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**STREET
FIGHTER II
TURBO**

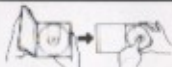


FZ-SM3851
For use with 3DO® systems

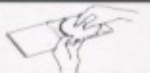
Note

Thank you for purchasing the CD-ROM version of "Super Street Fighter II Turbo" exclusively for use with the 3DO system. Please be sure to read the instructions before you begin.

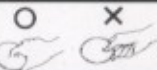
Compact Disc Usage Precautions



To open the case, gently press both sides of its top.
To remove the CD from the case, press the center holder and lift the CD, holding by the edges.



To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.



If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzene, thinner, static electricity prevention liquids or any other solvent.
DO NOT write on the surface of the CD with a ball-point pen or other writing instrument.

Be sure to store CDs in their cases to protect them from dust, scratches, and warping.

DO NOT place or store CDs in the following places:

- *Locations exposed to direct sunlight, humid or dusty locations.
- *Locations directly exposed to a heat outlet or heating device.

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided.

In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

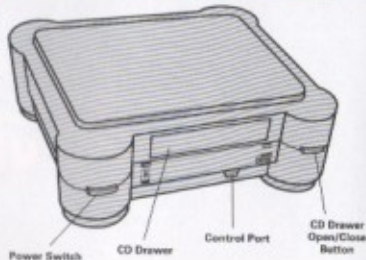


Table of Contents

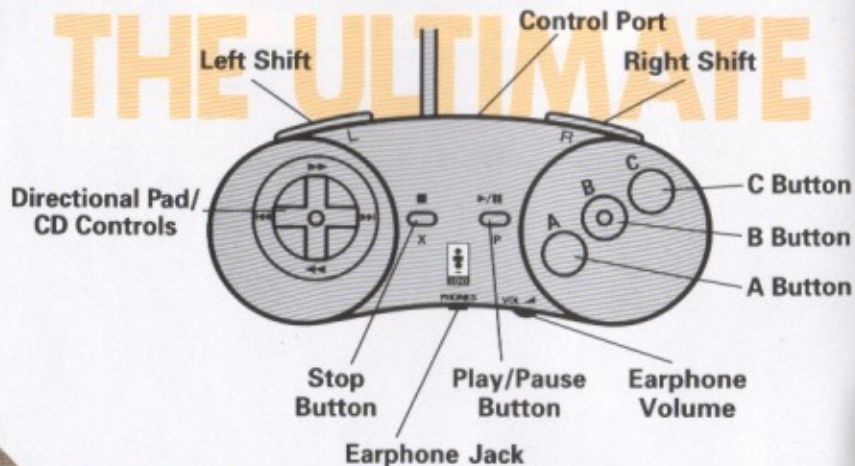
| | |
|----------------------------|----|
| The Control Pad | 2 |
| Getting Started | 4 |
| Super Battle | 5 |
| Versus Battle | 6 |
| Screen Descriptions | 7 |
| Option Mode | 8 |
| Continuing and Joining in | 9 |
| Basic Movement | 10 |
| Introduction of characters | 11 |

The Control Pad

"Super Street Fighter II Turbo" can be played by one or two players. In the case of two players, connect a second pad to the control port on the 1P pad.



● The Control Pad



X button

Game start: Press to start the game.

Pause function: Press during the game to pause; press again to resume.

Joining In: Press the X button of vacant pad to join in.

Demo cut: Press to bypass demo.

Directional Pad(D-pad)

Mode selection: Use to make selections at game start, option and player select screens.

Player Control: Use to move forward, back, crouch, jump and block.

A B C Buttons

Used for kicking (A:Light (Short), B:Medium (Forward), C:Hard (Roundhouse)).

L P R Buttons

Used for punching (L:Light (Jab), P:Medium (Strong), R:Hard (Fierce)).

* This button configuration is the initial setting.

The configuration can be altered in the Option Mode. (See page 8.)

Getting Started



Press the power switch of your 3DO Interactive Multiplayer to turn it on. Open the CD drawer, and set the CD in the drawer label side up. Close the CD drawer. The game demo will automatically begin. Press the X button to bypass the demo.

Select the mode you wish to use with the directional pad from the following, and then press the X button.

| | |
|---------------|--------------|
| SUPER BATTLE | (see page 5) |
| VERSUS BATTLE | (see page 6) |
| OPTION | (see page 8) |

Game Speed

There are 3 levels of game speed to choose from.

SLOW

1



3

FAST



Super Moves

The Super Move Gauge increases each time you do a special move. When it is full, you can enter in special command and unleash a deadly Super Move!

The special move written in red for each character is the Super Move. (see page after 12)



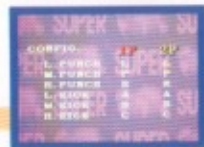
Super Battle



This is the normal game mode. First, choose your game speed from 3 levels with the directional pad and push the A button to select.

Then choose your character and battle computer opponents for the championship.

The color of your character's clothing will change depending on which button you press.



If you push the P button immediately after the player selection, the key configuration screen will appear.

As in the Option Mode, you will be able to change the buttons to your taste. (see page 8)



Versus Battle

This mode allows two players to have a series of matches. After the completion of each match, a record of the competition so far will be shown and the player select screen will appear.

Stage select and handicap features are also available.



As in SUPER BATTLE mode, choose your game speed from 3 levels and then select your character. After character selection, HANDICAP screen will appear and allow you to set the following items. Press the P button to switch between the items.



Handicap

Use the directional pad to change the number of stars.

Stage Select

Use the directional pad to select a stage.

After you have completed all the settings, press the X button to start the game. When the P button is pressed at the end of the VERSUS battle mode, the VERSUS configuration screen will appear and allow you to choose from the following options:

CONTINUE

Return and continue the VERSUS battle

EXIT

Exit the VERSUS battle and return to the title screen

RESET RECORDS

Reset the competition record.

Screen Descriptions

SUPER BATTLE



1) 1P S ore

The current score of player one.

2) 2P S ore

The current score of player two.

3) High score

The highest score recorded so far.

4) Win mark for 1P

Indicates one round won by player one.

5) Win mark for 2P

Indicates one round won by player two.

6) Health Gauge for 1P

The gauge decreases when player one receives damage.

7) Health Gauge for 2P

The gauge decreases when player two receives damage.

8) KO mark

The mark will flicker when either player loses all his health, thus losing the round.

9) Timer

Shows the time remaining in the current round.

VERSUS BATTLE



10) Face graphics

The face of the character is shown.

11) Super Move gauge

This gauge increases each time you do a special move or when your opponent blocks a punch kick or special move. When the gauge is full, the Super Move is available.

12) 1P wins

The number of total wins of player one.

13) 1P successive wins

The number of successive wins of player one.

14) 2P wins

The number of total wins of player two.

15) 2P successive wins

The number of successive wins of player two.

Option Mode

By selecting OPTION on the title screen, the following setting can be changed.

Difficulty

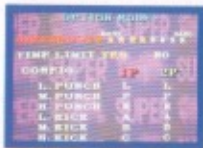


The computer opponents have 8 levels of difficulty. Use the directional pad to highlight the stars. The more stars you highlight the more difficult the opponents will be to defeat.

Time limit

The time limit can be turned off.

The timer will be replaced by an infinity mark.



Key configuration

Each player can assign the buttons A B C L P R to any punch or kick.

For example, if you want to assign Medium Punch to the C button, move the cursor to "Medium Punch" and press the C button.

After you have completed all the settings, press the X button to exit.



Continuing and joining in

Continue and Game Over



The game will end and the continue screen will appear (the competition result screen will appear in VERSUS battle mode), when the player loses 2 out of 3 rounds, or when the winner is not decided after 4 rounds.

Pressing the X button before the countdown is zero will continue the game, otherwise any other button will end the countdown and the game.

Joining In



A second player can join in and fight the first player anytime during the SUPER BATTLE by pressing the X button on the vacant controller.

Rules

The match consists of 3 rounds, each is limited to 99 seconds. (The time limit can be deactivated in the Option mode.)

The fourth round is the final round and the winner of this round will continue. If a winner is not decided (Double KO or Draw), the game will end.

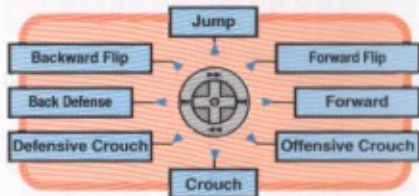
If a winner is not decided by KO within the time limit, the player with the most health remaining will win the round. (Only when time limit is activated.)

When a player has no more health remaining on his health gauge, he is KO'd.

Basic Movement

● Directional Pad

When the player is facing right:



Introduction of characters



AKUMA

DEFENSE

By holding back defense on the directional pad, without hitting any buttons, you can block high and low attacks by your opponent. Blocking special moves will decrease the amount of damage that they do by 75%.



THROWS

By standing very close to your opponent and pressing forward and a button simultaneously, you can throw or grab your opponent.



SAFE LANDING

By entering THROW command when thrown, you can land safely on the ground.



DIZZY

When you are dizzy, hit the buttons and move the directional pad as quickly as possible to shake off the dizziness.



She is only 19 years of age and an undercover agent of the English Secret Service. One day, her team received an order to destroy the kingpin of Shadowlaw. As she approaches Bison surprising facts begin to be revealed.

When directed to right

● CANNON DRILL



● FRONT KICK



● SPINNING KNUCKLE



● CANNONBALL ASSAULT

↙↓↘↙→+PUNCH, move D-pad then +PUNCH while near the opponent.

● SUPER MOVE



CAMMY

PROFILE

Name : CAMMY
 Date of birth : January 6, 1974
 Height : 5' 55"
 Weight : 101lbs.
 Likes : Cats
 Dislikes : Everything in her sight when in a bad mood.



He has been learning Kung Fu since he was a child and debuted in a Kung Fu movie recently.

He then became aware of the world martial arts tournament and decided to prove his techniques in a real fight.

When directed to right

● REKKA KEN



● RISING DRAGON KICK



● REKKU KYAKU



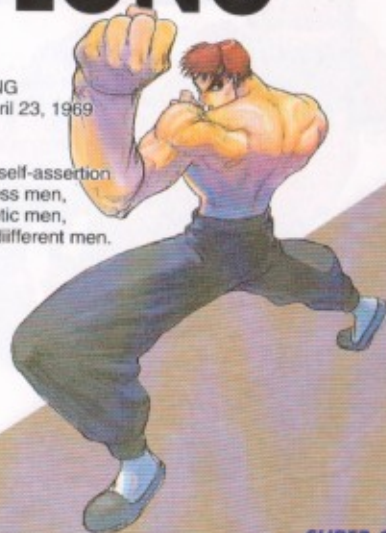
● SUPER MOVE



FEI-LONG

PROFILE

Name : FEI-LONG
 Date of birth : April 23, 1969
 Height : 5' 8"
 Weight : 132lbs.
 Likes : Kung fu, self-assertion
 Dislikes : Spiritless men, Apathetic men, and indifferent men.



As a successful musician and a talented kick boxer, he felt the rhythm he has been looking for while fighting. Now he uses that same rhythm in his awesome music concerts for maximum excitement!

When directed to right

● MAX OUT



Hold ← then → +

● DOUBLE DREAD KICK



Hold ← then → +

● HYPER FIST

Hold ↓ then ↑ + repeatedly



● CALYPSO KICK

Hold ↓ then ↑ +

● SUPER MOVE

Hold ← then → ← → +

DEE JAY

PROFILE

Name : DEE JAY
Date of birth : October 31, 1965
Height : 6'
Weight : 203lbs.
Likes : Singing, Dancing, and a good party
Dislikes : Silence



His father's last hope was to return to the sacred homeland. Determined to destroy "Shadowlaw" and get back his tribe's homeland, he starts his vengeance.

When directed to right

● THE HAWK



While jumping up,
 + +
(simultaneously)

● THUNDER STRIKE



↓ ↓ ↓ +

● THE STORM HAMMER



Rotate D-pad
360° +

● SUPER MOVE

Rotate D-pad 720° +

T.HAWK

PROFILE

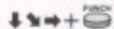
Name : THUNDER HAWK
Date of birth : July 21, 1959
Height : 7' 7"
Weight : 357lbs.
Likes : Animals, Great sunsets against the mountains
Dislikes : Lies



Without rhyme or reason he continues to battle, as if thrust into the fray by some earnest compulsion.

When directed to right

● FIREBALL



● DRAGON PUNCH



● HURRICANE KICK



● SUPER MOVE



RYU

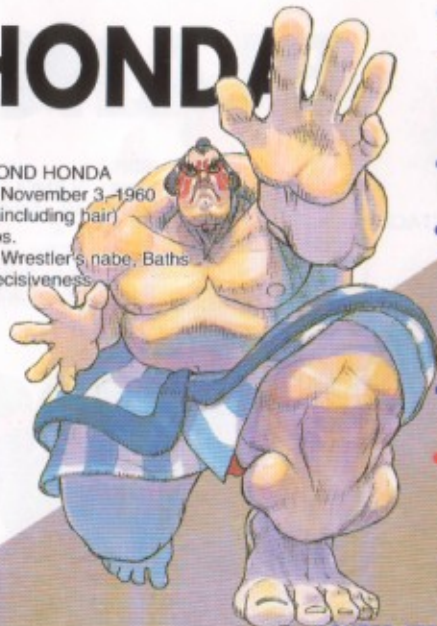
PROFILE

Name : RYU
Date of birth : July 21, 1964
Height : 5' 10"
Weight : 175lbs.
Likes : Martial Arts
Dislikes : Spiders

E.HONDA

PROFILE

Name : EDMOND HONDA
Date of birth : November 3, 1960
Height : 6' 1" (including hair)
Weight : 353lbs.
Likes : Sumo Wrestler's nabe, Baths
Dislikes : Indecisiveness



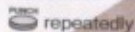
When directed to right

● SUMO HEAD BUTT



Hold ← then → + PUNCH

● HUNDRED HAND SLAP



PUNCH repeatedly

● SUMO SMASH



Hold ↓ then ↑ + KICK

● SUMO CRUSH




● SUPER MOVE

Hold ← then → ← → + PUNCH

Having survived unknown hardships in the wilderness, this man of the jungle has the fighting spirit and knows how to stay alive.


When directed to right

● **ROLLING ATTACK**


Hold ← then → + 

● **ELECTRICITY**




 repeatedly

● **VERTICAL ROLLING ATTACK**

Hold ↓ then ↑ + 

● **BEAST LEAP**

Hold ← then → + 



● **BEAST LUNGE**

← +  +  +  or

→ +  +  + 

(simultaneously)

● **SUPER MOVE**

Hold ← then → → → + 

BLANKA

PROFILE

Name : BLANKA (JIMMY)
Date of birth : February 12, 1966
Height : 6' 4"
Weight : 262lbs.
Likes : His mother
Dislikes : Army ants




He has thrown away the army, his country, and the family he loves to exact revenge for his friend on Bison.

When directed to right


● **SONIC BOOM**



Hold ← then → + 

● **FLASH KICK**



Hold ↓ then ↑ + 

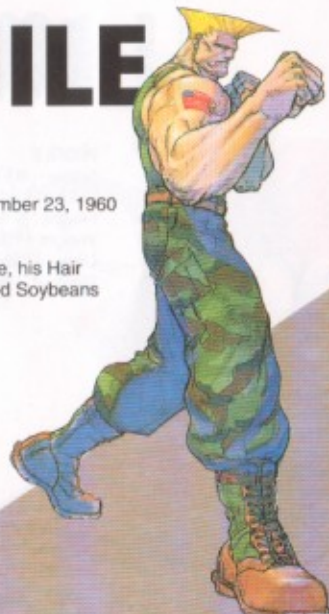
● **SUPER MOVE**

Hold ↓ then ↘ ↙ ↘ + 

GUILE

PROFILE

Name : GUILE
Date of birth : December 23, 1960
Height : 6' 2"
Weight : 218lbs.
Likes : Weak Coffee, his Hair
Dislikes : Fermented Soybeans



Born and raised in a tough neighborhood, when it came to fighting he was hand and fist above everyone else. There are no rules in his battle — discretion is a concept to which he does not subscribe.

When directed to right

● **DASH PUNCH**



● **DASH UPPERCUT**

Hold ← then → +

● **TURN PUNCH**

Hold L + M + H or
 L + M + H then release.

● **SHOULDER BUTT**

Hold ↓ then ↑ +



● **DASH GROUND PUNCH**

Hold ← then ↘ +

● **DASH GROUND UPPERCUT**

Hold ← then ↘ +

● **SUPER MOVE**

Hold ← then → → → +

BALROG



PROFILE

Name : BALROG
 Date of birth : September 4, 1968
 Height : 6' 6"
 Weight : 250lbs.
 Likes : Fighting, Gambling
 Dislikes : Losing, Rap music

An aura of grace and refined living emanate from his presence. But inside lurks a blood-chilling maliciousness.

When directed to right

● **CLAW ROLL**



● **CLAW DIVE**

Hold ↓ then ↑ + then

● **CLAW THRUST**

Hold ↓ then ↑ + then

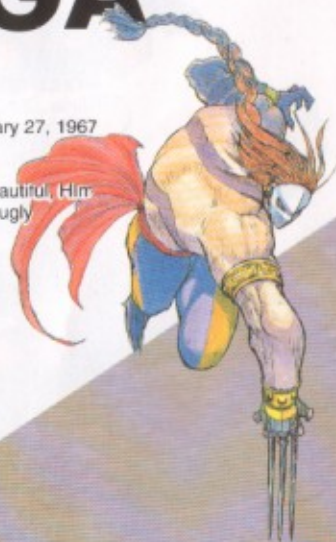
● **BARCELONA BACKFLIP**

Hold ← then → +

● **SUPER MOVE**

Hold ↘ then ↘ ↘ ↘ + , move
 D-pad then + while
 near the opponent

VEGA




PROFILE

Name : VEGA
 Date of birth : January 27, 1967
 Height : 6' 2"
 Weight : 178lbs.
 Likes : Anything beautiful, Him
 Dislikes : Anything ugly

His mastery of Muai Thai once made him a hero the world over. He remains as ardent as ever in his determination to beat Ryu.

When directed to right


● TIGER SHOT

↓ ↘ → + 

● GROUND TIGER SHOT

↓ ↘ → + 


● TIGER UPPERCUT

→ ↓ ↘ + 

● TIGER KNEE

↓ ↘ → ↘ + 

● SUPER MOVE

↓ ↘ → ↓ ↘ + 

SAGAT



PROFILE

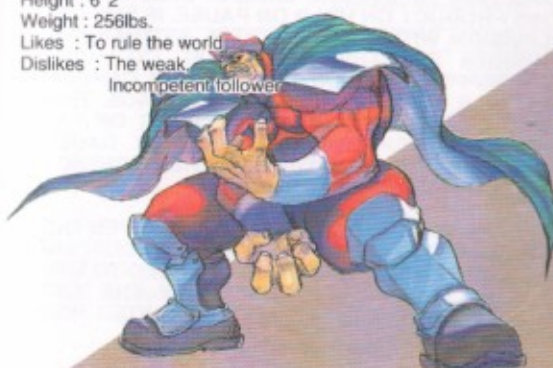
Name : SAGAT
Date of birth : July 2, 1955
Height : 7' 5"
Weight : 303lbs.
Likes : Strong opponents
Dislikes : Dragon punch

Emperor of the darkness, he allows his very emotions to be controlled by the forces of evil. And it is the word "evil" that describes him best.

BISON


PROFILE

Name : M.BISON
Date of birth : Unknown
Height : 6' 2"
Weight : 256lbs.
Likes : To rule the world
Dislikes : The weak
Incompetent follower




When directed to right


● PSYCHO CRUSHER

Hold ← then → + 



● SCISSOR KICK

Hold ← then → + 


● HEAD STOMP

Hold ↓ then ↑ + 

● FLYING PSYCHO FIST

Hold ↓ then ↑ + 
then 

● SUPER MOVE

Hold ← then → ← → + 

COMPACT
disc

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