

**ARCADE
LEGENDS™****RADICA!** E 1SEGA®
MEGA DRIVE™**STREET FIGHTER II™**
SPECIAL CHAMPION EDITION

Model 75030
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82390320 Rev.C

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR ARCADE LEGENDS SEGA MEGA DRIVE

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

BATTERY INSTALLATION

This game is powered by four (4) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

TV CONNECTION

NOTE: To connect Sega Mega Drive directly to a TV, the TV must be equipped with audio and video input jacks. They are commonly found on the front of the TV near the contrast, color, and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

If your TV does not have audio and video input jacks, you may connect Sega Mega Drive through a VCR connected to your TV.

CONNECTING TO A VCR

To connect Sega Mega Drive to your VCR, insert the yellow video plug from the Main Unit into the video-in (Yellow) jack on your VCR, the white audio plug into the left audio-in (white) jack. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

Congratulations- you obviously know a classic game when you see one!

When Capcom first released Street Fighter in 1987, they probably knew they were onto something, carving their very own niche in the Arcades. However controls were tricky and moves hard to execute.

When Street Fighter 2 came along it was a different story! Moving from a simple 2 button control to 6 buttons, introducing a range of special moves and giving each character their own unique plotlines, histories and endings

ensured that a small hardcore fan base turned into an out and out craze. Gamers all over the world would enter heated debate about the best characters and greatest moves, from Ryu's powerful dragon punch to E.Honda's 100 hand slap and Guile's Sonic Boom.

Conversions from the Arcade to home format followed and SF2 fans were not disappointed. Sega launched a special 6 button controller to coincide with the release of Special Champions Edition, creating near arcade perfection in the home. Hours were spent playing 1 or 2 player modes, perfecting the special moves and creating powerful combos.

The Special Champions edition was so called because it made all 12 characters playable, enabling fans to master the moves of fighters that were previously only controlled by the CPU.

BUTTONS AND FEATURES



Direction Pad – when facing right

LEFT – Block / move backwards

UP + LEFT – Backward flip

UP – Jump

UP + RIGHT – Forward Flip

RIGHT – Move forward

RIGHT + DOWN – Duck forward

DOWN – Duck

LEFT + DOWN – Duck Block

Direction Pad – when facing left

LEFT – Move forward

UP + LEFT – Forward Flip

UP – Jump

UP + RIGHT – Backward Flip

RIGHT – Block / move backwards

RIGHT + DOWN – Duck Block

DOWN – Duck

LEFT + DOWN – Duck forward

Buttons

X – Light punch

Y – Medium Punch

Z – Hard Punch

A – Light Kick

B – Medium Kick

C – Hard kick

Throws and Holds

All characters have at least one throw or one hold. To perform these, press the controller towards your opponent and when the two characters are touching press Medium or Strong Kick/Punch.

The Game Modes

Select either Champion mode or Hyper mode.

Champion mode

Allows you to play through the original Street Fighter II.

Hyper mode

An improved version with changed clothing, additional moves and the ability to set battle speed. Select no stars for normal speed, the more stars you select the faster the game will be.

Once you have selected which mode you would like to play, you can play in Arcade mode, Vs Mode and Group mode.

Arcade mode

If you continue to the Arcade mode (Game start) you will meet a series of challengers that increase in difficulty. Defeat one to move to the next. You will also be faced with bonus rounds on your path to victory.

Vs Mode

In VS Mode you can go head to head with another player, with each of you selecting a character.

Group Mode

If you select Group Mode you will be given the choice of Match Play or Elimination. In Match Play mode you pick the amount of fighters and matches, with the winner being the one with the most victories. In Elimination mode, you select the amount of characters you have each. When one character is defeated the winning fighter will move on to the next until one team is wiped out.

Options Screen

Difficulty Level.

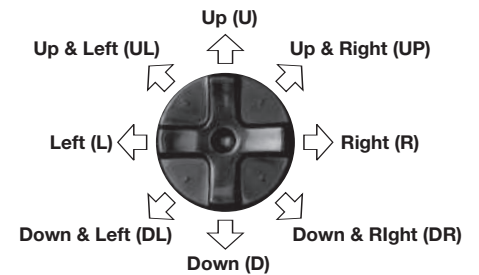
This enables you to set the CPU difficulty level. Different endings will appear depending on which level you defeat the game.

Time Limit: Enables you to select the duration of a bout.

Controls: Edit the buttons for a personal set-up.

Character Special Moves

All moves are denoted for when a character faces right. If facing left, reverse right and left.



Ryu

Fireball: D, DR, R + any punch button.

Dragon Punch: R, D, DR + any punch button.

Hurricane Kick: D, DL, L + any kick button.

Air Hurricane Kick (Hyper mode only): D, DL, L + any kick button.

E Honda

Hundred Hand Slap: repeatedly press any punch button.

Sumo Head Butt: Hold L for 2 seconds then immediately press R + any punch button.

Super Sumo Press (Hyper mode only): Hold D for 2 seconds then immediately press U + any kick button.

Blanka

Electricity: Repeatedly press any punch button.

Rolling Attack: Hold L for 2 seconds then immediately press R + any punch button.

Vertical Rolling Attack (Hyper mode only): Hold D for 2 seconds then immediately press U + any kick button.

Guile

Sonic Boom: Hold L for 2 seconds then immediately press R + any punch button.

Flash Kick: Hold D for roughly 2 seconds then immediately press U + any kick button.

Ken

Fireball: D, DR, R + any punch button.

Dragon Punch: R, D, DR + any punch button.

Hurricane Kick: D, DL, L + any kick button.

Air Hurricane Kick (Hyper mode only): Press D, DL, L + any kick button while airborne.

Chun-Li

Lightning Kick: Repeatedly press any kick button.

Whirlwind Kick: Hold D for roughly 2 seconds then immediately press U + any kick button.

Kikoken (Hyper mode only): L, DL, D, DR, R + any punch button.

Air Spinning Bird Kick (Hyper mode only): Bounce on the edge of the screen and, while airborne, hold D for roughly 2 seconds then immediately press U + any kick button.

Zangief

Spinning Clothesline: Press any two punch buttons simultaneously.

Spinning Piledriver: Quickly rotate the D-Pad in a clockwise direction then press any punch button.

Super Double Lariat (Hyper mode only): Press any two kick buttons simultaneously.

Dhalsim

Yoga Fire: D, DR, R + any punch button.

Yoga Flame: L, DL, D, DR, R + any punch button.

Yoga Teleport (Hyper mode only):

To appear in front of your opponent:

Press L, D, DL + any two punch buttons to appear close.

Press L, D, DL + any two kick buttons to appear further away.

To appear behind your opponent:

Press R, D, DR + any two punch buttons to appear close.

Press R, D, DR + any two kick buttons to appear further away.

Balrog

Turn Punch: Hold all three punch or kick buttons then release them. (The longer you hold the stronger the punch)

Dash Punch: Hold L for 2 seconds then immediately press R + any punch button.

Dash Uppercut: Hold L for 2 seconds then immediately press R + any kick button.

Vega

Rolling Claw: Hold L for 2 seconds then immediately press R + any punch button.

Claw Dive: Hold D for 2 seconds then immediately press U + any kick button.

Air Suplex: Hold D for 2 seconds then immediately press U + any kick Button, then D + any punch button.

Sagat

Tiger Shot: D, DR, R + any punch button.

Ground Tiger Shot: D, DR, R + any kick button.

Tiger Uppercut: R, D, DR + any punch button.

Tiger Knee: D, R, UR + any kick button.

M. Bison

Psycho Crusher: Hold L for 2 seconds then immediately press R + any punch button.

Scissor Kick: Hold L for 2 seconds then immediately press R + any kick button.

Head Stomp: Hold D for roughly 2 seconds then immediately press U + any kick button, press any punch button once he lands to follow up with a punch.

GHOULS AND GHOST

Often confused with Ghosts and Goblins! Ghouls and Ghosts is a classic side-ways scrolling platform game, that sees you as a good Arthurian knight out to rescue a damsel in distress. If you complete the game on professional level you are worthy to be hailed as a gamer of heroic proportions, as this is widely regarded as one of the most difficult games ever released for the Mega Drive.

The Game

You are Sir Arthur, a knight with one huge headache. The wicked and evasive Prince of Darkness has once again pillaged your land and plagued your people with paralysing fear. Plus, he's taken your girl; a real princess with a mean temper if she's held captive against her will. To avenge your village and get your gal, get ready for an intense battle!

Battle your way through 5 stages filled with skeltons, monsters and evil goblins. Collect weapons and potions and use the magic armour to help slay your enemies.

Controls

LEFT – Moves Arthur Left

RIGHT – Moves Arthur Right

DOWN – Crouch

Button A and C – Jump

Button B – Attack.

TROUBLE SHOOTING TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxilliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push

the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxilliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

Output:

-Voltage: 6 Volts DC

-Current: 300 mA (minimum)

Polarity: Negative Center

Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.

AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**

- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**

- Do not dispose of batteries in fire.**

- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**

- The unit may malfunction when there is a radio interference on the power line. The unit will revert to normal operation when the interference stops.**

MAINTENANCE

- Handle this device carefully.

- Store this device away from dusty or dirty areas.

- Keep this device away from moisture or extreme temperature.

- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.

- Use only the recommended battery type.

- Do not mix old and new batteries.

- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

- Do not use rechargeable batteries.

- Do not attempt to recharge non-rechargeable batteries.

- Remove any exhausted batteries from the device.

- Do not short-circuit the supply terminals.

- Insert batteries with the correct polarity.

- This product is not suitable for children under 36 months.

- Use only with the recommended transformer type.

- Disconnect the transformer before cleaning the console or controller.

- The transformer is not a toy.

- Transformers used with the toy are to be regularly examined for damage to the cord,plug, enclosure and other parts. In the event of such damage, the toy must not be used with this transformer until the damage has been repaired.

- The toy is not to be connected to more than one power supply.

- Packaging should be kept as it contains important information.

PRODUCT WARRANTY

(This product warranty is valid in the United Kingdom only)

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

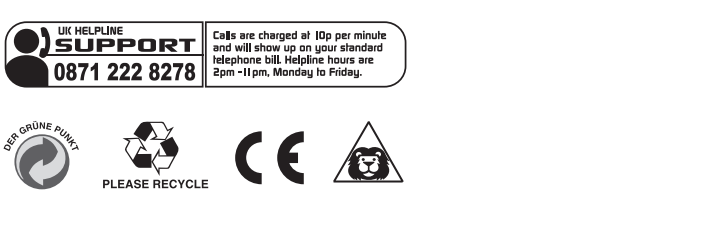
In the unlikely event that you do experience a problem within the first 6 months, please telephone the UK Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

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