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⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

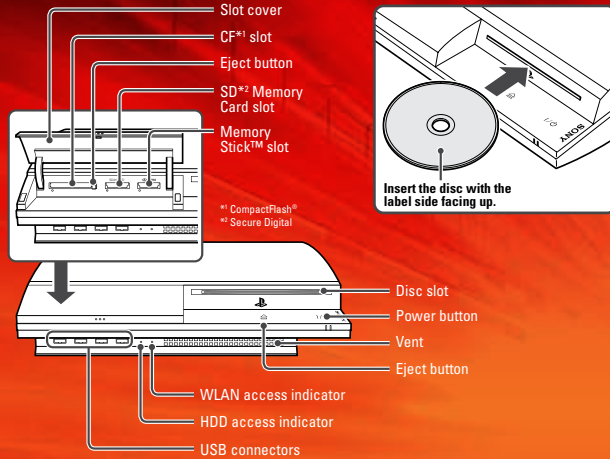
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GETTING STARTED

PLAYSTATION®3 system front



NOTE: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

STARTING A GAME: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

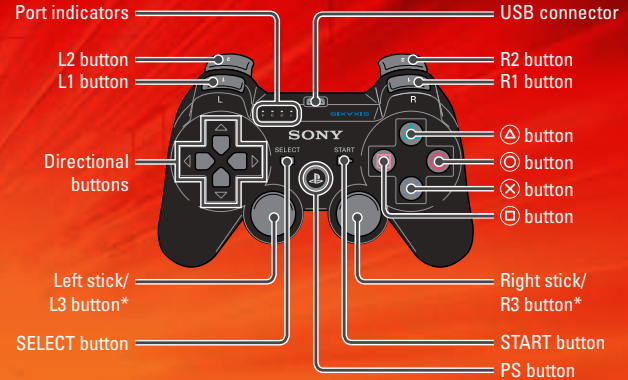
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Street Fighter® IV disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the button. Refer to this manual for information on using the software.

QUITTING A GAME: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION 3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION 3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

AUTOSAVE: This title uses an autosave feature. Game data is saved automatically at certain points. Do not switch off the power when the HDD access indicator is flashing, which are referenced by an icon of two gears grinding. Do not quit the game or power down your console while this icon is on screen.

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!

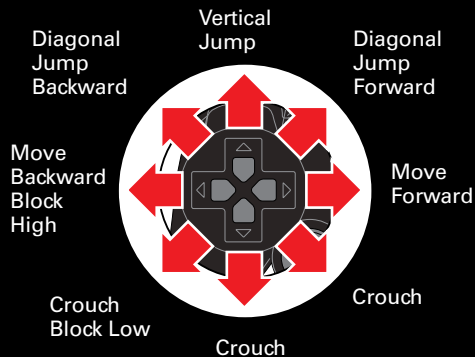


CONTROLS

WIRELESS CONTROLLER

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

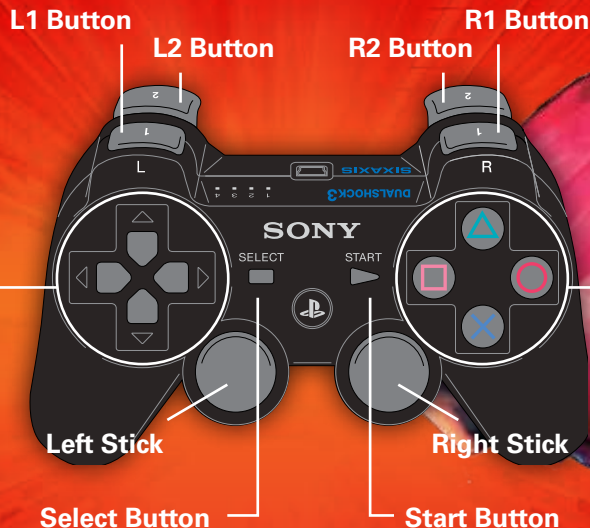
DIRECTIONAL BUTTONS / LEFT STICK



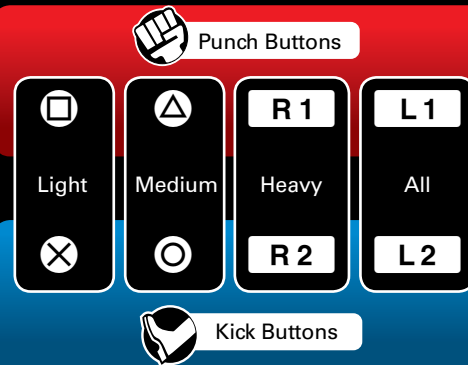
* Diagonal inputs are performed, for example, by pressing the directional buttons both to the left and down at the same time.

OTHER CONTROLS

- | | |
|---|---|
| Directional Buttons / Left Stick | Select mode, mode menu, and options |
| X Button | Confirm |
| O Button | Cancel |
| R1 Button | Open Edit Status screen from the Main Menu (Please refer to P.27) |



BUTTON ATTACKS




START BUTTON

Press during the game to pause, the "PAUSE MENU" windows will open. Press again to unpause. (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.33).
- * A Wireless Controller (DUALSHOCK®3), sold separately, is required in order to enjoy the vibration function. Vibration can be turned on or off from Options (P.33).

GETTING STARTED

STARTING UP

Press the START Button on the title screen to proceed to the Main Menu. Use the directional buttons to highlight a mode and then press the  Button to select it.



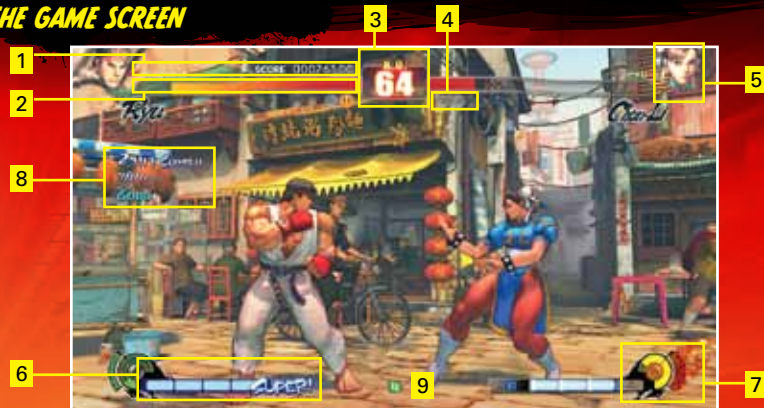
Arcade Mode	One player can take on a series of CPU opponents. Connect a second controller and another player can join as a challenger. (P.20)
VS Mode	Select characters and battle stage and then fight against the CPU or a human opponent. (P.20)
Network Battle	Fight human opponents across the Internet via the PlayStation®Network. (P.21) * Requires an internet connection setup
Challenge Mode	Take on a series of challenging battles. (P.28)
Training Mode	Select how your opponent will act and then practice against them. (P.30)
Player Data	View player versus records, medal lists and ranking. (P.31)
Gallery	View in-game movies and development images. (P.32)
Options	Alter various game settings. (P.33)

* See P.27 for information on editing your online status.

SAVING DATA

"STREET FIGHTER IV" has an auto save function. Data is automatically saved after a battle finishes or after options are changed. While data is being saved the HDD (hard disk) access lamp will flash. Do not turn off the power while the lamp is flashing. At least 3,752KB of free space is required in the PLAYSTATION®3 console internal HDD (hard disk) in order to save "STREET FIGHTER IV" 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.17-18)

7 Revenge Gauge

Once this gauge is at least 50% full, you can use it to perform an Ultra Combo. (See P.19)

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 directional buttons and confirm with the \otimes button.



Costume	Purchase costumes from the PlayStation®Store 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.14) 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.

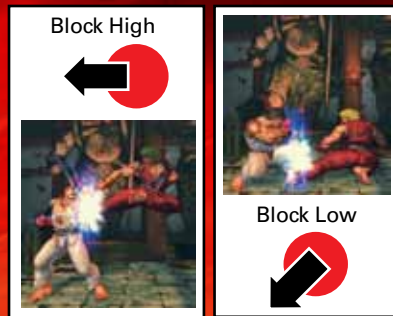
BONUS MESSAGES

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.15). <ul style="list-style-type: none">• 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 directional button 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 forward directional button twice to perform a forward dash, or the backward directional button 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

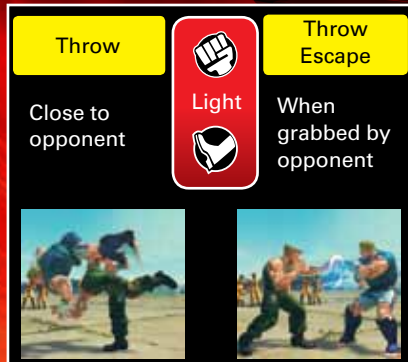


If you keep getting pummeled, you will eventually become stunned. While stunned, you cannot do anything. Your only hope is to press the directional buttons and other buttons as fast as you can to recover from the stun faster.

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 left or right directional buttons. 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."

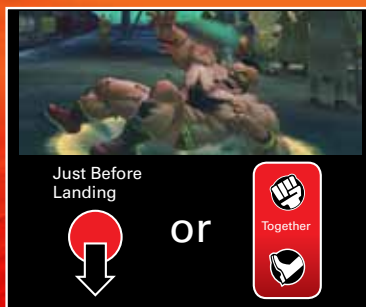
* Some characters can also perform a throw when jumping (aerial throw), or special move throws (command throws). Throw escapes cannot be performed against aerial or command throws.



RECOVERY

When your opponent's attacks have knocked your character to the ground, you can press the down directional button twice or any two attack buttons simultaneously the instant that you hit the dirt 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.

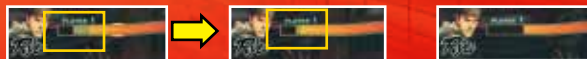


HYPER ARMOR DURING A FOCUS ATTACK

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 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 input 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 CANCEL

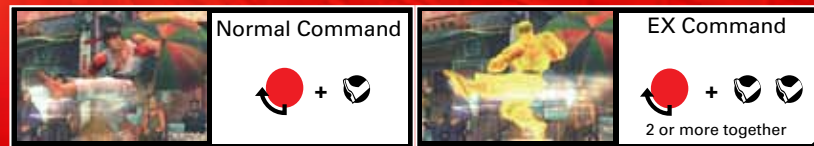
Input the Super Combo command while performing a normal move or special move and you can cancel and move directly into the Super Combo. This is called a "Super Cancel."

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.

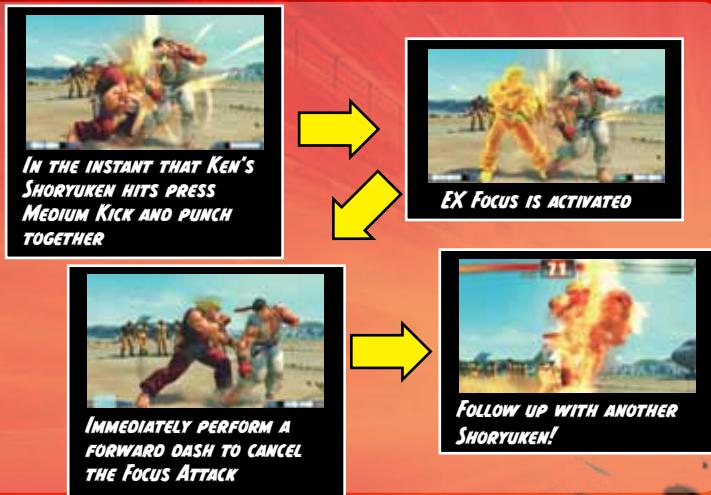
Example : Ryu's Tatsumaki Senpukyaku



EX FOCUS

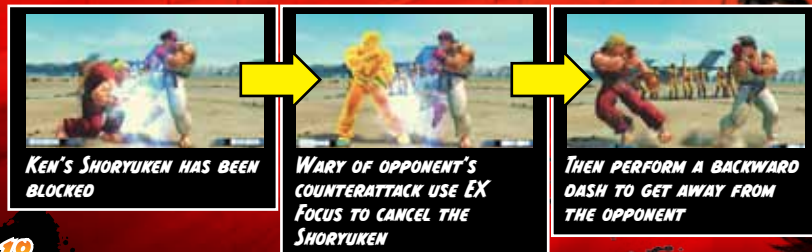
When performing certain regular or special moves it is possible to press Medium Punch and Medium Kick together and cancel into a Focus Attack. This is called "EX Focus." (It will consume two segments of your Super Combo Gauge.) EX Focus has the same properties as a regular Focus Attack, aside from having 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.27) 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 the PlayStation®Network. Use the directional buttons to highlight one of the options from the following menus and press the X button to confirm it.

Ranked Match	Results of the match will be reflected in ranking.
Player Match	Results of the match will not be reflected in ranking.
Ranking	View ranking for each of the online modes. (P.26)
Check Invites	Check for invites from friends. If you have received any then you can choose to join those sessions.

MATCH TYPES

After selecting Ranked Match or Player Match highlight "Quick Match," "Custom Match" or "Create Match" using the directional buttons and then press the X button to confirm.

Quick Match	Find a game session without specifying any conditions. (P.22)
Custom Match	Find a game session by searching for specific conditions. (P.23)
Create Match	Become the host of a match, set your own rules and create a new session. (P.24)

QUICK MATCH



Once joinable sessions have been found, the results will be displayed. Highlight the session you want to join with the directional buttons and then press the **X** 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 directional buttons and press the **X** 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 directional buttons and press the **X** 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. (P9)

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."

RANKING



Select "RANKING" from the Network Battle menu to view ranking 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.33)



The optimum connection.



The worst possible connection.

CUSTOMIZE YOUR STATUS!

Collecting Medals from Network Battle Mode and clearing Challenge Mode allows you to gather 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 **R1** 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 directional buttons and confirm with the **X** 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.

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	Restart the match with the current settings.
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 directional buttons 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 Ranking (P.26) 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 ranking format.

Frequency of Use

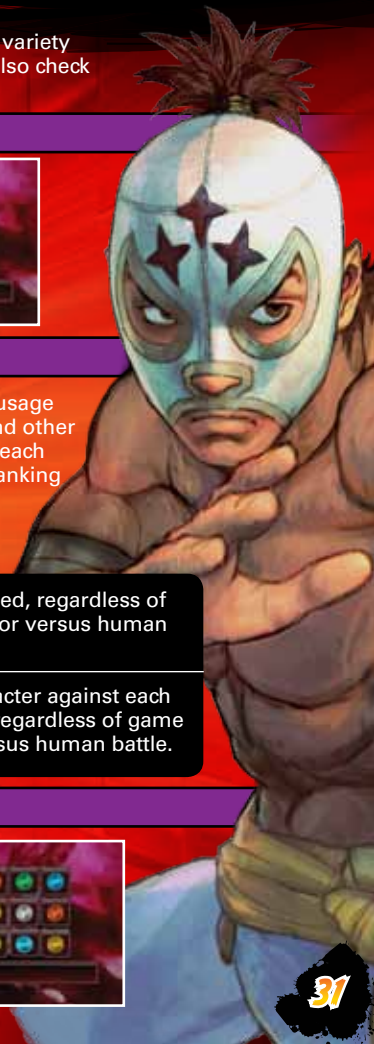
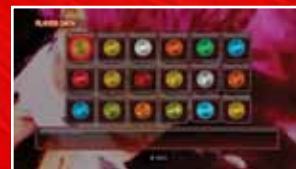
Ranking of characters used, regardless of game mode, CPU battle or versus human battle.

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.



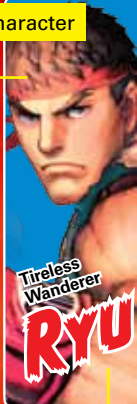
Button Config	<p>Alter control type or freely assign the functions of each button. Select the type "CUSTOM" to freely assign the function of each button.</p> <p>If you are using "DUAL SHOCK@3" your can turn ON/OFF the vibration option. In order to use the vibration function press the PS Button and then turn the vibration function ON from the displayed menu.</p>
Screen Config	<p>Adjust the configuration of the on-screen gauges.</p>
Sound Settings	<p>Adjust the volume of the background music, sound effects and character voices. You can also toggle between English and Japanese voices for the characters.</p> <p>This game is presented in Dolby® Digital 5.1 surround sound. Connect your PLAYSTATION®3 to a sound system with Dolby Digital technology using a HDMI cable or digital optical cable. From the "XrossMediaBar," choose "settings," then select "sound settings," then select "Audio output settings," then select cable type you connected, and finally select "Dolby Digital 5.1 ch" to experience the excitement of surround sound.</p>
System Settings	<p>Toggle subtitles on or off, as well as the displayed warning message that appears prior to a Network Battle. You can also install the game to the PLAYSTATION®3 console's HDD (Hard Disk) here.</p> <p>A PLAYSTATION®3 console and HDD with at least 2,200MB of free space is required in order to install game data. * Installing game data to your PLAYSTATION®3 HDD will reduce loading times.</p> <p>* Installation is not required in order to play the game.</p>

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



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.

Profile

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

Character Name

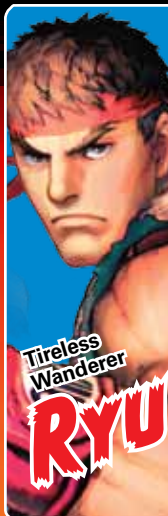
Special moves

Ultra Combo

Super Combo

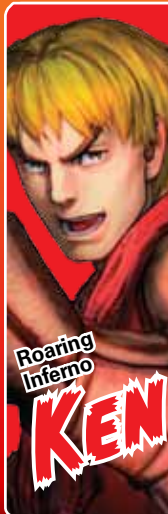
ICON KEY

	Punch Button
	Kick Button
★	A special move that can also be used as an EX special move.
	A direction on the directional buttons. For diagonals, press two buttons at once.
	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		 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		 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 → +		← Charge → → +
	★ Hazanshu ↻ +	Ultra Combo	★ Hosenka ← Charge → → + + H M L Press Together
	★ Spinning Bird Kick ↑ Charge +		← Charge → → + + H M L Press Together



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 ★ Sumo Smash ↑ Charge +		← Charge → → +
	★ Oicho Throw ↻ +	Ultra Combo	★ Ultimate Killer Head Ram ← Charge → → + + H M L Press Together
			← Charge → → + + H M L Press Together



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



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 ↻ +		
	Double Lariat / Quick Double Lariat H M L / H M L Press Together / Press Together	Ultra Combo	Ultimate Atomic Buster ↻ ↻ + + H M L Press Together
	★ 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



A boxer who was cast out from the boxing world due to his love of a 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 or Press Together
	★ Dash Low Straight → +		★ Crazy Buffalo → → + or
	★ Dash Low Smash ★ → +		★ Violent Buffalo → → + or
★ Dash Swing ★ → +	★ Ultra Combo	★ Press Together	★ 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 ★ → +		Yoga Catastrophe → → + Press Together
★ Yoga Blast → +	Ultra Combo	★ Press Together	
Yoga Teleport	Possible In Mid-Air Press Together or Press Together		



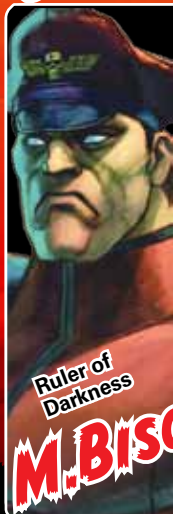
A narcissist who believes beauty is the ultimate goal in this world. He worked with M. Bison to further his own aesthetic goals. In combat, he uses his terrible speed to unleash graceful, deadly attacks. He slipped back into the shadows after the fall of Shadaloo...

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 ↑ + EX Sky High Claw		★ Rolling Izuna Drop (close to opponent after Flying Barcelona Special) → or → +
	★ Flying Barcelona Attack ↑ + (follow up with after triangle jump)		★ Bloody High Claw ★ ↗ + Press Together
Izuna Drop (close to opponent after Flying Barcelona Attack) → or → +	★ Ultra Combo	★ 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		or		+
	★ Double Knee Press		+					or		+
	★ Head Press		+		Super Combo	Knee Press Nightmare			+	
	Follow Up Summersault Skull Diver		+						+	
★ 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		+						+	
	★ Seismic Hammer		+		Ultra Combo	Burst Time			+	



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 Mid Attack		+				★ Spectacle Romance *			+
	★ Galactic Tornado		+		Ultra Combo	★ Space Opera Symphony *			+	
		+						+		





























*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		 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		
★ Quesadilla Bomb   Hold down and then release	Super Combo	El Fuerte Dynamite   + 			
★ Guacamole Leg Throw  + 	Ultra Combo	El Fuerte Flying Giga Buster   +    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  +  During Change of Direction		★ Falling Sky  + 
	Second Low  +  During Change of Direction		★ Tornado Throw  + 
	★ Finish Mid  +  During Second Mid or Second Low		Super Combo
★ Finish Low  +  During Second Mid or Second Low	Ultra Combo	★ Heartless   + 	
★ Wheel Kick  + 	Ultra Combo	★ Soulless   +    Press Together	

RISE UP...

DARKVOID™



COMING
2009



PLAYSTATION 3



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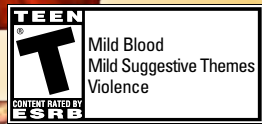
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Fei Long:
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TAKANOBU KATADA

Color Director

SIGERU SAISHO

Painters

HARUKA AOYAMA

RISA SAKAKIEDA

Background Art Directors

KEI INOUE

TOSHIHIRO

KOHAMA

Background Art Designers

MANABU OTSUZUKI

YOJI NAKAZA

TADASHI IWASA

YUKIKO ONO

SHINYA MITA

HIROKATA TSURUOKA

YUSUKE IKEDA

MASAKAZU MIYAKE

SAORI ITO

SADAHIKO

TANAKA

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NAOKI SERIZAWA

YASUHIKO ABE

TETSUJI HIGUCHI

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TAKUYA ONO

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Assistant Producer

ATSUSHI MATSUHASHI

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)

lii' showy

Lyrics (English)

NEGIN

Music

lii' showy

Original Arrangement

YUTA NAKANNO

Game Arrangement

KEN HARADA

Voice Recording

(Japanese)

Voice Director

RYOSUKE NAYA

Recording Studio

STUDIO MAUSU

Recording Engineers

NAOYA TANAKA

HIDETO SANTA

Production Assistant

EMIKA UEDA

Voice Recording

(English)

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REIKO MATSUO

JONATHAN KLEIN

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Recording Engineer

JOHN SANACORE

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YOHEI SHIKANO

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Outsource Project Manager

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