

IT'S OUT
TO GET YOU..!

STREET FIGHTER II™



BLANKA



E. HONDA



ZANGIEF



RYU



GUILE



DHALSIM



KEN



CHUN LI

CAPCOM
USA

U.S. GOLD

STREET FIGHTER II

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette deck. Follow any on screen prompts.

CBM 64/128 DISK

Insert disk into drive type LOAD"*,8,1 and press RETURN. The game will load and run automatically.

SPECTRUM 128K, +2,+3 CASSETTE

Type LOAD" and press ENTER. Press PLAY on the cassette deck. Use LOADER option on +2 computers. Following on screen prompts.

AMSTRAD CPC 6128 CASSETTE

Press CTRL and small ENTER keys simultaneously. Press PLAY on the cassette deck. Follow any on screen prompts.

AMSTRAD CPC 6128 DISK

Insert disk in drive. Type RUN"Disk and press return. The game will load and run automatically.

ATARI ST/AMIGA

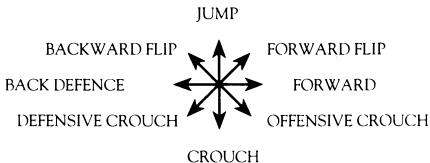
Insert disk into drive and switch on computer. The game will load and run automatically.

PC & COMPATIBLES

After booting your computer, place Disk 1 in drive A/B, type a/b: and press ENTER. When you see the A>/B> prompt, type INSTALL and press ENTER. Follow the on-screen instructions and insert other disks when prompted to do so. To run the program, after booting your computer, type CD/SF2 and press ENTER. Then type SF2 then ENTER.

MOVEMENT

The controls for STREET FIGHTER II take full advantage of the capabilities of the respective computer formats. Here are the eight basic control positions used in the game.



FORWARD	Walk forward.
FORWARD FLIP	Jump forward.
JUMP	Jump straight up.
BACKWARD FLIP	Jump backward.
BACK DEFENCE	Block high attacks by your opponent.
DEFENSIVE CROUCH	Block low attacks by your opponent.
CROUCH	Crouch or duck.
OFFENSIVE CROUCH	Make low attacks.

CONTROLS: Joystick. Keyboard. Keypad 2 button.

N.B. Punches are obtained on the one fire button method by pressing Fire and moving the joystick/keyboard forward and kicks by pressing Fire and moving backward.

On the two button version, punches and kicks are obtained by use of the appropriate punch and kick button. Punches and kicks can be executed in all eight positions, on the joystick/keyboard.

PUNCHES AND KICKS

The three basic punches are:

Light Punch (JAB)	Very quick, but does little damage.
Medium Punch (STRONG)	Produces a fair amount of damage.
Hard Punch (FIERCE)	Can create a large amount of damage, but is slow.

The three basic kicks are:

Light Kick (SHORT)	This kick is very quick, but does very little damage.
Medium Kick (FORWARD)	This kick is strong and fairly quick.

Hard Kick
(ROUNDHOUSE)

This kick is powerful, but very slow.

Note: To change controls use the OPTION MODE.

CLOSE ATTACKS

These are special techniques only used when two fighters are right next to each other. They fall into two basic categories: **Throws and Holds**.

Throws allow you to grab an opponent and throw them across the room. Some fighters can execute throws in mid-air. e.g: Ryu could grab Ken and throw him over his shoulder. For the Shoulder Throw, Ryu must push forward against Ken and then you must press the fire button.

Holds allow you to grab an opponent and repeatedly smash them. e.g: Blanka could bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then press the fire button.

Each character's individual close attack characteristics are listed against their character profiles. How to effectively use them is down to your skill and judgement.

SPECIAL MOVES

Each character's own special moves and techniques are listed in The Character Profile section of this manual. These explain how best you can use them.

Special moves are very powerful, and therefore very difficult to learn. It may take weeks of practice to use them effectively. Practice hard and don't give up, you're bound to succeed.

An example diagram for Ryu's Fire-ball follows. The arrows indicate the required movements. If you are unsure of what the arrows mean please refer to the movement diagram.

Example Fireball

Using the controls, press ↓ ↘ → in one continuous motion and press any punch button.

(Using the controls execute crouch, offensive crouch, forward in one continuous motion and press any punch button).

THE TOURNAMENT COMMENCES

Eight of the world's greatest street fighters have been gathered together to see which of them has the strength, skill and courage to challenge the mysterious Grand Masters. Each fighter has the power to earn the title of World Warrior but which one is up to you. Select GAME START on the title screen and select your champion for the tournament. When the tournament commences, your fighter has to travel the world to meet one of the seven other challengers.

When the match begins, it's down to you and your skills to defeat your opponent. Every time you hit him, his energy meter will decrease. Send your opponents energy meter totally red and he will be out for the count. Win two out of three bouts to win.

USING THE V.S. BATTLE

The V.S. Battle allows two players to compete and automatically keep track of the results. When the title screen appears, move the controls up or down to move the marker next to 1 or 2 player and press the Fire button. On the next screen, each player can view each character's results. When each player has selected their character, press the Fire button to continue to the next screen.

Two options are displayed; **HANDICAP** and **STAGE SELECT**. Player One can move the joystick/keyboard up or down to highlight either option.

HANDICAP - When the **HANDICAP** option is highlighted, both players can press left or right to select an attack level which determines the level of damage a player's kicks and punches will do. The higher the attack level, the greater the damage.

This option allows two players of differing skills to contest an even match.

STAGE SELECT - Upon highlighting this option, Player One can select the match location by moving the joystick/keyboard left or right.

After all of the selections have been made, Player One can start the match by pressing the **FIRE** button. The first player to win two bouts wins. When a match is finished, a screen displays each player's record against each character. At this time, Player One can press **FIRE** to continue, quit, or erase the records. To continue, both players return to the Player Selection Screen and repeat the process.

The Option Mode allows you to modify certain parts of the game. When the title screen appears, press the joystick/keyboard up or down to move the marker next to **OPTION MODE** and press the **FIRE** button. When the next screen appears, move the joystick/keyboard up or down to highlight the option you wish to change.

DIFFICULTY - This option changes the difficulty of the computer opponent. Push the joystick/keyboard left or right to select the option. At Level 0 the computer controlled opponents are easy to beat and at Level 7 they become very difficult. The difficulty level also determines if you will see an ending upon completion of the game.

TIME LIMIT - This option allows you to turn the Time Limit ON/OFF. Move the joystick/keyboard left/right to highlight either ON/OFF. If you select on, the fighters will have 99 seconds to knock each other out. If you select OFF, the fight continues until one player is knocked out.

KEYBOARD CONTROLS - All keys are user definable/redefinable. ie. A - up, B = Down etc.

To exit the **OPTION MODE** with your new settings, simply press the **FIRE** button.

To become a true street fighter requires patience, practice and dedication. Here are a number of hints to help you survive your first few matches.

1. Back Defence and Defensive Crouch positions are used to block attacks.
2. Wait for your opponent to make a mistake and then attack.
3. Use your Special Moves as little as possible. They will often leave you vulnerable to attack.
4. A Fireball nullifies a Fireball.

- To make your opponent dizzy will require at least three strong hits. When your opponent becomes dizzy, inflict as much damage as possible.
- Practice using all of the characters. You will learn quickly their strengths and weaknesses in battle.
- Use Back Defence and Defensive Crouch positions to block Special Moves, but be prepared to lose a little energy.
- Set the difficulty level in the Option Mode to 0 to learn how to use your punches and kicks.
- In the V.S. BATTLE mode, knock your opponent out with a Special Move to earn a special K.O.

CHARACTER PROFILES



RYU

Date of Birth: 7-21-1964

Height: 5'10"

Weight: 150 lbs

Blood Type: 0

Ryu, a pure warrior taught by Master Sheng Long. He has forsaken everything in life to perfect his fighting skills. He has no home, no friends and no family. He seeks to test his skills against other fighters.

Cool and calculating, Ryu is cool in combat. When Ryu sees weakness, he will dispatch his opponents with his awesome Dragon Punch.

Close Attacks **Shoulder Throw, Back Roll.**

Special Moves

Fireball - By channelling all of his will through his hands, Ryu can create an energy wave or "HA-DO-KEN". This move drains most of his energy and takes a few seconds to recover.

Using the controls execute ↓ ↘ → in one continuous motion and press the punch button.

Dragon Punch - As he leaps into the air, Ryu's Dragon Punch is virtually unstoppable.

Using the controls, press → ↓ ↘ in one continuous motion and press the punch button.

Hurricane Kick - As he spins into the air, Ryu can create a small hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane to accelerate his spin and can often knock his opponent down with three quick kicks.

Using the controls, press ↓ ↙ ← in one continuous motion and press the kick button.



EDMOND HONDA

Date of Birth: 11-3-1960

Height: 6'2"

Weight: 304 lbs

Blood Type: A

Edmond Honda has been trained since birth to be the greatest Sumo wrestler ever. Upon receiving the title of "Yokozuna" or Grand Champion, Honda learned that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

Quick and extremely powerful, Honda's great advantage is his size.

He loves to pound his opponents into corners and then knock them out with a series of quick punches.

Close Attacks **Shoulder Throw, Bear Hug, Knee Bash.**

Special Moves

Hundred Hand Slap - Through years of training, Honda has been able to build up his punch speed. His hands move so quickly they appear a blur. By using this move he can quickly defeat his opponent.

Press the punch button repeatedly.

Sumo Head Butt - Using his great leg strength and traditional Sumo grunt, he can propel himself head first into his opponent. Best at short range, Honda's Sumo Head Butt only inflicts a fair amount of damage.

Using the controls, press ← and hold it for 2 seconds.

Then press → and push the punch button.



BLANKA

Date of Birth: 2-12-1966

Height: 6'5"

Weight: 218 lbs

Blood Type: B

A little known, bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming in the rain forests. But, only in the last year the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dared fight him.

Blanka uses his speed and agility to inflict maximum damage.

Close Attacks **Head Bite, Double Knee, Head Butt.**

Special Moves

Electricity - Using a technique he learned from electric eels, Blanka can channel up to 1,000 volts through his skin. Anyone who tries to grab him during this time is in for a shock.

Press the punch button repeatedly.

Rolling Attack - Rolling into a ball, he can launch himself like a human projectile. Blanka's rolling attack can inflict huge damage on an opponent, but if he is hit during the attack, he loses a great deal of strength.

Using the controls, press ← and hold it for 2 seconds.

Then press → and push the punch button.



GUILE

Date of Birth: 12-23-1960

Height: 6'1"

Weight: 191 lbs

Blood Type: O

An ex-member of an elite Special Forces team, Guile and his friend Charlie were captured during a mission in Thailand six years ago. After months of imprisonment, they managed to escape from their jungle prison. During the perilous trek to civilisation, Charlie died and Guile has been consumed by vengeance ever since. Guile is a definitely a force to be reckoned with.

Close Attacks

Back Breaker, Knee Drop, Suplex.

Special Moves

Sonic Boom - By whipping his hands and arms through the air, Guile is able to create an energy burst called the Sonic Boom which speeds towards opponents and momentarily stuns anyone it hits.

Using the controls, press ← and hold it for 2 seconds.

Then press → and push the punch button.

Flash Kick - Guile is able to cause a momentary wall of energy by whipping his feet into the air while doing a backflip. This energy barrier is virtually unpenetrable.

Using the controls, press ↓ and hold it for 2 seconds.

Then press ↑ and push the kick button.



KEN

Date of Birth: 2-14-1965

Height: 5'10"

Weight: 169 lbs

Blood Type: B

Another disciple of Master Sheng Long, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill fuels his giant ego and he constantly reminds his opponents that he is the greatest fighter ever. Brash and arrogant, Ken loves to show off during a fight. After knocking opponents senseless with his Fireball, Ken loves to gloat over his opponents.

Close Attacks

Shoulder Throw, Back Roll.

Special Moves

Fireball - By channelling all his will through his hands, Ken can create an energy wave. This move drains most of his energy and he takes a few seconds to recover from it.

Using the controls, press ↓ ↘ → in one continuous motion and press the punch button.

Dragon Punch - Using the ancient word, "SHO-RYU-KEN", Ken can call forth the power of Dragon and channel it through his punch. As he leaps into the air, Ken, and the power of the Dragon Punch are virtually unstoppable.

Using the controls, press → ↓ ↘ in one continuous motion and press the punch button.

Hurricane Kick - As he spins into the air, Ken can create a small hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane to accelerate his spin, Ken can often knock his opponent down with three quick kicks.

Using the controls, press ↓ ↙ ← in one continuous motion and press the kick button.



CHUN LI

Date of Birth: 3-1-1968

Height: 5'8"

Weight: Unknown

Blood Type: A

Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking an international smuggling operation know as Shadoloo. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

Stunned by her looks, opponents often underestimate her ability and find themselves flattened by a few well placed kicks.

Close Attacks **Shoulder Throw (Air and Ground), Head Stomp.**

Special Moves

Lightning Kick - Extensive training has allowed her to develop these powerful kicks.

Press the kick button repeatedly.

Whirlwind Kick - Chun-Li uses this move to confuse her opponents.

Using the controls, press ↓ and hold it for 2 seconds.

Then press ↑ and push the kick button.



ZANGIEF

Date of Birth: 6-1-1956

Height: 7'

Weight: 256 lbs

Blood Type: A

Many believe that Zangief entered the tournament out of his fierce patriotism, but they are only partly correct. Zangief loves his country, but he loves to stomp on his opponents even more.

Totally fearless, Zangief will walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver.

Close Attacks **Power Slam, Pile Driver, Alley Oop.**

Special Moves

Spinning Clothesline - Copied from the famous professional wrestler Mike Haggard, Zangief uses it to clobber opponents and to avoid fireballs.

Press the punch button repeatedly.

Spinning Pile Driver - After seeing the boring pile driver used by professional wrestlers, Zangief decided to add his own twist and grind his opponents into the ground.

Using the controls, press ↙ ↓ ↘ on the control pad and press the punch button.



DHALSIM

Date of Birth: 11-22-1952

Height: 5'10"

Weight: 107 lbs

(he can change height and weight to some extent.)

Blood Type: O

Throughout his life, Dhalsim has sought to unify his mind, body and soul through Yoga. As he nears his goal, he must test himself and his skills before rising to a higher state of consciousness. Dhalsim's greatest skill is his patience. He concentrates on using his abilities to keep his enemies at a distance and slowly wear them down.

Close Attacks **Yoga Nudge, Arm Throw, Head Butt, Spinning Attack.**

Special Moves

Yoga Fire - Inspired by mystical energy from deep within himself, Dhalsim can hurl a flame ball that will incinerate anything.

Using the controls, press ↓ ↘ → in one continuous motion and press the punch button.

Yoga Flame - Used for close attacks, Dhalsim can spew forth a cloud of flame.

Using the controls, press ↙ ↓ ↘ → in one continuous motion and press the punch button.



STREET FIGHTER™

HELP LINE

If you want to access our automated hints and tips line, call 0839 007755.

Calls are charged at 36p per minute cheap rate, 48p per minute at all other times. If you are under 18, get permission from the person who pays the phone bill before calling.

Service provided by U. S. Gold Ltd.

If you need technical assistance, call our product support staff on 0902 640027.

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