
PlayStation
NTSC U/C
PlayStation
PUZZLE FIGHTER II TURBO
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00418
CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting SUPER PUZZLE FIGHTER II TURBO, an innovative new brain bender for the Sony PlayStation™ that combines CAPCOM fighting action and mind-boggling fun. CAPCOM ENTERTAINMENT is proud to bring you this irresistible new addition to your video game library.

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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™ game 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™ game 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.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

CAPCOM HINT LINE AND GAME COUNSELING

Hints are available:
1-900-680-CLUE (1-900-680-2583)

$.79 per minute for 24-hr. pre-recorded information. $.99 per minute for live Game Counselor assistance. From Canada:
1-900-677-2272 ($1.25 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 Standard 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.

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SUPER PUZZLE FIGHTER II TURBO

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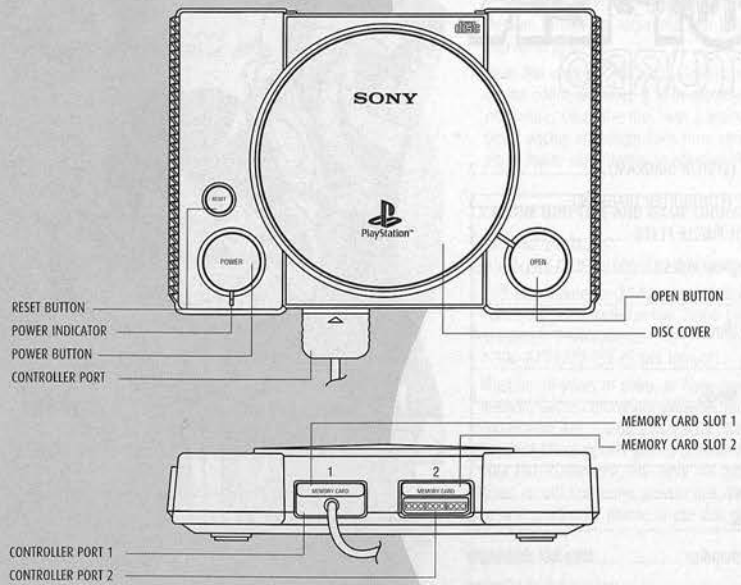
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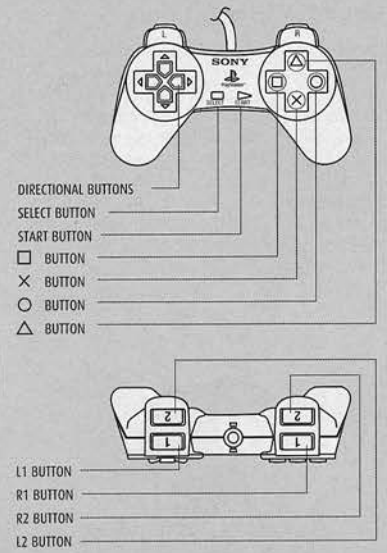
PLAYSTATION CONSOLE

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 SUPER PUZZLE FIGHTER II TURBO 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.



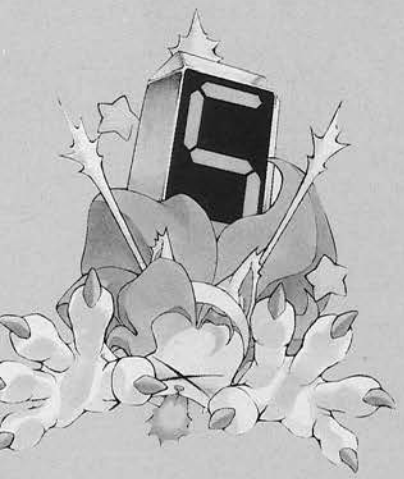
BASIC CONTROLS

START Button	Starts Game Pauses Game Joins in for second player
SELECT Button	Taunts Opponent (Once Per Round) Opens Menu During Pause
Directional Button	Selects Game Mode (See Title Screen) Changes Settings (See Option Mode)
(During Gameplay) ▼	Drops Gems Faster
(During Gameplay) ◀ or ▶	Moves Gems Left or Right
X Button	Selects Item in Menu Rotates Gem Counter-Clockwise
○ Button	Selects Item In Menu Rotates Gem Clockwise
□ or △	Selects Item In Menu Special Functions (See Street Puzzle Mode)
L1, R1, L2, R2	Not Used
Hold **SELECT**, then hold **START**	Reset Game



HOW TO CATCH PUZZLE FEVER

Just when the battle was heading towards a complete free-for-all, the Puzzle War breaks out and you're cast into the conflict to drown your opponent in gems. CAPCOM's awesome new puzzler has rules so basic and play that's so catchy and fun you can't help but get hooked. Beat your opponent to the punch by stacking gem after gem on their side of the screen. Use the special Crash Gem to break gems on your side and drop them on your weary foe. Fill your enemy's side before they do the same and KO! You win.



Puzzle Fighter Rules

Each round will drop two attached gems from the top of the screen to the bottom. Arrange the gems strategically to prepare for the drop of a round Crash Gem. Touch a Crash Gem to a gem of the same color then all the gems of that color that are linked vertically and horizontally to that gem will break.

These will then create Counter Gems that will be sent to your opponent's playfield. Counter Gems will land on your opponent's side in the pre-determined pattern of your character. The more gems you break, the larger the number of Counter Gems you drop on your enemy. If the gems pile up to the top of the screen right into the gap where the new gems fall, you lose the game.

- In Arcade Mode (vs. CPU only) each match is 1 round.
- VS. Mode (2 Player) is a 3-round match.
- Change the number of rounds for Arcade and VS. Mode in the Option Mode.
- Street Puzzle Mode is 1-Player only (see page 8).
- Each round of gems that falls is previewed at the top of the screen.
- Win Icons will appear as you win rounds. In Street Puzzle Mode you can win special Icons.
- Warning Messages appear to let you know how many Counter Gems are about to drop on you. Here is the key to the messages:

CAUTION.....1-10 Counter Gems

WARNING.....11-30 Counter Gems

DANGER.....31 or more Counter Gems

GEMS

Normal Gems

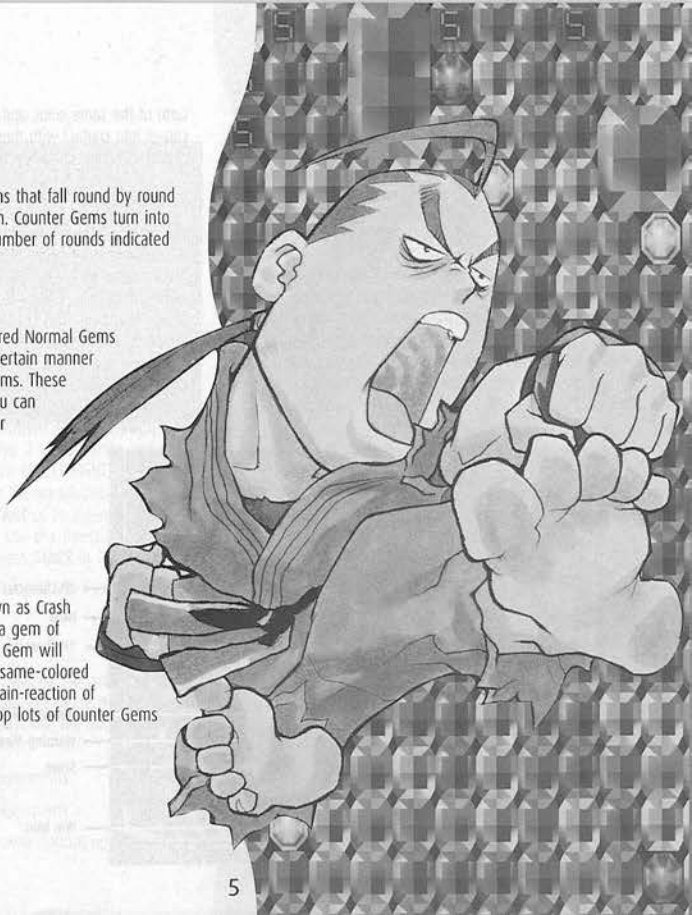
These are the regular gems that fall round by round from the top of the screen. Counter Gems turn into Normal Gems after the number of rounds indicated by the gem have fallen.

Power Gems

When 4 or more like-colored Normal Gems are placed together in a certain manner they form large Power Gems. These gems can be as big as you can make. Use a Crash Gem or Rainbow Gem to break Power Gems and drop many Gems on your opponent while increasing your score.

Crash Gems

The round gems are known as Crash Gems. When dropped on a gem of the same color, the Crash Gem will break. Try to link lines of same-colored gems to create a huge chain-reaction of broken gems. This will drop lots of Counter Gems on your opponent.

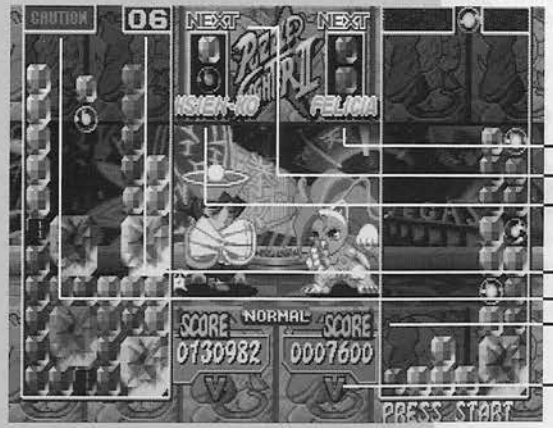


Counter Gems

Counter Gems fall on you or your opponent in a pattern based on your character (see Puzzle Warriors, page 10-17). A Counter Gem has a colored number inside that counts down as each new round of gems falls. Normal Counter Gems start at 5 but once they reach 0 they become Normal Gems of the color indicated by the number. You can destroy Counter Gems before they fall on you by counter-attacking with Counter Gems of your own. Break a Crash Gem or Rainbow Gem on as many Normal Gems as you can and the number of Counter Gems about to drop will be reduced. Counter Gems that still drop after some are countered start with a number 3. Drop a crash Gem paired with a Normal Gem of the same color, and any Counter Gem that comes into contact with them will be destroyed no matter the color of the Counter Gem.

Rainbow Gems

The diamond-shaped Rainbow Gems will break all the same colored gems as the one you land with the Rainbow Gem. The gems that break do not need to be attached to a like-colored gem in order to break. The amount of Counter Gems dropped on your opponent is reduced when using a Rainbow Gem as compared to breaking the same amount of gems with a Crash Gem. Thus Rainbow Gems should be used primarily to get out of a tough spot as opposed to a powerful attack method.



GAME MODES



There are 3 modes of play, 2 setup modes and a TRAINING DEMO for SUPER PUZZLE FIGHTER II TURBO. Press **START** or X during the introduction to jump to the title screen. Press **START** or X again to bring up the Mode Select screen. Use the Directional Button to highlight a mode then press **START** or X to select it.

Note: The Goodies Menu will appear only if you have won a prize in Street Puzzle Mode.

ARCADE MODE

Select this mode to play against the computer. Each match is 1 round, but you can change the number of rounds in OPTION MODE. Choose the initial level of difficulty from:

EASY.....Defeat 3 opponents

NORMAL .....Defeat 8 opponents

HARD .....Defeat 8 extra-difficult opponents

After choosing difficulty, select your character. Press X, ○, □, or △ to select items in this menu. Press any of the previous buttons again to begin play. At any time during gameplay press **START** on Controller #2 to join in with a second player.

V.S. MODE

V.S. MODE is the classic 2-player contest. After selecting this mode from the MODE SELECT menu, you will be presented with the character select screen. Select a character then you will see the Handicap screen appear. Adjust the difficulty from 5 different gem drop rate levels. The higher the number the faster the gems will drop. After each match you can change your character and review the result screen.

TRAINING DEMO

This mode allows you to study gameplay. This is a self-running demo which shows you how to play. Pick up some pointers here to improve your skill at Super Puzzle Fighter II Turbo. Press **START**, △, or X at any time during the demo to return to the MODE SELECT menu.



STREET PUZZLE MODE

Fun and prizes abound with the Street Puzzle Mode. There are a number of secret options available here, and to see these features you must play to win. Fight the computer in a 1 round match, and if you win, you take home the prize!

Highlight the Street Puzzle Mode from the Mode Select screen using Controller #1 and press **START** or X to select it. Next highlight a character you want to use and press X, ○, □, or △. Select EXIT to return to the Mode Select screen.

After selecting your character you can pick the prize you will play for. Highlight the prize and press X, ○, □, or △. You will fight one round of intense puzzle action. Difficulty, damage level, game speed and CPU Round are constant in Street Puzzle Mode. If you lose, you will return to the Street Puzzle Mode character select screen. If you win, you will see on-screen how to use the prize.

After you win your first prize, the "Goodies" menu will appear on the Mode Select Screen. This menu shows you the prizes you have won and how to use them. You will lose these items if you do not save before you quit. For backup information, see page 9.

Note: Some prizes will add options to the Mode Select screen. Battle tough on the street to find out all the secrets!

OPTION MODE



To adjust your options highlight OPTION MODE from the Mode Select screen and press **START** or X. Press the Directional Button ▲ or ▼ to highlight an option, then ◀ or ▶ to change the setting. Choose from:

DIFFICULTY	There are 8 levels to choose.
DAMAGE LEVEL	This determines the amount of Counter Gems that fall on your opponent. There are 4 levels.
GAME SPEED	Gems can fall at 1 of 4 different speed levels.
CPU ROUND	Change the number of rounds for a match against the computer between 1, 3 or 5.
V.S. ROUND	Change the number of rounds for a match in V.S. Mode between 1, 3 or 5.
AUDIO	Adjust your sound between Stereo and Mono depending on your sound system.
BGM-	Switch between Original and Remixed background music.
CONTROLLER CONFIG.	Change the order of your action buttons.
EXIT	Back to Mode Select Screen.

PAUSE MENU

Press **START** to pause gameplay, then press **SELECT** to bring up the Pause Menu. Then highlight one of the following options and press **START** or X:

CONTINUE	Unpauses game and returns to gameplay.
CONTROLLER CONFIG.	Same as in OPTION MODE.
SCREEN ADJUST	Changes the location of the game screen on your monitor. After selecting this, use the Directional Button to move the screen around. When finished, press **START** or X to return to the Pause Menu.
QUIT	Quits game and returns to the game title screen. Select Yes or No.

BACKUP DATA

Select BACKUP from the Mode Select screen and press **START** or X to bring up the Backup Menu. Highlight one of the following and press **START** or X to select it:

SAVE DATA	Saves to a Memory Card the Hi-Score Ranking for Arcade Mode only, plus any items obtained in Street Puzzle Mode.
LOAD DATA	Loads data from Memory Card Slot 1 or Memory Card Slot 2. Select CANCEL to return to Backup Data menu.
EXIT	Returns to Mode Select Screen.

Super Puzzle Fighter II Turbo consumes 1 Block of Memory. If your Memory Card has no slots available, follow the instructions in the owner's manual of your PlayStation™ Game Console.



THE PUZZLE WARRIORS

RYU

Ryu lives only for martial arts and searches for opponents stronger than he is. He travels the world to become a true warrior. Ryu respects strength and power, and does not care who his opponent is.

Drop Pattern:

Key:
R - Red
G - Green
B - Blue
Y - Yellow

R	G	B	Y	R	G
R	G	B	Y	R	G
R	G	B	Y	R	G
R	G	B	Y	R	G

1-11	18-23	30 AND UP
TAUNT	FIRE HADOKEN (2 HIT)	SHINKU-HADOKEN (5 HIT)







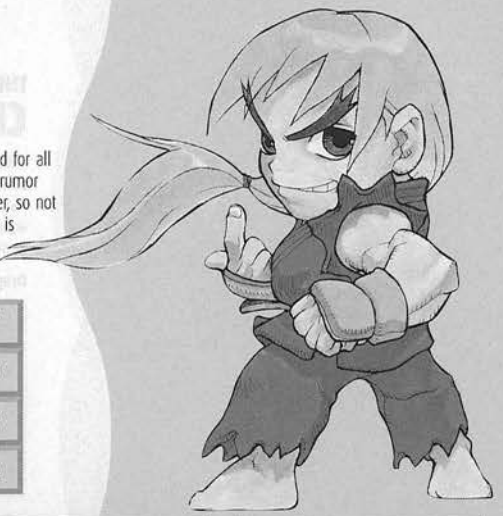
THE PUZZLE WARRIORS

KEN

Ryu's training rival is out to make it clear once and for all who is the world's strongest warrior. Ken hears a rumor that Ryu is working to strengthen his mental power, so not to be outdone Ken steps into the puzzle ring. Ken is confident he is the one with greater brain power.

Drop Pattern:

Y	Y	Y	Y	Y	Y
B	B	B	B	B	B
G	G	G	G	G	G
R	R	R	R	R	R



1-11	18-23	30 AND UP
TAUNT	SHO-RYU-KEN (2 HIT)	SHORYU-REPPA (5 HIT)









THE PUZZLE WARRIORS

CHUN-LI

Chun-Li has strong feelings of revenge for the criminals that kidnapped her father. She can never forgive them for what they have done. Using her agile legs and sharp brain she continues her investigation to find her lost father.

Drop Pattern:

Y	Y	R	R	G	G
Y	Y	R	R	G	G
R	R	G	G	B	B
R	R	G	G	B	B

1-11	18-23	30 AND UP
TAUNT	KYAKU-RETSU-KYAKU (2 HIT)	KIKOSHO (10 HIT)







THE PUZZLE WARRIORS

SAKURA

Sakura has super athletic talent and a good sense of martial arts. Only a high school student, she hears that her idol, Ryu, has been building mind strength so she begins training as well. Sakura believes to be competitive she must keep up with Ryu.

Drop Pattern:

G	B	B	B	B	Y
G	R	R	R	R	Y
G	B	B	B	B	Y
G	R	R	R	R	Y



1-11	12-17	30 AND UP
TAUNT	HADOKEN (2 HIT)	SHINKU-HADOKEN (5 HIT)









THE PUZZLE WARRIORS
MORRIGAN

She is a beautiful yet moody succubus who fell from above into the human world to seek a confrontation. Morrigan escaped the demon world to look for a new opponent and challenge their mind. Can Morrigan find an opponent to satisfy her longing for a good night fight?

Drop Pattern:

Y	B	G	G	B	Y
Y	B	G	G	B	Y
B	Y	R	R	Y	B
B	Y	R	R	Y	B

1-11	18-23	30 AND UP
TAUNT	SHADOW BLADE (3 HIT)	ENHANCED SPECIAL SHADOW BLADE







THE PUZZLE WARRIORS
FELICIA

Felicia is a friendly cat woman who wants to be a musical star. She knows that becoming a popular star takes talent and intelligence. Talent comes naturally to Felicia, but she enters the Puzzle War to build her mental abilities.

Drop Pattern:

G	B	B	R	R	Y
G	B	B	R	R	Y
G	R	R	B	B	Y
G	R	R	B	B	Y



1-11	12-17	30 AND UP
TAUNT	LITTERBOX KICK (2 HIT)	CAT SCRATCH FEVER (8 HIT)









THE PUZZLE WARRIORS

HSIEN-KO

Hsien-Ko and her sister made a pact after their lives were taken by the Darkstalkers. One would free the spirit of their mother while the other would avenge themselves against the powers of the night by destroying the Darkstalkers wherever they may roam. Beware the Chinese ghosts!

G	G	R	R	Y	Y
B	G	G	R	R	Y
B	B	G	G	R	R
Y	B	B	G	G	R

1-11	12-17	30 AND UP
TAUNT	GROUND GHOST BLADE (2 HIT)	IRON RAIN (7 HIT)







THE PUZZLE WARRIORS

DONOVAN

Donovan is the lonely Dark Hunter who lives for Anita, a young orphan who can detect the whereabouts of the Darkstalkers. Donovan trails the Darkstalkers seeking revenge for Anita's parents who perished at the hands of the Darkstalkers. Donovan believes this emotionless child holds the key to his destiny.

G	G	G	B	B	B
G	G	G	B	B	B
R	Y	R	Y	R	Y
R	Y	R	Y	R	Y



1-11	12-17	30 AND UP
TAUNT	SWORD GRAPPLE (2 HIT)	SPIRIT CRUSHER (7 HIT)







STRATEGY
NOTES

STRATEGY
NOTES

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PlayStation

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