PlayStation®

NTSC U/C

PlayStation®

TEEN

CONTENT RATED BY ESRB

SLUS-00258

STREET FIGHTER® ALPHA 2



CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER ALPHA 2 for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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:

Do not connect your PlayStation game console 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 DISC:

- 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.

CAPCOM®

CAPCOM ENTERTAINMENT, INC.
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FIGHTERS EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:00 a.m. - 5:00 p.m. Pacific Standard Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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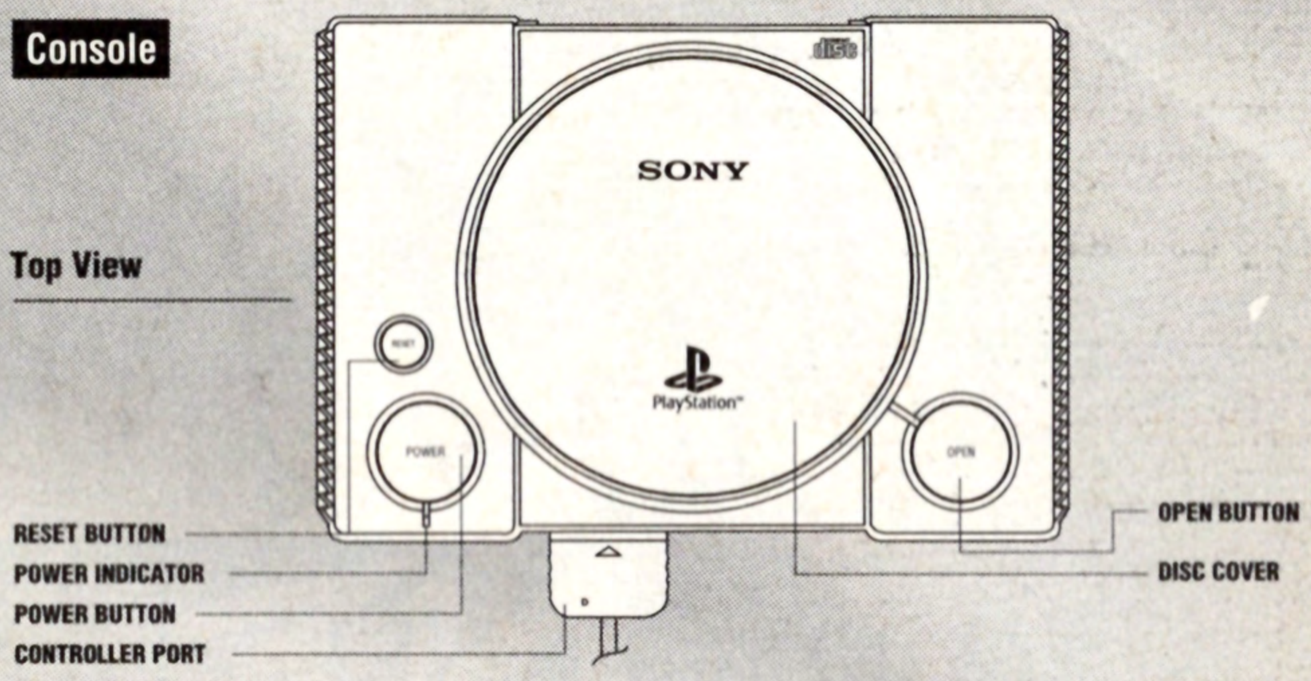
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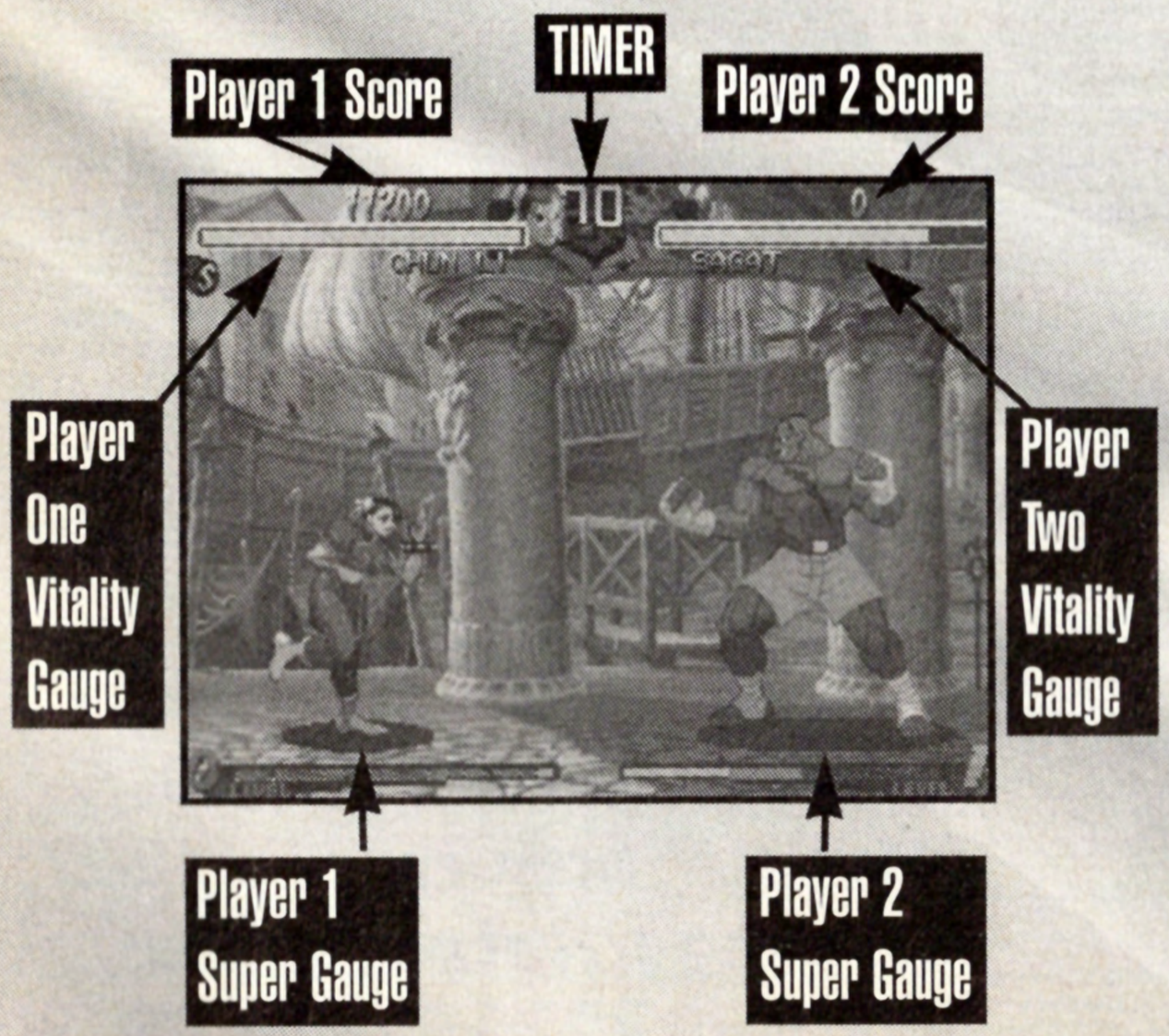
SET UP

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 STREET FIGHTER ALPHA 2 disc and close the Disc cover. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

Console

Top View





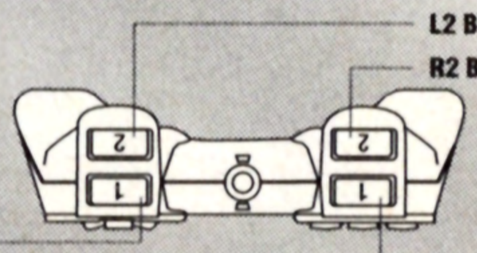
BASIC STREET FIGHTER RULES

* Each match lasts 99 seconds.
* If time runs out before there is a KO victory, the fighter with the most energy remaining wins.
* In a 3-round match, you must win 2 of the 3 rounds to be the victor. In a 5-round match, win 3.
* DRAW games on the 3rd or 5th round will be extended by an extra round. If another draw occurs, the game ends without a victor.

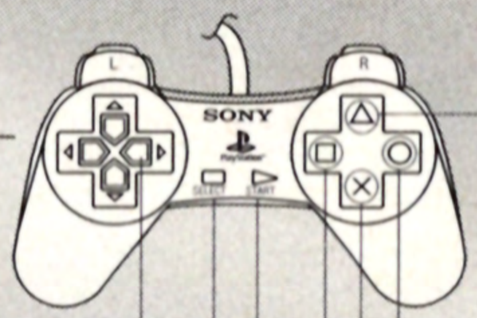
Basic Controls

Controller

Front View

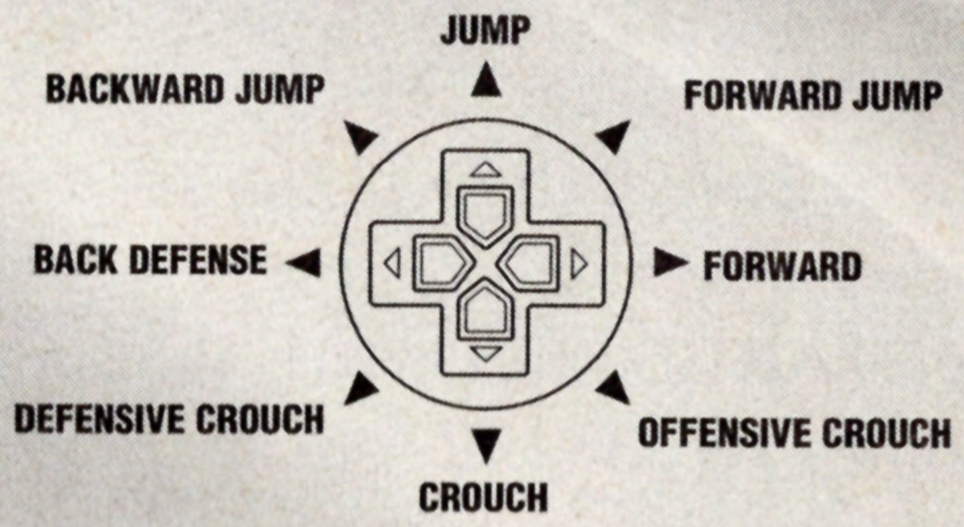


Top View



WRITTEN FORM – PHONETICS

△ BUTTON – TRIANGLE BUTTON
○ BUTTON – CIRCLE BUTTON
× BUTTON – EKS BUTTON
□ BUTTON – SQUARE BUTTON



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

BUTTON	FUNCTION
START BUTTON	STARTS GAME
	PAUSES GAME
	JOINS IN FOR SECOND PLAYER
SELECT BUTTON	TAUNTS OPPONENT (ONCE PER ROUND)
	OPENS OPTION SCREEN DURING PAUSE
DIRECTIONAL BUTTON	SELECTS GAME MODE (See Title Screen)
	CHANGES SETTINGS (See Option Mode)
	MOVES CHARACTER
X BUTTON	SELECT MENU ITEM
△BUTTON	CANCELS SELECTION

BUTTON	FUNCTION
□BUTTON	LIGHT PUNCH
△BUTTON	MEDIUM PUNCH
L1 BUTTON	HARD PUNCH
X BUTTON	LIGHT KICK
O BUTTON	MEDIUM KICK
R1 BUTTON	HARD KICK
L2 BUTTON	3 PUNCH BUTTONS SIMULTANEOUSLY (See Super Combos)
R2 BUTTON	3 KICK BUTTONS SIMULTANEOUSLY (See Super Combos)

Game Modes

There are 3 modes of play and 2 setup modes for Street Fighter Alpha 2. After a battle, the win/loss screen appears. At the continue screen, press the START 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. (**Note:** Turning SHORTCUT to "on" in the OPTION MODE bypasses the MODE SELECT screen. See page 7)



To adjust your button configuration during gameplay, press the START button to pause the game. Then press the SELECT button. Select KEY CONFIG from the menu to adjust your buttons, then EXIT when you are finished. Select QUIT to to Quit Game. When configuring your buttons, use the Directional Button to highlight the function, then press the button you want to perform that function.





To reset your game at any time without having to reload the disc, press and hold L1, L2, R1, R2, SELECT and START simultaneously for two seconds. You will be returned to the Street Fighter Alpha 2 title screen.

ARCADE/VERSUS MODE

ARCADE MODE

This mode is the popular arcade mode, where you select a Street Fighter character and fight your way through 8 other computer-controlled opponents. 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. From the title screen, press START or X to see the MODE SELECT menu. Use the Directional Button to highlight this mode, then press the START or X button to select it. You will then see the character select screen. Use the Directional Button to highlight a character.

MANUAL-You must perform all blocking functions, and Super Combos must be performed using the full instructions outlined in ALPHA WARRIORS (see page 9-27).

AUTO-Auto mode offers 2 features for players:

Simple Command-You can execute Super Combos by simply pressing 2 buttons simultaneously. Press Light Punch and Light Kick simultaneously for Super Combo #1. Press Medium Punch and Medium Kick for Super Combo #2, and press Hard Punch and Hard Kick for Super Combo #3. Only Level 1 Super Combos are available in AUTO mode.

Auto Guard-Your character will block automatically unless you are attacking. The number of available auto guards is unlimited. You will receive a small amount of damage while blocking a hit in Auto Guard Mode.

Note: Your opponent can block Super Combos in the air while you are in AUTO mode.



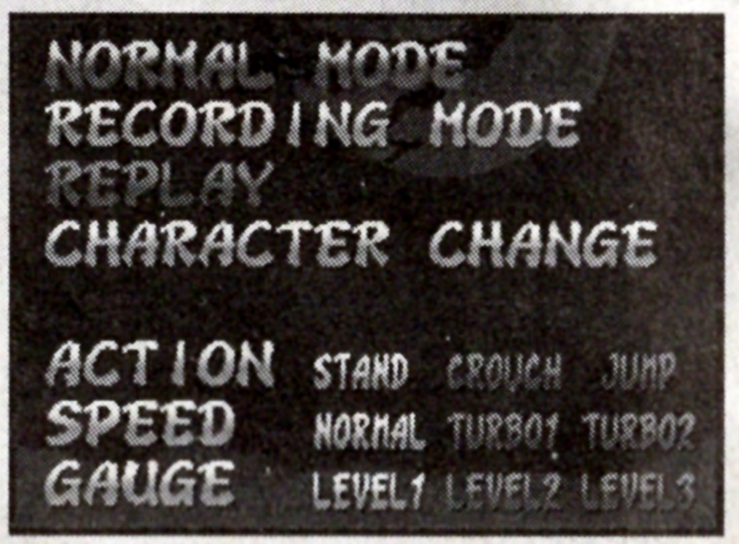
V.S. MODE

This mode offers the classic 2-player contest. Use the Directional Button to highlight this from the MODE SELECT screen and press START or X to select it. You will then be presented with the character select screen. Select character, color, game speed and MANUAL/AUTO in the same manner as the ARCADE mode.

Note: You can change the color of your character depending on which button you press.

Training Mode

This mode allows you to study and practice special moves, Super Combos and Custom Combos. Your opponent will not block for the first hit, but will block for the following hit. Therefore you can easily determine if you can execute the combo successfully. After a certain amount of time, the opponent will not block your attack. The Super Combo Level Gauge is fully charged, up to Level 3, and will be consumed as you execute Super and Custom Combos. It will re-charge after a certain amount of time.



First, select your character and your opponent's character. The Training Main Menu will then appear. You will see the following options. Use the Directional Button to highlight the option, and press START or X to select it:

NORMAL MODE: Begins practice with these features:
No Time Limits
Opponent's vitality does not decrease when hit
No combo replays

RECORDING MODE: Begins practice with these features:
Time Limits applied
Opponent's vitality decreases when hit
If opponent is KO'd, time ends, or a combo is successful, a window will open where you can either replay the combo or continue practice

REPLAY: Replay your training fight

CHARACTER CHANGE: Change your character and your opponent's character

ACTION: You can choose opponent's action from following 3 options:
STAND-Character always stands
CROUCH-Character always crouches
JUMP-Character repeatedly jumps



SPEED: Select from 3 speeds

GAUGE: Changes amount of charged Super Combo meter

If you press START button during practice, you pause gameplay and a window appears with the following options:



CONTINUE: Returns to practice

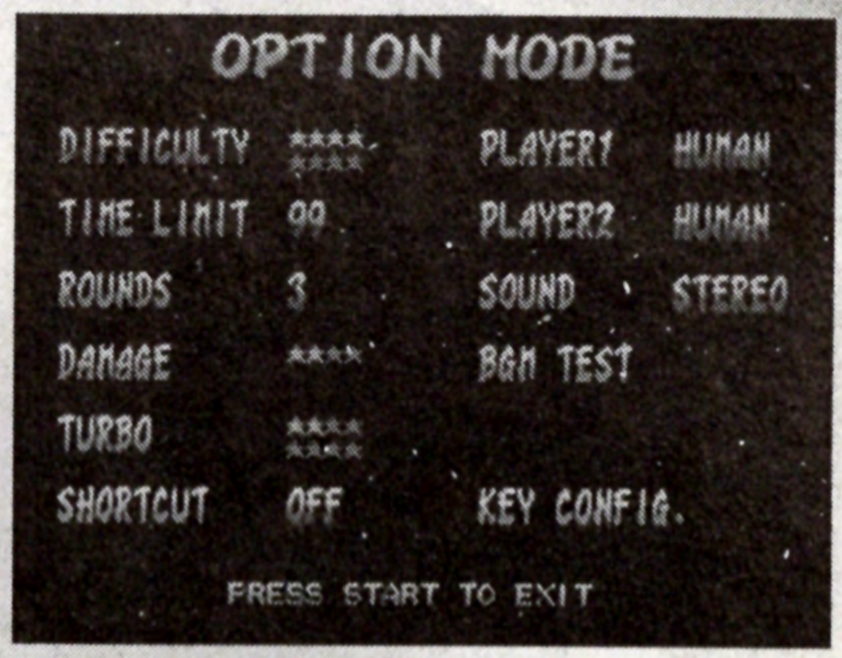
KEY CONFIG: Allows you to configure your control buttons

EXIT: Returns to Main Menu

QUIT: Quits Training Mode

Option Mode

To adjust the options in your game, from the Street Fighter Alpha 2 MODE SELECT screen, use the Directional Button to highlight OPTION and press the START button. Then use the Directional Button to highlight the OPTION you want to change. Then to return to the MODE SELECT screen, press the START button.



DIFFICULTY-There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).
TIME LIMIT-You can set the time limit for the round.
ROUNDS- You can adjust the number of rounds per match.
DAMAGE-The level of damage can be changed from 1 to 4. This determines how much damage you inflict and how much damage you receive.
TURBO- You can adjust the game speed. There are 8 levels of TURBO speed. The more stars you highlight the faster the game will be. You must then select TURBO from the menu screen after you select your character.
SHORTCUT-Set this to "on" and you can bypass the MODE SELECT screen in ARCADE MODE and jump right to the character select screen.
PLAYER- You can switch each player between Human and COM (computer) in VS. MODE only.
SOUND- Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system. Background Music (BGM) allows you to listen to the music used in each background stage. To do so, adjust the number and press the X Button.
KEY CONFIGURATION- You can choose any button for your punch/kick function.

BACKUP DATA- To save your data, select BACKUP from the MODE SELECT screen. Select one of the following options:

SAVE DATA: Save the ARCADE MODE data (high-score) onto your memory card. You can save to Memory card slot 1 or 2.

LOAD DATA: Load the data (high-score) from your memory card.

If you attempt to SAVE DATA, and the message "Card is Full" appears, you will be unable to save the current data on the memory card. You must use a different memory card with enough free memory.

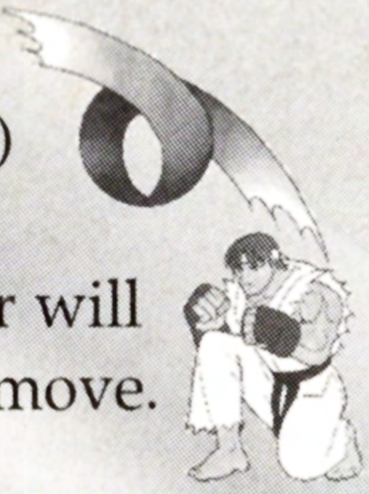
Note: This game consumes 1 block of memory space to save the ranking data, etc.

General Moves

BLOCK/AIR BLOCK: Press Directional Button away from opponent. You can even block in mid-air.
GRAB/THROW: Press Directional Button toward opponent, then press either Medium or Hard Punch or Kick button. Some characters may be able to execute a grab or throw move automatically.
DEFENSIVE FALL: Use the above throw command to reduce damage from throws where your character safely falls to the ground.
RECOVERY/ESCAPE: You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.
TAUNT: Once per round you can taunt your opponent by pressing the SELECT button.
ALPHA COUNTER: When you block your opponent's attack, press the Directional Buttons ←↙↓ in a smooth motion, then press a punch or kick button. This will perform an Alpha Counter attack, which is a quick counter move against your vulnerable opponent. Each character has 2 different Alpha Counters depending on which button you press. Alpha Counters consume 1 level on your Super Combo gauge.



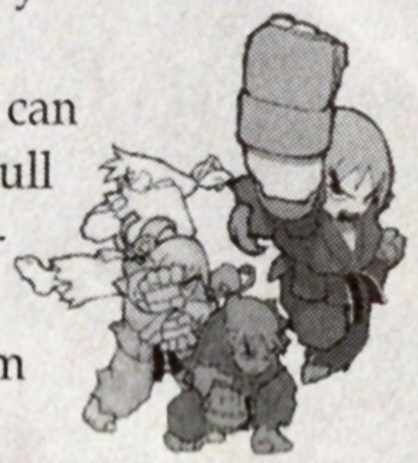
AVOID BEING FLOORED: When you are hit by a knock-down move (Dragon Punch, Leg Throw, etc.) press the Directional Buttons ←↙↓ in a smooth motion, then press any punch button. Your character will roll forward and avoid being floored by your opponent's move.



Special Moves

Street Fighter Alpha 2 offers many other great features. Here is a description of each:

SUPER COMBO LEVEL GAUGE- Each time you execute normal and special moves, your Super Combo Gauge will build up. Your level will increase when the gauge reaches certain points, then you will be able to perform Super Combos, Custom Combos and Alpha Counter moves.



When performing Super Combos, the amount of damage inflicted by a successful combo can be controlled depending on the buttons pressed. With the Super Combo Level Gauge at full power (Level 3) you can perform the Super Combo using 1, 2 or 3 attack buttons simultaneously to increase or decrease the number of hits inflicted. The more buttons you press simultaneously, the more damage will be inflicted but more power will be consumed from your gauge.

CUSTOM COMBOS- Street Fighter Alpha 2 gives you more ways to play! Create your own rapid-fire assault of multi-combinations that will pulverize your opponent. When your Super Combo Level Gauge reaches Level 1 or above, you're ready to do a Custom Combo. Here's what to do:

Press: 2P + AK or 2K + AP



This activates the Custom Combo system. You will see your character explode into a Custom Combo. Above the Super Combo Level Gauge will be the Custom Combo Timer. You only have a certain amount of time to create the Combo. Once the Timer reaches zero, the Combo will end. While in the Combo, execute any punch, kick or special move to make up your multi-hit combination. Super Combo moves are not available in Custom Combos.

The Alpha Warriors

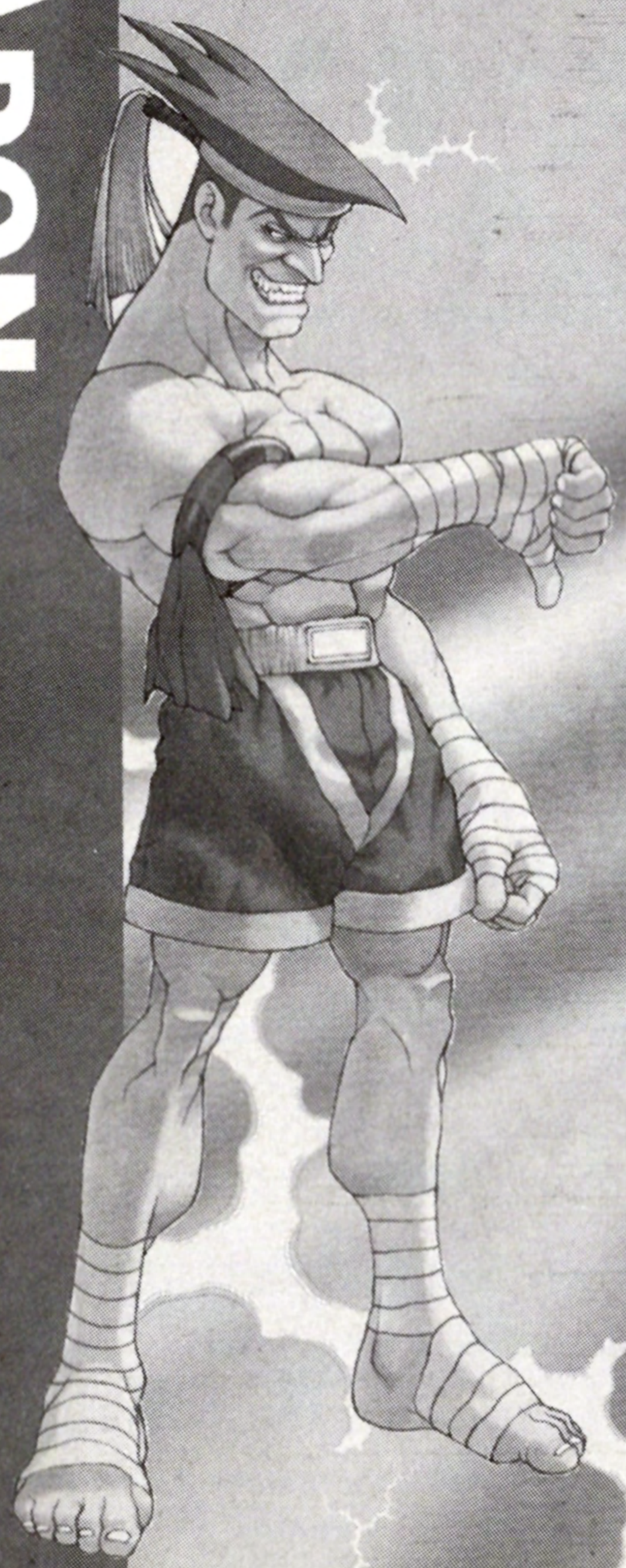
The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

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 move is the list of Punch or Kick buttons you must press.



AP - Any Punch button
AK - Any Kick button
LP- Light Punch button
MP- Medium Punch button
HP- Hard Punch button
LK- Light Kick button
MK- Medium Kick button
HK- Hard Kick button
2P- Any 2 Punch buttons simultaneously
3P- All 3 Punch buttons simultaneously
2K- Any 2 Kick buttons simultaneously
3K- All 3 Kick buttons simultaneously

ADON



SPECIAL MOVE

Rising Jaguar

→↓↘+ AK



Jaguar Kick

→↘↓↙←+ AK



Jaguar Elbow

→+ MP



Jaguar Tooth

↓↘→+ AK

Super Combo

Jaguar Variable Assault

↓↘→↓↘+ AP



Drawing the speed and cunning of the majestic jaguar, Adon's flashy style of battle has been known to mesmerize victims. A master of the art of Muay Thai, Adon trained with Sagat but they quickly became enemies and rivals. When Sagat was defeated by Ryu, Adon believed Sagat had disgraced his discipline. Adon now seeks Sagat to become the Muay Thai leader once and for all.



AKUMA

SPECIAL MOVE

Go-Shoryuken

→↓↘+ AP

Red Hadoken

→↘↓↙←+ AP

Teleport

→↓↘+ 3P

Forward Roll

↓↙←+ AP

Super combo

Messatsu-go-shoryu

↓↘→↓↘+ AP

Warnings from his master were not enough. He believed his ancestors to be fools for sealing the move. So what if the technique could kill the person who executed it? The true warrior will do everything he can to win. And Akuma did. By releasing the Raging Demon, he sealed his evil destiny and destroyed his own master.

BIRDIE



SPECIAL MOVE

Bullhead

Hold ← 2 sec.
THEN → +AP



Choke Chain

360 degree motion
THEN AP



Bullhorn

Hold 2K OR 2P
Then release



Bandit Chain

360 degree
motion THEN AK



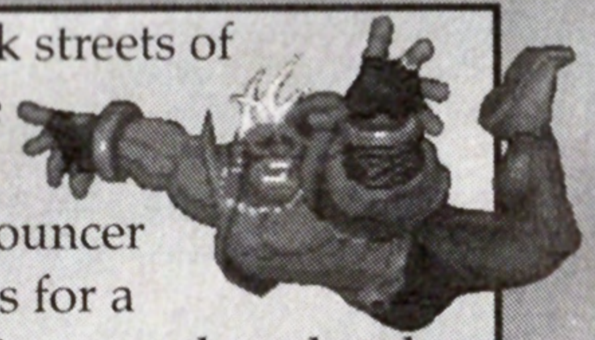
Super Combo

Bull Revenger

↓↘→↓↘+ AP



Influenced by life in the back streets of many European cities, Birdie has become familiar with the workings of Shadowloo as a bouncer in many punk clubs. He yearns for a part of the action, and using his strength and style to avoid the law, Birdie knows he must fight his way into the infamous crime organization.



CHARLIE

SPECIAL MOVE

Flash Kick

Hold ↓ 2 sec.
then ↑ +AK

Back Fist

→+ HP

Sonic Boom

Hold ← 2 sec.
then → +AP

Top Kick

→+ MK

Super Combo

Sonic Barrage

Hold ← 2 sec
then →←→ +AP

A member of a secret elite military team, Charlie co-piloted a special mission into Thailand along with his long-time friend Guile. The mission backfired, and Charlie and Guile were captured. After escaping the jungle prison, Charlie now seeks the force behind the unrest in Thailand.

CHUN LI



SPECIAL MOVE

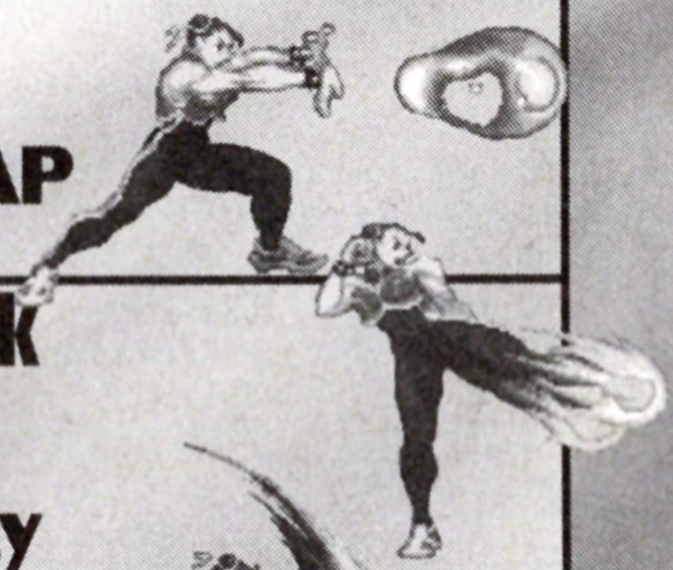
Spinning Air Kick

Hold ↓ 2 sec.
then ↑ +AK



Fireball

←↙↓↘→ +AP



Lightning Kick

AK Rapidly



Axe Kick

→↘↓↙←+ AK



Super Combo

Hazan-tensho-kyaku

Hold ↙ 2 sec.
then ↘↙↗ +AK

Secretly pursuing the movements of Shadowloo, the international smuggling operation, Chun-Li fights bravely, unmindful of personal danger. The memory of her father burns brightly in her life.



DAN

SPECIAL MOVE

Ko-ryu-ken

→↓↘+ AP



Gadouken

↓↘→+ AP



Dan-ku-kyaku

↓↙←+ AK



Roll Taunt

↓↘→+ SELECT



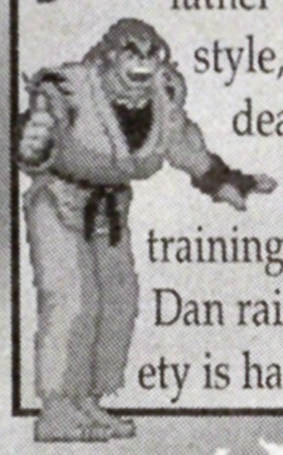
Super Combo

Shinku-gadouken

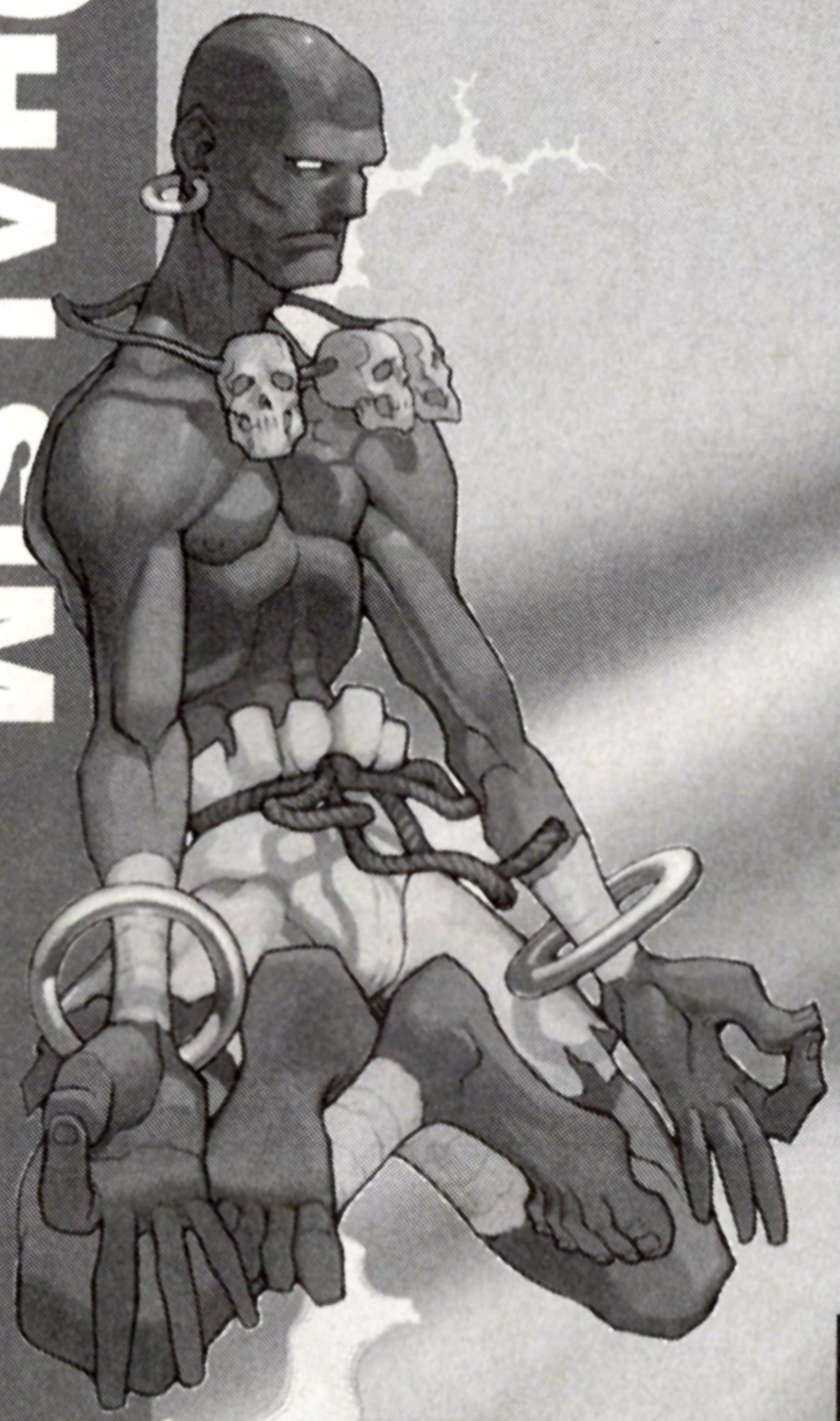
↓↘→↓↘→+ AP



Dan has suffered from the same dream for 10 years since his father perished at the feet of Sagat. A fighter of his own style, Dan has trained vehemently to avenge his father's death. He rises to his feet, filled with incredible power. He unloads his most potent attack, exploding his training sandbag into chunks of leather and sprays of sand. Dan raises his fist, proclaiming his fear is anger and anxiety is hatred. He fears Sagat no more.



DHALSIM



SPECIAL MOVES

Yoga Blast

→↘↓↙←+ AK



Yoga Teleport

→↓↘+ AP



Yoga Flame

→↘↓↙←+ AP



Yoga Fire

↓↘→+ AP



Super Combo

Yoga Strike

↓↘→↓↘+ AK



The Indian monk Dhalsim fights for his people who suffer from famine and disease. He is a Yoga master who drifts through life and does not try to change his fate. He has sought to unify his mind, body and soul through the discipline of Yoga. As he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.



GEN

SPECIAL MOVE

Geki-ro (So-ryu)

→↓↘+ AK



Hyaku-ren-ko (So--ryu)

AP Rapidly



Jya-sen (Ki-ryu)

Hold ← 2 sec.
THEN → +AP



Ouga (Ki-ryu)

Hold ↓ 2 sec.
THEN ↑ +AK



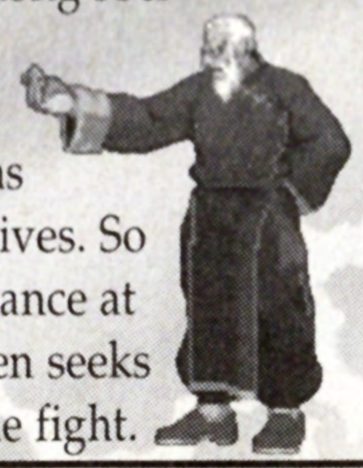
SUPER COMBO

Zan-ei (So-ryu)

↓↘→↓↘→+AP



Even now in the darkside of Hong Kong society it is believed that those who defeat their opponent with bare hands are the only true assasins. This belief has made Gen legendary, although he still lives. So day and night youths seek Gen for a chance at fame. He shrugs them off in disgust. Gen seeks only true warriors, and does not fear the fight.





Tip

Press 3P for So-ryu Style.
Press 3K for Ki-ryu Style.

GUY



SPECIAL MOVES

Whirlwind Kick

↓↙←+ AK



Hou-zan-to

↓↙←+ AP



Dashing Crescent

↓↘→+ HK + K



Run

↓↘→+ LK



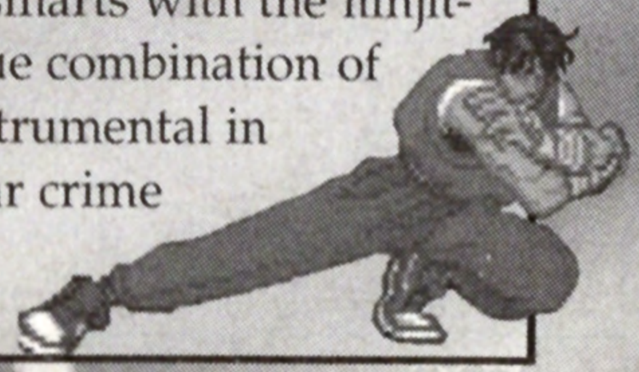
Super combo

Bushin-hassou-ken

↓↘→↓↘+ AP



Guy's command of ninjitsu fuels his belief that he is a descendant of a ninja. An intelligent fighter, Guy balances street smarts with the ninjitsu tradition to create a unique combination of strength and calculation. Instrumental in the downfall of the Mad Gear crime ring, Guy trounces evil anywhere it lurks.



KEN

SPECIAL MOVES

Dragon Punch

→↓↘+ AP

Hurricane Kick

↓↙←+ AK

Fireball

↓↘→+ AP

Roll

↓↙←+ AP

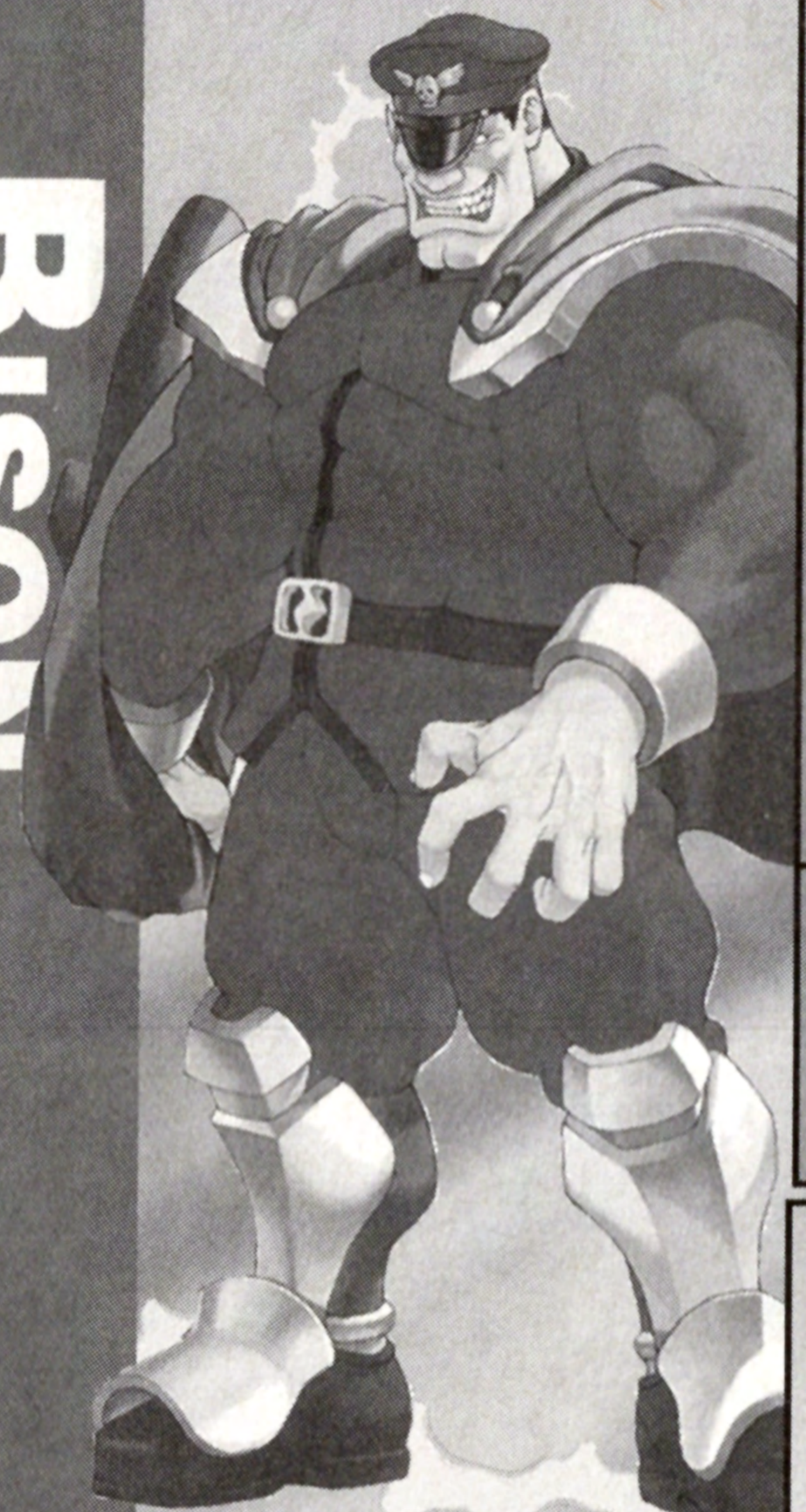
SUPER COMBO

Shadow Dragon

↓↘→↓↘+ AP

A disciple of the Shotokan school of karate, and past training partner of Ryu, Ken has an amazing fighting spirit but an even larger ego. Convinced he is the best fighter, and can defeat anyone, Ken seeks a confrontation with his long-time rival.

M. BISON



SPECIAL MOVE

Head Press

Hold ↓ 2 SEC.
THEN ↑ +AK



Psycho Shot

Hold ← 2 SEC.
THEN → +AP



Double Knee Press

Hold ← 2 SEC.
THEN → +AK



Bison Warp

→↓↘+ 3P



SUPER COMBO

Psycho Crusher

Hold ← 2 SEC.
THEN →←→+AP



Bison worked hard to enhance his Psycho Power. Many, many battles ensued in his laboratory as Bison drew from the power of the fight. But his lab rats were only cowards for hatred wields more power than fear. Bison craves true warriors. He hears of a warrior named Ryu who defeated Sagat in Thailand. Suddenly Bison's body glows into a blue flash in anticipation of confronting Ryu. Psycho Crusher!



ROLENTO

SPECIAL MOVE

Stinger

→↓↘+ AK + K



Mekon Delta Escape

↓↙←+ AK + K



Patriot Circle

↓↘→+ AP



Mekon Delta Air Raid

↓↙←+ AP + P



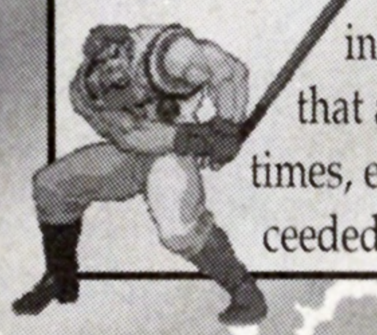
Super Combo

Mine Sweeper

↓↙←↓↙←+AP



An insane warrior that never turns away from a battle. A commando in the Vietnam War, the strict Rolento now controls his own army of soldiers. He keeps them in line because he once hung a soldier with metal cable during a training session just to make a point. He was preaching that a good soldier must be able to survive at all times, even if captured by the enemy. Rolento then proceeded to demonstrate on one of his own soldiers.





ROSE



SPECIAL MOVE

Soul Throw

→↓↘+ AP



Soul Reflect

↓↙←+ AP



Soul Spiral

↓↘→+ AK



Soul Spark

←↙↓↘→+ AP

Super Combo

Aura Soul Throw

↓↘→↓↘+ AP



Rose's inner strength guides her in battle. Constantly searching for the right balance of action and reaction, Rose portrays an intuition that borders on telepathy. She calls to her soul, and believes the heavens will punish whomever wields the mystic power without good intentions.



RYU

SPECIAL MOVE

Dragon Punch

→↓↘+ AP



Hurricane Kick

↓↙←+ AK



Fireball

↓↘→+ AP



Overhead Smash

→+ MP



Super Combo

Shinku-hadoken

↓↘→↓↘→+ AP

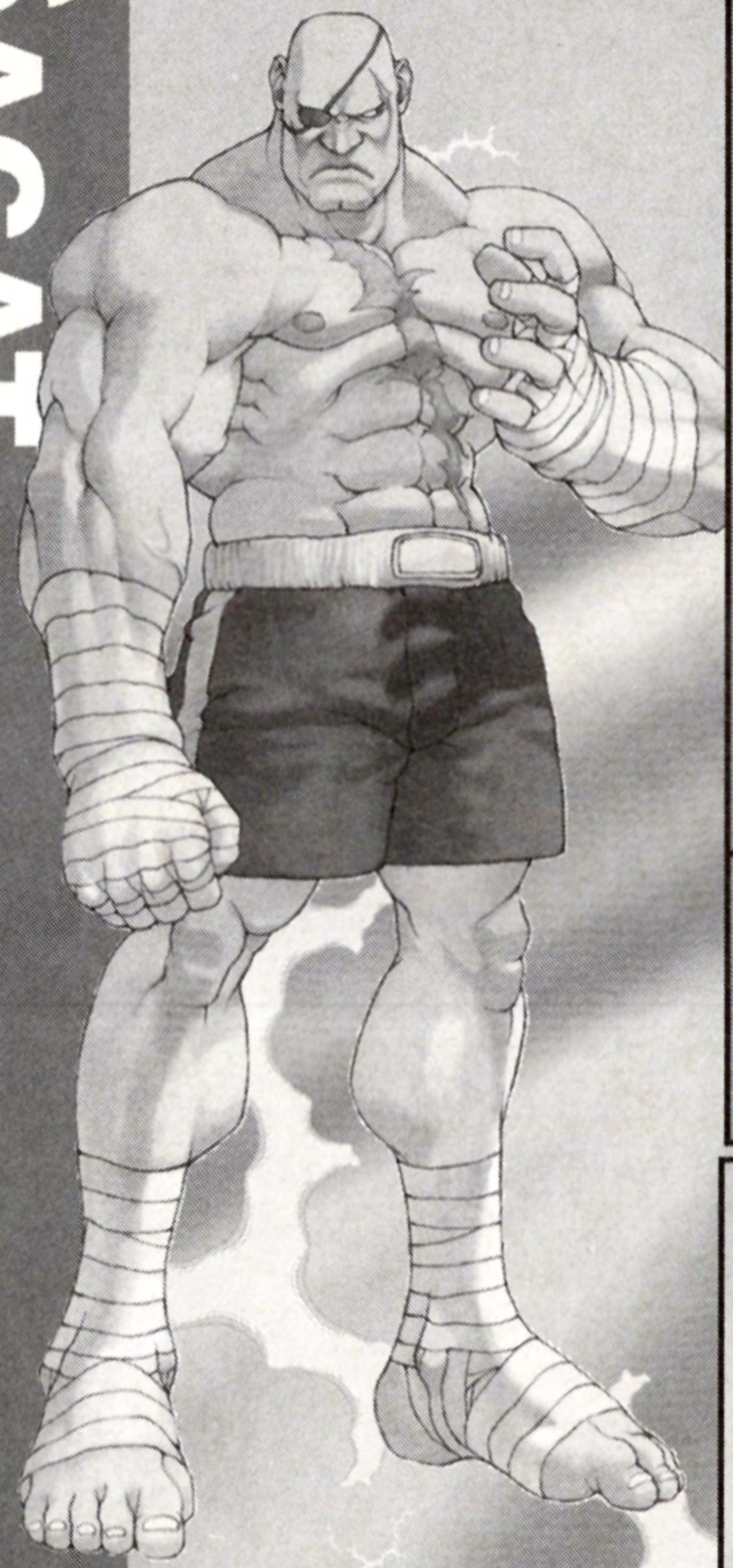


A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior through mastery of the fireball. It is this devotion that makes Ryu the eternal enemy of Sagat. Now Ryu must stand tall against revitalized rivals.





SAGAT



SPECIAL MOVES

Tiger Uppercut

→↓↘+ AP



Ground TigerShot

↓↘→+ AK



Tiger Knee

→↓↘+ AK



Tiger Shot

↓↘→+ AP



Super Combo

Tiger Genocide

↓↙←↓↙+AK



Feared throughout his homeland and beyond, Sagat reigned supreme until his narrow defeat at Ryu's hands. Humiliated and honorless, Sagat vows revenge and any cost. The tenacious tiger now stands on a new battlefield!



SAKURA



SPECIAL MOVE

Sho-oken

→↓↘+ AP



Hadoken

↓↘→+ AP



Shun-pu-Kyaku

↓↙←+ AK



Flower Kick

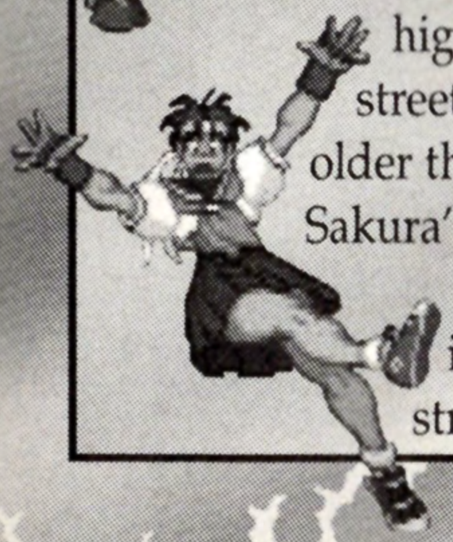
→+ MK

Super Combo

Shinku-hadoken

↓↘→↓↘→+ AP





Sakura has an unusual interest in street fighting. Most high school girls don't walk down the street looking to pick a fight with anyone older than she. Her friends worry about Sakura's interest in street fighting, and try to steer her away. But ever since her run-in with 3 college men she has sought the street fighter she has seen many times.

SODOM



SPECIAL MOVE

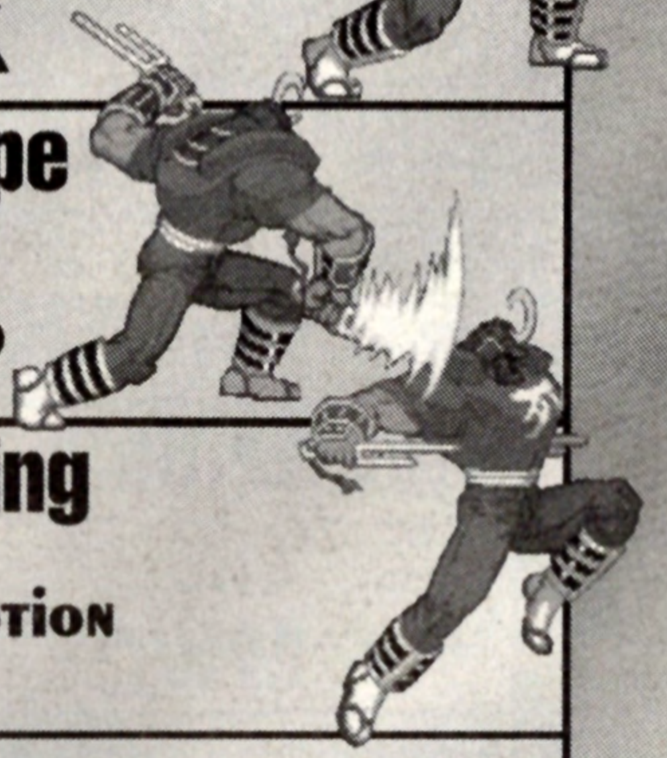
Butsu-metsu Buster

360 degree motion
then AP



Shira-ha Catch

→↓↘+ AK



Jigoku Scrape

→↓↘+ AP

Daikyo Burning

360 degree motion
then AK

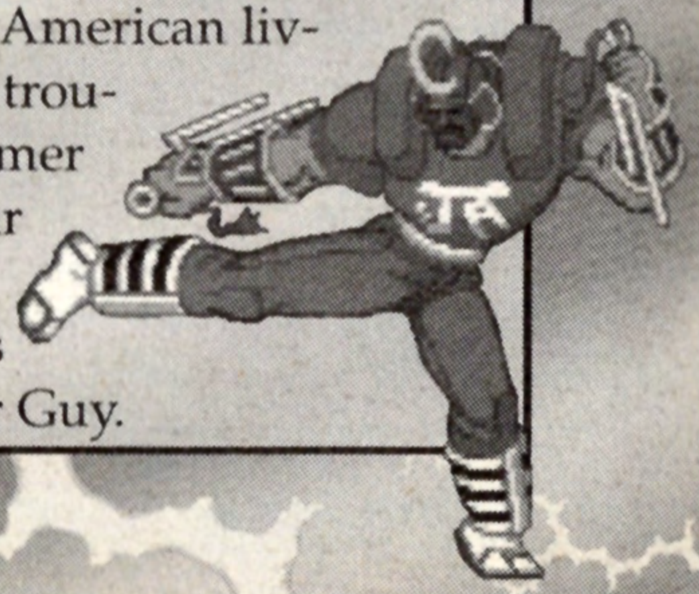
Super Combo

Pummeler

↓↘→↓↘→+ AP



Sodom considers himself a student of Japan and its culture. But as an American living in America, he has had trouble perfecting the art. A former henchman for the Mad Gear Gang, Sodom aims to revive the crime ring and is consumed with revenge for Guy.



ZANGIEF

SPECIAL MOVE

Spinning Piledriver

360 degree motion
then AP

Double Lariat

3P or 3K

Flying Power Bomb

360 degree motion
then AK

Banishing Fist

→↓↘+ AP

Super Combo

Aerial Russian Slam

↓↘→↓↘+ AK

Any pro wrestler cowers before his piledriver, but Zangief knows it needs improvement to meet his standards. A sudden storm strikes and he is caught in the vaccuum of a tremendous cyclone. It tosses Zangief around and sends him spinning back down to earth headfirst. He drops to the ground with a great thud. A few seconds later, great laughter breaks out across the mountains and rivers. Zangief has found his inspiration.

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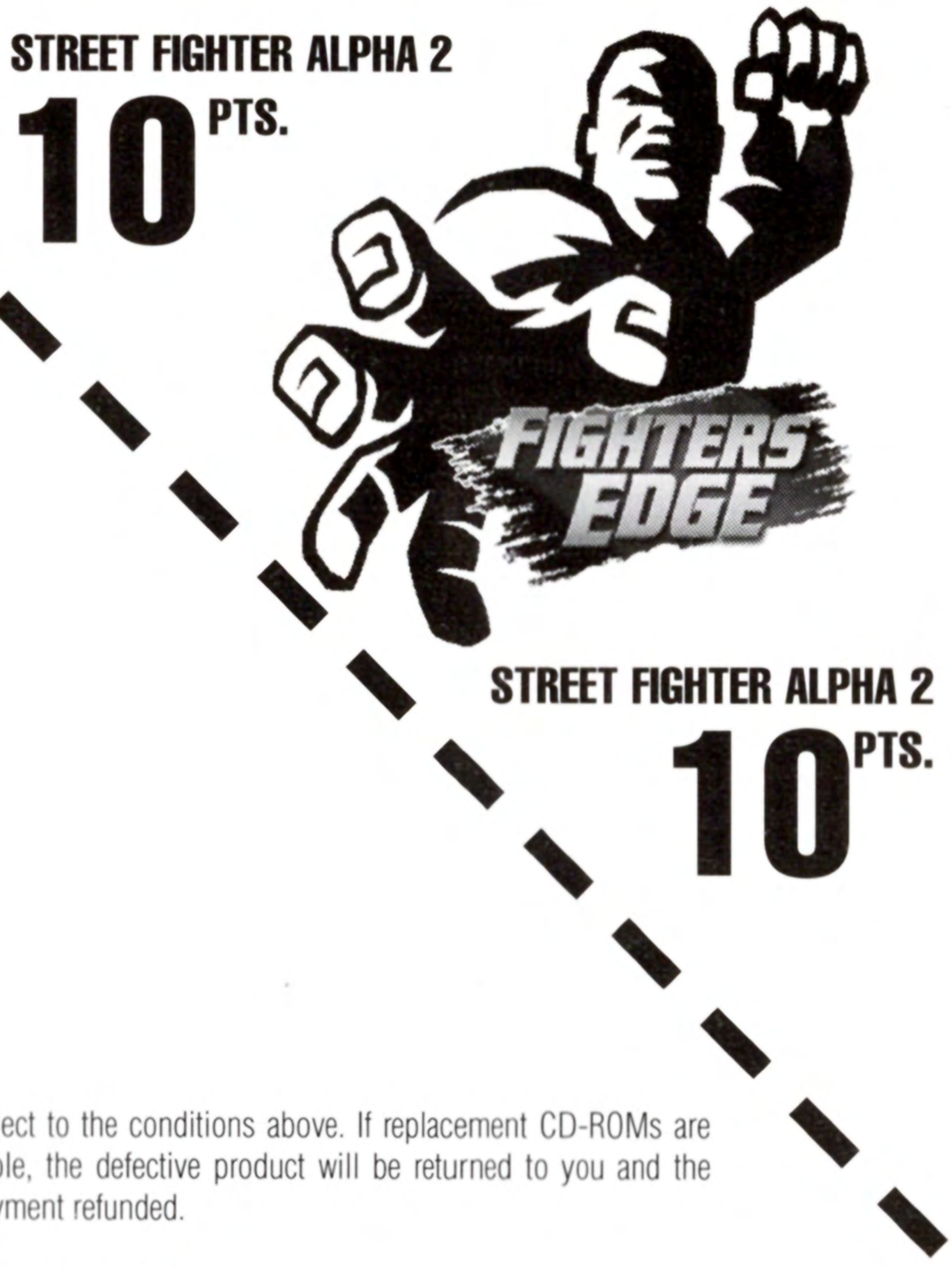
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