

A close-up, high-contrast image of a character's face, likely Ryu from Street Fighter. The character has a determined expression, with a red visor covering the lower half of their face. The background is dark and textured, with a bright yellow and orange glow emanating from the character's mouth area.

STREET FIGHTER[®] EX





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 compact 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 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.
-



CONTENTS



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER EX3 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM, the CAPCOM LOGO and STREET FIGHTER are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER EX3 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.

CAPCOM 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 8:30 a.m. -

5:00 p.m. Pacific 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.

CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line!

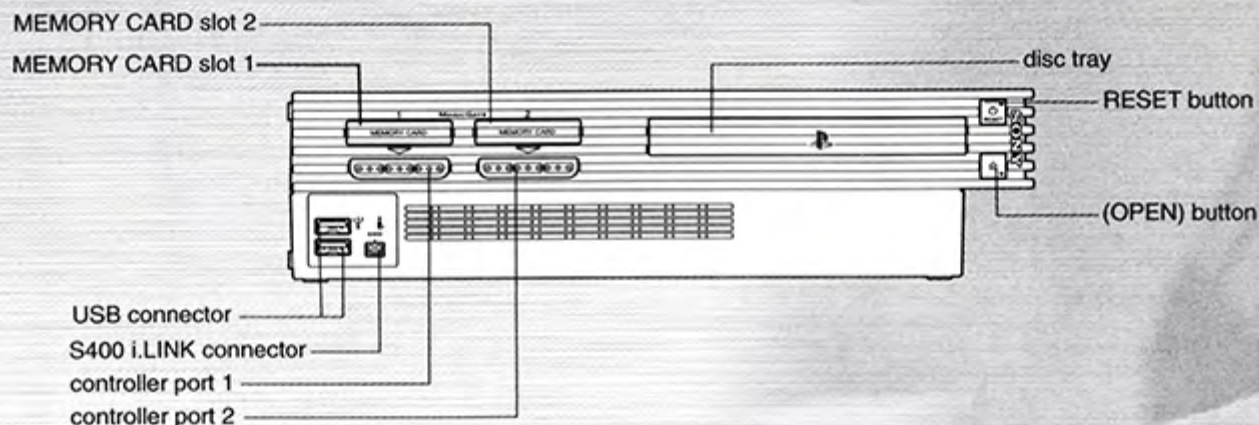
You can also e-mail us at megamail@capcom.com

for technical help or to find out what's new at CAPCOM!

Setting Up	2
DUALSHOCK™2 Analog Controller	3
Game Controls	4
Game Rules	5
Game Screen	6
Starting a Game	8
Moves	9
Game Modes	13
Original Mode	13
Arena Mode	13
Character Edit Mode	16
Training Mode	18
Option Mode	19
Street Fighters	21
Ryu	22
Ken	23
Chun-Li	24
Guile	25
Dhalsim	26
Blanka	27
Zangief	28
Vega	29
Sakura	30
Hokuto	31
Skullomania	32
Doctrine Dark	33
Jack	34
Sharon	35
Nanase	36
Capcom Edge	40



SETTING UP



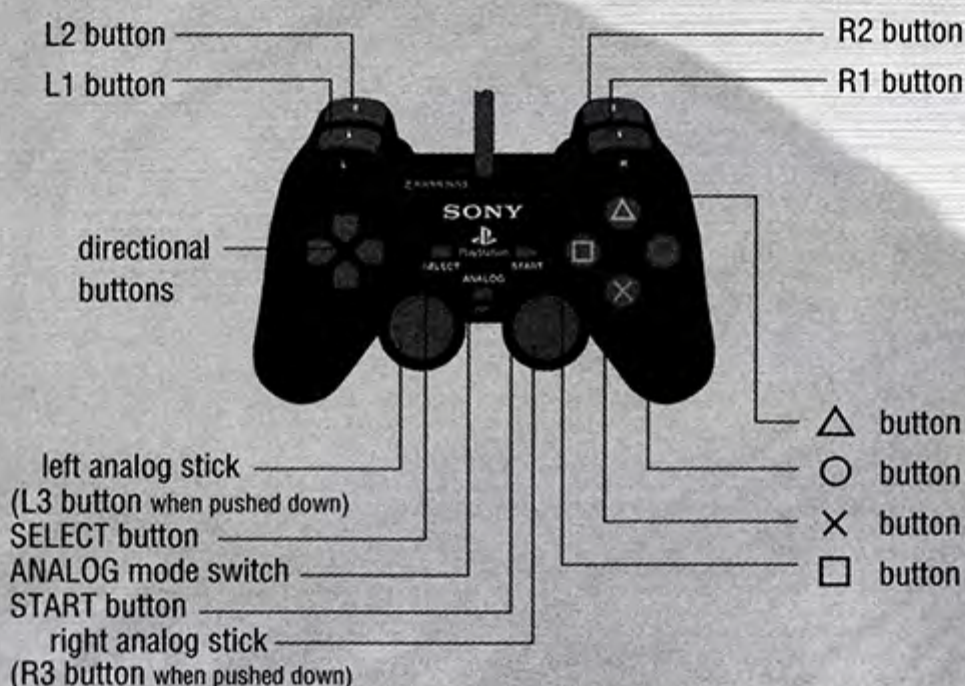
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the STREET FIGHTER® EX3 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.



DUALSHOCK™ 2 ANALOG CONTROLLER



This game supports the DUALSHOCK™2 analog controller, the DUALSHOCK™ analog controller and the standard controller. For one player, the controller should be connected to Controller Port 1. For two players, the controllers should be connected to Controller Ports 1 and 2. For 3 or 4 players, a Multitap (for PlayStation®2; sold separately) is required.

DUALSHOCK™2 ANALOG CONTROLLER

Use the Analog Mode Switch to switch between Analog (LED red) and Digital (LED dim) Modes. The left analog stick and right analog stick are not used in this game.

STANDARD CONTROLLER

All button functions on the standard digital controller are the same as for the analog controller.



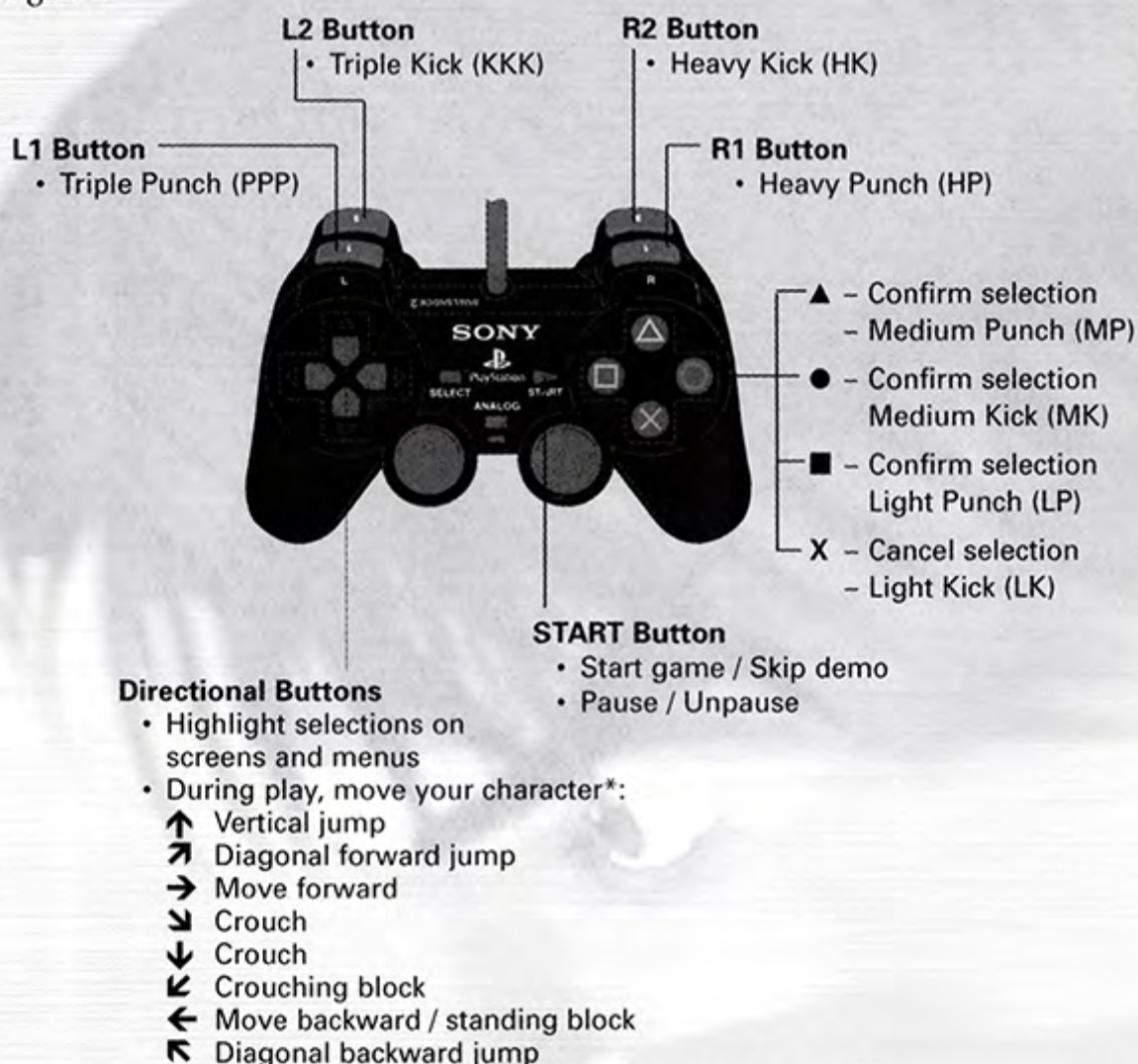
VIBRATION FUNCTION

When VIBRATION in Option Mode is set to ON, the controller will vibrate in response to player movement. The controller will vibrate in both Digital and Analog Modes. The vibration function is not available on the standard controller.



GAME CONTROLS

These are the default button assignments. To change them, use the Key Config option in Option Mode (see page 19). The left analog stick and right analog stick are not used in this game.



Directional Buttons

- Highlight selections on screens and menus
- During play, move your character*:
 - ↑ Vertical jump
 - ↗ Diagonal forward jump
 - Move forward
 - ↘ Crouch
 - ↓ Crouching block
 - ↖ Move backward / standing block
 - ← Diagonal backward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

SOFT RESET DURING GAMEPLAY

Press START to display the Pause menu, select RESET, and select YES to exit to the Game Mode Select screen. Then press SELECT and START simultaneously to exit back to the Title screen.



GAME RULES

WINNING

The first team to drain the vitality of all characters on the opposing team wins the round. When the Tag Gauge (see page 11) is full, you can change your characters. The red part of the Vitality Gauge of the waiting character recovers gradually. (Rules may differ depending on the match specifications.)

TIME LIMIT

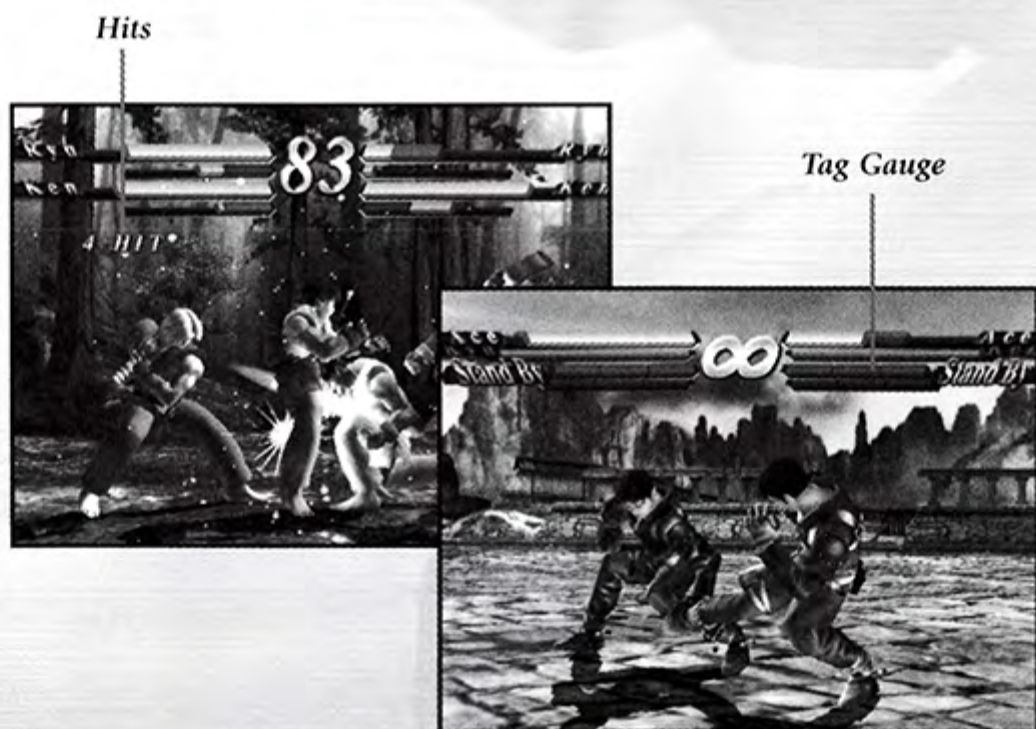
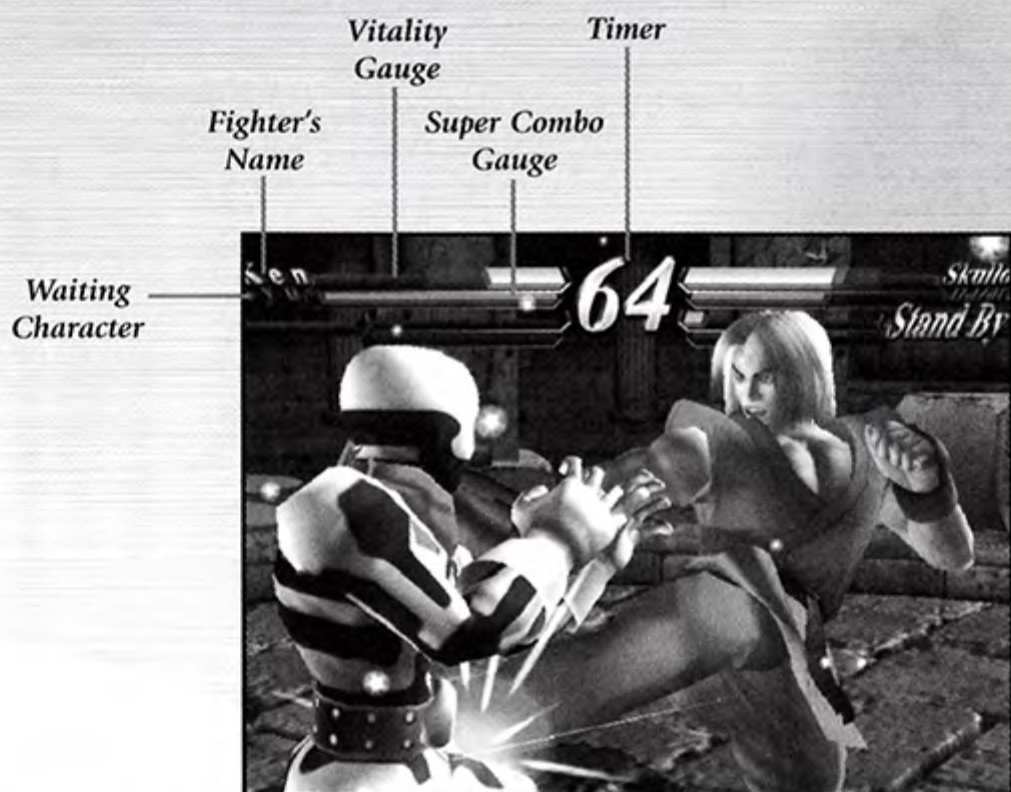
Each round has a time limit. If the time limit is up and both teams still have vitality left, the team with more vitality wins. You can turn the time limit ON/OFF in Option Mode. See page 19.

DRAW GAME

A draw game occurs when both fighters lose all vitality at the same time (a double K.O.) or when both fighters have the same amount of vitality left when time is up. A draw game is won by decision.

STREET FIGHTER EX 3

GAME SCREEN





FIGHTER'S NAME	Identifies the character.
VITALITY GAUGE	The fighter's remaining vitality. When the gauge runs out, the character is K.O'd.
SUPER COMBO GAUGE	The color bar in the Super Combo Gauge builds up as the fighter attacks or blocks. When full, the fighter can use Special Attacks. You can increase the Super Combo Gauge Level up to Level 3 in order to perform various attacks such as Super Combo and Meteor Combo (see page 10).
WAITING CHARACTER	The red part of the waiting character's Vitality Gauge gradually recovers. The Super Combo Gauge increases along with the fighting character's Super Combo Gauge.
TIMER	Match time countdown.
TAG GAUGE	Used to change characters. See page 11.
SCORE / WINS	Your character's current score. In 2 Player games, shows your character's wins.
HITS	Shows how many of your character's hits connected during your latest attack.
BONUS MESSAGE	When a bonus message appears, your Super Combo gauge will increase. For example, "F(irst) ATTACK" is displayed for the first attack that connects in the round; "TECH HIT" is displayed when a fighter performs a throw escape.
SCORE	A fighter's current score.



STARTING A GAME

GAME MODE SELECT

Press START at the Title screen to display the Game Mode Select screen. Select a game mode with the Directional buttons and press the X button to confirm.



PLAYER SELECT

Select your fighter(s) with the Directional buttons and press the ■, ▲, or ● button to confirm. When you first begin the game, 15 preset fighters and one editable character can be selected. More fighters become available as you play through the game modes.



PAUSE MENU

Press START during gameplay to open the Pause Menu. Select from the following:

- | | |
|-----------------|--|
| PAUSE MENU EXIT | Return to gameplay. |
| KEY CONFIG | Change button settings (see page 19). |
| RESET | Return to the Game Mode Select screen. |





MOVES

BASIC MOVES

Punch and Kick moves have three strength levels: Light, Medium and Heavy. Light attacks are quick and allow you to work into the next move immediately. Heavy attacks deliver maximum damage but slow the fighter down. Medium attacks are midway between Light and Heavy.

SPECIAL MOVES

Perform Special Moves by inputting a combo command (a Directional button move + attack button). Special Moves reduce the opponent's vitality somewhat even if they are blocked. See pages 22-36 for each character's special moves.

ADVANCED MOVES

In the moves below, the Directional button presses refer to fighters facing right. Reverse the left/right presses for fighters facing left.

- | | |
|--------------|---|
| Block | ← or ↙ (for characters facing right)
You can use both standing and crouching blocks. |
| Throw | → or ← + LP + LK (press simultaneously near opponent)
Throws are effective against an opponent who's always blocking because throws cannot be blocked. Some characters can also throw with MK or HK. |
| Throw Escape | → or ← + LP + LK (press simultaneously)
To escape from a throw move, perform your own Throw the moment the opponent tries to throw you. If you succeed, the message "TECH HIT" will appear and your Super Combo Gauge will increase. |
| Hard Attack | MP + MK (press simultaneously)
If you hit an opponent with this attack while the opponent is doing lower block, the opponent's block will be broken. |

STREET FIGHTER EX 3

SUPER COMBO GAUGE

The color bar in the Super Combo Gauge builds up as you attack. The gauge level can increase up to level 3. When you have a certain amount charged in the gauge, you can perform various attacks such as Super Combo and Meteor Combo.

SUPER COMBO

More powerful than Special Moves, Super Combos inflict great damage. They require Level 1 in the Super Combo Gauge. Like Special Moves, Super Combos reduce the opponent's vitality somewhat even if they are blocked.

METEOR COMBO

The most powerful move, requiring Level 3 in the Super Combo Gauge.





TAG GAUGE

You use the Tag Gauge to change characters. By combining the Tag Gauge with the Super Combo Gauge, you can perform powerful combination attacks. The Tag Gauge will drain once it is used, but it will gradually recover. When the Tag Gauge is full, "STAND BY" is displayed next to it.

Character Change HP + HK (press simultaneously)
Change characters using the Tag Gauge.

Critical Parade ↓↘→ + HP + HK (press simultaneously)
This attack requires a Tag Gauge and Level 2 Super Combo Gauge for both characters. During this attack, you can use unlimited Super Combos. For your partner character's actions, you can choose from MANUAL, SEMI AUTO, and MANUAL2P (see page 14).

METEOR TAG COMBO

This attack can be performed only with certain combinations of characters. It requires a Tag Gauge and Level 3 Super Combo Gauge.



MOMENTARY COMBO

Perform an additional attack by pressing a Punch or Kick button the moment a Special Move hits an opponent.

EMOTIONAL FLOW

When one of your characters is K.O'd in a tag match, the remaining character takes over the Super Combo Gauge of the K.O'd character. Now the remaining fighter becomes able to attain up to Level 6 Super Combo Gauge.

CANCEL

After you perform a Basic Move, input a Special Move immediately. Practice this technique in Training Mode until you get used to the timing.

SUPER CANCEL

After you perform a Special Move or Super Combo, input another Super Combo immediately. You can link multiple Super Combos with this technique.



GAME MODES

ORIGINAL MODE

The objective of this mode is to defeat the final boss, Bison. You can make different characters your partner by defeating them.

To play, choose ORIGINAL MODE from the Game Mode Select screen, choose your character, and then choose a difficulty level. Finally, choose the team you will fight.



ARENA MODE

Play with or against partners and/or the computer. Complete missions to win medals and work toward a hidden bonus. First, select a match style:

- | | |
|-----------------|---|
| TAG BATTLE | Change fighters by using the Tag Gauge. |
| DRAMATIC BATTLE | Control two fighters at the same time against one opponent, or play one fighter against three opponents. |
| TEAM BATTLE | Play evenly matched teams in unmatched combinations. Choose your partners in their fighting order before the match. |
| MULTI PLAY MODE | Two to four players with Multitap (for PlayStation®2) can join in this mode in a variety of team combinations. For details on connecting a Multitap (for PlayStation®2), see page 15. |



STREET FIGHTER EX 3

After selecting a match style in Arcade Mode, select your player setup. The options change depending on the match style and number of players participating.

Next, choose your player and then choose your partner. Set handicaps for your player and partner by reducing or adding to the number of marks to make each player weaker or stronger. Go on to select an opponent and set his/her handicap. Finally, choose a difficulty level.



During the match, the Partner Select screen appears before each stage. Select your partner(s). Then select a control type for your partner character with the Directional button $\leftarrow/\rightarrow$.

- | | |
|-----------|--|
| MANUAL | Control everything yourself. |
| SEMI AUTO | Your partner character is automatically controlled during Dramatic Battle and Critical Parade. |
| MANUAL2P | Control your partner character with the 2P controller. (If the game is started with the 2P controller, this becomes MANUAL1P.) |

MEDALLION SYSTEM

If you complete a mission displayed in the Partner Select screen, you get a medal. Collect the medals to receive a secret surprise. (Check how many medals you have in the MEDAL GALLERY in Option Mode. See page 20.)

STREET FIGHTER EX

ARENA MODE PAUSE MENU

When you pause the game in Arena Mode, two additional options are available:

COMMAND LIST Review commands for performing moves (see page 9). Note that the command list is not available in Tag Battle.

CHARACTER CHANGE Change your player and/or partner in mid-match.



CONNECTING A MULTITAP (FOR PLAYSTATION®2)

When you play with more than two controllers, make sure to insert a Multitap (for PlayStation®2) into Controller Port 1 and insert all (up to four) controllers into the Multitap (for PlayStation®2). When you use a Memory Card (for PlayStation®2) with a Multitap (for PlayStation®2), make sure to insert the Memory Card (for PlayStation®2) into Memory Card Slot A on the Multitap (for PlayStation®2).





CHARACTER EDIT MODE

Edit the new character Ace into your own customized character. (When you select Ace on the Character Select screen, you can choose him as the LEFT SIDE or RIGHT SIDE fighter.)



CHARACTER EDIT MODE FLOW

- | | |
|----------|---|
| TRIAL | Save EXP (experience) points here. Use your EXP to learn moves (see below). |
| PURCHASE | Purchase moves. |
| EDIT | Set the moves on your character. |
| TEST | Check out the moves. |
| SAVE | Save your character to use in Original Mode and Arena Mode. |

TRIAL

Complete the missions from several categories to get EXP points. Each category has different types of missions and difficulty levels.

PURCHASE

Learn moves with the EXP you have earned. Each move has its own rank.

STREET FIGHTER EX 3

EDIT

Set moves for your character here in order to use them in matches. To set a move, select it from the window on the right side and press the ● button, then move it to the window on the left side and press the ● button again. Ace can be equipped with a total of three Special Moves, two Super Combos and a Meteor Combo. When moves use the same command (such as Super Hadoken and Kikoshō), you can only equip one of them at a time.



TEST

This is a training mode for your edit character. Check the moves your character has equipped.

SAVE

Save your edit character using the MEMORY CARD (PS2)/ENTRY option in Option Mode. Once a character is saved, you can use that fighter in Original Mode and Arena Mode.

STREET FIGHTER EX 3

TRAINING MODE

Practice your Special Moves and Super Combos.



TRAINING OPTION

During training, press START to open a menu with the following options:

DATA CLEAR	Reset damage and other data to zero.
CHARACTER CHANGE	Return to the Player Select screen where you can choose different fighters.
ENEMY ACTION	Set your sparring partner's action.
GUARD	Set your sparring partner's block type.
DATA DISPLAY	Turn the damage data display ON/OFF.
SUPER COMBO GAUGE	Adjust the Super Combo Gauge charges.
SUPER CANCEL LIMIT	When OFF, you can Super Cancel the same Super Combo.
OTEDAMA	When ON, you can juggle your sparring partner.
KEY CONFIG	Change button assignments and turn vibration ON/OFF.
RESET	Return all options to their default settings.

STREET FIGHTER EX-3

OPTION MODE

Adjust game settings. Select a main option and press the **■**, **▲**, or **●** button to go to a submenu. Your Option settings are preserved when you save game data.



GAME OPTIONS

DIFFICULTY	Choose a NORMAL or HARD difficulty level.
DAMAGE	Adjust the damage level of attacks.
TIME COUNT	Turn the time limit ON/OFF.
KEY CONFIG	Change button assignments and turn vibration ON/OFF.
COCKPIT	Turn on/off Vitality Gauge display, etc.
SCREEN ADJUST	Adjust screen settings.
DEFAULT	Reset all Game options to default status.
EXIT	Return to the Option Menu.

SOUND OPTION

SOUND MODE	Choose STEREO or MONAURAL.
BGM VOLUME	Adjust the background music volume.
SE VOLUME	Adjust the sound effects volume.
BGM TEST	Sample background music.
DEFAULT	Reset all Sound options to default status.
EXIT	Return to the Option Menu.



MEMORY CARD (FOR PLAYSTATION®2)

- | | |
|-----------|--|
| DATA SAVE | Save your play data to a Memory Card (for PlayStation®2). |
| DATA LOAD | Load data previously saved on a Memory Card (for PlayStation®2). |
| AUTO SAVE | Toggle the Auto Save function ON/OFF. When ON, your data is automatically saved when you end each game mode. |
| ENTRY | Save your edit character data to a Memory Card (for PlayStation®2). You can only save two edit characters on one Memory Card (for PlayStation®2). To save your data, an optional Memory Card (for PlayStation®2) is required. Make sure to insert a Memory Card (for PlayStation®2) into Memory Card Slot 1. This game requires 16KB free space on a Memory Card (for PlayStation®2) to save data. |
| EXIT | Return to the Option Menu. |

DATA BASE

- | | |
|---------------|--|
| MEDAL GALLERY | Review how many medals you have acquired by completing missions (see page 14). |
| SCORE RANKING | Check out Original Mode score rankings. |
| EXIT | Return to the Option Menu. |

REGISTER ONLINE AT WWW.CAPCOM.COM

STREET FIGHTER EX 3

STREET FIGHTERS

This section shows the Special Moves, Super Combos and Meteor Combos for the 15 fighters available at the beginning of the game. The Directional button moves shown are for characters facing right. Reverse the left/right moves when characters are facing left. In this section, P = Punch and K = Kick.



RYU



Special Move

Hadoken
Shakunetsu Hadoken
Shoryuken
Tatsumaki Senpukyaku

↓↘→ + P
←↙↓↘→ + P
→↓↘ + P
↓↙← + K then ← + K

Super Combo

Shinku Hadoken
Shinku Tatsumaki Senpukyaku

↓↘→↓↘→ + P
↓↙←↓↙← + K (also usable in air)

Meteor Combo

Shin-Shoryuken

↓↘→↓↘→ + KKK

Z E K



Special Move

Hadoken
Shoryuken
Tatsumaki Senpukyaku

↓↘→ + P
→↓↘ + P
↓↙← + K (also usable in air)

Super Combo

Shoryu Reppa
Shinryuken
Shippu Jinraikyaku

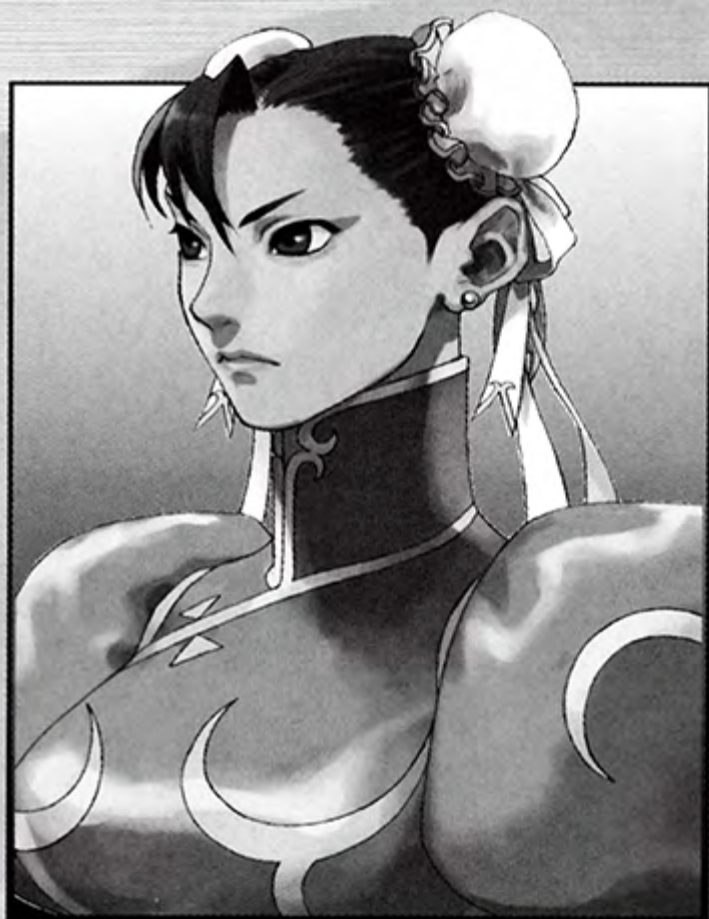
↓↘→↓↘ + P
↓↘→↓↘ + K
↓↙←↓↙← + K (↓↙← + K to cancel)

Meteor Combo

Kuzuryu Reppa

↓↙←↓↙← + KKK

CHUN-LI



Special Move

Hyakuretsu Kyaku
Kikoken
Hienshu
Spinning Bird Kick
Gomen ne

K (press rapidly)
← (charge) → + P
↓↙← + K
↓↘→ + K
LP LP → LK HP

Super Combo

Senretsukyaku
Kikosho
Hazan Tenshokyaku

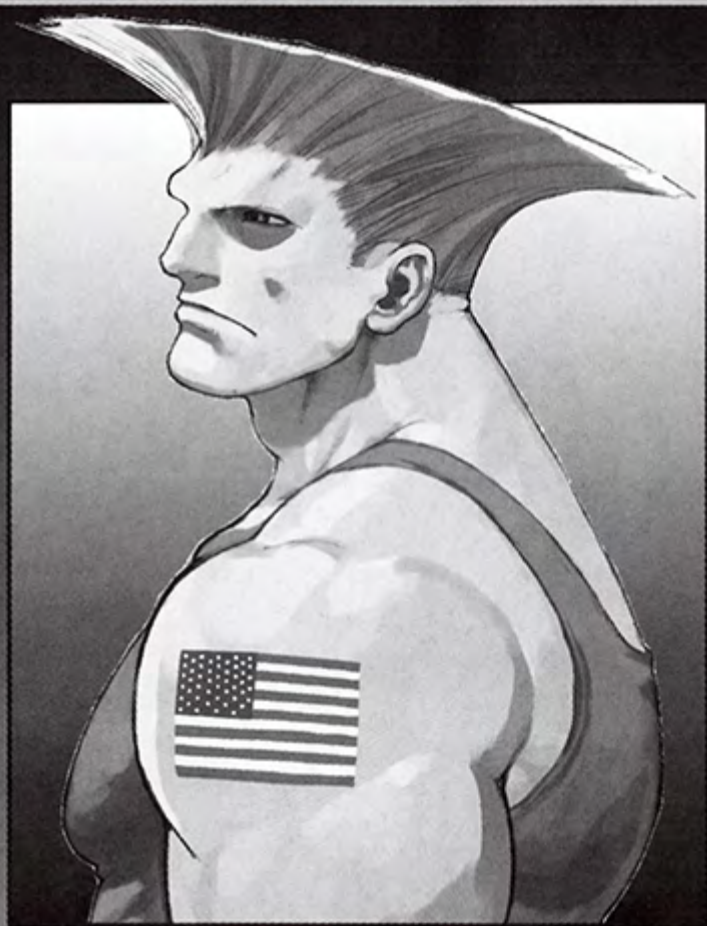
↓↘→↓↘→ + K
↓↘→↓↘→ + P
↓↙←↓↙← + K

Meteor Combo

Kikosho Goku

↓↘→↓↘→ + PPP

GUILE



Special Move

Sonic Boom

Somersault Kick

← (charge) → + P

↓ (charge) ↑ + K

Super Combo

Opening Gambit

Double Somersault Kick

← (charge) →↔↔ + P

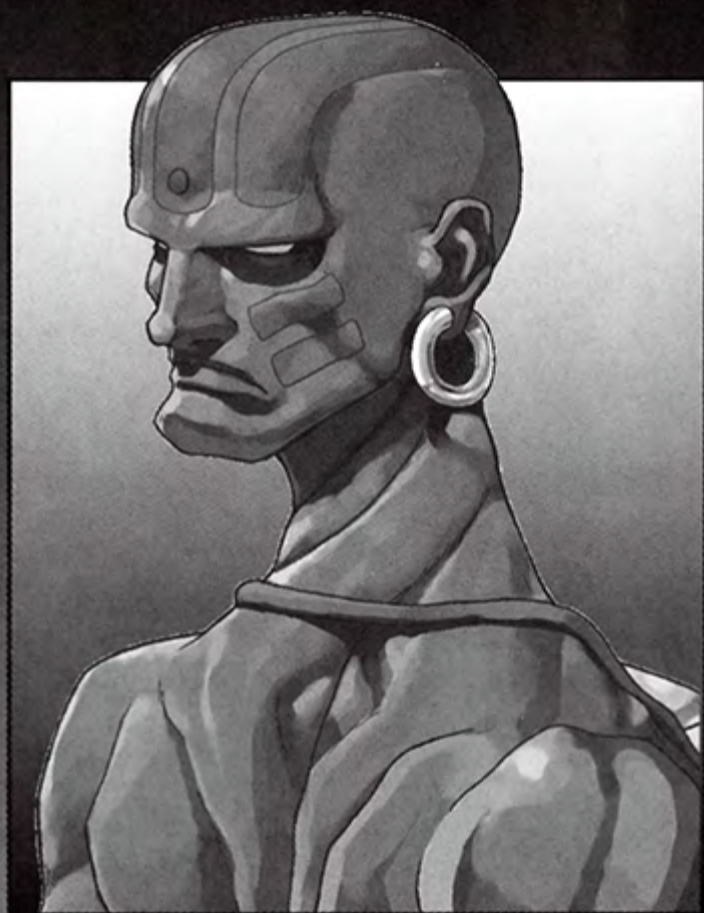
↙ (charge) ↘↙↗ + K

Meteor Combo

Sonic Boom Typhoon

← (charge) →↔↔ + KKK

DHALSIM



Special Move

Yoga Fire

Yoga Flame

Yoga Blast

Yoga Catch

Yoga Fake

↓↘→ + P

↓↙← + P

↓↙← + K

↓↘→ + K

↓↘→ + KKK (hold)

Super Combo

Yoga Drill Kick

Yoga Legend

↓↘→↓↘→ + K (in air)

↓↙←↓↙← + K

Meteor Combo

Yoga Inferno

↓↘→↓↘→ + PPP

BLANKA



Special Move

Electric Thunder
Rolling Attack
Vertical Rolling
Back Step Rolling
Aerial Rolling

P (press rapidly)
← (charge) → + P
↓ (charge) ↑ + K
← (charge) → + K (P to cancel)
↓↘→ + P (in air)

Super Combo

Grand Shave Rolling
Beast Hurricane
Jungle Beat

← (charge) →↔↔ + P
↓↘→↓↘→ + P (in air)
← (charge) →↔↔ + K

Meteor Combo

Super Electric Thunder

↓↘→↓↘→ + KKK

ZANGIEFF



Special Move

Double Lariat
Quick Double Lariat
Screw Pile Driver
Atomic Suplex
Russian Suplex
Bear Hug

PPP
KKK
360° Motion + P (near opponent)
360° Motion + K (near opponent)
360° Motion + K (far from opponent)
P (during Russian Suplex)

Super Combo

Final Atomic Buster
Super Stomping
Aerial Russian Slam

360° Motion x 2 + P (near opponent)
↓↘→↓↘→ + K (↓↙← + K to cancel)
↓↙←↓↙← + K

Meteor Combo

Cosmic Final Atomic Buster

360° Motion x 2 + PPP (near opponent)

VEGA



Special Move

Rolling Crystal Flash
Flying Barcelona Attack
Izuna Drop
Sky High Claw

← (charge) → + P
↓ (charge) ↑ + K then P
↓ (charge) ↑ + K then ↓ + P (near opponent)
↓ (charge) ↑ + P

Super Combo

Grand Crystal Flash
Sky High Illusion
Scarlet Terror

← (charge) →↔ + P
↙ (charge) ↘↙↗ + P
← (charge) →↔ + K

Meteor Combo

Rolling Izuna Drop

↙ (charge) ↘↙↗ + K then ↓ + P (near opponent)

SAKURA



Special Move

Hadoken
Shouoken
Shunpukyaku

↓↘→ + P

→↓↘ + P

↓↙← + K

Super Combo

Shinku Hadoken
Midare Zakura
Haru Ichiban
Shungokusatsu

↓↘→↓↘→ + P

↓↘→↓↘→ + K

↓↙←↓↙← + K

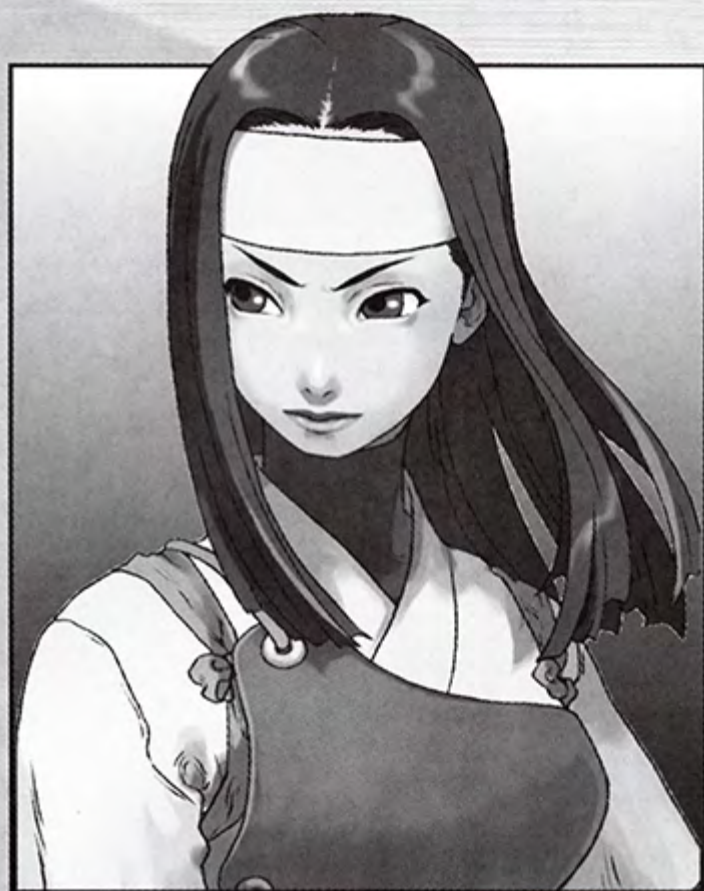
LP LP → LK HP

Meteor Combo

Nekketsu Hadoken

↓↘→↓↘→ + PPP

HOKUTO



Special Move

Chugekihou
Gokyakukou
Shinkugeki
Shinkyakugeki

↓↘→ + P (then → + P)
←↓↘ + P
↓↘← + P or ← + P after Chugekihou
↓↘← + K or ← + K after Chugekihou

Super Combo

Kireneki
Kyakuhogi
Kakusei

↓↘←↓↘← + P
↓↘←↓↘← + K
↓↘→↓↘→ + K

Meteor Combo

Shirase Katana

↓↘→↓↘→ + KKK

SKULLOMANIA



Special Move

Skullo Head
Skullo Crusher
Skullo Slider
Skullo Tocachev

→↓↘ + P then P
↓↘→ + P
↓↘→ + K
←↓↙ + K

Super Combo

Super Skullo Crusher
Super Skullo Slider
Neo Skullo Dream
Skullo Energy
Skullo Ball

↓↘→↓↘→ + P (also usable in air)
↓↘→↓↘→ + K
LP LP → LK HP
↓↙←↓↙← + K
↓↙←↓↙← + P

Meteor Combo

Super Skullo Energy

↓↙←↓↙← + KKK

DOCTRINE DARK



Special Move

Dark Wire

Dark Spark

Dark Hold

Kill Wire

EX-Plosive

↓↘→ + P

No button presses after Dark Wire for awhile

← + P after Dark Wire

→↓↘ + P

↓↘→ + K

Super Combo

Kill Card

Dark Shackle

EX- Prominence

↓↘→↓↘ + P

↓↘→↓↘ + K

↓↘←↘↘← + K

Meteor Combo

Death Trap

↓↘←↘↘← + PPP

JACK



Special Move

Dash Straight
Dash Uppercut
Faint Dash
Final Punch
Batting Hero
Jack Hammer

← (charge) → + P
← (charge) → + K
↓↘↙ + P
PPP or KKK (chargeable)
←↘↓↘→ + P
360° motion + P (near opponent)

Super Combo

Homerun Hero
Crazy Jack
Raging Buffalo
Grand Slam Smasher

↓↘↙↘↙ + P
← (charge) →↘↙ + P
← (charge) →↘↙ + K
↓↘↙↘↙ + K

Meteor Combo

Homerun King

↓↘↙↘↙ + KKK

SHARON



Special Move

Half Moon Kick
Prisoner Scissors
Gale Hammer Punch
Bermuda Symphony

↓↙← + K
↓ + K (after Half Moon Kick)
↓↘→ + P then → + P
→↓↘ + K

Super Combo

Shuttle Combination
Load
Hell Fire
Sharon Special

↓↙←↓↙← + P
↓↘→↓↘→ + P
↓↘→↓↘→ + P (after Load)
↓↘→↓↘→ + K (↓↙← + K to cancel)

Meteor Combo

Assault Rifle

↓↘→↓↘→ + PPP

YAZASE



Special Move

Sanrenkon

Tenshokon

Kasumi Oroshi

Gekkyoubotan

↓↘→ + P then → + P

→↓↘ + P

↓↙← + K then K

←↓↙ + P then P

Super Combo

Yayoi Toukongi

Izayoi Rekkon

↓↙←↓↙← + P (also usable in air)

↓↘→↓↘→ + P

Meteor Combo

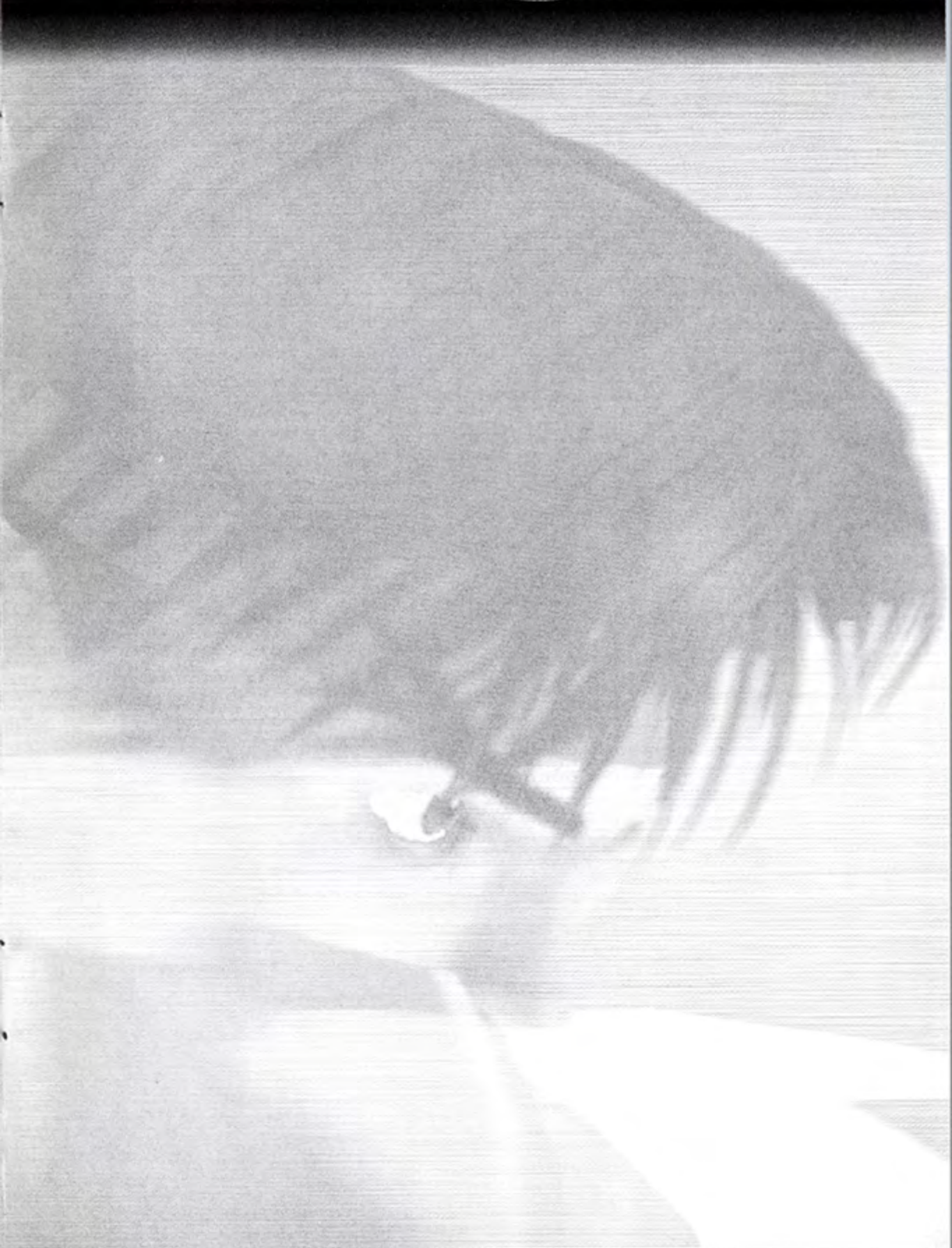
Machiyoi Tenkyugeki

→ + LP LP → LK HP

STREET FIGHTER EX

STREET FIGHTER EX 3

**STREET
FIGHTER
EX**



STREET FIGHTER EX3



TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE
475 OAKMEAD PARKWAY
SUNNYVALE, CA 94086

Offer valid 9/1/99 to 1/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 1/31/01.

NAME

ADDRESS

CITY

STATE

ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit: www.capcom.com

STREET FIGHTER EX3

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM

www.capcom.com

STREET FIGHTER EX3

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megenity; Special thanks to: Tom Shiraiwa, Bill Gardner, Robert Lindsey and Customer Service.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation® CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

STREET FIGHTER EX3

20^{PTS.}



STREET FIGHTER EX3

20^{PTS.}

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



STREET FIGHTER EX3



CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94086
© CAPCOM U.S.A. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. STREET FIGHTER EX3 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. ALL RIGHTS RESERVED.
Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC-U/C designation only. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC-U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.