

XBOX 360

XBOX
LIVE



TEEN
T
CONTENT RATED BY
ESRB



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

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

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

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

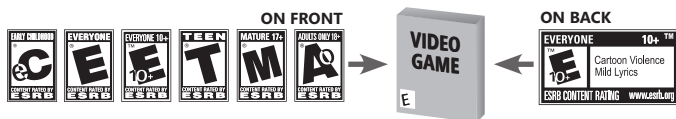
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

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

ESRB ratings have two equal parts:

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



For more information, visit www.ESRB.org

CONTENTS

<i>XBOX LIVE®</i>	2
<i>STORY</i>	3
<i>CONTROLS</i>	4
<i>GETTING STARTED</i>	6
<i>RULES OF COMBAT</i>	8
<i>CHARACTER SELECT</i>	9
<i>BASIC CONTROLS</i>	10
<i>GAME MODES</i>	18
<i>CHARACTER INTRODUCTIONS</i>	32
<i>CREDITS</i>	46





XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

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

LANGUAGES THAT AREN'T SUPPORTED IN THE XBOX 360® DASHBOARD

If your game is available in a language that isn't supported in the Xbox 360® Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com.

STORY

THE TOURNAMENT BEGINS ANEW

Just as the excitement of the previous, now legendary tournament finally fades, word of a new world fighting tournament spreads like wildfire among martial artists across the globe, trailing a series of bizarre rumors along behind.

The mysterious disappearances of numerous famous fighters.
A terrible threat in the form of a new, deadly secret weapon.
The possible connection between S.I.N., the sponsor of the new tournament, and the supposedly destroyed Shadaloo.

New fighters also step up and make themselves known, almost as though responding to these troubling rumors.

A young man who searches for his lost past.
A female agent with the potential to be an executive member of S.I.N.
A man who burns with the desire to defeat his greatest rival.
A Luchador who seeks the ultimate recipe.

Before these newcomers stand those from the previous tournament, each bringing their own renewed determination.

Some fight for those dear to them.
Some fight to finally take their revenge.
And some fight simply so that the entire world will chant their name.

A complex clash of human relationships
and the truth of a terrible plot that lurks behind the championship.

This is the chaos that Ryu, who has been honing his skills with the simple goal of becoming the ultimate fighter, one beyond the constraints of mere mortality, now finds himself thrown into...

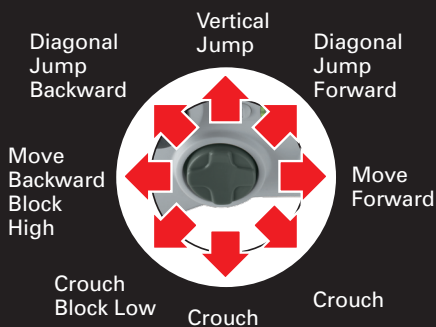
Amid pursuit and escape, friendship and betrayal,
the curtain rises on a new stage of battle!

CONTROLS

XBOX 360® WIRELESS CONTROLLER

* D-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.

D-PAD / LEFT STICK



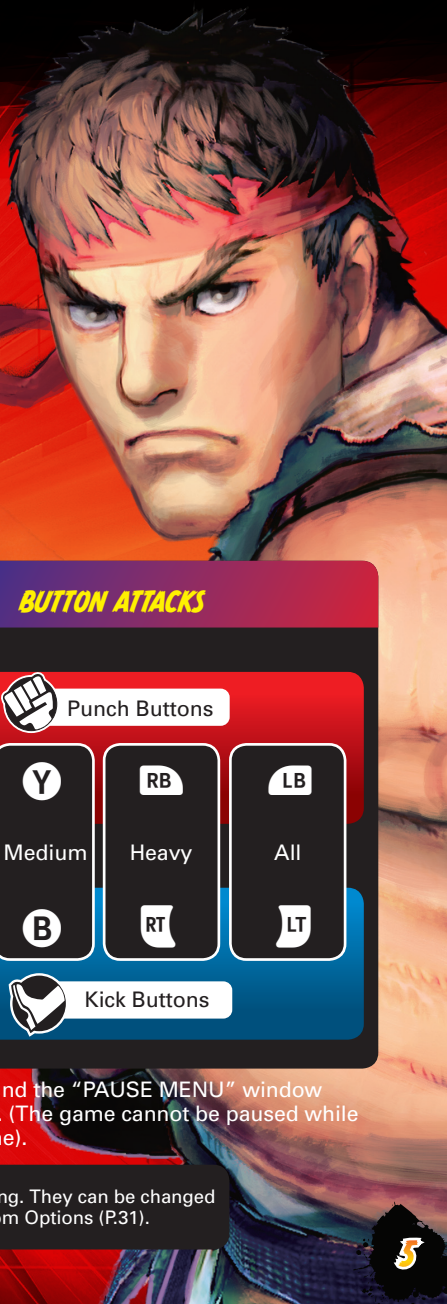
OTHER CONTROLS

D-pad / Left Stick Select mode, mode menu, and options


A Button Confirm

B Button Cancel

RB Button Open Edit Status screen from the Main Menu (please refer to P.25)



BUTTON ATTACKS

 Punch Buttons

X	Y	RB	LB
Light	Medium	Heavy	All
A	B	RT	LT

 Kick Buttons

START BUTTON

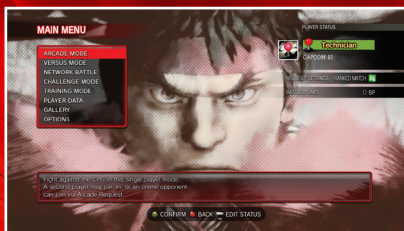
Press during the game to pause, and the "PAUSE MENU" window will open. Press again to unpaue. (The game cannot be paused while playing against an opponent online).

* These buttons are the default setting. They can be changed to any configuration you desire from Options (P.31).

GETTING STARTED

STARTING UP

Press the **START** Button on the title screen to proceed to the Main Menu. Use the **D-pad** to highlight a mode and then press the **A** Button to select it.



Arcade Mode	One player can take on a series of CPU opponents. Connect a second controller and another player can join as a challenger. (P.18)
VS Mode	Select characters and battle stage and then fight against the CPU or a human opponent. (P.18)
Network Battle	Connect to Xbox LIVE® and take on rivals over the internet. (P.19) * Requires an internet connection setup
Challenge Mode	Take on a series of challenging battles. (P.26)
Training Mode	Select how your opponent will act and then practice against them. (P.28)
Player Data	View player versus records, medal lists and leaderboards. (P.29)
Gallery	View in-game movies and development images. (P.30)
Options	Alter various game settings. (P.31)
Xbox LIVE® Marketplace	Connect to Xbox LIVE® and take on rivals over the internet. (P.19) * Internet settings are required.

* See P.25 for information on editing your online status.

SAVING DATA

"Street Fighter IV" has an auto-save function. Data will automatically be saved after a match ends or when options are changed. Select a storage device and then a location to save the data to. At least 140KB of free space is required in order to save game data.

THE GAME SCREEN



1 Points and Consecutive Wins

Your current points and number of consecutive wins (in VS Mode and Network Battle mode).

* Exact display depends on mode.

2 Vitality Gauge

This gauge displays your currently remaining vitality.

3 Time Counter

The remaining battle time.

4 Win Markers

Displayed after winning a round. The icon shown changes depends on the exact circumstances of your victory.

5 Character Portrait

The character you are currently using.

6 Super Combo Gauge

Once this gauge fills up it can be used to perform Super Combos or EX Special Moves. (See P.15-16)

7 Revenge Gauge

Once this gauge is at least 50% full, you can use it to perform an Ultra Combo. (See P.17)

8 Bonus Message

Various messages are displayed here according to the in-game action.

9 Status

An icon is displayed when the Arcade Fight Request setting is turned on.

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

A single round lasts for a maximum of 99 on the time counter. Reduce your opponent's Vitality Gauge to 0 within that time for a win by KO. If the time runs out then the fighter with the most vitality remaining will be declared the winner.

A DRAW

A draw occurs when both fighters' vitality falls to 0 simultaneously or their remaining vitality is exactly the same when the time runs out. If the final round of a match ends in a draw then it is game over.



CHARACTER SELECT

On the character select screen you choose and customize a character to play as. Select a character and the customize window will open. Alter settings with the D-pad and confirm with the **A** Button.



Costume

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

Color

Change the color of the character's costume. You initially have access to two 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 battle. To begin with, characters only have one Personal Action, but as you make progress through the game the number of selectable Personal Actions will increase.

V.Comment

Select the message that is displayed when you win a match. There are 11 pre-set messages for each character. If you do not make a selection, one will be displayed automatically.

BASIC CONTROLS

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

NORMAL MOVES

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

SPECIAL MOVES

Inputting a specific combination of directional and attack buttons allows you to perform a special move. Even if your opponent blocks a special move, they will still take 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 the screen when certain conditions are fulfilled.

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 a beat down attack and it will take on Armor Break properties, nullifying Hyper Armor. (Please refer to P.13)

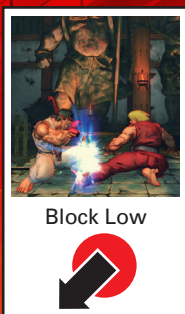
- In the instant you can move again after recovering from taking damage, blocking or being stunned.
- In the instant after performing a recovery or getting up from being knocked over.
- In the instant you land after being sent flying backward but not actually knocked to the ground.

COUNTER

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.

BLOCK

Pushing the D-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 them to block all incoming attacks. You cannot block while in the air.



DASH

Press the D-pad twice quickly forward to perform a forward dash, or backward twice to perform a backward dash. Dashing allows you to quickly close the distance between you and your opponent, or to fall back and reassess the situation.

Forward Dash



Backward Dash



STUN RECOVERY



If you keep getting pummeled, you will eventually become stunned. While stunned, you cannot do anything. Your only hope is to press the D-pad and other buttons as fast as you can to recover from the stun faster.

THROWS AND THROW ESCAPES

When standing close to your opponent, pressing the light punch and light kick buttons simultaneously allows you to throw your opponent. You can change the direction you throw the opponent by pressing the D-pad left or right. 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."

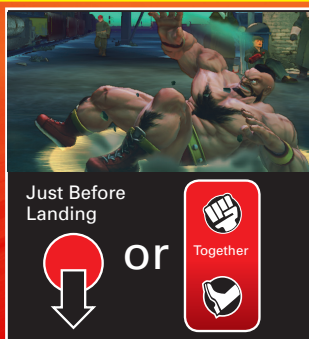
* Some characters can also perform a throw when jumping (aerial throw), or special move throws (command throws). Throw escapes cannot be performed against aerial or command throws.



RECOVERY

When your opponent's attacks have knocked your character to the ground, you can either press the D-pad down or any two buttons together in 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.



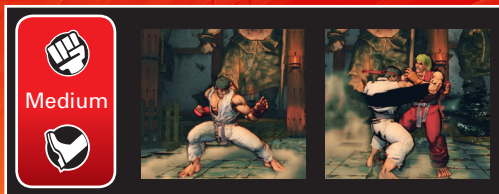
PERSONAL ACTION

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

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

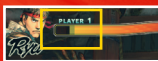
You can absorb up to one enemy attack in the time between pressing the Medium Punch / Medium Kick buttons and the Focus Attack being performed. You can then go on to counter by performing the attack.



* This method is not effective when your opponent uses an attack with the "Armor Break" property.



RECOVERS OVER TIME!



TAKE FURTHER DAMAGE AND IT VANISHES!



Absorb an opponent's attack and, rather than take direct damage, a section of your vitality gauge will change color, and will then regenerate over time.

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.

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 Benefits of Focus Attack Performed
Level 1	<ul style="list-style-type: none">• Only does regular damage* Crumples opponent if a counter hit
Level 2	<ul style="list-style-type: none">• Crumples opponent if hits, allowing easier follow up
Level 3 (Keep Holding Until Performed)	<ul style="list-style-type: none">• Becomes unblockable• Has Armor Break properties• Crumples opponent if hits, allowing easier follow up

When an opponent crumples, they are rendered totally defenseless as they fall to the floor. 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 to cancel the Focus Attack quickly.



SUPER COMBO

Hitting your opponent or performing special moves will increase your Super Combo Gauge. The gauge is divided into four segments and, when completely full, a special command can be inputted to perform an all-powerful Super Combo. Doing so will use up all of your Super Combo Gauge. (See P.34 onward for Super Combo commands)



SUPER COMBO GAUGE



SUPER CANCEL

Input the Super Combo command while performing a normal move or special move and you can 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 required buttons (punch or kick) when inputting a special move command. This will consume one segment of your Super Combo Gauge. EX special moves are further powered up versions of your normal special moves.



Normal Command



EX Command

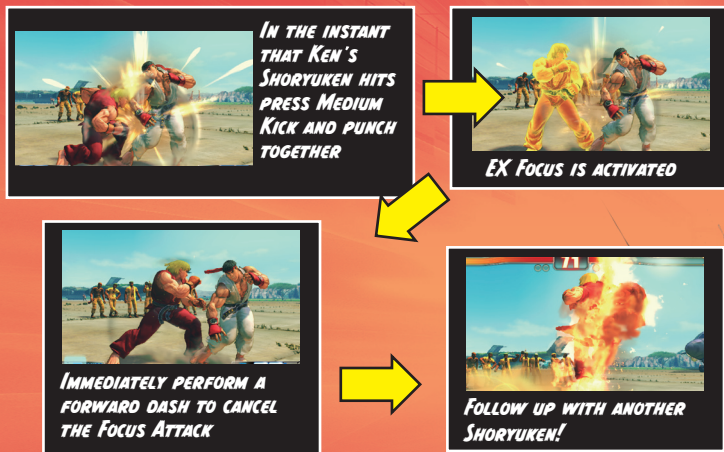


Example : Ryu's Tatsumaki Senpukyaku

EX FOCUS

When performing certain regular or special moves it is possible to 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, aside from having no Hyper Armor effect.

Example :



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



Example :

ULTRA COMBO

The Revenge Gauge fills up as your opponent damages you. 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.

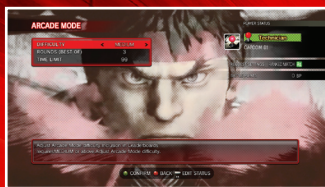


REVENGE GAUGE



GAME MODES

ARCADE MODE (FOR 1 OR 2 PLAYERS)



In this mode, you select one character and then fight through a series of CPU opponents. There are eight levels of CPU character difficulty, from [EASIEST] up to [HARDEST]. If you are defeated along the way, you can still continue. If you have two controllers, pressing the START Button on the second controller allows another player to challenge the first player to combat.

ARCADE FIGHT REQUESTS

In Arcade Mode, if you don't set the Arcade Fight Request to OFF, you won't be able to play with two local players.

When the Arcade Request Setting is turned ON, you can receive challenges for Network Battle from online players while playing Arcade Mode.

* In order to allow a second player to challenge the "Arcade Fight Request" (P.25) must be turned OFF.



VS MODE



In this mode, you can select 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 can enjoy versus play.

PLAYER VS CPU

Fight against CPU characters.

CPU VS CPU

Watch two CPU characters fight each other.

NETWORK BATTLE MODE



Play online Ranked Matches or Player Matches over Xbox LIVE®. Use the directional buttons to highlight one of the options from the following menus and press the **A** Button to confirm it.

Ranked Match	Results of the match will be reflected in leaderboards.
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Player Match	Results of the match will not be reflected in leaderboards.
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Leaderboard	View leaderboards for each of the online modes. (P.24)
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MATCH TYPES

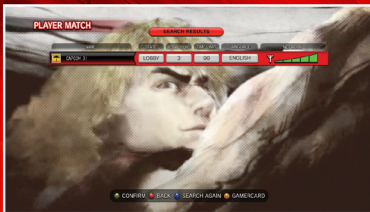
After selecting Ranked Match or Player Match highlight “Quick Match,” “Custom Match” or “Create Match” using the D-pad and then press the **A** Button to confirm.

Quick Match	Find a game session without specifying any conditions. (P.20)
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Custom Match	Find a game session by searching for specific conditions. (P.21)
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Create Match	Become the host of a match, set your own rules and create a new session. (P.22)
--------------	---

QUICK MATCH



Once joinable sessions have been found, the results will be displayed. Highlight the session you want to join with the D-pad and then press the **A** Button to proceed to the lobby.

LOBBY SCREEN



The match will start when both 1P and 2P select "READY." You can also check the match statistics of your opponent.

READY

When both 1P and 2P select "READY" the game will proceed to the character select screen. If only one player selects "READY" then they will have to wait until the other player does the same.

Check Stats * Player Match Only

Check up on your opponent's performance by viewing their statistics.

Lobby Settings

Check and alter the lobby settings for this session. (Host only)

Send Game Invite

Invite friends to join your session. (Host only)

Kick Player

Kick the other player from the session. (Host only)

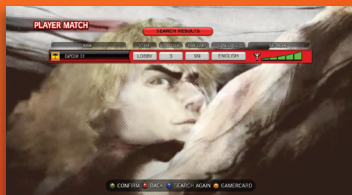
CUSTOM MATCH



Set a series of filters to search for a desired match and find a match that meets those settings.

Highlight the filter you want to adjust with the D-pad and press the **A** Button to confirm it.

Round Count	Set number of rounds from <Any / 1 / 3 / 5>.
Time Limit	Set round time from <Any / 30 / 60 / 99>.
Search Priority	Set search priority from <Stability / Same Skill / More Skilled>
Language Priority	Select the language to prioritize.



Once sessions that match the selected filters are found, the results will be displayed.

Highlight the session you want to join using the D-pad and press the **A** Button to proceed to the lobby screen.

Controls from the lobby screen onward are the same as for a Quick Match.

CREATE MATCH

Become the host, set the rules for your own session, create a lobby and gather players to fight against.

After making the settings and creating a lobby, you will proceed to the lobby screen.



Round Count	Set number of rounds from <1 / 3 / 5>.
Time Limit	Set round time from <30 / 60 / 99>.
Language Priority	Select the language to prioritize.
Private Slots * Player Match Only	Keep the player slot open for a person you have sent a game invite to.
Handicap * Player Match Only	Turn handicap settings on or off.

NETWORK BATTLE SCREEN

During a Network Battle the User Name of each player is displayed on the game screen, along with all of the other regular information. (P.7)

User Name



WHEN THE BATTLE ENDS...

When the match ends the result screen is displayed. Here Medals and battle points will be awarded (Ranked Match only).

MEDALS

"Medals" can only be obtained by winning Network Battles. You can obtain titles and icons by acquiring Medals.



BATTLE POINTS

"Battle Points" (BP) are a representation of a player's strength. These points are increased by fighting "Ranked Matches."

LEADERBOARD



Select "leaderboard" from the Network Battle menu to view leaderboards for Ranked Matches, Challenge Mode and Arcade mode.

NETWORK STATUS

On the lobby screen and search results screen the communication icon displays the strength of the connection between you and your opponent.



There are five levels of communication strength.
* Network Messages can be turned on or off from the Options menu. (P.31)



The optimum connection.



The worst possible connection.

CUSTOMIZE YOUR STATUS!

Gather medals in Network VS. Mode or clear Challenge Mode and you will obtain titles and icons.

The Medals and titles awarded can be customized from the main menu, so play various modes and gather as many as you can!

You can use titles and icons to customize your status. Collect them by playing different modes and completing challenges. Press the **RB** Button at the Main Menu to go to the Edit Status menu.



1 Icon

2 Title

3 Arcade Fight Request Setting



The customized title and icon will be displayed on the match-up screen before a match.

With “Arcade Fight Request” turned on you can accept challenges from Network Mode players while playing the Arcade Mode.

Request: Ranked Match

Accept Ranked Match fight requests

Request: Player Match

Accept Player Match fight requests

Request: Off

Accept no online fight requests during Arcade Mode

CHALLENGE MODE [1 PLAYER ONLY]

There are three ways to play "Challenge Mode," each of which can also be played on one of two difficulties.

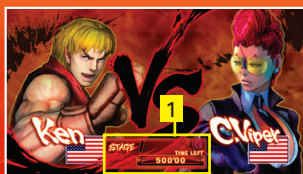
Highlight an option from the menu below using the D-pad and confirm with the **A** button.



Time Attack	Aim to clear all stages within the time limit.
Survival	Try to defeat as many CPU characters as you can with a limited amount of vitality.
Trial	Practice the basic moves and combos of each character.

TIME ATTACK

Aim to clear all stages within the time limit. Each match is set to only one round and the game is over if you lose a match or run out of time. You can obtain a Grade depending on the level of time attack you play.



- 1 On the match-up screen you can see the next stage number and total remaining time.
- 2 The remaining total time.
- 3 Bonus messages are displayed.

SURVIVAL

Try to defeat as many CPU characters as you can with a limited amount of vitality. Each match is set to only one round and the game is over if you lose a match. You can obtain a Grade depending on the level of survival you play.



1

- 1 On the match-up screen you can see the next stage number and remaining vitality.

TRIAL

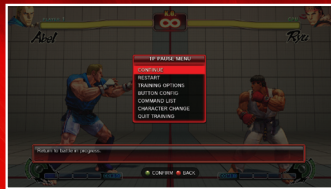
Practice the basic moves and combos of each character. Each level is comprised of a number of different tasks, and the level is only cleared when all of the tasks are complete. There is no time limit.



- 1 Check the details of each task.

TRAINING MODE

Freely select your character and opponent and then practice their techniques. Press the **START** Button during training to open the "PAUSE MENU."



CONTINUE	Return to the battle screen.
RESTART	Keep settings but reset character positions.
TRAINING OPTIONS	Alter 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 recovery or not.
COUNTER HIT	When turned on all attacks will be treated as counters.
STUN	Alter the stun settings for your opponent.
S.C. GAUGE	Set the status of both your and your opponent's Super Combo Gauge.
REVENGE GAUGE	Set the status of both your and your opponent's Revenge Gauge.
ATTACK DATA	Turn display of attack data on or off.
INPUT DISPLAY	Turn display of D-pad data on or off.
DIFFICULTY	Set CPU strength to one of eight levels * Only for when "ACTION" is set to "CPU."
DEFAULT	Restore all settings to defaults.
BUTTON CONFIG	Alter the configuration of the controller buttons.
COMMAND LIST	Display a list of commands for your character.
CHARACTER CHANGE	Return to the character select screen.
QUIT TRAINING	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. You can also check the LEADERBOARD (P.24) from here.

PLAYER RECORD

View information such as player match records and play time.



CHARACTER RECORD



View character usage rate, win rate and other information for each character, in a leaderboards format.

Frequency of Use

Leaderboards of characters used, regardless of game mode, CPU battle or versus human battle.

Character Win Rates

A win rate for each character against each of the other characters, regardless of game mode, CPU battle or versus human battle.

MEDAL LIST

View the types and number of Medals you have acquired during the game. Place the cursor over a Medal to view the requirements for obtaining it.

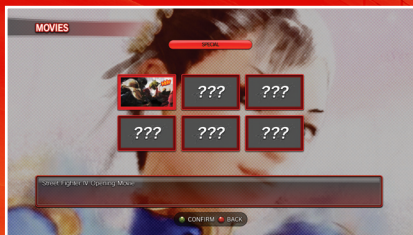


GALLERY MODE

View movies, character illustrations and other artwork. As you progress through the game and fulfill various conditions, the amount of content you can view will increase.

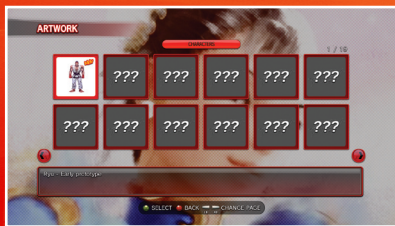
MOVIES

View the opening movie and cut scenes from within the game.



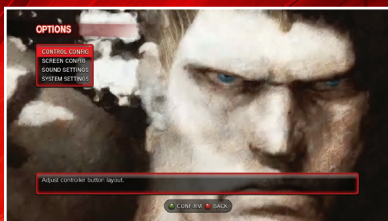
ARTWORK

View sketches and illustrations used during the development of the game.



OPTIONS

Select "Options" from the main menu to customize the controller to your liking or alter system and in-game settings.



Button Config

Alter control type or freely assign the functions of each button. Select the type "CUSTOM" to freely assign the function of each button.

Screen Config

Adjust the configuration of the on-screen gauges.

Sound Settings

Adjust the volume of the background music, sound effects and character voices. You can also toggle between English and Japanese voices for the characters.

This game supports Dolby® Digital 5.1. In order to enjoy Dolby Digital 5.1 Surround Sound you must connect your Microsoft Xbox 360™ Console to a surround sound system that supports Dolby Digital using an optical digital cable, while using an Xbox 360 D Port HD AV Cable, Xbox 360 Component HD AV Cable, Xbox 360 VGA HA AV Cable or Xbox 360 S Video AV Cable. Then, you must go to the Xbox 360 Dashboard and select "System," then "System Settings," "Audio Settings", "Digital Output Settings" and finally "Dolby Digital 5.1."

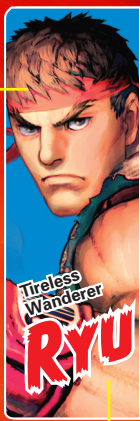
System Settings

Turn subtitle settings on or off, and turn the warning message displayed before a Network VS match on or off.

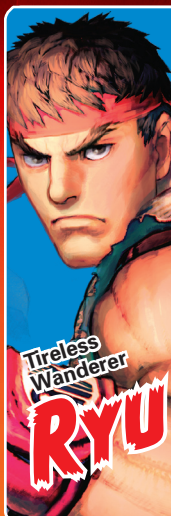
CHARACTER INTRODUCTIONS

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















*After clearing specific conditions, hidden characters will become unlocked and usable for play. You can access their commands in-game via the COMMAND LIST on the PAUSE MENU.

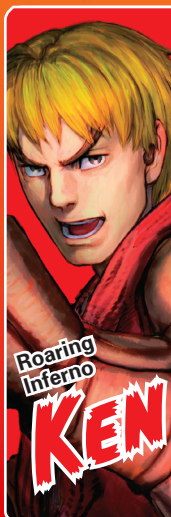
Character	Profile															
	<p>A lone-wolf street fighter who has further honed the techniques taught by his master Gouken through intensive daily training. Many fighters have been drawn to and inspired by his lifestyle and strength. Ryu now travels the world in order to become a "True Martial Artist," but soon finds himself caught up in a plot to exploit his impressive powers.</p> <table border="1" data-bbox="279 550 818 885"> <tr> <td rowspan="4" style="writing-mode: vertical-rl; transform: rotate(180deg);">Special moves</td> <td>★ Hadoken</td> <td></td> <td rowspan="2">Super Combo</td> <td>Shinku Hadoken</td> </tr> <tr> <td>★ Shoryuken</td> <td></td> <td></td> </tr> <tr> <td>★ Tatsumaki ★ Senpukyaku</td> <td></td> <td rowspan="2">Ultra Combo</td> <td>Metsu Hadoken</td> </tr> <tr> <td>Airborne ★ Tatsumaki ★ Senpukyaku</td> <td></td> <td> H M L Press Together</td> </tr> </table>	Special moves	★ Hadoken		Super Combo	Shinku Hadoken	★ Shoryuken			★ Tatsumaki ★ Senpukyaku		Ultra Combo	Metsu Hadoken	Airborne ★ Tatsumaki ★ Senpukyaku		H M L Press Together
Special moves	★ Hadoken			Super Combo		Shinku Hadoken										
	★ Shoryuken															
	★ Tatsumaki ★ Senpukyaku			Ultra Combo	Metsu Hadoken											
	Airborne ★ Tatsumaki ★ Senpukyaku		H M L Press Together													
Character Name	Special moves	Ultra Combo	Super Combo													

ICON KEY	
	Punch Button
	Kick Button
	A special move that can also be used as an EX special move.
	A direction on the D-pad.
	Hold the indicated direction briefly before inputting the next direction shown.
	Indicates that the attack has Armor Break properties.

















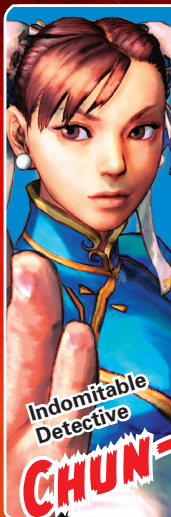
A lone-wolf street fighter who has further honed the techniques taught by his master Gouken through intensive daily training. Many fighters have been drawn to and inspired by his lifestyle and strength. Ryu now travels the world in order to become a "True Martial Artist," but soon finds himself caught up in a plot to exploit his impressive powers.

Special moves	★ Hadoken	 + 	Super Combo	Shinku Hadoken
	★ Shoryuken	 + 		  + 
	★ Tatsumaki Senpukyaku	 + 	Ultra Combo	Metsu Hadoken
	★ Airborne Tatsumaki Senpukyaku	 +  In Mid-Air		  +  H M L Press Together



Ken trained with Ryu, who quickly became his closest friend and greatest rival. Ken is the heir apparent to the largest conglomerate in the U.S., the Masters Family. Due to the new life now growing within his wife, Ken is hesitant to take Ryu up on his latest challenge, but Eliza herself persuades him to enter the tournament.

Special moves	★ Hadoken	 + 	Super Combo	Shoryureppa
	★ Shoryuken	 + 		  + 
	★ Tatsumaki Senpukyaku	 + 	Ultra Combo	★ Shinryuken
	★ Airborne Tatsumaki Senpukyaku	 +  In Mid-Air		  +  H M L Press Together



An ICPO investigator who fights with her beautiful, powerful legs. She joined the force at 18 in order to search for her missing father. Now, sensing again the shadow of Shadaloo, an organization she herself brought to the brink of destruction, she starts a new investigation with the help of Guile.

Special moves	★ Hyakuretsukyaku Tap Repeatedly	Super Combo	Senretsukyaku ←Charge → → +
	★ Kikoken ←Charge → +		Ultra Combo
	★ Hazanshu ↻ +		
	★ Spinning Bird Kick ★ Charge ↑ +		



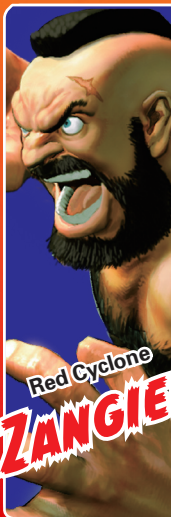
A massively popular sumo wrestler, his power always gathers attention. His abilities are said to far outshine his Sumo weight class. In order to make Sumo a "world-wide" sport, he sets out on a journey of combat across the globe.

Special moves	★ Hundred Hand Slap Tap Repeatedly	Super Combo	Super Killer Head Ram ←Charge → → +
	★ Sumo Headbutt ★ Charge → +		Ultra Combo
	★ Sumo Smash Charge ↑ +		
	★ Oicho Throw ↻ +		



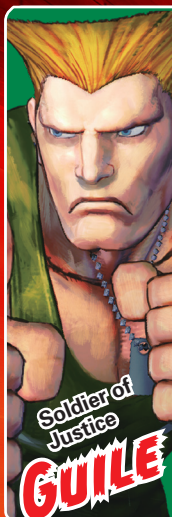
A feral orphan in the truest sense of the term, Blanka has survived and fought in the Brazilian jungle since he was stranded there as a baby after a plane crash. He is capable of unexpectedly wild and ferocious attacks. Now he sets out on a journey to make himself into the kind of person that would make the mother he never knew proud.

Special moves	★ Rolling Attack ★ Charge → +	Super Combo	Ground Shave Roll ← Charge → → +
	★ Backstep Roll ← Charge → +		Lightning Cannonball ← Charge → ← → + H M L Press Together
	★ Vertical Roll Charge ↑ +	Ultra Combo	
	★ Electric Thunder Tap Repeatedly		



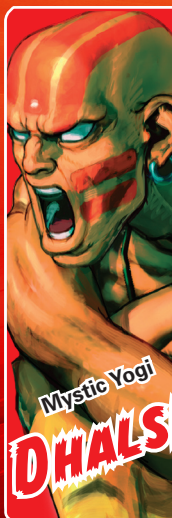
A Russian professional wrestler, also known as the Red Cyclone. His unbelievably muscular body is packed with blazing passion and love for his home country. To keep a promise to the children who look up to him, and to prove he is truly the strongest, he throws himself completely into battle. He will happily walk into a punch, if it means he can grab hold of his opponent.

Special moves	★ Spinning Piledriver +	Super Combo	Final Atomic Buster +
	★ Banishing Flat +		Ultimate Atomic Buster + H M L Press Together
	Double Lariat / Quick Double Lariat H M L / H M L Press Together / Press Together	Ultra Combo	
	★ Flying Power Bomb + Becomes Atomic Suplex when close.		



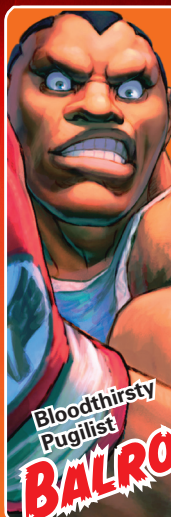
A military man in the U.S. Air Force. He has sworn revenge against M. Bison, the killer of his best friend, Charlie. His own special combination of martial arts is said to give him the strength to slice through anything. Sensing the hand of Shadaloo behind numerous new incidents, he steps up to investigate, along with Chun-Li.

Special moves	★ Sonic Boom ← Charge → +	Super Combo	Double Flash Charge +
	★ Flash Kick ★ ↑ +		Ultra Combo Flash Explosion Charge + H M L Press Together



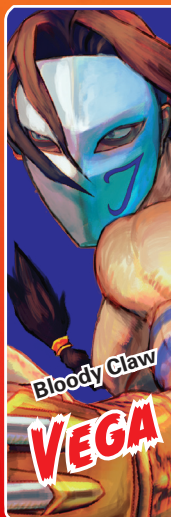
An Indian mystic who has mastered the power of yoga. Though he remains hesitant to hurt others during battle, he is prepared to wield his flame-blowing powers again, in order to save his beloved family's village.

Special moves	★ Yoga Fire +	Super Combo	Yoga Inferno +	
	★ Yoga Flame ★ +		Ultra Combo	Yoga Catastrophe + H M L Press Together
	★ Yoga Blast +			
	Yoga Teleport → or ← + Possible In Mid-Air H M L Press Together or H M L Press Together			



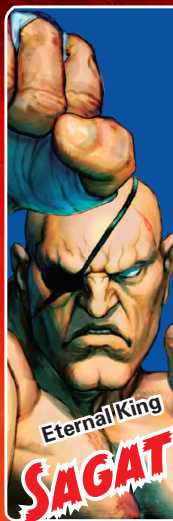
A boxer who was cast out from the boxing world due to his love of dangerously violent tendencies. He became one of M. Bison's lieutenants for a substantial fee. He then vanished after the collapse of Shadaloo, but like all the best boxers he is only down and certainly not out...

Special moves	★ Dash Straight	← Charge → +	Special moves	★ Buffalo Head	Charge ↑ +
	★ Dash Upper	← Charge → +		★ Turn Punch	H M L or H M L Press Together Press Together
	★ Dash Low Straight	← Charge → +		★ Crazy Buffalo	← Charge → ← Charge → + or
	★ Dash Low Smash	← Charge → +		★ Violent Buffalo	← Charge → ← Charge → + H M L or H M L Press Together Press Together
	★ Dash Swing Blow	← Charge → + Hold down		Ultra Combo	























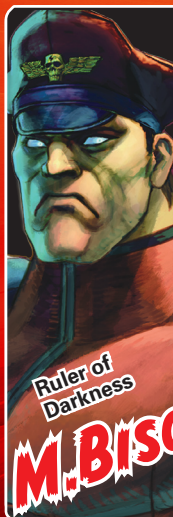
A narcissist who believes beauty is the ultimate goal in this world. He worked with M. Bison to further his own aesthetic goals. In combat, he uses his terrible speed to unleash graceful, deadly attacks. He slipped back into the shadows after the fall of Shadaloo...

Special moves	★ Rolling Crystal Flash	← Charge → +	Special moves	★ Remove Claw (Remove Mask)	+ ★ Uses 1/2 S.C. gauge
	★ Scarlet Terror	← Charge → +		Flying Barcelona Special	Charge + (follow up with after triangle jump)
	★ Sky High Claw	Charge ↑ +		Rolling Izuna Drop	(close to opponent after Flying Barcelona Special)
	★ EX Sky High Claw	Charge ↑ +		or +	
	★ Flying Barcelona Attack	Charge ↑ + (follow up with after triangle jump)		Ultra Combo	★ Bloody High Claw


































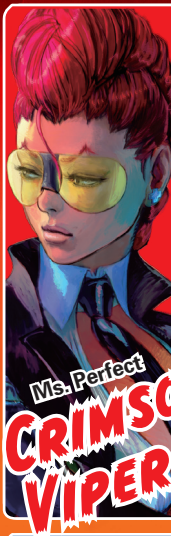
Emperor of the Muay Thai boxing world, also known as the Invincible Tiger. It is said that no one can stand against the sheer power of his kicks. His single defeat at the hands of Ryu still burns, literally, in his chest, and he continues to train in order to become stronger.

Special moves	★ High Tiger Shot	 + 	Super Combo	Tiger Genocide	  + 
	★ Low Tiger Shot	 + 			  + 
	★ Tiger Uppercut	 + 	Ultra Combo	Tiger Destruction	  + 
	★ Tiger Knee Crush	 + 			  + 












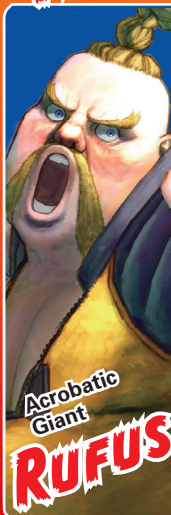
Former overlord of the secret organization Shadaloo, whose evil activities ran the gamut from drugs to human experiments and weapon sales, and master of the all-powerful Psycho Power. He was believed to have shared the same fate as that of the fallen Shadaloo, but he now returns in a new body to set another dark scheme into motion.

Special moves	★ Psycho Crusher	  + 	Special moves	Bison Warp	 or  + 
	★ Double Knee Press	  + 			 or 
	★ Head Press	  + 	Super Combo	Knee Press Nightmare	   + 
	Follow Up	 Summersault Skull Diver			   + 
★ Devil Reverse	  +  (after jump) 	Ultra Combo	Nightmare Booster	   + 	















A tough and smart female agent. Always business-like, she keeps her emotions in check at all times. Her special suit is packed with concealed weapons, allowing her to launch a variety of unexpected attacks. She can be found at work in various arenas, but her true intentions remain unknown.

Special moves	★ Thunder Knuckle ★  + 	Super Combo	Emergency Combination   + 
	★ Burning Kick Possible In Mid-Air  + 		Ultra Combo
	★ Seismic Hammer  + 		

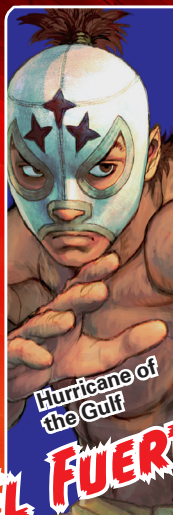


The self-proclaimed number one fighter in the U.S., who fights using his own homegrown style of kung-fu. He is obsessed with Ken, his rival, and fights to prove that he is the stronger one. Unfortunately, he tends to jump to conclusions, leaving a trail of badly beaten cases of mistaken identity in his wake.


























Special moves	★ Messiah Kick  + 	Super Combo	★ Snake Strike  + 					
	Follow Up  <table border="1"> <tr> <td>H</td> <td>Mid Attack</td> </tr> <tr> <td>M</td> <td>Low Attack</td> </tr> <tr> <td>L</td> <td>High Attack ★</td> </tr> </table>		H	Mid Attack	M	Low Attack	L	High Attack ★
	H	Mid Attack						
M	Low Attack							
L	High Attack ★							
★ Galactic Tornado ★  + 	Ultra Combo	★ Space Opera Symphony *   +  H M L Press Together						

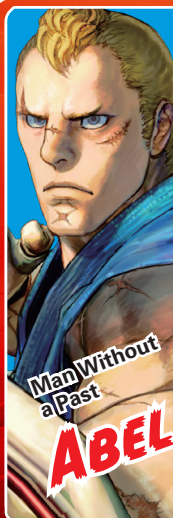
(push  or  to move during Medium or Heavy version)

*The 2nd and 3rd hits of the Spectacle Romance and the spin before the end of the Space Opera Symphony have Armor Break properties



























A man who is both Luchador and cook. His blazing passion remains unbowed even in the face of Russia's own Red Cyclone. He sets out on a journey to find the ultimate in culinary recipes, though his skills in the kitchen still require some polish...

Special moves	★ Habanero Dash  + 	Special moves	★ Habanero Back Dash  + 		
	Alter/Attack Depending on Follow Up		Alter/Attack Depending on Follow Up		
	 H Fajitas Buster		 H Propeller Tortilla	 M Tostada Press	 M Tostada Press
 L Sudden Stop	 L Sudden Stop	 H Calamari Slide	 H Picadillo Jump		
 M Gordita Sobat	 M Picadillo Jump	 L Back Step	 L Back Step		
★ Quesadilla Bomb  Hold down and then release	Super Combo	El Fuerte Dynamite   + 			
★ Guacamole Leg Throw  + 	Ultra Combo	El Fuerte Flying Giga Buster   +  H M L	Press Together		



A young man who follows whatever leads he can, no matter how tenuous, in order to track down the remnants of Shadaloo. He uses comprehensive martial arts that suggest military training. At first glance, he may be intimidating, but he is actually quite personable. He has lost all memories of his past.

Special moves	★ Change of Direction  + 	Special moves	★ Marseilles Roll  + 
	Second Mid  +  During Change of Direction		★ Falling Sky  + 
	Second Low  +  During Change of Direction		★ Tornado Throw  + 
★ Finish Mid  +  During Second Mid or Second Low	Super Combo	★ Heartless   + 	
★ Finish Low  +  During Second Mid or Second Low	Ultra Combo	★ Soulless   +  H M L	Press Together
★ Wheel Kick  + 			

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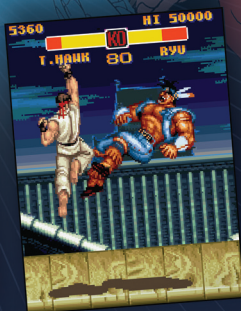


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Chun-Li: FUMIKO ORIKASA / LAURA BAILEY
Guile: HIROKI YASUMOTO / TRAVIS WILLINGHAM
Blanka: YUJI UEDA / TALIS AXELROD
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KOJI INOUE
Motion Director
SHINJI TAKEHARA
Motion Technical Director

SAKURA MUNAKATA
Line Producer
MAKOTO KOBAYASHI
Producer
HIDEYUKI SAITO

Opening 3DCG Movie Staff

Director
TOSHIO OHASHI
Art Director
SHIRO KINEMURA
CG Supervisor
MASAKI TAGA
Chief 2D Painter
KAZUMA TESHIGAHARA
2D Painters
MAKIO NANKE
AYUMI EBISAWA
AYA FUKUYAMA
YUKI FUJITA
Modeling Supervisor
EIJI OHASHI
Model Designers
HIDEAKI WATANABE
ATSUSHI TAKEUCHI
DAICHI OKAJIMA
YOSHIKI NAKAO
ELDRD TJE
TAKASHI SEKI
MINORU KOBAYASHI
YOICHI IWASAKI
MIYOKO OKA
YUJI KAWAIDA
HIDEYUKI TAKASAKI
Rigging Supervisor

HAYATO KUROKI
Rigging Crew
MEGUMI SONDA
TAKESHI TSUKISHIMA
YUJI KANEKO
SATOSHI HONDA
DAVID HOVANKY
TAKESHI AKIOKA
MATT BOSTON
Animation Supervisor
KOJI INOUE
Animation Creators
YOKO OTANI
EIJI OKUSHI
KAORI ONODERA
YUJI OTAKE
EMI SATO
NATSUMI SAITO
YOSHIHIRO KOMATSU
TOMOKAZU YOSHIDA
OLIVER ACKER
EARL BRAWLEY
Cloth Simulation Crew
YUJI OTAKE
EMI SATO
NATSUMI SAITO
Effects Supervisor
TOMOHIRO AKIYAMA
Effects Creators
YOHEI TANAKA
GENYO SASAKI
Lighting and Composite
Designers
TAKASHI NAGASAKI
JUN WATANABE
YUUKI KAMADA
YASUHISA NIIZATO
YOSHITAKA KITANOYA
KANA KITTA
AKIRA HIRABAYASHI
MASAHIRO KUDO
MANUEL ROJAS
YASUMASA KAKEGAWA
TOSHUYUKI OBATA
AYA NAKAMURA
KEI KITAHASHI
YUICHIRO SATO
Editor
JUN WATANABE
Title Animation Creator
TATSUYA SAKUMA
Production Manager
HARUYASU MAKINO
RYO SEGAWA
Line Producer
NAOKI ISHIHARA
Producer
HIDEYUKI SAITO

2D Movie Staff

Director
TOMIO YAMAUCHI
Scripter
TAKUHO TAKEMOTO
YOSHINOBU FUNAOKA

EMIKO KAWASAKI
Storyboard Creators
TAKASHI KAMEI
TOMIO YAMAUCHI
HIROYUKI SHIMADU
Character Design
Supervisor
KAZUMA TESHIGAWARA
Animation Character
Designers
TAKESHI ITO
JIRO KANAI
TAKUMI MIYAKE
Animation Director
TADAHITO
MATSUBAYASHI
Assistant Animation
Directors
KATSUHIRO SHIMIZU
MIKA TAKAZAWA
TOMOHITO HIROSE
JOJI YANASE
SHIGERU CHIBA
TAKAHIRO IKEZOE
TOMOKATSU
NAGASAKU
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EMIKO KATAOKA
JYUNICHI KIGAWA
AKIRA SHINODA
TSUNENAKA NOZAKI
TAKAFUMI HINO
KANJI HARA
TETSU HONDA
JOJI YANASE
TOMOHITO HIROSE
KATSUHIRO SHIMIZU
KENICHI SHIMIZU
KOJI FUKAZAWA
LIM MYUNGWAI
MIKA TAKAZAWA
HIDETOSHI OMORI
TSUTOMU ONO
KIM YOUNGBUM
HIROSHI OIKAWA
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TOSHIMITSU TAKECHI
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NOBUHIRO OKAZAKI
HIROYA TAKAHASHI
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TAKANOBU KATADA
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In-between Animation
Creators
MASAAKI YAMAMOTO
DAISUKE TERAKADO
MASAHIRO NANBU
TAKANOBU KATADA

Color Director
SIGERU SAISHO
Painters
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Background Art
Directors
KEI INOUE
TOSHIHIRO KOHAMA
Background Art
Designers
MANABU OTSUZUKI
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TADASHI IWASA
YUKIKO ONO
SHINYA MITA
HIROTAKA TSURUOKA
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Editor
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Assistant Producer
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Animation Producer
NAOKI ISHIHARA
Producer
HIDEYUKI SAITO

Sound Staff

Sound Director /
Sound Designer
MASAYUKI ENDOU
Music Composer
HIDEYUKI FUKASAWA
Composer Manager
SEI SATO
Sound Co-Director
MAKOTO TOMOZAWA

Main Theme

"THE NEXT DOOR"
"THE NEXT DOOR -
INDESTRUCTIBLE-"
Artist
EXILE
Lyrics (Japanese)
Ii' showy
Lyrics (English)

NEGIN
Music
Ii' showy
Original Arrangement
YUTA NAKANO
Game Arrangement
KEN HARADA

Voice Recording (Japanese)

Voice Director
RYOSUKE NAYA
Recording Studio
STUDIO MAUSU
Recording Engineers
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HIDETO SANTA
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EMIKA UEDA
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JONATHAN KLEIN
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Recording Engineer
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SONG, HAECHANG

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WAN ZHU JI
KAGAMI YOSHIMIZU
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TAKESHI YAMAZAKI
HIROMI TOSHIMA
TOSHIHIRO TADA
GO KATO
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HIROKAZU HAMAMURA
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MASAYA KINOSHITA
LEO "ELECTRIC" TAN
ANIL "THE GOLDEN GUNMAN" DAS - GUPTA
and All CAPCOM STAFF
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