



**F** CAPCOM  
**FIGHTING**  
**EVOLUTION™**



**CAPCOM®**



**Warning:****Read Before Using Your PlayStation®2 Computer Entertainment System.**

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 2 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 2 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.

**Use of Unauthorized Product:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**Handling Your PlayStation 2 Format Disc:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 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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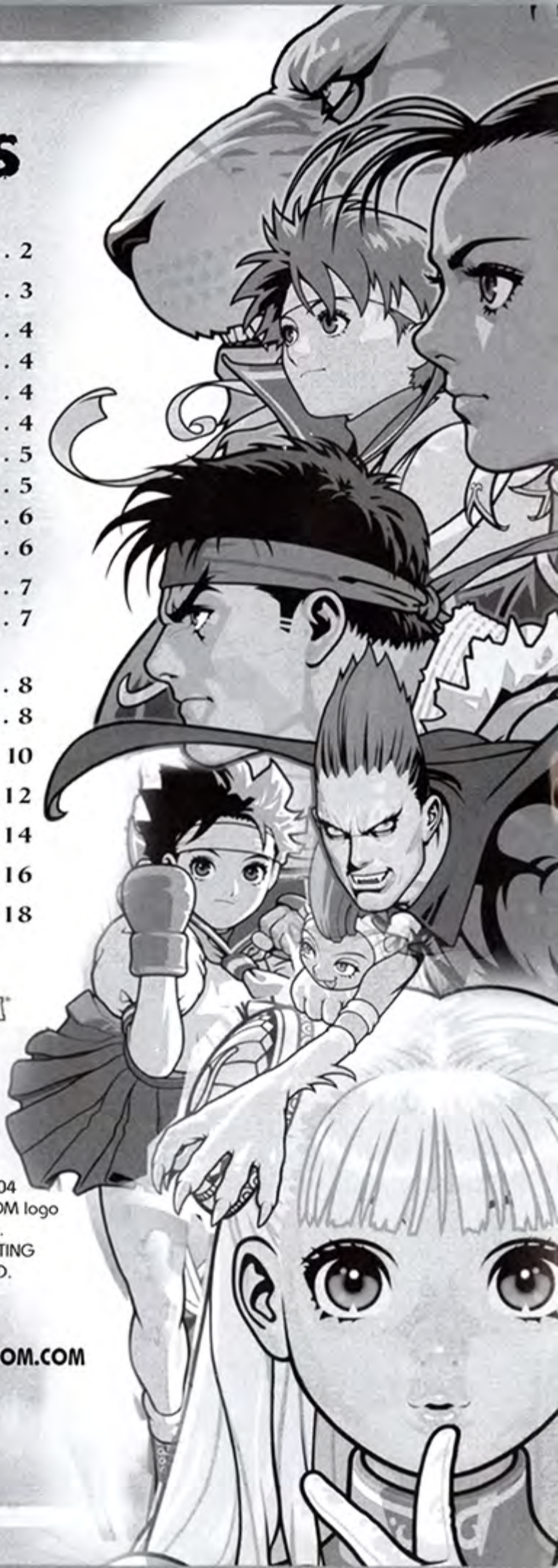
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## A Special Message from **CAPCOM**

Thank you for selecting CAPCOM FIGHTING EVOLUTION™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

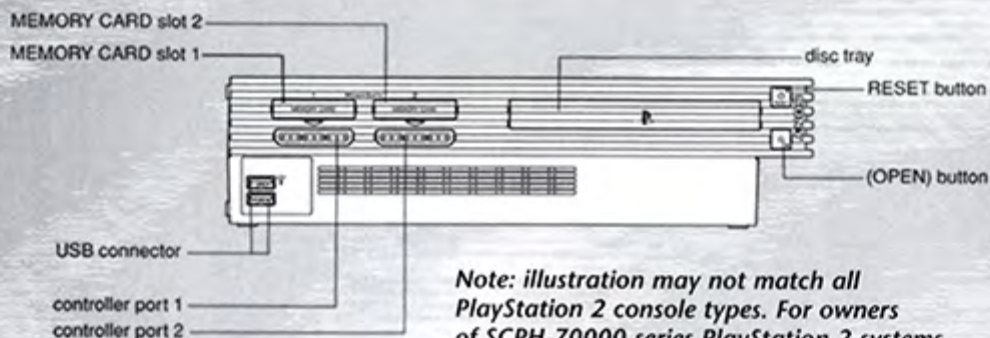
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# GETTING STARTED



*Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **CAPCOM FIGHTING EVOLUTION™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(for PlayStation®2)

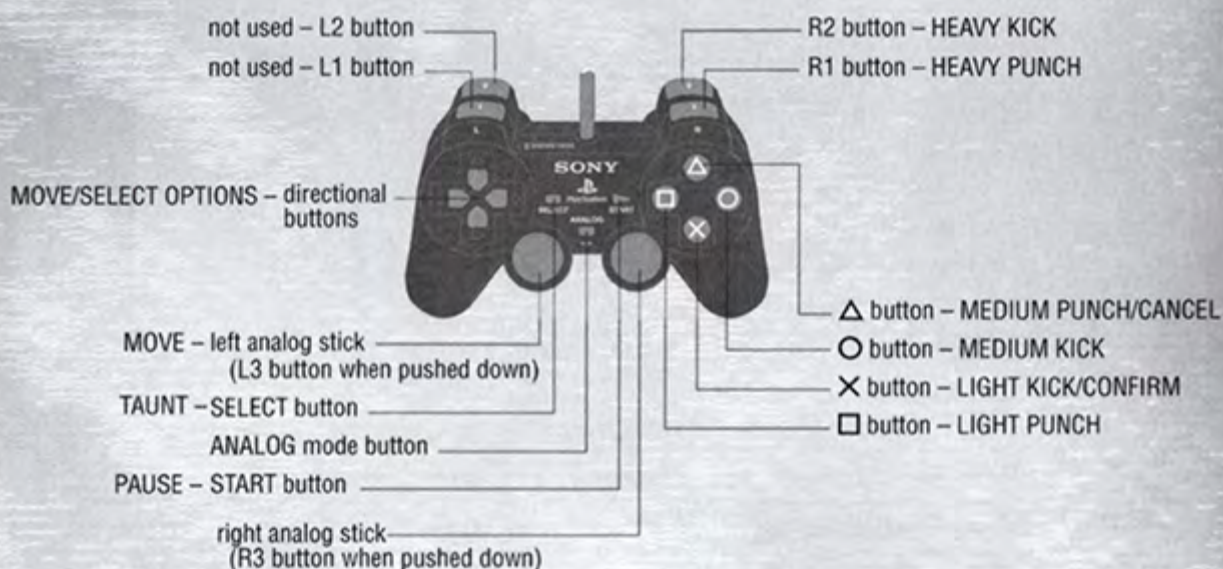
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2 system. You can load saved game data from the same memory card or from any memory card containing previously saved games.

The memory card must have at least 43KB of free space in order to save game data. While saving and loading, do not turn off the power to the console, reset the game, or remove the memory card, or you could damage your game data.



# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### DIRECTION CONTROLS (left analog stick/directional buttons)

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

#### MOVE

- ↔ Move forward
- ↔ Move backward

#### JUMP

- ⬆ Vertical jump
- ↘ Diagonal forward jump
- ↙ Diagonal backward jump

#### PARRY (SF III only)

- ↔ Standing parry
- ↙ Crouching parry

#### BLOCK

- ↙ Upper block
- ↘ Lower block

#### CROUCH

- ⬇ Crouch
- ↘ Crouch
- ↙ Crouch



➔ **CONTROLLER** — *CAPCOM FIGHTING EVOLUTION* is a 1-to-2 Player game. Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. For 2 Player games, connect a second controller to controller port 2.

➔ **DEFAULT CONTROLS** — You can reassign the default controls in Option Mode and turn the controller's vibration ON/OFF. (See page 6.)



# GETTING INTO THE GAME

## STARTING THE GAME

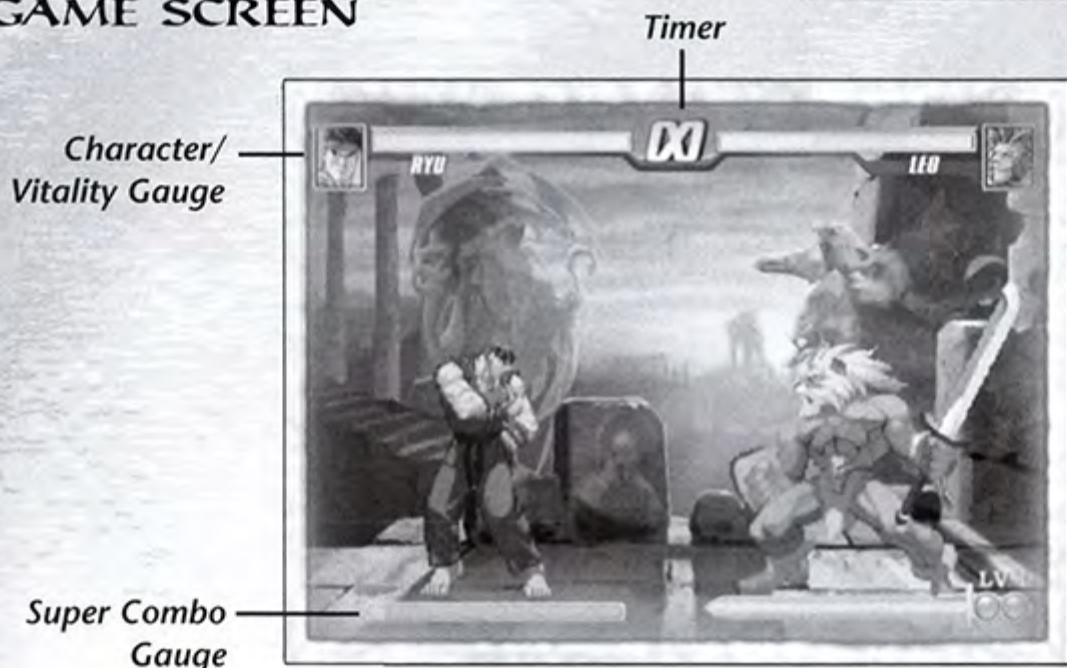
Press the  button on the Title screen to jump to the Mode Select screen. Select a mode (see page 6) with the directional buttons and press the  button to move to player selection.

## SELECTING A PLAYER

On the Player Select screen, choose a character with the direction buttons and press a button to determine your character's color. Then select a second character. After that, the match begins.



## GAME SCREEN




- ➔ **CHARACTER** - The portrait and name show the character currently fighting. The second name is the character waiting on standby.
- ➔ **VITALITY GAUGE** - The color bar decreases as the character is attacked. If the color bar disappears, the character is knocked out.
- ➔ **TIMER** - Remaining round time.
- ➔ **WIN MARK** - (not shown) Appears when a character wins a round.
- ➔ **BONUS MESSAGE** - (not shown) Various messages appear for both fighters during a match.
- ➔ **SUPER COMBO GAUGE** - Fill this up by attacking and taking damage. Perform special powerful moves when certain conditions are met. The name and appearance of this gauge will change depending on the system you chose. (See page 7.)



## GAME RULES

- ➔ **CHARACTERS** — After the first round, choose one of your two selected characters to begin the fight. (See page 7.)
- ➔ **WINNING** — Win two out of three rounds to win the match. Win by KO, attacking your opponent until his or her Vitality Gauge reaches 0. If time runs out before either side wins, the player with the most remaining vitality wins the round.
- ➔ **DRAW GAME** — A draw game occurs when both players' vitality runs out at the same time (double KO), or when both players have the same amount of vitality left when the timer runs out. If the final round ends in a draw game, nobody wins.

## BASIC MOVES

- ➔ **NORMAL MOVES** — Perform normal moves by pressing the Punch (P) and Kick (K) buttons. Normal moves can be Light (L), Medium (M) or Heavy (H), for example: LP, MP, HP or LK, MK, HK. Moves performed depend on the character's stance.
- ➔ **BLOCK** — Press the directional buttons or left analog stick in the direction opposite to your opponent. Block while standing, or crouch for a low block.
- ➔ **THROW** — Get close to your opponent and press LP+LK. Perform unique throw moves depending on your character.
- ➔ **THROW COUNTER** — Press LP+LK the moment the opponent grabs you.
- ➔ **TAUNT** — Press the  button to taunt your opponent and show off your confidence.
- ➔ **SPECIAL MOVES** — Combine directional button/left analog stick moves with Punches and Kicks to perform special moves unique to each character. (See pages 8-19.)
- ➔ **DIZZY RECOVERY** — When you are attacked and rendered dizzy, quickly press the directional buttons/left analog stick plus any and all P and K buttons to recover faster.



NORMAL MOVE





THROW







SPECIAL MOVE



## GAME MODES

- ➔ **ARCADE MODE** — 1 or 2 Players. Combat CPU opponents and fight it out to the grueling finish! Player 2 can jump in mid-way by pressing the  button.
- ➔ **VS MODE** — 2 Players only. You must have two controllers connected to select this mode. Go head-to-head with a friend. You can set handicaps, select stages, and make other various choices.
- ➔ **TRAINING MODE** — Practice special moves and combos, changing the parameters for your character and sparring partner to try out various situations. Press the  button during training to use the Training Menu with the following options:
  - CONTINUE - Return to the game.
  - RESTART - Restart the training session with the same settings.
  - DUMMY SETTING - Set parameters for your sparring partner.
  - PLAYER SETTING - Set parameters for your character.
  - TRAINING OPTION - Set specific Training Mode-only options.
  - CONTROLLER SETTINGS - Change the button controls.
  - CHARACTER CHANGE - Return to the Character Select screen.
  - WINDOW OFF - Turn off the window display.
  - EXIT - Return to the Title screen.

## OPTION MODE

Edit various game settings by pressing the directional buttons  /  to highlight options and  /  to change the settings.

### ➔ GAME OPTIONS

- DIFFICULTY - Set the difficulty level for 1 Player mode.
- TIME LIMIT - Set the time limit per round.
- ROUNDS (1P) - Set the number of rounds in a 1 Player match.
- ROUNDS (VS) - Set the number of rounds in a 2 Player match.
- DAMAGE LEVEL - Set the amount of damage your attacks will inflict.
- GAME SPEED - Adjust the speed of the game.
- QUICK CONTINUE — Turn this ON to skip the visit to the Character Select screen when continuing a match.
- PLAYER 1 (VS) - Select who (CPU or human) controls the first player in VS Mode matches.
- PLAYER 2 (VS) - Select who (CPU or human) controls the second player in VS Mode matches.
- ANALOG STICK - Enable/disable the left analog stick.
- DEFAULT SETTINGS - Restore the game's original settings.

### ➔ CONTROLLER SETTINGS — Change the control scheme and turn controller vibration ON/OFF.



# GAME SYSTEMS



**CAPCOM FIGHTING EVOLUTION** is six games packed into one! It features back-to-back systems from five different fighting games plus its own new fighting style. Each style has unique advantages!

## SWITCH TAG SYSTEM

After each round, select the character you want as your fighter. Think about your upcoming opponent's fighting style when formulating your strategy.

- Neither side knows who the opponent is until the round begins!
- Three factors determine the fight outcome:
  - The character's strengths and weaknesses
  - Fighting System strengths
  - Your own strengths and weaknesses
- Study your opponent's style and next time get the upper hand with a different fighter character!





# FIGHTING EVOLUTION™

CAPCOM

## SUPER ARTS MOVES

Use a Super Arts Move to match the energy in your Super Arts Gauge! Each level unlocks a more powerful Super Arts Move!

→ Try Super Arts Moves in the other games!



### ROLL WAKEUP

Roll and dodge a follow-up attack!  
left analog stick ◀/▶



### MIDAIR COUNTER

Block attacks in midair!  
left analog stick ◀



### DASH

Hop forward or backward!  
left analog stick ◀◀/▶▶



### WRAP AROUND

Somersault to avoid attacks!  
MP+MK (at the same time)



### SUPER JUMP

left analog stick  
↓/↑ (hold)



### GUARD CANCEL

Move immediately after a block!  
while guarding, left analog stick  
◀/▶ MP+MK (at the same time)





## INGRID

### SPECIAL MOVES

Sunshot	↓ □ □ + P
Sunrise	↓ □ □ + K
Sundive (in air)	↓ □ □ + K
Sun Upper	↓ □ □ + P
Sun Lower	↓ □ □ + K

### SUPER ARTS

Lvl 1: Sunburst	↓ □ □ ↓ □ □ + P
Lvl 2: Sunshine	↓ □ □ ↓ □ □ + K
Lvl 3: Sun Delta	↓ □ □ ↓ □ □ + P

TM



# STREET FIGHTER II

No fancy stuff needed here! Just simple, powerful attacks!

Your Super Combo Gauge fills up as you attack. Once it's filled, you can unleash super-powerful attacks on your opponent!



## RYU

### SPECIAL MOVES

- Hadoken    ↓ □ □ + P  
Shoryuken    □ ↓ □ + P  
Tatsumaki Senpukyaku    ↓ □ □ + K (usable in air)

### SUPER ARTS

- Shinku Hadoken    ↓ □ □ ↓ □ □ + P  
Shin Shoryuken    ↓ □ □ ↓ □ + K



## GUILE

### SPECIAL MOVES

- Sonic Boom    □ (hold) □ + P  
Somersault Kick    ↓ (hold) □ + K

### SUPER ARTS

- Total Wipeout    □ (hold) □ □ □ + K  
Somersault Strike    □ (hold) □ ↓ □ □ + K





## ZANGIEF

### SPECIAL MOVES

- |                                   |                      |
|-----------------------------------|----------------------|
| Double Lariat                     | PPP                  |
| Punishing Flat                    | ↩ ↘ ↗ + P            |
| Screw Piledriver                  | ↩, 360 clockwise + P |
| Atomic Suplex<br>(close to enemy) | ↩, 360 clockwise + K |

### SUPER ARTS

- |                     |  |
|---------------------|--|
| Final Atomic Buster | ↩, 360 clockwise ↩,<br>360 clockwise + P |
| Aerial Russian Slam | ↘ ↗ ↩ ↘ ↗ + K                            |



## M. BISON

### SPECIAL MOVES

- |                   |                                     |
|-------------------|-------------------------------------|
| Psycho Crusher    | ↩ (hold) ↩ + P                      |
| Double Knee Press | ↩ (hold) ↩ + K                      |
| Head Press        | ↘ (hold) ↗ + K<br>(P after jumping) |
| Devil Reverse     | ↘ (hold) ↗ + P<br>(P after jumping) |

### SUPER ARTS

- |                      |                                   |
|----------------------|-----------------------------------|
| Knee Press Nightmare | ↩ (hold) ↩ ↩ ↩ + K                |
| Mega Psycho Crusher  | ↩ (hold) ↩ ↩ ↩ + P                |
| Teleport             | ↩ ↘ ↗ ↗ + PPP<br>or ↩ ↘ ↗ ↗ + PPP |



# DARKSTALKERS™

→ **RAGING WAVE RUSH!** — Use Chain Combos to relentlessly attack your opponent. Fill up your Special Stock gauge to perform powerful EX Special Moves and ES Moves (double-button press for stronger Special Moves).

→ **CHAIN COMBOS** — Press P and K buttons in L-M-H order to string together normal moves! You can even combine punches and kicks!



## DEMITRI

### SPECIAL MOVES

- Chaos Flare (OK in air) ↓ ↻ ↻ + P  
Demon Cradle (GC) ↻ ↓ ↻ + P  
Batspin (OK in air) ↓ ↻ ↻ + K  
Negative Stolen ↻, 360 clockwise + P

### EX SUPER ARTS

- Midnight Pressure WP MP ↻ MK MK  
Demon Blast ↓ ↻ ↻ + KK  
Midnight Bliss ↓ ↻ ↻ + PP



## FELICIA

### SPECIAL MOVES

- Rolling Buckler ↓ ↻ ↻ + P  
Cat Spike ↻ ↓ ↻ + P  
Delta Kick (GC) ↻ ↓ ↻ + K  
Sand Splash ↓ ↻ ↻ + K  
Hellcat ↻ ↻ ↓ ↻ ↻ + K

### EX SUPER ARTS

- Dancing Flash ↻ ↻ ↓ ↻ ↻ ↻ + PP  
Please Help Me ↻ ↻ ↓ ↻ ↻ ↻ + KK



- ➔ **GUARD CANCEL** — Strike back right after guarding!  
While guarding, enter a Special Move with the GC symbol!
- ➔ **FOLLOW-UP ATTACK** — Attack your opponent while he's down! After knocking opponent to the ground, press  $\square + K$ .

## ANAKARIS



### SPECIAL MOVES

- Coffin Dance  $\downarrow \downarrow + P$  or  $K$
- Royal Judgment (in air)  $\downarrow \square \square + P$
- Cobra Blow  $\leftarrow \rightarrow + P$
- Mummy Drop  $\downarrow \square \square + P$

### EX SUPER ARTS

- Pharaoh's Magic MK WP  $\downarrow$  WK MP (OK in air)
- Hole of Hell (uses 2 bars)  $\leftarrow \square \downarrow \square \rightarrow + KK$



## JEDAH

### SPECIAL MOVES

- Deo Segah (OK in air)  $\downarrow \square \square + P$
- Nero Fatika  $\downarrow \square \leftarrow + P$
- Ira Spinta (in air)  $\square \square \downarrow \square \leftarrow + K$
- Spreggio (GC)  $\square \downarrow \square + P$

### EX SUPER ARTS

- Prova Di Selvo  $\leftarrow \square \downarrow \square \rightarrow + KK$   
then  $K$
- Fiore Rosso  $\downarrow \downarrow + PP$



# STREET FIGHTER

Use Counter for both offense and defense!  
Take on any attack they throw at you!

- **COUNTER** — Watch your opponents movements, and blow/shrug off all attacks that come your way!
- **PARRY** — Move forward the moment your opponent's attack lands. Your opponent is left wide open, a perfect chance to attack and turn the match around!



## ALEX

### SPECIAL MOVES

- Flash Chop      ↓ ↻ ↻ + P
- Power Bomb     ↻ ↻ ↓ ↻ ↻ + P
- Air Knee Smash    ↻ ↓ ↻ + K
- Air Stampede    ↓ (hold) ↻ + K
- Slash Elbow     ↻ (hold) ↻ + K
- Hyper Bomb     ↻, 360 clockwise + P

### SUPER ARTS

- Boomerang Ride    ↓ ↻ ↻ ↓ ↻ ↻ + P
- Stungun Headbutt   ↓ ↻ ↻ ↓ ↻ ↻ + P



## YUN

### SPECIAL MOVES

- Tetsuzankou     ↻ ↓ ↻ + P
- Zessho Hohou    ↓ ↻ ↻ + P
- Nishou Kyaku    ↻ ↓ ↻ + K
- Kobokushi       ↓ ↻ ↻ + P
- Zenpout Tenshin   ↻ ↻ ↓ ↻ ↻ + K

### SUPER ARTS

- Sourai Rengeki    ↓ ↻ ↻ ↓ ↻ ↻ + P
- Youhou           ↓ ↻ ↻ ↓ ↻ ↻ + P



- Build up your gauge and use your Super Arts! Press two buttons at once to power up your Special Move (uses half of gauge)!
- **LEAP ATTACK** — Press MP+MK at the same time to break through the crouching guard!
- **QUICK STANDING** — Press ↓ the moment you hit the ground to get right back up!



## URIEN

### SPECIAL MOVES

Chariot Tackle	↩ (hold) → + K
Violence Knee Drop	↓ (hold) ↑ + K
Dangerous Headbutt	↓ (hold) ↑ + P
Metallic Sphere	↓ ↩ → + P

### SUPER ARTS

Tyrant Punish	↓ ↩ → ↓ ↩ → + K
Jupiter Thunder	↓ ↩ → ↓ ↩ → + P
Aegis Reflector	↓ ↩ ↩ ↓ ↩ ↩ + P



## CHUN-LI

### SPECIAL MOVES

Hyakuretsu Kyaku	K (repeatedly)
Kikouken	↩ ↩ ↓ ↩ → + P
Spinning Bird Kick	↓ (hold) ↑ + K
Hazan Shu	→ ↩ ↓ ↩ ↩ + K

### SUPER ARTS

Kikousho	↓ ↩ → ↓ ↩ → + P
Houyokusen	↓ ↩ → ↓ ↩ → + K





Ultimate Guard is the ultimate defense! Catch your prey!

→ Stock up gems every time your gauge gets full. Use gems to perform a super-powerful Mystic Break! Press MP+MK to Level Up and boost your attack power!



## LEO

### SPECIAL MOVES

- Chronos Rush    ⬇ ⬆ ⬇ + PP-P (same time)
- Achilles Rush    ⬇ ⬆ ⬇ + PK-K (same time)
- Mars Slash    ⬆ ⬇ ⬆ + P
- Gaia Driver    ⬆, 360 clockwise + P

### MYSTIC BREAK

- Hercules Rush    ⬇ ⬆ ⬇ ⬇ ⬆ ⬆ + P
- Giga Driver    ⬆, 360 clockwise ⬆,  
(usable at Lvl 2 or higher)    360 clockwise + P



## KENJI

### SPECIAL MOVES

- Ichimonji    ⬇ ⬆ ⬇ + P
- Rasetsu Jin    ⬆ ⬆ ⬇ ⬆ ⬆ + P
- Rasen Kyaku    ⬇ ⬆ ⬆ + K
- Kagerou    ⬆ ⬆ ⬇ ⬆ ⬆ + K
- Utsusemi    ⬆ ⬇ ⬆ + K

### MYSTIC BREAK

- Jumonji    ⬇ ⬆ ⬇ ⬇ ⬆ ⬆ + P
- Bakuryusho    ⬇ ⬆ ⬇ ⬇ ⬆ ⬆ + K  
(usable at Lvl 2 or higher)
- Enmazuki    ⬇ ⬆ ⬆ ⬇ ⬆ ⬆ + P  
(usable at Lvl 3 or higher)



- ➔ **ULTIMATE GUARD** — Press HP+HK to completely guard all high, medium and low attacks, special moves, and combos (not effective against throws)!
- ➔ **FOLLOW-UP ATTACK** — Attack your opponent while he's down! After knocking opponent to the ground, press  $\square + K$ .



## HAUZER

### SPECIAL MOVES

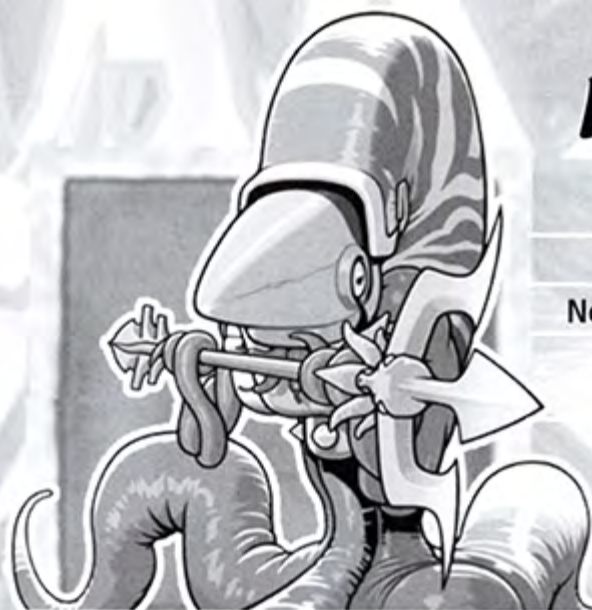
- Volcano Breath  $\downarrow \square \square + P$
- Deluge Assault  $\downarrow \square \square + K$
- Tempest Fall  $\downarrow$  (hold)  $\square + K$

### MYSTIC BREAK

- Deluge Crisis  $\downarrow \square \square \downarrow \square \square + K$
- Gust Flame  $\downarrow \square \square \downarrow \square \square + P$   
(usable at Lvl 2 or higher)

## HYDRON

TM



### SPECIAL MOVES

- Arctic Stream  $\square \square \downarrow \square \square + P$
- Nochiller's Attack  $\square \square \downarrow \square \square + K$
- Hydro Spinning  
(OK in air)  $\square \downarrow \square + K$
- Tadpole Shot  $\square \square \downarrow \square \square + P$  or  $K$

### MYSTIC BREAK

- Lightning Mast  $\downarrow \square \square \downarrow \square \square + P$
- Strangle Spark  $\downarrow \square \square \downarrow \square \square + K$   
(usable at Lvl 2 or higher)

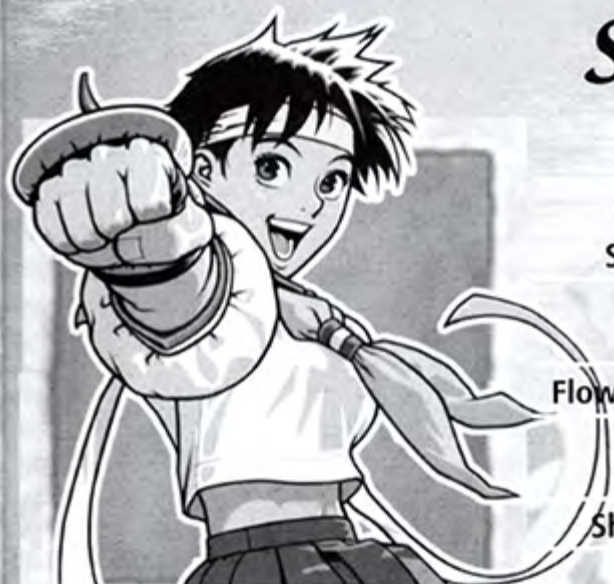


# STREET FIGHTER<sup>®</sup>

## ALPHA

Original Combos are the key! Don't waste your chance for an attack! Once you fill your gauge up halfway or more, you can use technical Original Combo attacks!

→ Press HP+HK at the same time to unleash an Original Combo!



## SAKURA

### SPECIAL MOVES

- Hadoken      ↓ □ □ + P
- Sakizakura Ken      □ ↓ □ + P
- Shunpu Kyaku  
(OK in air)      ↓ □ □ + K
- Flower Kick (in air)      ↓ □ □ + K

### SUPER ARTS

- Shinku Hadoken      ↓ □ □ ↓ □ □ + P
- Haru Ichiban      ↓ □ □ ↓ □ □ + K
- Midare Sakura      ↓ □ □ ↓ □ + K



## GUY

### SPECIAL MOVES

- Bushin Senpukyaku      ↓ □ □ + K
- Bushin Izuna Drop      ↓ □ □ + P, P
- Hayagake      ↓ □ □ + K, K
- Hozanto      ↓ □ □ + P

### SUPER ARTS

- Bushin Hassoken      ↓ □ □ ↓ □ + P
- Bushin Goraikyaku      ↓ □ □ ↓ □ + K



You can unleash even more powerful Super Combos!

→ **ALPHA COUNTER** — Counter-attack right after guarding!  
While guarding, press  $\square$  +P or K.

→ **UKEMI** — Press PPP to roll after getting knocked down.

®



## ROSE

### SPECIAL MOVES

Soul Spark  $\square \square \downarrow \square \square + P$

Soul Throw  $\square \downarrow \square + P$

Soul Reflect  $\downarrow \square \square + P$

Soul Spiral  $\downarrow \square \square + K$

### SUPER ARTS

Aura Soul Throw  $\downarrow \square \square \downarrow \square + P$

Aura Soul Spark  $\downarrow \square \square \downarrow \square \square + P$



## KARIN

### SPECIAL MOVES

Gurenken  $\downarrow \square \square + P, P \text{ or } K$

Mujin Kyaku  $\square \downarrow \square + K$

Hosho  $\square \downarrow \square + P$

Yashagaeshi  $\downarrow \square \square + P \text{ or } K$

Ressenha  $\downarrow \square \square \square + K$

### SUPER ARTS

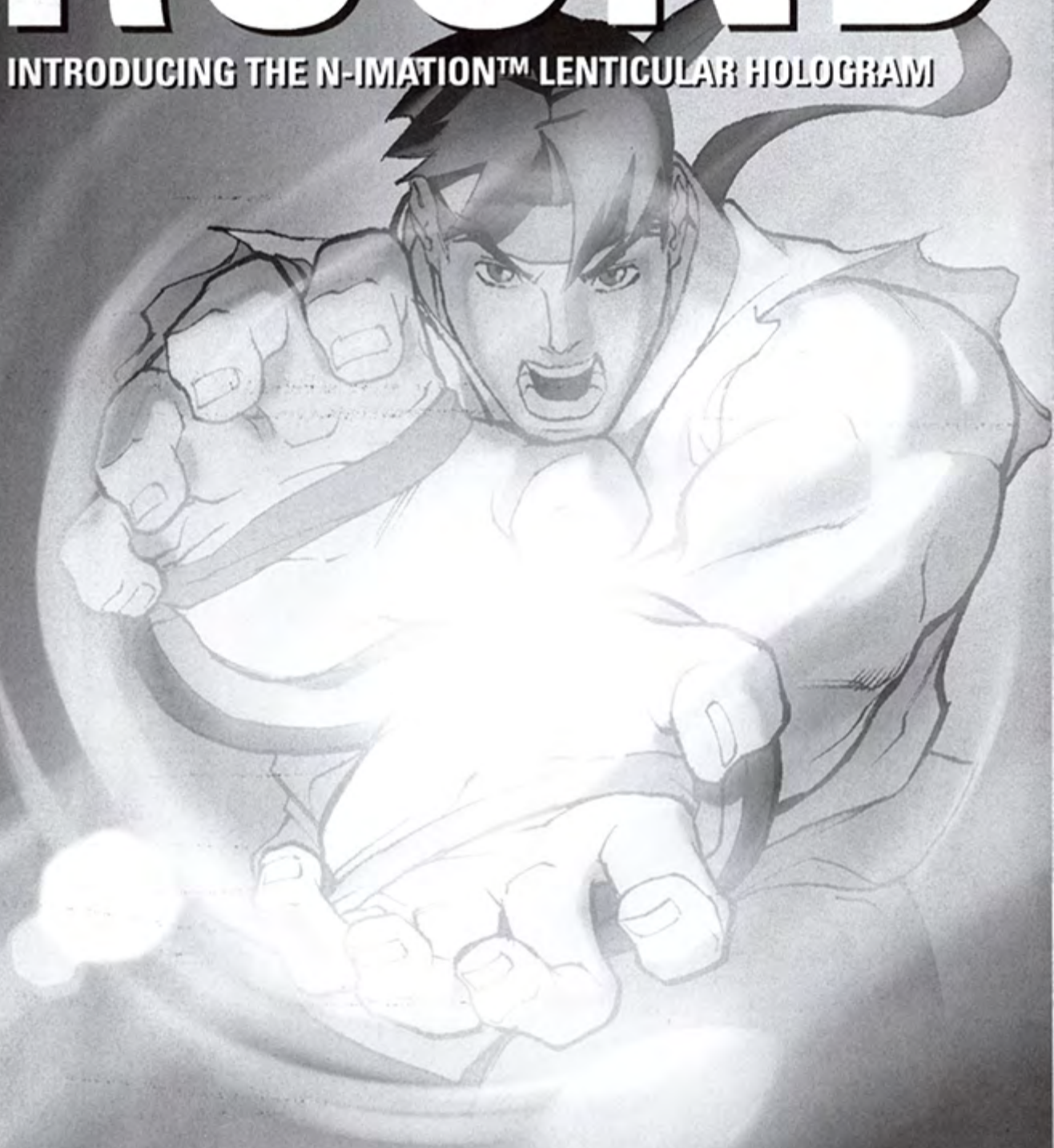
Kanzuki-ryu Shinbi Kaibyaku  $\downarrow \square \square \downarrow \square \square + P$

Kanzuki-ryu Ko-ou Ken  $\downarrow \square \square \downarrow \square \square + K$



# ROUND

INTRODUCING THE N-IMATION™ LENTICULAR HOLOGRAM





# ONE FIGHT!



OFFICIAL LICENSED  
CONTROLLERS



STREETFIGHTER  
CONTROLLER.COM

ストリートファイター



CAPCOM®



NUBYTECH®  
VIDEO GAME ACCESSORIES

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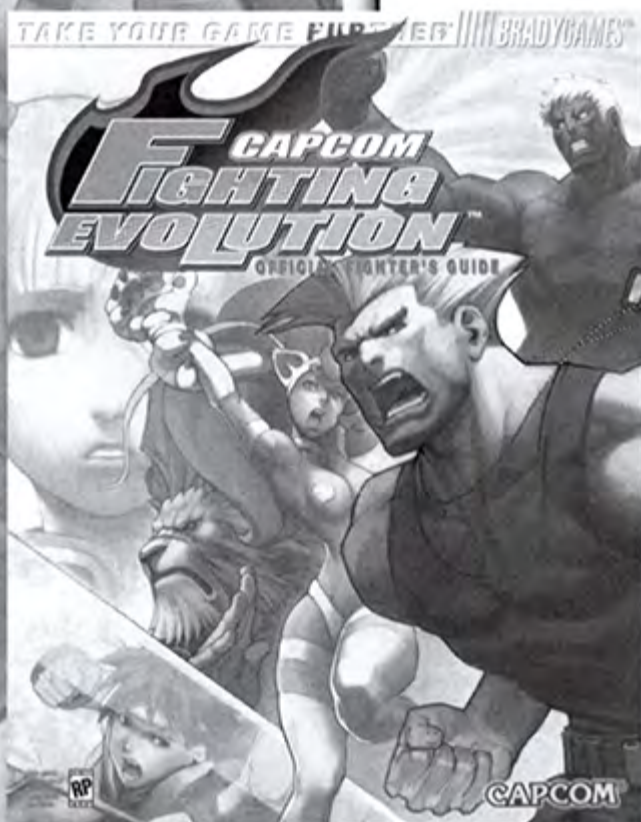


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