



STREET FIGHTER III DOUBLE IMPACT

20 PTS.

STREET FIGHTER III DOUBLE IMPACT

20 PTS.

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SEGA

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STREET FIGHTER DOUBLE IMPACT

CAPCOM



T-1210N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures 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 any player 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.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- 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.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use 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 and paint thinner to clean the disc.

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.

SEGA 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.

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\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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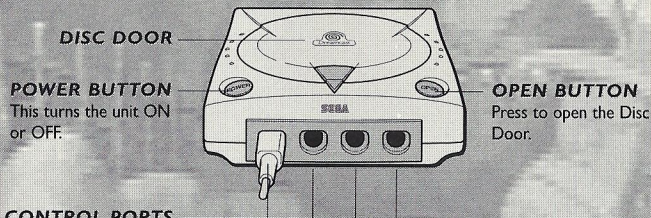
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SEGA DREAMCAST™



CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. **STREET FIGHTER III: DOUBLE IMPACT** uses Control Ports A and B.

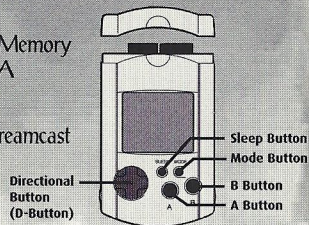
Note: Purchase additional controllers (sold separately) to play with two or more people.

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

VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into socket 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.



STARTING A GAME

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: 2ND 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.)



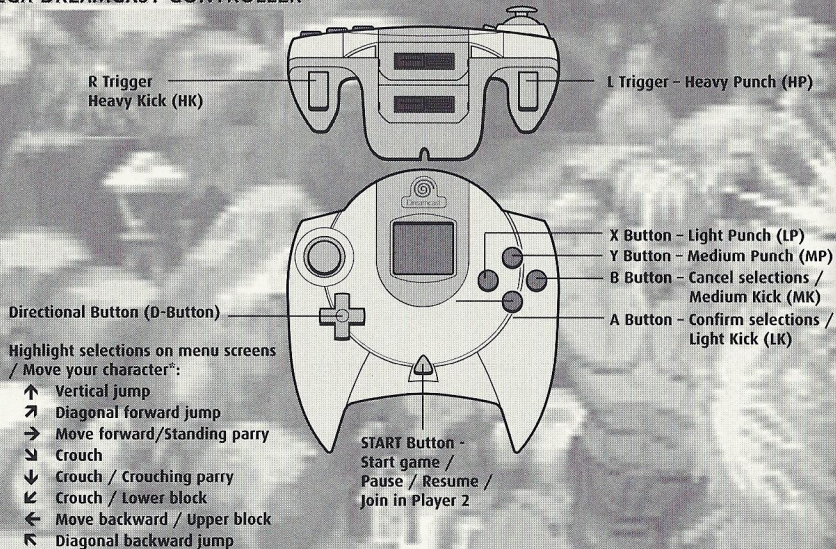
SAVING GAME DATA

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)

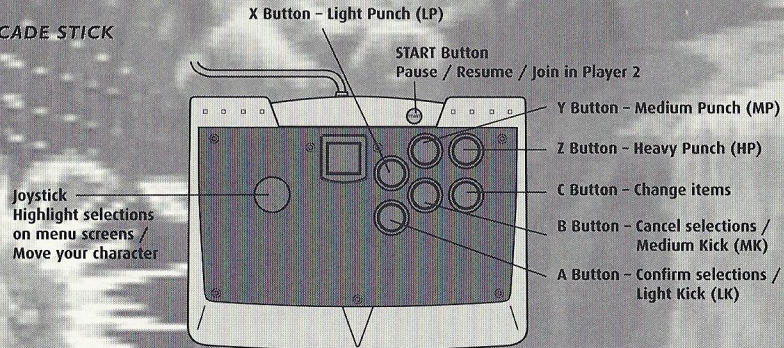
SEGA DREAMCAST CONTROLLER



* These moves are for characters facing right. Reverse the left/right directions for fighters facing left.

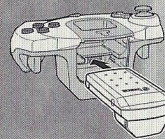
Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn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

ARCADE STICK



JUMP PACK

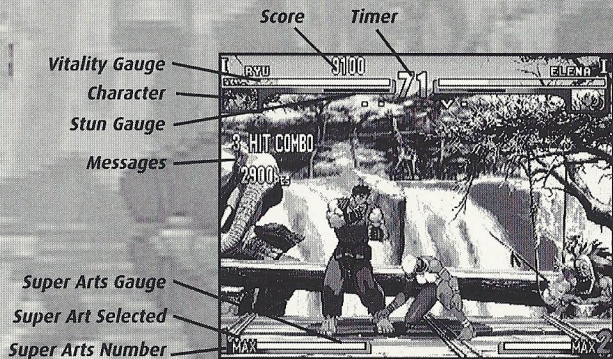
STREET FIGHTER III: DOUBLE IMPACT supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack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



NOTES:

- STREET FIGHTER III: DOUBLE IMPACT is a 1-to-2 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

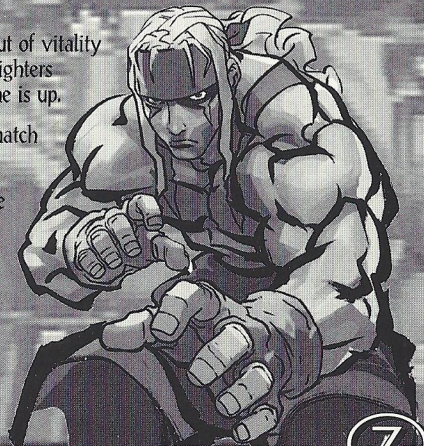
- Each round lasts for 99 counts (default) or until one fighter wins.
- The first player to use up all the opponent's vitality before time is up wins the round.
- If both players have some vitality remaining when time is up, the player with more vitality wins the round.
- The first player to win two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

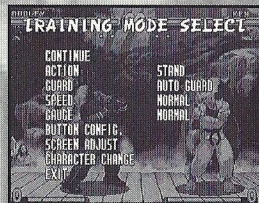
Fight against CPU opponents, one after the other. Defeat all comers and see a victory ending. Player 2 can join in any time by pressing START. You can continue even if you lose.

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 \uparrow/\downarrow to make a selection and \leftarrow/\rightarrow to change the setting. Press the A Button to confirm.



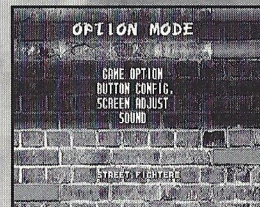
PARRYING ATTACK (BONUS STAGE MODE) 1 PLAYER ONLY

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 \uparrow/\downarrow to make a selection and \leftarrow/\rightarrow 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 (Versus Mode only). |
| 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

Screen Adjust

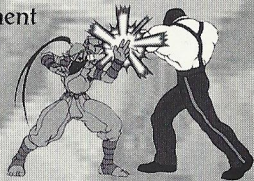
Sound

- | | |
|-----------|--|
| 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. |

BASIC SPECIAL ATTACKS

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 block. Use a right block to ward off an opponent's attack. You cannot block in the air.
- Throw** ← or → + MP or HP or MK
or HK (near opponent)
- Quick Standing** ↓ (on impact with the ground)
When an opponent knocks or throws you up into the air, press ↓ the moment you touch the ground.
- High Jump** ↓↑
- Dash** →→ or ←←
- Leap Attack** ↓↓ + P or K
Jump lower than a regular jump and attack. Effective against an opponent who is doing a crouching block.
- Parrying** → or ← toward opponent
You can perform either a standing or crouching parry.
- Lower Parrying** D-Button/joystick toward opponent, or ↓
Press toward opponent for an upper attack or ↓ for a lower attack the moment your opponent's attack hits you. If you succeed, you can move first and take the advantage.



Buttons
version
Super

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Address: _____

Signature: _____

SPECIAL ATTACKS FOR 2ND IMPACT

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

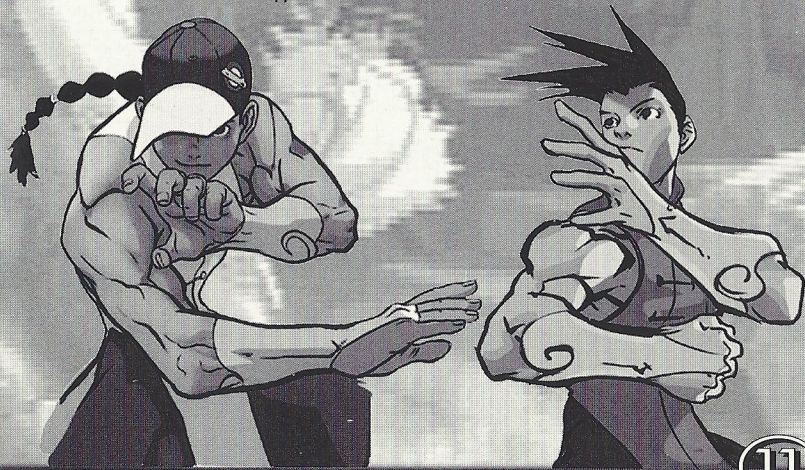
HP + HK simultaneously

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.



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BAS

In the n
the left/

Block

Throw

Quick S

High J

Dash

Leap At

Parrying

Lower I

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 ↓↘→ + P
- Power Bomb →↘↓↙← + P
- Air Knee Smash →↓↘ + K
- Air Stampede ↓ (charge) ↑ + K
- Slash Elbow ← (charge) → + K [2nd]

SUPER ARTS (Choose One)

- I Hyper Bomb 360° Motion + P
- II Boomerang Raid ↓↘→↓↘→ + P
- III Stun Gun Headbutt ↓↘→↓↘→ + P

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 ↓↘→ + P
- Shoryuken →↓↘ + P
- Hurricane Kick ↓↙← + K
- Air Hurricane Kick ↓↙← + K (in the air) [2nd]
- High-Blade Leg Kick ←↙↓↘→ + K

SUPER ARTS (Choose One)

- I Shinku Hadoken ↓↘→↓↘→ + P
- II Shin Shoryuken ↓↘→↓↘→ + P
- III Denjin Hadoken ↓↘→↓↘→ + P (chargeable)



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 ↓↘→ + P
- Shoryuken →↓↘ + P
- Hurricane Kick ↓↙← + K
- Air Hurricane Kick ↓↙← + K (in the air) [2nd]

SUPER ARTS (Choose One)

- I Shoryu Reppa ↓↘→↓↘→ + P
- II ShinRyu-Ken ↓↘→↓↘→ + K
- III Shippu Jinraikyaku ↓↘→↓↘→ + K



RYU

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 ↓↙← + P
- Lunging Fist ↓↘→ + P
- Senkyutai ↓↘→ + K
- Cartwheel →↘↓↙← + K
- Tetsuzanko →↓↘ + P [2nd]

SUPER ARTS (Choose One)

STREET FIGHTER III

- I Tenshin-Senkyutai ↓↘→↓↘→ + K
- II Sourai Rengeki ↓↘→↓↘→ + P
- III Geneijin ↓↘→↓↘→ + P

STREET FIGHTER III: 2ND IMPACT

- I You-Hou ↓↘→↓↘→ + P
- II Sourai Rengeki ↓↘→↓↘→ + P
- III Geneijin ↓↘→↓↘→ + P

SPECIAL MOVES

- Twin Palm Strike ↓↙← + P [1st]
- Lunging Fist ↓↘→ + P [1st]
- Senkyutai ↓↘→ + K
- Cartwheel →↘↓↙← + K
- Tourozan →↓↘ + P [2nd]
- Byakko Soushoda ↓↙← + P [2nd]

SUPER ARTS (Choose One)

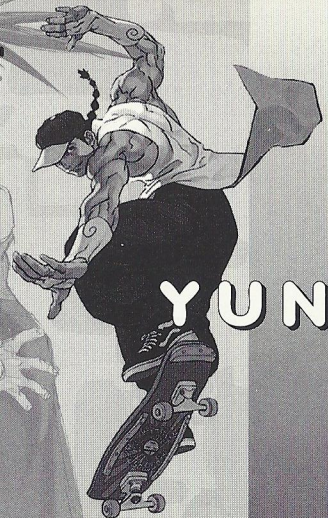
STREET FIGHTER III

- I Tenshin-Senkyutai ↓↘→↓↘→ + K
- II Sourai Rengeki ↓↘→↓↘→ + P
- III Geneijin ↓↘→↓↘→ + P

STREET FIGHTER III: 2ND IMPACT

- I Raishin Mahhaken ↓↘→↓↘→ + P
- II Tenshin-Senkyutai ↓↘→↓↘→ + K
- III Seiei Enbu ↓↘→↓↘→ + P

YUN



YANG



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 ←←↓↘→ + P
- Dragon Smash →↓↘ + P
- Tornado Kick ↓↙← + K
- Ryubi Kyaku ↓↘→ + K

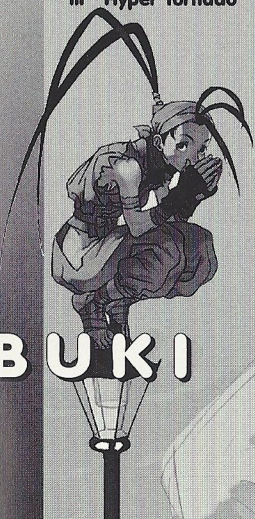
SUPER ARTS (Choose One)

- I Hadou-Burst ↓↘→↓↘→ + P
- II Shoryu-Cannon ↓↘→↓↘→ + P (press rapidly)
- III Hyper Tornado ↓↘→↓↘→ + P

SEAN



IBUKI



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 ↓↘→ + P (in the air)
- Rajida →↘↓↙← + P
- Kubi Ori ←←↓↘→ + K
- Kaze Kiri →↓↘ + K
- Tsumuji ↓↙← + K then K
- Hien ←↙↘ + K

SUPER ARTS (Choose One)

- I Kasumi Suzaku ↓↘→↓↘→ + P (in the air)
- II Yoroji Doushi ↓↘→↓↘→ + P
- III Hashinsho ↓↘→↓↘→ + P

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.

ELENA

SPECIAL MOVES

- Scratch Wheel →↓↘ + K
- Rhino Horn ←↙↓↘ + K
- Mallet Smash →↓↘↙↘ + P
- Spin Size ↓↙↘ + P [2nd]

SUPER ARTS (Choose One)

- I Spinning Beat ↓↘↘↓↘↘ + K
- II Brave Dance ↓↘↘↓↘↘ + K
- III Healing ↓↘↘↓↘↘ + P

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 ← (charge) → + K
- Violence Knee Drop ↓ (charge) ↑ + K
- Dangerous Headbutt ↓ (charge) ↑ + P
- Metallic Sphere ↓↘↘ + P

SUPER ARTS (Choose One)

- I Tyrant Slaughter ↓↘↘↓↘↘ + P
- II Temporal Thunder ↓↘↘↓↘↘ + P
- III Aegis Reflector ↓↘↘↓↘↘ + P

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.

ORO

SPECIAL MOVES

- Nichirin Sho ← (charge) → + P
- Oni Yanma ↓ (charge) ↑ + P
- Nioh Riki →↓↙↘ + P
- Jinchu Watari ↓↘↘ + K

SUPER ARTS (Choose One)

- I Kishin Riki ↓↘↘↓↘↘ + P then P near opponent
- II Yagyuu-Dama ↓↘↘↓↘↘ + P
- III Tengu-Stone ↓↘↘↓↘↘ + P

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

SPECIAL MOVES

- Electric Blaster →↓↘ + P (press rapidly)
- Spinning Punch ←↙↓↘↘ + P
- Flying Viper ↓↙↘ + P
- Snake Fang ←↙↓↘↘ + K
- Rising Cobra ↓↙↘ + K

SUPER ARTS (Choose One)

- I Magnetic Storm ↓↘↘↓↘↘ + P (press rapidly)
- II Slam Dance ↓↘↘↓↘↘ + P
- III Electric Snake ↓↘↘↓↘↘ + P

NECRO



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 ↓↙← + P
- Somersault Press 360° motion + P
- Shutdown Backbreaker →↓↘ + K
- Monster Lariat ↓↘↘ + K
- Ultra Throw →↓↘↙← + K

SUPER ARTS (Choose One)

- I Gigas Breaker 360° motion twice + P
- II Megaton Press ↓↘↘↓↘↘ + K
- III Hammer Frenzy ↓↘↘↓↘↘ + P

HUGO

DUDLEY



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 ↓↘↘ + P
- Machinegun Blow ←↙↘↘ + P
- Ducking Straight ←↙↘↘ + K then P
- Ducking Uppercut ←↙↘↘ + K then K
- Cross Counter →↓↘↙← + P
- Thunder Bolt ←↙← + K [2nd]

SUPER ARTS (Choose One)

- I Rocket Uppercut ↓↘↘↓↘↘ + P
- II Rolling Thunder ↓↘↘↓↘↘ + P (press rapidly)
- III Corkscrew Blow ↓↘↘↓↘↘ + P

NOTES





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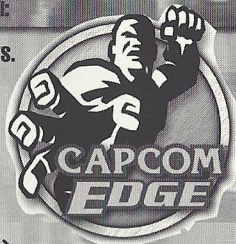
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