## SUPER POCKET

## **GAME CONTROLS**

#### 1942



- A Aerial loop
- B Fire weapons
- Insert credit
- Begin game

#### 1943



- A Use Mega Crash
- B Fire | A+B: Aerial Loop
- Insert credit
- Begin game

#### 1944: THE LOOPMASTER



Move plane

- A Use bomb
- Fire | Hold to charge Super shot
- Insert credit
- Begin game

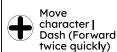
#### BIONIC COMMANDO



Move Commando | Aim Bionic

- A Launch Bionic
- B Fire weapon
- Insert credit
- Begin game

#### CAPTAIN COMMANDO



- A Jump
- B Attack | A+B: Special Move
- Insert credit
  - Begin game

#### **FINAL FIGHT**



Move character

- A Jump | A+B: Special move
- B Attack | Pick up items
- Insert credit
- Begin game

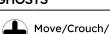
## FORGOTTEN WORLDS



Move character

- **B** Fire weapon
- Rotate counter-clockwise
- R1 Rotate
- Insert credit
  - Begin game

#### GHOULS 'N GHOSTS



- A Jump
- **B** Use weapon
- Insert credit
- Begin game

#### **MEGA MAN**



Move Mega Man

- A Fire weapon
- B Jump
- Pause
  - Open submenu | Select stage

## STREET FIGHTER II: HYPER FIGHTING



Move/Jump/ Block

- A
- Light kick
- B Medium kick
- X Light punch
- Medium punch
- Heavy punch
- R2 Heavy kick
- Insert credit
- Begin game

#### STRIDER



Move Strider Hiryu

- A
  - Jump | Down+A: Slide
- B Swing Cypher
- Insert credit
- Begin game

## WOLF OF THE BATTLEFIELD: MERCS



Move Mercenary

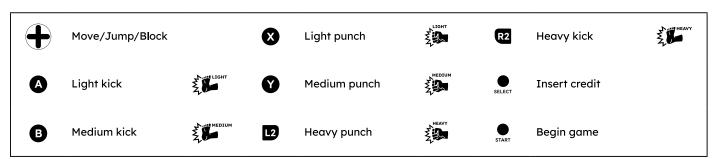
- A Use Mega Crash
- Crash
- B Fire weapon
- Insert credit
- Begin game

**Note:** For individual Street Fighter character controls please refer to pages 2-3.



## SUPER POCKET

# MEET THE WORLD WARRIORS



### RYL

A true warrior who practices Shotokan Karate. He wanders the w Heavy kick orld, testing his skills against other fighters.



Hadoken	÷ ÷ \$
Shoryuken	
Tatsumaki senpu kyaku	÷ + ₹

#### KFN

Once Ryu's fellow student, he gave up fighting for other pursuits. A challenge from Ryu rekindled his fire.



Hadoken	÷ + ₹
Shoryuken	
Tatsumaki senpu kyaku	÷ ÷ ži

### E.HONDA

A Sumo champion who vowed to prove that Sumo wrestlers are the greatest fighters in the world.



Hundred hand slap	TAP 🐌
Sumo headbutt	HOLD E
Sumo splash	HOLD È

#### VEGA

Vain and egotistical, Vega believes beauty is strength. He serves as an assassin for M.Bison, using his claw to dispatch targets.



Rolling crystal flash	HOLD TO ESTA
Flying barcelona attack	
Izuna drop	
Back slash	LIGHT MEDIUM HEAVY

#### CHUN LI

An Interpol officer who entered the tournament to investigate Shadaloo and seek revenge for her father's death.



Hyaku retsu kyaku Push rapidly	TAP 🐔
Spinning bird kick Can be performed in the air	
Kikoken	· 🕂 🕂 🕂 🐌

#### BLANKA

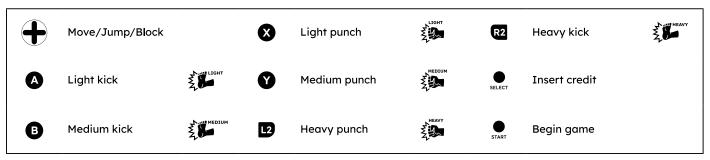
A beast-like warrior who emerged from the Brazilian rainforests, challenging any fighter who dares to oppose him.



Electric thunder	TAP 🐌
Rolling attack	HOLD TO E
Vertical roll	HOLD A E

## SUPER POCKET

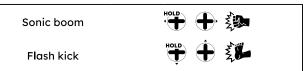
# MEET THE WORLD WARRIORS



### **GUILE**

An ex-Special Forces member who joined the tournament seeking vengeance for the murder of his friend, Charlie.





## BALROG

A former champion boxer barred from competition for breaking the rules, Balrog now works as hired muscle for M.Bison.

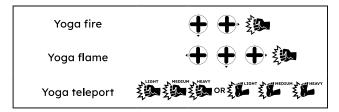


Turn punch	OR Z MEDIUM NHEAVY
Dash straight	HOLD TO ES
Dash upper	HOLD + Ž

## **DHALSIM**

An incredible master of yoga who can stretch his limbs to attack. He wishes to test his skills in order to get closer to enlightenment.





### ZANGIEF

A good-natured wrestler who battles bears for fun, he entered the tournament seeking opponents to test his might on.



Double lariat	LIGHT MEDIUM HEAVY
High speed lariat	LIGHT A MEDIUM A MEAVY
Spinning piledriver	

#### M.BISON

The leader of the criminal organization Shadaloo, Bison rules his empire with an iron fist. He does his best work on Tuesdays.



Psycho crusher	HOLD + E
Double knee press	HOLD THE
Head press	HOLD THE E
Somersault skull diver	

#### SAGAT

Humiliated and scarred by a loss to Ryu in a previous tournament, his aim is to regain his championship and get revenge.



Tiger shot	÷ + ₹
Ground tiger shot	÷ + ₹
Tiger uppercut	
Tiger knee crush	<b>→</b>