PREMIER WORLD-WIDE ARCADE GAME DESIGNER

CAPCOM USA

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STREET FIGHTER 2010
THE FINAL FIGHT

INSTRUCTION MANUAL

Game counselors available 8 a.m. to 5 p.m. P.S.T. (408) 727-1665

Printed in Japan
A special message from CAPCOM

Thank you for selecting the exciting and action-packed STREET FIGHTER 2010-the Final Fight. This is our latest addition to our collection of arcade inspired games for the Nintendo Entertainment System. Following such hits as Mega Man 2, Bionic Commando and Code Name: Viper, STREET FIGHTER 2010-the Final Fight continues the tradition of bringing arcade action to your home.

STREET FIGHTER 2010-the Final Fight features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joe Morici
Vice President
CAPCOM, U.S.A.

Code Name: Viper
You're The Drug Lord's Worst Nightmare!

Get ready for the hottest action south of the border. Agent Smith, the Viper, must infiltrate and destroy a South American syndicate on his solo mission against the most ruthless drug cartel in the world!
Now... the Major Motion Picture Willow is available for your Nintendo Entertainment System!

Travel back to time of sorcery and magic when the evil Queen Bavmonda ruled the land under a reign of terror. You must face the deadly challenge of mysterious forests and villages while battling the Queen’s Nockmaar army.
SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.
2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.
3. Never attempt to disassemble your GAME PAK.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME 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 GAME PAK.

GETTING STARTED

1. Insert the STREET FIGHTER 2010-the Final Fight GAME PAK and turn on your Nintendo Entertainment System. The cartridge will automatically show various scenes from the game as well as give you some background on the hero, Ken. Pressing the START button begins the game.

2. "A little history" sets up the action in this game. It tells the story of Ken, a former worlds class Street Fighter. It would be advisable to read through this part before beginning the game.
CONTROLLING KEN - THE STREET FIGHTER

The controls for Ken are simple, but true mastery takes great timing and skill.

START - pauses the game.

SELECT - removes stats panel to show more of the screen.

A Button - Press once to jump. While Ken is in midair press it a second time to make him grasp a vertical surface, (walls, plants, cliffsides...).

B Button - Launch attack. Depending upon whether you are standing, jumping, or pressing on the control pad, pressing the B button will make Ken punch or kick. These are his two primary modes of attack.

LEFT and RIGHT on the control pad moves Ken left and right.

Pressing DOWN on the control pad while pressing the A button makes Ken jump down.

There are a variety of martial arts moves available to Ken. To perform these, press the B button and the UP, DOWN, LEFT and RIGHT areas of the control pad. Experiment to find the deadly combinations.

PLAYING THE GAME

The main view of the game shows Ken in an alien setting, (main picture), and a stats panel below. The stats panel shows:

PLANET - Which planet you are on.

P = 4 - How many players are left.

LIFE - Bar measurement of Ken's life energy.

OPEN - When all the arrows are glowing, a teleport opening is created. Jump into this portal before they stop glowing or you will lose one player. Destroying various enemies will cause the arrows to glow.

POWER BAR - These five squares show the amount of power Ken has collected. The more power units that are collected, the greater the power Ken will wield.

When the teleport beam arrives, this is a signal that you have successfully cleared that area of the world.
THE STORY

Ken grew up in a world of violence. He mastered the martial arts at a very early age and went on a global tour to challenge the greatest Street Fighters of the world. He was victorious. Upon returning to his home country he enrolled at Bargham University and began his life study in the field of Cybotics. While at Bargham, he was befriended by a gifted classmate named Troy. After many years, they perfected a revolutionary discovery they named Cyboplasm.

This substance, when properly administered, could make a man several times stronger than normal. This came at a good time, for mankind had just perfected travel to the "frontier" of other worlds. Ken had no interest in traveling to the new frontier, but he was glad their invention could be helpful.

One day he came to their lab and found it nearly destroyed. His partner Troy was killed, and their formula was stolen. The killer escaped to the new worlds. Ken knew he must avenge his fallen friend. He now has a very keen interest in the frontier.

ENEMY CHARACTERS

SKIMMER

BASHER

ENTORRID

DEATH EYE
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 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 NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any 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.
90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that the 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 the 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
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2. Notify the Capcom Consumer Service Department of the problem and arrange for service by calling: in Canada, 1-800-361-7275; in the United Kingdom, 0800 810 394; in Europe, 011-32-3-2748120; in Australia, 1300 361 7275; in South Africa, 0861 222 978; in Mexico, 01-800-528-0528; in Argentina, 011-4772-0488; in Brazil, 1-351-401-2222; in the Philippines, 02-755-5888; in Indonesia, (021) 800-187-969; in Singapore, 800-877-877; in Thailand, 179-198-1111; in Malaysia, 07-621-1414; in India, 011-400-1299; in China, 010-8511-8888; in Japan, 03-8815-6262; and from the Philippines, 02-755-5888.

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

Look for this hot action-packed Game from CAPCOM

Blast into Action with Mega Man 2!

He's back! And this time the evil Dr. Wily has created even more sinister robots to mount his attack.