



SUPER STREET FIGHTER™ IV 3D EDITION

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INSTRUCTION BOOKLET

CAPCOM®

NINTENDO 3DS™

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions **Altered vision**

Eye or muscle twitching **Involuntary movements**

Loss of awareness **Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.



ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH 3DS SYSTEM CONTAINING A SEPARATE GAME CARD.



ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



ALLOWS ONLINE PLAY THROUGH THE INTERNET.



ALLOWS AUTOMATIC SEARCH AND INFORMATION EXCHANGE WITH OTHER NINTENDO 3DS SYSTEMS.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo 3DS system and start the game again.

- To play wireless Nintendo 3DS games over the internet, you must first configure your Nintendo 3DS to connect to the Internet. See the Internet Settings section in the Nintendo 3DS Operations Manual.
- To complete the setup, you will need access to a wireless broadband Internet connection. You may need to use a PC to access and configure the settings of your wireless network.
- Wireless game play uses more battery power than other game play. You may prefer to use the AC adapter to prevent running out of power during wireless game play or when connected to the Internet
- You can also connect to the Internet at Nintendo Zone locations or selected Internet hotspots.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The Nintendo 3DS Service User Agreement which governs Nintendo 3DS online game play and sets forth the Nintendo 3DS Privacy Policy is available in the Nintendo 3DS Operations Manual, or on the Nintendo 3DS by accessing the Internet Settings section of System Settings, or online at support.nintendo.com/useragreement/nintendo3ds.



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Street Fighter IV

3D EDITION

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What is S.I.N. planning?

Suspicious 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 will 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 city hero now fighting on 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 rumoured to be a servant of Seth.

Who will emerge victorious from the tangled web of personal agendas and factional interests 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.

Starting The Game



Press **START** at the title screen to proceed to the main menu.

*Please see page 9 for more information on the main menu.

The first time you launch the game you will be asked to enter a nickname.

Use the soft keyboard that will appear on the Touch Screen to enter one.

*You can change your nickname at any time by going to Player Data and choosing nickname (pages 40-41).



Main Menu

Arcade

A single player mode where you battle the CPU. You can also take part in either local wireless or Internet Match via Fight Request (pages 24-25).

Versus

Select a character and stage, and then battle it out against the CPU or another player (page 26).

3D Versus

Enjoy a thrilling new type of battle in third-person view (page 26).

Internet Match

Battle people all over the world (page 27).
Note: Network environment is necessary.

Challenge

Try your hand at a variety of challenges (page 34).

Training

Practice your skills here (page 39).

Player Data

Check your statistics, player records, rival list, and change your nickname (pages 40-41).

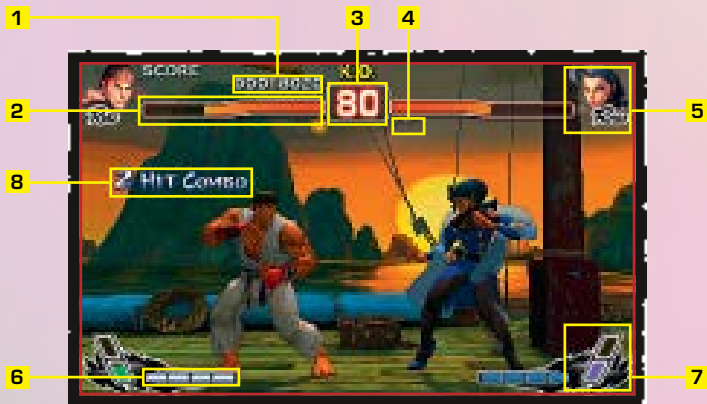
Figure Collection

Use Figure Points acquired by winning rounds to get special Figures (page 34).

Options

Customize various settings (page 39).

The Game Screen



1 Score and Win Count

Your current score and number of consecutive victories. *This display may change depending on the mode.

2 Vitality Gauge

Your remaining stamina.

3 Time Counter

Time remaining in the round.

4 Victory Mark

The mark shown here indicates you have won a round. The mark changes depending on how you won.

5 Character

Your current character.

6 Super Combo Gauge

As this gauge fills, you will be able to use Super Combos and EX Special Moves (page 22).

7 Revenge Gauge

Lets you execute an Ultra Combo once it is filled to 50% (page 23).

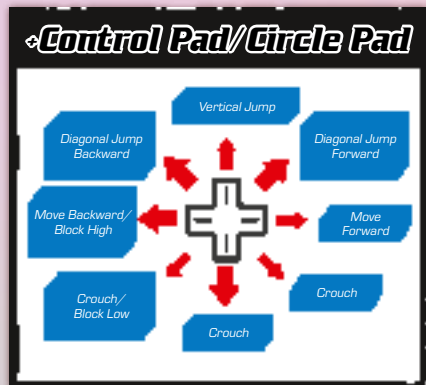
8 Bonus Message

Displays in-game messages.

Save Data

SUPER STREET FIGHTER IV 3D EDITION is compatible with autosave. Your data will automatically be saved after battles, option changes, and so on.

The +Control Pad/Circle Pad controls described here are used when your character is facing right. The controls are reversed when they are facing left.



L Button

Circle Pad

-Control Pad

SELECT



3D depth slider

R Button

A,B,X,Y Buttons

START

Touch Screen

- Use the soft keyboard here to enter characters.
- Use when setting your status [page 28].
- For more on actions that make use of the Touch Screen, please see pages 14-15.

*The button settings shown above are the defaults. You can change them to suit your preferences in Options (page 39).

You can close the Nintendo 3DS system at any time while playing to put it into Sleep Mode, which will help conserve the battery.

To cancel Sleep Mode, simply open the Nintendo 3DS system again. Also, please note that putting it into Sleep Mode will turn off Fight Request.



START

Press this button during a fight to bring up the pause menu. Press it again to close it. (You cannot pause during local wireless or Internet Match).

-Control Pad/
Circle Pad

Select modes, navigate mode menus, and choose options.

A Button

Confirm

B Button

Cancel

Touch Screen Controls

The Touch Screen is divided into four large buttons.

(These buttons are set to Lite Controls Type-A by default)

Lite controls allow you to execute complex moves with a single button touch. These buttons are designed to allow you to easily touch them with your Nintendo 3DS stylus.

*You cannot touch two Touch Screen buttons at once.



Control Types



Touch controls are divided into two types: Lite and Pro.

Select which one you'd like to use in Options, then select which button will perform which actions.

Lite Controls

Designate Touch Screen shortcuts to easily perform Special Moves, Super Combos, and Ultra Combos.

These shortcut buttons can be assigned to any move you like. You can also set your character to block automatically.



Pro Controls

Here you can set the buttons to perform normal moves; to hit all three punch or kick buttons at once; or to perform throws, Focus Attacks, and Personal Actions. However, you cannot set them to perform Special Moves, Super Combos, or Ultra Combos.

Changing Controls In-Game

If you wish to change your control settings during the game, select Button Config from the pause menu, then select the type of controls you wish to use.

Selecting **Lite Controls** will set them to your current character.

Selecting **Pro Controls** will set them to all characters.

Match Structure

The default number of rounds for a match is three. The first player to win two rounds will be declared the winner.

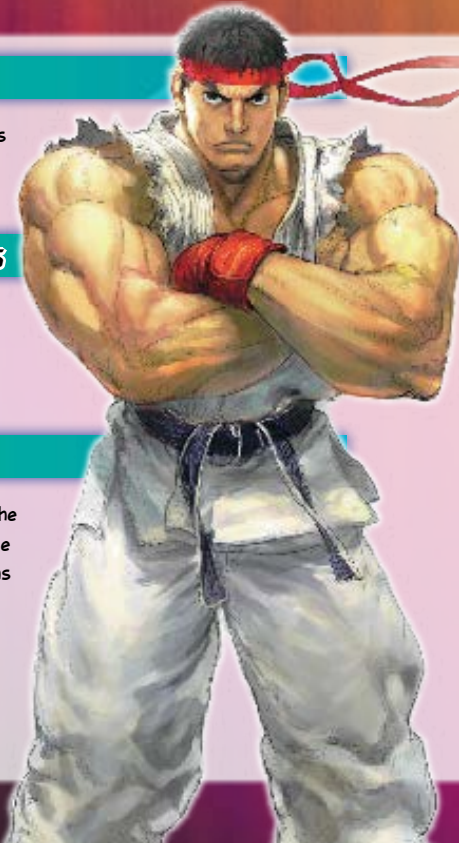
Victory Conditions

A KO victory is when you defeat your opponent before time runs out. If time runs out without a KO, the player with the most Stamina remaining will be the winner.

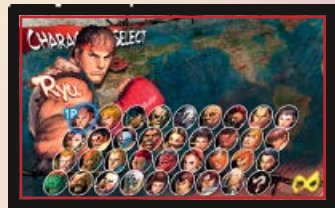
Draws

When both characters are knocked out at the same time, or when they both have the same amount of Stamina remaining when time runs out, the round will be declared a draw.

If the final round of a match is a draw, the game will end.



Use the Character Select screen to choose a character and customize them.



Customize Character

COSTUME

Select your character's costume.

Color

Change the color of your character's costume.

PERSONAL ACTION

Set your character's Personal Action (page 20).

WIN QUOTE

Set your character's victory message.

Ultra Combo Select

Select the Ultra Combo your character will use.

Handicap

Set how much stamina your character will start with.

*Cannot be used in all modes.

The controls for basic moves assume the character is facing right. If they are facing left, the left and right controls should be reversed.

Normal Moves

Press the punch and kick buttons to perform Normal Moves.

Special Moves

Special Moves are performed with a combination of buttons and motions.

Block

Press the direction away from your opponent to block their attacks. Standing blocks cover high-striking moves, and crouching blocks cover low-striking ones. Please note that you cannot block attacks while in mid-air.

Auto Block

This will let your character block automatically. Can only be used with Lite Controls.



Indicates the direction to press.

Dash

Quickly press twice in the direction of your opponent to perform a forward dash. Press twice in the opposite direction to do a back dash. Dashes allow you to quickly get close to or away from your opponent, which lets you move in to attack or get away to avoid being hit.

Forward Dash

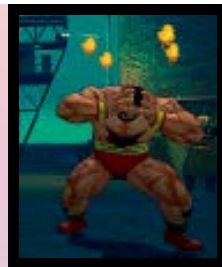


Backward Dash



Stun Recovery

As your opponent attacks you, your character will sometimes temporarily become stunned and unable to move or block. When this happens, you can press various directions on the +Control Pad or Circle Pad and keep pressing the punch or kick buttons rapidly in order to recover from being stunned sooner.



Throws and Throw Escapes

When your opponent is standing close by, press the light punch and kick buttons at the same time to throw them. If your opponent tries to throw you, you can escape a throw by pressing the same buttons right before the throw lands.



Before hitting ground

or

Two or more buttons



Personal Action

Press the Heavy punch and kick buttons together to have your character taunt their opponent. *Personal Actions have no particular effect.

Focus Attack

A technique that lets you withstand attacks and damage your opponent all at once.

Using Focus Attacks

While standing, press the medium punch and kick buttons at the same time and hold them down to automatically perform a Focus Attack. Once the attack has begun, you can release the buttons halfway through and it will still be performed.



Focus Attacks and Hyper Armor

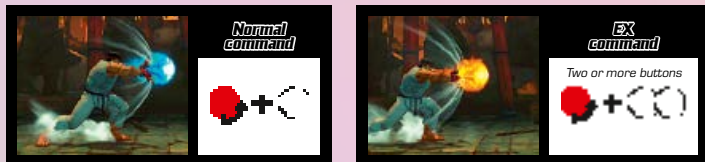
Once you have pressed the medium punch and kick buttons and begun the Focus Attack, there is a brief period that lasts until the attack completes where your character can endure a single attack from your opponent. Once your character has endured an attack, they can continue to act by completing the Focus Attack or taking other kinds of actions.



EX Special Moves

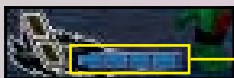
When performing Special Moves, pressing two punch or kick buttons simultaneously will unleash an EX version of that attack, at the cost of one stock from your Super Combo gauge.

EX Special Moves have different properties compared to the standard Special Moves.



Super Combos

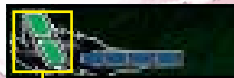
As you take and receive damage, your Super Combo gauge will increase. Once the gauge is filled you can use it to unleash a powerful attack called a Super Combo. (See page 43 and beyond for more on Super Combo commands).



Super Combo Gauge

Ultra Combo

As you take damage from your opponent's attacks your Revenge Gauge will fill up. Once it is 50% full you will be able to unleash a highly powerful attack called an Ultra Combo. After performing an Ultra Combo your Revenge Gauge will be fully depleted. You can select which Ultra Combo your character will use at the Character Select screen (page 17).



Revenge Gauge

The color of the Revenge Gauge will change depending on the Ultra Combo chosen.



Arcade

Select a character and battle your way through several CPU opponents. Turn Fight Request on to let other opponents challenge you to local wireless or **Internet Match**. If you turn Fight Request off (page 25) in the pause menu, you will not receive challenges.

Arcade Settings



Difficulty	Select one of 8 difficulty levels for the CPU, from EASIEST to HARDEST .
Rounds	Choose from 1, 3, 5 or 7 rounds per match.
Time Limit	Set the time per round to 30, 60, 99, or unlimited.
Bonus Stages	Turn bonus stages on or off.
Dynamic View	Turn 3D perspective on or off.
Fight Request	Turn Fight Requests off, make them local wireless, or open them to the Internet. (page 25).

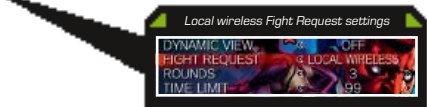
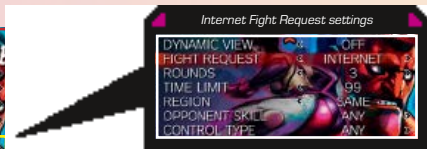
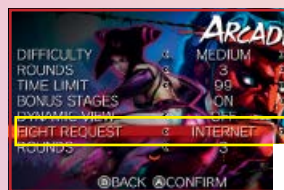
Bonus Stage

As you defeat the CPU characters, you will encounter two types of bonus stages: **Car Crusher** and **Barrel Buster**.

Fight Requests

By turning Fight Requests on, you can be challenged to versus matches by nearby and online players.

You can turn Fight Requests off, set them to local wireless only, or open them up to all online players. When you are challenged, a message will appear on screen and you will be taken to the lobby. Fight Requests can be turned off from the pause menu at any time.



Set Fight Request conditions.

Versus

Select a character and a stage, and then fight against a CPU opponent or another player. You can set handicaps to level the field between players of different skill levels. PLAYER VS PLAYER can only be used for local wireless and Download Play (pages 30–33) matches.



PLAYER VS PLAYER

Fight a match against another player over local wireless (page 32).

PLAYER VS CPU

Fight a match against a CPU character.

CPU VS CPU

Watch a match between two CPU characters.

*See pages 29–31 for more on Channel LIVE! and Download Play.

3D Versus

In this mode you can fight a match while looking over your character's shoulder.

PLAYER VS PLAYER

Fight a match against another player over local wireless (page 32).

PLAYER VS CPU

Fight a match against a CPU character.

CPU VS CPU

Watch a match between two CPU characters.

Internet Match

Getting Online

Select **Internet Match** from the main menu to get online.

*For more on getting online, please see your Nintendo 3DS Operations Manual.



Note: When playing online, please make sure that you continue to use the same Nintendo 3DS and Game Card that you did when you first connected.

Select Match Type

After getting online, choose the type of match you wish to fight.



Versus

Play a versus match online.

3D Versus

Play a 3D versus match online.

Match Types

Select from three types of matches.

Quick Match

Quickly find an opponent and begin a match without setting conditions.

Custom Match

Set conditions for finding opponents.

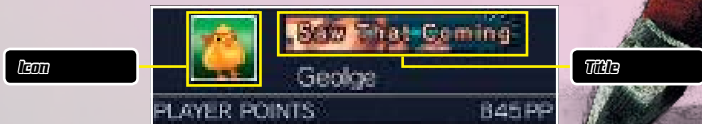
Friend Match

Fight against players registered as friends.

Note: Please read the Nintendo 3DS Operations Manual regarding to friend registration.

Icons and Titles

Touch the Touch Screen while viewing the menu to display and edit your status. The icon and title you choose will be displayed within the game. You can get new icons and titles by fulfilling various criteria.



Player Points (PP) and Battle Points (BP)

Once a match is complete, the Battle Results screen will be shown. Depending on how well you did, you will then see increases to your Player Points (PP) and Battle Points (BP).

Please note that PP, BP, and Battle Class do not show up in matches against the CPU. The only way to increase them is to play against other people.

Player Points (PP)

The total points earned and lost from fighting other players.

Battle Points (BP)

Points for that character that are earned and lost from fighting other players.

Battle Class

The character's class. Based on their BP.

Channel LIVE!

Use this to watch local wireless matches between other players.

*You cannot enter the lobby during a match.



Nintendo 3DS Download Play

Download Play lets two players enjoy Versus Mode with only one copy of the game. However, unlike local wireless matches, the number of characters and stages you can choose from will be limited. The Host player is the player with the Game Card inserted into the Nintendo 3DS. The Guest player is the player without the Game Card.

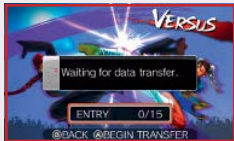
Host Player



Select Download Play from the Versus Mode screen, then choose Data Transfer at the Download Play screen.



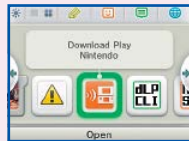
Once the host screen appears, wait for the guest to join. Once they have joined press the A Button to begin.



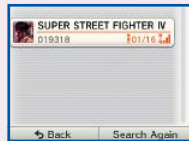
Guest Player



From the HOME Menu, select Download Play, then select Download Nintendo 3DS software.



Select SUPER STREET FIGHTER IV 3D EDITION.



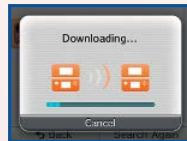
Once the download has completed, select Versus from the Download Play screen to begin.



Wait for the host.



Download the game, wait for the title screen to appear, then enter a nickname.
*This is only required the first time playing.



Download Play

Download Play enables you to enjoy the following modes:

PLAYER VS PLAYER

PLAYER VS CPU

CPU VS CPU

OPTIONS (Button Settings / Game Settings)

In addition, Download Play makes it possible for two players using Download Play versions of SUPER STREET FIGHTER IV 3D EDITION to fight matches against each other.



PLAYER VS PLAYER

Select PLAYER VS PLAYER at the menu screen, then follow the same instructions as those for local wireless matches on pages 32-33.

Local Wireless Matches

You can select from all characters and stages in Versus Mode.

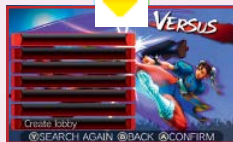
1P Create lobby

Select **PLAYER VS PLAYER** from the Versus Mode screen.



2P Join lobby

Select **PLAYER VS PLAYER** from the Versus Mode screen.



Select **Create lobby**.

Wait for the lobby to be created.



Create the lobby.



Join the lobby.



Select **READY** to confirm.



Select **READY** to confirm.



You can now play in Versus Mode.

You can now play in Versus Mode.

Challenge

Take on a variety of challenges in this mode.

Trial

Practice each character's basic moves and combos. There is no time limit for these challenges.

Car Crusher

Take on the car destruction bonus stage.

Barrel Buster

Take on the barrel destruction bonus stage.

Figure Collection

Here you can exchange the Figure Points received for winning rounds for figurines.

You can view an album of your Figures, trade them, and set them up for StreetPass battles.

On Figurines

Every character has 7 Figures, each in different poses. Each Figure has a level from 1 to 7.

Collecting Figures

You will be awarded Figure Points every time you win a round in any mode: Arcade, Versus and Internet Match. Once you have enough Figure Points you can use them to spin the Figure Slot machine and get new Figures.



Album

View the figures you have collected.

Figure Slots

Use Figure Points (FP) to spin the roulette and get new Figures.

Trade Figures

Use local wireless to trade Figures with your friends. One player acts as the host, the other as guest. (Figure trading cannot be performed online)



Trading



Host

The host selects Create lobby from the lobby list on the Figure Trading screen.

Guest

The guest waits for the host-created lobby to appear on the lobby list, and then selects it when it appears.





Lobby

Once both the host and guest have joined the lobby, they must both press the A Button to confirm.

Select Figures

The Figure Trading screen will appear and let you select the Figures you wish to trade. You cannot trade Figures that are registered to your StreetPass team.



Trade

Once the host and guest have each pressed the A Button, the trade will be complete.



Note: Trades can only be made over local wireless. You cannot trade Figures online.

StreetPass

Select five of your Figures to take part in StreetPass battles and you will receive Figure Points whenever they fight. The outcome of these battles will be determined automatically.



Setting Up StreetPass

StreetPass battles are fought in groups of five against five. Select five Figures from your collection so that their order does not exceed Level 20. StreetPass will begin once you select Enable StreetPass and press the A Button. It will continue to function even in Sleep Mode.

StreetPass Log

View a log of each of your StreetPass battles and their results. You can also view a simulation battle from the log.

Note: Figure Points acquired through the StreetPass Battle cannot be obtained until you view the Battle Simulation.



StreetPass Battle Simulation



Select Log to bring up the Battle Simulation screen. Teams must win the most out of 5 rounds to win.

Note: If your team wins, the amount of Figure Points you can obtain will be doubled.

Play Coins

Play Coins can be exchanged for Figure Points.

Password

Enter a password for a figure surprise!

Training

A mode to freely practice all of your character's moves.



Press START during the game to bring up the pause menu and adjust Training Settings.

Options

Customize buttons and system settings.

Button Config

Choose your control type and customize your buttons.

Game Settings

Adjust 3D depth, sound, and other settings.

Language Settings

Select the language you wish to play the game in.

Reset Data

Erase all of your game's data. Once erased, the data cannot be restored.

Player Data

View your total play time, wins and losses, medals, rival list, nickname, and adjust settings.

Player Records

Check general information such as total play time, high scores, and more.

Character Records

Check each character's Battle Points (BP) and their individual statistics.



Rival List

Once you have fought someone from your Friends List in either a local wireless or Internet versus match, they will then be registered to your Rival List. When viewing your Rival List, you can select a rival and press the A Button to see the medals that rival/friend has acquired.



*You can keep up to 50 people in your Rival List. If you register a new one after that, the oldest member of the list will be removed.

*If you have rivals you want to make sure are never removed, press the Y button to lock that list.



Nickname






Here you can view and edit the nickname you chose when you first launched SUPER STREET FIGHTER IV 3D EDITION.

Medal List

View the status of your Medal List. Medals can be obtained by fulfilling certain conditions.



Icon Guide

	Press a punch button.
	Press a kick button.
	Directional controls.
	Hold down the +Control Pad/Circle Pad in the direction indicated for a short time.
	Indicates an attack with armor break capabilities.*

To check commands for attacks not listed in this manual, pause the game and select Command List from the pause menu.













The commands shown here are for when the characters are facing right. If they are facing left, simply reverse the left-right commands.

*This means the attack can break through Hyper Armor (page 21).



TIRELESS WANDERER
Ryu














A solitary street fighter who devotes himself to his training in his quest to become a true martial artist. He has taken the attacks learned from his master, Gouken, and greatly refined them.

Ultra Combo	Super Combo	Shinku Hadoken	  + 
		Metsu Hadoken	  +  
		 Metsu Shoryuken	  +  

Ryu's best friend and greatest rival, and the heir to the rich and powerful Masters family.



CRIMSON WARRIOR
Ken

Ultra Combo	Super Combo	Shoryureppa	  + 
		 Shinryuken	  +  
		 Guren Senpukyaku	  +  



THE FIRST LADY OF FIGHTING

Chun-Li

An ICPO detective who fights with magnificent leg-based attacks. Became a detective at 18 in order to find her missing father.

Super Combo	Senretsukyaku	
Ultra Combo	Hosenka	
	Kikoshu	

A popular sumo wrestler famed for his unprecedented techniques. Travels around the world determined to make sumo an international hit.



HOT-BLOODED SUMO

E. Honda

Super Combo	Super Killer Head Ram	
Ultra Combo	Ultimate Killer Head Ram	
	Orochi Breaker	



JUNGLE WARRIOR

Blanka

Blanka grew up alone in the jungle after a plane he was riding crashed there when he was a child, and quickly had to learn how to fight for his survival.

Super Combo	Ground Shave Roll	
Ultra Combo	Lightning Cannonball	
	Shout of Earth (anti-air)	
	Shout of Earth (anti-ground)	

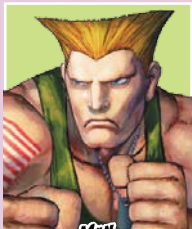
A famous Russian professional wrestler. His incredibly muscular body is filled with high spirits and a deep love for his country.



RED CYCLONE

Zangief

Super Combo	Final Atomic Buster	
Ultra Combo	Ultimate Atomic Buster	
	Siberian Blizzard	



An officer in the U.S. Air Force. Swore revenge on M. Bison after he murdered Guile's best friend, Charlie. Cuts through anything in his path with his own unique style of martial arts.

MILITARY MAN

Guile

Super Combo	Double Flash	
Ultra Combo	Flash Explosion	
Ultra Combo	Sonic Hurricane	

An Indian monk who has mastered the ancient arts of yoga. He fights to save the village where his family lives.



MYSTIC YOGI

Dhalsim

Super Combo	Yoga Inferno	
Ultra Combo	Yoga Catastrophe	
Ultra Combo	Yoga Shangri-La	



A boxer who has been exiled from pro boxing. Began working for M. Bison after being offered huge sums of money. He had once disappeared along with Shadaloo, but...

THE ROARING BUFFALO

Balrog

Super Combo	Crazy Buffalo	
Ultra Combo	Violent Buffalo	
Ultra Combo	Dirty Bull	

A narcissist who believes beauty is the greatest virtue. Began working with M. Bison out of his own sense of aesthetics. For a while his whereabouts were unknown after Shadaloo's collapse, but...



BLOODY CLAW

Vega

Super Combo	Flying Barcelona Special	(press after wall jump for follow-up)
Super Combo	Flying Barcelona Special → Rolling Izuna Drop	(press for close range)
Ultra Combo	Bloody High Claw	
Ultra Combo	Splendid Claw	



ETERNAL KING

Sagat

The king of Muay Thai. Also known as the Invincible Tiger. His scar is a constant reminder of his one loss against Ryu, and drives him to further his training in his search for greater strength.

Super Combo	Tiger Genocide	Red + Red + Kick
Ultra Combo	Tiger Destruction	Red + Red + Kick + LMH
	Tiger Cannon	Red + Red + Kick + LMH

Wielder of Psycho Power and the commander of the secret organisation known as Shadaloo. Though he once met his demise with the destruction of Shadaloo, he attained a new body and has made his return.



THE DEMON FROM HELL

M. Bison

Super Combo	Knee Press Nightmare	Red + Red + Kick + Kick
Ultra Combo	Nightmare Booster	Red + Red + Kick + Kick + LMH
	Psycho Punisher	Red + Red + Kick + LMH



MS. PERFECT

Ms. Perfect

A smart, tough female agent. Always professional, she never lets emotion get in the way of her task. Her true identity is shrouded in mystery.

Super Combo	Emergency Combination	Red + Red + Kick
Ultra Combo	Burst Time	Red + Red + Kick + LMH
	Burning Dance	Red + Red + Kick + LMH

The self-proclaimed number one martial artist in the US. Uses his own style of kung-fu. Considers Ken to be his greatest rival.



ACROBATIC GIANT

Rufus

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



HURRICANE OF THE GULF

El Fuerte

Loves both cooking and lucha libre. His passion for his interests rivals even that of The Red Cyclone.

Super Combo	El Fuerte Dynamite	Red + Red + [Shield]
Ultra Combo	El Fuerte Flying Giga Buster	Red + Red + [Shield] LMH
	El Fuerte Ultra Spark	Red + Red + [Shield] LMH

A young man endlessly searching for Shadaloo stragglers using whatever clues he can find. Uses all-around military trained martial arts. Currently suffering from amnesia.



MAN WITHOUT A PAST

Abel

Super Combo	Heartless	Red + Red + [Shield]
Ultra Combo	Soulless	Red + Red + [Shield] LMH
	Breathless	Red + Red + [Shield] LMH

(hold) LMH to change timing, cancel charge with [Shield]



THE PUPPET MASTER

Seth

The CEO of S.I.N., which heads up Shadaloo's weapons division. After performing modifications on his own body, he now has the ability to use fighting data from all manner of world warriors.

Super Combo	Tanden Storm	Red + Red + [Shield]
Ultra Combo	Tanden Stream	Red + Red + [Shield] LMH
	Tanden Typhoon	Red + Red + [Shield] LMH

A martial artist who calls himself "Master of the Fist", he constantly seeks duels to the death with worthy opponents. He is attempting to awaken the "Satsui no Hado" he senses within Ryu.



MASTER OF THE FIST

Akuma

Super Combo	Raging Demon	[Shield] L [Shield] L [Shield] L [Shield] L [Shield] L [Shield] L [Shield] L [Shield] L
Ultra Combo	Wrath of the Raging Demon	[Shield] L [Shield] L [Shield] L [Shield] L [Shield] L [Shield] L [Shield] L [Shield] L
	Demon Armageddon	Red + Red + [Shield] LMH



THE UNSTOPPABLE FORCE

Gouken

Master to Ken and Ryu, and brother to Akuma. Though he was once thought to have been defeated and killed by Akuma, he has made a return in the latest tournament.

Super Combo	Forbidden Shoryuken	Red, Red, + White
Ultra Combo	Shin Shoryuken	Red, Red, + White, LMH
	Denjin Hadoken	Red, Red, + White, LMH <small>(hold LMH to charge quality)</small>

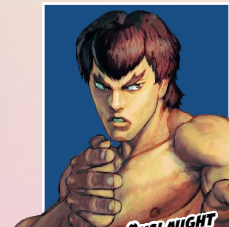
A member of England's Delta Red special forces unit, she was once kidnapped and brainwashed by Shadaloo, who also enhanced her fighting abilities. After struggling to accept her past, she now leads new missions with her comrades.



KILLER BEE

Cammy

Super Combo	Spin Drive Smasher	Red, Red, + White
Ultra Combo	Gyro Drive Smasher	Red, Red, + White, LMH
	CQC (Cammy Quick Combination)	Red, Red, + White, LMH <small>(begins when hit by certain attacks)</small>



WAVES OF ONSLAUGHT

Fei Long

A young actor carrying the weight of Hong Kong's movie industry on his shoulders. Having undergone intense training from a young age, he now stands tall as the best kung-fu practitioner in Hong Kong.

Super Combo	Rekkashinken	Red, Red, + White
Ultra Combo	Rekkashingeki	Red, Red, + White, LMH
	Gekirinken	Red, Red, + White, LMH <small>(begins when hit by certain attacks)</small>

A young girl who entered the world of Street Fighter in order to chase down her idol, Ryu. A bright and cheerful girl able to see the fun in anything, she never misses a chance to battle worthy opponents.



BLOOMING BLOSSOM

Sakura

Super Combo	Haru Ichiban	Red, Red, + White
Ultra Combo	Haru Ranman	Red, Red, + White, LMH
	Shinku Hadoken	Red, Red, + White, LMH
	Shinku Tengyo Hadoken	Red, Red, + White, LMH



A beautiful fortune-teller known far and wide throughout Genoa. Using her mental energy-powered Soul Power, she seeks to challenge M. Bison and put an end to his reign of terror.

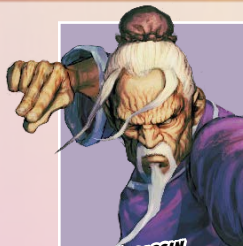


Super Combo	Aura Soul Spark	+
	<small>(not possible during Soul Satellite)</small>	
Ultra Combo	Illusion Spark	+
	Soul Satellite	+

A martial artist best known for his varied taunts and unpolished technique. Though he once trained under Gouken, his Saikyo-ryu style of fighting has his own touches all over it.



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



A legendary assassin famous throughout the underworld. He constantly searches for strong opponents worthy of a duel to the death.



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



PROUD WARRIOR

T.Hawk

The proud warrior of the Thunderfoot clan. Set out on his journey to rescue his girlfriend, Julia, from the clutches of Shadaloo.

Super Combo	Double Typhoon	
Ultra Combo	Raging Typhoon	
	Raging Slash	

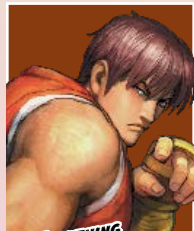
A highly talented kick boxer and million-selling musician. Joined the tournament due to inexplicable circumstances.



THE HAPPY-GO-LUCKY FIGHTER

Dee Jay

Super Combo	Sobat Carnival	
Ultra Combo	Sobat Festival	
	Climax Beat	



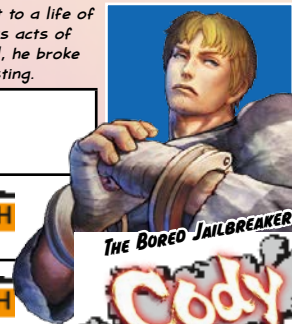
RED LIGHTNING

GUY

The 39th successor to the ancient Bushinryu ninja clan. Having sensed the presence of a new evil, he has set out to restore harmony to the world.

Super Combo	Bushin Hasoken	
Ultra Combo	Bushin Goraisenpu jin	
	Bushin Muso Renge	

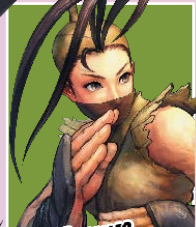
Once the hero of Metro City, he was unable to adjust to a life of peace and was sent to prison after inciting numerous acts of violence. After growing bored with prison life as well, he broke out of jail and finally encountered something interesting.



THE BORED JAILBREAKER

Cody

Super Combo	Dead End Irony	
Ultra Combo	Final Destruction	
	Last Dread Dust	



YOUNG DREAMER

Ibuki

Born, raised, and trained as a ninja, inside she's just like any other teenager. Gets caught up in the tournament while off searching for a "fateful encounter".

Super Combo	Kasumi Suzaku	Two Blue + Red + Red + Yellow
Ultra Combo	Yoroi-toshi	Red + Red + Yellow + LMH
	Hashinsho	Red + Red + Yellow + LMH

A hot-blooded old-school karate girl. As the heir to the famed but broke Rindo-kan karate dojo, she has entered the tournament to save it from going under.



A BOLT OF FIGHTING SPIRIT

Makoto

Super Combo	Tanden Renki	Red + Red + Yellow (temporary power boost)
Ultra Combo	Seichusen Godanzuki	Red + Red + Yellow + LMH
	Abare Tosanami	Red + Red + Yellow + LMH



A RAVISHING STAR IN THE SKY OF BATTLE

Dudley

A proud perfectionist, English gentleman, and heavyweight professional boxer. Joins the tournament after receiving an invitation.

Super Combo	Rocket Upper	Red + Red + Yellow
Ultra Combo	Rolling Thunder	Red + Red + Yellow + LMH
	Corkscrew Cross	Red + Red + Yellow + LMH

Once Sagat's greatest disciple, he now hates him with a passion after his loss to Ryu. Continues to fight to prove that Muay Thai is the strongest fighting style in the world.



FANGED BEAST

Adon

Super Combo	Jaguar Varied Assault	Red + Red + Yellow
	Jaguar Varied Assault — Thousand Jaguars	Red + Red + Yellow + Yellow + Green
	Jaguar Varied Assault — Jaguar Assassin	Red + Red + Yellow + Yellow
Ultra Combo	Jaguar Revolver	Red + Red + Yellow + LMH
	Jaguar Avalanche	Red + Red + Yellow + LMH



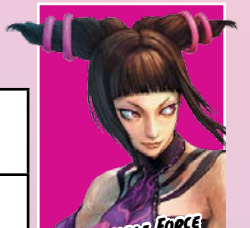
OIL-COVERED DADDY

Hakan

A Turkish hero, he is the president of a prominent cooking oil company and a skilled fighter in oil wrestling (yağlı güreş). Currently travelling around the world to see the world's oil for fun and business.

Super Combo	Flying Oil Spin	
Ultra Combo	Oil Coaster	
	Oil Combination Hold	

A mysterious girl who works as Seth's right-hand woman. Her codename within S.I.N. is "Spider". Both hedonistic and sadistic, she finds joy in utterly destroying her opponents.



IRREPRESSIBLE FORCE

Juki

Super Combo	Fuharen jin	
Ultra Combo	Feng Shui Engine	
	Kaisen Dankairaku	

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