

### **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.



## **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!

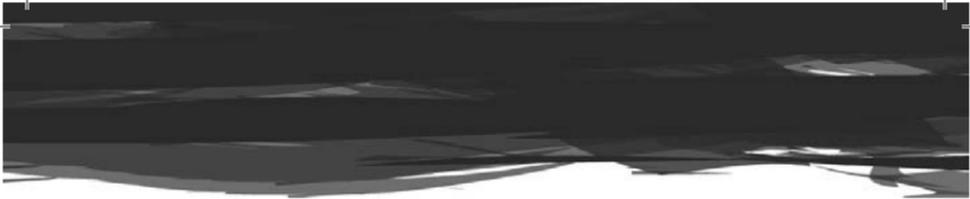
### **Connecting to LIVE**

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](http://www.gamesforwindows.com/live).

### **Family Settings**

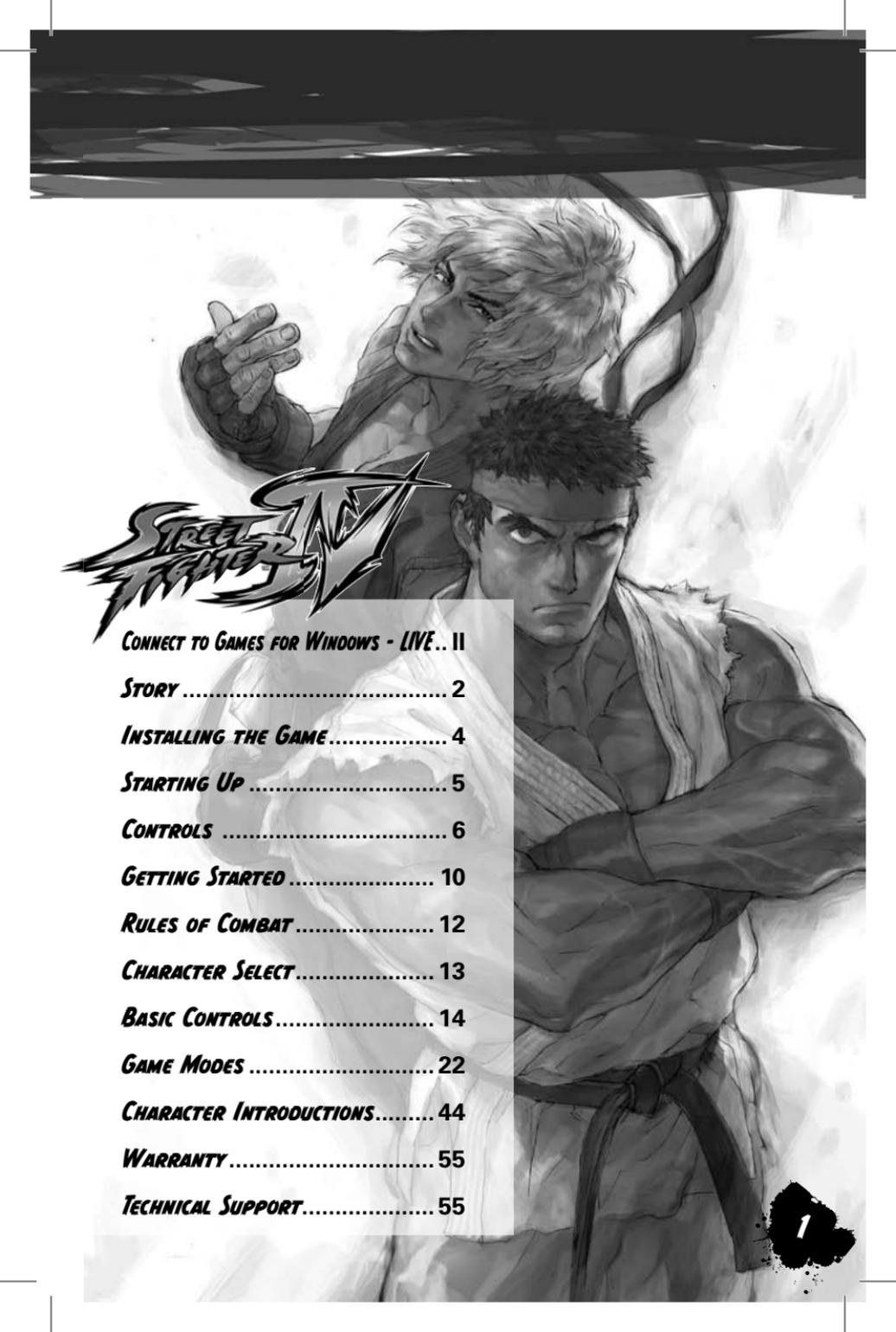
Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).





1



A black and white illustration of two characters from the Street Fighter series. In the foreground, a character with dark hair and a headband (Ryu) is shown from the chest up, wearing a gi with a dark belt. He has a serious, determined expression. Behind him, another character with spiky, light-colored hair (Ken) is shown from the chest up, also in a gi. He is gesturing with his right hand, palm facing forward. The background is a bright, hazy white. The title 'STREET FIGHTER IV' is written in a stylized, jagged font across the middle of the image, overlapping the characters.

# STREET FIGHTER IV

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# 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!

## OPERATING ENVIRONMENTS

△...Operational

○...Needed

⊙...Recommended

OS	Windows® XP		○
	Windows Vista		⊙
CPU	HT technology supported Intel® Pentium® 4 processor and up		△
	Intel® Core™ 2 Duo processor and up		○
	Intel® Core™ 2 Quad processor and up AMD Athlon™ 64		○
	Intel® Core™ i7 processor and up AMD Athlon™ 64 X2		⊙
MEMORY	Windows Vista	1 GB or more	○
	Windows Vista	2 GB or more	⊙
	Windows XP	1 GB or more	○
	Windows XP	2 GB or more	⊙
Free HD space needed	10 GB or more		○
MONITOR	640 x 480 or higher		○
	1280 x 720 or higher		⊙
DRIVE	DVD9 compatible drive		○
VIDEO CARD	VRAM *3	256 MB or more	○
		512 MB or more	⊙
		DirectX 9.0c/Shader 3.0 or higher. *1 NVIDIA® GeForce® 6600 series or higher. *2 ATI Radeon™ X1600 or higher.	
		NVIDIA® GeForce® 8800 series or higher. ATI Radeon™ X1900 or higher recommended.	
SOUND CARD	DirectSound compatible	○	DirectX 9.0 or higher.
INPUT DEVICE	Mouse, Keyboard	○	
	Game Pad	⊙	Xbox 360® Controller for Windows recommended.
INTERNET ENVIRONMENT	Broadband connection	⊙	In order to operate on the internet, a broadband connection is needed.

\*1 Operations on board fall outside the scope of the warranty. Also, when VRAM is used in common with the main memory, it falls outside of the warranty.

\*2 Other than NVIDIA® GeForce® 7300 series.

\*3 Outside of warranty when used with main memory.

- In some cases, the most recent version of Windows Media Player must be used.
- Lowering the monitor's resolution may result in letters becoming more difficult to read.
- Please follow the directions in the user agreement for how to use this product. This product is not to be used in ways not agreed upon in the user agreement.
- To replay in Dolby Digital, a PC with Dolby Digital compatible output capabilities must be used.

# INSTALLING THE GAME

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 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 Enter Live Access Code

Enter the Live Access Code (see manual back cover) and choose the optional installation method.

## 4 Select Install Destination

The default setting installs the program in "C:\PROGRAM FILES\CAPCOM\STREETFIGHTERIV\

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.

## 5 Begin File Copy

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

## 6 Installation Complete

Click on "Finish" to finish the installation.

# STARTING UP

## 7 How to Start Up Street Fighter IV

### IN THE CASE OF WINDOWS VISTA

To start up Street Fighter™ IV, from the Start Button, go to “All Programs” > “Game” > “Game Explorer” and then click on “Street Fighter IV”.

### IN THE CASE OF WINDOWS XP

To start up Street Fighter™ IV, from the Start Button, go to “All Programs” > “Capcom” > and then click on “Street Fighter IV”.

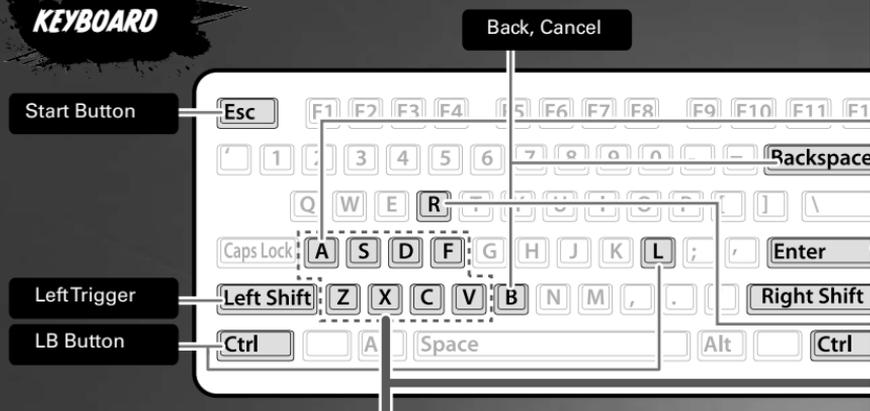
When playing this product, quit all other applications. If other applications are in use, it may cause an error to occur. Also, do not perform “Switch to other applications” by pressing on [Alt] + [Tab] when in Full Screen Mode. In some cases, it may become impossible to return to the game.

### HOW TO PERFORM UNINSTALL

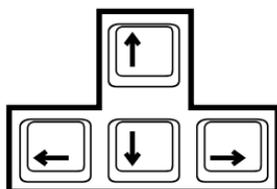
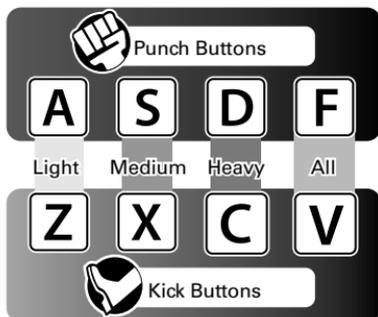
Select Control Panel from the Start Button and use the “Add or Delete Program” function.

# CONTROLS

## KEYBOARD



## 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 (P.40).

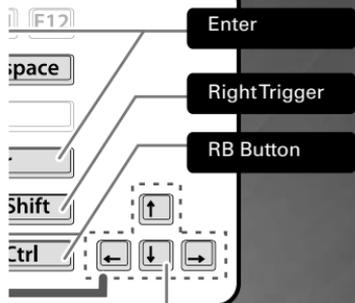
## SETTING 2P CONTROLS

To set the 2P controls, you need either one or two controllers.

### INTHE CASE OF TWO CONTROLLERS

In the case of two controllers, press the START button on the 2P controller when the message, "Press the START button on the controller to be used" message appears.

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



In Menu Mode: Select Item

### MENU CONTROLS CHART

KEYBOARD	Xbox 360 Controller for Windows
Cursor keys ↑ ↓ ← →	D-pad and left stick up/down/left/right
Right <b>Ctrl</b> or <b>R</b> Left <b>Ctrl</b> or <b>L</b>	<b>RB</b> Button/ <b>LB</b> Button
Right <b>Shift</b> / Left <b>Shift</b>	Right Trigger/Left Trigger
<b>X</b> / <b>Y</b>	<b>X</b> Button/ <b>Y</b> Button
<b>Enter</b> or <b>A</b>	<b>A</b> Button
<b>Backspace</b> or <b>B</b>	<b>B</b> Button
<b>Esc</b>	<b>START</b> Button

### MENU CONTROLS

\*Keys that can be used for Menu Controls are fixed. Changes under "Keyboard Settings" (P. 40) are not reflected in Menu Controls.

↑ // ↓ // ← // →	Select an Item
<b>Enter</b> or <b>A</b>	Confirm
<b>Backspace</b> or <b>B</b>	Back, Cancel
Right <b>Ctrl</b> or <b>R</b>	Open Edit Status screen from the Main Menu (P. 29)
<b>Esc</b>	Start (Pause)

### IN THE CASE OF ONE CONTROLLER

In the case of one controller, 1P will use the keyboard and 2P will use the controller. Using the option, "1P Device Setting", select the setting so that the device used by 1P is set as "Keyboard only".

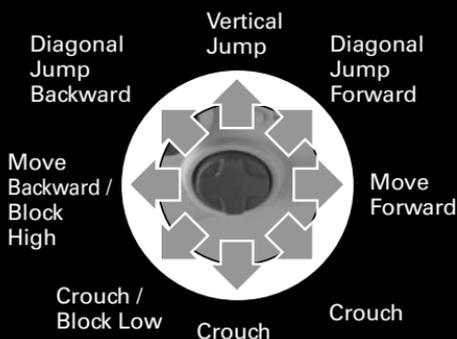
When the 2P controller becomes operable and the message, "Press the START button on the controller to be used" is displayed, press the START button on the 2P controller.

# CONTROLS

## XBOX 360 CONTROLLER FOR WINDOWS

- 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



Back  
BACK

Left Trigger

Left Bumper

Left Stick

Xbox Guide

### 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 (P.29)

Start Button

Press during battle to pause (temporarily stop) and go to the Pause Menu. Press again to cancel. (In Games for Windows - LIVE Battle mode, there is no pause)



RT Right Trigger

RB Right Bumper

R Right Stick

Start

## BUTTON



Punch Buttons

X

Light

Y

Medium

RB

Heavy

LB

All

A

B

RT

LT



Kick Buttons

When using Game (not Xbox 360 Controller for Windows Game Pads)

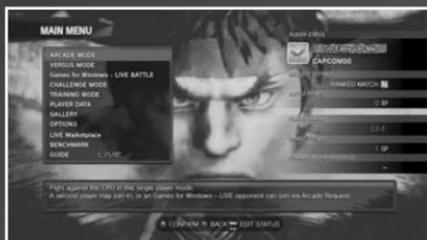
When using a game pad that is not an Xbox 360 Controller for Windows game pad, go to the "Game Pad Settings" in the Game Launcher and select the Xbox 360 Controller for Windows layout. (The game may not function correctly, depending on the game pad used).

\* Button layout is the initial setting. This can be changed to the desired setting by using "Options" (p. 39).

\* All controller settings in the game are the Xbox 360 Controller for Windows initial settings.

# GETTING STARTED

Select **START** on the title screen and press **Enter** (**↵** Button) to proceed to the Main Menu. Highlight a mode and then press **A** key (**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.22)
Versus Mode	Select characters and battle stage and then fight against the CPU or a human opponent. (P.22)
Games for Windows - LIVE Battle	Take on rivals over the internet. (P.23) * Requires an internet connection setup
Challenge Mode	Take on a series of challenging battles. (P.32)
Training Mode	Select how your opponent will act and then practice against them. (P.34)
Player Data	View player versus records, medal lists and leaderboards. (P.35)
Gallery	View in-game movies, design artwork, saved replay data in this mode. (P.38)
Options	Alter various game settings. (P.39)
LIVE Marketplace	Game contents can be downloaded.
Benchmark	Measures the PC's processing speed
Open Guide	Opens guide.

\* See P.29 for information on editing your online status.

## SAVING DATA

Street Fighter™ IV employs auto saving. When a battle ends or changes are made to the options, the game is automatically saved. The data may get corrupted when turning off the power while saving.

## THE GAME SCREEN



### 1 Points and Consecutive Wins

This number shows the current earned points and number of consecutive wins in Versus Mode or Games for Windows –LIVE Battle. Different information is displayed depending on the 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 depending 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. (P.19-20)

### 7 Revenge Gauge

Once this gauge is at least 50% full, you can use it to perform an Ultra Combo. (P.21)

### 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 keyboard cursor key (D-pad) and confirm with the **A** key (**A** Button).



Costume	Purchase costumes from the 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.16) 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 eleven 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.17 .)

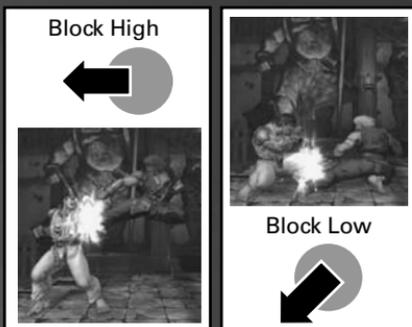
- In the instant you can move again after recovering from taking damage, blocking or being stunned.
- In the instant after performing a recovery or getting up from being knocked over.
- In the instant you land after being sent flying backward but not actually knocked to the ground.

### **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 keyboard cursor key (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 keyboard cursor key (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 keyboard cursor key (D-pad) as fast as you can to recover from the stun faster.

# BASIC CONTROLS

## 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 keyboard cursor key (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.

<b>Throw</b>	 Light	<b>Throw Escape</b>
Close to opponent		When grabbed by opponent
		

## RECOVERY

When your opponent's attacks have knocked your character to the ground, you can either press the keyboard cursor key (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.

		
Just Before Landing	or	Together
		 

## PERSONAL ACTION

While standing, you can press the heavy punch and heavy kick buttons together to make your character perform a personal action and taunt your opponent. This action in and of itself has no special properties.

## ***FOCUS ATTACK***

### **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.

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



***RECOVERS OVER TIME!***



***TAKE FURTHER DAMAGE  
AND IT VANISHES!***

# BASIC CONTROLS

## LEVELS OF FOCUS ATTACK

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

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

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 input to perform an all-powerful Super Combo. Doing so will use up all of your Super Combo Gauge. (See P.44 onward for Super Combo commands).



## **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 powered up versions of your regular special moves.



Normal Command



Example: Ryu's Tatsumaki Senpukyaku



EX Command



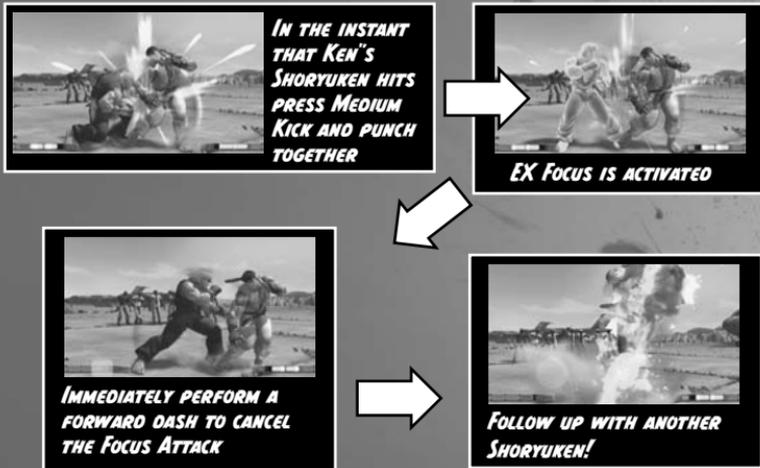
2 or more together

# BASIC CONTROLS

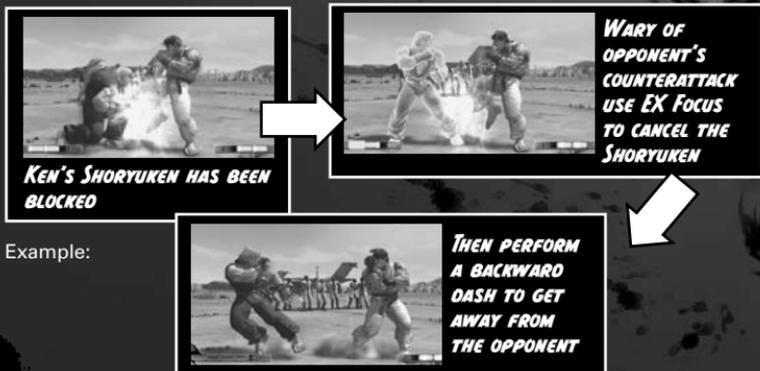
## EX FOCUS

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 8 levels of CPU character difficulty, from [EASIEST] up to [HARDEST]. If you are defeated along the way, you can still continue. If you are using two controllers, or using the keyboard and one controller, you can challenge the other player by pressing the START button of the other controller. Note: To challenge, you must turn OFF the Request Settings (P.29).

### ABOUT ARCADE WAITING MODE

When Request settings is ON, you can play Arcade Mode while waiting for others to join in Games for Windows –LIVE Battle.

If someone applies to join Games for Windows –LIVE Battle, a message will be displayed and you will enter Games for Windows –LIVE Battle Mode.



## VERSUS 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 the controller is connected.

PLAYER VS PLAYER

Two human players can fight each other.

PLAYER VS CPU

Fight against CPU characters.

CPU VS CPU

Watch two CPU characters fight each other.

## GAMES FOR WINDOWS –LIVE BATTLE MODE



By using Games for Windows –LIVE, you can battle with others online in rank matches or player matches. Align the keyboard cursor key (D-pad) to select from the following menu and then press the **A** key (**A** Button) to decide. Communication battle between Xbox 360 and PC cannot be played.

Ranked Match	Result of the match will be reflected in leaderboard.
Player Match	Result of the match will not be reflected in leaderboard.
Championship Mode	Compete for the championship by battling one network battle opponent after another in a playoff-style competition. (P.30)
Leaderboards	View leaderboard for each of the online modes. (P.28)

## MATCHTYPES

After selecting Ranked Match, Player Match or Championship Mode highlight "Quick Match," "Custom Match" or "Create Match" using the keyboard cursor key (D-pad) and then press the **A** key (**A** Button) to confirm.

Quick Match	Find a game session without specifying any conditions. (P.24)
Custom Match	Find a game session by searching for specific conditions. (P.25)
Create Match	Become the host of a match, set your own rules and create a new session. (P.26)

# GAME MODES

## QUICK MATCH



Once joinable sessions have been found, the results will be displayed. Highlight the session you want to join with the keyboard cursor key (D-pad) and then press the **A** key (**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 <b>READY</b> the game will proceed to the character select screen. If only one player selects <b>READY</b> then they will have to wait until the other player does the same.
Check Stats	Check up on your opponent's performance by viewing their statistics (Player Match Only). Also, view the battle records of the participating championship (Championship Mode only).
Match Settings	Check and alter the lobby settings for this session. (Host only)
Send Game Invite (Player Match Only)	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 keyboard cursor key (D-pad) and press the **A** key (**A** Button) to confirm it.

Rounds (Best of)	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 <Any / Stability / Same Skill/ More Skilled>
Language Priority	Select the language to prioritize.
Type (Championship Mode only)	Set the grade challenged from < Grade / Free >



Once sessions that match the selected filters are found, the results will be displayed. Highlight the session you want to join using the keyboard cursor key (D-pad) and press the **A** key (**A** Button) to proceed to the lobby screen.

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

# GAME MODES

## 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.



Rounds (Best of)	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.
Type (Championship Mode only)	Set the grade challenged from < Grade / Free >

## GAMES FOR WINDOWS –LIVE BATTLE SCREEN

In addition to the normal Game Screen (p. 11) displayed during Network Battle play, each player's Gamer Tag is also displayed.

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

Medals can only be gained through victory in Games for Windows -LIVE Battle Mode. Titles and icons that can be earned vary depending on the number of medals.

# GAME MODES

## LEADERBOARDS



If you select “Leaderboards” on the Games for Windows –LIVE Battle Mode Menu Screen, you can check the Ranking Data for each mode, such as the Games for Windows –LIVE Battle ranking and the “Challenge Mode” score ranking and the like. Replays can be watched from Championship Mode and New Replays. (P.36)

SKIP Function

	Move to above rank #100
	Move to above rank #100
X Key +  (XButton +  )	Move to above rank #1000
X Key +  (XButton +  )	Move to above rank #1000

## ABOUT TRANSMISSION STATUS

You can confirm your partner’s transmission status by viewing their icon in the Lobby Screen or the Search Results Screen.

5 stages of transmission status are displayed.

When transmission status is good

When transmission status is poor



The optimum connection.



The worst possible connection.

## ABOUT NETWORK DISCONNECTIONS

“Disconnect” indicates a network disruption and is displayed when a Network Battle ends in an abnormal fashion.

In this case, data is automatically saved and added to the record of if not intentionally



## CUSTOMIZE YOUR STATUS!

By gathering medals in Games for Windows –LIVE Battle Mode and winning in Challenge Mode, you can earn titles and icons. You can use titles and icons when you customize your status, so play all the various modes to try to earn them. You can display the Edit Status Screen by pressing Right **Ctrl** (**RB** Button) on the Main Menu.



Customized titles and icons are displayed on the Waiting Screen when doing Games for Windows –LIVE Battle.

When the “Request settings” or ON, you can wait for Games for Windows –LIVE Battle partners while playing Arcade Mode.

Waiting: OFF	Do not accept challenges from other players.
Waiting: Player Match	Player Matches can be accepted.
Waiting: Ranked Match	Ranked Matches can be accepted.
Waiting: Championship	Championship (matches) can be accepted.

# GAME MODES

## CHAMPIONSHIP MODE

Championship mode is a mode in which you compete for the championship by battling one network battle opponent after another in a playoff-style competition. Depending on the Championship Grade that you take on, the number of matches needed to win increases.



## GRADE POINTS (GP)

When you enter the higher ranks in Championship Mode, you earn GP. GP indicates a player's strength and by earning more, you go up in rank.

## CHAMPIONSHIP POINTS (CP)

CP is the Championship evaluation score and it is derived from the total GP value of the participating players. The stronger the competitors in a championship, the higher the CP becomes and this is reflected in the ranking.

## TYPES OF CHAMPIONSHIPS

There are 4 grades of championships depending upon the player's abilities. When a player's rank goes up, he/she can compete in higher ranked championships. In Free Championships, all players can compete regardless of their rank.

Player Rank	Championship Type
SG-A ~ SG-E	SG Championship 5 matches
G1-A ~ G1-E	G1 Championship 5 matches
G2-A ~ G2-E	G2 Championship 4 matches
G3-A ~ G3-E	G3 Championship 3 matches
No limit	Free Championship 4 matches

Before a battle, each player's rank, GP and CP value is displayed.



In addition to the normal game screen (p. 11) displayed during Championship Mode's network battle mode, each player's GamerTag and GP value is also displayed.

After LIVE Battle Mode is finished, the screen shifts to the Championship Result Screen and the advancement results and GP and CP increase is displayed. When the GP reaches a certain value, the player's rank advances.



## REPLAY UPLOAD



Championship victors who attain a rank with the top 5,000 on the CP Rankings are able to upload a replay of their final battle. To upload a replay, you must be ranked in the top 5000, and also the CP must be higher than when updated the last time otherwise the message is not displayed.

When the replay upload conditions are met, a navigation message is displayed.



A single player can only have a single replay uploaded at one time. If a new replay is uploaded, the old replay is overwritten.

# GAME MODES

## 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 keyboard cursor key (D-pad) and confirm with the **A** (A Button) 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 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.

# GAME MODES

## TRAINING MODE

Select your character and opponent and then practice their techniques. Press **Esc** (Start Button) during PAUSE MENU to open the training menu and alter various settings from the TRAINING OPTIONS.



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 the keyboard cursor key (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.
KEYBOARD SETTING	Change the controls for use with the keyboard.
COMMAND LIST	View the characters' move list.
CHARACTER CHANGE	Return to the character select screen.
EXIT 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.28) from here.

### PLAYER RECORD

View information such as player match records and play time.



### CHAMPIONSHIP RECORDS

View the Championship Mode battle results, and the 30 latest records.

### CHARACTER RECORD



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

Frequency of Use

Leaderboard 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.



### LEADERBOARDS

View the leaderboards data. Please see "LEADERBOARDS" P.28 for details.

# GAME MODES

## REPLAY ENJOYMENT



Player's uploads are listed in the new replay rankings.



You can enjoy the replays from the CP Ranking as well. Rankings that contain replays have an icon next to them.



## REPLAY PLAYBACK



## DATA PLAYER

While a replay is playing, you can view the player's entire keystrokes and moves by using the settings on the Pause Menu.

## CHANGING THE PLAYBACK SPEED

During replay, you can change the speed of the playback by pressing the **End** (BACK Button) Button.



## REPLAY DOWNLOAD

After watching a replay, you can even download the replays you really enjoyed.

To directly download from the Pause Menu, you can stop playback of the replay and go to the replay download screen.



After selecting the download destination at the replay download screen, you can enter a name and rating for the saved replay.

You can rate your saved videos by giving them up to a maximum of 4 stars.

# GAME MODES

## 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.



### REPLAY LIST

You can enjoy your saved replays.



## 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.
Keyboard Settings	Change the settings for keyboard use. Menu controls cannot be changed.
Assign 1P Device	The controller is connected, 1P can change the settings of the device used. Also, 1P to the operation of the controller without using the keyboard only, 1P is the keyboard, 1P in the operation of the controller 2 can play against people.
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.
System Settings	Turn subtitle settings on or off, and turn the warning message displayed before a Network VS match on or off.
PC Settings	You can change the graphics quality in accordance with your PC's performance.

This game is compatible with Dolby Digital. In order to fully enjoy the sound effects from Dolby Digital sound, you must have a PC that has audio output capabilities compatible with Dolby Digital Live technology. After confirming that your Dolby Digital Live technology compatible PC's digital audio output settings are properly set, make sure that you connect it to a Dolby Digital compatible sound system with S/PDIF optic fiber cables.

# GAME MODES

## BUTTON CONFIG

Use this to set your controller settings so that they correspond to the Xbox 360 Controller for Windows button layout. To use a controller other than the Xbox 360 Controller for Windows, use the settings, "Game Pad Settings" from the Launcher Screen at startup.



\* Controls for use in Menus cannot be changed.

## KEYBOARD SETTINGS

Battle controls for keyboard use can be set. Using the keyboard cursor key ( D-pad), select the items to be changed and, after pressing the **A** (A Button) key, select the key to move their function to.

If not moving a control to a key, press the **Esc** key and it will go to "None" status.

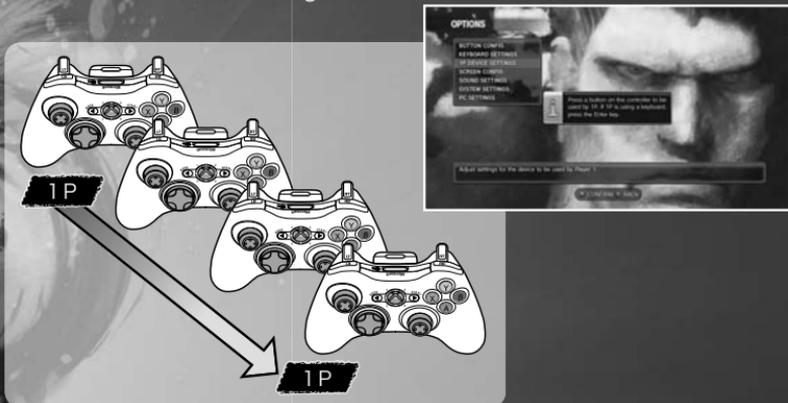
\* Controls for use in Menus cannot be changed.

\* 2P controls cannot be configured for use on the keyboard.



## ASSIGN 1P DEVICE

If there are multiple controllers connected to the PC and you wish to change the controller used by 1P, you can set the 1P device to be used from the 1P Device Settings menu.



## TO USE KEYBOARD + 1 CONTROLLER FOR 2P BATTLES

By setting the 1P device as the keyboard, you can reserve the use of the controller for the 2P's use. By pressing the  button on the 2P controller when the "Press the  button on the controller you want to use" message is displayed, you can set that controller for use by the 2nd player.



The Keyboard cannot be used by the 2P while the controller is used by the 1P.

# GAME MODES

## PC SETTINGS

You can adjust the graphic-related settings on the PC Settings Screen.



PC settings can be changed from the title screen and "Main menu" > "Option" > "PC settings".





<b>FPS DISPLAY</b>	Displays frame rate in real time.
<b>ANTIALIASING</b>	Changes the anti aliasing settings.
<b>FULL SCREEN</b>	Sets game to Full Screen Mode.
<b>DISPLAY RESOLUTION</b>	Sets the screen's resolution.
<b>DISPLAY REFRESH RATE</b>	Sets the screen's frequency.
<b>DISPLAY V-SYNC</b>	Sets the screen's vertical synchronization.
<b>FRAME RATE</b>	Sets the graphical processing frame rate.
<b>ASPECT CORRECTION</b>	Sets the screen's aspect ratio revision.
<b>BRIGHTNESS</b>	Sets the screen's brightness.
<b>PARALLEL RENDERING</b>	Turns graphical processing parallel rendering on or off.
<b>TEXTURE FILTER</b>	Sets the texture filter quality.
<b>MODEL QUALITY</b>	Sets the model's display quality.
<b>BACKGROUND QUALITY</b>	Sets the background's display quality.
<b>SOFT SHADOW</b>	Sets the soft shadow quality.
<b>SELF SHADOW</b>	Sets the self shadow quality
<b>MOTION BLUR</b>	Sets the motion blur processing quality.
<b>PARTICLE</b>	Sets the particle graphic quality.
<b>EXTRA TOUCH</b>	Changes the graphic expression.

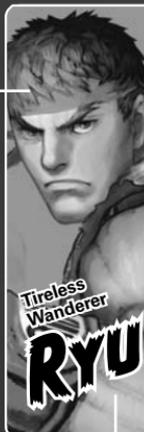
# CHARACTER INTRODUCTIONS

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



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	+ <b>In Mid-Air</b>		+ <b>H M L</b> Press Together

Character Name

Special moves

Ultra Combo

Super Combo

Additional characters can be unlocked for play by fulfilling certain conditions during gameplay. You can find the command lists for these characters in the Pause menu.

## ICON KEY

	Punch Button
	Kick Button
★	A special move that can also be used as an EX special move.
	A direction on the keyboard cursor key (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			 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			 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 	Super Combo	Senretsukyaku
	Tap Repeatedly		 →  +  + 
	★ Kikoken 	Ultra Combo	★ Hosenka
	← Charge → + 		← Charge →  →  +  Press Together
★ Hazanshu 			
★ Spinning Bird Kick 			



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 	Super Combo	Super Killer Head Ram
	Tap Repeatedly		 →  →  + 
	★ Sumo Headbutt 	Ultra Combo	★ Ultimate Killer Head Ram
	← Charge → + 		← Charge →  →  +  Press Together
★ Sumo Smash 			
★ 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 → +	Super Combo	Double Flash ↗ +
	★ Flash Kick ★ ↑ +		Ultra Combo Flash Explosion ↗ + <b>H M L</b> 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 ↻ + <b>H M L</b> Press Together
	★ Yoga Blast  ↻ +		
	Yoga Teleport ↻ or  ↻ + <b>Possible In Mid-Air</b> <b>H M L</b> Press Together or <b>H M L</b> Press Together		



A boxer who was cast out from the boxing world due to his 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	→ +	Special moves	★ Buffalo Head	↑ +
	★ Dash Upper	→ +		★ Turn Punch	H M L or  H M L Press Together Press Together
	★ Dash Low Straight	↘ +		★ Crazy Buffalo	→ ↙ +  or
	★ Dash Low Smash	↘ +		★ Violent Buffalo	→ ↙ +  or H M L or  H M L Press Together Press Together
	★ Dash Swing Blow	↘ +  Hold down			
			Super Combo		
			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	→ +	Special moves	★ Remove Claw (Remove Mask)	+  ★ Uses 1/2 S.C. gauge
	★ Scarlet Terror	→ +		Flying Barcelona Special	↗ + (follow up with  after triangle jump)
	★ Sky High Claw	↑ +		★ Rolling Izuna Drop	(close to opponent after Flying Barcelona Special)
	★ Flying Barcelona Attack	↑ + (follow up with  after triangle jump)			→ or  ← +
Izuna Drop	(close to opponent after Flying Barcelona Attack)		Ultra Combo	★ Bloody High Claw	↗ +  H M L Press Together



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			



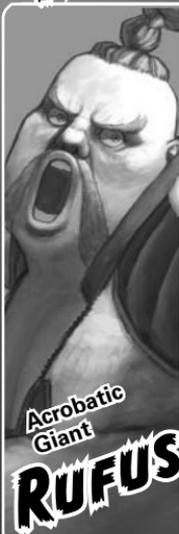
Former overlord of the secret organization Shadaloo, whose evil activities ran the gamut from drugs to human experiments and weapon sales, and master of the all-powerful Psycho Power. He was believed to have shared the same fate as that of the fallen Shadaloo, but he now returns in a new body to set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

Special moves	★ Psycho Crusher		Special moves	Bison Warp
	★ Double Knee Press			
	★ Head Press		Super Combo	Knee Press Nightmare
	Follow Up			
★ Devil Reverse		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 <b>Possible In Mid-Air</b> ★		★ Burst Time 
	★ Seismic Hammer ★	Ultra Combo	 ★ <b>H M L</b> Press Together



The self-proclaimed number one fighter in the U.S. who fights using his own hometown 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 ★	Special moves	★ Snake Strike ★
	Follow Up H Mid Attack M Low Attack L High Attack ★ ★		Super Combo
	★ Galactic Tornado ★	Ultra Combo	★ Space Opera Symphony* ★ ★ <b>H M L</b> 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

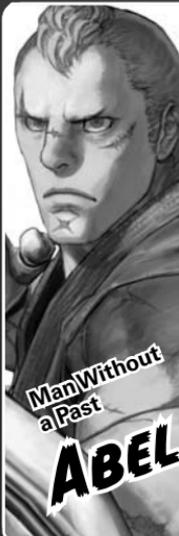


Hurricane of the Gulf

**EL FUERTE**

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 M Tostada Press L Sudden Stop		↻	H Propeller Tortilla M Tostada Press L Sudden Stop
	↻	H Calamari Slide M Gordita Sobat L Back Step		↻	H Picadillo Jump M L
	★ 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	



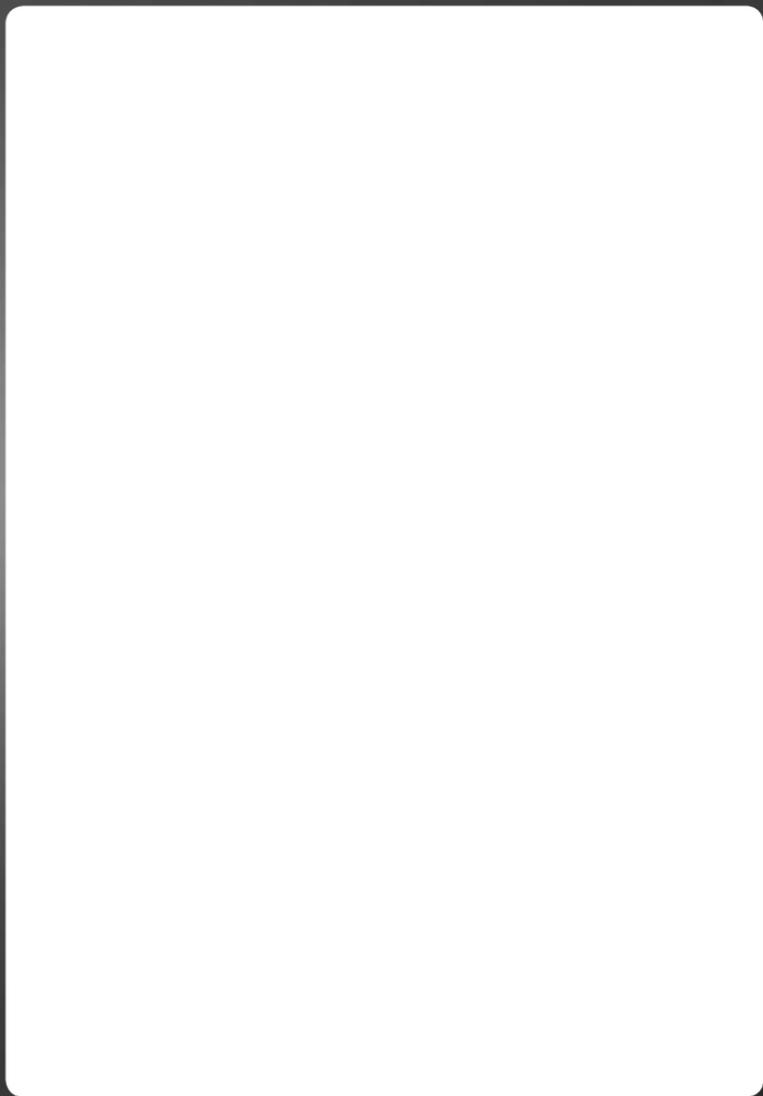
Man Without a Past

**ABEL**

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

# NOTES



# STREET FIGHTER™ II

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