

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; and 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.



STREET FIGHTER IV ARCADE EDITION

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Installing the Game

Games for Windows – LIVE

Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

Connecting to LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.gamesforwindows.com/live/familysettings.

Story

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 will appear in this new tournament.

A proud warrior looking for his lost tribe.
A funky Caribbean fighter in it for the kicks.

A descendent of the ancient Shinobi.

A former city hero now fighting on the dark side.

A young ninja looking to prove herself.

A karate trainee fighting to save her dojo.

A British boxing champion fighting for glory.

A Muay Thai fighter striving to be the new king.

A Turkish wrestling hero mixing business and battle.

and... a mysterious female rumoured to be a servant of Seth.

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

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

In order to play the game, it must be installed.

1 Starting the Installer

Before installing, confirm the machine's operating environment one more time.

Turn on the computer's power and insert the Street Fighter™ IV ARCADE EDITION DVD-ROM into the DVD-ROM drive.

When the Launcher Screen is displayed, click on "Install" to begin installation.

If the Launcher Screen does not automatically appear, double click on the DVD-ROM drive icon under "My Computer" and then double click on "Autorun.exe" to get to the Launcher Screen.

2 License Agreement

After reading the License Agreement, place a check next to "I accept the terms in the license agreement" and click on "Next".

(If you do not agree to all the terms of the License Agreement, you cannot install the game.)

3 Select Install Destination

The default setting installs the program in "C:\PROGRAM FILES\CAPCOM\SUPER STREET FIGHTER IV - ARCADE EDITION\

If you select "Change", you can change the install destination folder to the folder of your choice.

When you are done with the settings, click on the "Next" button.

4 Begin File Copy

When ready to install, please click on "Install", and begin to copy the file.

5 Installation Complete

Click on "Finish" to finish the installation.

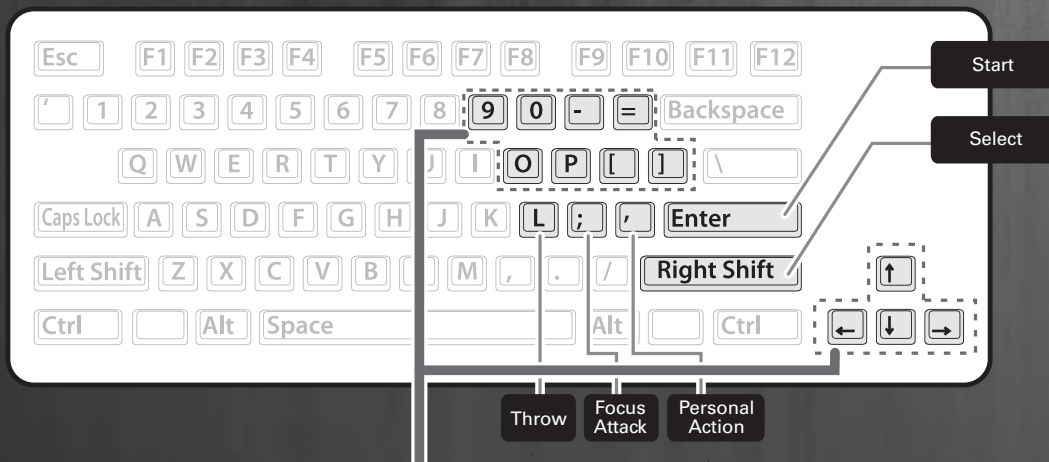
Enter Live Access Code

From the title screen, you'll be prompted to enter the LIVE Access Code (see manual back cover) which will allow you to play online and access online features.

HOW TO PERFORM UNINSTALL

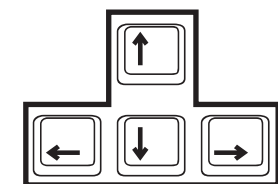
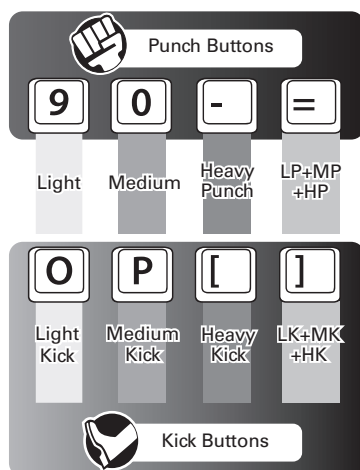
Select Control Panel from the Start Button and use the "Add or Remove Program" function, or Programs / Uninstall a program function.

Keyboard



Keyboard controls when in battle assume that all characters are facing to the right. When facing left, the left/right controls are reversed.

BUTTON ATTACKS



cursor key: up / down / left / right

Input oblique, and left cursor keys Below and press the cursor keys simultaneously.

The operation pattern of the main menu "Options" in the "Keyboard Settings" from the set.

In Menu Mode: Select Item

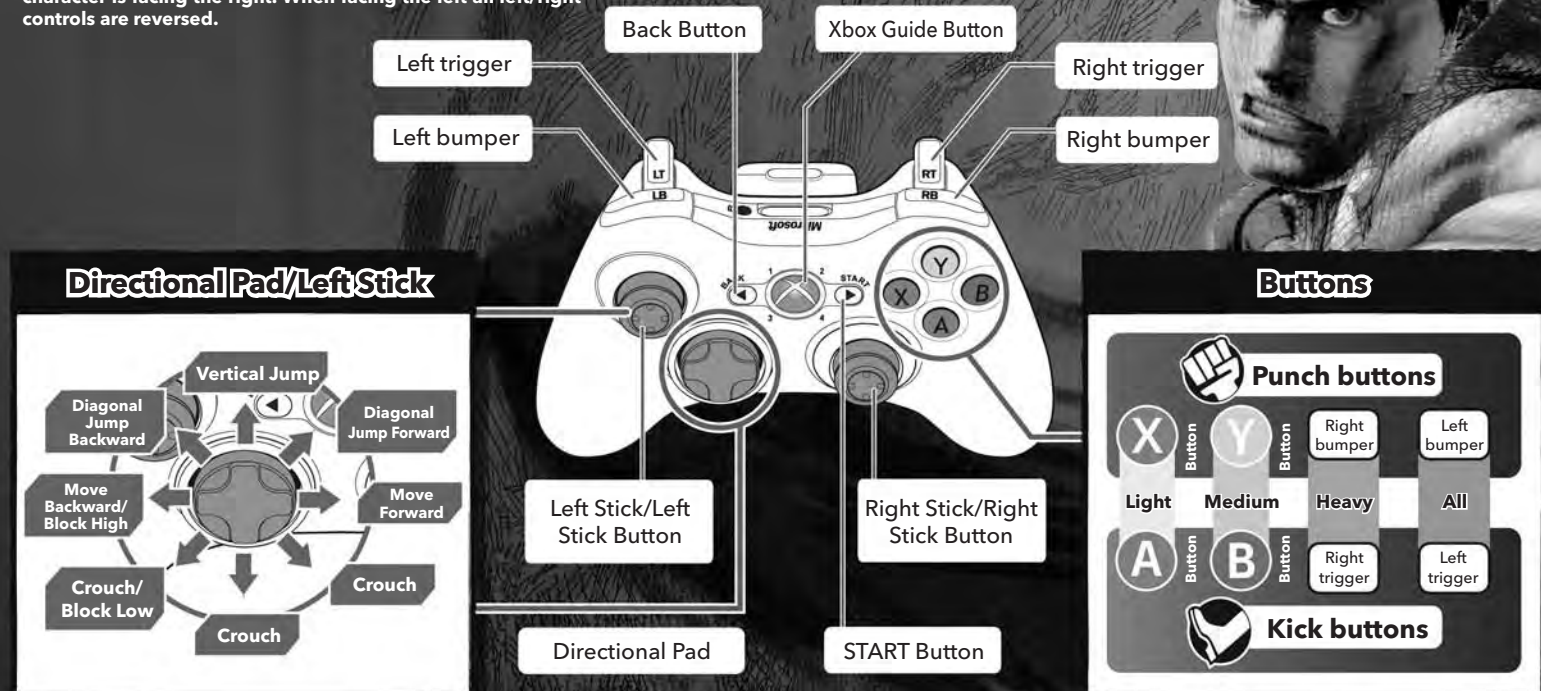
MENU CONTROLS

*Keys that can be used for Menu Controls are fixed. Changes under "Keyboard Settings" are not reflected in Menu Controls.

↑ / ↓ / ← / →	Select an Item
Enter or A	Confirm
Backspace or B	Back, Cancel
Right Ctrl or R	Open Edit Status screen from the Main Menu
Esc	Start (Pause)

Xbox 360 Wireless Controller for Windows

* 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.



Other Controls

Directional Pad/Left stick	Select mode, mode menu, and options
A Button	Confirm
B Button	Cancel
Right bumper	Open the status display

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. Xbox 360 Wireless Controller is required to enable the vibration function. Vibration can be turned ON/OFF from Options.

Starting Up

Starting Up

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



Main Menu

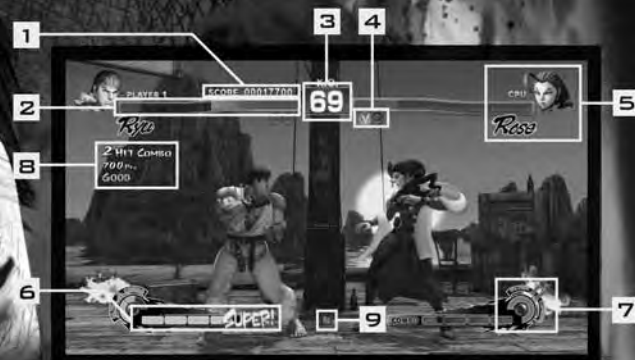
ARCADE	One player takes on a series of CPU opponents. Connecting a second controller allows another player to join as a challenger. You can also configure fight request settings to set up an online battle.
VERSUS	Select characters and a battle stage and then fight against the CPU or another player.
Games for Windows - LIVE BATTLE	Fight human players across the internet via Games for Windows - LIVE BATTLE (p. 38).
CHALLENGE	Take on a series of challenging battles.
TRAINING	Choose how your opponent will behave and then practice against them.
PLAYER DATA	View online/offline statistics and gameplay records.
OPTIONS	Adjust various game settings.
LIVE Marketplace	Purchase downloadable content here.
BENCHMARK	Launch benchmark.
LIVE	Launch Games for Windows - LIVE Guide.
QUIT	Quit to desktop.

* Refer to page 33 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.

The Game Screen



1 Points and Consecutive Wins	Your current points and number of consecutive wins. * Display varies according to 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. 17-18)
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. 19)
8 Bonus Message	Various messages are displayed here during the action. (p. 12)
9 Fight Request Icon	During Arcade Mode, an icon appears when the Fight Request setting is on. (p. 22)

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.

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



The Customize Window

COSTUME

Purchase costumes from the Games for Windows - 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. 14) 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. 15).

- 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

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.

Block High



Block Low



DASH

Press the directional pad twice towards your opponent in quick succession to perform a forward dash, or 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.



* 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.



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

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 selection screen. (p. 11).



The number of the selected Ultra Combo



Revenge Gauge

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 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. 22) to be **OFF**.

* If you turn **OFF** the Fight Request settings (p. 22) 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** or **Ranked Match** (p. 22).

Bonus Stages

Defeat the CPU characters to enter a bonus stage. There are two types of bonus stage: **CAR CRUSHER** and **BARREL BUSTER**.

* There is no "Game Over" in bonus stages.

CAR CRUSHER



Use your character to attack the car in the middle of the screen and go for the high score. The stage ends when the car is completely demolished or time runs out.

ATTACK

The total number of demolished part points are added to your score.

TIME

The remaining time is also factored in.

PERFECT

You also receive bonus points for completely destroying the car.

BARREL BUSTER

Use your character to attack the barrels that appear onscreen and score points. The stage ends when all the barrels are gone.



BARRELS

You receive points for the total number of barrels destroyed.

ATTACK

The total damage inflicted is also factored into your score.

PERFECT

If you manage to destroy all the barrels, you are awarded even more points.

Game Modes

VERSUS

In this mode, you can pick a character, a stage, and fight against a CPU or human opponent.
You can also select a handicap according to skill.
PLAYER VS PLAYER can only be chosen when two controllers are connected.

PLAYER VS PLAYER

Two human players fight against each other.

PLAYER VS CPU

A human player is pitted against the CPU.

CPU VS CPU

Watch two CPU characters fight each other.

Fight Request

Enabling the Fight Request setting lets you receive online fight requests while in Arcade Mode.
If a player makes a Fight Request, you will see a message on the screen that will take you to the Games for Windows-LIVE Battle lobby.

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



* Adjust Fight Request settings.



Games for Windows - LIVE BATTLE



Use the Games for Windows - LIVE to battle online.

Ranked Match

Ranked matches affect player points (PP) and battle points (BP). When certain conditions are met, you can also upload replays. (p. 26)

Endless Battle

Multiple players take each other on in 1-on-1 battles. Idle players can watch the action while they wait.

Team Battle

Multiple players are divided into two teams. Idle players can watch the action while they wait.

Tournament

Begin a tournament with the players assembled in a lobby. (p. 31)

Replay Channel

Watch replays of battle with members of the channel. You can also save and view uploaded replays and replays from Battle Logs.

Leaderboards

Check out player point (PP) and battle point (BP) rankings. (p. 33)

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

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.



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. Vary according to Ranked Match results.

Battle Points (BP)

Character-specific points. Vary 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.



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.



* 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
	Level 1
	Level 2
	Replay Upload Match

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.

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.

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.

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 presses READY at the battle lobby screen, if you fail to press 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.32) while watching.



The host cannot leave the session while watching a fight.



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). When the host presses READY, players are automatically divided into 2 teams based on player points (PP) and other considerations, and the Team Battle order settings screen appears.

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).



Team Battle Order Settings Screen

The Team Battle order settings screen is where players on each team are placed in a certain order. Teams can either choose to manually confirm the order or let the time run out.



* Players assigned to the same spot in the order are given different spots automatically.

How a Team Battle Works

The first players on the 2 teams fight, with the victor moving on to face the next player on the opposing team. The team that defeats all of the opposing team's players is declared the winner.



Team members can watch their teammates fight.



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

Replay Channel

The Replay Channel lets you manage saved replays and view/collect replays uploaded by other players. The network connection is active when you are viewing a replay, so you can chat and interact with other players while you watch.



RANDOM CHANNEL

Displays the Original, Newcomers, Turbo & III, Alpha, or Boss channels randomly.

ORIGINALS CHANNEL

Watch replays of matches between Street Fighter II characters.

ALPHA CHANNEL

Watch replays of matches between characters from the Street Fighter Alpha series.

TURBO & III CHANNEL

Watch replays of matches between characters from Super Street Fighter II Turbo and Street Fighter III.

NEWCOMERS CHANNEL

Watch replays of matches between new characters featured in the Street Fighter IV series.

BOSS CHANNEL

Watch replays of matches between the boss characters from various titles.

MY CHANNEL

Invite others to a session and watch saved replays.

MY LIST

Watch, name, and/or rate saved replays.

NEW 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 **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

NEW REPLAYS

Watch replays uploaded via Ranked Matches. You can save your favourite 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 or Watching Battles (P.25), 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.



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.

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.

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



Title

Icon

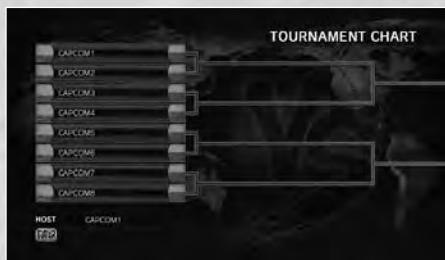
Press the X Button to bring up the icon selection screen.

Title

Press the Y Button to bring up the name selection screen.

Tournament

In this mode, players battle each other using a tournament format. Up to 8 players can take part in a tournament. Tournament mode will include a mode in which the host is a participant, as well as a mode where the host is an organizer and does not participate in battle.



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



CHALLENGE

This mode requires the player to complete various challenges.

TRIAL

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

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

Challenge details appear here.



TRAINING



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

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

PLAYER DATA

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



Player Records

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

Character Records

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

Replay Channel

This mode lets you manage replays saved to a storage device 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 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.
Graphics Settings	Change graphic settings like resolution, quality, antialiasing.

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 Settings" from the Audio Settings, and select "Dolby Digital 5.1."

Games for Windows - LIVE BATTLE



Battle HUD

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



CAPCOM 02
6407 PP / 27143 BP

Endless Battle Lobby Naming Feature



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.

SET LOBBY NAME



View Replays from the LEADERBOARDS

The latest replays uploaded for SUPER STREET FIGHTER IV ARCADE EDITION Ranked Matches are 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.



Follow

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

How to Follow



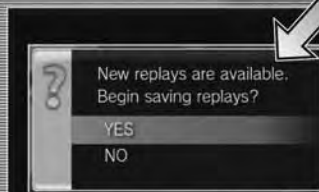
In the rankings, display the details for the player you want to follow (press the **A** button).



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 Games for Windows - 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

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 point (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.

Character Introductions

All commands are for when characters are facing right. When facing left all left/right commands should be reversed. The commands are from "SUPER STREET FIGHTER IV ARCADE EDITION".

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 the Button at the same time to execute a powered-up EX Special Move (uses 1/4 of your S.C. gauge).
	Press the Button at the same time to execute a powered-up EX Special Move (uses 1/2 of your S.C. gauge).
	Indicates that the attack has armor break properties.









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

 Tireless Wanderer Ryu	Super Combo	Shinku Hadoken	
	Ultra Combo	Metsu Hadoken	Press together
	Ultra Combo	Metsu Shoryuken	Press together
 Crimson Warrior Ken	Super Combo	Shoryureppa	
	Ultra Combo	Shinryuken	Press together
	Ultra Combo	Guren Senpukyaku	Press together

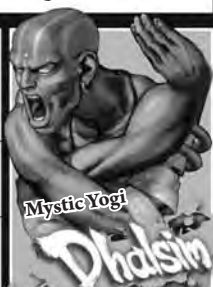
 The First Lady of Fighting Chun-Li	Super Combo	Senretsukyaku	
	Ultra Combo	Hosenka	Press together
	Ultra Combo	Kikoshō	Press together
 Hot-Blooded Sumo E. Honda	Super Combo	Super Killer Head Ram	
	Ultra Combo	Ultimate Killer Head Ram	Press together
	Ultra Combo	Orochi Breaker	Press together
 Jungle Warrior Blanka	Super Combo	Ground Shave Roll	(hold to change timing of dash)
	Ultra Combo	Lightning Cannonball	Press together (hold to change timing of dash)
	Ultra Combo	Shout of Earth (anti-air)	Press together (hold to change timing)
 Red Cyclone Zangief	Super Combo	Final Atomic Buster	
	Ultra Combo	Ultimate Atomic Buster	Press together
	Ultra Combo	Siberian Blizzard	Press together













Character Introductions



Super Combo	Double Flash	  + 
Ultra Combo	Flash Explosion	  +  Press together L M H
	Sonic Hurricane	   +  Press together L M H










Super Combo	Yoga Inferno	  + 
Ultra Combo	Yoga Catastrophe	  +  Press together L M H
	Yoga Shangri-La	In the air   +  Press together L M H















Super Combo	Crazy Buffalo	   +  or 
Ultra Combo	Violent Buffalo	   +  Press together L M H or Press together L M H
	Dirty Bull	  +  Press together L M H










Super Combo	Flying Barcelona Special	  +  (Press  after wall jump for follow-up)
	Flying Barcelona Special → Rolling Izuna Drop	  +  ▷ Close range  or  + 
Ultra Combo	Bloody High Claw	  +  Press together L M H
	Splendid Claw	   +  Press together L M H












Super Combo	Tiger Genocide	  + 
Ultra Combo	Tiger Destruction	  +  Press together L M H
	Tiger Cannon	  +  Press together L M H

Super Combo	Knee Press Nightmare	   + 
Ultra Combo	Nightmare Booster	   +  Press together L M H
	Psycho Punisher	   +  Press together L M H



Super Combo	Emergency Combination	  + 
Ultra Combo	Burst Time	  +  Press together L M H
	Burning Dance	In the air   +  Press together L M H

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



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	Press together L M H
	Mantis	Shitenketsu	Press together L M H
	Crane	Ryukoha	Press together L M H
	Crane	Teiga	In the air Press together L M H

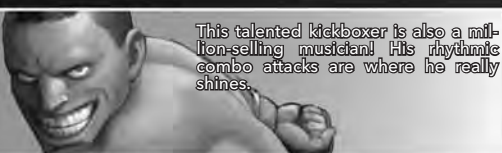


Super Combo	Hissho Buraiken	
	Legendary Taunt	Press together H H
Ultra Combo	Shisso Buraiken	Press together L M H
	Haoh Gadoken	Press together L M H



The proudest Thunderfoot warrior. The attacks from T. Hawk's mammoth frame may be lethal, but he is also just and one with nature. Now he presses on in battle, hoping to find clues that will help him get Julia back from the Shadooloo.

Special Moves	Mexican Typhoon		Super Combo	Double Typhoon	
	Tomahawk Buster			Raging Typhoon	Press together L M H
	Condor Dive	(during vertical or forward jump) Press together L M H EX special move in the air Press together L M H	Ultra Combo	Raging Slash	Press together L M H
	Condor Spire	(with EX Condor Spire)			



This talented kickboxer is also a million-selling musician! His rhythmic combo attacks are where he really shines.

Special Moves	Air Slasher		Super Combo	Sobat Carnival	
	Double Rolling Sobat			Sobat Festival	Press together L M H
	Jackknife Maximum		Ultra Combo	Climax Beat	Press together L M H
	Machine-gun Upper	Rapid			

Character Introductions

Red Lightning

Guy

The 39th heir of the Bushinryuu, a Ninjutsu school that dates back to the warring states period. Sensing the rise of a new evil, he comes to battle trying to put the world right again.

Special Moves	⚡ Hozanto	● + ○	Special Moves	Run → Shadow Kick	● + ● ▷ ● M
	■ Bushin Sempukyaku	● + ●		Run → Neck Flip	● + ● ▷ ● H
	■ Bushin Izuna Otoshi	● + ○ ▷ ●		■ Kaiten Izuna Otoshi	In the air ● + ○
	■ Run	● + ●		Super Combo	Bushin Hasoken ● ● + ○
	Run → Sudden Stop	● + ● ▷ ● L		⚡ Bushin Go-raisenpujin	● ● + Press together L M H
Ultra Combo				■ Bushin Muso Renge	● ● + Press together L M H

The Bored Jailbreaker

Cody

Although Cody was once the hero of Metro City, he couldn't get used to his life of peace, so he went on a rampage and got thrown in jail. When he realized prison life was pretty dull, too, he escaped - and that's when he ran into trouble.

Special Moves	■ Bad Stone	● + ○ (not possible when holding knife, hold ○ for increased power)	Special Moves	Dead End Irony	● ● + ●
	■ Criminal Upper	● + ○		⚡ Final Destruction	● ● + Press together L M H
	⚡ Ruffian Kick	● + ●		Ultra Combo	Last Dread Dust ● ● + Press together L M H
	⚡ Zonk Knuckle	○ (charge and release)			

Young Dreamer

Ibuki

She may have been born in a small mountain village and raised to become a ninja, but Ibuki is really just an ordinary teenager. After setting off to find "the man of her dreams," she runs up against some unexpected events.

Special Moves	■ Kunai	In the air ● + ○ (follow up with Kasumi Suzaku during descent)	Special Moves	■ Tsumuji	● + ●
	Tsuigijoe	● + ○ (follow up w/ Kunai or Kasumi Suzaku possible at apex of jump arc)		Tsumuji → Followup Attack	● + ● ▷ ● + ● (for high attack, ● + ● for low)
	⚡ Neck Breaker	● + ○		■ Hien	● + ● ▷ ● (follow up w/ Kunai or Kasumi Suzaku during downward arc after attack)
	⚡ Raida	● + ○		Super Combo	Kasumi Suzaku In the air ● ● + ○
	Kasumi Gake	● + ●		Ultra Combo	Yoroitoshi ● ● + Press together L M H
Ultra Combo	■ Kazegiri	● + ○ (EX version can be followed up with kunai)		⚡ Hashinsho	● ● + Press together L M H

A Bolt of Fighting Spirit

Makoto

A determined fireball of a karate girl. Left with the task of reviving her school's livelihood, Makoto ventures into the world of global combat.

Special Moves	■ Fukiage	● + ○	Special Moves	■ Tsurugi	during vertical or forward jump ● + ●
	■ Hayate	● + ○ (hold ○ for more power, press to cancel) ⚡ with EX Hayate		Tanden Renki	● ● + ○ (temporary power boost)
	⚡ Oroshi	● + ○		⚡ Seichusen Godanzuki	● ● + Press together L M H
	■ Karakusa	● + ○		Ultra Combo	Abare Tosanami ● ● + Press together L M H

Character Introductions

A Ravishing Star in the Sky of Battle

Dudley

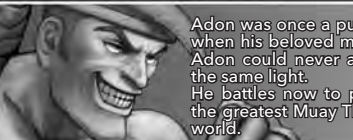


A British - and recently knighted - pro boxer who's both proud and perfectionistic. While Dudley may seem like a close-range brawling brute, he's also sensitive, always making time for tea and roses.

Special Moves	Jet Upper		Special Moves	Duck → Ducking Upper	
	Machine-gun Blow			Thunderbolt	
	Cross Counter	(Begins when hit by a certain attack)		Rocket Upper	
	Short Swing Blow			Rolling Thunder	Press together L M H
	Duck			Corkscrew Cross	Press together L M H
	Duck → Ducking Straight				
Special Moves			Special Moves		

Fanged Beast

Adon



Adon was once a pupil of Sagat, but when his beloved master fell to Ryu, Adon could never again see him in the same light. He battles now to prove himself as the greatest Muay Thai fighter in the world.

Special Moves	Jaguar Kick		Special Moves	Jaguar Varied Assault	
	Airborne Jaguar Kick	during vertical or forward jump		Jaguar Varied Assault → Thousand Jaguars	Rapid
	Rising Jaguar			Jaguar Varied Assault → Jaguar Assassin	
	Jaguar Tooth			Jaguar Revolver	Press together L M H
				Jaguar Avalanche	Press together L M H
Special Moves			Special Moves		

Oil-Covered Daddy

Hakan



A Turkish hero who is both the president of the world's leading cooking oil company, but also a champion Yaghi Gures oil wrestler. Now, he's traveling the world in search of oil for both business and pleasure. Hearty and affable, Hakan also has a thick accent.

Special Moves	Oil Shower	(Changes quality of certain moves, and increases toughness)	Special Moves	Oil Dive	(hold to charge)
	Oil Slide			Flying Oil Spin	(hold to charge)
	Oil Slide → Body Press	(Just before hit)		Oil Coaster	Press together L M H
	Oil Rocket			Oil Combination Hold	Press together L M H
Special Moves			Special Moves		

Irrepressible Force

Juri



Seth's mysterious female confidant. Juri, an odd epicurean, derives overwhelming joy from the complete destruction of her opponent. She goes after her prey using the mysterious system implanted into her left eye, which can give her unbelievable power.

Special Moves	Fuhajin		Special Moves	Senpusha	
	Shikusen	In the air		Kasatushi	(Begins when hit by a certain attack)
	Shikusen → 2nd Impact	(during hit or block)		Fuharenjin	
	Shikusen → 2nd Impact → 3rd Strike	(during hit or block)		Feng Shui Engine	Press together L M H
	Shikusen → 3rd Strike	In the air		Kaisen Dankairaku	Press together L M H
Special Moves			Special Moves		

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 ☺ L for feint)	Special Moves	☺ Zempou Tenshin	☺ + ☺
	⚡ Zesshou Hohou	☺ + ☺		☺ Genei Jin	☺ + ☺ (Temporarily changes attack properties)
	☺ Tetsuzanko	☺ + ☺		⚡ You Hou	☺ + ☺ + ☺ LMH (Press together)
	☺ Nishokyaku	☺ + ☺		☺ Sorai Rengeki	☺ + ☺ + ☺ LMH (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	☺ + ☺	Special Moves	☺ Kaihou	☺ + ☺
	☺ Tourouzan	☺ + ☺ (Can be used up to 3 times in succession)		☺ Seiei Enbu	☺ + ☺ + ☺ (Temporarily changes attack properties)
	⚡ Byakko Soshoda	☺ + ☺ (Press ☺ L for feint)		⚡ Raishin Mahhaken	☺ + ☺ + ☺ LMH (Press together)
	☺ Zempou Tenshin	☺ + ☺		⚡ Tenshin Senkyutai	☺ + ☺ + ☺ LMH (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	☺ + ☺	Special Moves	☺ Ashura Senku	☺ or ☺ + ☺ LMH or ☺ LMH (Press together)
	☺ Shakunetsu Hadoken	☺ + ☺		⚡ Ryu-sokyaku	☺ + ☺
	☺ Shoryuken	☺ + ☺		☺ Raging Demon	☺ L ☺ L ☺ L ☺ L (Press together)
	☺ Tatsumaki Senpukyaku	☺ + ☺		⚡ Metsu Hadoken	☺ + ☺ + ☺ LMH (Press together, Hold ☺ L MH for more power)
Super Combo	☺ Airborne Tatsumaki Senpukyaku	In the air ☺ + ☺	Super Combo	☺ Messatsu-Goshoryu	☺ + ☺ + ☺ LMH (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)	Special Moves	⚡ Rakan Dantoin	☺ + ☺
	☺ Gorai Hadoken	☺ + ☺		☺ Raging Demon	☺ L ☺ L ☺ L ☺ L (Can be performed in the air)
	☺ Zanku Hadoshu	In the air ☺ + ☺		⚡ Meido Gohado	☺ + ☺ + ☺ LMH (Press together)
	☺ Goshoryuken	☺ + ☺		☺ Messatsu-Gotenha	☺ + ☺ + ☺ LMH (Press together)
Super Combo	⚡ Tatsumaki Zankukyaku	☺ + ☺	Super Combo	☺ Messatsu-Gozanku	In the air ☺ + ☺ + ☺ LMH (Press together)
	☺ Airborne Tatsumaki Zankukyaku	In the air ☺ + ☺		⚡ Tenchi Sokaigen	☺ + ☺ + ☺ LMH (Press together)
	☺ Sekisei Jiraiken	☺ + ☺			

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CE EUROPE LTD.

9th Floor, 26- 28 Hammersmith Grove Hammersmith, London W6 7HA UK
feedback@capcom.com

