

CAPCOM®

SUPER STREET FIGHTER IV ARCADE EDITION

XBOX 360

CAPCOM®



V.S.  
FIGHTING

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T  
CONTENT RATED BY  
ESRB

STREET FIGHTER  
IV  
ARCADE EDITION

**⚠ WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning About Playing Video Games

#### Photosensitive seizures

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

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

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

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

### ESRB Game Ratings

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

ESRB ratings have two equal parts:

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



For more information, visit [www.ESRB.org](http://www.ESRB.org).



# Street Fighter IV

## ARCADE EDITION

Story 2

Xbox LIVE 3

Controls 4

Starting Up 6

Rules of Combat 8

Character Select 9

Basic Controls 10

Game Modes 18

New Additions to  
SSFIV ARCADE EDITION 36

Character Introductions 44

Warranty 57

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

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

New faces appear in this new tournament.

A proud warrior looking for his lost tribe.

A funky Caribbean fighter in it for the kicks.

A descendent of the ancient Shinobi.

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

A young ninja looking to prove herself.

A karate trainee fighting to save her dojo.

A British boxing champion fighting for glory.

A Muay Thai fighter striving to be the new king.

A Turkish wrestling hero mixing business and battle.

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

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

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

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## Connecting

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

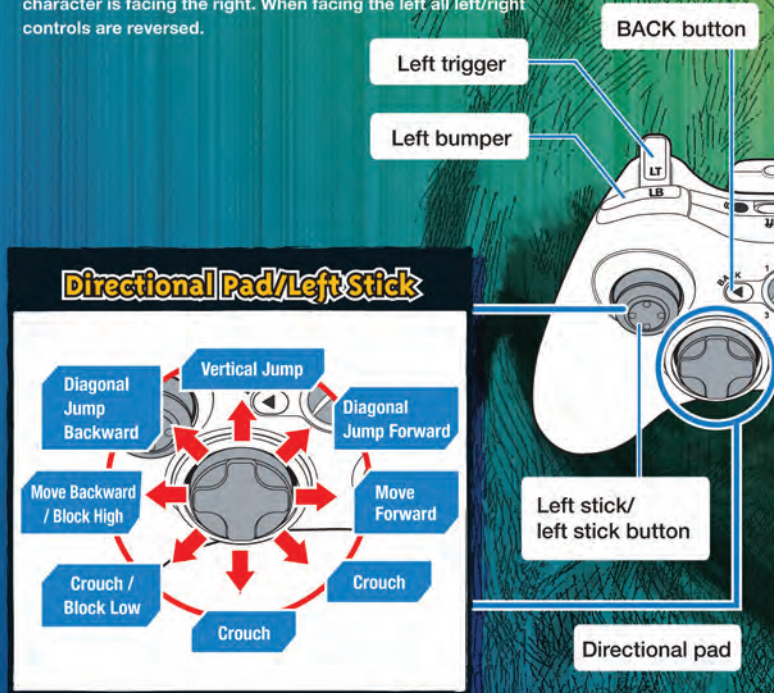
## Family Settings

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

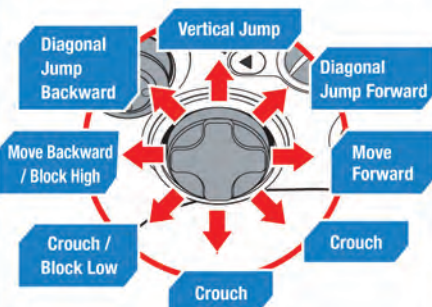
# Controls

## Xbox 360 Wireless Controller

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



### Directional Pad/Left Stick



### Other Controls

Directional pad/left stick

Select mode, mode menu, and options

**A** button

Confirm

**B** button

Cancel

Right bumper

Open the Status display (p. 31)



Xbox Guide button

Right trigger

Right bumper

Right stick/  
right stick button

START button

### Buttons



Punch buttons



button



button

Right bumper

Left bumper

Light

Medium

Heavy

All



button



button

Right trigger

Left trigger



Kick buttons

**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).  
\* Xbox 360 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)

### Xbox LIVE BATTLE

Fight human players across the internet via Xbox LIVE BATTLE. (p. 22) \* **Xbox LIVE Gold membership required.**

### 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)

### Xbox LIVE Marketplace

Download additional game content.  
\* Some content is subject to fees.

### UPDATE INFORMATION

View the added content for "SSFIV ARCADE EDITION" and "SSFIV Update Kit".

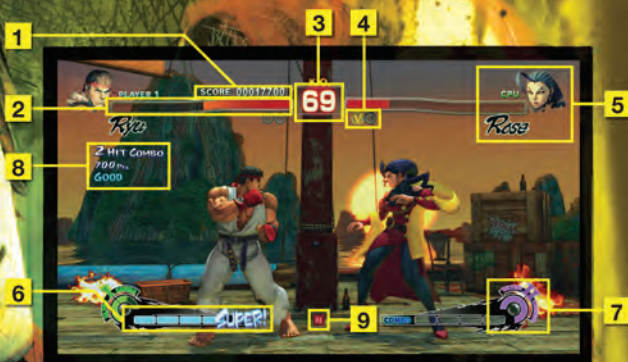
\* Refer to page 31 for more information on Status (Icon and Title).

## Saving Data

**SUPER STREET FIGHTER IV ARCADE EDITION** comes with an auto-save function. Data is automatically saved after a battle is finished or after options are changed. Do not turn off the power to your Xbox 360 console or remove the storage device while the game is being saved. At least 17 MB of free space is required to save your game in **SUPER STREET FIGHTER IV ARCADE EDITION**.



## The Game Screen



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

# Rules of Combat

## Match Setup

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

## Winning Rounds

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

## A Draw

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



# Character Select

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



## The Customize Window

### COSTUME

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

### COLOR

Change the color of your character's costume. You initially have access to 2 colors, but you will unlock more as you progress through the game.

### PERSONAL ACTION

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

### WIN QUOTE

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

## Ultra Combo Select Window

Select the Ultra Combo for your character.

## Handicap Window

Set the starting vitality gauge level.

\* Only available in certain modes.

# Basic Controls

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

## Normal Moves

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

## Special Moves

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

## Bonus Messages

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

### FIRST ATTACK

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

### TECHNICAL

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

### REVERSAL

Displayed after performing a special move, Super Combo, or Ultra Combo in the specific situations described below. Perform a reversal with an attack with knockdown properties and it will take on Armor Break properties, which nullify Hyper Armor (p. 13).

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

### COUNTER HIT

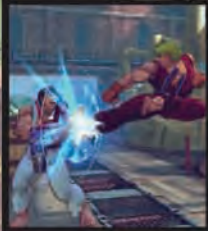
A counter hit occurs when you interrupt an opponent's attack with one of your own. Your opponent will take longer to recover from the damage caused by a Counter Hit, making it possible to perform combinations that are otherwise impossible.



The direction input with the directional pad/left stick. For the diagonal input, press two directions at the same time.

## Block

Block High



Block Low



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

## Dash

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

Forward Dash



Backward Dash



## Stun Recovery

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



# Basic Controls

## THROWS & THROW ESCAPES

When standing close to your opponent, press the Light Punch and Light Kick buttons simultaneously to throw your opponent. You can change the direction you throw the opponent by pressing left or right on the directional pad or left stick. You can prevent yourself from being thrown by pressing Light Punch and Light Kick buttons together when your opponent begins to throw you. This is called a Throw Escape.

Throw		Throw Escape
Close to opponent	Light	When grabbed
		

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

## Recovery

When your opponent's attacks have knocked your character to the ground, you can press down on the left stick or directional pad or any two attack buttons simultaneously the instant that you hit the ground to perform a quick recovery. A successful recovery will reduce the amount of time spent prone on the ground and make it easier to respond to the next incoming attack.

\* Some attacks, such as throws, do not allow a recovery to be performed after them.

		
Just before landing 	or	Press two or more buttons 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.



### ◆ Hyper Armor during a Focus Attack

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



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

Recovers with Time!



Take Further Damage and it Vanishes!



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

This damage will recover as time passes, but if you are hit again before it finishes recovering, the remaining section will vanish and can no longer be recovered.

# Basic Controls

## ◆ Levels of Focus Attack

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

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

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



## ◆ Other Actions during a Focus Attack

You cannot move or jump during a Focus Attack, but you can perform either a forward or backward dash while holding the buttons or directly after your opponent sustains (or blocks) a Focus Attack. This allows you to cancel the Focus Attack or execute a quick follow-up.





## Super Combo

Hitting your opponent or performing special moves will increase your Super Combo Gauge. The gauge is divided into four segments and, when it's completely full, you can use a special command to perform a powerful Super Combo. Doing so will use up all of your Super Combo Gauge. (See p. 44 onward for Super Combo commands.)



### Super Combo Gauge



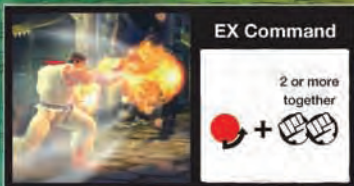
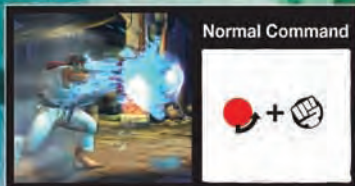
### ◆ Super Cancel

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



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

### Example



The Shoryuken is blocked



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



Perform a backward dash to get away

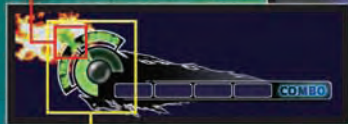
## Ultra Combo

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

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



The number of the selected Ultra Combo



Revenge Gauge

# Game Modes

## ARCADE

In this mode, you select one character and then fight through a series of CPU opponents. Win against them, and you will gain access to two types of bonus stages.

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

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

### Arcade Settings Screen



#### Difficulty

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

#### Rounds (Best of)

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

#### Time Limit

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

#### Fight Request

Set the Fight Request setting to OFF, Ranked Match, Team Battle or Tournament (p. 20).

## Bonus Stages

Defeat the CPU characters to enter a bonus stage. There are two types of bonus stages: 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

## Fight Request

Enabling the Fight Request setting lets you receive online Fight Requests while in Arcade Mode. Fight Requests come in three types: Ranked Match (p. 23), Team Battle (p. 26) and Tournament (p. 32). If a player makes a Fight Request, you will see a message on the screen that will take you to the Xbox LIVE BATTLE lobby.

\* The Fight Request setting can be turned OFF from the PAUSE MENU.

FIGHT REQUEST	RANKED MATCH
ROUNDS (BEST OF)	3
TIME LIMIT	99
REGION	SAME
OPPONENT SKILL	ANY

\* Adjust Fight Request settings.

DIFFICULTY	EASY
ROUNDS (BEST OF)	3
TIME LIMIT	99
FIGHT REQUEST	RANKED MATCH
ROUNDS (BEST OF)	3
TIME LIMIT	99
REGION	SAME
OPPONENT SKILL	ANY

Allow ranked match fight requests from online players on Xbox LIVE during Arcade Mode play.

CONFIRM BACK STATUS DISPLAY ON

## 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.



# Game Modes

## Xbox LIVE BATTLE



Use Xbox LIVE to battle online.

\* Online play requires an Xbox LIVE Gold membership.

### Ranked Match

Ranked Matches 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)

### Tournament

Begin a tournament with the players assembled in a lobby. (p. 32)

### 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)

### Leaderboards

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

\* Refer to page 31 for more information on Status (Icon and Title).

## Match Search/Creation

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

### 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.

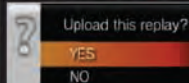
### Battle Points (BP)

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).



# Game Modes

## Replay Upload

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



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

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



### Default Settings

Beat an opponent in your own battle class to proceed to Level 1, and beat an opponent in a higher battle class to move to Level 2.



### Level 1

Beat an opponent in your own class or a higher class to move to Level 2.

If you lose a match at Level 1, your icon will return to the default, regardless of your opponent's battle class.



### Level 2

Fight against an opponent in your class who has a Level 2 icon to activate replay upload battle.

Non-replay upload battle types do not affect the icon.



### Replay Upload Match

When replay upload battle is activated, the icon will change. Winning the replay upload battle lets you choose whether or not to upload a replay of the battle.

Upon completion of the match, the icon returns to its default state.

## Endless Battle

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

### How an Endless Battle Works

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



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

## Watching Battles

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



The host cannot leave the session while watching a fight.



# 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.

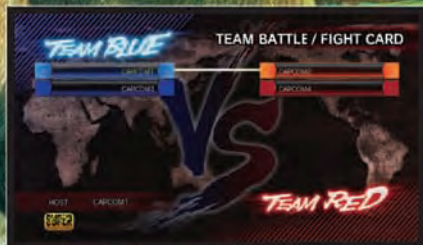


\* Note if you happen to select the same spot as another player, you may or may not be automatically assigned to a different open spot.

## 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).



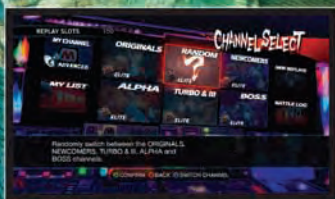
The host cannot leave the session until the Team Battle is over and the lobby screen is displayed.

# 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.



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

<b>RANDOM CHANNEL</b>	Displays the Original, Alpha, Turbo & III, Newcomers, or Boss channels randomly.
<b>ORIGINALS CHANNEL</b>	Watch replays of matches between Street Fighter II characters.
<b>ALPHA CHANNEL</b>	Watch replays of matches between characters from the Street Fighter Alpha series.
<b>TURBO &amp; III CHANNEL</b>	Watch replays of matches between characters from Super Street Fighter II Turbo and Street Fighter III.
<b>NEWCOMERS CHANNEL</b>	Watch replays of matches between new characters featured in the Street Fighter IV series.
<b>BOSS CHANNEL</b>	Watch replays of matches between the boss characters from various titles.
<b>MY CHANNEL</b>	Invite others to a session and watch saved replays.
<b>MY LIST</b>	Watch, name, and/or rate saved replays.
<b>NEW REPLAYS</b>	Watch uploaded replays and/or add your favorites to MY LIST.
<b>BATTLE LOG</b>	Watch a replay of an online match (saved temporarily). Replays are overwritten, starting with the oldest file. You can also add your favorites to MY LIST.

## Lobby Screen

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

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

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

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



## Controls during Replay Viewing

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

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

- Save methods vary according to the channel. You cannot schedule a save beforehand if there is no space on **MY LIST**.
- Depending on the how the match went, some rounds may not be recorded to the replay.



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

# Game Modes

## NEW REPLAYS

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 REPLAYS and BATTLE LOG.



## Watching Replays

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

## Editing/Deleting Replays

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

To delete a replay, press the **X** button and select "YES" from the confirm delete screen.



## LEADERBOARDS

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

### Player Point (PP) Ranking

The overall player point (PP) ranking.

### Battle Point (BP) Ranking

The character-specific battle point (BP) ranking.

## Status (Icon and Title) Settings

Press the right bumper at the Main Menu to display and edit your Status. The Title and Icon you select will appear during online battles. Meet various conditions during gameplay to unlock more Titles and Icons.

Icon



DIZZY CHICKS  
CAPCOM1

Title

Icon

Press the **X** button to bring up the Icon selection screen.

Title

Press the **Y** button to bring up the title selection screen.

# Game Modes

## Tournament

In this mode, players battle each other using a tournament format.

Up to 8 players can take part in a tournament.

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



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



## CHALLENGE

This mode requires the player to complete various challenges.

### TRIAL

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

You cannot play the Trial using the new characters added for SUPER STREET FIGHTER IV ARCADE EDITION (Yun, Yang, Evil Ryu, and Oni).

Challenge details appear here.



# Game Modes

## TRAINING



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

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

## PLAYER DATA

In Player Data you can view the results of a variety of stats for your total play experience.



### Player Records

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

### Character Records

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

### Replay Channel

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

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

## OPTIONS

Customize controller settings and various system details.

### Button Config

Alter control type or freely assign the functions of each button or switch the vibration functions ON/OFF.

### Sound Settings

Adjust the volume of the background music, sound effects, character voices. 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.

### Change Version

Switch between SUPER STREET FIGHTER IV Original and SUPER STREET FIGHTER IV ARCADE EDITION.

### Select Storage Device

Select the location where auto-save data is stored.

This game supports Dolby Digital 5.1. To play with Dolby Digital 5.1 Surround Sound, connect the Xbox 360 with a Dolby Digital-compatible surround system with an optical digital cable such as an Xbox 360 D-Terminal HD AV cable, an Xbox 360 Component HD AV cable, an Xbox 360 VGA HD AV cable, or an Xbox 360 S Video AV cable.

You must also navigate to System Settings > Console Settings from the Xbox 360 Dashboard, choose "Digital Output" from the Audio, and select "Dolby Digital 5.1."

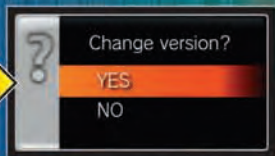
# New Additions to SSFIV ARCADE EDITION

This game includes the "SSFIV Update Kit" and "SSFIV ARCADE EDITION" downloadable content. It is not necessary to purchase these items from the Xbox LIVE Marketplace.

## Game Editions



When you are playing SUPER STREET FIGHTER IV ARCADE EDITION, a gold icon will be displayed. When you are playing SUPER STREET FIGHTER IV, a silver icon will be displayed. You can switch between editions via Options.





## Differences Between Editions



When playing **SUPER STREET FIGHTER IV ARCADE EDITION**, you have access to the full 39 character roster, including the 4 newly added characters. In addition, character balance for the existing 35 characters has been refined, giving you a game experience differing from that of **SUPER STREET FIGHTER IV**.

\* Note move commands for some characters may vary depending on the edition.

# New Additions to SSFIV ARCADE EDITION

## Xbox LIVE BATTLE



When you create a lobby via Xbox LIVE for online play, you must specify the edition you want to use. You can choose from "SSFIV" (SUPER STREET FIGHTER IV), "SSFIV AE" (SUPER STREET FIGHTER IV ARCADE EDITION), or "BOTH." Selecting "BOTH" will allow any player to join your lobby, automatically changing the edition in use to match that of your opponent.

\* For Quick Matches and Fight Request matches, only lobbies corresponding to the game edition you are currently playing will be searched.

## Endless Battle Lobby Naming Feature



SET LOBBY NAME

After selecting "Create Match," press the **X** button to select from a list of preset lobby names.



\* You can select a name for the lobby regardless of which game edition you are using.



## Improved Battle HUD

During an online battle, the battle HUD now displays players' names and ranking information.



CAPCOM 02  
6407 PP / 10  
27143 BP / 5

## View Replays from the LEADERBOARDS

The latest replays uploaded for SUPER STREET FIGHTER IV ARCADE EDITION Ranked Matches are now saved in the player point (PP) rankings.

While at the player point (PP) rankings, simply press the START button to view replays for items with a replay icon. Note this new feature only applies to SUPER STREET FIGHTER IV ARCADE EDITION play data.



# New Additions to SSFIV ARCADE EDITION

## Follow

This feature allows you to follow your favorite players in the rankings and easily collect new replays they have uploaded.

### How to Follow



FOLLOWING BY		PLAYER POINTS (SSFIV AR)		TOP	
BASE	GAMERTAG	PLAYER POINTS	BATTLE POINTS	PLAYER POINTS	BATTLE POINTS
1	CAPCOM0001	850	100	850	100
2	CAPCOM0002	800	90	800	90
3	CAPCOM0003	750	80	750	80
4	CAPCOM0004	700	70	700	70
5	CAPCOM0005	650	60	650	60
6	CAPCOM0006	600	50	600	50
7	CAPCOM0007	550	40	550	40
8	CAPCOM0008	500	30	500	30

SHOW DETAILS | SUMMER CARD | BACK | PLAY REPLAY | ? | HELP

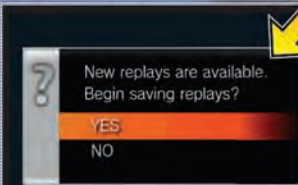
In the rankings, display the details for the player you want to follow (press the **A** button).



Follow the player on the details screen (press the **START** button).



When the icon appears in the upper right, you have successfully followed the player.



From this point on, a check for new replays will automatically be performed for all players you are following whenever you select Xbox LIVE Battle from the Main Menu. You can then save any new replays that have appeared.

\* You can also use My List to manually check players you follow.

## Replay Channel

On the channel selection screen, press the **X** button to switch channel features (p. 42).



**SUPER STREET FIGHTER IV  
ARCADE EDITION**



**SUPER STREET FIGHTER IV**

# New Additions to SSFIV ARCADE EDITION

## My Channel Advanced

My Channel Advanced allows you to easily host up to 50 replays.

A host can create an open channel with up to 50 replays from My List that will play in a loop.

There are 3 different ways (RANDOM, SEARCH FOR PLAYER and HISTORY) to search for replays you want to keep. All replays viewed will automatically be saved to My List.

While watching a replay you can also choose not to save it. (See p.29 for replay controls.)



## Elite Channel

Replays from the players with the highest player points (PP) are selected from the various character channels and played on the Elite Channel.



## New Titles/Icons

You can now select new titles and icons based on the 4 new characters. (See p. 31 for instructions on using them.)



## New Achievements

You can now earn new achievements by using the new features that come with SUPER STREET FIGHTER IV ARCADE EDITION.

## Update Information










You can also check what has been updated from within SUPER STREET FIGHTER IV ARCADE EDITION.

# Character Introductions

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

## Icons

	Press the punch button .
	Press the kick button .
	The direction input with the directional pad/left stick . For the diagonal input, press two directions at the same time.
	Hold the directional pad/left stick down in the indicated direction, before inputting the next direction with the directional pad/left stick .
	Press these buttons at the same time to execute a powered-up EX Special Move (uses 1/4 of your S.C. gauge).
	Press these buttons 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.

\* Commands listed are for SUPER STREET FIGHTER IV ARCADE EDITION.

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



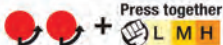
Super Combo


Shinku Hadoken



Ultra Combo

Metsu Hadoken



 Metsu Shoryuken




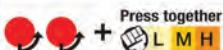
Super Combo


Shoryureppa



Ultra Combo

 Shinryuken



 Guren Senpukyaku





Super Combo

Senretsukyaku

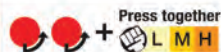


Ultra Combo

⚡ Hosenka



Kikoshō



Super Combo

Super Killer Head Ram

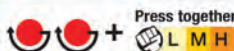


Ultra Combo

⚡ Ultimate Killer Head Ram



Orochi Breaker



Super Combo

Ground Shave Roll



Ultra Combo

Lightning Cannonball



⚡ Shout of Earth (anti-air)



⚡ Shout of Earth (anti-ground)



Super Combo

Final Atomic Buster



Ultra Combo

Ultimate Atomic Buster



Siberian Blizzard



# Character Introductions



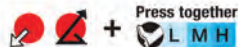
Super Combo

Double Flash



Ultra Combo

Flash Explosion



Sonic Hurricane



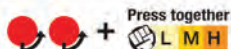
Super Combo

Yoga Inferno



Ultra Combo

Yoga Catastrophe



Yoga Shangri-La



Super Combo

⚡ Crazy Buffalo

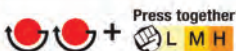


Ultra Combo

⚡ Violent Buffalo



Dirty Bull



Super Combo

Flying Barcelona Special



Flying Barcelona Special → Rolling Izuna Drop



Ultra Combo

⚡ Bloody High Claw



⚡ Splendid Claw







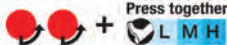
Super Combo

Tiger Genocide

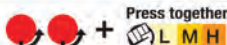


Ultra Combo

Tiger Destruction



Tiger Cannon



Super Combo

Knee Press Nightmare



Ultra Combo

Nightmare Booster



⚡ Psycho Punisher



The Demon from Hell

Mr. Bison



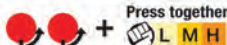
Super Combo

Emergency Combination



Ultra Combo

⚡ Burst Time



⚡ Burning Dance



Ms. Perfect

Cliffhanger

Super Combo

⚡ Spectacle Romance

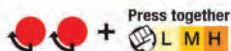


Ultra Combo

⚡ Space Opera Symphony



⚡ Big Bang Typhoon



Acrobatic Giant

Rufus

# Character Introductions



Super Combo

El Fuerte  
Dynamite



Ultra Combo

El Fuerte  
Flying Giga Buster



El Fuerte  
Ultra Spark



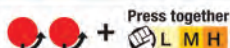
Super Combo

⚡ Heartless



Ultra Combo

⚡ Soulless



Breathless



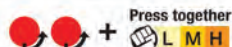
Super Combo

Tanden Storm

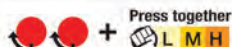


Ultra Combo

⚡ Tanden Stream



⚡ Tanden Typhoon



Super Combo

Raging Demon



Ultra Combo











Wrath of the  
Raging Demon








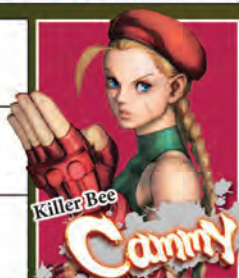
⚡ Demon  
Armageddon








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

Super Combo	Spin Drive Smasher	  + 
Ultra Combo	Gyro Drive Smasher	  +  L M H
	CQC (Cammy Quick Combination)	  +  L M H <small>(Begins when hit by certain attacks)</small>



Super Combo	Rekkashinken	  + 
Ultra Combo	Rekkashingeki	  +  L M H
	Gekirinken	  +  L M H <small>(Begins when hit by certain attacks)</small>

Super Combo	Haru Ichiban	  + 
Ultra Combo	Haru Ranman	  +  L M H
	Shinku Hadoken	  +  L M H
	Shinku Tengyo Hadoken	  +  L M H



# Character Introductions



Super Combo

Aura Soul Spark



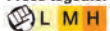
(not possible during Soul Satellite)

Ultra Combo

⚡ Illusion Spark



Press together



⚡ Soul Satellite



Press together



Super Combo

Mantis

⚡ Zan'ei



Crane

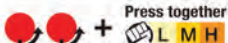
Jyakoha



Ultra Combo

Mantis

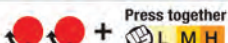
⚡ Zetsuei



Press together



⚡ Shitenketsu



Press together



Crane

Ryukoha



Press together



⚡ Teiga



Press together



Super Combo

Hissho Buraiken



Ultra Combo

Legendary Taunt



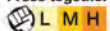
Press together



Shisso Buraiken



Press together



Haoh Gadoken



Press together





Super Combo

Double Typhoon   + 

Ultra Combo

Raging Typhoon   +  L M H

Raging Slash   +  L M H

Super Combo

Sobat Carnival     + 

Ultra Combo

Sobat Festival     +  L M H

 Climax Beat   +  L M H



Super Combo

Bushin Hasoken   + 

Ultra Combo

 Bushin Goraisenpujin   +  L M H

Bushin Muso Renge   +  L M H



Super Combo

Dead End Irony   + 

Ultra Combo

 Final Destruction   +  L M H

Last Dread Dust   +  L M H



# Character Introductions

Young Dreamer

**Ibuki**




Super Combo

Kasumi Suzaku

In the air   + 

Ultra Combo

Yoroitoshi

  +  **L M H** Press together

⚡ Hashinsho

  +  **L M H** Press together




Super Combo

Tanden Renki

  +   
(temporary power boost)

Ultra Combo

⚡ Seichusen Godanzuki

  +  **L M H** Press together

⚡ Abare Tosanami

  +  **L M H** Press together

A Bolt of Fighting Spirit

**Makoto**

A Ravishing Star in the Sky of Battle

**Dudley**


Super Combo

Rocket Upper




  + 

Ultra Combo

Rolling Thunder

  +  **L M H** Press together

⚡ Corkscrew Cross

  +  **L M H** Press together

Super Combo






Jaguar Varied Assault

  + 

Jaguar Varied Assault → Thousand Jaguars




  +    **Rapid**

Jaguar Varied Assault → Jaguar Assassin




  +   

Ultra Combo

⚡ Jaguar Revolver

  +  **L M H** Press together

⚡ Jaguar Avalanche

  +  **L M H** Press together

Fanged Beast

**Adon**



Super Combo

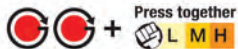
Flying Oil Spin



(hold  to charge)

Ultra Combo

Oil Coaster



Press together

Oil Combination Hold



Press together

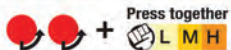
Super Combo

Fuharenjin



Ultra Combo

Feng Shui Engine



Press together

⚡ Kaisen Dankairaku



Press together



# Character Introductions

Soaring White Dragon

Yun



A young fighter from Hong Kong who wields the Chinese martial arts drilled into him by his grandfather with fearsome dexterity. He worked at the same restaurant as Chun-Li and followed her into the world of tournament fighting. While lacking in experience, he has a natural gift for combat. He is Yang's twin brother.

Special Moves	<b>Kobokushi</b> + (Press  L for faint)	Special Moves	+ <b>Zenpou Tenshin</b>
	<b>Zesshou Hohou</b> +		+ (Temporarily changes attack properties)
	<b>Tetsuzanko</b> +		<b>You Hou</b> +  L M H Press together
	<b>Nishokyaku</b> +		+  L M H Press together
		Super Combo	
		Ultra Combo	

Spirited Blue Dragon

Yang



A young fighter from Hong Kong who wields the Chinese martial arts drilled into him by his grandfather with fearsome dexterity. He left on a journey, following his older twin brother Yun. Unlike Yun, Yang has a relatively calm and collected personality. His ability to keenly observe the movements of his opponents is one of his greatest weapons.

Special Moves	<b>Senkyutai</b> +	Special Moves	+ <b>Kaihou</b>
	<b>Tourouzan</b> + (Can be used up to 3 times in succession)		+ (Temporarily changes attack properties)
	<b>Byakko</b> + <b>Soshoda</b> (Press  L for faint)		<b>Raishin Mahhaken</b> +  L M H Press together
	<b>Zenpou Tenshin</b> +		<b>Tenshin Senkyutai</b> +  L M H Press together
		Super Combo	
		Ultra Combo	



Bloody Battle Cry

Evil Ryu



Warped by the Satsui no Hado, Ryu has begun to walk the path of evil. He wanders the world in search of fights to the death with stronger opponents. Both his appearance and style have changed greatly, giving him a strong resemblance to Akuma.

Special Moves

Hadoken	+
Shakunetsu Hadoken	+
Shoryuken	+
Tatsumaki Senpukyaku	+
Airborne Tatsumaki Senpukyaku	<i>In the air</i> +

Special Moves

Ashura Senku

or + L M H or L M H

Special Moves

Ryusokyaku

+

Super Combo

Raging Demon

L L L H

Ultra Combo

Metsu Hadoken

+ L M H  
*Press together (Hold L M H for more power)*

Messatsu-Goshoryu

+ L M H  
*Press together*

Piercing The Heavens

Oni



This is the inhuman form Akuma assumed after being consumed by the Satsui no Hado. Stripped of nearly all human emotion, he lives only to fight.

Special Moves

Gohadoken	+ <i>(Hold  to change properties)</i>
Gorai Hadoken	+
Zanku Hadoshō	<i>In the air</i> +
Goshoryuken	+
Tatsumaki Zankukyaku	+
Airborne Tatsumaki Zankukyaku	<i>In the air</i> +
Sekisei Jiraiken	+

Special Moves

Rakan Dantōjin

+

Super Combo

Raging Demon

L L L H  
*(Can be performed in the air)*

Ultra Combo

Meido Gohado

+ L M H  
*Press together*

Messatsu-Gotenha

+ L M H  
*Press together*

Messatsu-Gozan'ku

*In the air* + L M H  
*Press together*

Tenchi Sokaigen

+ L M H  
*Press together*



 **Scaleform**

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# Warranty

## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC.  
("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

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

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

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a

check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org).

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