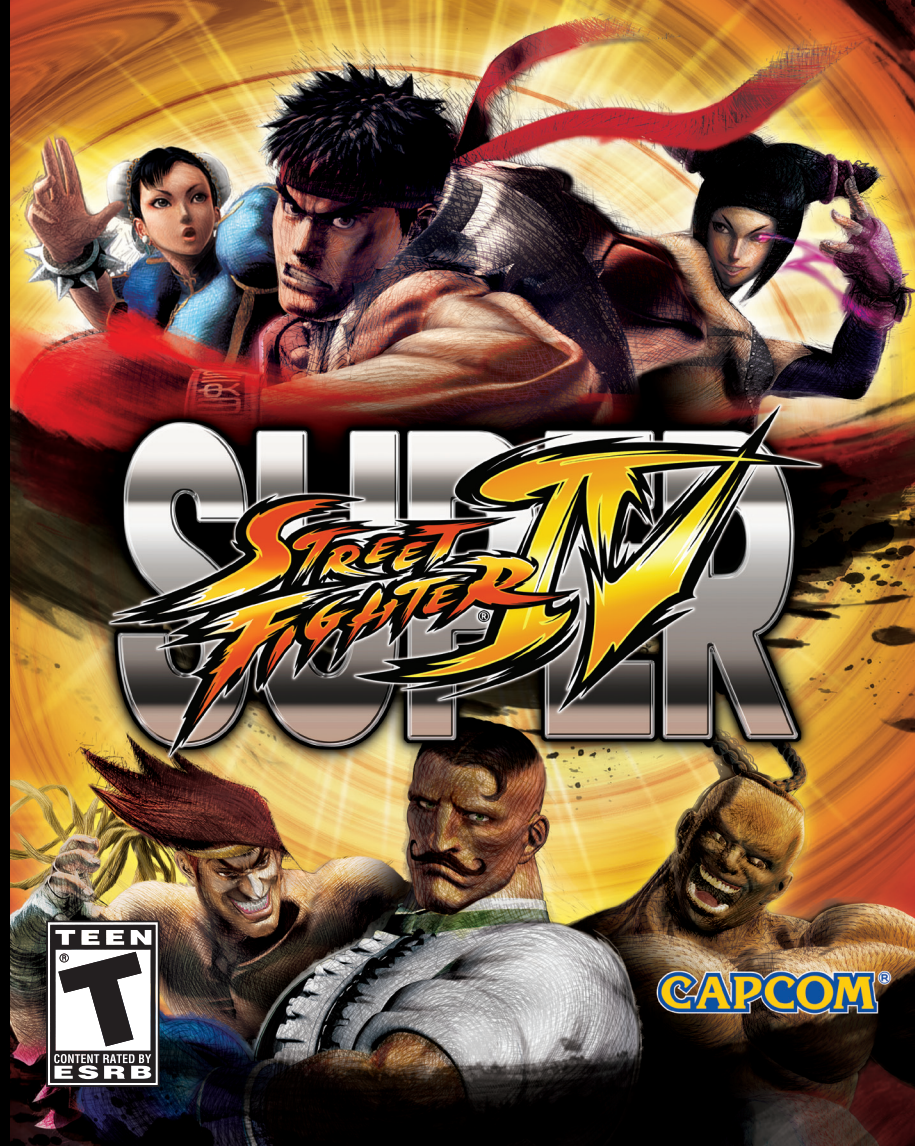


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CONTENT RATED BY
ESRB

CAPCOM®

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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This game is compatible Dolby® Digital 5.1 surround sound. Connect your PlayStation®3 to a sound system with Dolby Digital technology using a HDMI cable or digital optical cable. From the XMB™ (XrossMediaBar), choose settings → sound settings → Audio output settings, then select the cable type you connected, and finally select Dolby Digital 5.1 ch to experience the excitement of surround sound.

“XMB” and “XrossMediaBar” are trademarks of Sony Corporation and Sony Computer Entertainment.

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

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the SUPER STREET FIGHTER IV disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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 user profile on the PlayStation®Network 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.

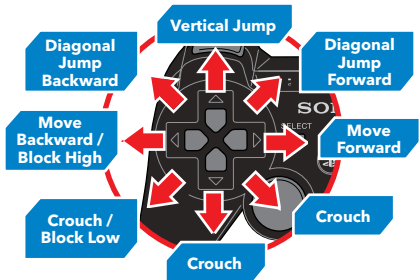
Who will emerge victorious from the tangled web of personal agendas and fractured alliances that lurk and mingle behind the scenes of the tournament?

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

DUALSHOCK®3 Wireless Controller

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

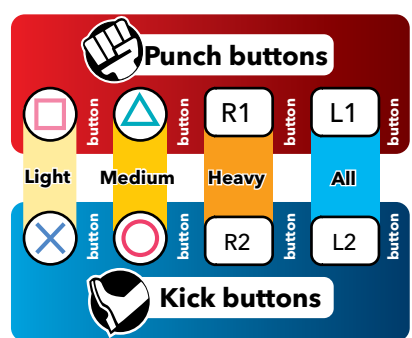
Directional buttons/Left Stick



* Diagonal inputs are performed by pressing, for example, the left button and down button simultaneously.



Buttons



Other Controls

Directional buttons/left stick	Select mode, mode menu, and options
X button	Confirm
Circle button	Cancel
R1 button	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).
 * DUALSHOCK®3 Wireless Controller is required to enable the vibration function. Vibration can be turned ON/OFF from Options (p. 35).

Starting Up

Starting Up

Press the **START** button at the title screen to proceed to the Main Menu.



Main Menu

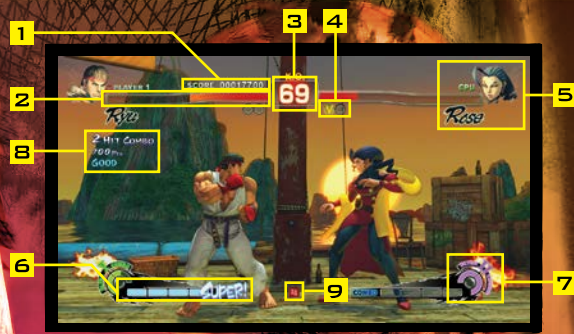
ARCADE	One player takes on a series of CPU opponents. Connecting a second controller allows another player to join as a challenger. You can also configure fight request settings to set up an online battle. (p. 18)
VERSUS	Select characters and a battle stage and then fight against the CPU or another player. (p. 21)
NETWORK BATTLE	Fight human players across the internet via the PlayStation®Network. (p. 22) * Requires an broadband connection.
CHALLENGE	Take on a series of challenging battles. (p. 33)
TRAINING	Choose how your opponent will behave and then practice against them. (p. 34)
PLAYER DATA	View online/offline statistics and gameplay records. (p. 35)
OPTIONS	Adjust various game settings. (p. 35)

* 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 finishes or after options are changed. While data is being saved the HDD access indicator will flash. Do not turn off the power while the HDD access indicator is flashing. 18 MB or more free space is required on the PlayStation®3 system internal HDD to save game data.

The Game Screen



1 Points and Consecutive Wins	Your current points and number of consecutive wins. * Display varies according to the game mode.
2 Vitality Gauge	Your remaining vitality.
3 Time Counter	The remaining battle time.
4 Win Markers	Displayed after winning a round. The icon changes depending on the circumstances of victory.
5 Character Portrait	The character you are currently using.
6 Super Combo Gauge	Once this gauge fills up it can be used to execute Super Combos or EX Special Moves. (p. 15-16)
7 Revenge Gauge	Once this gauge reaches the 50% mark, you can use it to perform an Ultra Combo. The number of the selected Ultra Combo will also appear. (p. 17)
8 Bonus Message	Various messages are displayed here during the action. (p. 10)
9 Status	During Arcade Mode, an icon appears when the fight request setting is on. (p. 20)

Match Setup

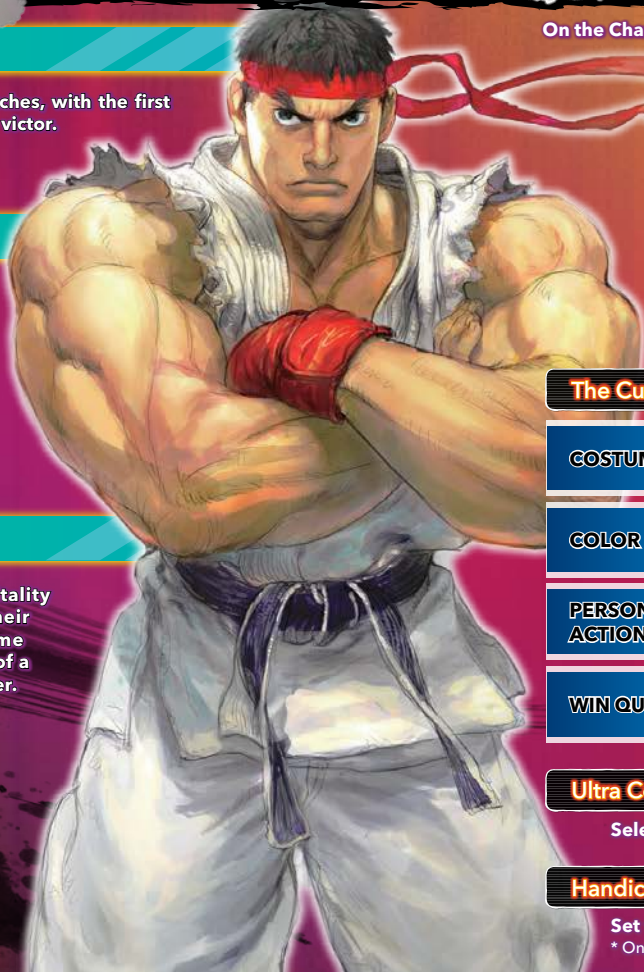
The default setting is three round matches, with the first fighter to win two rounds declared the victor.

Winning Rounds

By default, a single round lasts for 99 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 PlayStation®Store and use them to change your character's look.

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 buttons 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. The display 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 buttons / Left Stick. For the diagonal input, press two directions at the same time.

Block

Pushing the directional buttons 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 buttons twice towards your opponent in quick succession to perform a forward dash, or press the directional buttons 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 buttons and other buttons as fast as you can.



Basic Controls

THROWS & THROW ESCAPES

Throw		Throw Escape
Close to opponent	Light	When grabbed
		

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 buttons or left stick.




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

* Some characters can also perform a throw when jumping (aerial throw), or special move throws (command throws). Throw escapes cannot be performed against aerial or command throws.

Recovery

When your opponent's attacks have knocked your character to the ground, you can press down on the left stick or directional buttons 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 together
		

Personal Action




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

Focus Attack

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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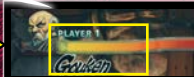

◆ Hyper Armor during a Focus Attack

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.

Recoveries with Time!

		
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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.

Take Further Damage and it Vanishes!

Basic Controls

◆ Levels of Focus Attack

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

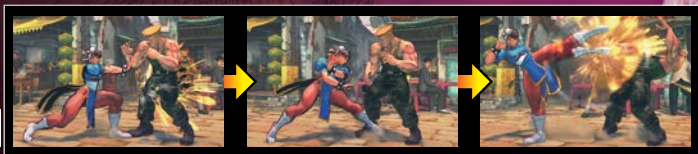
Attack Level	Main Focus Attack Effects
Level 1	◆ Only inflicts normal damage. * Crumples opponent if a counter hit.
Level 2	◆ Crumples opponent if hit is successful, allowing easier follow up.
Level 3 (Keep Holding Until Performed)	◆ Becomes unblockable. ◆ Takes on Armor Break properties. ◆ Crumples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



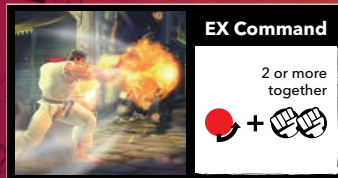
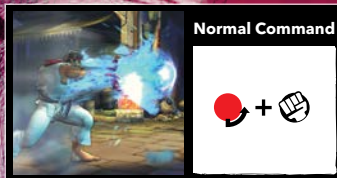
◆ Super Cancel

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.

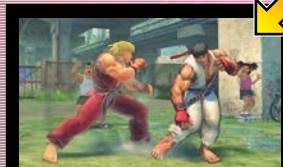
Example



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

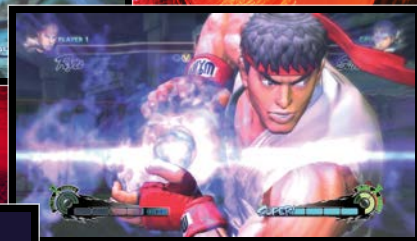


Perform a backward dash to get away

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).



Number of the Ultra Combo chosen



Revenge Gauge

Game Modes

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 unlock 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

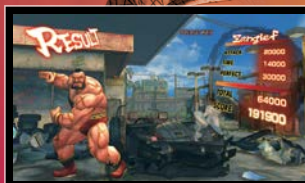
Set the fight request setting to **OFF**, **Ranked Match**, or **Team Battle** (p. 20).

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.

Game Modes

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

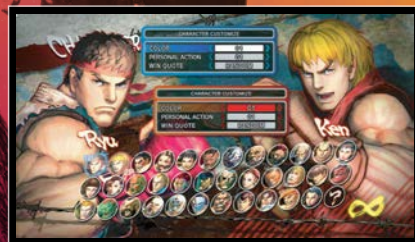
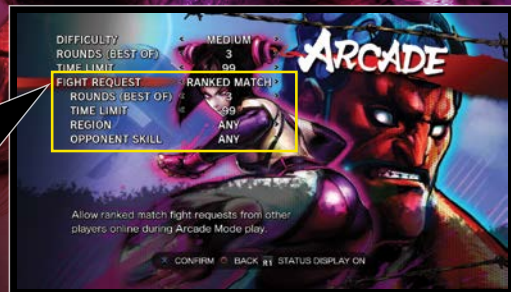
Enabling the Fight Request setting lets you receive online fight requests while in Arcade Mode.

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 network battle lobby.

* The Fight Request setting can be turned OFF from the Pause Menu.

* Adjust Fight Request settings.



Game Modes

Network Battle



Play online matches over the PlayStation®Network.

* A broadband connection is required to play in Network Battle.

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)

Ranking

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

Confirm Invitations

To confirm invitations sent by your friends.

* 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. Varies according to Ranked Match results.

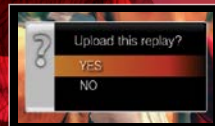
Battle Points (BP)

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

Battle Class

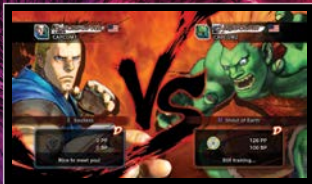
Character-specific class. Varies according to battle points (BP).

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 a Replay Upload Match, you can upload the replay and publish it to the Replay Channel (p. 28).



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

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



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.

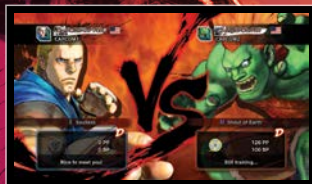
How an Endless Battle Works

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.



Game Modes

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 are 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.

Game Modes

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.



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 SELECT 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.



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

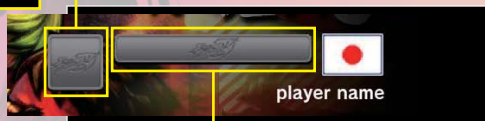
The character-specific battle point (BP) ranking.

Status (Icon and Title) Settings

Press the R1 button 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 button to bring up the Icon selection screen.

Title

Press the button to bring up the Title selection screen.

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 buttons/left stick and press the R1 button to change the rating. You can also use the L1 button to change the filename. To delete a replay, press the button and select "Yes" from the confirm delete 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 the network.

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.



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

Challenge details appear here.



TRAINING



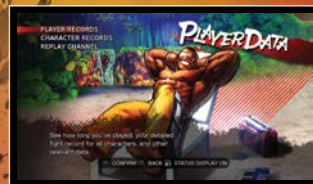
Select your character and opponent and then practice their techniques.

Press the **START** button on the **PAUSE MENU** to open the training menu and alter various settings from the **TRAINING OPTIONS**.

Continue	Return to the Battle Screen.
Restart	Restart practice with the current settings.
Training Options	Modify settings for both characters.
Action	Set opponent action to standing, crouching or jumping. Use RECORD to control the opponent and record a series of actions for them to perform. Use PLAYBACK to have them then replay the recorded actions. Set to CPU and the opponent will be placed under computer control.
Guard	Set the block status of your opponent.
Quick stand	Set whether the opponent will use quick recovery or not.
Counter Hit	Set whether your attacks will register as Counter Hits or not.
Stun	Modify the opponent's stun settings.
S. C. Gauge	Configure both you and your opponent's Super Combo Gauge.
Revenge Gauge	Configure both you and your opponent's Revenge Gauge.
Attack Data	Turn display of attack data on or off.
Input Display	Turn display of input on or off.
Difficulty	Set CPU strength to one of the 8 available levels. * Only available when "Action" is set to "CPU."
Default	Restore all Training settings to the defaults.
Button Config	Alter the configuration of the buttons used during gameplay.
Command List	Display a list of commands for your character.
Character Change	Return to the character selection screen.
Exit	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 HDD and watch/collect replays uploaded by other players (p. 28).

OPTIONS

Customize controller settings and various system details.

Button Config	Alter control type or freely assign the functions of each button. In order to use the vibration function press the PS button and then turn the vibration function ON from the menu that appears.
Sound Settings	Adjust the volume of the background music, sound effects, character voices, and voice chat volume. You can also toggle between English and Japanese voices of the characters.
Screen Config	Adjust screen brightness, turn network explanations/movie subtitles ON/OFF, and/or change gauge display.
Installation	Install the game to the PlayStation®3 system's HDD here. A PlayStation®3 system and HDD with 3,100MB or more free space is required in order to install game data. * Installing game data to your PlayStation®3 HDD will reduce loading times. * Installation is not required in order to play the game.

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 buttons/Left Stick. For the diagonal input, press two directions at the same time.
	Hold the Directional buttons/Left Stick, down in the indicated direction, before inputting the next direction with the Directional buttons/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).
x2	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 Ryu	Super Combo	Shinku Hadoken	
	Ultra Combo	Metsu Hadoken	Press together
		Metsu Shoryuken	Press together

Super Combo	Shoryureppa		 Crimson Warrior Ken
Ultra Combo	Shinryuken	Press together	
	Guren Senpukyaku	Press together	

 The First Lady of Fighting Chun-Li	Super Combo	Senretsukyaku	
	Ultra Combo	Hosenka	Press together
		Kikoshu	Press together











Super Combo	Super Killer Head Ram		 Hot-Blooded Sumo E. Honda
Ultra Combo	Ultimate Killer Head Ram	Press together	
	Orochi Breaker	Press together	

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










Super Combo	Final Atomic Buster		 Red Cyclone Zangief
Ultra Combo	Ultimate Atomic Buster	Press together	
	Siberian Blizzard	Press together	

Character Introductions














Military Man
Guile

Super Combo	Double Flash	  + 
Ultra Combo	Flash Explosion	  +  LMH <small>Press together</small>
	Sonic Hurricane	   +  LMH <small>Press together</small>


















MysticYogi
Dhalsim

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










The Roaring Buffalo
Balrog

Super Combo	Crazy Buffalo	   +  or 
Ultra Combo	Violent Buffalo	   +  LMH <small>Press together</small> or  LMH <small>Press together</small>
	Dirty Bull	  +  LMH <small>Press together</small>












Bloody Claw
Vega

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










Eternal King
Sagat

Super Combo	Tiger Genocide	  + 
Ultra Combo	Tiger Destruction	  +  LMH <small>Press together</small>
	Tiger Cannon	  +  LMH <small>Press together</small>










The Demon from Hell
M. Bison

Super Combo	Knee Press Nightmare	   + 
Ultra Combo	Nightmare Booster	   +  LMH <small>Press together</small>
	Psycho Punisher	  +  LMH <small>Press together</small>

Ms. Perfect
Cliffhanger

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

Acrobatic Giant
Rufus

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

Character Introductions



Hurricane of the Gulf

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

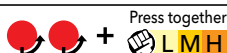
Super Combo

Heartless



Ultra Combo

Soulless



Breathless



Man without a Past

Abel



The Puppetmaster

Seth

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



Master of the Fist

Akuma



The Unstoppable Force

Gouken

Super Combo	Forbidden Shoryuken	+
Ultra Combo	Shin Shoryuken	+ Press together
	Denjin Hadoken	+ Press together (Hold to change quality)

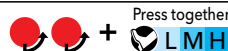
Super Combo

Spin Drive Smasher

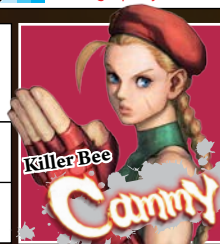


Ultra Combo

Gyro Drive Smasher



CQC (Gammy Quick Combination)



Killer Bee

Cammy



Waves of Onslaught

Fei Long

Super Combo	Rekkashinken	
Ultra Combo	Rekkashingeki	+ Press together
	Gekirinken	+ Press together (Begins when hit by certain attacks)

Super Combo

Haru Ichiban

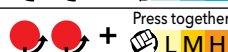


Ultra Combo

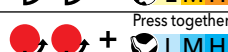
Haru Ranman



Shinku Hadoken



Shinku Tengyo Hadoken



Blooming Blossom

Sakura

Character Introductions

Card of Destiny
Rose

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

Silent Assassin
Gen

Super Combo	Mantis ⚡ Zan'ei	
	Crane Jyakoha	
Ultra Combo	Mantis ⚡ Zetsuei	Press together LMH
	Mantis ⚡ Shitenketsu	Press together LMH
	Crane Ryukoha	Press together LMH
	Crane ⚡ Teiga	In the air Press together LMH

Hell's Angel
Dan

Super Combo	Hissho Buraiken	
	Legendary Taunt	Press together H H
Ultra Combo	Shisso Buraiken	Press together LMH
	Haoh Gadoken	Press together LMH

Proud Warrior
T.Hawk

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	Mexican Typhoon		Super Combo	Double Typhoon	
	Tomahawk Buster			Ultra Combo	Raging Typhoon
	⚡ Condor Dive	During vertical or forward jump Press together LMH (EX version only possible during EX Tomahawk Buster)	Raging Slash		Press together LMH
	Condor Spire	(⚡ 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	Air Slasher		Super Combo	Sobat Carnival	
	⚡ Double Rolling Sobat			Ultra Combo	Sobat Festival
	Jackknife Maximum		⚡ Climax Beat		Press together LMH
	⚡ Machine-gun Upper	Rapid			

Character Introductions

Red Lightning
GUY

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	
	Bushin Senpukyaku			Run → Neck Flip	
	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			Bushin Goraisenpujin	 <small>Press together</small>
			Ultra Combo	Bushin Muso Renge	 <small>Press together</small>

The Bored Jailbreaker
Cody

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>	Special Moves	Dead End Irony		
	Criminal Upper			Final Destruction	 <small>Press together</small>	
	Ruffian Kick			Ultra Combo	Last Dread Dust	 <small>Press together</small>
	Zonk Knuckle	 <small>(charge and release)</small>				

Young Dreamer
Ibuki

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 (follow up with Kasumi Suzaku during descent)</small>	Special Moves	Tsumuji	
	Tsujigoe	 <small>(follow up with Kunai or Kasumi Suzaku possible at apex of jump arc)</small>		Tsumuji → Followup Attack	 <small>(for high attack, for low)</small>
	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			Yoroitoshi	 <small>Press together</small>
			Ultra Combo	Hashinsho	 <small>Press together</small>

A Bolt of Fighting Spirit
Makoto

A determined fireball of a karate girl.

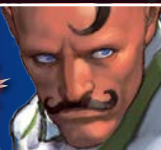
Left with the task of reviving her school's livelihood, Makoto ventures into the world of global combat.

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

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		
	Machin-gun Blow					
	Cross Counter			Super Combo	Thunderbolt	
	Short Swing Blow				Rocket Upper	
	Duck			Ultra Combo	Rolling Thunder	Press together
	⚡ Duck → Ducking Straight				⚡ Corkscrew Cross	Press together

Fanged Beast

Adon



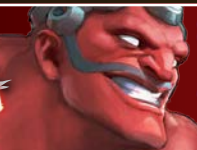
Adon was once a pupil of Sagat, but when his beloved master fell to Ryu, Adon could never again see him in the same light.

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

Special Moves	⚡ Jaguar Kick		Super Combo	Jaguar Varied Assault	
	Airborne Jaguar Kick	during vertical or forward jump		Jaguar Varied Assault → Thousand Jaguars	Rapid
	Rising Jaguar			Jaguar Varied Assault → Jaguar Assassin	
	Ultra Combo	⚡ Jaguar Tooth		⚡ Jaguar Revolver	Press together
				⚡ Jaguar Avalanche	Press together

Oil-Covered Daddy

Hakan



A Turkish hero who is both the president of the world's leading cooking oil company, but also a champion Yagji 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	(Changes properties of certain moves, and increases defense)	Special Moves	Oil Dive	(hold to charge)
	⚡ Oil Slide			Super Combo	Flying Oil Spin
	Oil Slide → Body Press		Ultra Combo		Oil Coaster
	Oil Rocket			Oil Combination Hold	Press together

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	In the air		⚡ Kasatushi	(Begins when hit by certain attacks)
	Shikusen → 2nd Impact		Super Combo	Fuharenjin	
	⚡ In the air (during hit or block)			Feng Shui Engine	Press together
	Shikusen → 2nd Impact → 3rd Strike		Ultra Combo	⚡ Kaisen Dankairaku	Press together
⚡ In the air (during hit or block)					

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