

**CAPCOM**<sup>®</sup>

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Nintendo

**GAME BOY** COLOR

**STREET FIGHTER**<sup>®</sup>  
**ALPHA**  
WARRIORS' DREAMS

INSTRUCTION BOOKLET

**ONLY FOR**  
GAME BOY  
COLOR

CGB-AFZE-USA

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**CAPCOM**

TEEN (13+)

ANIMATED VIOLENCE

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## CONTENTS

Challenge the Alpha Warriors! . . . . .	2
How to Play . . . . .	3
Moving Your Fighter . . . . .	4
Special Moves . . . . .	5
Super Combo Gauge . . . . .	7
Arcade Mode . . . . .	8
Training Mode . . . . .	10
Option . . . . .	12
Street Fighters . . . . .	14

## CHALLENGE THE ALPHA WARRIORS!

The challenge has been made! You've been cast into battle with nothing but cunning and skill on your side. Fight to win and win to survive ... the ultimate prize in this tournament.

To stand victorious, 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!

2

## HOW TO PLAY

### Control Pad

- Choose Game mode
- Choose Option mode options/settings
- Choose fighter
- Move fighter

### SELECT

- Confirm mode/ menu selections
- Taunt opponent (once per round)

### START

- Start game
- Confirm mode and menu selections
- Pause game



### B Button

- Cancel option
- Quit from pause
- Tap for Jab
- Press for Hard Punch

### A Button

- Confirm option
- Continue from pause
- Tap for Light Kick
- Press for Hard Kick

### A+B Buttons

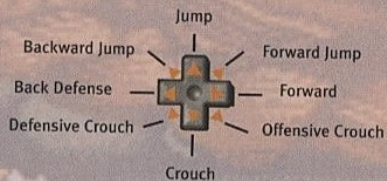
- Super Combo

3



## MOVING YOUR FIGHTER

### CONTROL PAD DIRECTIONS



**Important:** Use the controls on pages 4, 5 and 6 when your fighter is facing right. Reverse the left/right and diagonal controls when your fighter is facing left.

4

## SPECIAL MOVES

### PUNCHES

- Tap A Button - Jab
- Press A Button - Hard Punch
- + P - Roundhouse
- ← + P - Jab
- ↑ + P - Flying Punch
- ↓ + P - Uppercut



### KICKS

- Tap B Button - Light Kick
- Press B Button - Hard Kick
- + K - Spin Kick
- ← + K - High Kick
- ↑ + K - Jump Kick
- ↓ + K - Sweep Kick



5

### GRAB/THROW

When near your opponent, press the Control Pad toward then opponent, then press the Punch or Kick button.

### RECOVERY/ESCAPE

Recover quickly by rapidly pressing the attack buttons and the Control Pad left/right. You can escape grab moves this way too.

### TAUNT

Press SELECT once per round to taunt your opponent.



### SUPER COMBO GAUGE

Each time you execute moves, your Super Combo Gauge builds up. The Super Combo level will increase at certain points, and then you will be able to perform Super Combo moves. The buttons you press control the amount of damage inflicted by a successful Super Combo.

With the Super Combo Gauge at Level 3 (full power), you can perform the Super Combo using one or both attack buttons (A and B) simultaneously to increase or decrease the number of hits inflicted. Pressing two attack buttons inflicts more damage than pressing one button, and also drains more power from the Super Combo Gauge.

To use only one level of the Super Combo Gauge, tap the Attack button quickly. To use all three levels, use the Double Fireball button and press the Attack button.



## ARCADE MODE

Fight to win against all the other computer-controlled opponents.

Select ARCADE MODE from the Mode Select screen.

Then choose your Street Fighter by pressing the Control Pad right/left/ up/down. Press SELECT to confirm your choice. You'll see the country your character represents. (If you choose the "?" mark, the character will change rapidly for a roulette-style selection when you press SELECT.)

Once you've chosen a fighter, the computer randomly chooses your opponent.



8

## ARCADE MODE RULES

- Each match is a best-of-3-rounds battle (default). You can change the number of rounds in Option mode (see page 13).
- The first fighter to drop the opponent's vitality gauge to zero wins the round.
- If time runs out, the fighter with the most vitality remaining wins the round. You can adjust the time in Option mode.
- After a battle, the win/loss screen appears.
- At the Continue screen, press START before time runs out to continue the game.



9

## TRAINING MODE

Select TRAINING MODE from the Mode Select screen to practice your moves and Super Combos. During training, your opponent will not block your attacks. Your Super Combo Gauge is fully charged up to Level 3, and decreases as you execute Super Combos. It will re-charge over time.

To begin, select your fighter and your opponent. The Training menu will then appear. Use the Control Pad to highlight an option, and press START to select it.

- **Start** – Begin practice.
- **Set Up** – Change some Training settings.
- **Player Change** – Select a different fighter and opponent.
- **Option** – Switch the Punch and Kick buttons.
- **End** – End Training mode.



## TRAINING SET UP

- **Action** – Set your opponent's stance: always STANDING; always CROUCHING or repeatedly JUMPING.
- **Speed** – Set your fighter's speed to NORMAL, TURBO 1 or TURBO 2 (fastest).
- **Exit** – Return to the Training menu.



## TRAINING OPTION

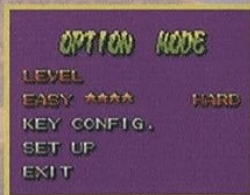
Switch the Punch and Kick buttons by pressing the Control Pad left/right.



## OPTION

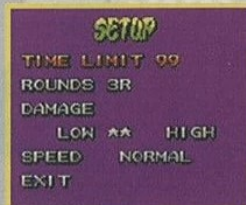
Select OPTION from the Mode Select screen to adjust some game settings. Press the Control Pad up/down to choose an option, and left/right to change the setting. Press the A Button to bring up a submenu for some options.

- **Level** – Add stars to increase the difficulty level from Easy to Hard.
- **Key Config** – Switch the Punch and Kick buttons on the submenu by pressing the Control Pad left/right.
- **Set Up** – Change some Arcade mode settings (See page 13).
- **Exit** – Return to the Mode Select screen.



## OPTION SET UP

- **Time Limit** – Set the time limit per round to 25, 50, 75 or 99.
- **Rounds** – Set the number of rounds per match to 1, 3 or 5.
- **Damage** – Add stars to increase the level of damage you inflict and receive with each move.
- **Speed** – Set the game speed to NORMAL, TURBO 1 or TURBO 2 (fastest).
- **Exit** – Return to the Option menu.





## STREET FIGHTERS



### RYU

A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior!



14



### CHUN-LI

Stealthily shadowing a secret international smuggling ring, Chun-Li fights bravely, heedless of personal danger. She is driven by the memory of her father, a fearless fighter for good.



15



## CHARLIE

A member of a secret elite military team, Charlie was captured when his special mission backfired. After escaping his jungle prison, Charlie now seeks the force behind the unrest.



16



## GUY

Guy balances street smarts with a masterful command of ninjitsu. Trouncing evil wherever it lurks, Guy helped to defeat the Mad Gear Gang.



17



## SODOM

Sodom is a student of Japan and its culture. A former henchmen for the Mad Gear Gang, Sodom's consuming passion is revenge against Guy.

18



## BIRDIE

As a bouncer in punk clubs, Birdie has learned the inner workings of Shadowloo. He yearns for a part in the action, and vows to fight his way into the infamous crime ring.

19





## ADON

A master of Muay Thai, Adon draws on the speed and cunning of the majestic jaguar. His flashy battle style has been known to mesmerize victims.



20



## ROSE

Rose's inner strength guides her in battle. A telepathic, Rose believes the heavens will punish whoever wields the mystic power without good intentions.

21



## DAN

Dan believes himself to be the strongest martial artist in the world. With an ego as powerful as his uppercut, no one can stop him now!



22



## M. BISON

Leader of the evil organization Shadowloo, Bison backs up his uniform with serious fighting skill. His is a strange combination of military discipline and creative attacks.



23

The All Time Classic, Action-Adventure  
Game now for the Game Boy Color System



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Knight Arthur on his  
quest to rescue the  
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Guinevere!

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24

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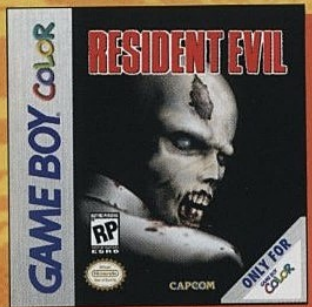
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25



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26

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27

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28

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29

