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Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can make sure that the room in which you are playing has all the lights on and is well lit. Sit a

Use a lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene.

Do not leave the disc in direct sunlight or near a radiator or other source of heat.

Do not write on or apply anything to either side of the disc. Do not bend the disc. Do not touch, smudge or scratch its surface.

The Sega Dreamcast GD-ROM disc is intended for use abusively on the Sega Dreamcast video game system. Do not use this disc.

Before removing the disc, be sure to stop spinning.

To prevent personal injury, property damage or malfunction:

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

1. Do not play if you are tired or have not had much sleep.
2. Make sure that the room in which you are playing has all the lights on and is well lit.
3. Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

HEALTH AND EPILEPSY WARNING

Certain people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or patterns that they encounter in everyday life, such as those in television images or video games. These accidents or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If your child experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast:

1. Sit a minimum of 6.5 feet away from the television screen. This should be as far as the size of the controller cable.
2. Do not play if you are tired or have not had much sleep.
3. Make sure that the room in which you are playing has all the lights on and is well lit.
4. Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGAM DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
Press the START Button at the Title screen.

To make your selections on the following screens, use the Directional Button or joystick to choose and press the A Button to confirm.

- Select STREET FIGHTER III or STREET FIGHTER III: DOUBLE IMPACT.
- Select a game mode. (See game mode descriptions on page 8.)
- Select a street fighter. Character colors will differ depending on the button you press. (See fighter descriptions and individual moves starting on page 12.)
- Select a Super Art - a powerful special move - for your street fighter. (Each character has three Super Arts. Choose the one that matches your playing style. In order to use your fighter's Super Art, you must fill your Super Art Gauge. (See each character's Super Arts starting on page 12.)

STREET FIGHTER III: DOUBLE IMPACT is a 1-to-2 player game. Before turning the Sega Dreamcast on, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

Note: Purchase additional controllers (sold separately) to play with two or more people.

VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into port 1 of the controller in Control Port A before turning on the Sega Dreamcast.

Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

SAVING GAME DATA

STREET FIGHTER III: DOUBLE IMPACT auto-saves game data, such as option settings and high score information, at certain points during the game. To take advantage of the auto-save feature, insert a Visual Memory Unit (VMU) into socket 1 of the controller plugged into Control Port A (see page 2).

This game requires 4 free blocks to save game data.
CONTROLS (default)
SEGA DREAMCAST CONTROLLER

Start Button - Start game / Pause / Resume / Join in Player 2

R Trigger - Heavy Kick (HK)
L Trigger - Heavy Punch (HP)
X Button - Light Punch (LP)
Y Button - Medium Punch (MP)
B Button - Cancel selections / Medium Kick (MK)
A Button - Confirm selections / Light Kick (LK)

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCANE STICK

Joystick - Highlight selections on menu screens / Move your character

X Button - Light Punch (LP)
Y Button - Medium Punch (MP)
Z Button - Heavy Punch (HP)
C Button - Change items
B Button - Cancel selections / Medium Kick (MK)
A Button - Confirm selections / Light Kick (LK)

JUMP PACK

STREET FIGHTER II: DOUBLE IMPACT supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)

NOTES:

• STREET FIGHTER III: DOUBLE IMPACT is a 1-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
• The Analog Thumb Pad is not used in this game.
• When using any controller, to return to the Title screen at any point during game play simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
• For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option. See page 9.
**COMBAT SCREEN**

- **Score**: Player's current score.
- **Timer**: Shows remaining round time.
- **Playtime / No. of Wins**: Appears next to a character's name. Shows playing time for 1 Player games; number of wins for 2 Player games.
- **Vitality Gauge**: Color bar decreases as character is attacked. If the color bar disappears, the character is knocked out.
- **Character**: Name and portrait of street fighter.
- **Stun Gauge**: When this gauge fills up, the character is stunned and becomes dizzy.
- **Messages**: Various messages appear for both fighters as the battle goes on.
- **Super Arts Gauge**: Super Arts is available when this gauge is full.
- **Super Art Selected**: Super Art currently selected.
- **Super Arts Number**: Number of Super Arts available (Each Super Art has its own max number of uses.)
- **Win Mark**: Displays when one character defeats the other.

**COMBAT RULES**

**MATCH PLAY**
- Each round lasts for 99 counts (default) or until one fighter wins.
- The first player to use up all the opponent's vitality before time is up wins the round.
- If both players have some vitality remaining when time is up, the player with more vitality wins the round.
- The first player to win two out of three rounds (default) wins the match.

**DRAW GAME**
A draw game occurs when both fighters run out of vitality at the same time (double K.O.), or when both fighters have the same amount of vitality left when time is up.

If a draw game occurs in the final round, the match is judged on points.

Note: Use Option Mode to change round time and number of rounds in a match. See page 9.
GAME MODES

ARCADE 1 OR 2 PLAYER(S)
Fight against CPU opponents, one after the other. Defeat all comers and see a victory ending. Player 2 can join in any time by pressing START. You can continue even if you lose.

VERSUS 2 PLAYER COMPETITION
Challenge a friend head-to-head. Insert two controllers into your Sega Dreamcast before starting. Choose a fighter, handicaps and stage before every match; choose a Super Art for each round (default, can be changed in Option Mode, see page 9).

TRAINING
Practice your moves and combos. Choose your character and sparring partner. During training, press START to open the Training Menu and adjust the sparring partner's settings. Use the Directional Button or joystick ↑↓ to make a selection and ←→ to change the setting. Press the A Button to confirm.

PARRYING ATTACK (BONUS STAGE MODE) 1 PLAYER ONLY
Available only in STREET FIGHTER III: 2ND IMPACT. Perform parrying to basketballs that Sean throws in. Choose a Level Mode:
- Normal - Play any level from 1 to 5
- Survival - Play through levels 1 to 5 in order.

OPTION
Use the Directional Button or joystick ↑↓ to make a selection and ←→ to change the setting. Press the A Button to confirm; press START to return to the Title screen.

Game Option
| Difficulty | Add stars to make the opponent tougher to beat (1 Player games only) |
| Time Limit | Set the time limit per round |
| Rounds | Set the number of rounds per match |
| Damage Level | Adjust the amount of damage done by characters' attacks |
| Speed | Add stars to speed up gameplay |
| S.A. Screen | Adjust the background effect when a Super Art is performed |
| S.A. Gauge | Adjust the beginning number on the Super Art Gauge |
| S.A. Select (VS) | Turn the selection of Super Arts for each round ON/OFF |

Life Gauge | Adjust the settings on the Vitality Gauge |
Player 1/2 (VS) | Set character control in Versus Mode. For example, set both to 'CPU' to watch a CPU vs. CPU match |

Button Config | Change the button assignments |
Screen Adjust | Adjust the screen setting for your monitor |
Sound
| Audio | Choose stereo or monaural sound to match your speaker setup |
| BGM Level | Adjust volume for background music |
| SE Level | Adjust volume for sound effects |
| BGM Test | Sample the game's background music |
In the moves below, the D-Button/joystick moves are for fighters facing right. Reverse the left/right actions for fighters facing left.

**Block**
- D-Button/joystick away from opponent
  - You can perform either a standing or crouching
  - Use a right block to ward off an opponent's attack. You cannot block in the air.

**Throw**
- \( \leftarrow \) or \( \rightarrow \) + MP or HP or MK
- or HK (near opponent)

**Quick Standing**
- \( \downarrow \) (on impact with the ground)
  - When an opponent knocks or throws you up into the air, press \( \downarrow \) the moment you touch the ground.

**High Jump**
- \( \uparrow \uparrow \)

**Dash**
- \( \rightarrow \rightarrow \) or \( \leftarrow \leftarrow \)

**Leap Attack**
- \( \downarrow \downarrow \) + P or K
  - Jump lower than a regular jump and attack. Effective against an opponent who is doing a crouching block.

**Parrying**
- \( \rightarrow \) or \( \leftarrow \) toward opponent
  - You can perform either a standing or crouching parry.

**Lower Parrying**
- D-Button/joystick toward opponent, or \( \downarrow \)
  - Press toward opponent for an upper attack or \( \downarrow \) for a lower attack the moment your opponent's attack hits you. If you succeed, you can move first and take the advantage.
EX Special Move 2 P or 2 K buttons

When the Super Arts Gauge is blinking light blue, press two P or K buttons while inputting a Special Move command to perform a more powerful version of the Special Move. An EX Special Move requires a certain amount of Super Arts Gauge.

Personal Action HP + HK simultaneously

Each character has a Personal Action that has a unique effect.

Grapple Defense → or ← + MP or HP or MK or HK

Input the command the moment the opponent grabs you to escape from the opponent's throw move.
STREET FIGHTERS

Moves given in this section are for fighters facing right. Reverse the left/right actions for fighters facing left. Also, these abbreviations are used:

- P = Punch  
  - [1st] = Only available in STREET FIGHTER III
- K = Kick  
  - [2nd] = Only available in STREET FIGHTER III: 2ND IMPACT

Alex

Despite his large frame, Alex is extremely quick and powerful, especially in hand-to-hand combat. He mainly employs swinging punches complemented by throws.

**SPECIAL MOVES**
- Flash Chop
- Power Bomb
- Air Knee Smash
- Air Stampede
- Slash Elbow

**SUPER ARTS (Choose One)**
- Hyper Bomb
- Boomerang Raid
- Stun Gun Headbutt
  
Ryu

Ryu travels the world seeking true strength. His fighting style is based on Karate. While his moves are not as flashy as other fighters', his technique always fascinates his opponent.

**SPECIAL MOVES**
- Hadoken
- Shoryuken
- Hurricane Kick
- Air Hurricane Kick

**SUPER ARTS (Choose One)**
- Shinku Hadoken
- Shin Shoryuken
- Denjin Hadoken

Ken

Ken's fighting style is based on his practice with Ryu and numerous experiences. Opponents say they see rising flames in his ruthless attacks.

**SPECIAL MOVES**
- Hadoken
- Shoryuken
- Hurricane Kick
- Air Hurricane Kick

**SUPER ARTS (Choose One)**
- Shoryu Reppa
- ShinRyu-Ken
- Shippu Jinchaku

[Images of Alex, Ryu, and Ken]
Yun learned Chinese martial arts from his grandfather, together with his younger brother Yang. Yun wears down opponents with lightning-fast combos. Yang's style is to strike opponents with wave-like attacks.

**SPECIAL MOVES**
- Twin Palm Strike  
- Lunging Fist  
- Senkyutai  
- Cartwheel  
- Tetsuzanko

**SUPER ARTS (Choose One)**
- Tenshin-Senkyutai  
- Sourai Rengeki  
- Genieijin

**STREET FIGHTER III: 2ND IMPACT**
- You-Hou  
- Sourai Rengeki  
- Genieijin

Sean works hard at imitating Ken's techniques and moves, but he hasn't quite perfected them yet. Sean's weakness is receiving attacks while he is attacking. His dream is to perfect his own original combo.

**SPECIAL MOVES**
- Sean Tackle  
- Dragon Smash  
- Tornado Kick  
- Ryubi Kyaku

**SUPER ARTS (Choose One)**
- Hadou-Burst  
- Shoryu-Cannon  
- Hyper Tornado

Ibuki's strengths lie in Ninjutsu combined with all the ancient Japanese martial arts. Her quick, sharp movements allow her to close in on an opponent and inflict severe damage to a weak point with a deadly blow.

**SPECIAL MOVES**
- Kunai  
- Raia  
- Kubi Ori  
- Kaze Kiri  
- Tsumuj  
- Hien

**SUPER ARTS (Choose One)**
- Kasumi Suzaku  
- Yoroi Doushi  
- Hashinsho
Elena uses Capoeira to take advantage of her long, strong legs. Her unusual fighting technique employs dancing and legwork - perfect for catching even the strongest foes.

**SPECIAL MOVES**

- **Scratch Wheel** → \(\downarrow \uparrow \uparrow \downarrow + K\)
- **Rhino Horn** ← \(\downarrow \downarrow \uparrow \uparrow + K\)
- **Mallet Smash** \(\downarrow \downarrow \uparrow \uparrow \downarrow + P\)
- **Spin Size** \(\downarrow \downarrow \downarrow \downarrow + P [2^{nd}]\)

**SUPER ARTS (Choose One)**

1. **Spinning Beat** \(\downarrow \downarrow \downarrow \uparrow \downarrow + K\)
2. **Brave Dance** \(\downarrow \downarrow \downarrow \downarrow \downarrow + K\)
3. **Healing** \(\downarrow \downarrow \downarrow \downarrow \downarrow + P\)

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**ELENA**

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**ORO**

One-hundred forty years old, Oro the hermit lives in a cave with animals deep in the Amazon jungle. Long experience and a supreme athletic ability allow him to perform super-human attacks.

**SPECIAL MOVES**

- **Nichirin Sho** ← \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
- **Oni Yamma** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
- **Noh Riki** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
- **Jinchu Watari** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + K\)

**SUPER ARTS (Choose One)**

1. **Kishin Riki** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\) then P near opponent
2. **Yagyou-Dama** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
3. **Tengu-Stone** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)

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**URIEN**

Being the brother of the self-proclaimed deity Gill, Urien shares many of Gill's traits, from his basic fighting style to his somewhat strange appearance. (Urien is only selectable in 2ND IMPACT.)

**SPECIAL MOVES**

- **Chariot Tackle** ← \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + K\)
- **Violence Knee Drop** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + K\)
- **Dangerous Headbutt** ← \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
- **Metallic Sphere** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)

**SUPER ARTS (Choose One)**

1. **Tyrant Slaughter** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
2. **Temporal Slaughter** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
3. **Aegis Reflecter** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)

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**NECRO**

The secret organization changed Necro's DNA structure to enable super-flexible movements and contortions. This cyborg's fighting style was simulated by computer, then implanted in his brain with cyber technology.

**SPECIAL MOVES**

- **Electric Blaster** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\) (press rapidly)
- **Spinning Punch** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
- **Flying Viper** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
- **Snake Fang** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + K\)
- **Rising Cobra** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + K\)

**SUPER ARTS (Choose One)**

1. **Magnetic Storm** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\) (press rapidly)
2. **Slam Dance** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
3. **Electric Snake** \(\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow + P\)
Hailing from Germany, Hugo is a gigantic pro-wrestler who is 7' 2" tall and weighs in at 445 lb. His powerful muscles and huge body crush opponents. (Hugo Is only selectable in 2ND IMPACT.)

**SPECIAL MOVES**
- Giant Palm Bomber
- Somersault Press
- Shutdown Backbreaker
- Monster Lariat
- Ultra Throw

**SPECIAL ARTS (Choose One)**
1. Gigas Breaker
2. Megaton Press
3. Hammer Frenzy

Dudley tops his profession as a heavy-weight boxer with powerful technique and speed. His honed style requires him to seek the perfect fight - inside or outside the ring.

**SPECIAL MOVES**
- Jet Uppercut
- Machinegun Blow
- Ducking Straight
- Ducking Uppercut
- Cross Counter
- Thunder Bolt

**SPECIAL ARTS (Choose One)**
1. Rocket Uppercut
2. Rolling Thunder
3. Corkscrew Blow

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