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KIDS TO ADULTS



AGES 6+



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STREET FIGHTER II™

INSTRUCTION BOOKLET

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STREET FIGHTER II™

KIDS TO ADULTS
ANIMATED VIOLENCE

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Thank you for selecting the STREET FIGHTER II™ Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

STREET FIGHTER II



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Introduction

One of the greatest arcade fighting games of all time can now go where you go! In Street Fighter II for Game Boy, join Ken, Ryu, Chun Li, Guile, Blanka, Zangief, Balrog and Sagat as they do battle with the mysterious Grand Master, M. Bison, to earn the title of "World Warrior". You will travel to many familiar locations, such as Guile's Air Base, Chun Li's Marketplace, and M. Bison's Temple in Thailand. Each character possesses their special moves from the arcade game. Only you can decide which Warrior will emerge victorious. Do you have what it takes to be a World Warrior?

Getting Started

Insert the Street Fighter II Game Pak (label side out) into the Game Boy unit and turn the power switch to the "ON" position. When the title screen appears, press the START Button to access the Main Menu. On the Main Menu, press UP/DOWN on the Control Pad to move the cursor, and press the START Button to enter your selection. Get ready to test your fighting skills!



Controller Information

Start Button: Press this button to pause the game

Select Button: Not Used

A Button: Kick
Weak Kick: Press the A Button
Fierce Kick: Press & hold the A Button

B Button: Punch
Weak Punch: Press the B Button
Fierce Punch: Press & hold the B Button

Control Pad: Move your World Warrior



- To defend against normal attacks, press AWAY from your opponent on the Control Pad.

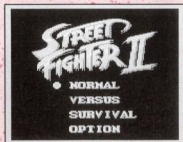
To defend against low attacks, press DOWN and AWAY on the Control Pad. Just remember, your opponent's special move can still hurt you - damaging up to one-fourth of your health meter.

- To throw, press Towards and A or B.
- When you are "dizzy" (seeing stars), quickly press the A and B Buttons and tap the Control Pad in all directions to shake it off.



The Main Menu

On the Main Menu, four selections are displayed: Normal, Versus, Survival and Options. Press UP/DOWN on the Control Pad to move the cursor, and then press the START Button to enter your choice.



Modes of Play

There are three different modes of play: Normal (1P), Versus (2P) and the Survival Mode (1P). There is also an Option Mode so you can customize your game set-up.

Normal Mode

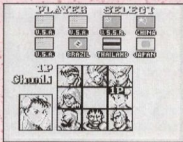
The standard 1-Player mode. (If using Super Game Boy accessory, Player 2 can not join in during the match.)

Versus Mode

Go head-to-head against a human opponent.

Survival Mode

It's a simplified version of the Normal Mode. You fight one round against each World Warrior. Every time you win one round, you will recover some of your health, and then continue



playing until you win or your health runs out. There is NO CONTINUE. When you lose, the game is over!

Option Mode

Allows you to customize the game to your liking. Press UP/DOWN on the Control Pad to move the cursor. Change each setting by pressing LEFT/RIGHT on the Control Pad.

Game Level

Choose from 1(easy) to 5(hard).

Time Limit

Turn the time limit ON or OFF.

Music

Choose from 29 (00 to 28) music selections. Press the A Button to hear the tune, and press the B Button to end it.

OPTION MODE	
GAME LEVEL	5
◆ TIME LIMIT	ON
MUSIC	23
EFFECT	15

Sound Effects

Listen to the 38 (00 to 37) different sound effects found in the game. Press the A Button to sample the selected effect. Pressing the B Button will stop the effect if necessary.

Versus Mode

By attaching the Game Boy Link Cable to two Game Boy units, you can play head-to-head against another player. To do this, you need the following:

- 2 Game Boy units
- 2 Street Fighter II Game Paks
- 1 Game Boy Link Cable
(SOLD SEPARATELY)

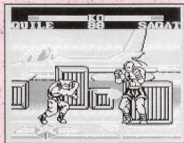


1 Correctly plug in the Game Boy Link Cable to the Game Boys and simultaneously turn the power switch to the "ON" position on both Game Boy units. At the Title Screen, select the VERSUS Mode and press the START Button on either Game Boy.

2 At the Player Selection Screen, select the character you want to play.

3 After selecting the player, select the country you want to play in.

4 You are now ready to start the Versus mode.



Caution!

Make sure the Game Boy Link Cable is plugged in correctly and do not unplug the cable during game play. Otherwise, the game will not work properly.

Game Rules

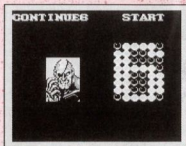
- One round lasts 99 seconds. The first player to win 2 out of 3 rounds wins the fight. *(The time limit can be turned ON/OFF from the Option Screen.)*
- The 3rd round is the final round. The winner of this round will proceed to the next fight. If no winner comes out of this round [Draw], there is one more FINAL ROUND. If the FINAL ROUND ends in a Draw, the game is over.
- If the winner is not determined within the allotted time, the



Warrior who has more vitality is declared the winner. (Only when the time limit is ON.)

- Continue - Game Over. If you lose two of the three rounds, the game is over and the Continue Screen appears.

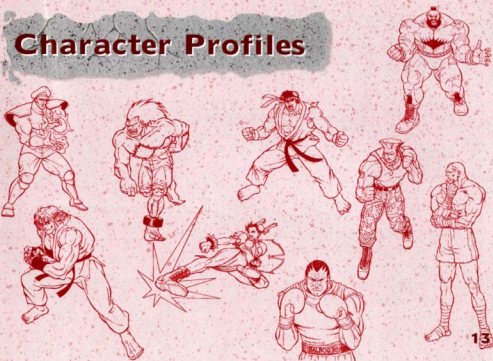
If you press the START Button before the timer reaches 0, you may continue your game.



Character VS.Character

One of the coolest options in the Game Boy version of Street Fighter II is the ability to match any fighter up with a mirror-image of himself or herself! Try it out in the VS. Model

Character Profiles



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Ryu



Ryu was a student of the Shotokan school of karate.

Ryu is a loner who has dedicated his life to mastering his fighting skills. He gains knowledge by relentlessly testing his skills against the best fighters in the

world. Ryu defeated the crowned "King of the Street Fighters," Sagat, with his powerful Dragon Punch in a previous Street Fighter tournament. He has entered this tournament because he lives for the fight.

Born: 7-21-64
Height: 5'10"
Weight: 150 lbs.

Ryu's Special Moves:

Dragon Punch:
→↓↘ + Punch

Fire Ball:
↓↘→ + Punch

Hurricane Kick:
↓↙← + Kick (can also be done in the air)

Stun Fire Ball:
←↙↓↘→ + Punch

Ken

Ken is another student that trained in the Shotokan school of karate and has the same Dragon Punch technique as Ryu. Ken and Ryu trained together when they were younger and share a strong competitive rivalry. Unlike Ryu, Ken's arrogance and lack of self-discipline has kept him away from his training. He spends most of his time with his girlfriend. Ken has entered the tournament to show the world his combat superiority.



Born: 2-14-65
Height: 5' 10"
Weight: 169 lbs.

Ken's Special Moves:

Dragon Punch:
→↓↘ + Punch

Fire Ball:
↓↘→ + Punch

Hurricane Kick:
↓↙↘ + Kick (can also be done in the air)

Chun Li

Chun Li is a secret agent investigating an alleged connection between an international smuggling operation and the Grand Master of the tournament, M. Bison. She suspects that Bison is the man who killed her father, and is now out to shut down the smuggling ring and avenge her father's death by defeating Bison.



Born 3-1-68
Height: 5' 8"
Weight: Don't ask!

Chun Li's Special Moves:

Lightning Kick:
Rapidly press the Kick Button

Spinning Bird Kick:
Hold ↓ for a while, then ↑ + Kick

Fireball (Kikoken):
←↙↓↘→ + Punch

Blanka



After surviving a tragic plane crash as a child, Blanka was raised in the jungles of Brazil. Blanka had to adapt to the fierce surroundings in order to survive the wilds of the jungle. He emerged from the jungle to enter the tournament and fights only for the thrill.

Born: 2-12-66

Height: 6' 5"

Weight: 218lbs.

Blanka's Special Moves:

Rolling Attack:

Hold ← for a while, then → + Punch

Vertical Rolling

Attack: Hold ↓ for a while, then ↑ + Kick

Back Flip Rolling

Attack: Hold ← for a while, then → + Kick

Electric Thunder:

Rapidly press the Punch Button

Zangief

Zangief is a patriot that mastered the art of Sambo Wrestling and fights for the honor of his country. He loved fighting so much that he would pit his skills against ferocious grizzly bears. Always looking for a greater challenge, Zangief quit wrestling to enter the tournament. A fearless fighter, Zangief wants to win the tournament to prove he is No. 1.



Born: 6-1-56
Height: 7'
Weight: 380lbs.

Zangief's Special Moves:

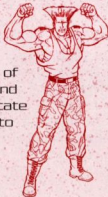
Double Lariat:
Punch and Kick simultaneously (long)

Quick Double Lariat:
Punch and Kick simultaneously (short)

Spinning Pile Driver:
360 degree clockwise rotation from
→ + Punch

Guile

When Guile was in the Special Forces, he and his co-pilot were taken prisoner when they crashed in enemy territory. Guile and his friend survived many months in captivity and finally escaped. Guile made it to freedom, while his friend died at the hands of M. Bison. Guile has left behind the family he loves to vindicate the death of his friend and to exact revenge on M. Bison.



Born 12-23-60

Height: 6'1"

Weight: 191lbs.

Guile's Special Moves:

Sonic Boom:

Hold ← for a while,
then → + Punch

Flash Kick:

Hold ↓ for a while,
then ↑ + Kick

Balrog



Balrog grew up in a rough neighborhood and had to fight to survive. He was the best fighter around and later became a brutal boxer. He went on to win the heavyweight championship and was later barred from boxing because of his vicious disregard for the rules. Balrog is in the tournament to fight without rules as he felt he was meant to.

Born: 9-4-68
Height: 6'5"
Weight: 252lbs.

Balrog's Special Moves:

Dash Straight:
Hold ← for a while,
then → + Punch

Dash Uppercut:
Hold ← for a while,
then → + Kick

Turn Punch: Hold
Punch and Release
or Hold Kick and
Release

Shoulder Butt:
Hold ↓ for a while,
then ↑ + Punch

Sagat

Born: 7-2-55
Height: 7'4"
Weight: 283lbs.

Sagat's Special Moves:

Tiger Shot:

↓↘→ + *Punch*

Grand Tiger Shot:

↓↘→ + *Kick*

Tiger Upper Cut:

→↓↘ + *Punch*

Tiger Knee Clash:

↓↘↗ + *Kick*

Sagat trained in Muai Thai Kickboxing and was respected the world over as the "King of the Street Fighters". Sagat became overconfident and suffered defeat at the hands of Ryu in the first tournament. Ryu's Dragon Punch left a huge scar on his chest and it serves as a constant reminder of the beating Sagat took in the first tournament. Sagat has been awaiting a rematch ever since his humiliating defeat. He plans to return the favor to Ryu in this tournament and regain his title as "King of the Street Fighters".



M. Bison

Born: Unknown
Height: 6'2"
Weight: 254lbs.

M. Bison is an ominous being cloaked in secrecy. He is rumored to be the leader of a powerful international criminal organization. Bison's fighting abilities come from the pure power of evil that flows through his body. He is ready to conquer the world and annihilate all who oppose him.



M. Bison's Special Moves:

Psycho Crusher Attack: Hold ← for a while, then → +Punch

Head Press: Hold ↓ for a while, then ↑ +Kick

Double Knee Press: Hold ← for a while, then → +Kick

Quick Reference Chart



Ryu's Special Moves:

Dragon Punch: →↓↘ + Punch

Fire Ball: ↓↘→ + Punch

Hurricane Kick: ↓↙← + Kick (can also be done in the air)

Stun Fire Ball: ←↙↓↘→ + Punch



Ken's Special Moves:

Dragon Punch: →↓↘ + Punch

Fire Ball: ↓↘→ + Punch

Hurricane Kick: ↓↙← + Kick (can also be done in the air)



Chun Li's Special Moves:

Lightning Kick: Rapidly press the Kick Button

Spinning Bird Kick: Hold ↓ for a while, then · + Kick

Fireball (Kikoken): ←↙↓↘→ + Punch



Blanka's Special Moves:

Rolling Attack: Hold ← for a while, then → + Punch

Vertical Rolling: Hold ↓ for a while, then ↑ + Kick

Back Step Rolling: Hold ← for a while, then → + Kick

Electric Thunder: Rapidly press the Punch Button



Zangief's Special Moves:

Double Lariat: Punch and Kick simultaneously (long)

Quick Double Lariat: Punch and Kick simultaneously (short)

Spinning Pile Driver: 360 degree rotation from → + Punch



Guile's Special Moves:

Sonic Boom: Hold ← for a while, then → + Punch

Flash Kick: Hold ↓ for a while, then · ↑ + Kick



Balrog's Special Moves:

Dash Straight: Hold ← for a while, then → + Punch

Dash Uppercut: Hold ← for a while, then → + Kick

Turn Punch: Hold Punch and Release

Hold Kick and Release

Shoulder Butt: Hold ↓ for a while, then ↑ + Punch



Sagat's Special Moves:

Tiger Shot: ↓↘→ + Punch

Grand Tiger Shot: ↓↘→ + Kick

Tiger Upper Cut: →↓↘ + Punch

Tiger Knee Clash: ↓→↗ + Kick



M. Bison's Special Moves:

Psycho Crusher Attack: Hold ← for a while, then → +Punch

Head Press: Hold ↓ for a while, then ↑ +Kick

Double Knee Press: Hold ← for a while, then → +Kick.

Notes

Scribble your best body slammin' moves here.

Notes

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