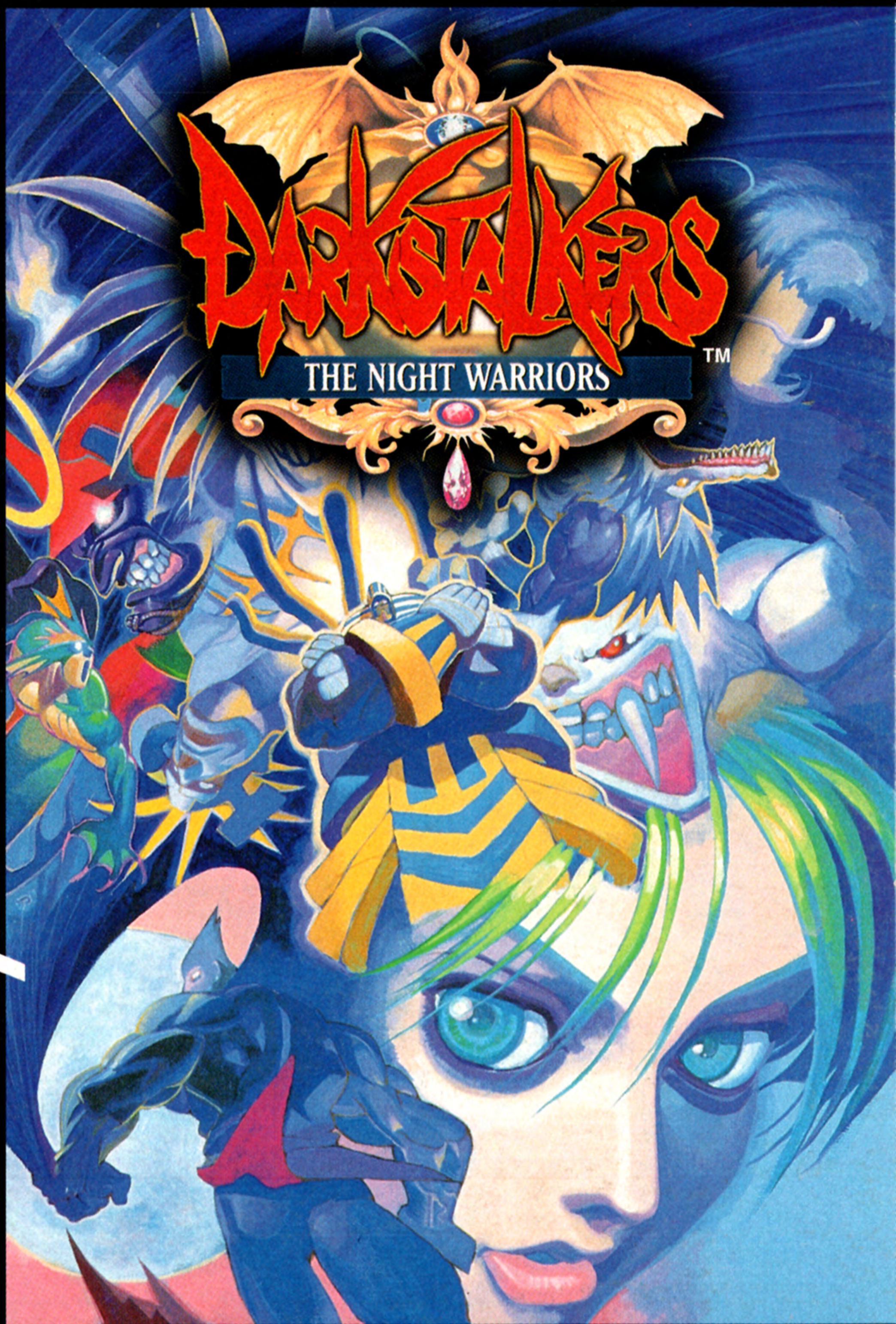




NTSC U/C

PlayStation™



SLUS-00036

CAPCOM®

A SPECIAL MESSAGE FROM CAPCOM ENTERTAINMENT

Thank you for selecting DARKSTALKERS from CAPCOM for the PlayStation game console. CAPCOM continues its tradition of high quality, action-packed games with this exact translation of the mega-popular coin-operated brawler. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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- This compact disc is intended for use only with the PlayStation game console.
- 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 compact 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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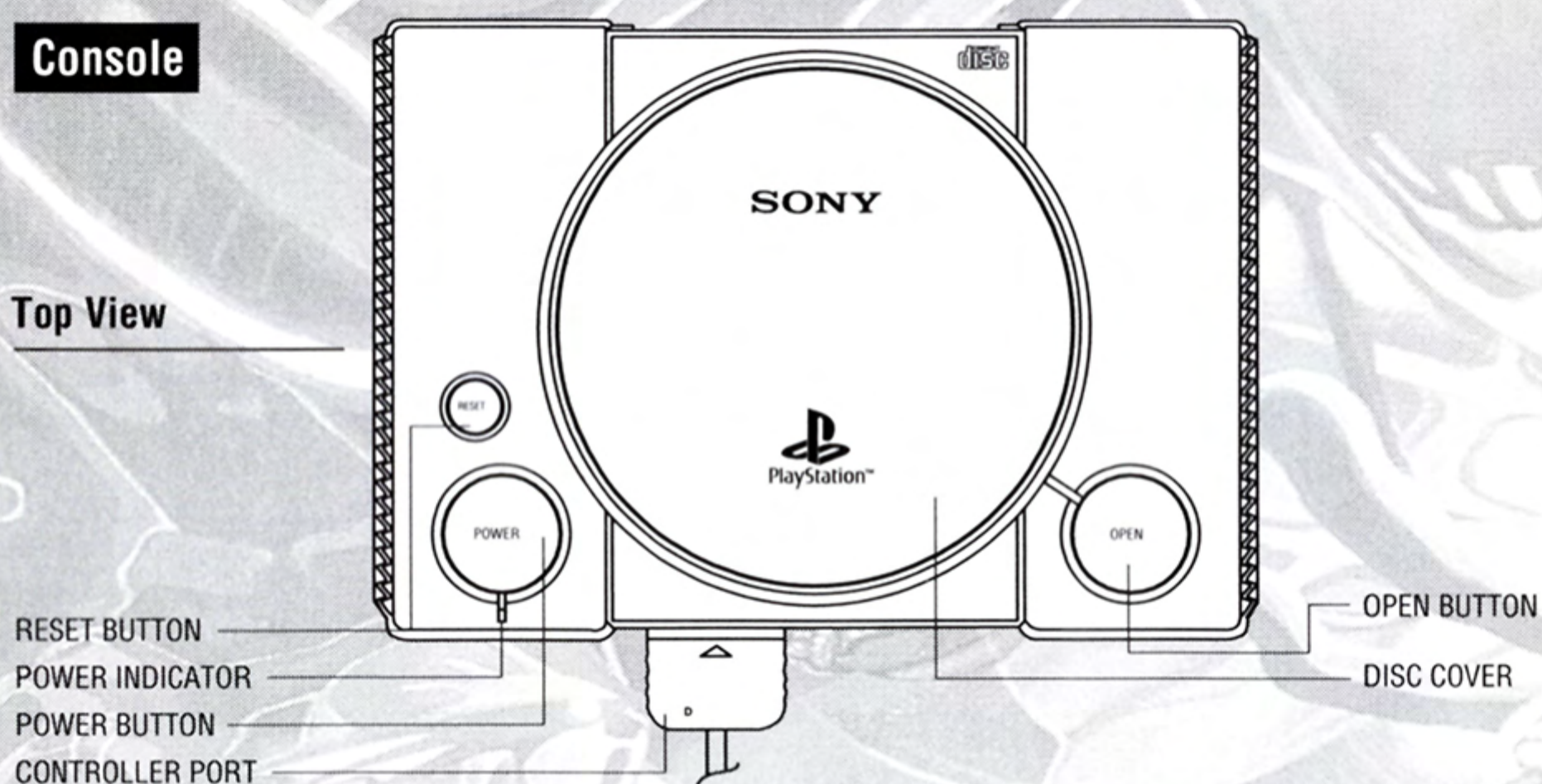
Game Set-Up

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DARK-STALKERS disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

PLAYSTATION CONSOLE DIAGRAM

Console

Top View



Basic Controls

BUTTON

START BUTTON

FUNCTION

STARTS GAME
PAUSES GAME
JOINS A GAME IN PROGRESS

SELECT BUTTON

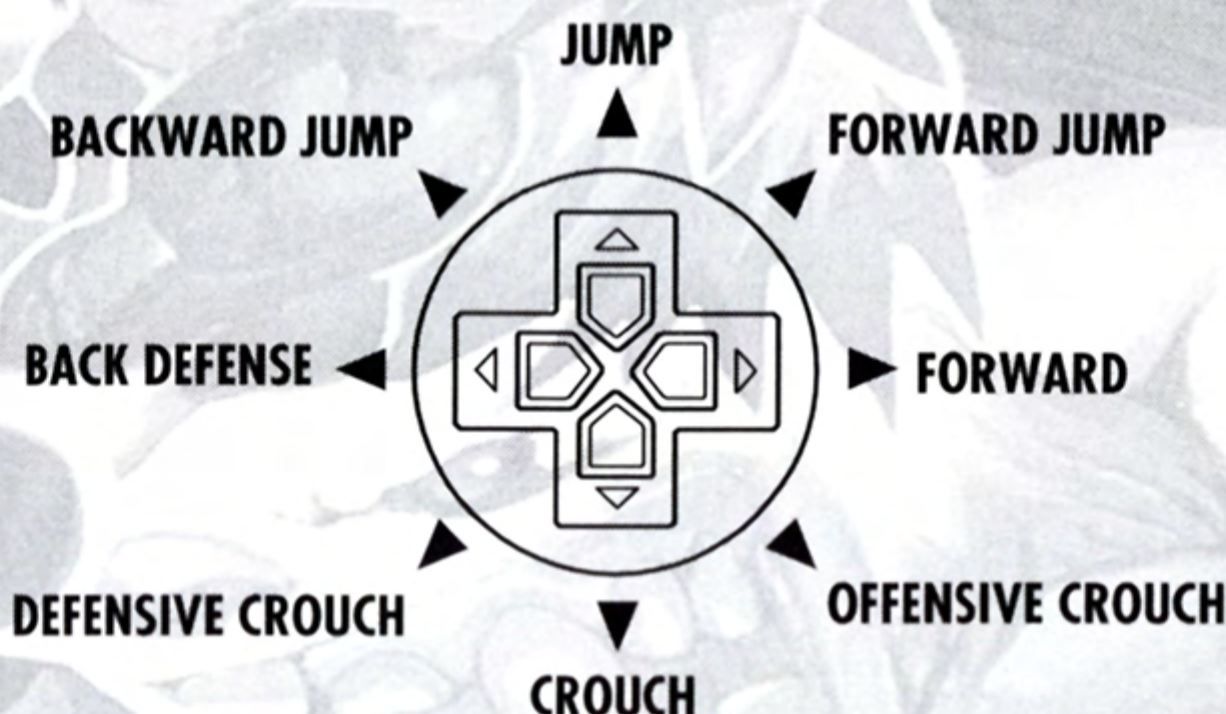
SELECTS GAME MODE (See Title Screen)

DIRECTIONAL BUTTON

SELECTS GAME MODE (See Title Screen)
CHANGES SETTINGS (See Option Mode)
MOVES CHARACTER

○ BUTTON

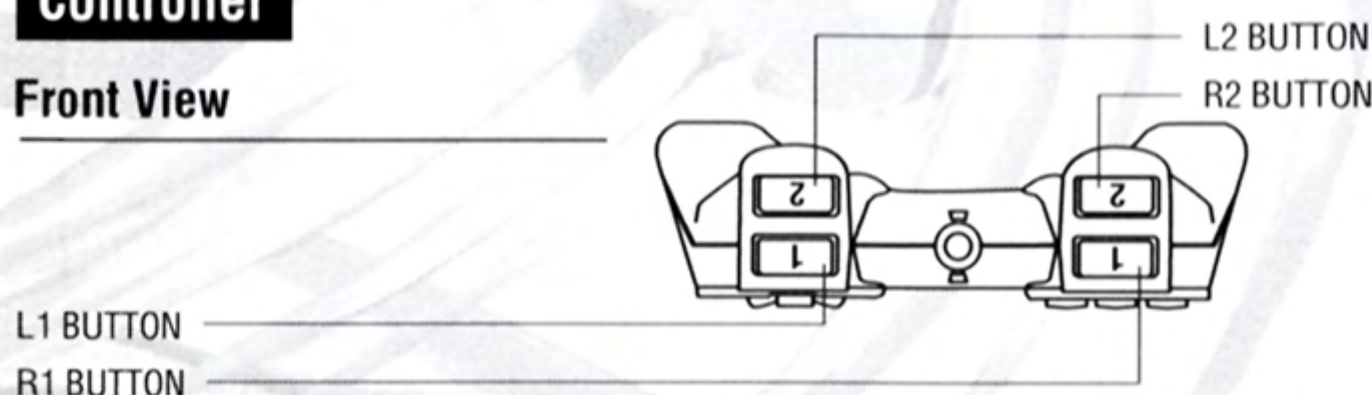
SELECTS OPTION ON MENU SCREENS



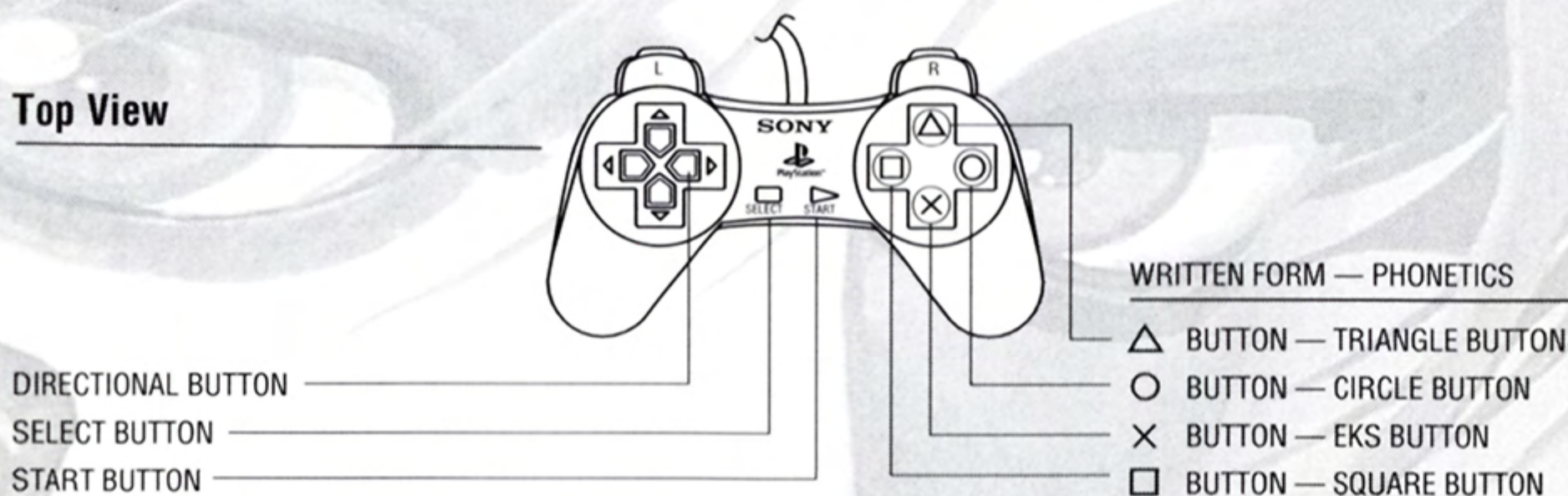
Important Note: The diagram shows the Directional button positions for a player facing the right. The controls are reversed when facing the left.

Controller

Front View



Top View



Basic Controls continued

BUTTON

□ BUTTON

△ BUTTON

L1 BUTTON

X BUTTON

○ BUTTON

R1 BUTTON

L2 BUTTON

R2 BUTTON

FUNCTION

LIGHT PUNCH (JAB)

MEDIUM PUNCH

HARD PUNCH (FIERCE)

LIGHT KICK (SHORT)

MEDIUM KICK

HARD KICK (ROUNDHOUSE)

NOT USED

NOT USED

DASH: Press Directional button twice in the same direction (left or right only). You can even dash backward with any character, but Victor can only dash backward.

GRAB/THROW: Press Directional button toward opponent, then press any Punch or Kick button.

The Darkstalkers Wage Eternal War!

When the sun sets and humanity retreats to the imagined safety of their beds, a mysterious entity appears in the sky to assemble the wicked and the evil. The unimaginable secret power of the dark is unleashed! Ten supernatural beings of destruction have materialized to wage their eternal war for the domination of the night. The Vampire, the Mummy, Frankenstein, Bigfoot. . .their very names conjure fear. But who or what has summoned them? These creatures of myth and legend, the Darkstalkers, have gathered for what is destined to be the greatest battle ever. And the fate of all humanity rests on who wins this epic struggle. The Darkstalkers are coming. . .tonight!

Option Mode

To adjust the options in your game, from the Darkstalkers title screen, use the Directional button or SELECT button to highlight OPTION MODE. Then press the START or ○ button. Select an item by pressing ▼ or ▲ on the Directional button, then change the item by pressing ◀ or ▶ on the Directional button. Press the START button to return to the title screen.



GAME DIFFICULTY

There are 8 levels of difficulty available for Darkstalkers. Adjust the number of stars for the difficulty from Low to High.

TIME LIMIT

You can play with or without a time limit. If you set the timer to off, an ∞ symbol will be displayed.

BUTTON CONFIGURATION

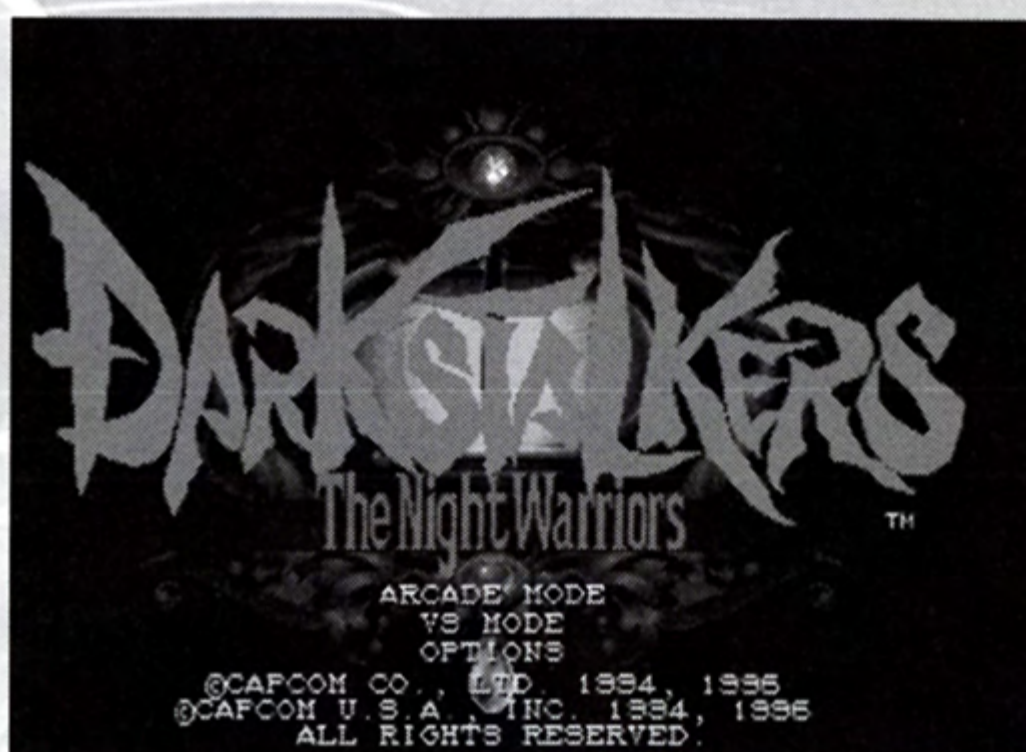
You can choose any button for your punch/kick functions.

SOUND MODE

Adjust the sound on your game for stereo or mono sound, depending on the capabilities of your sound system.

Game Modes

There are 2 modes of play for Darkstalkers: Arcade and V.S. Mode. Each match is a best-of-three round battle. After a battle, the win/loss screen appears. Unless you turn off your PlayStation, win/loss records for each player will be held. At the continue screen, press the START or ○ button before the time reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the START button.



Refer to the descriptions below to determine which mode of play you want.

ARCADE MODE

This mode is the popular arcade mode, where you select a Darkstalker character and fight your way through the other computer-controlled characters. It is a one-player game, but a second player can join in at any time. Press the START button on the opposite controller to join in. The character select screen will appear.

Use the Directional button or SELECT to highlight this mode, then press the START or ○ button to select the mode. You will then see the character select screen. Use the Directional button to highlight a character and press any button except SELECT to begin play.

V.S. MODE

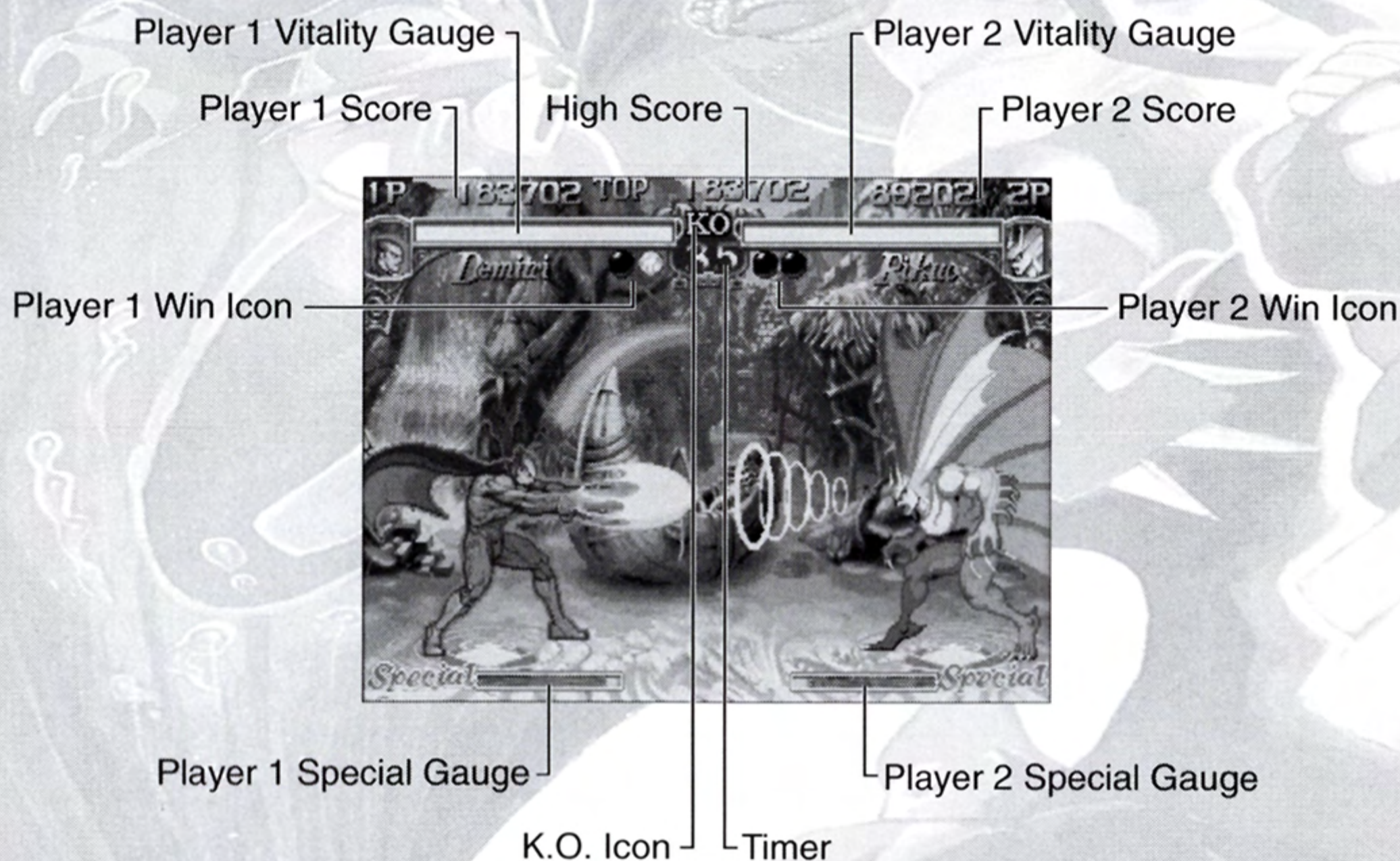
V.S. MODE is the classic 2-player contest. Use the Directional button or SELECT to highlight this mode from the title screen and press START or ○ button to select it. You will then be presented with the character select screen. Use the Directional button to highlight a character then press the START button to select the character.

Once you have selected your character, the player handicap screen will appear. On the handicap screen, you can set the level of inherent skill for both players, as well as select a background stage for the fight. Use the Directional button or SELECT to highlight the option. Then press the Directional button ◀ or ▶ to change the option. When you have finished, press any button except SELECT to begin play.

Game Modes continued



The higher the skill level is set, the attack power and defensive power of your character will increase. Once you exit the handicap screen, you can change your button configuration before you begin the fight. Hold down the SELECT button on either control pad when exiting from the handicap screen. When you have finished adjusting the buttons, press the START button to begin play.



The Darkstalkers

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional button to perform the move are described first (moves must be done in a smooth, quick motion). Following the directions is the list of Punch or Kick buttons you must press to perform the move. The strength of the attack depends on which Punch or Kick button you press. The buttons must be pressed right as you reach the end of the Directional button motion. Timing is critical, so practice and repetition is necessary for success.

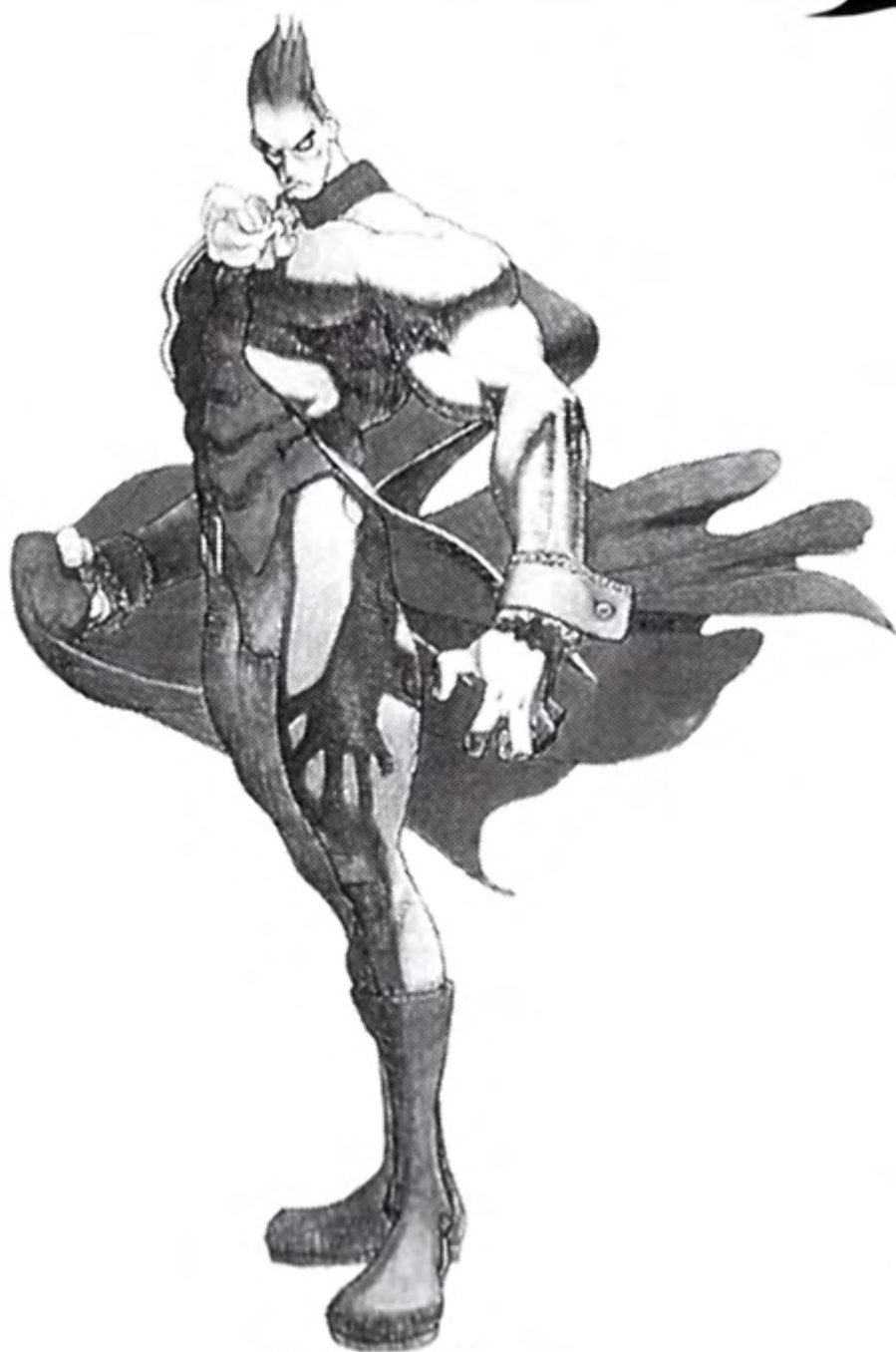
In addition to these moves, each character can do dash attacks and air attacks. To do these moves, perform the dash or jump then press a Punch or Kick button during the dash or jump.

Also, chain combinations are possible by pressing a Punch or Kick button during a move with certain timing involved. It is tough to perform these combinations, so practice and patience is necessary to master these attacks.

SPECIAL ATTACKS

As you perform punches, kicks and moves, your character's SPECIAL meter will charge gradually. When the SPECIAL meter is fully charged and flashing, you can execute even more powerful special moves and hidden special moves. The meter begins to decrease after it starts to flash, but you can execute the SPECIAL move as long as it flashes. The meter returns to zero if you execute the move.

The Darkstalkers continued



Vampire

Demitri Maximoff

— Prince of Darkness —

Birth Place: Romania

Birth Date: 1483

Height: 6 ft. 5 in.

Weight: 223 lbs.

Demitri has called together the Darkstalkers to prove he is still lord of the night. Even after 500 years, his fighting skills have not dulled, and he is up to any new challenge.

The Vampire is a good, standard character. His normal moves are powerful and useful. Utilize the Jumping Hard Punch and the Standing Heavy Punch. Be careful, though, as these attacks are ineffective against J. Talbain and Morrigan

MOVES:

Hellfire



↓ ↘ → + any Punch button

Air Hellfire

Jump, then perform Hellfire

Spinning Uppercut



→ ↓ ↘ + any Punch button

Dashing Uppercut

Dash, then perform Spinning Uppercut

Fallen Angel



↓ ↘ ← + any Kick button

SPECIAL THROWS:

Stake Throw (when near opponent)

Press the Directional Button in a 360 degree motion, then press Medium or Hard Punch buttons

The Darkstalkers continued



Werewolf

Jon Talbain

— Whirlwind Wolfman —

Birth Place: England

Birth Date: 1940

Height: 6 ft. 1 in.

Weight: 154 lbs.

Jon inherited the family curse of lycanthropy early in his life. At first he sought an escape from his curse but now has come to accept what he is.

The Werewolf does not have many special moves but he is very agile. His range for throw attacks is half the other characters, yet his special throws have the same range as the other characters' normal throws. It will take much practice to master the Werewolf.

MOVES:

Luna's Hammer



↓ ↘ ➡ + any Punch button

Diagonal Luna's Hammer

➡ ↓ ↘ + any Punch button

Jumping Luna's Hammer

Jump, then ➡ ↘ ↓ + any Punch button

Blaze Kick



↓ ↗ + any Kick button

SPECIAL THROWS:

Roll Throw (when near opponent)

➡ ↘ ↓ ↗ ↖ + Medium or Hard Kick button

The Darkstalkers continued



Frankenstein

Victor von Gerdenheim

— Crusher Corpse —

Birth Place: Germany

Birth Date: 1830

Height: 8 ft. 1 in.

Weight: 507 lbs.

Victor is the creation of the mad doctor von Gerdenheim. Although his creator is long gone, Victor still struggles to find his place in the world.

He is slow, yet very powerful. His special throws have long range, and are the most powerful. Some of his moves can be made more powerful or have additional range by pressing the buttons longer. His Special moves can neutralize projectiles.

MOVES:

Whirlwind Punch



↓ ↘ ↙ + any Punch button

Von Stomp



↓ ↘ ↙ + any Kick button

Dashing Knee

↘ ↙ + any Kick button

Rush Kick



Hold ← for 2 seconds, then → + any Kick button

Rush Punch

Hold ← for 2 seconds, then → + any Punch button

SPECIAL THROWS:

Grab Shock (when near opponent)

↓ ↘ + Medium or Hard Punch button

Power Bolt Throw (when near opponent)

Press Directional button in a 360 degree motion, then press all 3 Punch buttons simultaneously

Mega Shock (when near opponent)

↓ ↘ ↙ + Medium or Hard Kick button

The Darkstalkers continued



Zombie

Lord Raptor

— Rocker of Death —

Birth Place: Australia

Birth Date: 1889

Height: 5 ft. 10 in.

Weight: 86 lbs.

Lord Raptor is an aristocrat who believes he should bear the title of "Lord of the Night." Although born during the Victorian age, he finds modern speed metal music more to his liking.

He has a long reach with his self-contained weapons, such as his chainsaw legs. He is effective against opponents that jump at him, but you must be quick to pull off the attack. Raptor is the only character that can pursue and attack a fallen opponent.

MOVES:

Helicopter



↓ ↘ ← + any Kick button

Air Helicopter

Jump, then ↓ ↘ ← + any Kick button

Death Dance (when opponent is down)



↓ ↗ + any Kick button

Hell's Gate



← ↘ ↓ ↗ → + any Kick button

SPECIAL THROWS:

Coffin Maker (when near opponent)

↓ ↘ → ↗ + Medium or Hard Punch button

The Darkstalkers continued



Succubus

Morrigan Aenslaed

— Queen of the Night —

Birth Place: Scotland

Birth Date: 1678

Height: 5 ft. 7 in.

Weight: 128 lbs.

Morrigan takes her last name from an ancient queen of Scotland. She is known as a temptress, and a mistress of the night. She wishes to become "Queen of the Night."

The Succubus has the ability to perform combination attacks very quickly. Her standing Medium Punch and standing Hard Kick are most potent. She can also get behind an opponent and attack before they can block using her diagonal dash ability. Morrigan is a solid fighter for novice players.

MOVES:

Fire Bat



↓ ↘ → + any Punch button

Diagonal Fire Bat

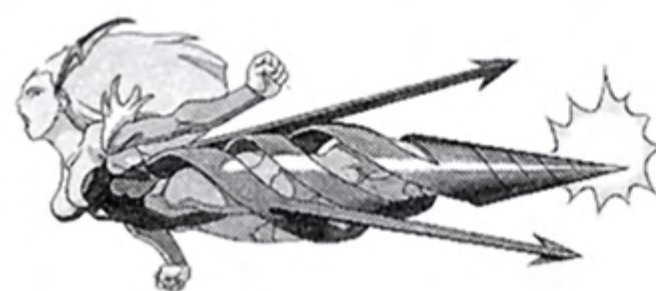
Jump, then ↗ ↘ → + any Punch button

Shadow Blade



→ ↓ ↘ + any Punch button

Demon Blade



Jump, then ↓ ↘ ← + any Kick button

SPECIAL THROWS:

Hell Ride (when near opponent)

→ ↘ ↓ ↘ ← + Medium or Hard Punch buttons

The Darkstalkers continued



Mummy

Anakaris

— Pharoah from the Crypt —

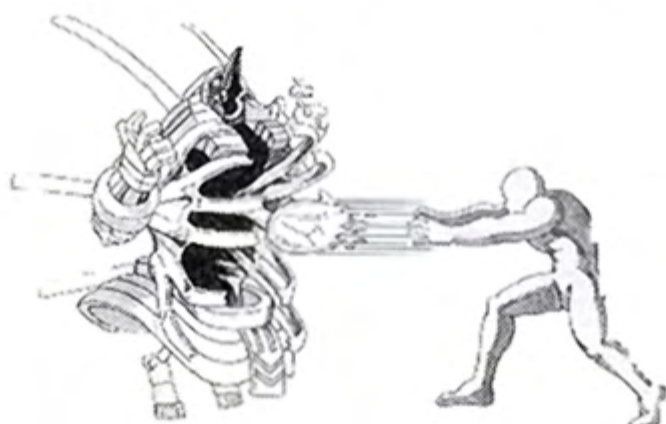
Birth Place: Egypt
Birth Date: 2664 BC
Height: 8 ft. 9 in.
Weight: 18 oz.-1212 lbs. (variable)

Anakaris was once the greatest warrior Pharoah, and now nearly 5,000 years later he intends to prove that he is still the greatest warrior in existence.

The mummy is very slow, but has some dazzling attacks. His crouching hard punch is effective against air attacks, and is useful when getting up or countering trap moves. One of his Special moves can curse an opponent and neutralize him or her for a certain amount of time.

MOVES:

The Void (catches projectiles)



→ ↘ ↓ ↙ ← + any Punch button

Retribution (after successful Void)



↓ ↘ → + any Kick button

Pharoah's Curse



Jump, then → ↘ ↓ ↙ + any Punch button

Sarcophagus Slam (opponent near)

All 3 Punch buttons simultaneously

Sarcophagus Slam (opponent far)

All 3 Kick buttons simultaneously

Long Snake

→ ← → + any Punch button

SPECIAL THROWS:

Grand Wrap (when near opponent)

↓ ↘ → + any punch button (press Punch button while simultaneously pressing → rapidly)

The Darkstalkers continued



Cat Woman

Felicia

— Teen Feline Dreamer —

Birth Place: Las Vegas

Birth Date: 1967

Height: 5 ft. 6 in.

Weight: 128 lbs.

Felicia is an exotic battle dancer. The youngest of the Darkstalkers, she intends to prove her strength to all.

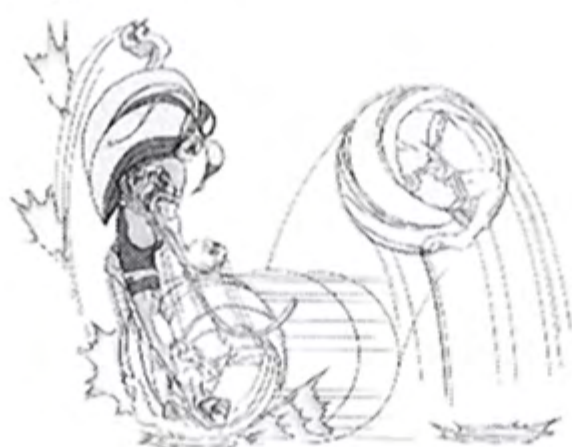
She uses her cat claws very well, and it is her best and strongest weapon. The cat woman is a balanced fighter, yet tends to be wide open to attack after she executes her Special moves. Be careful!

MOVES:

Rolling Smash

➡ ⬅ ⬇ ➡ + any Punch button, then press any Punch button repeatedly

Rolling Slash



⬅ ➡ ⬇ ⬅ + any Punch button twice

Litterbox Kick



⬇ ⬅ ➡ + any Kick button

Lunge Kick



⬅ ⬇ ➡ + any Kick button

SPECIAL THROWS:

Scratching Post (when near opponent)

➡ ⬅ ⬇ ➡ ⬅ + Medium or Hard Kick button

The Darkstalkers continued



Samurai

Bishamon

— Accursed Warrior —

Birth Place: Japan

Birth Date: 1673

Height: 6 ft. 2 in.

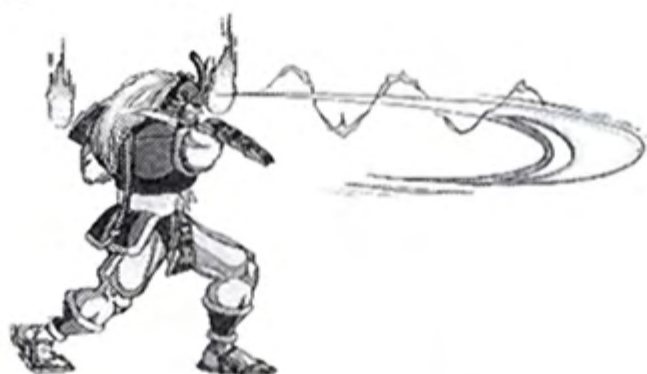
Weight: 132 lbs.

Bishamon was charged with protecting his land and his people. To do so he donned a forbidden suit of armor and a cursed sword. Because of these forbidden items, he has never rested from his duty. He still has a noble heart, however, and defends his honor.

The samurai has limited defense for air attacks but makes up for it in his incredible chain combination attacks. These are difficult to master, as are his throw attacks and special throws. Bishamon's main advantage is with his long reach, so utilize this to be successful.

MOVES:

Long Strike

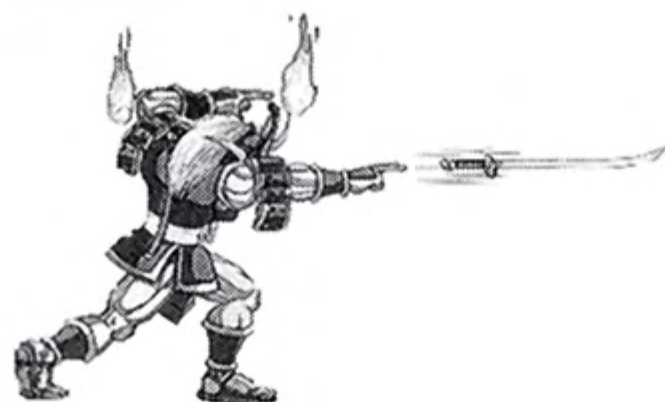


Hold ◀ for 2 seconds, then ▶ + any Punch button

Low Strike

Hold ◀ for 2 seconds, then ▶ + any Kick button

The Impaler



◀ ▶ ◯ ▶ + any Punch button

The Divider (when Impaler connects)

▼ ◯ ▶ + any Punch button

The Retriever (when Impaler connects)

▼ ◯ ◯ + any Punch button

Upper Slash (Reversal when on ground)

▶ ▼ ◯ + any Punch button

Spirit Hold



Jump vertically, then ▲ ◯ ▶ + any Punch button

SPECIAL THROWS:

The Skinner (when near opponent)

▶ ◯ ▼ ◯ ◯ + any Punch button

The Darkstalkers continued



Merman

Rikuo

— Hero of the Sea —

Birth Place: Brazil

Birth Date: 1953

Height: 6 ft.

Weight: 137 lbs.

Believed to be the last of his aquatic race, Rikuo searches the world for news of others of his kind.

Rikuo is very agile and has a long attack reach. He is very effective in ground attacks with his kicks. Try using his "Sonic" to get the opponent to jump over, then return with a dose of "Swamp Gas."

MOVES:

Sonic



↓ ↘ → + any Punch button

Swamp Gas



← ↘ ↓ ↘ → + any Kick button

Jumping Drill

Dash backward, then press any Kick button

Dorsal Saw



← → + any Punch button

SPECIAL THROWS:

Tongue Throw (when near opponent)

→ ↘ ↓ ↘ ← + Medium or Hard Punch button

Frenzy (when near opponent)

→ ↘ ↓ ↘ ← + Medium or Hard Kick button

The Darkstalkers continued



Bigfoot

Sasquatch

— Snow Hulk —

Birth Place: British Columbia, CANADA

Birth Date: 1903

Height: 5 ft. 5 in.

Weight: 397 lbs.

Leader of an ancient race of snow people, Sasquatch has decided to make the outside world aware of his people.

His light punch can stop an opponent's dash attack. His Vortex Kick is effective against air attacks, and his dash attack is ruthless. Command the power of ice with the fortress and the blast. The blast, particularly, works well as it freezes an opponent and renders them immobile for a short period of time.

MOVES:

Frost Blast



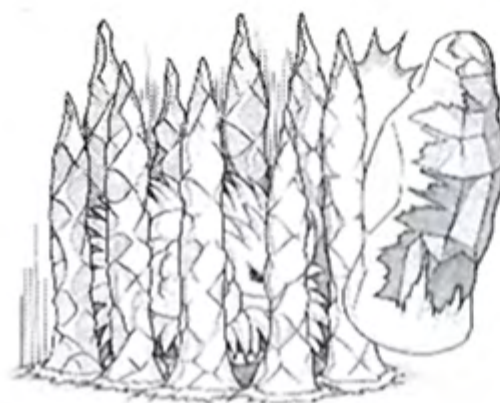
← ▴ ↓ ▾ → + any Punch button

Vortex Kick



→ ↓ ▾ + any Kick button

Ice Fortress



↓ ↓ + all 3 Punch buttons simultaneously

SPECIAL THROWS:

Icicle Hammer (when near opponent)

→ ▾ ↓ + Medium or Hard Punch button

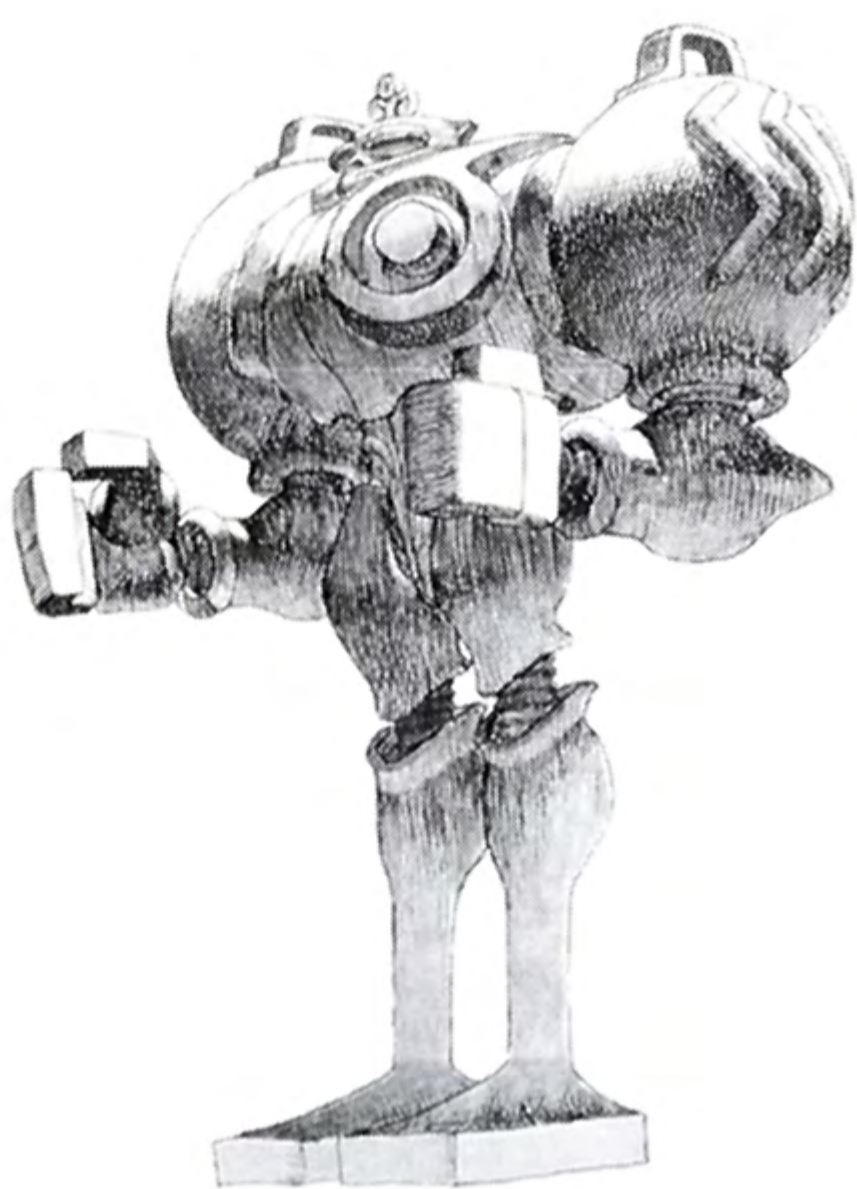
Refreezer (when near opponent)

↓ ▴ ← + Medium or Hard Kick button

Big Swing (when near opponent)

Press Directional button in a 360 degree motion, then press the Medium or Hard Kick button

The Darkstalkers continued



Robot

Huitzil

— Phobos —

Birth Place: Mexico
Birth Date: 520 AD
Height: 7 ft. 3 in.
Weight: 2.27 tons

Constructed to be the ultimate guardian, Huitzil has been programmed by the ancient Mayan people to protect Central America from great evil, and from any other outside threat. Watch out for his "Plasma Beam," which comes from 2 different heights; avoid it, not block it. His missiles explode for awhile, so watch out!



Alien

Pyron

Birth Place: Planet Hellstorm
Birth Date: 1991
Height: ?
Weight: ?

Pyron is the supreme overlord of his world. He is a being composed of almost pure energy that can take solid form. Being a totally unnatural creature, he feels that he should be the lord of the Darkstalkers.

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1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will provide you with a Return Merchandise Authorization number. Simply record this number on the outside of your shipping package, and return the entire CD-ROM freight prepaid at your own risk of damage. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.

Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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