
PlayStation
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PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00653
POCKET FIGHTER
ポケットファイター
CAPCOM

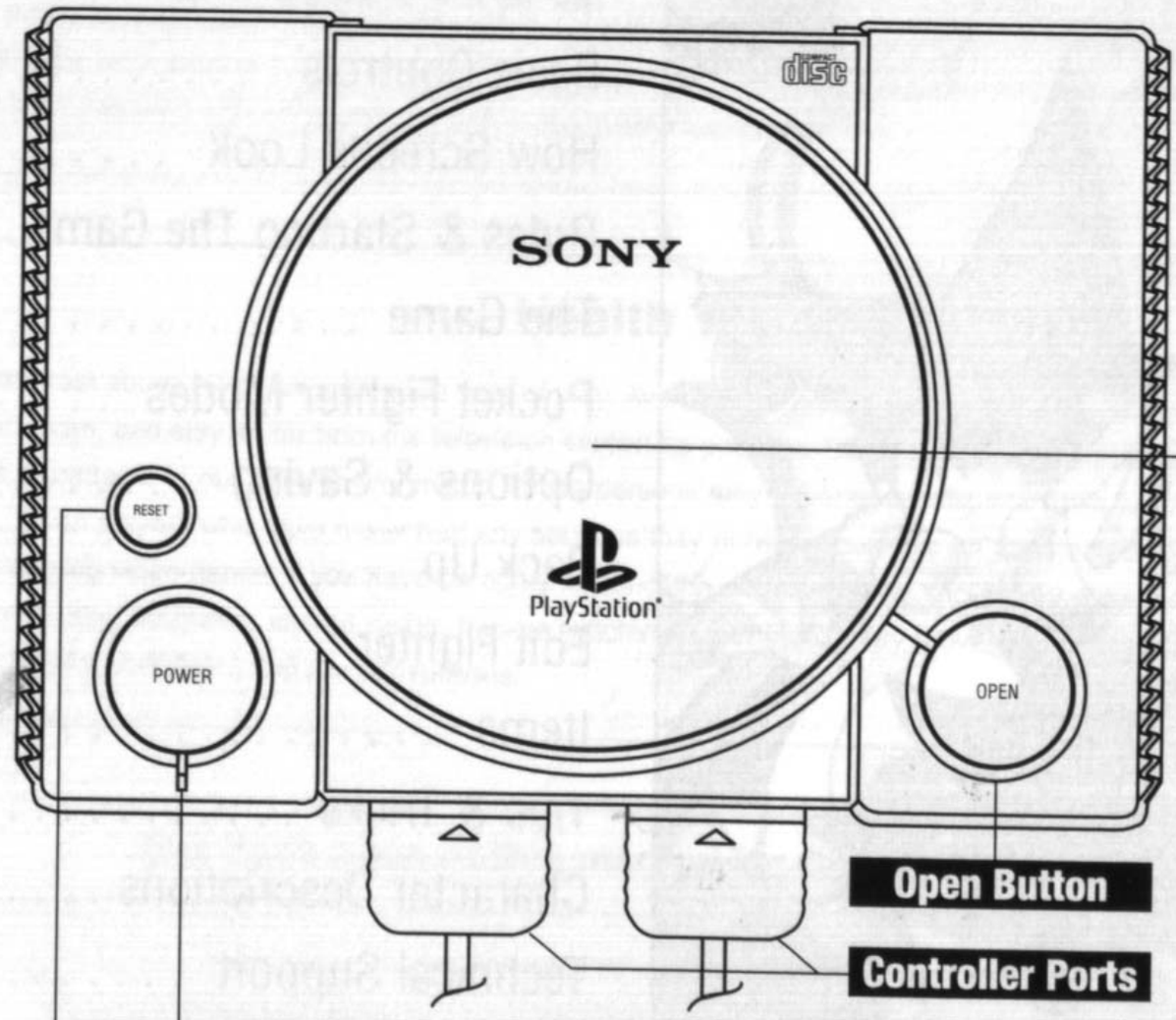


ENGLISH

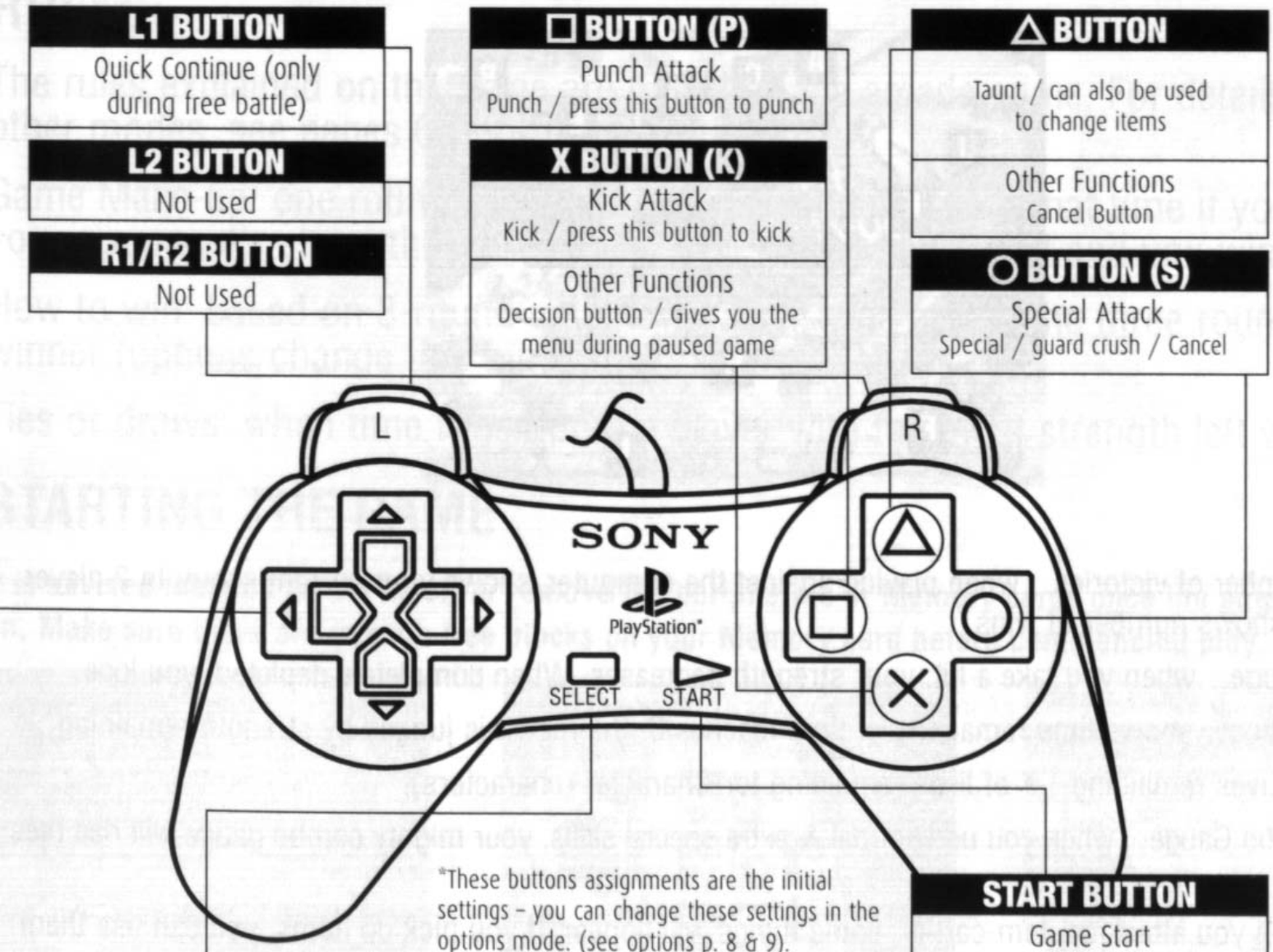
CONTENTS

Basic Controls 2
How Screens Look 4
Rules & Starting The Game 5
The Game 5
Pocket Fighter Modes 6
Options & Saving 8
Back Up 9
Edit Fighter 10
Items 13
Tips & Tricks 14
Character Descriptions 17
Technical Support 23

HOW TO OPERATE THE CONTROLLER



Directional Button
Choose mode; you can set or change your option screen at this time
Character screen – choose your player there
Allows you to move your character during game play (jump, dash, block, etc.)
By combining different directional buttons, you can come up with new moves and better ways to defeat your opponent



L1 BUTTON

Quick Continue (only during free battle)

L2 BUTTON

Not Used

R1/R2 BUTTON

Not Used

□ BUTTON (P)

Punch Attack

Punch / press this button to punch

X BUTTON (K)

Kick Attack

Kick / press this button to kick

Other Functions

Decision button / Gives you the menu during paused game

△ BUTTON

Taunt / can also be used to change items

Other Functions

Cancel Button

○ BUTTON (S)

Special Attack

Special / guard crush / Cancel

*These buttons assignments are the initial settings - you can change these settings in the options mode. (see options p. 8 & 9).

To return to the title screen, press the Select button & Start button simultaneoously.

2 Player Mode. You can play Pocket Fighter with 2 people. To do so, you will need an additional controller (sold separately) - be sure to connect the 2nd controller to your console before turning it on.

To access the Options screen, press X button while the game is paused.

START BUTTON

Game Start

Use this button to begin a game

Pause Function

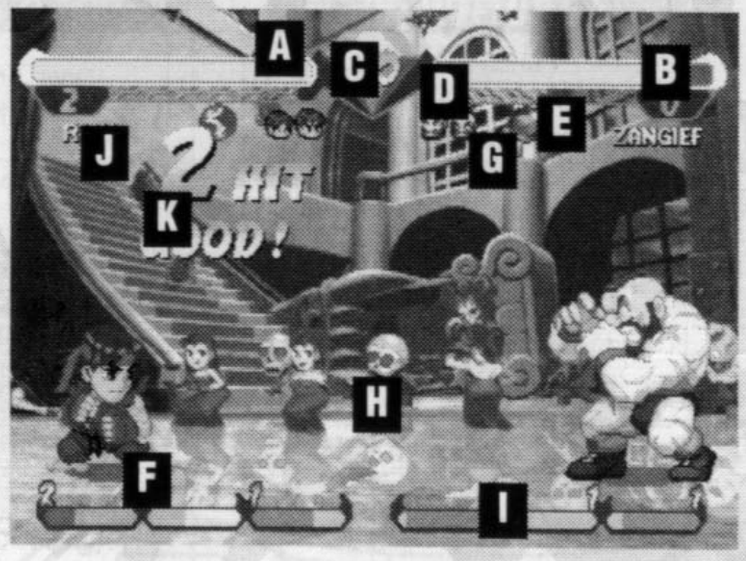
Press this to pause game; press again to continue

Adding extra functions during gameplay. If you have an extra controller, the Start button can be used to add it to your game setup

SELECT BUTTON

Select Button

HOW SCREENS LOOK



A Score & number of victories...when playing against the computer, shows your current score. In 2 player mode, this shows number of wins.

B Strength gauge...when you take a hit, your strength decreases. When completely depleted, you lose.

C Time remaining...shows time remaining. If time reaches 0, the match is judged by strength remaining.

D (Character)Lives remaining...# of lives remaining for Character (characters).

E Mighty Combo Gauge...when you use normal & extra special skills, your mighty combo gauge will rise (see pg. 15).

F Items...when you attack an item-carrier, some things will appear. If you pick up items, you can use them to do special things.

G Items in your possession...shows items currently in your possession. You can use items which appear big, and you can also change your items (see page 13).

H Gems...appear when you are attacked by an opponent or when you attack a gem box or item-carrier.

I Gem gauge...shows the increased level of special skills acquired by taking gems. As the gauge increases you advance up a level.

J Character names...use this for your Character Name.

K Bonus...a message appears here when you perform special moves, i.e. mighty combo.

RULES AND STARTING THE GAME

RULES

The rules explained on this page are based on the arcade game. For details about other modes, see pages 6 & 7.

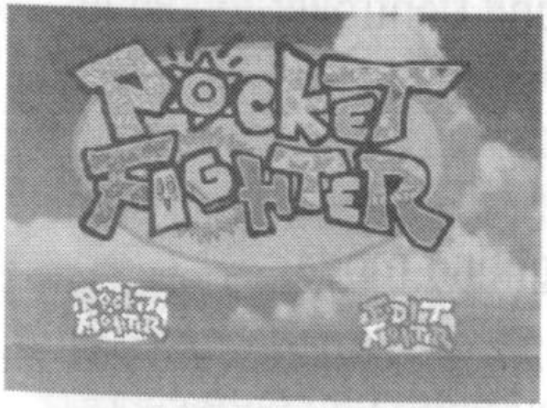
Game Make-up: one round is limited to 99 seconds. During that time if you deplete your opponent's strength to 0, you will have knocked him out and you win.

How to win: based on 3-round match, whoever wins two of the three rounds is the winner (options change this function).

Ties or draws: when time runs out, the player with the most strength left wins.

STARTING THE GAME

It is advised that you do not insert or remove the peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

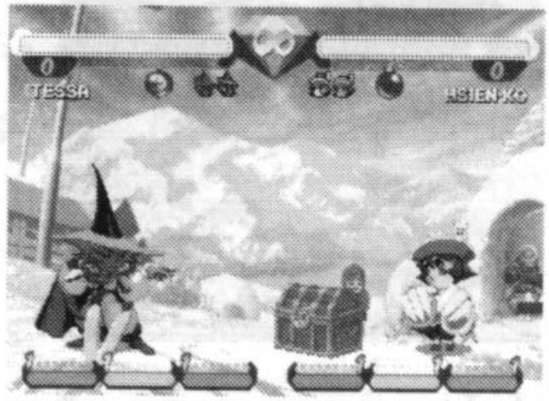


At the title screen, put the cursor on POCKET FIGHTER and then press the Start button. The Mode screen will appear. Choose your mode using the Directional button and press the X button.



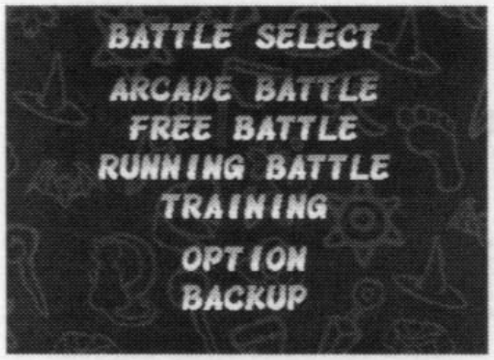
At the Character screen, choose your Character and game speed.

* If you've already chosen your speed at the option screen, you may skip this.



After choosing all your options, the battle begins. In a 2 player game, press the Start button on the second controller to join in.

POCKET FIGHTER MODES



BATTLE MODE

When you choose Pocket Fighter in the title screen and press the Start button, the Battle Select menu appears. Choose the mode you want to play in with the Directional button and use the X button to select your choices.



ARCADE BATTLE

Arcade Battle: 1 player play; 2 player "join in the fight" function

The CPU is your opponent and you survive elimination matches. After you have defeated all 8 opponents, you win. If you are defeated at any time, you can choose to continue or start a new game. While player one is playing, you can press the **Start button** on the second Controller to join in the fight.



FREE BATTLE

Free Battle: 1 player & 2 player fighting mode.

In this mode, player 1 and player 2 each choose a character and fight each other. Each time you fight, you choose a character (after the end of a fight, hold the L1 button down to automatically get the same character in the same stage - this is called "quick continue"). In addition, player 1 and player 2 can use the same character.



When you choose Free Battle, you will then move to the character selection screen. There you can choose the character you wish to play and their handicap. Next, the Stage Select screen appears. Here you can choose your stage, game speed, and rules. When you have made all your selections, press the **Start Button** and the game will start.



RUNNING BATTLE

Running Battle: 1 player only mode

Try to defeat as many of the 12 opponents as you can before your strength or time runs out.

Running Battle Rules

- Each match is 1 round.
- After each match, your strength is restored based on the quantity of gems in your possession or how quickly you defeat your opponent.
- Your Mighty Combo gauge and items go with you into the next round.
- If your own strength gauge is depleted, then the game is over.
- You can't continue and you cannot use "join-in-the-fight function".

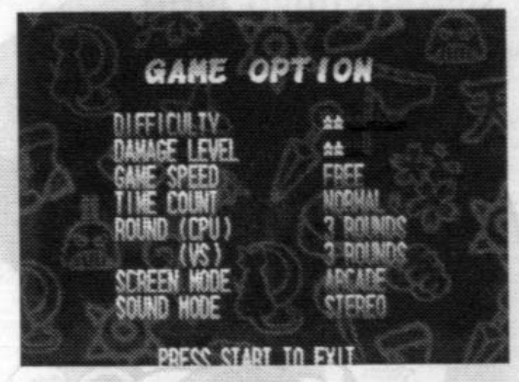


TRAINING

Training: 1 player only mode

This is a mode that lets you practice the game. When you choose "Training Start" and press the X button, practice begins.

OPTIONS AND SAVING



OPTION

This modifies several game settings. Move the Directional button up and down to choose things you want to change and then the Right and Left Directional buttons to switch them. There is also an option to make changes while the game is paused.

SETTING (GAME OPTION/GAME SETTING/RULE SETTING)

Difficulty: Sets level of difficulty for games played against the computer in arcade battle.

Damage Level: Sets the level of attack power.

Time Count: Changes the time limit on each round.

Round: Changes the number of rounds for a computer match set or a 2 player battle.

Screen mode: Changes the size of the screen (if you set it to Arcade you may not be able to see your entire screen on your television).

Sound: Choose your sound output to be stereo or mono depending on your TV.

Player (Free Battle mode only): Select a human or computer player.

M. Combo Gauge (Free Battle and Training modes): Set your gauge to a level 0-9 at the start of the game.

Gem gauge (Free Battle and Training modes): Set your gauge to a level 1-3 at the start of the game.

Items (Free Battle and Training modes): Allows you to select your items you start with.

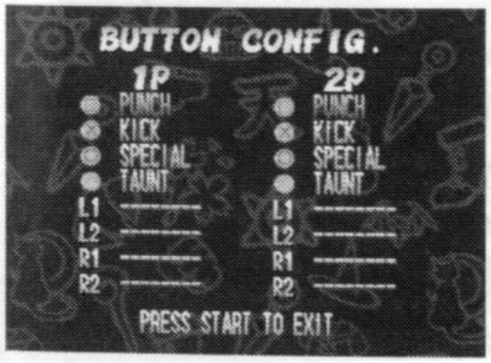
Speed: Sets game speed.

CPU ACT (only in Training mode): Sets computer movement.

Guard (only in Training mode): If computer (opponent) is damaged this determines whether or not the computer guards itself.

S. Fall (Training mode only): When CPU fighter is thrown, you can set this to have him fall in a certain manner without hurting himself.

Screen adjust (only when game is paused): Moves the entire screen around (in Arcade mode, the entire screen might not be visible).



Quit (only when paused): Takes you out of the game and returns you to the Title screen.

BUTTON CONFIGURATION

Changes the arrangement of the attack buttons during battle.

BACK UP



BACK UP

In order to save the game data, you must have an optional Memory card. Before you save, insert the Memory card in the Memory card slot.

SAVE DATA: Save your battle results and options on your Memory card. Saving uses one block.

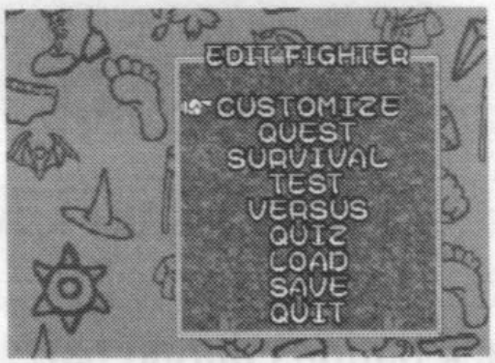
LOAD DATA: From the Memory card, you can read all of the data you stored.

Note: You cannot save or load any data for the Edit Fighter on the Back Up menu. For saving or loading Edit Fighter see page 12.

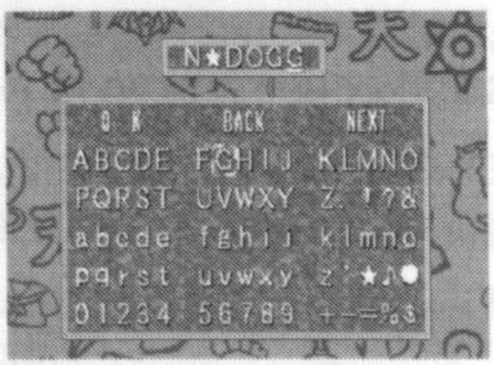
EDIT FIGHTER

MAKE A WARRIOR

Edit Fighter allows you to develop your own custom character based on a series of questions posed by Tessa that determine attributes such as personality and skills.







QUIZ

Begin by choosing QUIZ from the menu. The first question you will need to answer is if you want to create a character ("OK lets do it" or "No thanks"). If you choose to do it, then TESSA will then ask, "Would like to choose your own character?". If not, then you return to the Edit Fighter menu. If you choose to pick your own character, select one by using the Directional buttons. If Tessa picks the character, she will ask you two questions.

Once these questions are answered your character will be chosen automatically by Tessa.

Now that you have a character, you must now choose a nickname. Move the cursor using the Directional buttons to choose letters and press the X button. Nicknames must be 6 letters or less. After you've chosen the name, press the START button or choose "OK" .

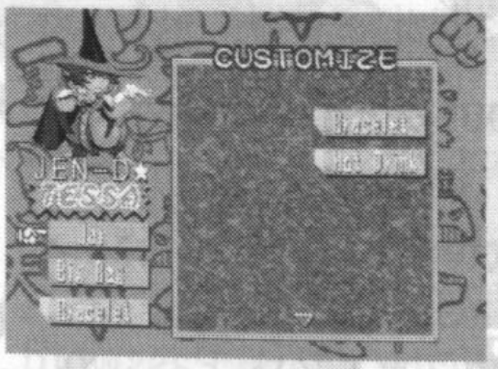


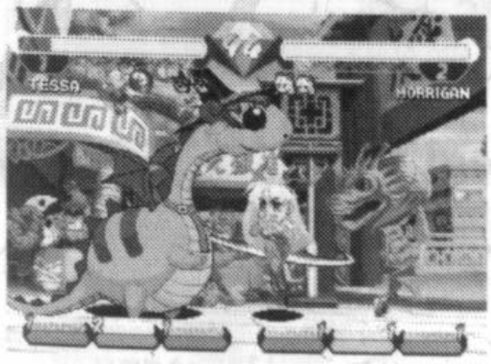
This begins your character evaluation section. Tessa will ask you a series of 10 questions that allows her to choose your character attributes and skills. Answer carefully!

After the character evaluation is completed, a summary of your new character's personality/attributes are displayed.

CUSTOMIZE

You can change your characters abilities. Your character receives 4 cards to start (only three are useable at one time). Choose the card that you want to move and exchange it, or put the cursor on the place you want to put it and press the X button. Complete the setup by choosing **END** or pressing the **Start Button**. The △ **button** cancels, the ○ **button** explains the card. You can collect more cards when you win certain battles.





ACTION CARDS

These mainly change action patterns. The character received two from the results of the character evaluation. You can obtain more cards by fighting in the QUEST mode or during survival battle.

ABILITY CARDS

These change ability values. You also received a few of these cards from the results of the character evaluation. You can get these via street battles in QUEST mode.

PREMIUM CARDS

These raise the character's abilities dramatically. You can get these by winning a set number of survival battles.

A password is given to you when you exit from the customize menu. You can use this password in the Versus mode.

QUEST

Pit your character against the computer. In this CPU only battle, the winner can steal the opponent's character cards.

Choose an opponent by pressing the **X Button**. The data for your opponent will appear. You can then switch characters (with the **L1/R1 button**) until you find one with a card that you wish to acquire. You can also switch out your cards to play with the best skills for the opponent you have chosen. The fight will start and play automatically.

SURVIVAL BATTLE

Once picking this option, the first screen shows how many wins you have achieved and your best result. Choose setup to customize your character abilities, exit to return to Edit Fighter menu, or Start to begin auto battle.

TEST BATTLE

This mode allows you to choose a character to play against your edited character.

VERSUS BATTLE

Two player battle mode. You can either play your edited character against another standard character. Or if a friend has a saved edited character also, that can be loaded up and the battle can be fought between the two edited characters. Password data is useful here - you got this information in the CUSTOMIZE menu.

LOAD

Load a previously saved edited character from your Memory card.

SAVE

Save your edited Character onto the Memory card.

NOTE: You cannot save or load any data for the Edit Fighter on the Back Up menu. For more information see page 9.

ITEMS

ITEMS



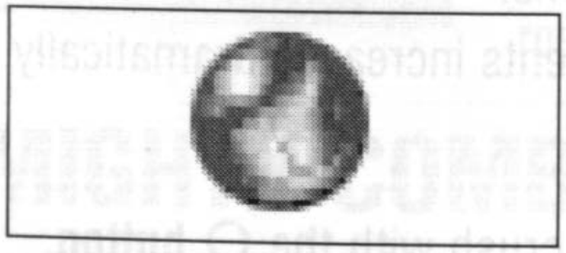
FOOD



(gives back your strength)

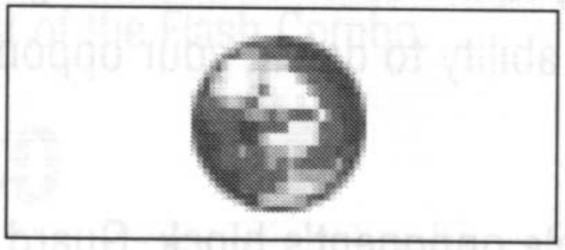
Item Bubbles: There are 7 types of item bubbles (you can have up to 3). Change the items you are going to use with the "taunt" button.

FLAME



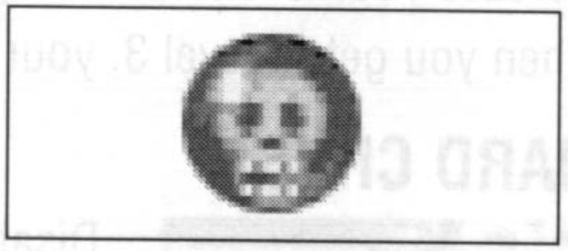
Burns up whatever it hits

ICE



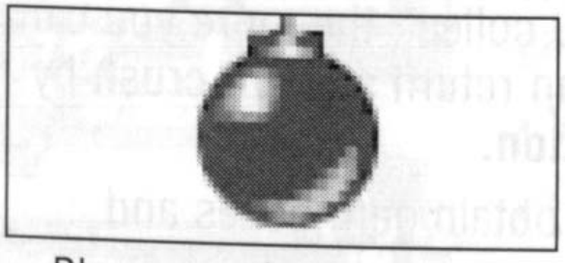
Freezes whatever it hits

POISON



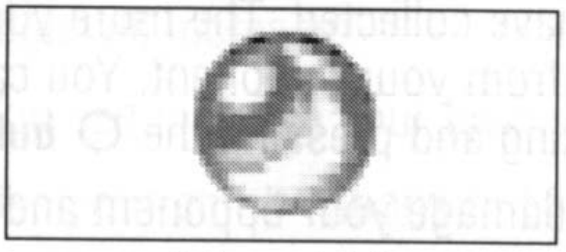
Causes damage

BOMB



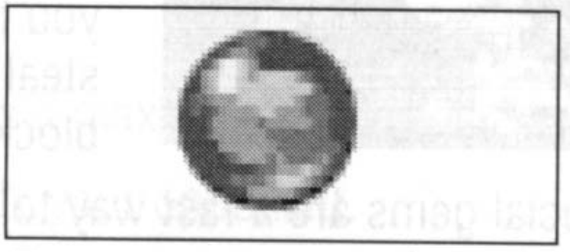
Blows up whatever it hits

BANANA



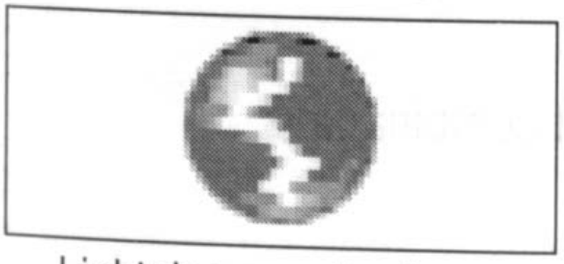
Slip and fall

ROCK



Turns whatever it hits into stone

LIGHTNING



Lightning can shock you

TIPS & TRICKS



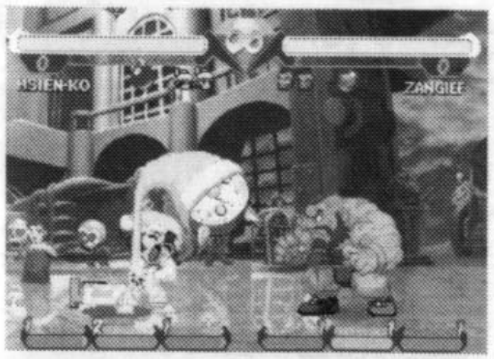
POCKET FIGHTER BASIC KNOWLEDGE

Here are some simple tips and tricks to help you enjoy Pocket Fighter even more.

SUREFIRE WAY TO INCREASE YOUR LEVELS

- Collect Gems to increase your gauges.
- Increase your levels according to the different color of gems.
- When you get to level 3, your ability to defeat your opponents increases dramatically.

GUARD CRUSH



Disable opponent's block. Guard crush with the ○ **button**. When you hit, you can steal gems from your opponent.

The effectiveness of guard crush hinges on how many gems you have collected. The more you collect, the more you can steal from your opponent. You can return a guard crush by blocking and pressing the ○ **button.**

Special gems are a fast way to damage your opponent and obtain gem boxes and guard crushes.



GEM TYPES

Power gem — Increases your gauge by 1 unit

The Rainbow gem — Increases your gems and combinations

FLASH COMBO

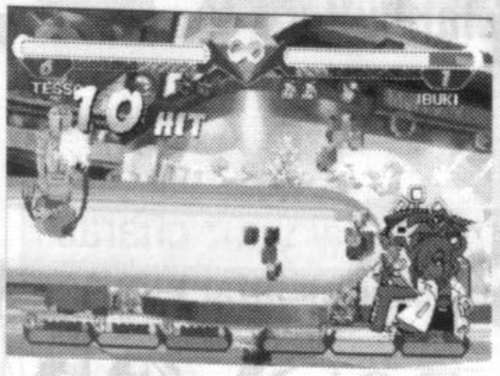
TRY THESE OUT FOR FUN.



To perform a Flash Combo, you must first attack your opponent with a **Punch button**, then press **Punch**, **Kick** or **○ buttons** in various orders. If done correctly, these buttons will link together, creating a Flash Combo which will change your costume and attack techniques. Even though your opponent may block your first attack, you can still continue with the rest of the Flash Combo.

MIGHTY COMBO

MASTERING THESE COULD BE THE KEY TO SUCCESS.



When you attack and pick up gems, your Mighty Combo gauge will increase.

- You can increase your level to a maximum of 9.
- Use your combinations to blitz your opponent.
- A reminder: The commands are different for each character (refer to pages 17-22).

SHARED COMMANDS

THE GRAB & THROW TECHNIQUE

When you're close to your opponent, you can press the **Punch** & **Kick buttons** simultaneously to throw your opponent. Some characters even have air throws.

JUDO FALL

When you are flying through the air, you can adjust your posture so you can land on your feet. When you land on your feet, you can resume attacking.

CHASE AND ATTACK

This technique allows you to go after an opponent that you've already knocked down. When you've knocked your opponent down press **Up** + **Punch** or **Kick.**

MEGA CRUSH AND COUNTER-CRUSH

When you are thrown in the air by your opponent or being attacked by a Flash Combo, you can simultaneously press the **Punch** + **Kick** + **Special buttons** to exchange your gems and combo gauge for a powerful attack.

THE DASH AND DASH ATTACK

Double tap quickly on either the left or right directional buttons to allow your character to dash. While your character is dashing, use a combination of your attack buttons to create a new move.

ITEM BUBBLE ATTACK

To throw your item bubble, press the **Kick** + **Special buttons** together. Use the Directional buttons to control the distance of the item bubble.

RYU

A serious youth who is pure of heart.



MOVES	
Fireball	⇩⇘⇨ + P
Dragon Punch	⇨⇩⇘ + P
Hurricane Kick	⇩⇙⇦ + K
MIGHTY COMBO	
Vacuum Hurricane Kick	⇩⇙⇦ + S
Super Fireball	⇩⇘⇨ + S

KEN

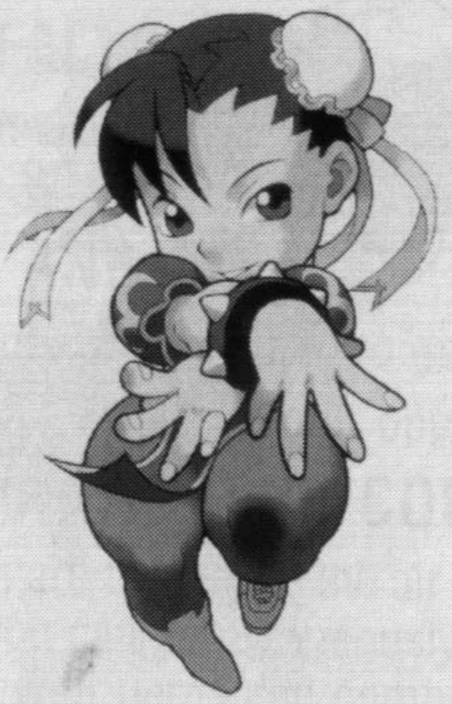
A fighter with amazing spirit and an even larger ego.



MOVES	
Fireball	⇩⇘⇨ + P
Dragon Punch	⇨⇩⇘ + P
Hurricane Kick	⇩⇙⇦ + K
MIGHTY COMBO	
Rising Dragon Punch	⇨⇩⇘ + S
God Dragon Punch	⇦⇩⇙ + S

CHUN-LI

A good detective on the mysterious trail of Shadowloo.



MOVES	
Fireball	⇦⬋⇩⬊⇨ + P
Flying Rising Kick	⇨⇩⬊ + K
Lightning Kick	Rapidly press K button
MIGHTY COMBO	
Super Fireball	⇩⬊⇨ + S
Cycle Crush	⇨⬊⇩⬋⇦ + S

SAKURA

A high school student with skilled fighting techniques.



MOVES	
Fireball	⇩⬊⇨ + P
Flower Umbrella	⇨⇩⬊ + P
Spring Fire Assault	⇦⬋⇩⬊⇨ + K
MIGHTY COMBO	
Super Fireball	⇩⬊⇨ + S
Scattered Spring Rain	⇨⇩⬊ + S

MORRIGAN

A beautiful succubus who loves excitement and fashion.



MOVES	
Soul Fist	⇩⇘⇨ + P
Shadow Blade	⇨⇩⇘ + P
Parasite Roll	⇩⇙⇦+ K
MIGHTY COMBO	
Darkness Illusion	⇦⇙⇩⇘⇨ + S
Death Blade	⇨⇩⇘ + S

HSIEN-KO

The ghost of a chinese entertainer.



MOVES	
Enveloping Darkness	⇩⇘⇨ + P
Echo	⇩⇙⇦ + P
Grave Sword	⇦⇙⇩⇘⇨ + K
MIGHTY COMBO	
Thunderstrike	⇨⇘⇩⇙⇦ + S
Returning Globe	⇩⇘⇨ + S

FELECIA

A cat woman with a powerful attack.



MOVES	
Sand Splash	⇩⇘⇨ + K
Rolling Buckler	⇩⇘⇨ + P
Delta Kick	⇨⇩⇘ + K
MIGHTY COMBO	
Crazy for You	⇨⇘⇩⇙⇦ + S
Please Help Me	⇦⇙⇩⇘⇨ + S

TESSA

Searching for the mysteries of life;
She is a curious scholar of magic.



MOVES	
Dragon Blow	⇩⇘⇨ + P
Swords	⇨⇩⇘ + P
Dragon Roar	⇩⇘⇨ + K
MIGHTY COMBO	
Assault Cannon	⇩⇘⇨ + S
Dragon Apocalypse	⇨⇩⇘ + S

ZANGIEF

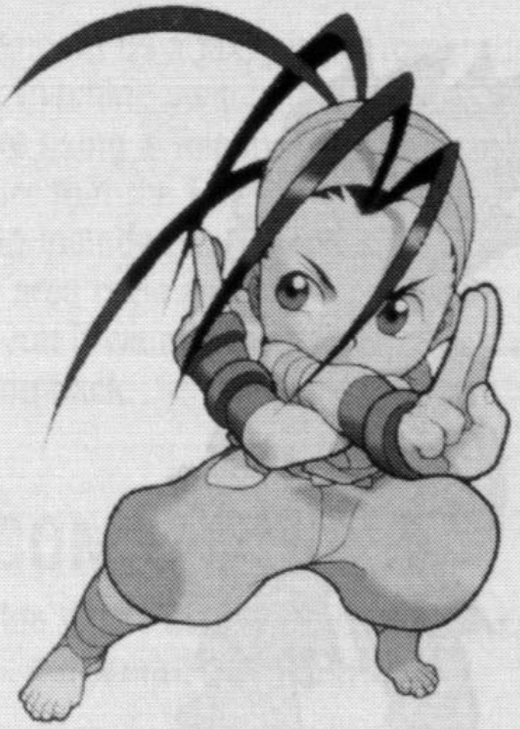
A star wrestler from Russia known for his great power.



MOVES	
Screw Piledriver	⇨⇘⇩⇙⇦⇖⇧⇗⇨+K+P
Double Lariat	P + S
Banishing Flat	⇨⇩⇘ + P
MIGHTY COMBO	
Heavy Bite	⇦⇙⇩⇘⇨ + S
Final Atomic Buster	⇨⇘⇩⇙⇦⇖⇧⇗⇨ + S

IBUKI

A high school student whose love for ice cream brings her to the big city.



MOVES	
Knife Throw	⇩⇘⇨ + P
Wind Slash	⇨⇩⇘ + K
Flying Sparrow	⇦⇩⇙ + K
MIGHTY COMBO	
Mysterious Bird	⇩⇘⇨ + S
Frog Kiss	⇨⇙⇩⇘⇦ + S

AKUMA

Martial arts training is everywhere and he is always looking for more strength.



MOVES	
Fireball	⇩⇘⇨ + P
Dragon Punch	⇨⇩⇘ + P
Hurricane Kick	⇩⇙⇦ + K
MIGHTY COMBO	
Super Dragon Punch	⇨⇩⇘ + S
Super Fireball	⇦⇙⇩⇘⇨ + S

DAN

Call me "the master"!



MOVES	
Fireball	⇩⇘⇨ + P
Dragon Punch	⇨⇩⇘ + P
Dan Kick	⇩⇙⇦ + K
MIGHTY COMBO	
Super Fireball	⇩⇘⇨ + S
Old Man Blast	⇦⇙⇩⇘⇨ + S

TECHNICAL SUPPORT

Thank you for purchasing Pocket Fighter™. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support :	**0171 368 2266**
Fax :	**0171 468 2003**
Internet :	**customer_support@vie.co.uk**
WorldWide Web :	**http://www.vie.co.uk**

Address :
Customer Services Department,
Virgin Interactive Entertainment (Europe) Ltd.
2 Kensington Square
London W8 5RB
England

As mentioned above the Technical Support number is for technical assistance only, however, if you find yourself experiencing game play difficulties, then you may want to send a large self-addressed envelope to the address below.

Pocket Fighter Hints,
Virgin Interactive Entertainment (Europe) Ltd.
2 Kensington Square
London W8 5RB
England

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please provide us with as much information as possible.
When contacting us by post, ensure you include the Tilte and Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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