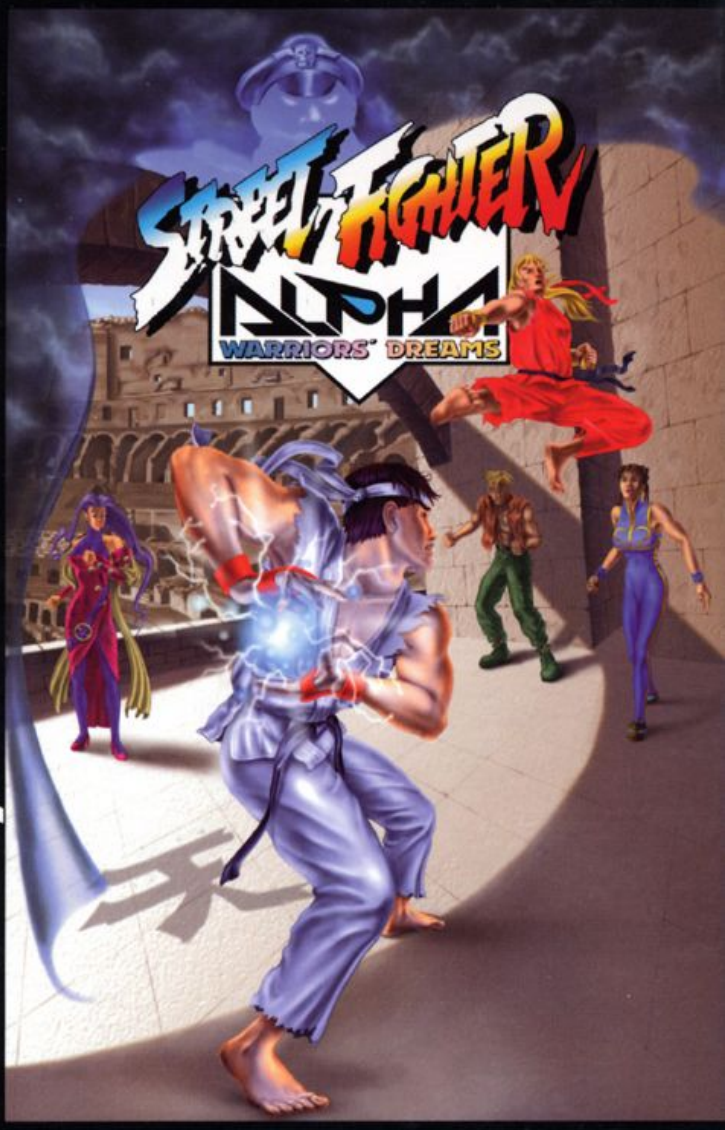
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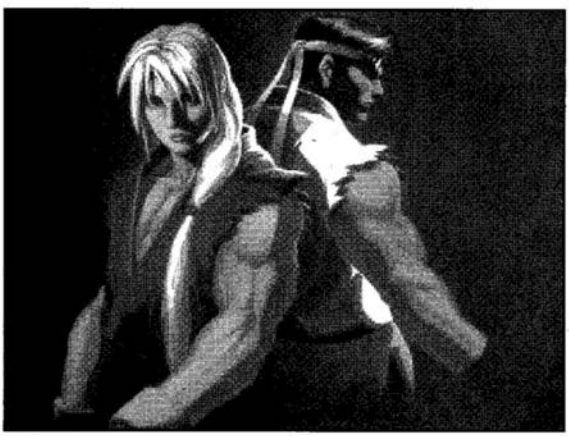
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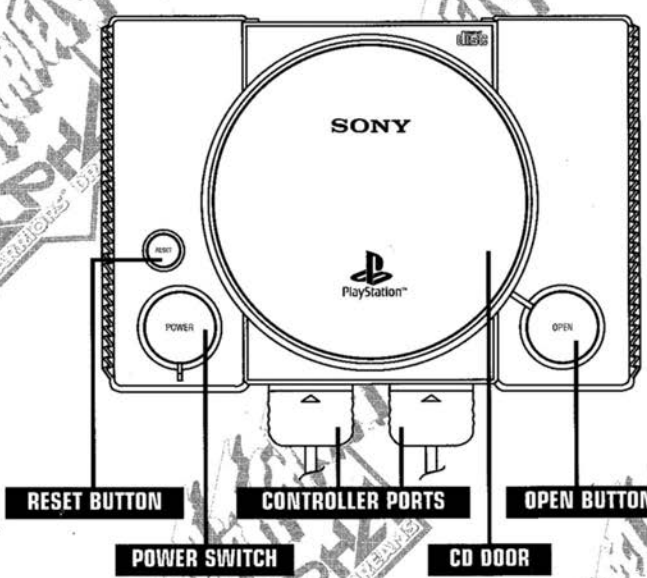
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Set Up

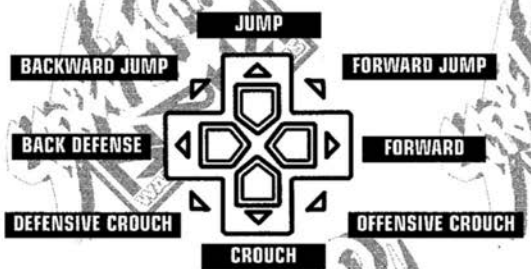
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STREET FIGHTER ALPHA disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.





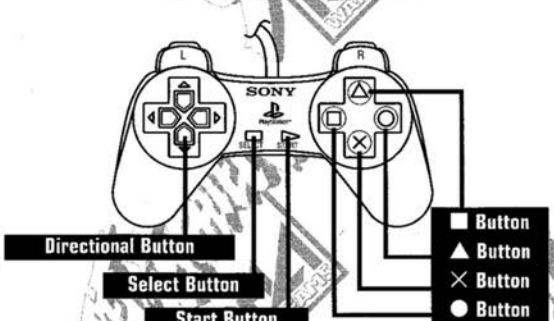
BASIC CONTROLS

BUTTON	FUNCTION
START BUTTON	STARTS GAME PAUSES GAME JOINS IN FOR SECOND PLAYER
SELECT BUTTON	TAUNTS OPPONENT (ONCE PER ROUND) OPENS OPTION SCREEN DURING PAUSE
DIRECTIONAL BUTTON	SELECTS GAME MODE (See Title Screen) CHANGES SETTINGS (See Option Mode) MOVES CHARACTER



Important Note: The diagram shows the Directional Button positions for a player facing the right. The controls are reversed when facing the left.





■ BUTTON	LIGHT PUNCH (JAB)
▲ BUTTON	MEDIUM PUNCH CANCELS SELECTION (See Title Screen)
L1 BUTTON	HARD PUNCH (FIERCE)
✕ BUTTON	LIGHT KICK (SHORT) MAKES SELECTION (See Title Screen)
● BUTTON	MEDIUM KICK
R1 BUTTON	HARD KICK (ROUNDHOUSE)
L2 BUTTON	3 PUNCH BUTTONS SIMULTANEOUSLY (See Super Combos)
R2 BUTTON	3 KICK BUTTONS SIMULTANEOUSLY (See Super Combos)

GENERAL MOVES



BLOCK/AIR BLOCK: Press Directional Button away from opponent. You can even block in mid-air.

GRAB/THROW: Press Directional Button toward opponent, then press either Medium or Hard Punch or Kick button. Some characters may be able to execute a grab or throw move automatically.

RECOVERY/ESCAPE: You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

DEFENSIVE FALL: Use the above throw command to reduce damage from throws where your character safely falls to the ground.

ALPHA COUNTER: When you block your opponent's attack, press the Directional Buttons ← ↙ ↓ in a smooth motion, then press a punch or kick button (depending on the character.) This will perform an Alpha Counter attack, which is a quick counter move against your vulnerable opponent. Alpha Counters consume 1 level on your Super Combo gauge.

AVOID BEING FLOORED: When you are hit by a knock-down move (Dragon Punch, Leg Throw, etc.) press the Directional Buttons ← ↙ ↓ in a smooth motion, then press any punch button. Your character will roll forward and avoid being floored by your opponent's move.

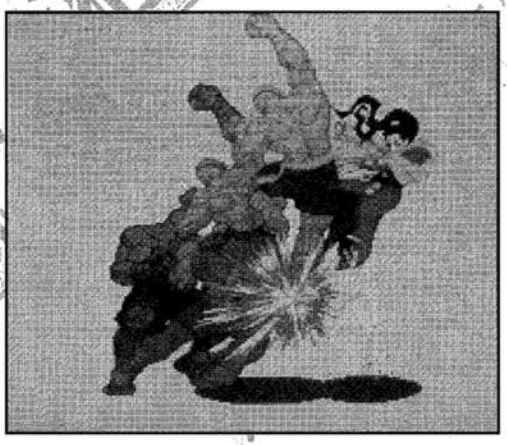
TAUNT: Only once per round you can taunt your opponent by pressing the SELECT button.

SUPER COMBO LEVEL GAUGE

Each time you execute normal moves and special moves, your Super Combo Gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos and Alpha Counter moves.

When performing Super Combos, the amount of damage inflicted by a successful combo can be controlled depending on the buttons pressed. With the Super Combo Level Gauge at full power (Level 3) you can perform the Super Combo, using 1, 2 or 3 attack buttons simultaneously to increase or decrease the number of hits inflicted. The more buttons you press simultaneously, the more damage will be inflicted but more power will be consumed from your gauge.

As a convenience, you can set one button on your controller to act as 3 Punch and one button to act as 3 Kick buttons when performing Super Combos.



STREET FIGHTER ALPHA!

The champion awaits! The challenge has been made, and you've been cast into the battle with nothing but cunning and skill on your side. Win to survive. . .the ultimate prize in this tournament. And there is only one way to win:

Knock your opponent's energy meter to smithereens. Use punches, kicks, skillful special attacks and Super Combos to become a decisive winner in the best of 3- or 5-round match. You know you can do it. Now it's time to prove it to the Alpha Warriors!

GAME MODES

There are 3 modes of play and 2 setup modes for Street Fighter Alpha. Each match is a best-of-three round battle. After a battle, the win/loss screen appears. At the continue screen, press the START button before the time reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the START button.

To adjust your button configuration during gameplay, press the START button to pause the game. Then press the SELECT button. Use the Directional Button to highlight the function, then press the button you want to perform that function.

To reset your game at any time without having to reload the disc, press L1, L2, R1, R2, SELECT and START simultaneously. You will be returned to the Street Fighter Alpha title screen.

Refer to the descriptions below to determine which mode of play you want.



ARCADE MODE

This mode is the popular arcade mode, where you select a Street Fighter character and fight your way through 8 other computer-controlled opponents. It is a one-player game, but a second player can join in at any time. Press the START button on the opposite controller to join in. The character select screen will appear.

From the title screen, use the Directional Button to highlight this mode, then press the START button to select the mode. You will then see the character select screen. Use the Directional Button to highlight a character. If you put the cursor on the "?" mark, the character's faces will keep changing randomly like a roulette. If you press a button, the roulette will stop and you will be able to use the character selected. If you're lucky, there may be some surprises revealed here.

When selecting a character, you may also change the color of your character depending on which button you press. Select Player One's color by pressing ■, ▲, L1 or START. Select Player Two's color by pressing ×, ●, or R1. This works as well for the random character selection described above.

If you have SPEED and AUTO set to FREE in the OPTION mode (see page 10), you can then select GAME SPEED and set your game in MANUAL or AUTO mode. Use the Directional Button to highlight either NORMAL or TURBO for the speed of your game, then do the same for MANUAL or AUTO mode. Press START to select the option.

MANUAL-You must perform all blocking functions, and Super Combos must be performed using the full instructions outlined in ALPHA WARRIORS (see page 11).

AUTO-Auto mode offers 2 features for players:

Simple Command-You can execute Super Combos by simply pressing 2 buttons simultaneously. Press Light Punch and Light Kick simultaneously for Super Combo #1. Press Medium Punch and Medium Kick for Super Combo #2, and press Hard Punch and Hard Kick for Super Combo #3. If your character has only 2 Super Combos, #2 is executed even if you enter the command for #3. Only Level 1 Super Combos are available in AUTO mode.

Auto Guard-Your character will block automatically unless you are attacking.The number of available auto guards is limited per round. After that, you will need to block manually. When the new round starts, the number of available auto guards resets.

V.S. MODE

V.S. MODE is the classic 2-player contest. Use the Directional Button to highlight this mode from the title screen and press START to select it. You will then be presented with the character select screen. Select character, color, game speed and MANUAL/AUTO in the same manner as the ARCADE mode.



TRAINING MODE

This mode allows you to study and practice special moves and combos. Your opponent will not block for the first hit, but will block for the following hit. Therefore you can easily determine if you can execute the combo successfully. After a certain amount of time, the opponent will not block your attack. The Super Combo Level Gauge is fully charged, up to Level 3, and will be consumed as you execute Super Combos. It will re-charge after a certain amount of time.



At first, select your character and your opponent character. The Training Main Menu will then appear. You will see the following options. Use the Directional Button to highlight the option, and press START to select it:

START: Begin practice

SET UP: Change the configuration of your practice session.

CHARACTER CHANGE: Change your character and your opponent character

OPTION: Change sound mode (stereo/monaural) and configure your buttons

END: Ends Practice

SET UP – If you select SET UP, there are many other options you can adjust. Press the Directional Button ↑ or ↓ to highlight the option, then press the Directional Button ← or → to change the setting.

MODE Switches between **NORMAL** and **REPLAY**

NORMAL – No Time Limits
Opponent's vitality does not decrease when hit
No combo replays

REPLAY – Time Limits applied
Opponent's vitality decreases when hit
If opponent is KO'd, time runs out or combo is successful, a window will appear where you can choose to replay the combo or continue practice

ACTION You can choose opponent's action from following 3 options:

STAND – Character always stands
CROUCH – Character always crouches
JUMP – Character repeatedly jumps

SPEED Select from 3 speeds

EXIT Return to MAIN MENU

If you press START button during practice, a window appears with the following options:

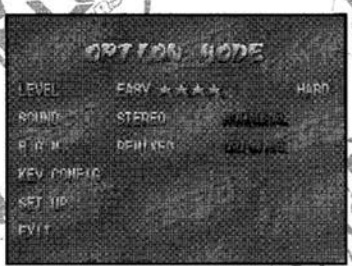
CONTINUE Returns to practice

MAIN MENU Returns to MAIN MENU

OPTION Switch the sound mode (stereo/mono) and configure your buttons

OPTION MODE

To adjust the options in your game, from the Street Fighter Alpha title screen, use the Directional Button to highlight OPTION MODE. Then press the START button. Select an item by pressing ↑ or ↓ on the Directional Button, then change the item by pressing ← or → on the Directional Button. To return to the mode select screen, highlight EXIT and press the START or X button (or simply press the ▲ button).



GAME LEVEL – There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).

SOUND – Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system

BACKGROUND MUSIC (BGM) – Switches the music between Remix and Original.

KEY CONFIGURATION – You can choose any button for your punch/kick functions.

SET UP

Allows you to adjust these options:

TIME – You can set the time limit for the round.

ROUNDS – You can adjust the number of rounds per match.

DAMAGE – The level of damage can be changed from 1 to 4. This determines how much damage you inflict and how much damage you receive.

MODE – This selects between NORMAL and SPEEDY. SPEEDY mode controls how fast the preliminary screens move before the match in VS. MODE only.

SPEED – You can adjust the game speed here between FREE, NORMAL, T1 or T2. FREE allows you to adjust the speed between NORMAL and TURBO from the character select screen. T1 and T2 refer to TURBO and TURBO 2 speeds.

AUTO – You can adjust the AUTO mode between FREE and OFF. FREE allows you free opportunity to adjust the mode from the character select screen. OFF disables the AUTO select.

PLAYER – You can switch each player between Human and COM (computer).

BACKUP DATA*

To ensure your memory card has enough memory available to save high score data, you must check it by following these steps:

1) Turn on the Sony PlayStation game console power on without inserting a disc.

2) Insert a memory card.

3) Select "MEMORY CARD" with the directional buttons and press the ● button.

If all 15 memory blocks are used, you must either delete a block or insert a different memory card with enough free memory*. To delete a file, follow these steps:

1) Select DELETE from the MEMORY CARD menu.

2) Select the card that has the data you want to delete.

3) Select the icon of the game data you want to delete.

4) When the message "Are you sure?" appears, select "YES". To cancel deleting, select "NO".

Then to save your data, select BACKUP from the title screen. Select one of the following options:

SAVE DATA – Save the ARCADE MODE data (high score) into the BACKUP RAM (memory card).

LOAD DATA – Load the data (high score) from the memory card.

HIGH-SCORE – You can look at the high score ranking currently saved on the memory card.

MASTER'S RANKING – You can look at the current Master's Ranking. This is achieved if you complete the game in ARCADE MODE without using a continue. Try to get a higher ranking by winning PERFECT rounds. If you set the ROUNDS to 1 in the OPTION MODE, you will not be ranked in the MASTER'S RANKING.

If you attempt to SAVE DATA, and the message "An additional 1 Block of Free Memory is required to save new data" appears, you will be unable to save the current data on the memory card. You must use a different memory card with enough free memory.

*This game consumes 1 BLOCK of memory space to save the ranking data, etc.

The Alpha Warriors

The following is a description of each character and a short list of moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move. The strength of the attack depends on which Punch or Kick button you press. The buttons must be pressed right as you reach the end of the Directional button motion.Timing is critical, so much practice and repetition is necessary for success.

Combinations are possible by pressing a Punch or Kick button during a move with certain timing involved. It is tough to perform these combinations, so much practice and patience is necessary to master these attacks.

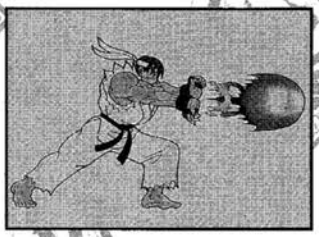
Note: The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.



Ryu

A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior through mastery of the fireball. It is this devotion that makes Ryu the eternal enemy of Sagat. Now Ryu must stand tall against revitalized rivals.

Moves:



Hadoken Fireball

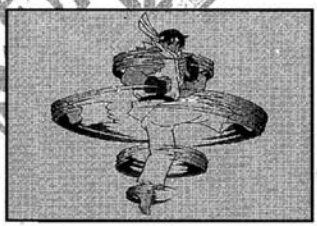
↓ ↘ → + any Punch button

Dragon Punch

→ ↓ ↘ + any Punch button

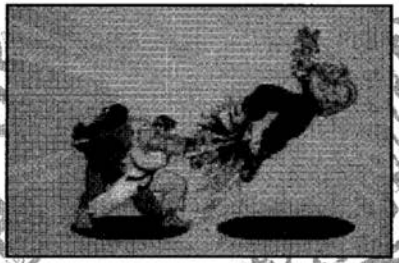
Air Hurricane Kick

While Jumping, ↓ ↙ ← + any Kick button



Hurricane Kick

↓ ↙ ← + any Kick button



SUPER COMBO #1

Burst Fireball

↓ ↘ → ↓ ↘ → + any Punch Button

ALPHA COUNTER

12 ← ↙ ↓ + any Punch button



CHUN-LI

Secretly pursuing the movements of Shadowloo, the international smuggling operation, Chun-Li fights bravely, unmindful of personal danger. The memory of her father burns brightly in her life.

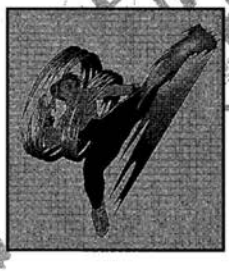
Moves:

Lightning Kick

Any Kick button rapidly

Spinning Air Kick

Press and hold ↓ for 2 seconds, then press ↑ + any Kick button



Kikoken Fireball

Press and hold ← for 2 seconds, then press → + any Punch button



Axe Kick

→ ↘ ↓ ↙ ← + any Kick button

SUPER COMBO #1

Chaos Kick

Press and hold ← for 2 seconds, then press → ← → + any Kick button



ALPHA COUNTER

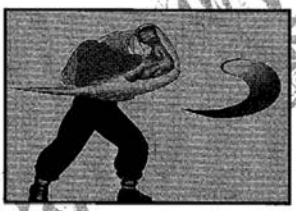
← ↙ ↓ + any Kick button



CHARLIE

A member of a secret elite military team, Charlie co-piloted a special mission into Thailand along with his long-time friend Guile. The mission backfired, and Charlie and Guile were captured. After escaping the jungle prison, Charlie now seeks the force behind the unrest in Thailand.

Moves:



Sonic Boom

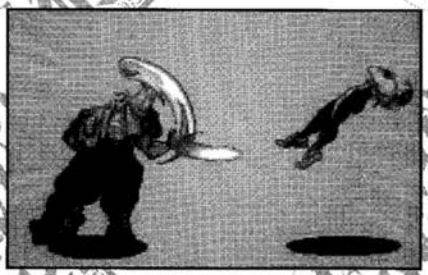
Press and hold ← for 2 seconds, then press → + any Punch button



Flash Kick

Press and hold ↓ for 2 seconds, then press ↑ + any Kick button

SUPER COMBO #1



Sonic Barrage

Press and hold ← for 2 seconds, then press → ← → + any Punch button repeatedly

ALPHA COUNTER

← ↙ ↓ + any Punch button



KEN

A disciple of the Shotokan school of karate, and past training partner of Ryu, Ken has an amazing fighting spirit but an even larger ego. Convinced he is the best fighter, and can defeat anyone, Ken seeks a confrontation with his long-time rival.



Moves:

Dragon Punch

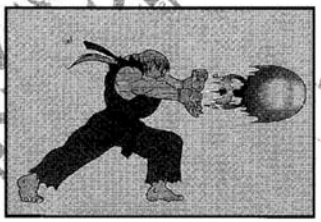
→ ↓ ↘ + any Punch button

Hurricane Kick

↓ ↙ ← + any Kick button

Air Hurricane Kick

While jumping, press ↓ ↙ ← + any Kick button



Hadoken Fireball

↓ ↘ → + any Punch button



SUPER COMBO #1

Shadow Dragon

↓ ↘ → ↓ ↘ + any Punch button

ALPHA COUNTER

← ↙ ↓ + any Punch button



GUY

Guy's command of ninjitsu fuels his belief that he is a descendant of a ninja. An intelligent fighter, Guy balances street smarts with the ninjitsu tradition to create a unique combination of strength and calculation. Instrumental in the downfall of the Mad Gear crime ring, Guy trounces evil anywhere it lurks.

Moves:



Air Suplex

↓ ↘ → + any Punch button. Then, when opponent is close, press any Punch button again

Dashing Crescent

↓ ↘ → + any Kick button. Then, when opponent is close, press any Kick button again



Whirlwind Kick

↓ ↙ ← + any Kick button

SUPER COMBO #1

Shadow Barrage

↓ ↘ → ↓ ↘ + any Kick button



ALPHA COUNTER

← ↙ ↓ + any Kick button



BIRDIE

Influenced by life in the back streets of many European cities, Birdie has become familiar with the workings of Shadowloo as a bouncer in many punk clubs. He yearns for a part of the action, and using his strength and style to avoid the law, Birdie knows he must fight his way into the infamous crime organization.

Moves:



Headbutt

Press and hold ← for 2 seconds, then press → + any Punch button

Sledgehammer

Press and hold any 2 or more Punch or Kick buttons for 1 second, then release



Choke Chain

Press the Directional Button in a complete 360-degree motion, then press any Punch button

SUPER COMBO #1

Jackhammer

Press and hold ← for 2 seconds, then press → ← → + any Punch button



ALPHA COUNTER

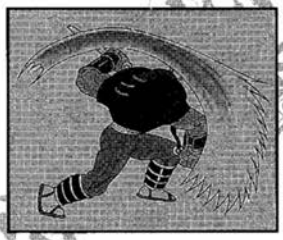
← ↙ ↓ + any Punch button



Sodom

Sodom considers himself a student of Japan and its culture. But as an American living in America, he has had trouble perfecting the art. A former henchman for the Mad Gear Gang, Sodom is consumed with revenge for Guy.

Moves:



Jitte Strike

→ ↓ ↘ + any Punch button

Power Slam

Press the Directional Button in a complete 360-degree motion, then press any Punch button



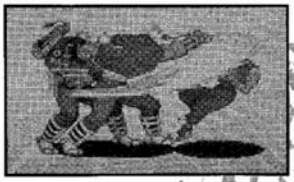
Spine Grinder

Press the Directional Button in a complete 360-degree motion, then press any Kick button

SUPER COMBO #1

Pummeler

↓ ↘ → ↓ ↘ → + any Punch button



ALPHA COUNTER

← ↙ ↓ + any Punch button



ADON

A master of the art of Muay Thai, Adon trained with Sagat but they quickly became enemies and rivals. Drawing the speed and cunning of the majestic jaguar, Adon's flashy style of battle has been known to mesmerize victims.

Moves:

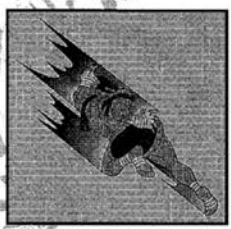


Rising Jaguar

↓ ↘ → ↗ + any Kick button

Jaguar Kick

← ↓ ↙ + any Kick button



Fang Kick

→ ↘ ↓ ↙ ← + any Kick button



SUPER COMBO #1

Jaguar Fury

↓ ↙ ← ↓ ↙ ← + any Kick button

ALPHA COUNTER

← ↙ ↓ + any Kick button



Rose

Rose's inner strength guides her in battle. Constantly searching for the right balance of action and reaction, Rose displays an intuition that borders on telepathy. She calls to her soul, and believes the heavens will punish whomever wields the mystic power without good intentions.

Moves:



Soul Reflect

↓ ↙ ← + any Punch button

Soul Spark

← ↙ ↓ ↘ → + any Punch button



Air Throw

→ ↓ ↘ + any Punch button



SUPER COMBO #1

Aura Assault

↓ ↙ ← ↓ ↙ ← + any Punch button

ALPHA COUNTER

↓ ↙ ← + any Punch button



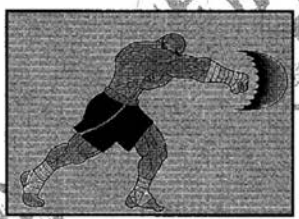
SAGAT

Feared throughout his homeland and beyond, Sagat reigned supreme until his narrow defeat at Ryu's hands. Humiliated and honorless, Sagat vows revenge at any cost. The tenacious tiger now stands on a new battlefield!

Moves:

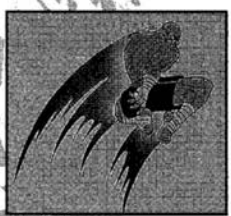
Tiger Shot

↓ ↘ → + any Punch button



Ground Tiger Shot

↓ ↘ → + any Kick button



Tiger Knee

→ ↓ ↘ + any Kick button

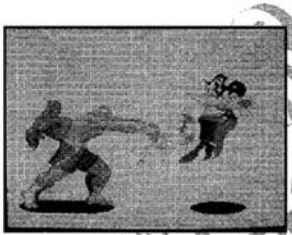
Tiger Uppercut

→ ↓ ↘ + any Punch button

SUPER COMBO #1

Tiger Cannon

↓ ↘ → ↓ ↘ → + any Punch button



ALPHA COUNTER

← ↙ ↓ + any Kick button