

# STREET COMBAT

The main illustration depicts a dynamic combat scene. On the left, a large, blue and black mechanical robot with a spiked ball and chain in its right hand is shown in a dynamic pose. In the center, a character in a blue, armored suit is engaged in combat with the robot. To the right, a bright, vertical beam of fire or energy illuminates the scene. In the background, a city skyline is visible under a dark sky with several starburst-like energy effects. In the foreground, the back of a character's head and shoulders is visible, wearing a dark headband with a red ribbon. The overall style is reminiscent of classic 1980s arcade game artwork.

**irem**  
IREM AMERICA CORP

INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# WARNING

PLEASE READ THE ENCLOSED  
CONSUMER INFORMATION &  
PRECAUTIONS BOOKLET  
CAREFULLY BEFORE USING YOUR  
NINTENDO® HARDWARE SYSTEM  
OR GAME PACK.



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEMS AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

©1992 NCS

©1993 IREM AMERICA CORP.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

**irem**  
IREM AMERICA CORP

8335 154th Ave. N.E.  
Redmond, WA 98052



# TABLE OF CONTENTS

4

THE FATE OF THE WORLD  
IS IN YOUR HANDS

5

PROFILE OF A HERO

6

HOW TO START

8

HOW TO PLAY IN ONE PLAYER MODE

9

HOW TO PLAY IN TWO PLAYER MODE

10

DAZZLING OPTIONS

11

SCREEN INDICATIONS

12

HOW TO USE THE CONTROLLER

13

SPECIAL POWER MOVES



## THE FATE OF THE WORLD IS IN YOUR HANDS



**TOP SECRET...**Our sources have uncovered a dastardly plot...a highly secret organization of the most ruthless villains is planning to assassinate a global leader...target V.I.P. will be attending "Street Combat", the world's biggest martial arts tournament...this is where the attempt will be made... head assassin code name is C.J....a master at hand-to-hand fighting and combat weaponry: your mission is to enter the "Street Combat"...use your fists, feet and armor to battle six henchmen...locate their ringleader C.J....eliminate

him...you will face the ultimate test...the world awaits the outcome.





## PROFILE OF A HERO

**Steven** is the world's only hope for foiling an evil gang in their scheme to do away with a powerful leader for good.



A **genius** scientist, he is the only person to ever attain a perfect score of 900 on the I.Q. test. Recognizing his brilliance, a team of international agents recruited Steven to join their cause to stamp out terrorism throughout the world.

**Steven** proves to be an expert at Kung-Fu. In a few years, he reaches the highest levels of the ancient art until there is only one who can teach him, Master Titan. Using his science skills, Steven invents two different suits of armor with weapons he can use to fend off attacks.

**While** training in a remote hide-away in the Far East, a TOP SECRET message arrives. Steven accepts the challenge. He decides to enter the "Street Combat," fight the renegades, find the evil C.J. and do ferocious battle.



## HOW TO START

Insert the game software and turn on the power switch. The opening title and mode-select screen will appear.

Press the start button to go to the next screen.



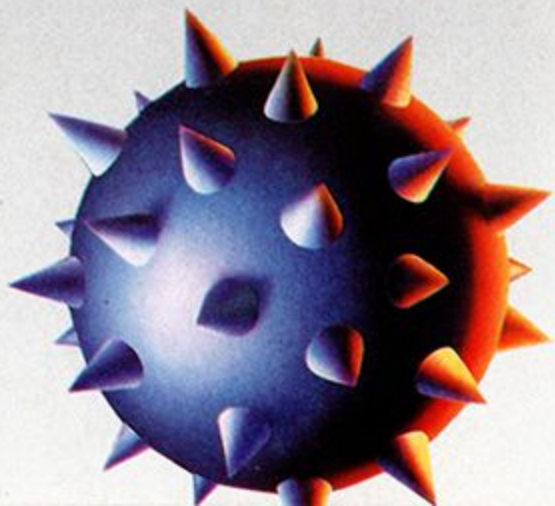
*Steven — the genius scientist, invents two suits of armor with weapons he can use to fend off attacks.*



*Tyrone — arrogant and brutal. Watch out, he delights in his defeats.*



*Dozo — the artful dodger. His acrobatics are tricky.*







*G.I. Jim — the merciless soldier. He takes no prisoners.*



*Lita — cunning and devious. Don't underestimate her.*

*Helmut — the hard-headed ruthless fighting machine.*



*Code name C.J. — the evil assassin. Face your ultimate test.*



## HOW TO PLAY IN ONE PLAYER MODE

**Street Combat** features six stages of battle with one opponent in each stage. You must win twice to advance to the next level.

**After** you select the one player mode, two characters appear. The one in the upper-left corner is yours. Press either the left or right side of the control pad to change characters, then press the start button to start.

**You** can only change *your* character at the beginning of each level.

**The** number of credits determines how many times you can continue the game. As long as you have credits remaining, you can continue from the current stage of the game. If no credits remain, the game is over and you must return to the beginning.

*Bonus stages,  
between certain  
levels of play,  
enable you to earn  
extra points.*

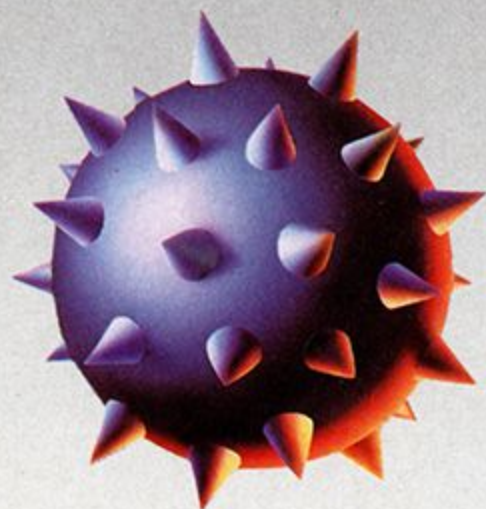
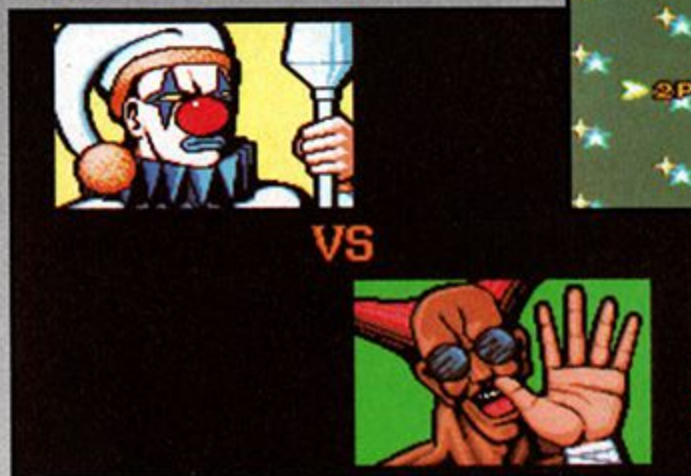




## HOW TO PLAY IN TWO PLAYER MODE

**When** you select the two-player mode, two characters appear on the screen. The one on the left is player 1, the one on the right is player 2. To change characters, press the left or right side of the control pad. Once both players decide on their characters, press the start button.

**When** either character wins two out of three confrontations, the game is over and the player with that character wins.





## DAZZLING OPTIONS

	OPTION	MODE
▶	LEVEL	SUPER
	CREDIT	03
	SE	00
	MUSIC	00
	KEY CONFIG	
	EXIT	

**Level:** Adjust game play difficulty — easy, normal, hard or super.

**Credit:** Total number of credits available to continue in one player mode.

**Sound Effects:** Select different sound effects from the many options presented.

**Music:** Select different music from the many options presented. (This is for listening only. You cannot program or change the sounds.)

**Choose Exit to return to game.**

	KEY CONFIG	
	1P	2P
PUNCH	B	Y
KICK	A	B
JUMP	X	X
SPECIAL ▶	Y	A
EXIT		◀

**Key Configuration:** Change different functions of the A, B, X and Y buttons by pressing the control pad up or down.



## SCREEN INDICATIONS

Player's score  
— (in one player  
mode only)



Player one's  
life gauge

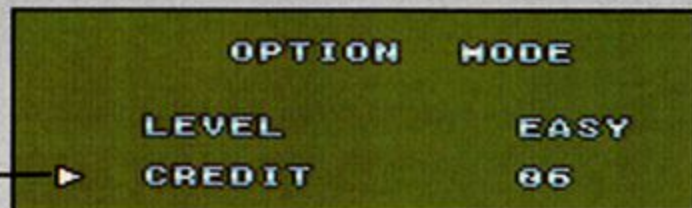
Highest score  
attained —  
(in one player  
mode only)

Opponent's life  
gauge in one  
player mode.  
Player two's life  
gauge in two  
player mode.

Player one's  
selected  
character  
name



Opponent's  
character name  
in one player  
mode. Player  
two's character  
name in two  
player mode.



Indicates number of times you can continue the game, in the one player mode, beginning at the start of the current stage. Game cannot be continued in the two player mode.

Indicates the  
number of times  
each character  
has won.





## HOW TO USE THE CONTROLLER



### **Control Pad:**

Controls the main character. Experiment by pressing different button combinations to create various power moves.

### **L Button:**

Use to block.

### **Start Button:**

Starts and pauses the game.

### **Y Button:**

Attack, mainly by punching.

### **X Button:**

Use to jump.

### **A Button:**

Attack, with secret moves.

### **B Button:**

Attack, mainly by kicking.

### **R Button:**

Use to block.





## SPECIAL POWER MOVES



*Watch out for a jump attack!*



*Steven using his super arm spin.*

*G.I. Jim's lightning sword can devastate.*



*The blazing fireball from C.J. is a disintegrating force to be reckoned with...*



## LIMITED 90-DAY WARRANTY

Irem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operations of the program as described in the enclosed user documentation. If you believe you have found any such error or defect in the program during the warranty period, call Irem America's Technical Support Department, (206) 882-1093 between the hours of 9:00 AM and 5:00 PM (Pacific Time), Monday through Friday. The technical personnel of Irem America will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Irem America will inform you how to obtain a corrected Pak (or, at Irem America's option, Irem America may authorize a refund of your purchase). This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by causes unrelated to defective materials or workmanship.

## SECRET TIP



### BATTLE AGAINST THE SAME CHARACTER

*Player 1 must press the L, R and start buttons simultaneously.*



**LIMITATIONS ON WARRANTY**

**Unauthorized representations:** Irem America warrants only that the program will perform as described in this user documentation. No other advertising, description, or representation, whether made by Irem America dealer, distributor, agent, or employee shall be binding upon Irem America or shall change the terms of this warranty.

**Implied warranties limited:** Except as stated above, Irem America makes no other warranty, express or implied, regarding this product. Irem America disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long implied warranty lasts, so the above limitation may not apply to you.

**No consequential damages:** Irem America shall not be liable for special incidental, consequential, or other damages, even if Irem America is advised of or aware of the possibility of such damages. This means that Irem America shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause except the actual cost of this product. In no event shall the liability of Irem America exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

The provisions of this warranty are valid in the United States only.

For technical support on this or any other products of Irem America, call (206) 882-1093.

**IREM AMERICA CORP.  
8335 154TH AVE NE REDMOND, WA 98052-3865**





Innovations in Recreational Electronic Media