

**PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER**

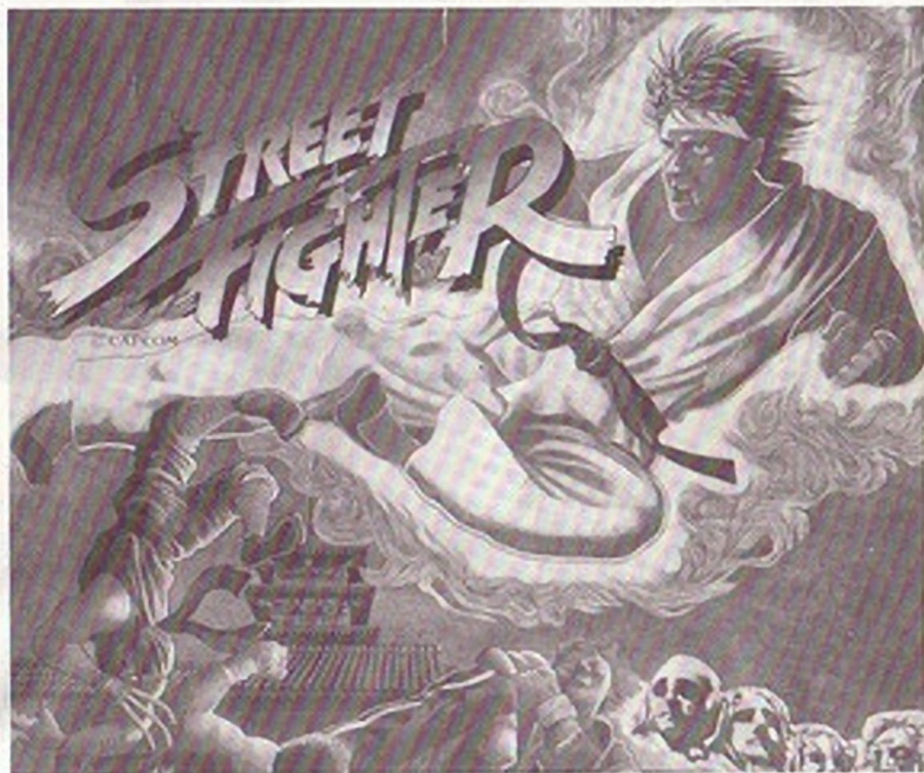
CAPCOM™

1283-C Old Mountain View/Alviso Road
Sunnyvale, CA 94089
408-745-7081



By CAPCOM™

CHALLENGE SERIES



CAPCOM™

DISK PAK INSTRUCTIONS

For Play On Commodore 64/128

A Special Message From

Thank you for selecting
STREET FIGHTER™ from the
Captain Commando
"CHALLENGE SERIES" by
CAPCOM™

Exciting and challenging,
STREET FIGHTER,
distributed by CAPCOM...
premier worldwide arcade
game designer... features
powerful, colorful state-of-the-art
high resolution graphics.

This high quality DISK PAK
has been manufactured to meet
CAPCOM's rigid quality speci-
fications for excellence, assuring
long-lasting playing satisfaction
game after game.



Captain Commando

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90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90-day warranty period.

CAPCOM U.S.A., Inc.

Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are not available, the defective PAK will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Look For CAPCOM's Other Fine Disk Paks Designed For Family Fun & Entertainment In Stores Now!

COMING SOON!

New Captain Commando Sports Series

- Hat Trick® — Hockey
- Mini-Golf® — Golf
- Street Football®

New "Challenge Series" Additions

- Trojan™
- Bionic Commando

New Software for IBM XT & AT And Compatibles Too!!!

- GHOSTS 'N GOBLINS
- 1942
- SIDE ARMS
- GUN.SMOKE
- SPEED RUMBLER



DISK PAK

Software Developed & Programmed For Play On

Commodore 64/128™

IBM® XT & AT Plus 100% IBM Compatibles

By

Pacific Dataworks International

Agoura Hills, California

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International Business Machines Corporation respectively.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. It is recommended you read this instruction manual thoroughly, observing and complying with the safety precautions before you begin your challenging experience with Street Fighter. It's your personal guarantee to greater satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. Avoid subjecting this high precision DISK PAK to extreme temperature variances. Store at room temperature.
2. Keep from touching with fingertips. Re-insert DISK PAK in its protective jacket to keep clean and avoid scratching.
3. Do not bend.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the DISK PAK.
5. For best results, play the game a distance away from your television set.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your DISK PAK.
7. Do not place this DISK PAK on or near television set. Exposure to the magnetic fields of the picture tube could result in damage to the DISK PAK.

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THE STREETFIGHTER STORY



STORY:

Ryu and Ken, young masters of Martial Arts, are going to challenge Street Fighters from five countries. Who will be victorious?



Ryu

Ken



HINTS/SCORING/MEMO

Date

Score

Player

* Manual by Paul Biederman.

* Game counselors available 8 a.m. to 5 p.m. PST at (408) 745-7081

ENEMY CHARACTERS

JAPAN



RETSU



GEKI

USA



JOE



MIKE

ENGLAND



EAGLE



BIRDIE

CHINA



LEE



GEN

THAILAND



HOW TO PLAY

TO START THE GAME:

For Commodore 64/128:

1. Connect joystick to Port 1.
2. Turn on power to your Commodore 64 or 128, the disk drive and TV/monitor.
3. Switch Commodore 128 to 64 mode.
4. Once the red "busy" light on the disk drive goes off, insert the Street Fighter DISK PAK into the disk drive, label side up. Close door of disk drive.
5. Type to enter the following:
LOAD "*" 8,1, then press RETURN.

The Screen Displays:

Searching for*
LOADING
READY

6. In just a few moments the following text will appear:
Special Function Keys

Start Game

F1

Music: (On)

F3

Number Of Player 1

F5

Level Of Difficulty (Novice)

F7

FUNCTION KEYS

Level Of Difficulty—Key F7:

You have the option to choose any one of three levels of game-playing difficulty when you challenge the Street Fighter. Pressing Key F7 controls your selection.

- Level One: Novice
- Level Two: Normal
- Level Three: Expert

Novice is the first level of difficulty to appear on screen. If this level is preferred, proceed to designate the number of individuals playing the game, one or two players. (See section titled Number Of Players F5).

Should you choose a higher level of difficulty, either Normal or Expert press Key F7 to make the transition[s].

Each time you press Key F7, you change the level of difficulty; from Novice to Normal to Expert, then return to Novice.

Number Of Players—Key F5:

Pressing Key F5 determines the number of participants playing Street Fighter at any given time.

Press Key F5 until screen designates 1-player mode or 2-player mode is reached.

Music—Key F3:

You control music on or music off each time you press Key F3.

Once you have set F3, F5 and F7 to your desired specifications, you are now ready to begin.

STAGE SELECT

From title screen, simultaneously hold a Key between 1 and 9 and the slash Key /. While holding down number Key, slash Key, press F1.

HINTS ON GAME PLAY

Special Moves

Fireball: Press fire button and hold joystick in Down position at the same time, then release fire button and hold joystick in Forward position. All this should be done very quickly.

Helicopter Kick: Press fire button and hold joystick in Down position at the same time, then release fire button and hold joystick in Backward position. All this should be done very quickly.

Upper-Cut: Press fire button and hold joystick in Forward position at the same time, then release fire button and hold joystick in Down position. All this should be done very quickly.

KEYBOARD

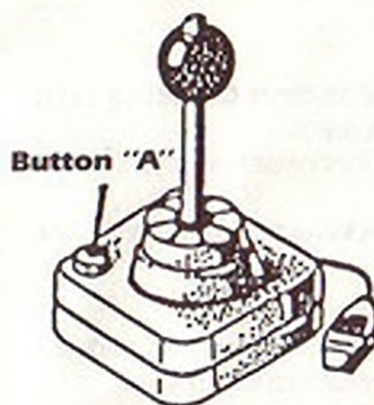
Continue: After Enemy has won 2 rounds, the "C" key can be pressed while players are still on screen. This will repeat play with the same enemy.

Space: Will interrupt the demo mode as will fire button. Will also continue play after beating the THAILAND Enemy.

CONTROLLING THE ACTION

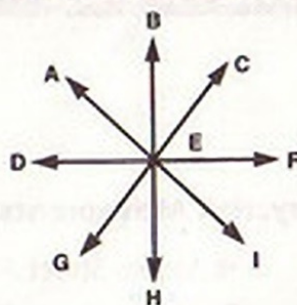
Joystick Movements:

- ◀ Moves Street Fighter Left
- ▶ Moves Street Fighter Right
- ▲ Moves Street Fighter Upward
- ▼ Moves Street Fighter Downward



- Button A:** **Punch:** From Quick Tap.
Kick: Hold Fire Button for more than 1/4 second.

CONTROLLING THE ACTION



Position A (facing right) or Position C (facing left)

- With no button pressed—spinning jump backwards
- With punch button pressed—spinning jump backwards with a weak punch in the end
- With kick button pressed—spinning jump backwards with a weak kick.

Position B (facing left or right)

- With no button pressed—jumps up
- With punch button pressed—jump up with medium punch in mid-air
- With kick button pressed—jump up with medium kick in mid-air

Position C (facing right) or Position A (facing left)

- With no button pressed—spinning jump forward
- With punch button pressed—spinning jump forward with a STRONG punch at the end.
- With kick button pressed—spinning jump forward with a STRONG kick at the end.

Position D (facing right) or Position F (facing left)

- With no button pressed—moves backward or Blocks when opponent attacks at close range.
- With punch button—quick weak punch
- With kick button—quick weak kick.

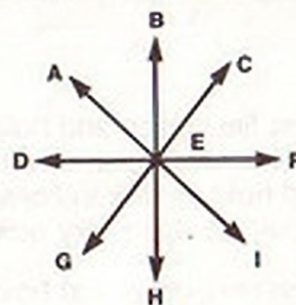
Position E (facing left or right)

- With no button pressed—stands
- With punch button pressed—medium punch
- With kick button pressed—medium kick

(Continued on next page)

CONTROLLING THE ACTION

(Continued)



Position F (facing right) or Position D (facing left)

- With no button pressed—moves forward
- With punch button pressed—blocks the Strong punch
- With kick button pressed—Strong spin kick

Position G (facing right) or Position I (facing left)

- With no button pressed—squatting block
- With punch button pressed—quick weak squatting punch
- With kick button pressed—quick weak squatting kick

Position H (facing left or right)

- With no button pressed—squat
- With punch button pressed—medium squatting punch
- With kick button pressed—quick weak squatting kick

Position I (facing right) or Position G (facing left)

- With no button pressed—squat
- With punch button pressed—squat block then strong squatting punch
- With kick button pressed—strong spinning squat kick