

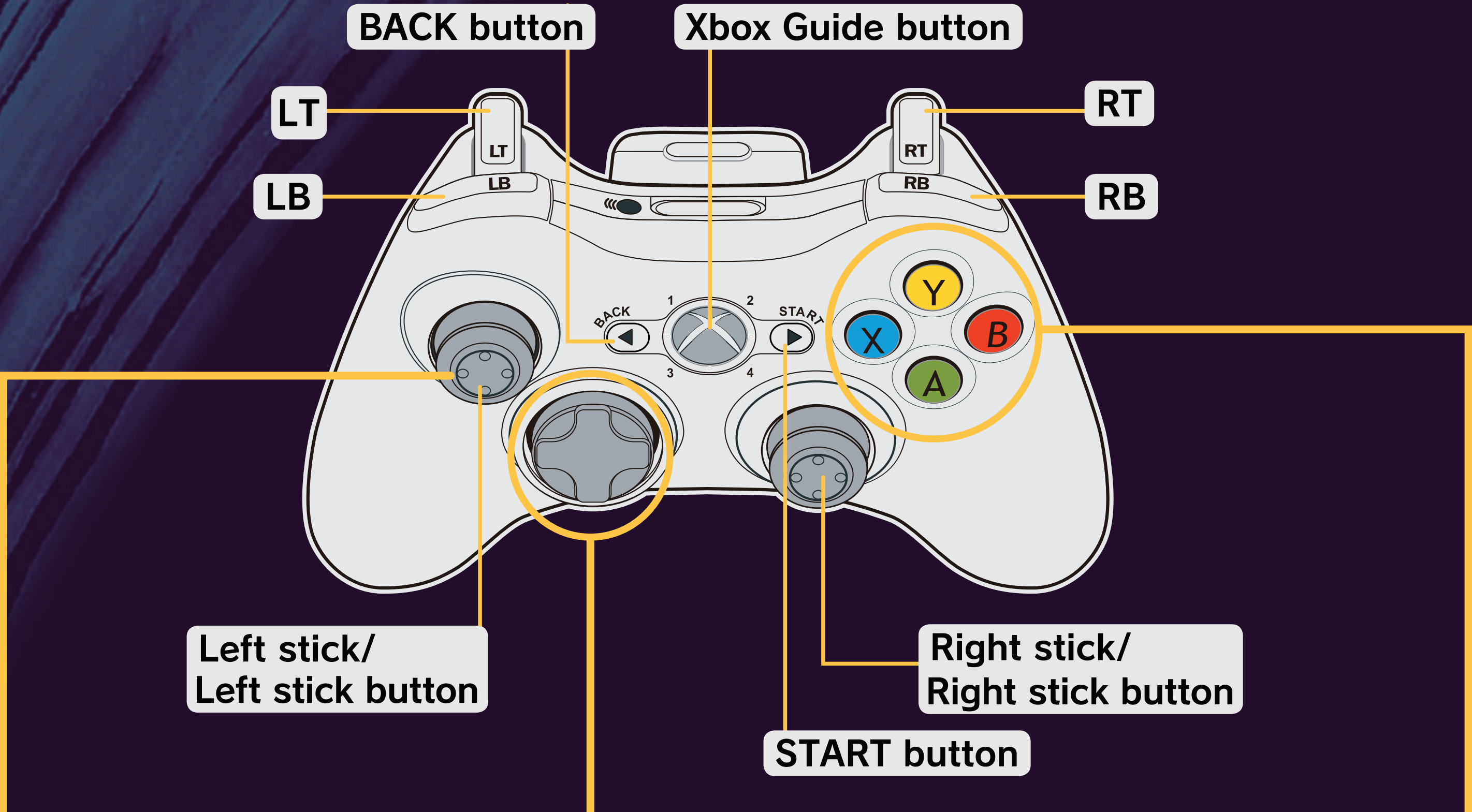
Basic Controls



Items with this mark are new functions added to Ultra Street Fighter IV.

Xbox 360 Wireless Controller

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



Directional pad / Left stick

Diagram showing the directional pad and left stick controls for various actions:

- Vertical Jump
- Diagonal Jump Backward
- Diagonal Jump Forward
- Move Backward / Block High
- Move Forward
- Crouch / Block Low
- Crouch

Buttons

Diagram showing the buttons for Punch and Kick actions:

- Punch buttons:** X button (Light), Y button (Medium), RB (Heavy), LB (Press light, medium, and heavy together)
- Kick buttons:** A button (Light), B button (Medium), RT (Heavy), LT (Press light, medium, and heavy together)

Directional pad/Left stick	Select mode, mode menu, and options
A button	Confirm
B button	Cancel
RB	Open the status display
START button	Press during battle to pause the game and open the Pause Menu. Press again to resume. (The game cannot be paused when playing against an opponent online over Xbox Live.)

* These are the default button settings. They can be changed to other configurations from Options.
* Vibration can be turned On/Off from Options.

Xbox Live

Xbox Live is an online gaming and entertainment service for the Xbox 360 console. You can join for free simply by connecting your console to the Internet. Get free game trials and instant access to HD movies (separate fee applies). Use Kinect sensor to navigate through videos with simple controls. Upgrade to a paid Xbox Live Gold Membership to be able to play games online with friends around the world. Xbox Live is your connection to a wide variety of games and entertainment. To learn more, visit <http://www.xbox.com/live/> today.

► Using Xbox Live

To use Xbox Live, you'll need to connect your Xbox 360 console to the Internet and join Xbox Live. For more information about Xbox Live and connecting your console to the Internet, please visit <http://www.xbox.com/>.

► Family Settings

The Xbox 360 console lets you customize and manage your family's access to games, movies, television content, and access to Xbox Live. You can also set limits on how long each family member can use the console on a daily or weekly basis. For more information, please refer to the Xbox 360 console manual, or visit <http://www.xbox.com/familysettings/>.

This game supports 5.1-channel surround sound. To enjoy surround sound, connect your Xbox 360 console to a sound system with Dolby Digital® technology using Xbox 360 HDMI Cable or digital optical cable. Next, from the System blade of the Xbox Dashboard, navigate to Console Settings>Audio Options>Digital Output, then select "Dolby Digital 5.1".



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Getting Started

Starting the Game

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



Main Menu

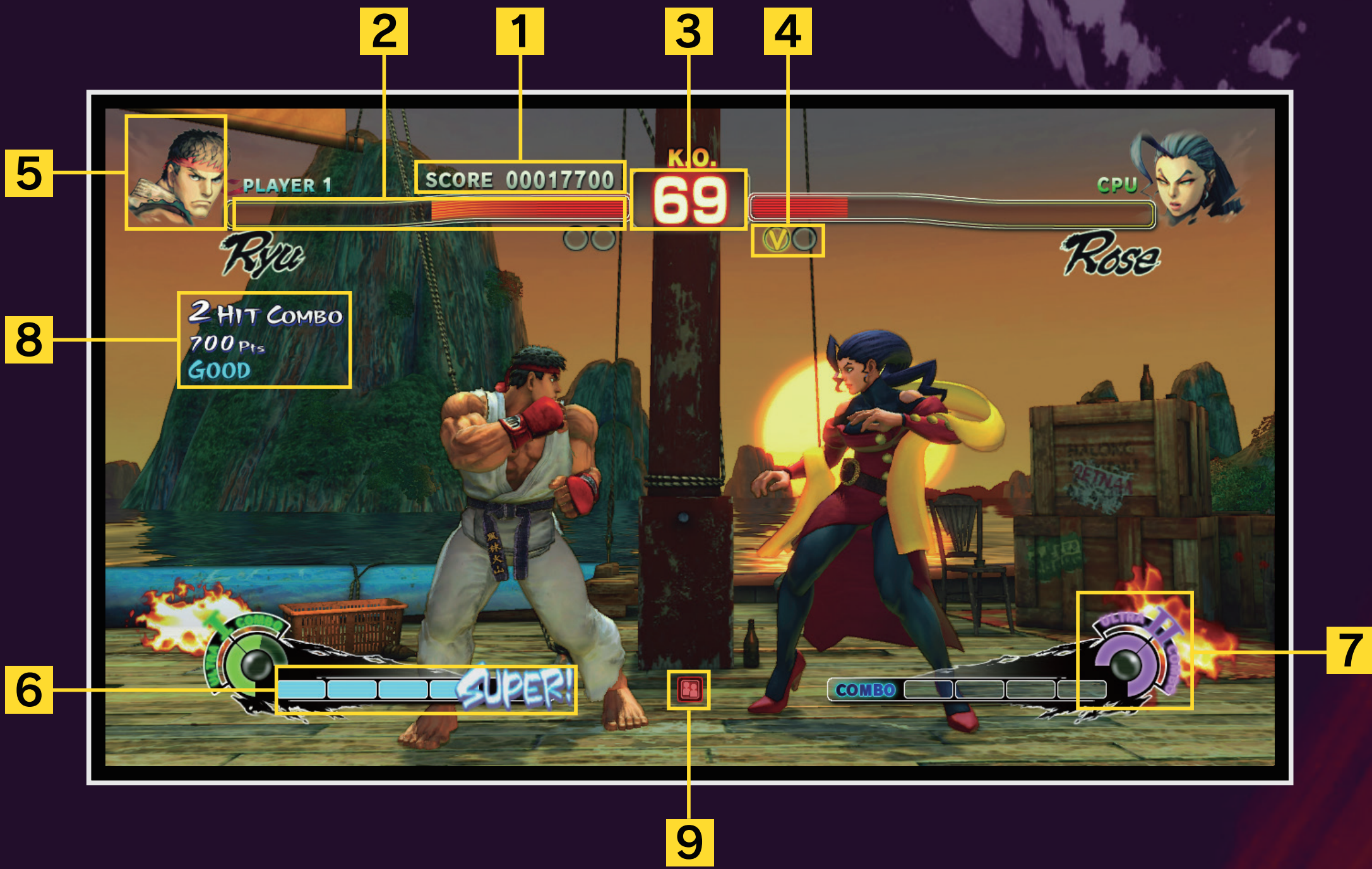
Arcade	One player takes on a series of CPU opponents. Connecting a second controller allows another player to join as a challenger. You can also configure Fight Request settings to set up an Xbox Live Battle.
Versus	Select characters and a battle stage, then fight against the CPU or another player.
Xbox Live Battle	Battle opponents online over Xbox Live. <i>* Requires an Xbox Live Gold Membership.</i>
Challenge	This mode requires the player to complete various challenges.
Training	Choose how your opponent will behave, then practice against them.
Player Data	View online/offline statistics and gameplay records.
Options	Adjust various game settings.
Xbox Games Store	Acquire downloadable content. <i>* Additional fees apply for some downloadable content.</i>
Game Manual	View the game manual.

* Refer to the next page for more information about status settings (icons and titles).

Saving Data

Ultra Street Fighter IV uses an autosave function. Your game will automatically be saved at the end of battle or when settings are modified. Select a storage device and choose the destination for your autosave data. Saving data requires at least 18MB of free space.

The Game Screen



1 Points and Consecutive Wins	Your current points and number of consecutive wins. <i>* Display varies depending on the game mode.</i>
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 type of victory.
5 Character Portrait	The character you are currently using.
6 Super Combo Gauge	As this gauge fills up, it can be used to execute Super Combos or EX Special Moves.
7 Revenge Gauge	Once this gauge reaches the 50% mark, you can use it to perform an Ultra Combo. The icon of the selected Ultra Combo will also appear.
8 Bonus Message	Various messages are displayed here during the action.
9 Fight Request Icon	An icon appears during Arcade Mode and Training when the Fight Request setting is on.

Rules of Combat

Match Setup

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

Winning Rounds

By default, a single round lasts for 99 clicks 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.

Status Settings (Icons and Titles)

Press RB at the Main Menu to display and edit your status. Your title and icon will be displayed during battles over Xbox Live. You can unlock additional icons and titles by meeting various conditions in the game.




Icon	Press the  button to view the Icon selection screen.
Title	Press the  button to view the Title selection screen.

Character Select

Choose and customize your character on the Character Select screen.
* Press the BACK button on the Character Select screen to display a button config menu.



The Customize Window

Costume	Purchase costumes from Xbox Games Store and use them to change your character's look.
Color	Change the color of your character's costume. You initially have access to two colors, but you'll unlock more as you progress through the game.
Personal Action	Select the Personal Action your character can use to taunt opponents during a fight. At the beginning of the game, characters only have one "regular" Personal Action, but the number of available Personal Actions will increase as you progress through the game.
Win Quote	Select the message to be displayed when you win a match.
 Edition	Select the Street Fighter IV edition. * Only available in certain modes.

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

 The direction entered with the directional pad or left stick.

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.

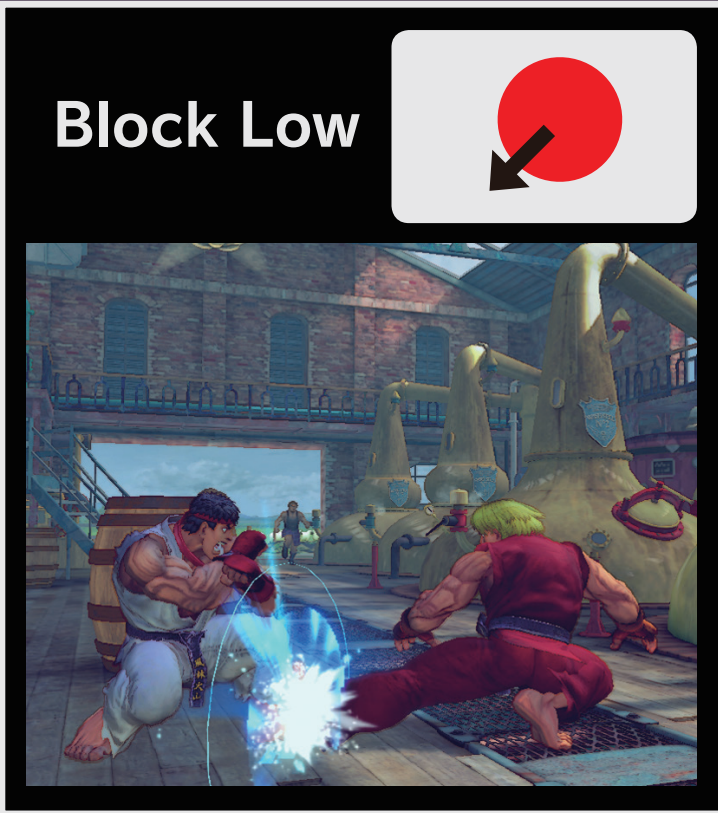
Special Moves

Press directional pad or move left stick and attack buttons in a specific combination 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 “cancel” or cut short the normal move and quickly go straight into performing the special move.

Block

Pressing directional pad or moving left stick away from your opponent allows you to block their attacks. You can block high (standing) and low (crouching) attacks - the key is in knowing when to use which block type.

Additionally, you cannot block while in mid-air.



Dash

Press directional pad or move left stick twice towards your opponent in quick succession to perform a forward dash. Press twice in quick succession away from them to perform a backward dash. Dashing lets you quickly close in or retreat away from your opponent.

Stun Recovery

If you keep getting pummeled, you will eventually become stunned. Press the directional pad, move left stick and press other buttons as fast as you can to recover quickly.

Throws & Throw Escapes

When standing close to your opponent, press the Light Punch and Light Kick buttons together to throw him. Keep 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.



Quick Recovery

When your opponent’s attacks have knocked your character to the ground, you can press down on directional pad, move left stick down or press two or more buttons together just before 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.

* You can’t perform a recovery after some attacks, such as throws.



ULTRA Delay Stand

You can delay your recovery after getting hit by some attacks that don’t allow for quick recovery. Press two or more buttons together just before you hit the ground to perform the Delay Stand.



Personal Action

Press the Heavy Punch and Heavy Kick buttons together to make your character perform a personal action. This action in and of itself has no special effect.

Basic Controls

Focus Attack

Focus Attacks let you attack while absorbing damage from 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 inputting the command and the Focus Attack being performed. You can then go on to counter by performing the attack.

* This method is not effective against an attack with two or more consecutive hits, throws, or 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). However, if you are hit again before it finishes recovering, the remaining section of vitality will vanish and can no longer be recovered.

Levels of Focus Attack

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

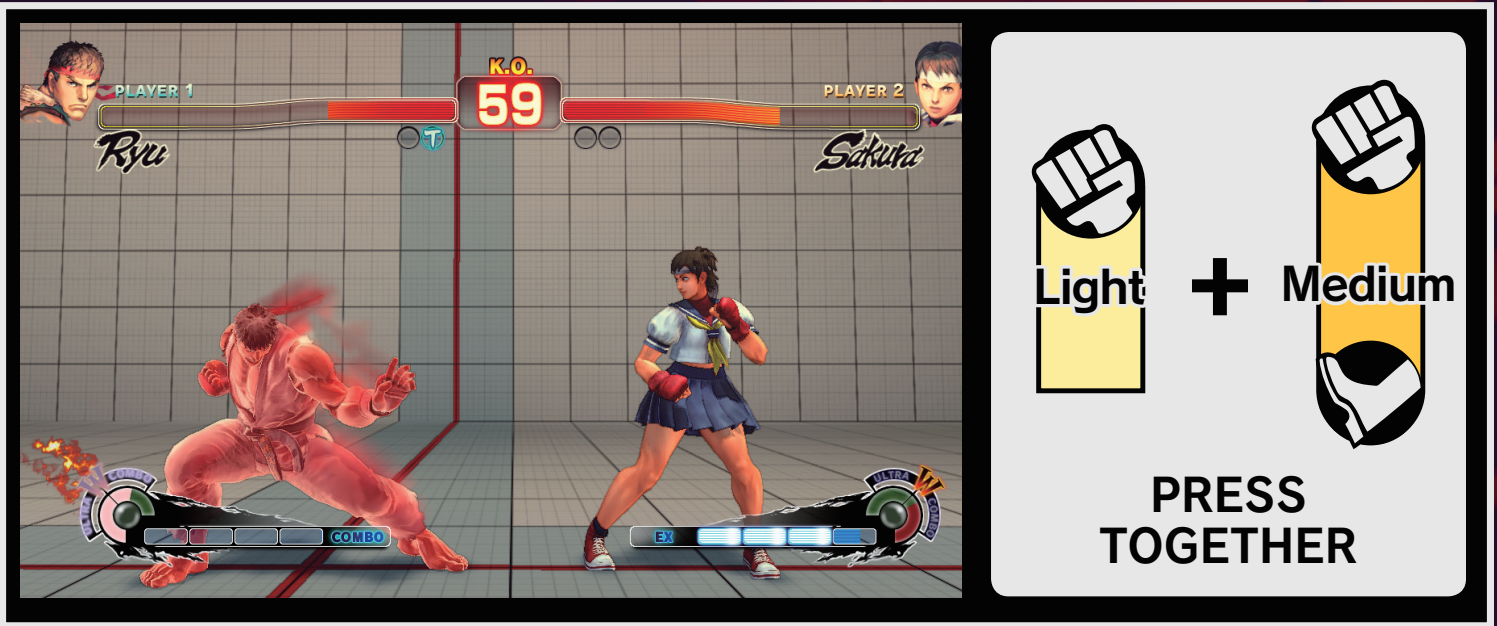
Level 1	Only inflicts normal damage. * Crumples opponent if a counter hit.
Level 2	Crumples the opponent, allowing easier follow-up.
Level 3	Becomes unblockable. Takes on Armor Break properties. Crumples opponent if hit is successful, allowing easier follow-up.

Other Actions During a Focus Attack

You can perform either a forward dash 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.

ULTRA Red Focus Attack

Press the Light Punch, Medium Punch, and Medium Kick buttons together to launch a Red Focus Attack. You can withstand even continuous attacks from your opponent while readying the Red Focus Attack. These attacks inflict more damage and charge the Revenge Gauge more than normal Focus Attacks. However, they consume two segments of the Super Combo Gauge.



Uses 2 bars of the S.C. Gauge

As with normal Focus Attacks, the attack has three levels depending on how long you hold the attack buttons.

Basic Controls

Super Combo

Hitting your opponent, performing special moves, getting hit or blocking will increase your Super Combo Gauge. The gauge is divided into four segments; 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.



Uses all of the Super Combo Gauge

Super Combo Gauge



Super Cancel

Input the Super Combo command during certain moves to cancel the current move and go directly into the Super Combo.

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. EX Special Moves are powered-up versions of your regular special moves.

Uses 1 bar of the S.C. Gauge



Normal Command



EX Command



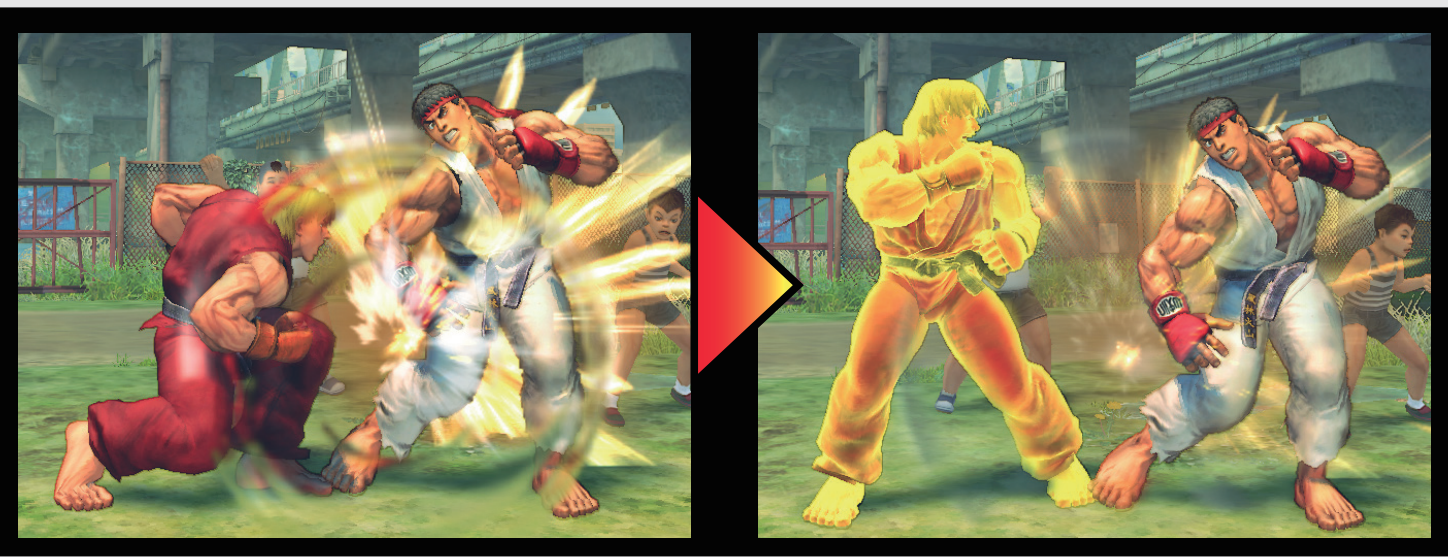
EX Focus / ULTRA EX Red Focus

Launch the Focus Attack (or Red Focus Attack) during certain moves to cancel the current move and go directly into the Focus Attack.

This is called EX Focus (or EX Red Focus).

EX Focus uses 2 bars of the S.C. Gauge

EX Red Focus uses 3 bars of the S.C. Gauge



Ultra Combo

The Revenge Gauge fills as your opponent inflicts damage. Once the gauge reaches 50%, you can unleash a devastating Ultra Combo that consumes the entire Revenge Gauge. The higher the gauge is charged upon performing the attack, the more damage the Ultra Combo will do.

There are two types of Ultra Combos: I and II. Select either I or II at the Character Select screen, or choose Ultra Combo Double to use both.

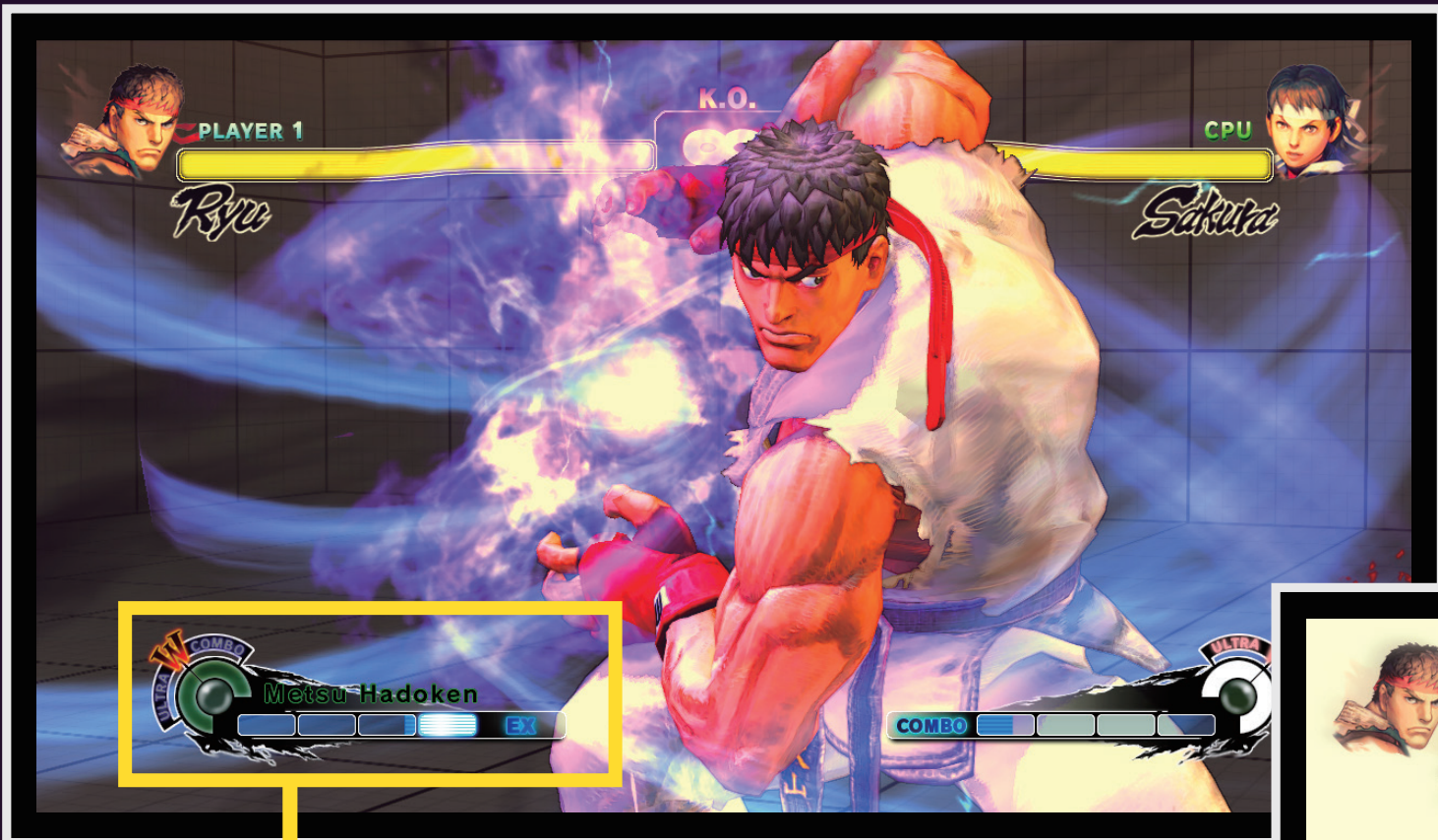
Selected Ultra Combo Icon



Revenge Gauge

ULTRA Ultra Combo Double

This allows you to use both I and II Ultra Combos during battle. As with normal Ultra Combos, you can launch an attack once your Revenge Gauge reaches 50%. However, these attacks are less powerful than their standard counterparts.



Ultra Combo Double Icon



Game Modes

Arcade

Fight your way through a series of CPU opponents and two types of bonus stages.

If you have two controllers, press START on the second controller to allow another player to challenge the first player in combat. This requires the Fight Request setting to be off.

* If you turn off the Fight Request setting from the Pause Menu, you will not be able to accept challenges until Arcade Mode ends.

Arcade Fight Request

You can receive Ranked Match challenges from online opponents while in Arcade Mode.

If a player sends you a Fight Request, a message will appear on-screen that will take you to the Xbox Live Battle lobby.

You can turn off the Fight Request setting from the Pause Menu.

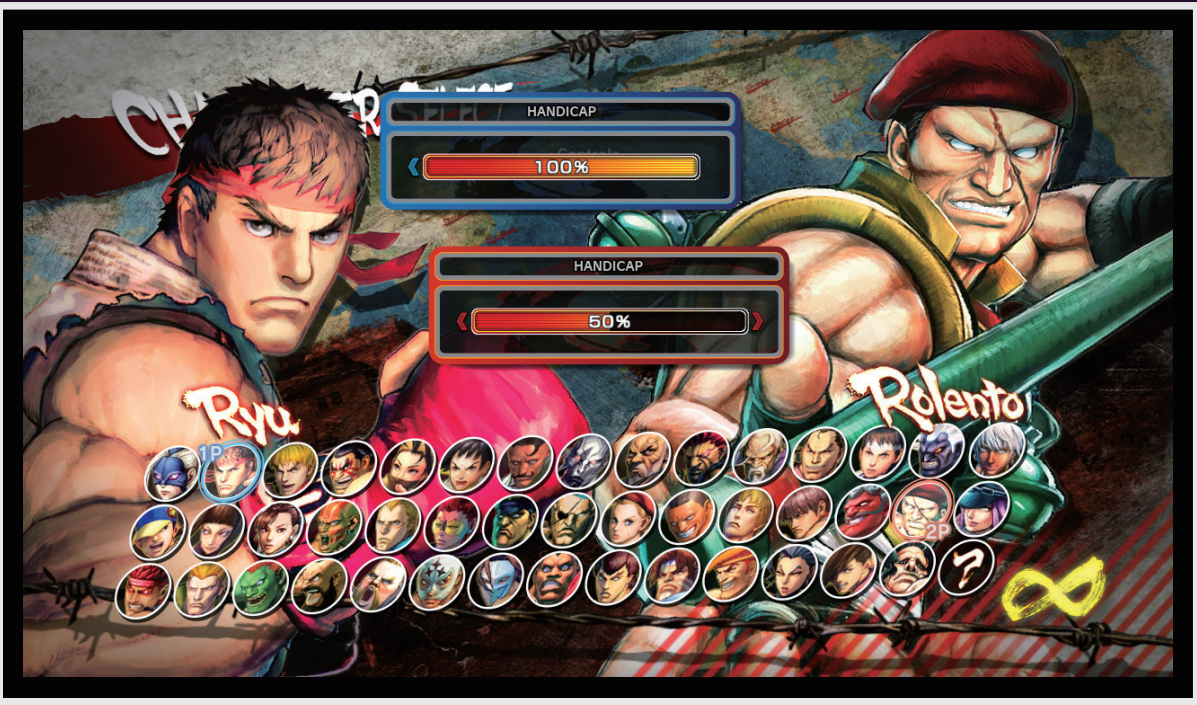


Versus

Select characters and a battle stage, then fight against the CPU or another player.

You can also select a handicap according to skill.


Two controllers are required for Player Vs Player mode.



Xbox Live Battle

Battle opponents online over Xbox Live.

* Xbox Live Battle play requires an Xbox Live Gold Membership.

Ranked Match	Ranked matches affect Player Points (PP) and Battle Points (BP).	
Endless Battle	Multiple players participate in a chain of 1-on-1 battles.	
Team Battle	Multiple players can split into teams and fight.	
Tournament	Begin a tournament with the players assembled in a lobby.	
Online Training	Train with another player.	
Replay Channel	Watch replays with other players.	
Leaderboards	Check out Player Point (PP) and Battle Point (BP) leaderboards.	

Match Search/Creation

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

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 Xbox Live Battle. The Battle Results screen is shown when the battle ends, 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).

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.

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

See if you've fulfilled the conditions by checking the Replay Upload icon on the Battle Results screen.



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

Take on an opponent with a Level 2 icon in your class to trigger a replay upload battle.

Non-replay upload battles do not affect the icon.



Replay Upload Match

When a replay upload battle is triggered, the icon will change.

Winning the replay upload battle lets you choose whether to upload a replay of the battle.

Once the match is over, the icon returns to its default state.



Upload to YouTube™

If you have an active YouTube™ account, you can upload USFIV replays from the Battle Log in the Replay Channel or the Local Battle Log in Player Data.

Press the **X** button to select “Upload to YouTube™” to begin the upload process.

Once the upload is complete, you can replay videos of your battles from your own page on YouTube™. You can also adjust the privacy settings to share your videos with other users.

BATTLE LOG

SAVE STATUS	FIGHT CARD	MODE	DATE
	vs	ENDLESS	01/30/2014
	vs	ENDLESS	01/30/2014
	vs	ENDLESS	01/30/2014
	vs	ENDLESS	01/30/2014
	vs	ENDLESS	01/30/2014
	vs	RANKED MATCH	01/30/2014
	vs	RANKED MATCH	01/30/2014
	vs	RANKED MATCH	01/30/2014

PLAY REPLAY **SAVE REPLAY** **BACK** **SHOW WIN/LOSS**

UPLOAD TO YouTube™

Select the replay you wish to upload to YouTube™ and proceed with the on-screen instructions.

Game Modes

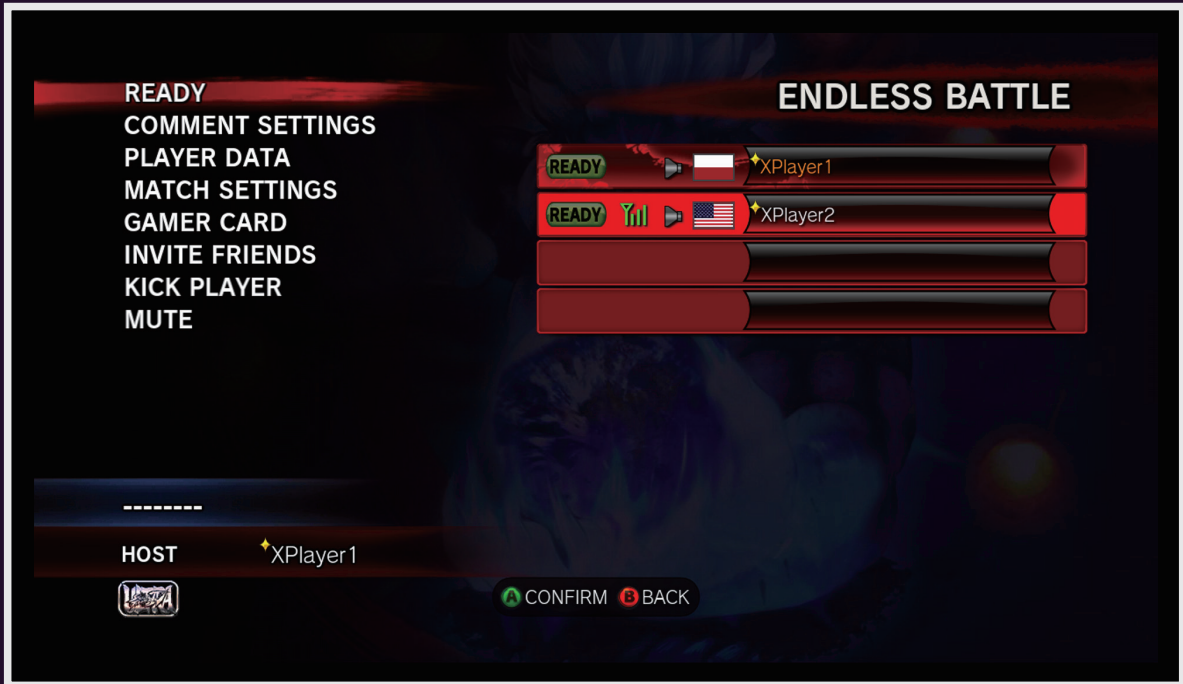
Endless Battle

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 the next player on the list. The loser heads to the bottom of the list and waits.

After your opponent presses Ready at the battle lobby screen, you must press Ready in the allotted amount of time, or the battle order skips to the next player.



Watching Battles

You can watch battles between other players in Endless Battles and Team Battles. Save replays of your favorite battles to My List.



The host cannot leave the session while watching a fight.

Tournament

Players battle one another in a tournament.

Up to 8 players can take part in a tournament. Tournament includes 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.

* Since an organizer host cannot fight matches, the host may configure the tournament brackets any way he or she likes. Replays of all tournament matches are temporarily saved to the host's Battle Log.

ULTRA Team Battle

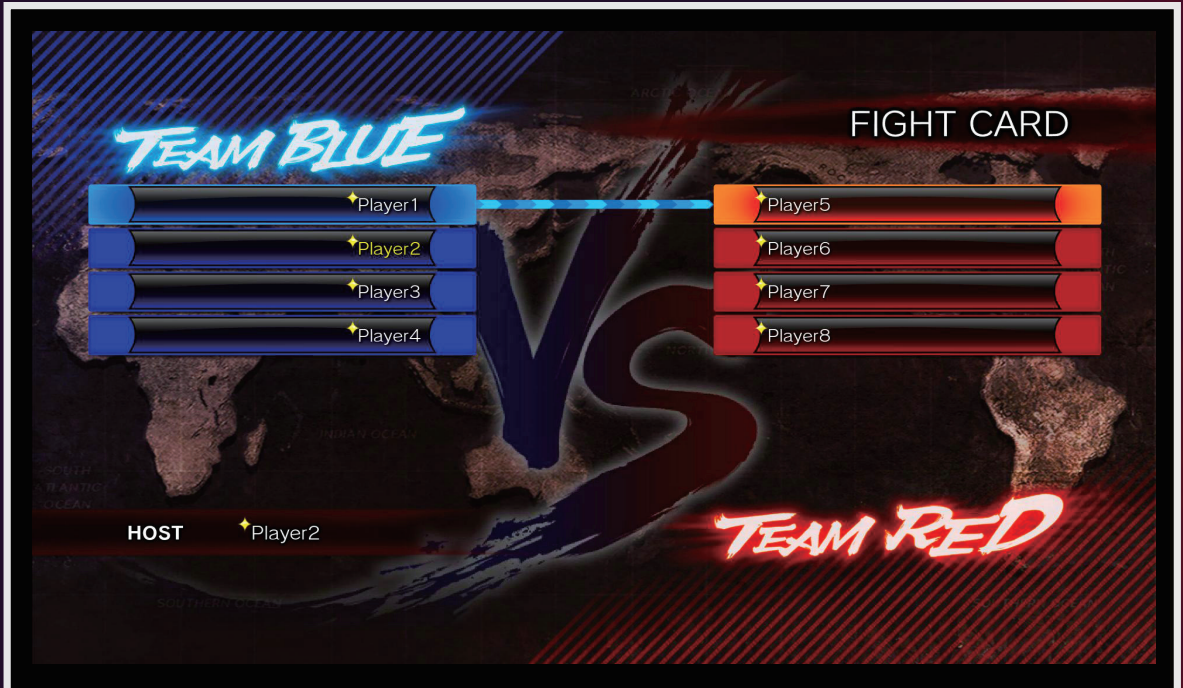
Up to 8 players battle in two teams. Choose from Continuous or Elimination modes.

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

Continuous

Players divide into a red team and a blue team, and individual players from each team battle 1-on-1 in order. The team with the most victorious players wins.

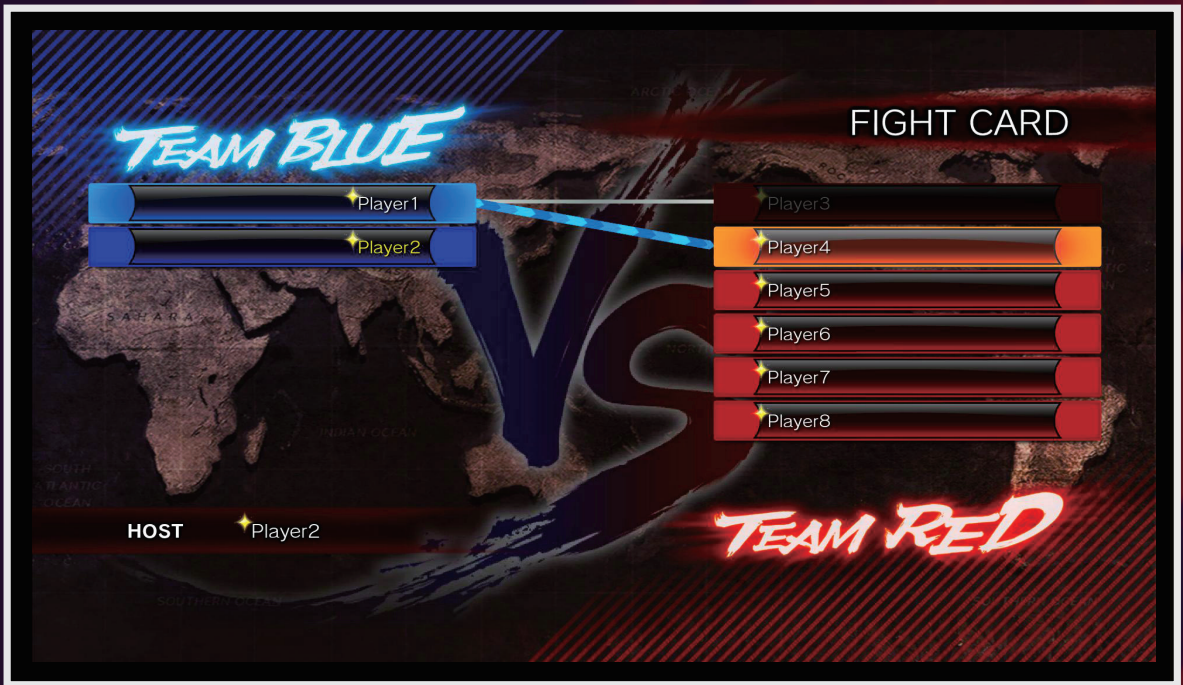
You can set the number of players and their order before the battle begins.



Elimination

After setting the number of players and their order for both the red team and the blue team, the first player from each team will battle. The winning player goes on to battle the next player from the opposing team, regaining some vitality.

The first team to defeat all players of the opposing team wins.



Leaderboards

Take a look at the Player Point (PP) and Battle Point (BP) leaderboards that change according to Ranked Match results.

Player Point (PP) Leaderboard	The overall Player Point (PP) leaderboard.
Battle Point (BP) Leaderboard	The character-specific Battle Point (BP) leaderboard.

* Follow your favorite players from Leaderboards to add their newest replay to My List.

Game Modes

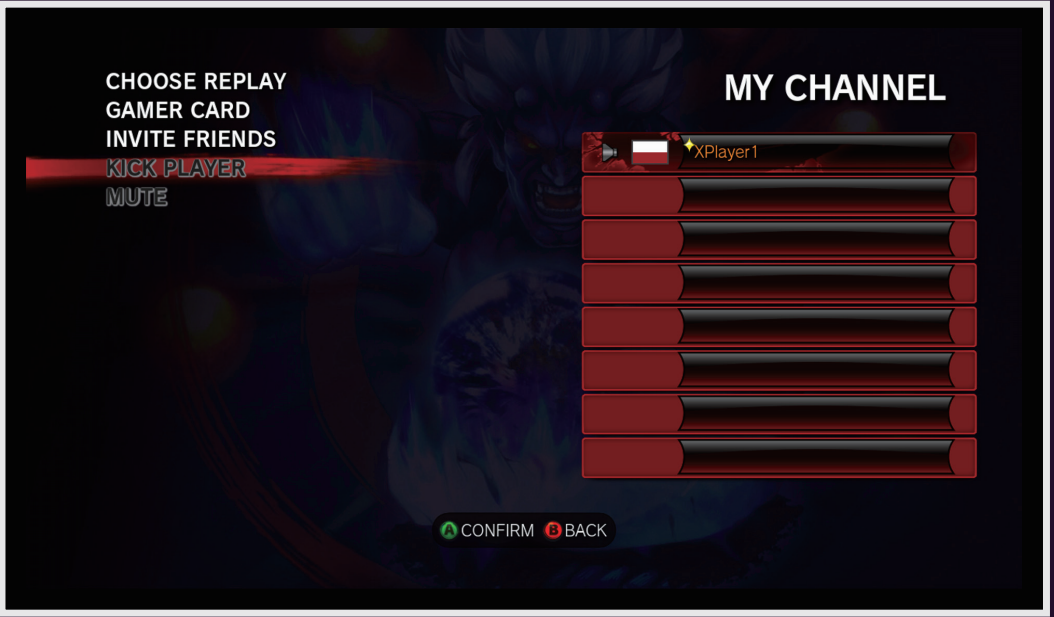
Replay Channel

Manage your saved replays, or watch and collect replays uploaded by other players. You can also talk with other players while you watch replays.

Channels marked with a * can be changed to Elite mode.



Random Channel*	Displays the Originals, Newcomers, Turbo & III, Alpha, or Boss channels randomly.
Originals Channel*	Watch replays of matches between Street Fighter II characters.
Alpha Channel*	Watch replays of matches between Street Fighter Alpha characters.
Turbo & III Channel*	Watch replays of matches between Super Street Fighter II Turbo and Street Fighter III characters.
Newcomers Channel*	Watch replays of matches between newcomers to the Street Fighter IV series.
Boss Channel*	Watch replays of matches between the boss characters from various titles.
My Channel	Invite other players to a session and watch saved replays. * Can be changed to Advanced mode.
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 Xbox Live battle (saved temporarily). Replays are overwritten, starting with the oldest file. You can also add your favorites to My List.



Lobby Screen

Watch replays while communicating with other players in character-specific channels, or choose a random channel. The Lobby screen displays information about the other players and the next replay in the playlist. Replays are played automatically at regular intervals.

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 Pause 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 a replay. When viewing a replay in My List, New Replays, or Battle mode, you can skip through it by round.

New Replays


Watch replays uploaded via Ranked Matches. You can save your favorite replays to My List.

Battle Log

Replays of your Xbox Live Battles are temporarily saved to the Battle Log. From here, you can watch replays, save them to My List, or upload them to YouTube™.

My List

Use My List to manage the replays downloaded from the Replay Channel or saved from battles.

Watching Replays	Select a replay to bring up detailed information and start playback.
Editing / Deleting Replays	Use directional pad or left stick to select the replay you want to edit, then press the RB to change the rating. You can also use the LB to change the filename. To delete a replay, press the  button and select “Yes” from the confirm delete screen.

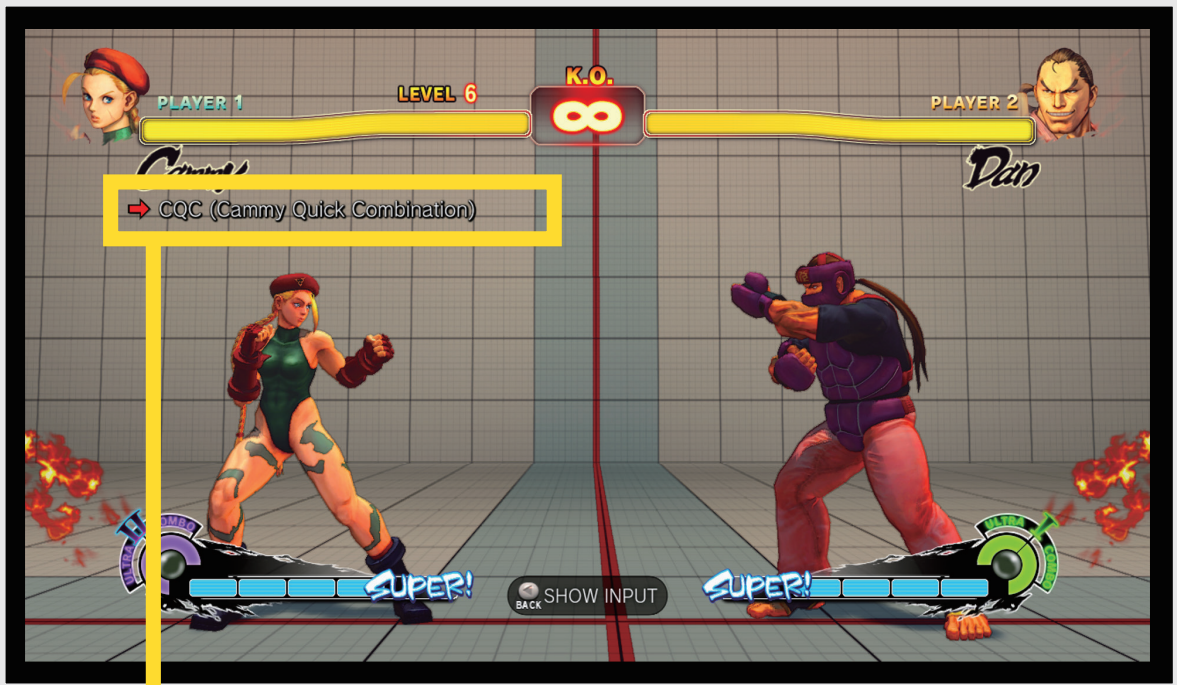
Game Modes

Challenge

The player must complete various challenges in this mode.

Trial

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



Challenge details

Training

Select your character and opponent, then practice their techniques.

Press the START button to open the Pause Menu and change various settings in Training Options.



You can turn on Training Fight Requests to receive challenges from other players while training.

Training Pause Menu

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 replay the recorded actions. Set to CPU to place the opponent under full computer control, as in Arcade Mode.
Guard	Set the block status of your opponent.
Quick Stand	Choose whether the opponent will use the recovery move.
Counter Hit	Choose whether your attacks will register as Counter Hits.
Stun	Modify the opponent's stun settings.
S. C. Gauge	Configure the Super Combo Gauge for both you and your opponent.
Revenge Gauge	Configure the Revenge Gauge for both you and your opponent.
Attack Data	Choose whether to display attack data.
Input Display	Choose whether to display button input.
Difficulty	Set CPU strength to one of 8 available levels. * Only available when Action is set to "CPU".
Network Simulation	Generate simulated network lag.
Default	Restore all Training settings to their defaults.
Button Config	Change 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.
Memory	Save the current game state to be reloaded later.
Reload	Reload a previously saved game state.
Disable Fight Request	Disable Fight Request feature.
Exit	Exit Training Mode and return to the Main Menu.

Game Modes

Player Data

View battle statistics and time played.



Player Records	View overall statistics such as Ranked Match records and play time.
Character Records	View Battle Points (BP) and other information for each character.
Replay Channel	Manage replays saved to a storage device and watch/collect replays uploaded by other players. * Some functions are available even without an Xbox Live Gold Membership.
Local Battle Log	View replay data for your last 10 local battles.
Prize Code	Enter special title codes to unlock titles.

Options

Customize controller settings and various system details.

Button Config	Customize controller settings and button placement, and toggle vibration on or off.
Sound Settings	Adjust the volume for BGM, sound effects and character voices. Toggle between English and Japanese voices.
Screen Config	Adjust screen brightness, turn network explanations/movie subtitles on or off, and/or change the gauge display.
Storage Device	Select the storage device to use for autosaved game data.
Upload to YouTube™	Configure settings to upload replay data to YouTube™.