

INSTRUCTION MANUAL

STREET FIGHTER

THE STREET FIGHTER STORY

Your martial arts savvy and expertise is renowned the world over. Now's the time to prove how tough you really are.

Travel to distant parts of the globe and battle for the title of the World's Greatest Street Fighter. It won't be easy. You'll be challenged by a Ninja warrior, a Kung Fu master, and a powerhouse boxer, just for starters.

Pack your clothes, and your meanest punch. Set out for China, England and Japan. And get set to face the world's most ruthless street fighters.

LOADING THE GAME

- To decompress program, insert disk. At A> type INSTALL and press ENTER. Once installed on your floppy disk or hard drive, type SF and press ENTER.

JOYSTICK CONTROLS

Your joystick controls your every move. The basic joystick commands are:

- Push up to jump.
- Pull down to squat or block.
- Push right to move right.
- Push left to move left.
- The fire button lets you punch or kick.

KEYBOARD CONTROLS

- Use the Numeric Keypad to control your player
- Press the INS Key to PUNCH
- Press the DEL Key to KICK

GAME PLAY

As you travel the world, you'll gain skills and experience that enable you to gain the upper hand on your opponents.

Expect several surprises during your many adventures. You'll discover secret moves that stun your enemies and give you a decided edge. You'll also uncover certain joystick combinations that empower you with amazing fighting abilities.

Practice, practice, practice. Unlock the martial arts secrets you need to become the world's premier street fighter.

HINTS

Avoid being cornered. Keep moving.

Depressing the fire button for an extra fraction of a second intensifies the impact of your punch or kick.

Some of your foes are capable of launching missile attacks. Stay alert! Stay alive!

CABAL

THE CABAL SAGA

You are the top rated anti-revolutionary in the world. You are called upon to rid a Central American country of a powerful terrorist army. The fighting will be fast paced and furious as you take the war through the steaming jungles, the gnarled foothills, and the hidden outposts. There will be barely enough cover for you as you take on the toughest mercenaries and cutthroats from this part of the world.

Armed with only a machine gun and grenades, you must face the worst that they have to offer. Do battle with tanks, helicopters, half tracks and a countless score of enemies. You must use all of your fighting skills to avoid their attacks while trying to destroy their strongholds. Capture their weaponry to use against them in the hardest challenge you'll ever face as the world's greatest anti-terrorist.

LOADING THE GAME

- At A> type CABAL and press ENTER.

CONTROLLING THE GAME: IBM

General Controls:

Use the numeric key pad to move the sight and the player

7 moves the sight up left and the player moves left

8 moves the sight up and the player faces forward

9 moves the sight up right and the player moves right

4 moves the sight left and the player moves left

6 moves the sight right and the player moves right

1 moves the sight down left and the player kneels left

2 moves the sight down and the player kneels facing forward

3 moves the sight down right and the player kneels right

NOTE: The player does not move while firing, but the sight does move.

X or C to fire the gun

Z to fire a grenade

JOYSTICK CONTROLS

Joystick controls the sight and player as above.

Button 1 fires the gun

Button 2 fires a grenade

Note: In 2 player mode you may use two joysticks using a Y adapter. Other wise, Player 1 uses the joystick and Player 2 uses the keyboard.

Esc. - pauses game, any key after restarts

M - toggles music on/off

S - toggles sound on/off

Q - quits the game

SIDEARMS

THE SIDEARMS STORY

SIDEARMS™... it's a super one or two-player space age spectacular, jam-packed with fun and entertainment. **SIDE ARMS** demands skillful performance from one person playing individually, or two people playing simultaneously.

Super stars Alpha and Beta, in special protective suiting, armed with incredibly advanced fighting artillery, take on Planet Earth's invaders, weaponry and firepower abound. Unmanned mega bazookas. Deadly, snakey dragon-like creatures. Even ingenious 8-turret whirling wheels and hidden secret weapons too! Beta Photons can be catapulted in 8 different directions.

LOADING THE GAME: IBM

- To decompress press program, insert disk. At A> type INSTALL and press ENTER. Once installed on your floppy disk or hard drive, type SIDEARMS and press ENTER.

GAME PARAMETERS

Key F1

Touch Key F1 and the game starts.

Key F2

Pressing Key F2 alternates either Player No. 1 or Player No. 2.

Key F3

Setting Level of Difficulty.

First level of difficulty presented is identified as "Easy". Second level of difficulty is "Moderate". The third level of difficulty is "Difficult".

Player(s) select their own level of difficulty with function button or Key F3. Actuating Key F3 advances stages of challenge; Easy, Moderate, Difficult, back to Easy.

Key F4

This key allows the player to select the music to be on or off.

Note: When F1 is pressed, menu on screen asks for either joystick or keyboard selection.

If **Keyboard** was selected:

Use **CURSOR** Keys for movement.

Use **INS** Key for firing.

Use **DEL** Key for facing.

Press **SHIFT** Key to change weapons.

If **JOYSTICK** was selected:

JOYSTICK CALIBRATION

To set the calibration, or to correct and adjust the joystick, firing action requires just one simple step:

ONE-STEP PROCEDURE:

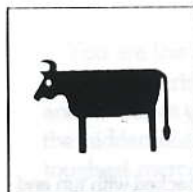
On-screen information will advise

"Joystick At Center, Then Fire".

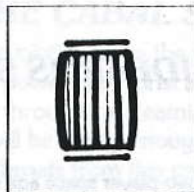
To calibrate joystick, fully release the joystick, allowing it to assure "self-centering" position. Press "fire" button.

Now that the joystick calibration has been completed, "CAPCOM Presents" will be displayed on the screen.

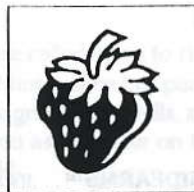
BONUS CHARACTERS/POINTS EARNED



COW
10,000 Points



BARREL
3,000 Points



STRAWBERRY
1,000 Points

ENEMY CHARACTERS/POINTS EARNED

	Points:
U Ship	200
Surface Scuba Divers	400
Spacemen	300
Scorpion Worm	500
Floor Dog	500
Eye Saucer	300
Mutant Ship	800
Storm Trooper	1,000

	Points:
Fighter Planes	200
Scuba Divers	400
Weapon Holder	200
Crab Man	300
Vertical Ship	200
Parachute Bomb	200
Mutant Fighter Planes	1,000

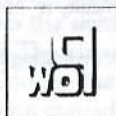
WEAPONS



Successfully hit "Pow" and a player's speed of projectiles increases to a maximum of 3 times.



Fires away in 3 separate directions. Big increase in power - doubles and triples.



Player's power is decreased by 1 should "wo9" be struck.



What a blast. Devastating firepower which increases 1 to 2 times.



Propels one (1) shot forward and two (2) shots backward diagonally.



Rapidly rotates, unleashing a horde of electrifying laser beams toward the target.

ALPHA/BETA



That stage of **SIDE ARMS** reached by Player No. 1 obtaining a (ALPHA/BETA). Gives Player Multi-Alpha Beams launching.



Player No.2 achieves Alpha/Beta. Players 1 and 2 combine their weaponry - firing Beta-Photons in multi-directions.