



PlayStation

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NTSC U/C

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PlayStation



CONTENT RATED BY ESRB

SLUS-00746



# STREET FIGHTER 2

COLLECTION

CAPCOM



### **A Special Message from CAPCOM ENTERTAINMENT**

Thank you for selecting STREET FIGHTER COLLECTION 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®**

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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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# CONTENTS

**STREET FIGHTER COLLECTION 2** is a collection of three of the greatest arcade hits:

- **STREET FIGHTER II: THE WORLD WARRIOR**
- **STREET FIGHTER II: CHAMPION EDITION** and
- **STREET FIGHTER II: TURBO HYPER FIGHTING.**

**STREET FIGHTER COLLECTION 2** contains three faithful arcade conversions, plus a collection of over 150 images from the games.

Enjoy the three titles that created the history of the fighting game genre!

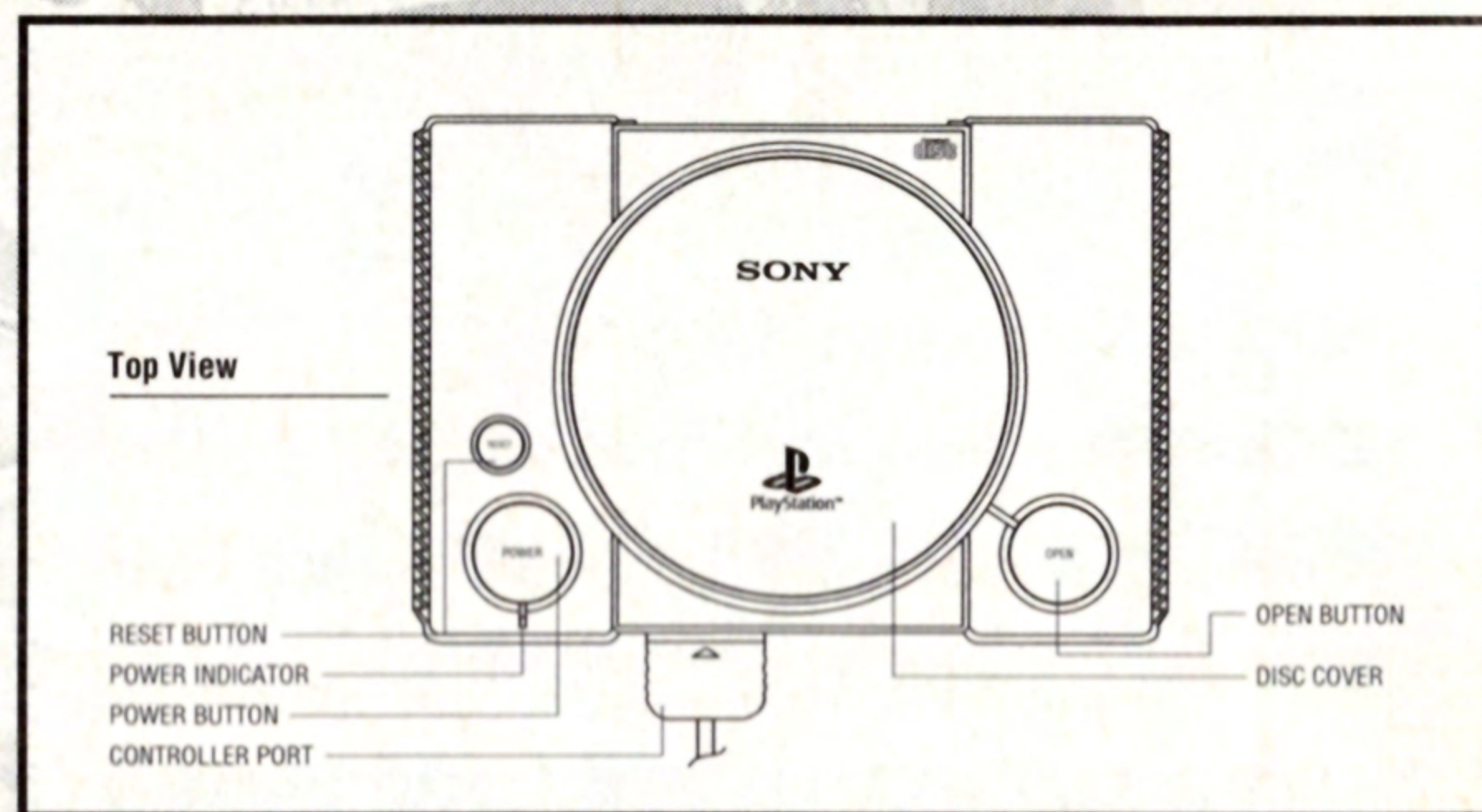
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# SETTING UP

## PLAYSTATION® GAME CONSOLE

1. Set up your PlayStation game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing the CD. Insert the **STREET FIGHTER COLLECTION 2** CD and close the disc cover.
3. Insert one or two game controller(s) and turn ON the game console.
4. Follow on-screen instructions to start the game.



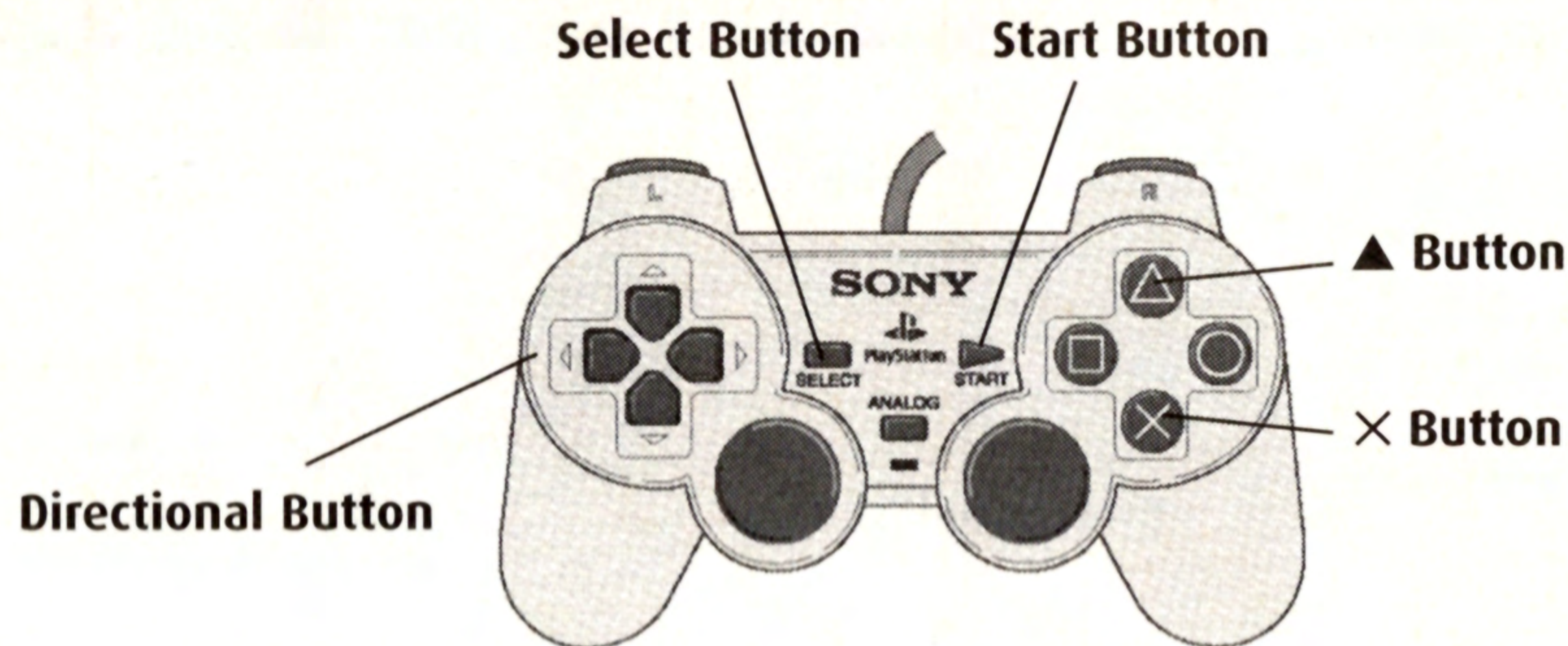
## MEMORY CARD

You can save games at their current level of play onto Memory Card 1, and resume play on previously saved games. Insert a Memory Card into Memory Card slot 1 on the game console before starting play.

- **STREET FIGHTER COLLECTION 2** requires one free block of memory.
- If the Memory Card is full, you won't be able to save games to it. Delete unwanted data before starting play.
- Do not remove the Memory Card while saving or loading; doing so could damage the game data.



# GENERAL CONTROLS



## START BUTTON

Start game, bypass demo, join in (Player 2), pause/resume game.

## SELECT BUTTON

Open Pause menu.

## DIRECTIONAL BUTTON

### Title Screen

Select options at the start of the game.

### Mode Select

Select game modes on the Mode Select screen.

### Option Select

Change game settings on the Option menu.

### Character Select

Select a character on the Character Select screen.

## X BUTTON

Accept a game mode/character.

## ▲ BUTTON

Cancel.

## ANALOG CONTROLLER [DUAL SHOCK]<sup>™</sup>

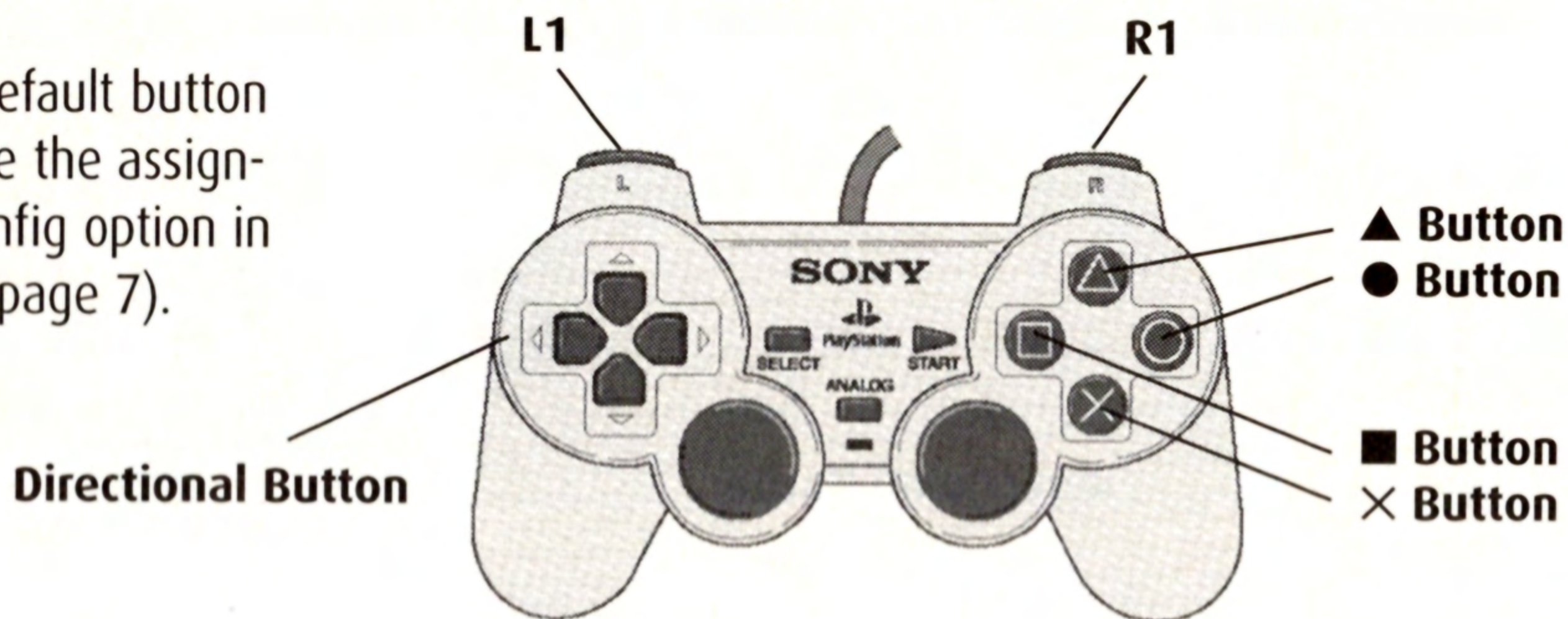
**STREET FIGHTER COLLECTION 2** is compatible with the Analog Controller [DUAL SHOCK]<sup>™</sup>.

- Turn Vibration ON/OFF from the Option menu (see page 7).



# GAMEPLAY CONTROLS

**Note:** These are the default button assignments. To change the assignments, use the Key Config option in the Option menu (see page 7).



## PUNCH BUTTONS

- - Light
- ▲ - Medium
- L1 - Heavy

## KICK BUTTONS

- × - Light
- - Medium
- R1 - Heavy

## DIRECTIONAL BUTTON

Use these controls for characters facing right. Reverse the left/right directions for characters facing left.

- Move forward.
- ← Move backward; standing block.
- ↑ Vertical jump.
- ↗ Diagonal forward jump.
- ↖ Diagonal backward jump.
- ↓ Crouch.
- ↘ Crouch.
- ↙ Crouching block.



# START GAME

At the Title screen, press the **Directional buttons** up/down to select an option, and press the X button to accept. Press the **Directional buttons** left/right to adjust the setting or make another selection.

- TITLE SELECT** Choose from **STREET FIGHTER II: THE WORLD WARRIOR**, **STREET FIGHTER II: CHAMPION EDITION** and **STREET FIGHTER II: TURBO HYPER FIGHTING**.
- COLLECTION** View character portraits, profiles, game tips and more (see page 8).
- SCREEN ADJUST** Adjust the screen position left, right or center.
- STEREO** Select either stereo or monaural according to your TV speakers.

# RULES

- MATCH SETUP** The first fighter to survive two rounds wins. Each round is 99 seconds long. Seconds count down in the time counter.
- WINNING** When you run your opponent's vitality gauge down to zero, a KO (knockout) is called and you win the round. If time runs out before either opponent is KO'd, the fighter finishing with the most vitality is the winner.
- DRAW GAME** A draw game occurs when both characters end the round with the same amount of vitality.
- DOUBLE KO** When both players lose all vitality at the same time, a double KO occurs. A double KO is the same as a draw game.



# GAME MODES

## ARCADE MODE

1 Player. Choose your character from 12 warriors, and fight against 12 CPU opponents. Defeat all other fighters to win the game. (For **STREET FIGHTER II: THE WORLD WARRIOR**, choose from 8 characters, and defeat 11 characters to win.) You can continue even if you lose. Press the **Start** button for Player 2 to join in.

## VERSUS MODE

2 Players. Choose characters and a stage and adjust handicaps before every match. (Connect two controllers to the PlayStation game console before choosing this mode.)

## TRAINING

Practice your moves on a static opponent. Choose your character and an opponent character. Make selections on the Training menu before starting the round.

### NORMAL MODE

No time limit and the opponent's vitality does not decrease.

### RECORDING MODE

Time limit. The opponent's vitality decreases when your attacks hit their mark. Practice ends when either the opponent's vitality or time runs out.

### REPLAY

View the fight just recorded in Recording mode.

### CHARACTER CHANGE

Change your character and/or opponent.

### ACTION

Select your opponent's position: STAND, CROUCH or JUMP.

### EXIT

End training mode.

## OPTION

Adjust various game settings. (See page 7 for instructions.)

## EXIT

Quit back to the Title screen.



# OPTION MODE

Choose Option mode from the Mode Select screen. Press the **Directional buttons** up/down to select various game features on the Option menu, and press left/right to adjust settings.

- DIFFICULTY** Increase the skill level by adding stars.
- TIME LIMIT** Toggle ON/OFF.
- SHORT CUT** Toggle ON/OFF. ON shortens loading time by simplifying some screens.
- VIBRATION** Toggle ON or OFF (Analog Controller [DUAL SHOCK]<sup>™</sup> only).
- SOUND TEST** Sample background music. After selecting a track, press the X button to play and the ▲ button to stop.
- SOUND VOLUME** Adjust music volume.
- SE VOLUME** Adjust sound effects volume.
- KEY CONFIG** Reassign the button controls for punches and kicks. To access the Key Config menu during play, press **Start** to pause and then press **Select**.
- BACK UP** Save and load games, and reset game data.
- You must install an optional Memory Card in order to save games. The game requires 1 block of memory.
  - If a Memory Card containing saved games is installed in slot 1 when you turn on the PlayStation game console, the game saved on the Memory Card will load automatically.
  - You must save games using this option (there is no Auto Save feature).
  - Do not turn off the PlayStation, press the Reset button or disconnect a Memory Card while saving or loading games. These actions may cause a loss or destruction of game data on the card.
  - Select RESET to restore the game's original default data.



## PAUSE MENU

Press **Start** to pause the game. Press **Select** while paused to view the Pause menu. Use the **Directional buttons** to select, and press the **X** button to accept.

- CONTINUE** Return to gameplay.
- BUTTON CONFIG** Change the button settings, just as on the Option menu.
- QUIT** Quit back to the Title screen.



## COLLECTION

Select COLLECTION from the Mode Select menu to view a gallery of character portraits, profiles, hints and more.

- Use the **R1** and **L1** buttons to choose a game.
- Use the **Directional buttons** to select an item and press the **X** button.
- Press the **Directional buttons** left/right to view the selections.
- Press the **▲** button to cancel and return to Mode Select.

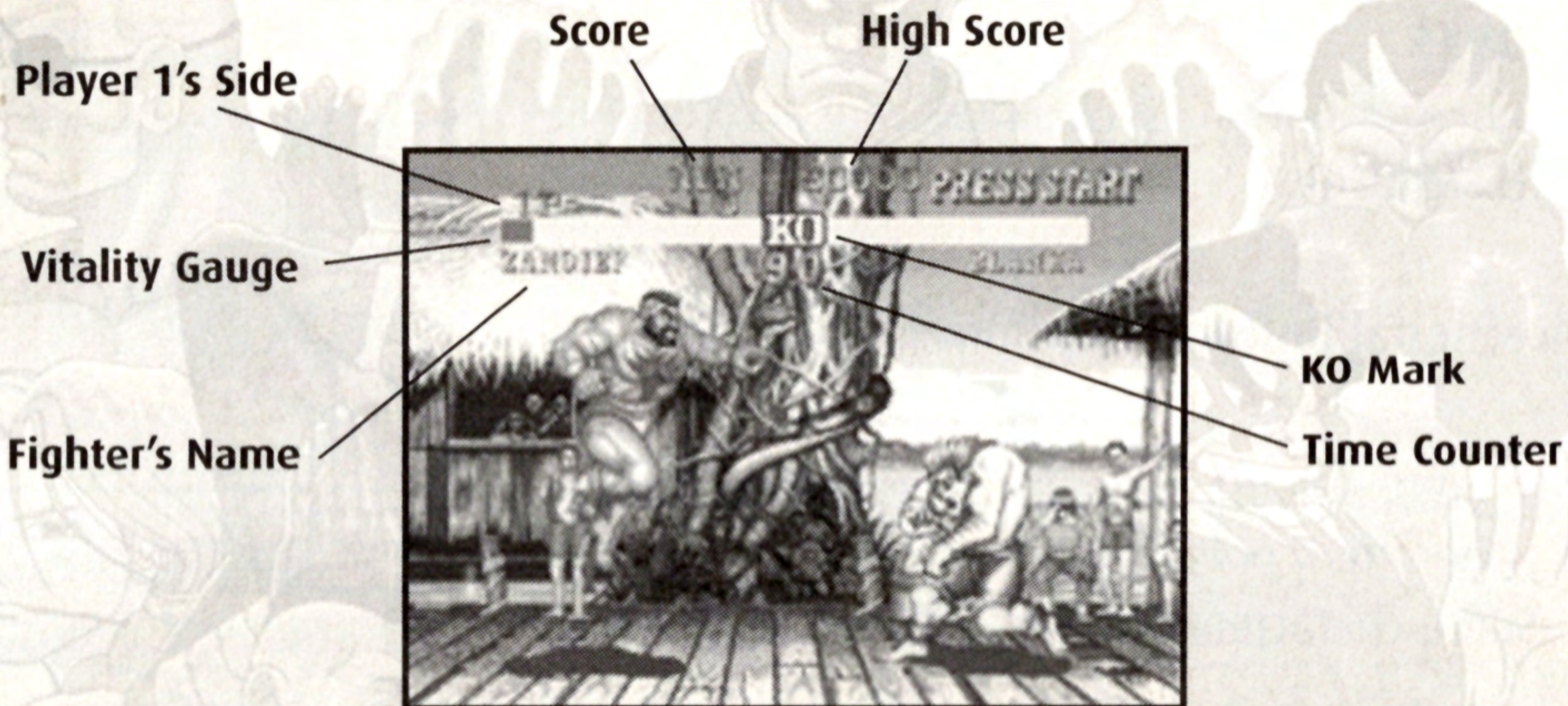
### SECRET COLLECTION

Some items can be seen only after you fulfill special conditions. Select any of these items to see what the conditions are. Try to open all the secrets for an even bigger surprise.





# GAME SCREEN



- SCORE** Your current score.
- HIGH SCORE** The highest score achieved so far in the game.
- PLAYER 1'S SIDE** Player 1's information is on the left, and Player 2's is on the right.
- VITALITY GAUGE** Decreases as a character takes damage. When the gauge runs out, that character loses one round.
- FIGHTER'S NAME** Name of that player's character.
- KO MARK** When either character's vitality is close to running out, this mark blinks.
- TIME COUNTER** Time remaining in the round. When time runs out, the match will be decided. (You can set the time limit on/off from the Option menu.)
- WIN MARK** When a character wins a round, a win mark appears near that fighter's name. Characters can earn up to two win marks before the match ends.



# MOVES & SPECIAL MOVES

## NORMAL MOVES

Press a Punch or Kick button. Moves may vary according to the character's position.

## BLOCK

Press the **Directional button** away from the opponent.

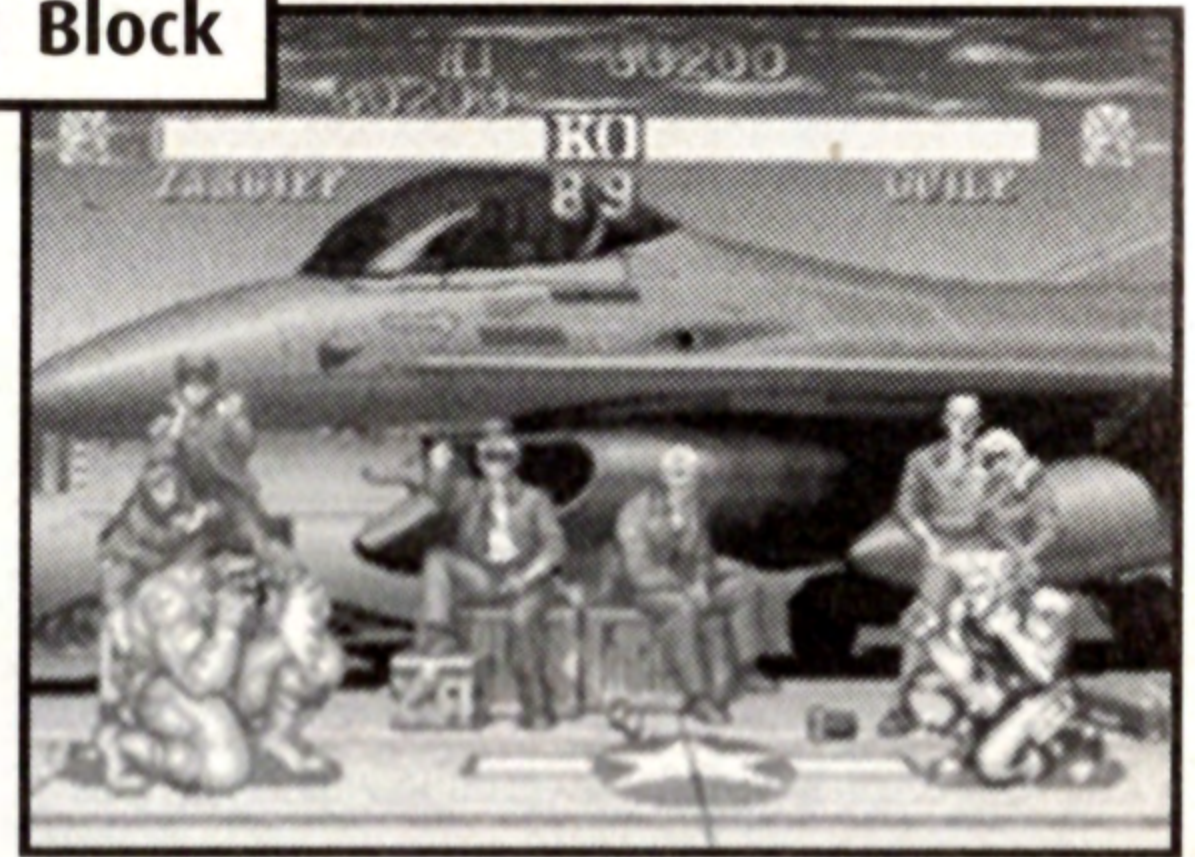
## THROW

When close to an opponent, press the **Directional button** toward him or her, then press a medium or heavy Punch/Kick button. Some characters can throw in the air as well.

## RECOVER

Recover from dizziness quickly by pressing the **Directional buttons** back and forth and pressing the Punch/Kick buttons rapidly.

Block



Throw



## HOW TO READ THE SPECIAL MOVES

The following pages give the button combos for Special Moves and each character's unique moves. The abbreviations and symbols below are used to describe the moves:

- **P** – Punch button (either light or heavy).
- **K** – Kick button (either light or heavy).
- **↑ ← ↙ ↓ ↘ →** – **Directional button** presses.

**Note:** These moves are for players facing right. Reverse the right/left and diagonal moves for characters facing left.



# RYU

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K
Air Hurricane Kick	↓↙← + K (in the air)





# KEN

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K

## Street Fighter II: Champion Edition

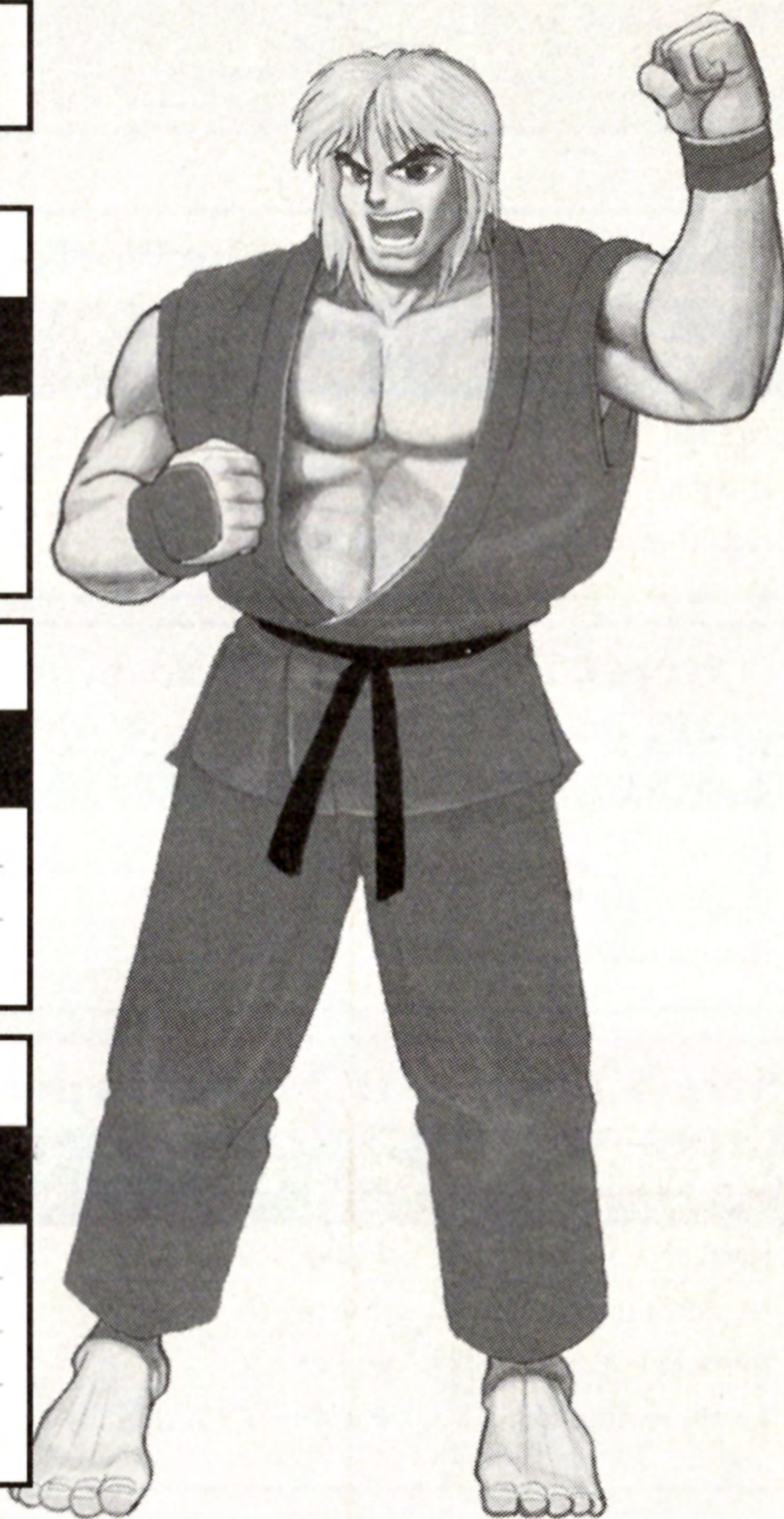
### SPECIAL MOVES

Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Fireball	↓↘→ + P
Dragon Punch	→↓↘ + P
Hurricane Kick	↓↙← + K
Air Hurricane Kick	↓↙← + K (in the air)





# GUILE

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Sonic Boom	← (hold) → + P
Somersault Kick	↓ (hold) ↑ + K
Reverse Spin Kick	← or → + MK (close to opponent)

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Sonic Boom	← (hold) → + P
Somersault Kick	↓ (hold) ↑ + K
Knee Bazooka	← or → + MK (close to opponent)
Reverse Spin Kick	← or → + HK (close to opponent)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Sonic Boom	← (hold) → + P
Somersault Kick	↓ (hold) ↑ + K
Knee Bazooka	← or → + MK (close to opponent)
Reverse Spin Kick	← or → + HK (close to opponent)





# ZANGIEF

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Screw Pile Driver	360 turn + P
Double Lariat	PPP (simultaneously)
Flying Body Attack	↓ + HP (during diagonal jump)
Head Butt	↑ + MP or HP (during vertical jump)

## Street Fighter II: Champion Edition

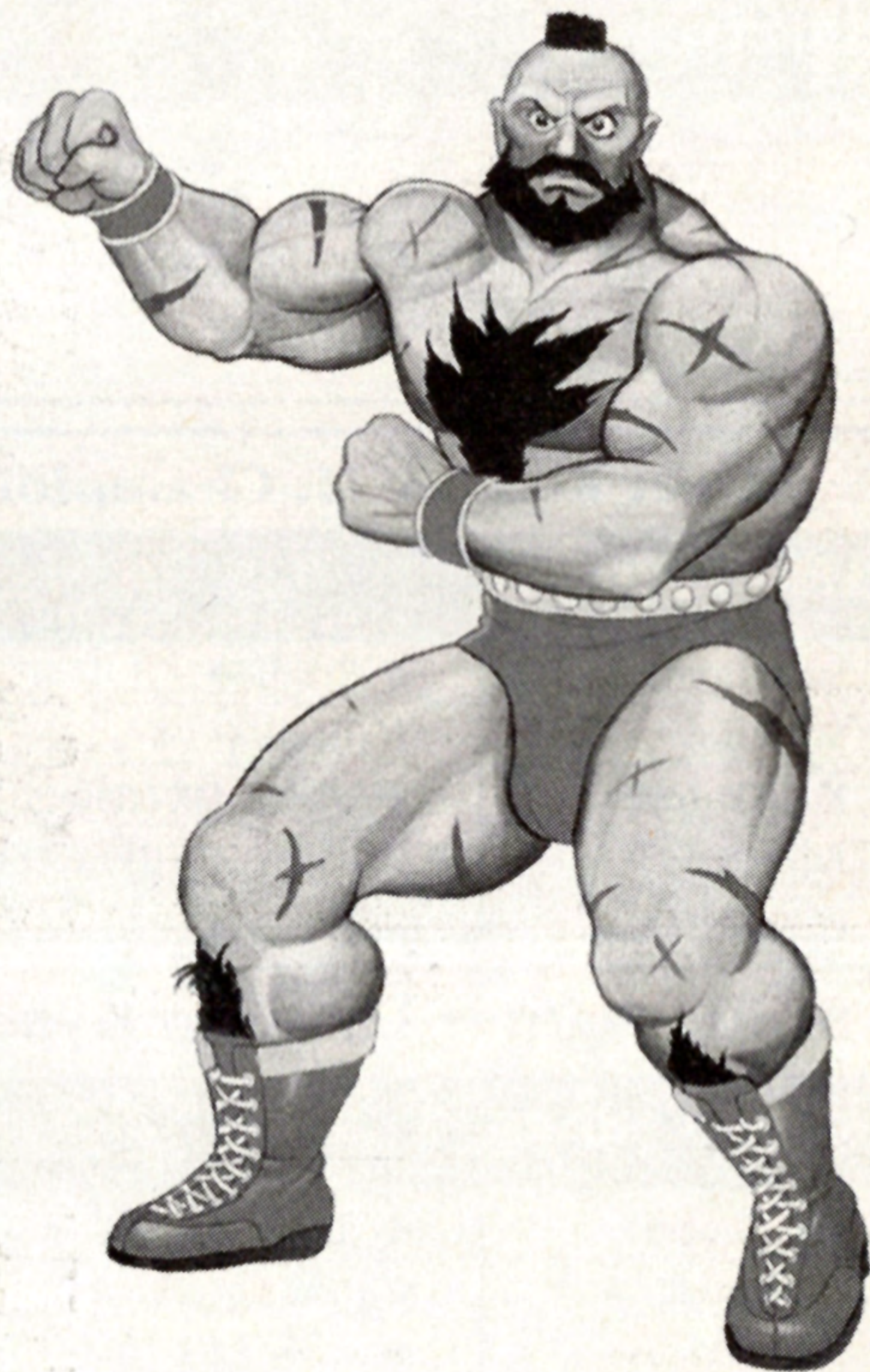
### SPECIAL MOVES

Screw Pile Driver	360 turn + P
Double Lariat	PPP (simultaneously)
Flying Body Attack	↓ + HP (during diagonal jump)
Head Butt	↑ + MP or HP (during vertical jump)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Screw Pile Driver	360 turn + P
Double Lariat	PPP (simultaneously)
High Speed Double Lariat	KKK (simultaneously)
Flying Body Attack	↓ + HP (during diagonal jump)
Head Butt	↑ + MP or HP (during vertical jump)





# DHALSIM

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Yoga Fire	↓↘→ + P
Yoga Flame	←↙↓↘→ + P
Drill Head Butt	HP (at top of jump)
Drill Kick	HK (at top of jump)

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Yoga Fire	↓↘→ + P
Yoga Flame	←↙↓↘→ + P
Drill Head Butt	↓ + HP (in the air)
Drill Kick	↓ + HK (in the air)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Yoga Fire	↓↘→ + P
Yoga Flame	←↙↓↘→ + P
Yoga Teleport	→↓↘ or ←↓↙ + PPP or KKK simultaneously
Drill Head Butt	↓ + HP (in the air)
Drill Kick	↓ + HK (in the air)





# BLANKA

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Rolling Attack	← (hold) → + P
Electric Thunder	P (rapidly)
Rock Crush	← or → + MP (close to opponent)

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Rolling Attack	← (hold) → + P
Electric Thunder	P (rapidly)
Rock Crush	← or → + MP (close to opponent)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Rolling Attack	← (hold) → + P
Electric Thunder	P (rapidly)
Vertical Rolling	↓ (hold) ↑ + K
Rock Crush	← or → + MP (close to opponent)





# E. HONDA

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Hundred Hand Slap	P (rapidly)
Sumo Head Butt	← (hold) → + P
Knee Bash	← or → + MK (close to opponent)
Super Sumo Press	↓ + MK (during diagonal jump)

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Hundred Hand Slap	P (rapidly)
Sumo Head Butt	← (hold) → + P
Knee Bash	← or → + MK (close to opponent)
Super Sumo Press	↓ + MK (during diagonal jump)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Hundred Hand Slap	P (rapidly)
Sumo Head Butt	← (hold) → + P
Sumo Smash	↓ (hold) ↑ + K
Knee Bash	← or → + MK (close to opponent)
Super Sumo Press	↓ + MK (during diagonal jump)





# CHUN-LI

## Street Fighter II: The World Warrior

### SPECIAL MOVES

Lightning Kick	K (rapidly)
Whirlwind Kick	↓ (hold) ↑ + K
Head Stomp	↓ + MK (in the air)

## Street Fighter II: Champion Edition

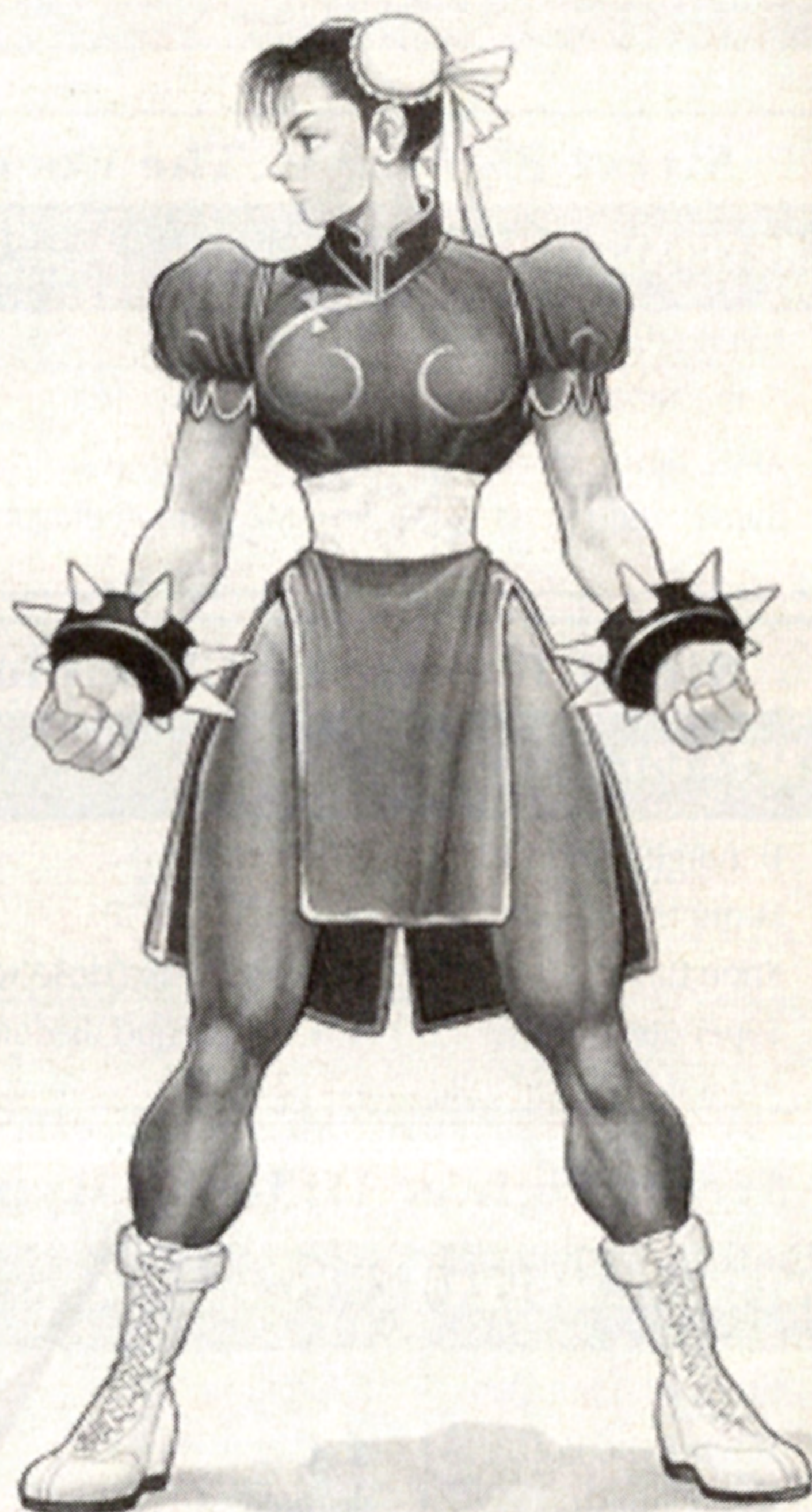
### SPECIAL MOVES

Lightning Kick	K (rapidly)
Whirlwind Kick	↓ (hold) ↑ + K
Head Stomp	↓ + MK (in the air)
Chest Flipping Kick	← or → + MK (close to opponent)
Flipping Neck Breaker	← or → + HK (close to opponent)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Fireball	←↙↓↘→ + P
Lightning Kick	K (rapidly)
Whirlwind Kick	↓ (hold) ↑ + K
Head Stomp	↓ + MK (in the air)
Chest Flipping Kick	← or → + MK (close to opponent)
Flipping Neck Breaker	← or → + HK (close to opponent)





# BALROG

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Dash Punch	← (hold) → + P
Dash Uppercut	← (hold) → + K
Turn Punch	PPP or KKK (hold for a second and release)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Dash Punch	← (hold) → + P
Dash Uppercut	← (hold) → + K
Turn Punch	PPP or KKK (hold for a second and release)





# VEGA

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Claw Dive	↓ (hold) ↑ + K then P
Air Suplex	↓ (hold) ↑ + K then ← or → + P (close to opponent)
Rolling Claw	← (hold) → + P
Back Flip	←←

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Claw Dive	↓ (hold) ↑ + K then P
Air Suplex	↓ (hold) ↑ + K then ← or → + P (close to opponent)
Rolling Claw	← (hold) → + P
Back Flip	PPP simultaneously





# SAGAT

## Street Fighter II: Champion Edition

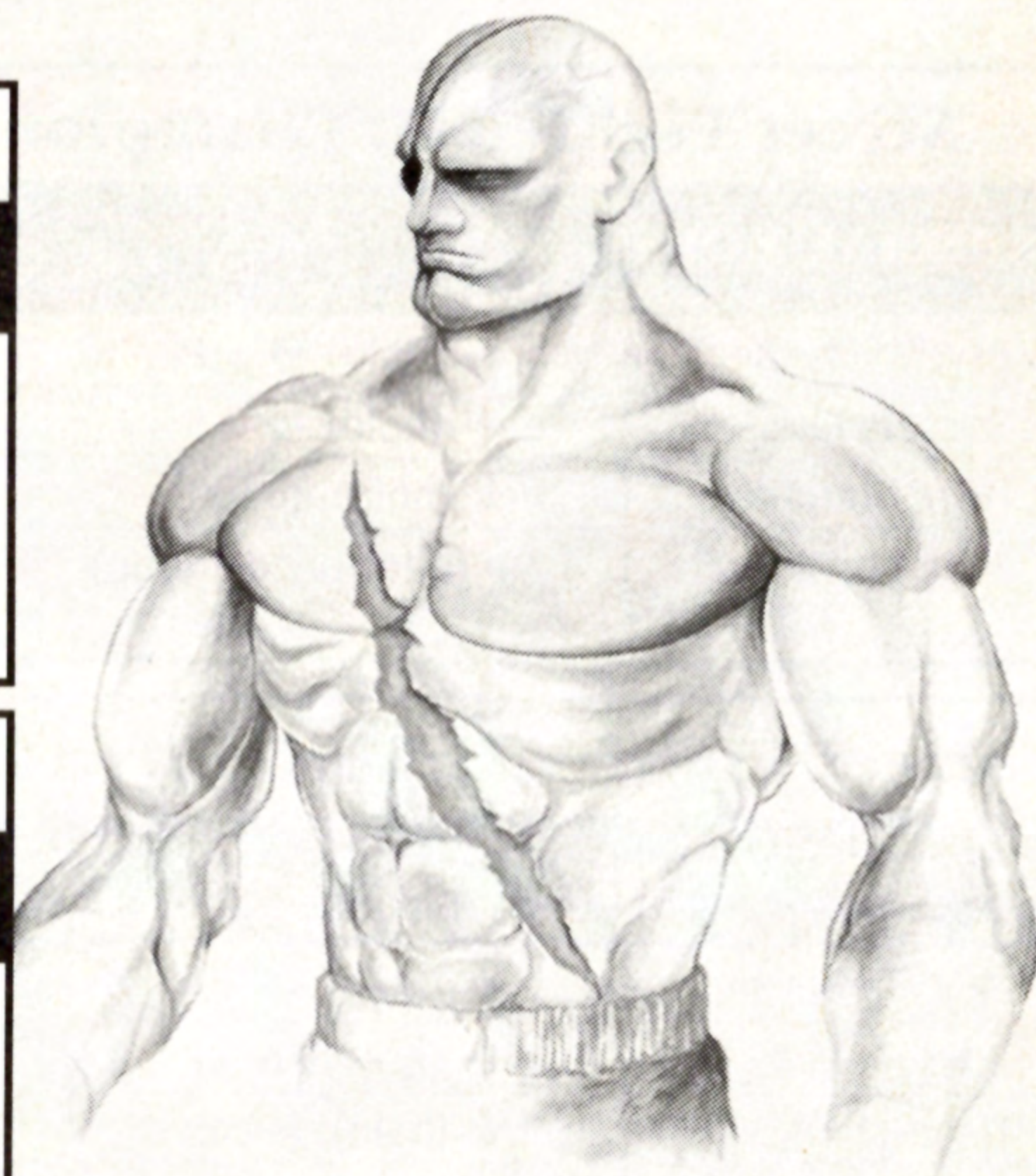
### SPECIAL MOVES

Tiger Shot	↓↘→ + P
Ground Tiger Shot	↓↘→ + K
Tiger Uppercut	→↓↘ + P
Tiger Knee	↓→↗ + K

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Tiger Shot	↓↘→ + P
Ground Tiger Shot	↓↘→ + K
Tiger Uppercut	→↓↘ + P
Tiger Knee	↓→↗ + K





# M. BISON

## Street Fighter II: Champion Edition

### SPECIAL MOVES

Psycho Crusher	← (hold) → + P
Scissors Kick	← (hold) → + K
Head Stomp	↓ (hold) ↑ + K
Skull Crusher	P (after Head Stomp)

## Street Fighter II: Turbo Hyper Fighting

### SPECIAL MOVES

Psycho Crusher	← (hold) → + P
Scissors Kick	← (hold) → + K
Head Stomp	↓ (hold) ↑ + K
Skull Crusher	P (after Head Stomp)





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Mega Man X4  
Back of T-Shirt



Street Fighter EX Alpha  
Back of T-Shirt



Pocket Fighter  
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Resident Evil  
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Resident Evil 2  
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Resident Evil 2  
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