper	+	Special Moves	Duck → Ducking Upper	
	Machine-gun Blow	+		+  ▷	
	Cross Counter	+ <small>(Begins when hit by a certain attack)</small>		Thunderbolt	+
	Short Swing Blow	+		Rocket Upper	+
	Duck	+		Rolling Thunder	+ <b>L M H</b> <small>Press together</small>
	Duck → Ducking Straight	+  ▷		Corkscrew Cross	+ <b>L M H</b> <small>Press together</small>
			Ultra Combo		

Fanged Beast

## Adon



Adon was once a pupil of Sagat, but when his beloved master fell to Ryu, Adon could never again see him in the same light.

He battles now to prove himself as the greatest Muay Thai fighter in the world.

Special Moves	Jaguar Kick	+	Special Moves	Jaguar Varied Assault	+
	Airborne Jaguar Kick	+ <small>during vertical or forward jump</small>		Jaguar Varied Assault → Thousand Jaguars	+  ▷ <b>Rapid</b>
	Rising Jaguar	+		Jaguar Varied Assault → Jaguar Assassin	+  ▷
	Jaguar Tooth	+		Jaguar Revolver	+ <b>L M H</b> <small>Press together</small>
				Jaguar Avalanche	+ <b>L M H</b> <small>Press together</small>
			Ultra Combo		

Oil-Covered Daddy

## Hakan



A Turkish hero who is both the president of the world's leading cooking oil company, but also a champion Yagli Gures oil wrestler. Now, he's traveling the world in search of oil for both business and pleasure. Hearty and affable, Hakan also has a thick accent.

Special Moves	Oil Shower	+ <small>(Changes quality of certain moves, and increases toughness)</small>	Special Moves	Oil Dive	+ <small>(hold  to charge)</small>
	Oil Slide	+		Flying Oil Spin	+ <small>(hold  to charge)</small>
	Oil Slide → Body Press			Oil Coaster	+ <b>L M H</b> <small>Press together</small>
	Oil Rocket	+		Oil Combination Hold	+ <b>L M H</b> <small>Press together</small>
			Super Combo		
			Ultra Combo		

Irrepressible Force

## Juri



Seth's mysterious female confidant. Juri, an odd epicurean, derives overwhelming joy from the complete destruction of her opponent. She goes after her prey using the mysterious system implanted into her left eye, which can give her unbelievable power.

Special Moves	Fuhajin	+	Special Moves	Senpusha	+
	Shikusen	+ <small>In the air</small>		Kasatushi	+ <small>(Begins when hit by a certain attack)</small>
	Shikusen → 2nd Impact	+ <small>(during hit or block)</small>		Fuharenjin	+
	Shikusen → 2nd Impact → 3rd Strike	+  ▷ <small>(during hit or block)</small>		Feng Shui Engine	+ <b>L M H</b> <small>Press together</small>
	Shikusen → 3rd Strike	+  ▷  ▷ <small>In the air</small>		Kaisen Dankairaku	+ <b>L M H</b> <small>Press together</small>
			Super Combo		
			Ultra Combo		





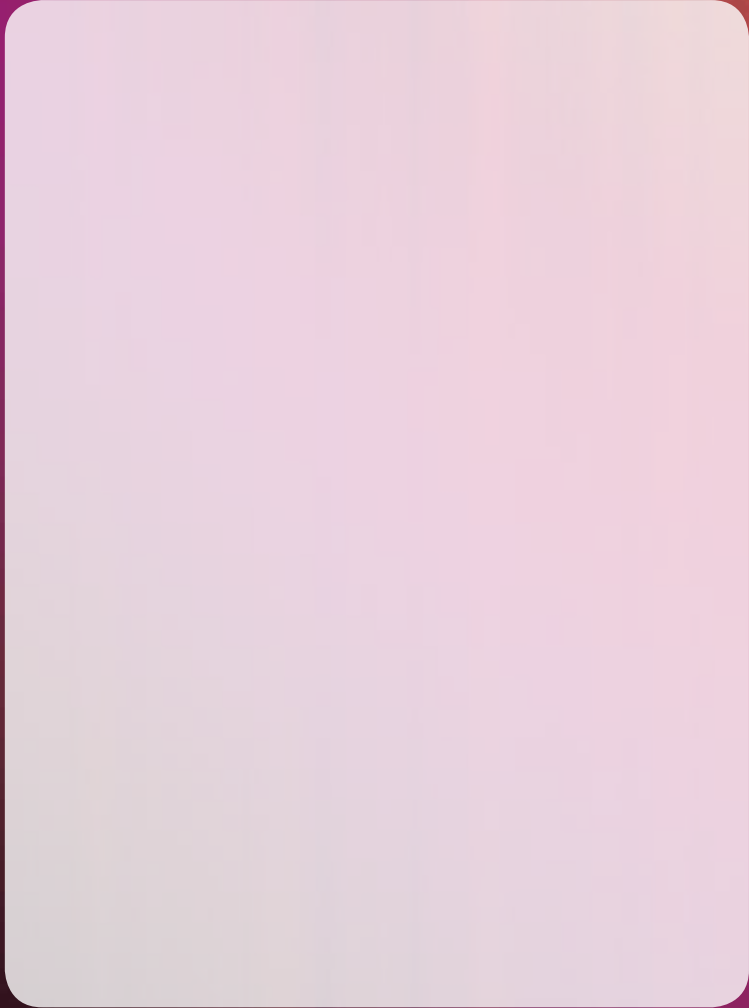
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Special Thanks : JIKJISOFT

\*Screenshots are from the development stage and may differ from visuals found in the official release.







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## 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](http://www.esrb.org).



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