

CAPCOM®



V.S.
FIGHTING

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CONTENT RATED BY
ESRB

STREET FIGHTER IV ARCADE EDITION

⚠ WARNING: PHOTSENSITIVITY/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 or convulsion.
- altered vision
- loss of awareness
- seizures

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.


NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

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 ARCADE EDITION 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  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.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

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.

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.

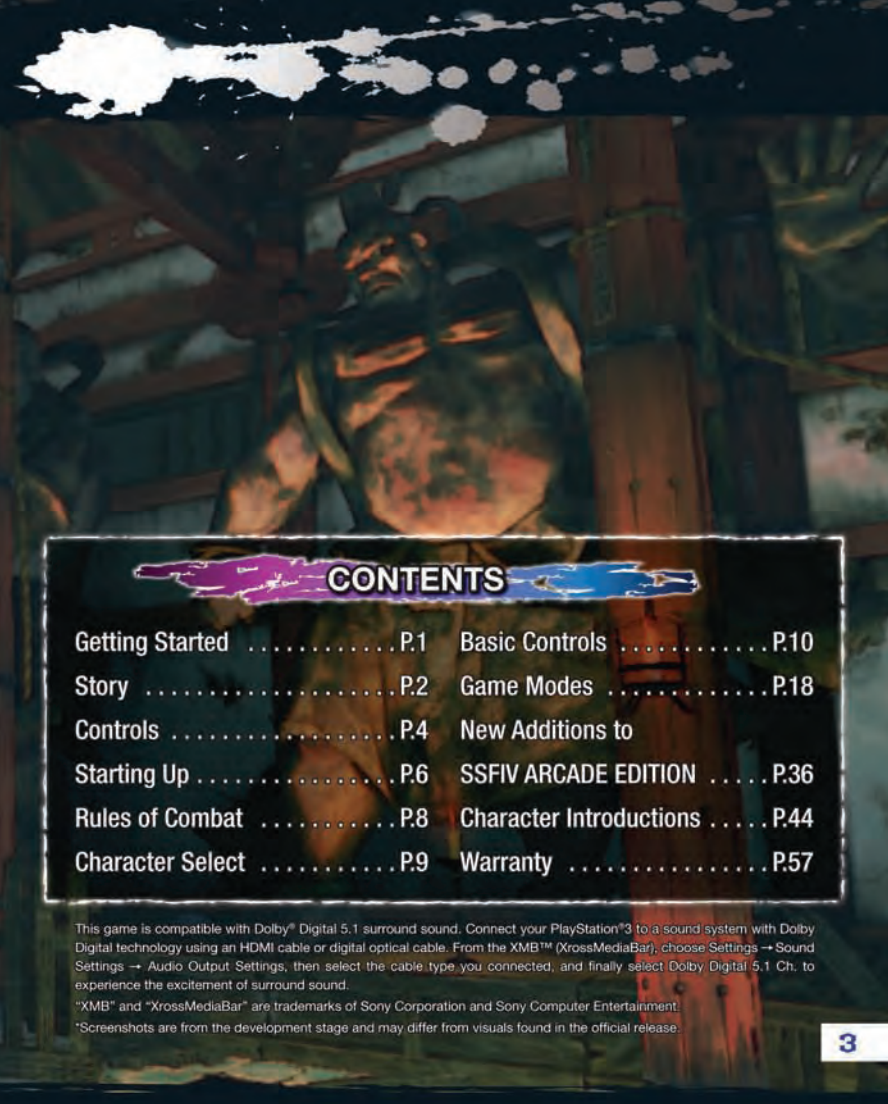
A Muay Thai fighter striving to be the new king.

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.



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This game is compatible with Dolby® Digital 5.1 surround sound. Connect your PlayStation®3 to a sound system with Dolby Digital technology using an 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.

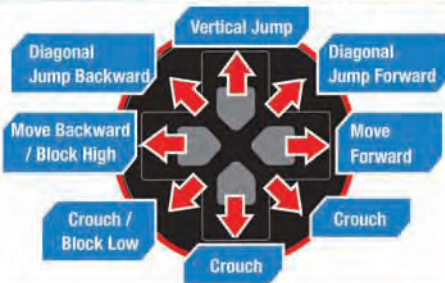
†Screenshots are from the development stage and may differ from visuals found in the official release.

Controls

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.

L2 button

L1 button

Left stick

SELECT button

PS button

Other Controls

Directional buttons/left stick

Select mode, mode menu, and options

X button

Confirm

O button







Cancel

R1 button

Open the Status display (p. 31)



Buttons

 Punch buttons			
 button	 button	R1 button	L1 button
Light	Medium	Heavy	All
 button	 button	R2 button	L2 button
 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).

* 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 a 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)

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 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's 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 Fight Request Icon	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 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 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

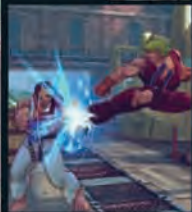
A counter hit occurs when you interrupt an opponent's attack with one of your own. Your opponent will take longer to recover from the damage caused by a Counter Hit, making it possible to perform combinations that are otherwise impossible.



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

Block

Block High



Block Low



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.

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	Light	Throw Escape
Close to opponent		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.

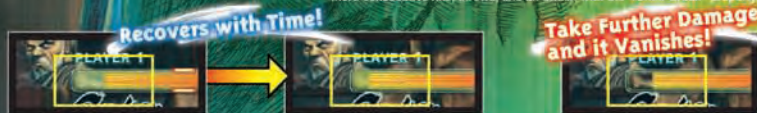


◆ Hyper Armor during a Focus Attack

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.



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 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. 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

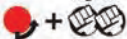


Normal Command



EX Command

2 or more together



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

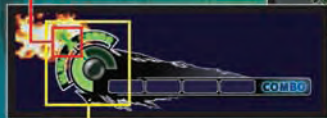
Ultra Combo

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, 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 Network 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	ANY
OPPONENT SKILL	ANY

- Adjust Fight Request settings.



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

Network Battle

Play online matches over the PlayStation®Network.

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



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)

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, 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).



Upload this replay?

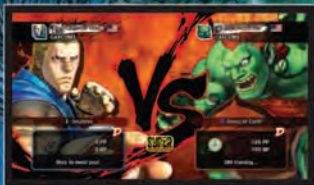
YES

NO

Game Modes

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).



* 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.

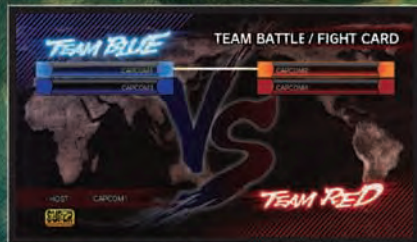
* Note If you happen to select the same spot as another player, you may or may not be automatically assigned to a different open spot.



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.



RANDOM CHANNEL

Displays the Original, Alpha, Turbo & III, Newcomers, 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 REPLAYS

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 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 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.

Ranking

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.

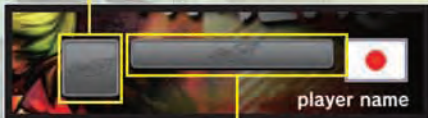
Battle Point (BP) Ranking

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




player name

Title

Icon

Press the  button to bring up the Icon selection screen.

Title

Press the  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.

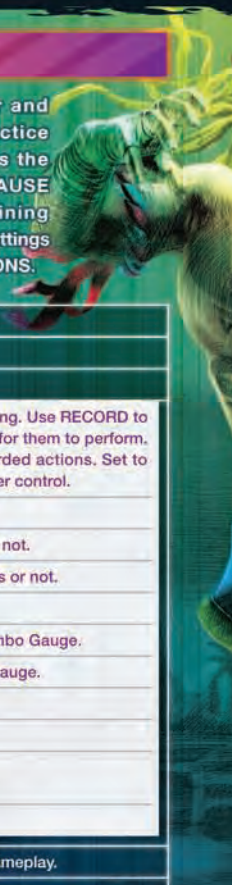


Game Modes

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**.



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.

Change Version

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

Install

Install the game to the PlayStation®3 system's HDD here. A PlayStation®3 system and HDD with 3,500MB 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.

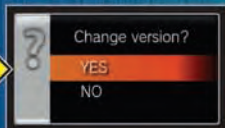
New Additions to SSFIV ARCADE EDITION

This game includes the "SSFIV Update Kit" and "SSFIV ARCADE EDITION" downloadable content. It is not necessary to purchase these items from the PlayStation®Store.

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

Network Battle




When you create a lobby on the PlayStation®Network 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  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.

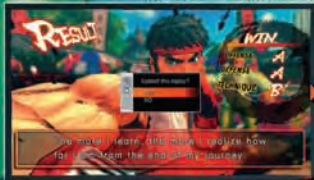


CAPCOM 02
6407 PP / 10
27143 BP / 5

View Replays from the Rankings

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



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




New replays are available.
Begin saving replays?
YES
NO

From this point on, a check for new replays will automatically be performed for all players you are following whenever you select Network 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  button to switch channel features (p. 42).



**SUPER STREET FIGHTER IV
ARCADE EDITION**

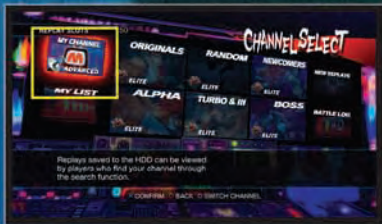


SUPER STREET FIGHTER IV

New Additions to SSFIV ARCADE EDITION

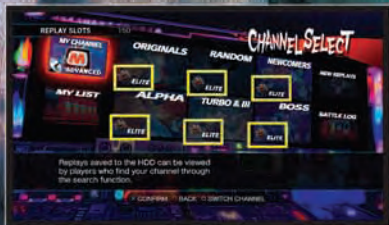
My Channel Advanced

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 Trophies

You can now earn new trophies 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 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 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

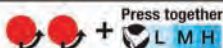


Ultra Combo

Metsu Hadoken



Metsu Shoryuken



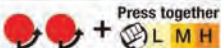
Super Combo

Shoryureppa



Ultra Combo

Shinryuken



Guren Senpukyaku





Super Combo

Senretsukyaku

Ultra Combo

⚡ Hosenka Press together

Kikosho Press together

Super Combo

Super Killer Head Ram

Ultra Combo

⚡ Ultimate Killer Head Ram

Press together

Orochi Breaker

Press together



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

Ultra Combo

Ultimate Atomic Buster

Press together

Siberian Blizzard

Press together



Character Introductions



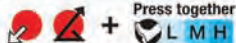
Super Combo

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

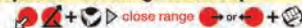


Super Combo

Flying Barcelona Special



Flying Barcelona Special → Rolling Izuna Drop



Ultra Combo

⚡ Bloody High Claw



⚡ Splendid Claw





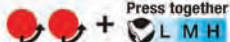
Super Combo

Tiger Genocide

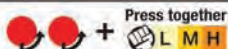


Ultra Combo

Tiger Destruction



Tiger Cannon



Super Combo

Knee Press Nightmare



Ultra Combo

Nightmare Booster



⚡ Psycho Punisher



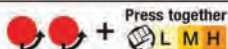
Super Combo

Emergency Combination



Ultra Combo

⚡ Burst Time



⚡ Burning Dance



Super Combo

⚡ Spectacle Romance

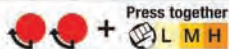


Ultra Combo

⚡ Space Opera Symphony



⚡ Big Bang Typhoon



Character Introductions



Super Combo	El Fuerte Dynamite	+
Ultra Combo	El Fuerte Flying Giga Buster	+ L M H
	El Fuerte Ultra Spark	+ L M H

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



Super Combo	Tanden Storm	+
Ultra Combo	Tanden Stream	+ L M H
	Tanden Typhoon	+ L M H

Super Combo	Raging Demon	L L L H
Ultra Combo	Wrath of the Raging Demon	L L L H
	Demon Armageddon	+ L M H





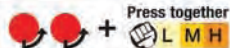
Super
Combo

⚡ Forbidden
Shoryuken

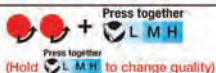


Ultra
Combo

⚡ Shin Shoryuken



Denjin Hadoken



Super
Combo

Spin Drive
Smasher



Ultra
Combo

Gyro Drive
Smasher



CQC
(Cammy Quick Combination)



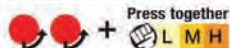
Super
Combo

Rekkashinken



Ultra
Combo

Rekkashingeki



Gekirinken



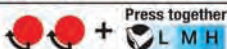
Super
Combo

Haru Ichiban

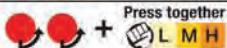


Ultra
Combo

⚡ Haru Ranman



Shinku Hadoken



Shinku Tengyo
Hadoken



Character Introductions



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

Super Combo	Mantis	⚡ Zan'ei	
		Crane	Jyakoha
Ultra Combo	Mantis		⚡ Zetsuei
		⚡ Shitenketsu	Press together L M H
	Crane	Ryukoha	Press together L M H
		⚡ Teiga	Press together L M H
			<i>In the air</i> Press together L M H



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



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



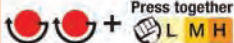
Super Combo

Kasumi Suzaku



Ultra Combo

Yoroitoshi



⚡ Hashinsho



Super Combo

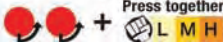
Tanden Renki



(temporary power boost)

Ultra Combo

⚡ Seichusen Godanzuki



⚡ Abare Tosanami



Super Combo

Rocket Upper

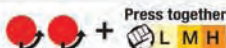


Ultra Combo

Rolling Thunder



⚡ Corkscrew Cross

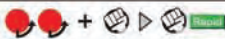


Super Combo

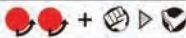
Jaguar Varied Assault



Jaguar Varied Assault → Thousand Jaguars

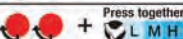


Jaguar Varied Assault → Jaguar Assassin

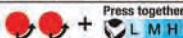


Ultra Combo

⚡ Jaguar Revolver



⚡ Jaguar Avalanche





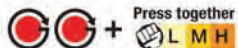
Super
Combo

Flying Oil Spin



Ultra
Combo

Oil Coaster



Oil Combination
Hold



Super
Combo

Fuharenjin

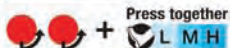


Ultra
Combo

Feng Shui
Engine



⚡ Kaisen
Dankairaku



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

⚡ Kobokushi
 □ (Press   for feint)

⚡ Zesshou Hohou
 □  + 

□ Tetsuzanko
 □  + 

□ Nishokyaku
 □  + 

Special Moves
 □ Zempou Tenshin
 □  + 

Super Combo
 Genei Jin
 (Temporarily changes attack properties)
 □   + 

Ultra Combo
 ⚡ You Hou
 Press together   + 

Sorai Rengeki
 Press together   + 

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

□ Senkyutai
 □  + 

□ Tourouzan
 (Can be used up to 3 times in succession)
 □  + 

⚡ Byakko
 □ Soshoda
 (Press   for feint)

□ Zempou Tenshin
 □  + 

Special Moves
 □ Kaihou
 □  + 

Super Combo
 Seiei Enbu
 (Temporarily changes attack properties)
 □   + 

Ultra Combo
 ⚡ Raishin Mahhaken
 Press together   + 

Tenshin Senkyutai
 Press together   + 

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	+

Special Moves

Ashura Senku
 or + or +

Super Combo

Raging Demon
 +

Ultra Combo

Metsu Hadoken
 + + (Hold for more power)

Messatsu-Goshoryu
 + + (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	+ (Hold to change properties)
Gorai Hadoken	+
Zanku Hadoshō	+
Goshoryuken	+
Tatsumaki Zankukyaku	+
Airborne Tatsumaki Zankukyaku	+
Sekisei Jiraiken	+

Special Moves

Rakan Dantōjin
 +

Super Combo

Raging Demon
 + (Can be performed in the air)

Ultra Combo

Meido Gohado
 + + (Press together)

Messatsu-Gotenha
 + + (Press together)

Messatsu-Gozanku
 + + (Press together)

Tenchi Sokaigen
 + + (Press together)



 **Scaleform**

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Special Thanks : JIKJISOFT

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.

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