
PlayStation
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CONTENT RATED BY ESRB
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MARVEL COMICS
X-MEN
Vs.
STREET FIGHTER
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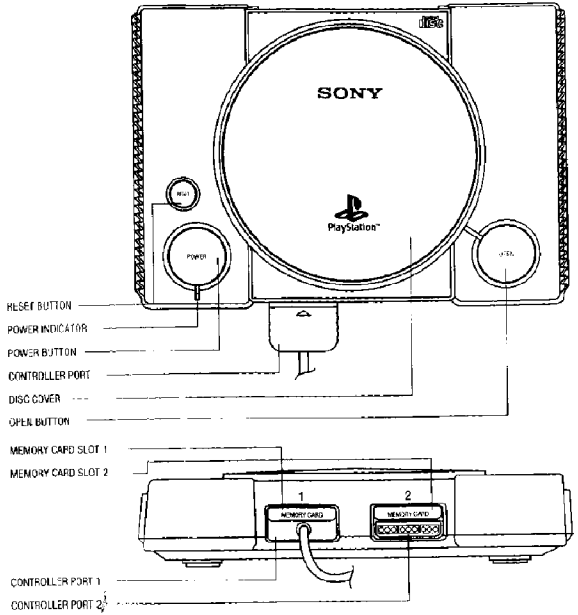
There have been several recent disappearances among Mutants and Street Fighters. Unconfirmed rumors surround these incidents, each claiming to know what's going on. Some sources blame the disappearances on Shadowloo, an underground militant group lead by the insane General Bison. Other sources believe that it is a plan by Magneto (the so-called master of Magnetism), to eliminate all those who oppose his goal of destroying all non-mutants. In order to investigate the truth in these matters, Mutant and Street Fighter teams have formed. Even though they are all working towards the same goal, dissension in the ranks continues to be a problem and several fights have broken out. After all this fighting, what will be left of the world? The outcome is in your hands...

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GETTING STARTED

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 X-MEN vs Street Fighter disc and close the Disc Cover. Insert Controllers and turn on the PlayStation® console. Follow the on-screen instructions to start a game.

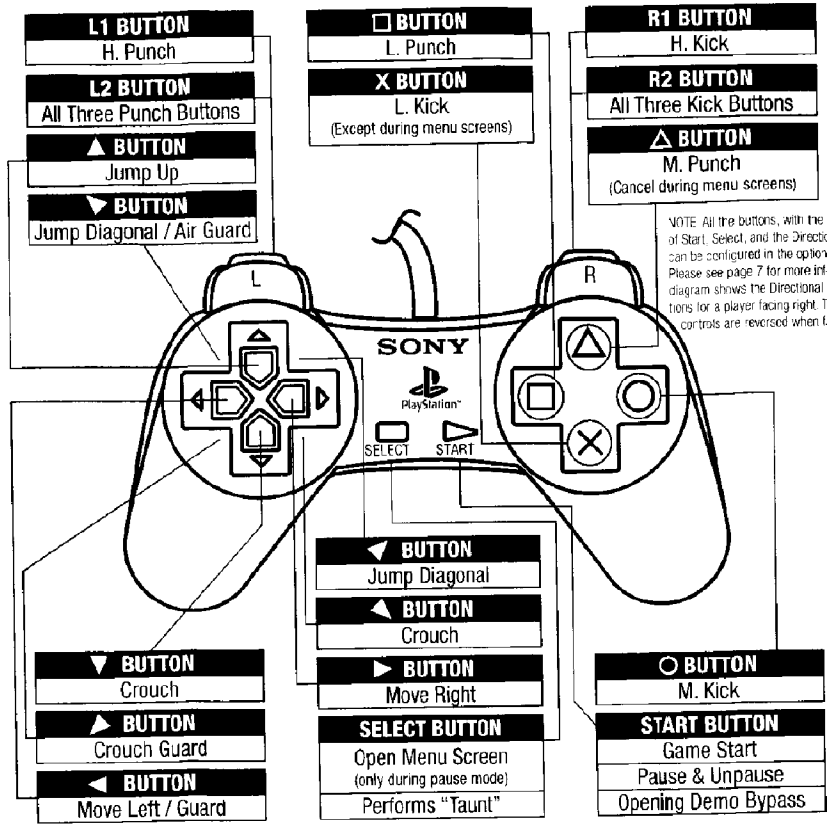


Quitting the Game During Gameplay

Press Start button, then the Select button, select Quit, and select Yes

Resetting the Game

Press and hold Select and Start simultaneously for two seconds. You will be returned to the title screen.



GAME SCREENS

Depending on your TV, the whole screen may not appear as shown.

❶ Your score and number of wins.

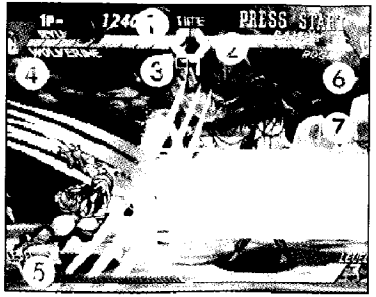
When you play against the computer this area will show your score, but if you are playing against another person, it will display your total number of wins.

❷ Physical Strength Gauge

Your physical strength gauge will decrease respectively depending on the amount of damage your player receives during a match. When your physical strength gauge is all used up, then the match is over. The red portion of the gauge can recover after time.

❸ Time Counter

This is the amount of time allotted to the match. When your time runs out, your match will end and the computer will judge the result. You can turn off the time counter in the option mode. See page 7.



❹ The name of your main character and your support gauge

❺ Hyper Combo Gauge

See page 9.

❻ Auto Mark

This will appear when you select auto guard. See page 8.

❼ Bonus Message

This can appear when you perform special techniques like Aerial Raves or High number Combos. See page 10 for more information.

GAME RULES

Game Setup
The first to win 2 out of 3 rounds wins the game.

Draw Game
When each player's physical strength is either the same when the time runs out, or if each player runs out of physical strength at the same time, a draw game will occur. A fourth sudden death round will be given if a draw game occurs.

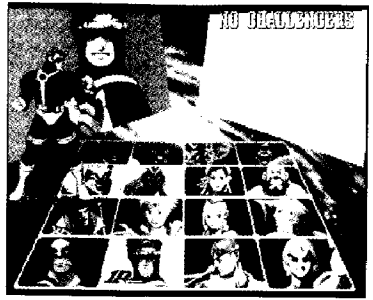
Win Mark
When you win one or more rounds, a win mark will appear just below the physical strength gauge.

There are several different type of win marks depending on how you win the round.

Conditions for Winning and Losing
Each round of battle is allotted a time limit of 99 seconds. During the 99 seconds, whoever's physical strength drops to zero will lose the match. If the time runs out and neither you nor your opponent's physical strength has reached zero, the round will be judged by the computer. When there is no time limit, a win can only be achieved by making the opponent's physical strength drop to zero.

GAME MODES

When you press the **Start** button during the title screen, the game select mode menu will appear. Highlight the mode you would like to play and press the **Start** or the **X button**.



Battle mode
This is the mode where you can play against the CPU. While playing, another player can join in at anytime by pressing the **Start** button on the challenger's controller. Once the new challenger joins in, a 2 player versus game begins. If you lose in this mode, you can continue as many times as you wish.

Versus Mode



This mode can only be selected when 2 Controllers are plugged into the PlayStation® system. After you select the character you wish to play, you can then select handicap levels by moving the ◀ or ▶ **Directional buttons** on the Controllers. You can also choose your battle stage by pressing the ▲ or ▼ **Directional buttons** on the Controllers.

Training Mode

This mode will allow you to practice your special moves and combos against a non-aggressive CPU character of your choice. Once you select training mode, you can choose your main character and your supplementary character as well as the practice opponent. Your practice opponent will switch to auto mode (See page 8) and will try to block your attack. You must attack with continuous attacks in order to create a combo. During the training mode you can enter the training mode option screen by pressing the **Start button**. Choose from the following:

Continue = Return to training mode

Player Change = Player select screen

CPU Action = Set opponent's action

Key Config. = Set up the button arrangement

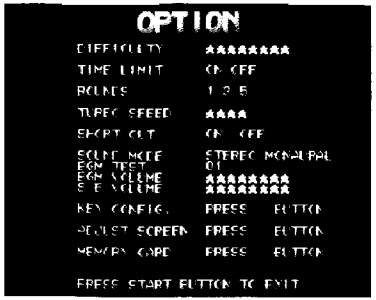
Quit = End training mode.

Survival Mode

Each battle consists of 1 round with no time limits. You will fight against the CPU to see how many teams of opponents you can defeat. You will not be able to adjust the following: difficulty, time limit, or number of rounds in the option mode. 2 players cannot play this mode at the same time.

When you choose shortcut mode in the options menu (see page 7), you can simplify the player select screen and enjoy smoother game play.

OPTION MODE



When you select option from the mode select screen, you can change the game setup options. You can select these items with the ▲ or ▼ **Directional buttons** on the Controller and the content with the ◀ or ▶ **Directional buttons** on the Controller. You will be able to change the following options:

Difficulty

You can set up the Battle Mode computer difficulty from levels 1-8. The higher the level, the more challenging the game.

Time Limit

You can turn the time counter on or off. If the counter is on, the time count is set at 99 seconds. If it is off, you will have unlimited time during the round.

Rounds

You can set up the number of rounds in the game to 1, 3, or 5.

Turbo Speed

The more stars highlighted, the faster the game play will be. You must select Turbo mode when choosing your game mode (see page 8).

Shortcut

You can turn this on or off. When the shortcut mode is on, your load time is greatly decreased and can be used for all modes.

Sound Mode

You can change the sound from Stereo to Mono.

BGM Test

You can listen to the different Background Music Scores by changing the BGM test number and pressing the **X Button**.

BGM and S.E. Volume

You change the volume of the BGM or sound effects in the game. The higher the number of stars highlighted, the higher the volume. If no stars are highlighted, volume is zero.

Key Config.

You can change the arrangement of your attack buttons that you use during battle.

You can also select Key Config. during a match if you press the **Start** button & then the Select button during normal play.

Adjust Screen
You can adjust the screen to better fit your TV.

Memory Card
You can save or retrieve high scores, hidden characters, and other information in this menu. Choose save or load with your Directional buttons and then press the **X** button to save or load data.

*To save or load data you must have an optional PlayStation® Memory card. This game requires 1 free block of memory on the PlayStation® Memory card. If you turn off the power to your system or remove the Memory card during saving or loading you can lose all your data. For more information please refer to your PlayStation® console manual.

HOW TO PLAY

After selecting the game mode, you will be prompted to select from either 1 of 8 Street Fighters or 1 of 8 X-MEN. Use the Directional buttons to find the character you wish to play as and press any button. This will be your main character. After you have selected your first character, you will be prompted to select a second "support" character. Now that you have selected your 2 characters, choose the mode you wish to play.

**Mode select is not available in training and survival mode.*

Mode Select

Normal Normal Mode

Turbo The game speed is accelerated.

Auto This will set your character up with autoguard mode. This allows you to block automatically.

Auto Mode



1. You can guard against attacks automatically.
2. You can perform Aerial Raves by pressing L. Punch + L. Kick together.

** Auto Mode has the above benefits, but it also has its limitations. Sometimes you will receive minor damage even if you block attacks. You will also only be able to hold up to level 2 on your Hyper Combo Gauge. See page 9 for more information.*

HYPER COMBO GAUGE

When you perform certain moves your Hyper Combo Gauge will fill up little by little. When the gauge gets full, you can perform advanced moves like Hyper Special Moves, Variable counters, Variable Hyper Combo Specials, etc... The maximum number of full Hyper Combo Gauges you can store is 3 for normal or turbo mode and 2 for auto mode.



Hyper Special Combo	Special Move + 2P or 2K at the same time (See pg. 12-20)
This can be performed when your Hyper Combo Gauge is full.	This can cause tremendous damage to your opponent if you combine a very strong move or Special Move with the Hyper Special Combo

VARIABLE HERO BATTLE

There are 2 methods to bring in your 2nd "support" character into battle with you.

Variable Counter	While blocking: ◀ ▶ ▼ + any button
While blocking, your support character can help you get out of a tight squeeze.	While blocking an attack, your support character attacks the opponent and knocks the opponent back.

Variable Combination	Press: ▼◀ ▶ + K + P of the same strength
This is when both your team members appear on the screen at the same time and attack using their Hyper Special Combos. This is a very powerful move if performed at the right time. **You must have at least 2 full meters on your Hyper Combo Gauge.*	



AERIAL RAVES

Normal moves that fling your opponent up in the air will start an Aerial Rave.
* Aerial Rave starting move varies per character.

Once you initiate the Aerial Rave you can do the super jump by pressing the ▲ Directional button. If you time it right, you will follow your opponent in the air and be able to continue attacking him.

*In auto mode you can initiate an Aerial Rave by pressing the L. P and K together.

HYPER CANCEL/ RECOVERY GAUGE SYSTEM

Hyper Cancel

When your attack hits your opponent and you execute the Hyper Special Combo quickly, you can make it one continuous combo called a Hyper Cancel. In addition if you are quick enough with your Hyper Cancels you can connect different Hyper Special Combos to create monstrous, continuous combos.

Recovery Gauge System

If you receive damage from your opponent and then avoid your opponent's next attacks for awhile, you can slowly recover the red portion of your physical energy gauge. More recovery time is required for damage received from continuous attacks than damage received from 1 hit attacks.

GENERAL MOVES

Dash	Super Jump	Air Guard
You can dash across the screen by tapping ◄◄ or ►► quickly or by pressing all three punches at the same time.	You can jump higher than the normal jump by pressing ▼ then ▲ quickly or by pressing all three kicks at the same.	While in the air, press in the opposite direction that the attack is coming from without attacking.

Throwing / Grappling	Chasing
When you are close to your opponent, press and hold either ◄ or ► plus M. Punch or H. Punch. Depending on your character, you will either throw your opponent away from you or grab him and attack.	When the opponent is being thrown or while he is down, you can still attack.

Recovery Roll	Advancing Guard	Chain Combo
When you get knocked down, pressing ◄ ▲▼ simultaneously with the punch or kick button will allow you to roll and get up quickly so you can avoid chasing attacks. This should be performed before you hit the ground.	You can push away opponent's attacks by blocking an attack and pressing all three punch buttons.	The basic chain combo starts with L.–M.–H. Punch or Kick. If you press the buttons fast enough, you will chain the entire hit and create a continuous combo. Try chaining buttons into special moves or Hyper Special Combos.

Tech Hit	Recovery
A tech hit is an escape from a throw. Once you are grabbed or at the moment you are thrown you must press any Directional button and press the M. Punch or H. Punch button. A tech hit will limit the amount of damage that is inflicted by a normal throw or grab.	If you are attacked continuously and lose a lot of damage in a short amount of time, you can become dizzy. To lessen the amount of time you are dizzy and unable to move press ◄ and ► as fast as you can while pressing any punch or kick button. *This technique will also work as a tech hit in some cases.*

CHARACTER BIOGRAPHIES AND MOVES



SPECIAL MOVES	
Rising Uppercut	▶▼◀ + P
Optic Blast	▼◀▶ + P
Cyclone Kick	▼▶◀ + K
Double Jump	While in the air press ▲ on the Directional button
HYPER SPECIAL COMBO	
Mega Optic Blast	▼◀▶ + 2P
Super Optic Blast	▶◀▼ + 2P

Cyclops

Scott Summers, better known as Cyclops discovered his mutant ability to direct and control his powerful Optic Blast, a powerful energy beam emitting from his eyes, during his difficult childhood. Having lost his parents at an early age and raised in an orphanage, he was eventually found by Charles Xavier and became the first member of the original X-Men.



SPECIAL MOVES	
Kinetic Card	▼◀▶ + P
Cajun Slash	▶▼◀ + P
Cajun Strike	Hold ▼ for 2 seconds, then ▲ + K
HYPER SPECIAL COMBO	
Royal Flush	▼◀▶ + 2P

Gambit

Born and raised in the sultry atmosphere of New Orleans, Remy Lebeau, better known as Gambit soon learned the tricks of his trade. A member of the Thieves Guild of New Orleans, his natural athletic abilities and his mutant power to charge any object with kinetic energy and throw it like a projectile with devastating effect made him one it the best thieves around.



SPECIAL MOVES	
Earthquake Punch	▶◀▼ + P
Juggernaut Punch	◀◣▼◀◣▶ + P
Juggernaut Body Press	◀◣▼◀◣▶ + K
HYPER SPECIAL COMBO	
Juggernaut Head Crush	▼◀▶ + 2P

Juggernaut

When Cain Marko entered into the secret temple of Cyttorak, he had no idea he would emerge as an unstoppable force of evil! Grabbing the ruby of Cyttorak, Marko was transformed into the Juggernaut, villainous arch-foe of the X-Men.



SPECIAL MOVES	
E.M. Disrupter	◀◣▼◀◣▶ + P
Hyper Gravitation	▶◀▼◣▶◀ + K
Magnetic Force Field	◀◣▼◀◣▶ + K
Fly	▼◣◀ + 2K
HYPER SPECIAL COMBO	
Magnetic Shockwave	▼◀▶ + 2P
Magnetic Tempest	▼◀▶ + 2K

Magneto

The master of magnetism, Erik Magnus Lehnsherr will stop at nothing to see his dream of mutant domination over the world realized! At one time a close friend of Professor X, Lehnsherr now hides his features behind the fearsome helmet of Magneto. The master of magnetism is the enemy of the X-Men and is one of the most feared villians in the Marvel Universe.



Repeating Punch	▼◢▶ + P
Rising Repeating Punch	▶▼◢ + P
Power Drain	▼◣◀ + K absorbs opponents move, then ▼◢▶ + K
[illegible]	
Goodnight Suga	▼◢▶ + 2P

Rogue

Rogue has a past that is shrouded in mystery. Her mutant ability to absorb other people's powers and villianous memories first manifested itself when she was a teenager. After leaving the Brotherhood of Evil Mutants, she would eventually join forces with the X-Men, seeking help in dealing with her mutant powers. Since then, she has become one of the X-Men's strongest members.



Berzerker Claw	▼◢▶ + P
Armed Birdy	▶◢▼◣◀ + K
[illegible]	
Weapon X Dash	▶▼◢ + 2P
Berzerker Claw X	▼◢▶ + 2P

Sabretooth

Victor Creed, better known as Sabretooth is without any doubt, Wolverine's most hated enemy. Their rivalry goes back to a time that even they don't remember. Sabretooth's Mutant abilities give him enhanced strength, agility, stamina and healing factor, second only to Wolverine's. His razor sharp claws and ruthlessness give him the fighting edge in almost every situation.



[illegible]	
Lightning Attack	Press Directional button any direction, then press (L. Kick + M. Punch) simultaneously.
Whirlwind	▼◢▶ + P
Double Typhoon	▼◣◀ + P
Flying	▼◣◀ + 2K
[illegible]	
Lightning Storm	▼◢▶ + 2P
Ice Storm	▼◣◀ + 2P

Storm

Storm is the co-leader of the X-Men. Her special mutant ability allows her to manipulate the awesome forces of nature. This control over the weather gives her the ability to fly. She can call upon the power of the storm and harness the fierce power of weather. Storm possesses a strong sense of nobility, which makes her a great leader.



[illegible]	
Drill Claw	Press Directional button any direction, then press (L. Kick + M. Punch simultaneously)
Tornado Claw	▶▼◢ + P
Berzerker Barrage	▼◢▶ + P
[illegible]	
Berzerker Barrage X	▼◢▶ + 2P
Weapon X	▶▼◢ + 2P

Wolverine

The man known only as Logan had his skeleton forcibly augmented with adamantium, a nearly indestructible metal. He has a super-healing ability that makes him nearly resistant to physical harm, chemicals and poisonous gasses. Wolverine once worked as a secret agent for the Canadian government but refused to follow their protocol. He severed his ties with the Canadian government and joined Professor Charles Xavier's mutant group — the X-Men.



SPECIAL MOVES	
Gohadoken	▼◣▶ + P
Goshoryuken	▶▼◣ + P
Tatsumakizankukyaku	▼◢◀ + K
HYPER SPECIAL COMBO	
Messatsugohado	▼◢◀ + 2P
Tenmagozankuu	▼◣▶ + 2P

Akuma

Warnings from his master were not enough. Akuma believed his ancestors to be fools for stealing the most deadly move: the raging demon. So what if the technique could kill the person who executed it? The true warrior will do everything he can to win. By releasing the Raging Demon, Akuma sealed his evil destiny and destroyed his own master.



SPECIAL MOVES	
Lightning Kick	K repeatedly
Fireball	◀◣▼◢▶ + P
Hienshu	▶◣▼◢◀ + K
Triple Jump	While in the air press up on the Directional button.
HYPER SPECIAL COMBO	
Super Heaven Rising Kick	▼◢◀ + 2K

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.



SPECIAL MOVES	
Yoga Fire	▼◣▶ + P
Yoga Flame	▶◣▼◢◀ + P
Yoga Blast	▶◣▼◢◀ + K
HYPER SPECIAL COMBO	
Yoga Inferno	▼◣▶ + 2P
Yoga Strike	▼◣▶ + 2K

Dhalsim

The Indian monk Dhalsim fights for his people who suffer from famine and disease. He is a Yoga master who drifts through life and does not try to change his fate. He has sought to unify his mind, body and soul through the discipline of Yoga. As he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.



SPECIAL MOVES	
Hadouken	▼◣▶ + P
Shoryuken	▶▼◣ + P
Tatsumakisempukyaku	▼◢◀ + K
HYPER SPECIAL COMBO	
Shoryureppa	▼◣▶ + 2P
Shinryuken	▼◣▶ + 2K

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 and friend Ryu.



SPECIAL MOVES	
Psycho Shot	◀▲▼◀▲▶ + P
Scissors Kick	◀▲▼◀▲▶ + K
Head Press	Hold ▼ for 2 seconds, then ▲ + K
Skull Diver	Hold ▼ for 2 seconds, then ▲ + P
HYPER SPECIAL COMBO	
Psycho Crusher	▼◀▲▶ + 2P
Knee Press Nightmare	▼◀▲▶ + 2K

M. Bison

M. Bison has worked hard to enhance his Psycho Power. Many, many battles ensued in his laboratory as Bison drew from the power of the fight. But his lab rats were only cowards, for hatred wields more power than fear. Bison craves to battle against true warriors. He hears of a warrior named Ryu who defeated Sagat in Thailand. Suddenly Bison's body glows into a blue flash in anticipation of confronting Ryu and using his psycho crusher signature move.



SPECIAL MOVES	
Hadouken	▼◀▲▶ + P
Shoryuken	▶▼◀ + P
Tatsumakisempukyaku	▼▲◀ + K
HYPER SPECIAL COMBO	
Shinku-hadoken	▼◀▲▶ + 2P
Shinku-Tatsumaksempukyaku	▼▲◀ + 2K

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 wanders the world for stronger fighters to battle.



SPECIAL MOVES	
Cannon Spike	▶▼◀ + K
Cannon Drill	▼◀▶ + K
Axle Spin Knuckle	▼◀▶ + P
HYPER SPECIAL COMBO	
Spin Drive Smasher	▼◀▶ + 2K
Killer Bee Assault	▼▲◀ + 2K

Cammy

She is a member of Bison's bodyguards and completely under the control of Bison's incredibly powerful mind control. From time to time she seems to show some form of humanity, but until she gains full self-control, she will remain a slave of Bison.



SPECIAL MOVES	
Double Lariat	3P or 3K
Spinning Piledriver	360-degree motion + P
Flying Power Bomb	360-degree motion + K
Banishing Fist	▶▼◀ + P
HYPER SPECIAL COMBO	
Final Atomic Buster	360-degree motion + 2P

Zangief

Lately Zangief has not been the same. Any pro wrestler cowers before his piledriver, but Zangief knows it needs improvement to meet his standards. As he trains, he gets frustrated because he cannot advance the piledriver. A sudden storm strikes and he is caught in the vacuum of a tremendous cyclone. It tosses Zangief around and sends him spinning back down to earth head-first. He drops to the ground with a great thud. A few seconds later, great laughter breaks out across the mountains and rivers. Zangief has found his inspiration.

Charlie

An American 1st Lt. for the Air Force who is well known for his somersault shell. His main goal in life is to stamp out all corruption in the Air Force.



SPECIAL MOVES	
Sonic Boom	Hold ◀ for 2 seconds, the ▶ +**P**
Somersault Shell	Hold ▼ for 2 seconds, the ▲ +**K**
Moonsault Slash	While in the air press ▲◀ ▶ +**K**
MEGA SPECIAL COMBO	
Sonic Break	▼◀ ▶ + **2P**
Cross Fire Blitz	▼▶◀ + **2K**