



# WARNING

# TABLE OF CONTENTS

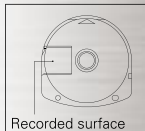
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.

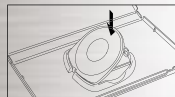
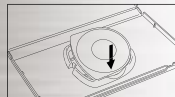


## Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

## Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.



"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

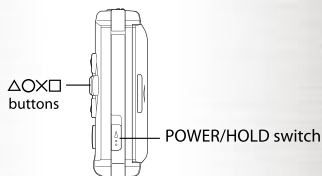
<b>Getting Started</b> .....	<b>2</b>
<b>Starting Up</b> .....	<b>3</b>
<b>Controls</b> .....	<b>4</b>
<b>Menu Controls</b> .....	<b>4</b>
<b>Game Select Options</b> .....	<b>4</b>
<b>Game Select Screen</b> .....	<b>5</b>
<b>Options</b> .....	<b>6</b>
<b>Game Settings</b> .....	<b>6</b>
<b>Control Setup</b> .....	<b>7</b>
<b>Mapping Controls</b> .....	<b>7</b>
<b>Rapid Fire</b> .....	<b>8</b>
<b>Save</b> .....	<b>8</b>
<b>Load</b> .....	<b>8</b>
<b>Delete</b> .....	<b>8</b>
<b>Reset Scores</b> .....	<b>8</b>
<b>Autosave</b> .....	<b>8</b>
<b>High Scores</b> .....	<b>9</b>
<b>Join Game</b> .....	<b>9</b>
<b>Start Menu</b> .....	<b>10</b>
<b>Pause Menu</b> .....	<b>11</b>
<b>Resume Game</b> .....	<b>11</b>
<b>Reset Game</b> .....	<b>11</b>
<b>Exit Game</b> .....	<b>11</b>
<b>Video Setup</b> .....	<b>12</b>
<b>Audio Setup</b> .....	<b>12</b>
<b>Control Setup</b> .....	<b>12</b>
<b>Bonus List</b> .....	<b>12</b>
<b>Bonus Items</b> .....	<b>13</b>
<b>Multiplayer</b> .....	<b>15</b>
<b>Games</b> .....	<b>17</b>
<b>Credits</b> .....	<b>24</b>
<b>Warranty</b> .....	<b>25</b>

## A Special Message from CAPCOM

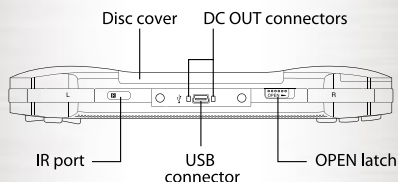
Thank you for selecting CAPCOM® CLASSICS COLLECTION REMIXED for your PSP™ (PlayStation®Portable) system. CAPCOM is proud to bring you this new addition to your video game library.

©CAPCOM CO., LTD. 2006. ©CAPCOM U.S.A., INC. 2006 ALL RIGHTS RESERVED. STREET FIGHTER is a registered trademark of CAPCOM U.S.A., INC. BIONIC COMMANDO, STRIDER, CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. All other trademarks are owned by their respective owners. The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.com.jp/psp-license/pspnet.txt>.

## Right side view



## Front side view



## Setting Up Your PSP™ Handheld Entertainment System

Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Capcom® Classics Collection Remixed** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

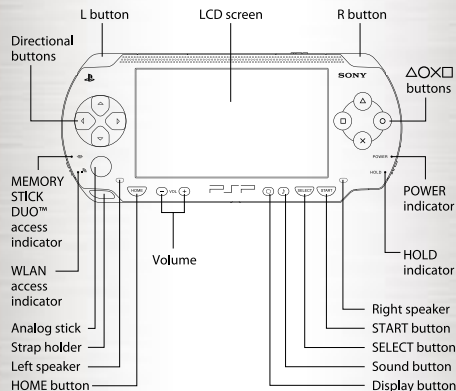
**NOTICE:** Do not eject a UMD™ while it is playing.

## Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

## PSP™ (PlayStation®Portable) system configuration



## Saving Scores and Settings

Your scores and settings are automatically saved after changing settings and options, in between games and when you return to the Game Select Screen. You can also choose to manually save your scores and settings by exiting to the Game Select Screen, selecting Options and then choosing Save.

## Auto Save

As you progress, a message will appear on screen indicating your scores and settings are being saved. While this message is on screen, DO NOT remove the memory stick or Memory Stick Duo™ or turn off your console.

**Note:** You can turn the Auto Save function ON/OFF on the Options Menu.

## Loading Saved Scores and Settings

Your scores and settings will automatically be loaded when first booting up **Capcom® Classics Collection Remixed**. You can also choose to manually load saved data at the Game Select Screen by selecting Options and then choosing Load.

## Wireless Enabled Warning Message

**Capcom® Classics Collection Remixed** is a wireless enabled game. When the WLAN switch is on, network mode is always enabled, to allow others to join your game at anytime. To disable this feature, turn off the WLAN switch. Disabling wireless access during gameplay can conserve your battery life.



## Menu Controls

**Note:** Use these controls to navigate **Capcom® Classics Collection's** menu and options screens.

- Navigate menu / Highlight menu item. . . . . **analog stick** or **directional buttons** ↑ / ↓
- Select highlighted menu item . . . . **X button**
- Adjust / Cycle menu item . . . . . **analog stick** or **directional buttons** ← or →
- Previous screen / Return to Main Menu . . . . . **○ button**

## Game Select Options

- Highlight game. . . . . **analog stick** or **directional buttons** ↑ / ↓
- Join game . . . . . **R button**

**Note:** The following control choices will appear on the bottom right hand corner of the Game Select Screen.

- Play game . . . . . **X button**
- Options . . . . . **□ button**
- Bonus information . . . . . **○ button**
- High Scores. . . . . **△ button**

**Note:** Each game's controls differ depending on the game. To view or change a game's controls, you can either select Control Setup from the Options Screen or pause the game by pressing the **START button** and select Control Setup. For more information on setting a game's controls, see Control Setup, pg. 7.



## Selecting a Game

Press the **START button** at the Title Screen to open the Game Select Screen. From this menu you will be able to scroll through the entire collection of Capcom Classics, select a game to play, view a variety of bonus materials, adjust the game's options, check out the high scores (if available), and join a game wirelessly via the PSP™ system's Ad hoc mode. Use the **analog stick** or **directional buttons** ↑ and ↓ to cycle through the list of games.

At the Game Select Screen you will find the following Game Select Options. Some Game Select Options vary depending on the game you have highlighted.

- X button** = Play
  - Choose this to load the highlighted game.
- button** = Options
  - Choose this to open the Options Menu.
- button** = Bonus
  - Choose this to access each game's Bonus Menu Items.
- △ button** = High Scores
  - Choose this to open the highlighted game's High Scores Table.

- R button** = Join Game
  - Choose this to join an Ad hoc multiplayer game being hosted by a nearby opponent.

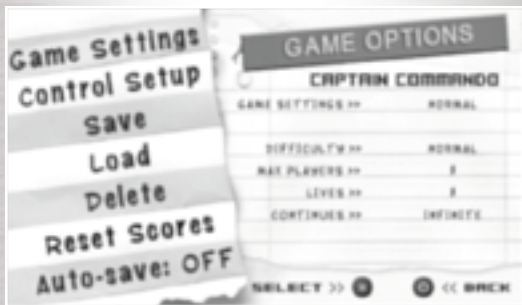
**Note:** For more information, see Join Game, page 9.





# OPTIONS

Choose from a variety of Options, which include Game Settings, Control Setup, Save, Load, Delete, Reset Scores and Auto-save. Use the **analog stick** or **directional buttons** ↑ and ↓ to highlight an option and the **L** and **R** buttons to cycle through the games. Press the **X** button to select an item. Once selected, use the **analog stick** or **directional buttons** ← and → to make the adjustment and press the **X** button to accept. Pressing the **O** button will return you to the previous menu. Options settings will be saved automatically upon returning to the Game Select Screen as long as the Autosave function is enabled. If not, manually save your settings by selecting Save in the Options Menu.



## Game Settings

Game Settings vary depending on the game you choose. You can choose between two preset settings (Normal, Hardcore), or create your own Custom settings. Below are some of the settings that can be adjusted.

**Lives:** Adjust the number of lives you start with.

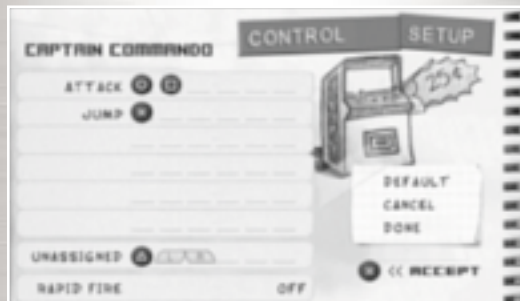
**Difficulty:** Manually set the game's difficulty. This setting varies depending on the chosen game.

**Bonus Life:** Set the score amounts where an extra life will be rewarded.

**Continues:** Adjust the number of continues.



# OPTIONS



## Control Setup

Choose this option to view each game's unique controls or reassign and map the controls to different buttons on your controller. For two player games, each player will have to individually access the Control Setup option in order to change their controls. Once you are finished configuring the Control Setup, select DONE by pressing the **directional button** → and press the **X** button to confirm your choice. You can also cancel and return to the Options screen by selecting CANCEL, or restore the default button configuration by selecting DEFAULT.

**Note:** You can also access the Control Setup option by pressing the **START** button during gameplay to pause the game and select it from the Pause Menu.

## Mapping Controls

Changing the controls and mapping them to different buttons on your controller is super easy. Simply highlight the ability/button you want to change using the **directional buttons** ↑ and ↓ and press the button you want to swap it with. You can even add multiple buttons to the same ability. However, you cannot alter the directional button controls. The Unassigned list will display buttons that are not in use.

\*Control Setup is slightly different for vertical games allowing you to remap your analog stick



## Rapid Fire

Certain games will have a Rapid Fire option. You can toggle this option ON/OFF by highlighting it and pressing the **X** button. Enabling the Rapid Fire option will allow you "auto-fire" and shoot very fast simply by holding down the fire button. The Rapid Fire button will only affect the shooting or firing function of the game selected and will be mapped to whichever button it's been assigned.

## Save

Select Save to manually save your game settings, which include button configuration, unlocked bonuses and high scores. You don't need to manually save your settings and scores unless the Autosave function has been turned OFF.

## Load

Select Load to manually load your game settings, which include button configuration, unlocked bonuses and high scores.

**Note:** Choosing this option before saving will cause any unsaved scores and settings to be lost.

## Delete

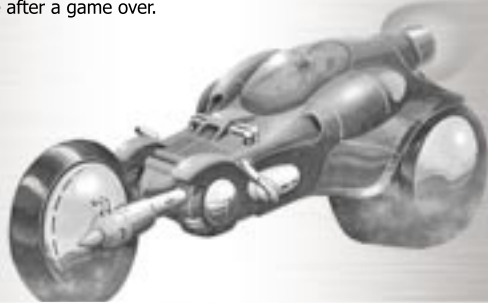
Deletes existing save data and clears any items you have previously unlocked.

## Reset Scores

Selecting this option will reset the High Scores for the selected game back to its default High Score table.

## Autosave

Toggle Autosave ON/OFF. This is a global setting for all 20 games in the **Capcom® Classics Collection**. Autosave occurs when you exit the Options Menu for a game in the Game Select Screen; when you have beaten a game or unlocked a Bonus item; or when you exit a game after a game over.



RANK	INITIALS	SCORE
1	EGW	500,000
2	VAN	450,000
3	HRC	400,000
4	GYD	350,000
5	HDS	300,000

## High Scores

Press the **△** button at the Game Select Screen to view the High Score tables for the currently highlighted game. Pressing the **analog stick** or **directional buttons** **←** and **→** will cycle through the different High Score tables for the selected game's difficulty settings (Normal, Hardcore and Custom). Pressing the **analog stick** or **directional buttons** **↑** and **↓** will scroll the score table, while pressing the **L** and **R** buttons will cycle between the High Score tables for each individual game.



## Join Game

Press the **R** button at the Game Select Screen to open the Join Game Menu and join an Ad hoc multiplayer game being hosted by a nearby opponent. By default, anyone running the **Capcom® Classics Collection** will be hosting a multiplayer game if they have not disabled Wi-Fi via the WLAN switch.

**Note:** For detailed information, see Multiplayer, page 15-16.

# START MENU

Press the **X button** when you're ready to play your selected game from the Game Select Screen. Once the game has loaded, press the **START button** again to access the Start Menu.

At the Start Menu, you can choose to start a game and begin playing, join a wireless game via the PSP™ system's Ad hoc mode, access and adjust the game's settings and exit the game and return to the Game Select Menu.



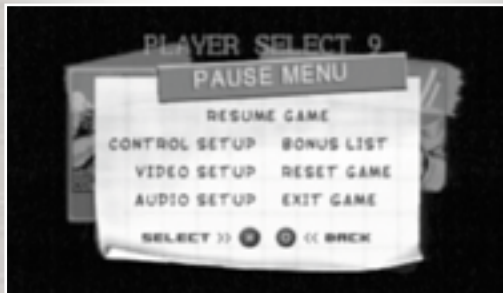
**Note:** On cooperative titles, you can choose to start a single player game (with Cooperative Mode automatically enabled if the WLAN switch is set to ON) by pressing Start Game and others can join you later.

**Note:** On two-player alternating games, you can choose 2P START GAME, allowing you to play two player sharing the PSP system between you and a friend. This option is only available for select titles and will automatically appear in the Start Menu if the game includes it.



# PAUSE MENU

Press the **START button** during gameplay to pause a game and access the Pause Menu. From this screen, you can adjust the currently loaded game's Control Setup, Video, and Audio Options, as well as view a checklist for each game's specific Bonus unlockable goals. Use the **analog stick** or **directional buttons** **↑** and **↓** to highlight an option and press the **X** or **START button** to confirm your selection.



**Note:** The Pause Menu can only be accessed once a game has been launched.

## Resume Game

Exit the Pause Menu and return to gameplay.

## Reset Game

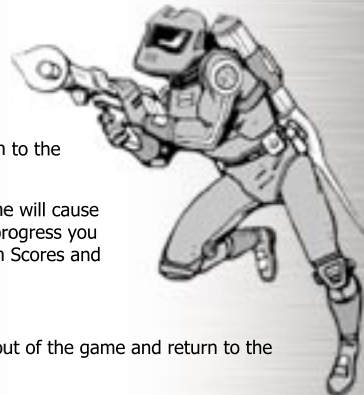
Select this option to return to the Game Select Screen.

**Note:** Resetting your game will cause you to lose any unsaved progress you have made, including High Scores and Unlocks.

## Exit Game

Select this option to quit out of the game and return to the Game Select Screen.

**Note:** Exiting your game will cause you to lose any progress you have made, including High Scores and Unlocks.



## Video Setup

Adjust the game's viewing area to your PSP™ system's screen. Use the **analog stick** or **directional buttons** to change the scale size from FIT, Enhanced, Original or Stretched. You can also change the rotation of the screen from horizontal to vertical. Press the **X button** to accept any changes and return to the Pause Menu or the **O button** to cancel. The **Ⓜ button** will reset the screen back to the default position.

**Note:** You can also cycle through each game's Video Setup options once it's loaded by pressing the **SELECT button**.

The following games support both Horizontal and Vertical Rotation to maintain their original aspect ratio:

- 1941
- Avengers
- Block Block
- Last Duel
- Legendary Wings
- The Speed Rumbler
- Varth

## Audio Setup

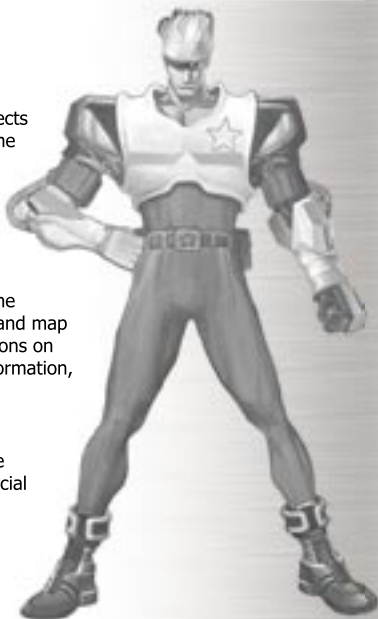
Adjust the game's sound effects and background music volume levels. Use the **analog stick** or **directional buttons** ← and → to set the desired level.

## Control Setup

Choose this option to view the game's controls or reassign and map the controls to different buttons on your controller. For more information, see pg. 7.

## Bonus List

Select this option to view the game's criteria to unlock special Bonus material.

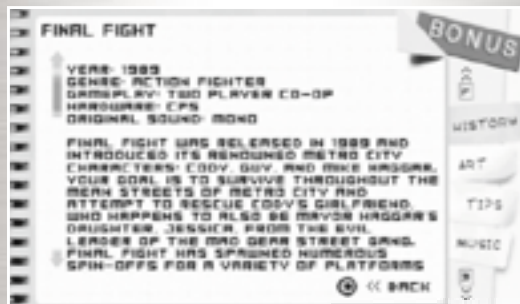


Each of the 20 games in **Capcom® Classics Collection** has a variety of cool Bonuses that can be accessed by pressing the **O button** at the Game Select Screen. In the Bonus section, you can read the history of each game, view artwork, learn helpful tips and strategies, and listen to the game's music tracks. Cycle between the different Bonus Pages by pressing the **L** and **R buttons**.

**Note:** Almost all of the games' Bonus items are locked at the start of each game and can only be accessed once you achieve the requirement listed for each section. You can view these requirements by selecting **BONUS LIST** from the Pause Menu.

## History:

Read up on the history and little known facts about each game. This Bonus will be automatically unlocked for each game. Use the **analog stick** or **directional buttons** ↑ and ↓ to scroll the text.





## Art:

View each game's artwork and early concept sketches. Use the analog stick or directional buttons to highlight a piece of artwork and press the **X button** to view it. Once in view mode, you can use the directional buttons to move the art, press the **X button** to toggle the Help Bar on and off and zoom the art in and out with the analog stick. Pressing the **L** and **R buttons** will allow you to cycle through each piece of art, and the **○ button** will return you back to the previous page.



## Tips:

Learn handy tips and strategies that will help you master each game. Use the **analog stick** or **directional buttons** **←** and **→** to cycle through them.



## Music:

Listen to original music tracks from each game. Use the analog stick or **directional buttons** **↑** and **↓** to highlight and press the **X button** to play your selected music track.

Play cooperatively or by alternating turns wirelessly with a friend using the PSP™ system's Ad hoc mode. To join a game in progress, press the **R button** at the Game Select Screen to open the Join Game Menu and join an Ad hoc multiplayer game being hosted by a nearby player. By default, anyone running the **Capcom® Classics Collection** will be hosting a multiplayer game if they have not disabled Wi-Fi via the WLAN switch.

**Note:** If the WLAN switch has been disabled, the JOIN GAME option will be grayed out and will not be selectable.

At the Join Game Menu, the nearby players list on the right side of the screen displays all hosts detected across the Ad hoc network. Pertinent information about each host including the name of the game they are playing, and the number of players in that game, is displayed to the left.

Navigate Host List / Highlight menu item . . . . . **left analog stick** or **directional buttons** **↑** / **↓**

Join game/Update list . . . . . **X button**

Return to Main Menu . . . . . **L** or **○ button**

The following games offer cooperative multiplayer or head to head play over the network:

- 1941
- Avengers
- Block Block
- Captain Commando
- Final Fight
- Forgotten Worlds
- Side Arms
- Last Duel
- Legendary Wings
- Magic Sword
- Mega Twins
- Quiz and Dragons
- Street Fighter®
- Three Wonders
- Varth

The following games can be played with alternating turns over the network, or they can be played 2 player with a shared PSP™ system:

- Black Tiger
- Strider™
- Section Z
- The Speed Rumbler
- Bionic Commando®

**Note:** Cooperative games can be joined at any time for network play. Alternating Network games can also be joined at any time, however accepting a join request will reset the current game and start a new game in alternating mode.

### Accepting A Join Game Request For A Cooperative Game

When selecting a game from the Join Game list, the player who is hosting a game session will receive a message on their screen allowing them to accept the network connection. Their game will pause while this message is displayed and they will have the choice to ACCEPT, DECLINE or IGNORE your request. Use the **analog stick** or **directional buttons** to highlight your choice. Press the **X button** to accept your choice. Press the **○ button** to move the cursor to DECLINE.

**Note:** When choosing IGNORE, you will refuse the network connection from the second player. Doing so bans the second player from making further join requests. This ban is lifted when the player exits the current game to the Game Select Menu or turns off the PSP™ system.

### Pausing The Game / Changing Settings During Network Play

If you pause the game during network play (or access the Start Game Menu), all connected players' games are paused and darkened and a message will appear in the upper-left corner of each connected player's screen notifying the other player that you are changing settings.

**Note:** If the other player has paused the game during network play, you can also access your Pause Menu by pressing the **START button**.

### Loss Of Connection / Dropping Networked Players

If a network player is dropped from a game – either by choice or due to network failure – the game in progress on all PSP™ systems will be paused and you can choose to continue playing the existing game without the disconnected player or reset to the Title Screen.

In an alternating game, choosing Continue switches the game to the two player-alternating mode, where both players' actions are controlled by the same PSP™ system.

If you choose to continue a game solo after a disconnect or when someone unjoins a multiplayer game, in some occurrences you will be able to control the movement of the disconnected player along with your own character. This will continue until the second player loses its remaining lives.

**Note:** Even though you can control the movement of the "ghost" character you will not be able to do any types of actions such as attack.

Below is the basic information and control configuration for each of **Capcom® Classics Collection's** 20 games.

When playing in vertical form, the default might change.

### 1941: COUNTER ATTACK

**Number of players:** 1 (2 co-op)

**Type of game:** Shooter

**Default controls:**

Shoot: **X**

Loop: **□** or **○**

**Information:** Your goal is to shoot down enemy airplanes and collect weapon power-ups (POW). You're only able to perform four loops per level at maximum, and a bonus is awarded at the end of the level for unused loops.



### AVENGERS

**Number of players:** 1 (2 co-op)

**Type of game:** Brawler

**Default controls:**

Punch: **X**

Kick: **□** or **○**

**Information:** Take control of two street-wise fighters, Ryu and Ko, and rescue the hostages held captive in the evil warlord's palace. Punch and kick your way through wave after wave of bad guys while utilizing power-ups and hidden weapons found in trash cans and behind doors.



### BIONIC COMMANDO®

**Number of players:** 1

(2 alternating)

**Type of game:** Platform

**Default controls:**

Shoot: **X**

Hook: **□** or **○**

**Information:** Using only your weapon and a bionic arm equipped with a wire grappling hook you must infiltrate the enemy's military base, find their "Top Secret Plans" and stop them from executing them.



**BLACK TIGER****Number of players:** 1

(2 alternating)

**Type of game:** Action**Default controls:**

Attack: or

Jump:

**Information:** Three Dragons have descended from the heavens and destroyed the kingdom. You are a brave warrior who has chosen to meet the dragons head on in an attempt to restore harmony to the land. Along the way to defeating the dragons, you will come across scores of monsters, demons, spiked pits of death, and other hazards.

**BLOCK BLOCK****Number of players:** 1 (2 co-op)**Type of game:** Puzzle**Default controls:**Release Ball: or **R button**

**Information:** Use your paddle to rebound a ball into a variety of colorful bricks. Complete each round by eliminating the bricks quickly to earn bonus points without allowing the ball to get past your paddle. Eliminating certain bricks will drop valuable power-ups to help you in your quest.

**CAPTAIN COMMANDO****Number of players:** 1 (4 co-op)**Type of game:** Brawler**Default controls:**

Attack: or

Jump:

Super Attack: or +

Dash: Double tap direction you wish to dash

**Information:** Captain Commando and his fellow fighters are charged with saving the world from a maniacal villain and his vile henchmen. Choose your hero and start bashing and smashing your way through the enemy infested streets.

**FINAL FIGHT****Number of players:** 1 (2 co-op)**Type of game:** Brawler**Default controls:**

Jump:

Attack: or

Super Attack: or +

**Information:** Your goal is to survive throughout the mean streets of Metro City and attempt to rescue a young girl, from the evil leader of the Mad Gear street gang.

**FORGOTTEN WORLDS****Number of players:** 1 (2 co-op)**Type of game:** Shooter**Default controls:**

Shoot:

Spin Left: , **L button**Spin Right: , **R button****Alternative Controls:****4-Button Aim:**

D-Pad / analog stick controls movement

Shoot up:

Shoot Back:

Shoot Down:

Shoot Forward:

Shoot Diagonal: + , + , + , +

**Upside Down:** (Holding the PSP™ upside down)Shoot / Aim: **Analog stick**

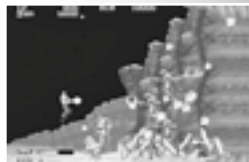
Move up:

Move Back:

Move Down:

Move Forward:

**Information:** Assume the role of an "Unknown Soldier" whose mission is to destroy the evil goddess "Bios" of Dust World. Collect Zeny (Capcom money) in order to purchase must-have upgrades.

**LAST DUEL****Number of players:** 1

(2 co-op)

**Type of game:** Shooter**Default controls:**

Shoot:

Jump/Shield: or

**Information:** As an ace driver and fighter pilot, it's up to you to strap yourself in to the cockpit of a high-tech hybrid car/spacehip and wage a one-man battle against a galactic uprising.



**LEGENDARY WINGS****Number of players:** 1 (2 co-op)**Type of game:** Shooter**Default controls:**Shoot: **X**Bomb/Jump: **□** or **○**

**Information:** Bestowed wings by the gods, you must destroy "Dark", an evil computer that fell from space, which threatens the beautiful Greco landscape. Use ground bombs to destroy land enemies and open up items and secret bonus caves.

**MAGIC SWORD****Number of players:** 1 (2 co-op)**Type of game:** Action**Default controls:**Attack: **□** or **○**Jump: **X**Super Attack: **□** or **○** + **X**

**Information:** Climb the monster-infested tower to defeat Drokkmarr, master of the Black Orb. As a brave hero, you must battle relentless enemies while finding keys to free fellow fighters who will fight alongside you. In addition to close-range attacks, your magic weapons have the ability to charge and fire deadly projectiles.

**MEGA TWINS****Number of players:** 1 (2 co-op)**Type of game:** Action**Default controls:**Attack: **□** or **○**Jump: **X**Magic Crash: **△**

**Information:** Once upon a time, a horrible monster came without warning upon the peaceful and unsuspecting land of Aluren and decimated everything in its path — only the King's twin infant sons survived. Take charge of the Mega Twins as you battle your way across land, sea and air in an attempt to avenge your fallen kingdom and restore peace to the land.

**QUIZ & DRAGONS****Number of players:** 1 (2 co-op)**Type of game:** Trivia**Default controls:**Answer #1: **△**Answer #2: **□**Answer #3: **○**Answer #4: **X**

**Information:** Choose one of four brave adventurers (Fighter, Ninja, Amazon, Wizard) and answer trivia questions correctly in an attempt to stop the evil warlock Gordion from destroying the kingdom in this unique quiz based game.

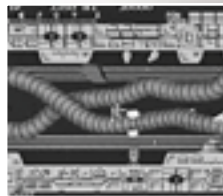
**Note:** This game was originally released in 1992 so some of the questions and answers might not be valid considering times have changed in the last 14+ years. When playing this game, you must try to think of what the answer would have been in 1992!

**SECTION Z****Number of players:** 1

(2 alternating)

**Type of game:** Shooter**Default controls:**Shoot: **X**Turn: **□**, **○**, **L button**, **R button**

**Information:** As a lone astronaut, you must penetrate the alien Balangool space craft and destroy the evil "L-Brain". In order to find his lair, you must first make your way through 27 alphabet-labeled levels in this intense horizontal and vertical scrolling shooter.

**SIDE ARMS: HYPER DYNE****Number of players:** 1 (2 co-op)**Type of game:** Shooter**Default controls:**Shoot Left: **□**, **L button**Shoot Right: **○**, **R button**Weapon Swap: **X**, **△**

**Information:** You are a jet pack-wearing hero chosen to defend the earth against the attacking alien armada. Navigate through enemy infested air space collecting power-ups and taking on all comers from in front and behind as you blast your way to victory.



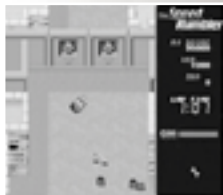


**THE SPEED RUMBLER****Number of players:** 1

(2 alternating)

**Type of game:** Shooter**Default controls:**Shoot: Escape/Roll:  or 

**Information:** The terrorists have taken Super Joe's family and friends hostage and you have 24 hours to set them free. Command an armored vehicle outfitted with guns, blasting your way through the enemy while rescuing your friends. If your vehicle takes too much damage, you can hop out and continue the fight on foot.

**STREET FIGHTER®****Number of players:** 1 (2 co-op)**Type of game:** Fighting**Default controls:**Light Punch: Strong Punch: Light Kick: Strong Kick: Medium Punch: **L button**Medium Kick: **R button**

**Information:** Play the very first Street Fighter that started the fighting sensation. Step into the role of Ryu or Ken, masters of karate who are out to become the greatest street fighters in the world. From the back alleys of the United States to the secret battlegrounds of Thailand, you'll take on all comers in an attempt to prove that your skill is supreme!

**STRIDER™****Number of players:** 1

(2 alternating)

**Type of game:** Action**Default controls:**Attack:  or Jump: 

**Information:** Take control of futuristic ninja Strider Hiryuu as he leaps, slashes and battles his way across the rooftops of Moscow and jungles of the Amazon to the skies above Earth in an attempt to stop the maniacal Grand Master Meio from taking over the planet.

**THREE WONDERS****Number of players:** 1 (2 co-op)**Type of game:**

Action, Shooter, Puzzle

**Default controls:**

Midnight Wanderers:

Attack:  or Jump: 

Chariot:

Shoot:  or Charge Attack: 

Don't Pull:

Push: , , 

**Information:** As the game's title indicates, Three Wonders is actually three arcade games packed into one title chronicling the adventures of Lou and Siva. Game #1 is Midnight Wanderers, an action game where Lou and Siva embark on an adventure to find the magical chariot, traveling through a beautiful landscape filled with dangers. Game #2 is Chariot, a shooter that takes the duo to the skies for a high-flying dogfight. Game #3 is Don't Pull, a block-pushing puzzle game where you must squish the opposition.

**VARTH****Number of players:** 1 (2 co-op)**Type of game:** Shooter**Default controls:**Attack: M. Crash:  or 

**Information:** On the colony-planet Varth, life was once peaceful. The supercomputer Delta-7 controlled all facets of life... until Duo appeared. Under Duo's influence, Delta-7 turned technology against the humans, and built a robot army to attack the colony. The colonists' only hope lies with two antique fighter planes, which are too old for Delta-7 to control. It's up to you to shoot your way to victory.



## Digital Eclipse Software Inc.

### Lead Programmer

Dan Filner

### Producers

Michael J. Boccieri, David Sirlin

### Associate Producers

Eric Eberhardt, W. Thomas Grové

### User Interface Artist

Chad Pfarr

### Z80, 6809 Emulation

Jeff Vavasour

### Audio Director

Robert Baffy

### Classic Audio Production

Yannis Brown

### Technical Contributions

Isaac Bender, George Phillips,  
Jeff Vavasour

### Studio Head

Mike Mika

### Special Thanks

Christine & Greg Boccieri  
Maria "Doombunny" Daquipa  
Karen "Bruzer" Murphy  
Yukiko Miyamija Grové  
Sarah Reynolds  
Kara @ Hyperbolation  
All Our Moms & Dads  
Backbone IT  
Foundation 9 Entertainment

## Capcom Entertainment, Inc.

### Producer

Robert Johnson

### Associate Producer

Rey Jimenez

### Localization

Brian Dunn

### Legal

Estela Lemus

### Finance

Maki Arikawa Ryang

### Public Relations

Arne Cual Pedroso

### Marketing

Todd Thorson, David Riley,  
Jack Symon, Sarah Felbinger,  
Laili Bosma, Carrie Root,  
Robert Johnson, Rey Jimenez,  
Robert Hamiter and Ryuhei Tanabe

### PR

Melinda Mongelluzzo,  
Arne Cual-Pedroso and Alicia Kim

### Customer Service

Philip Navidad, Frank Filice and  
Kellie Andreine

### Translation

Brian Dunn

### Remixed Tracks

Roland Casiquin Jr., Philip Navidad

### Creative Services

Michi Morita, Corey Tran and  
Jacqueline Truong

### QA Director

Takashi Hashimoto

### QA Testers

Masaki Tsujioka, Takanori Fujisawa,  
Kenichi Noda, Yuki Sakai,  
Naoko Ibuki, Toshio Terai,  
Michihiro Hirano, Yasuo Watanabe,  
Seiji Yamamoto, Masaki Miki,  
Syohhei Takagi, Shinsuke Ohta,  
Maki Fujita, Toshiyuki Kishiwaki and  
Takahiro Haruki

### Special Thanks

Hiroshi Tobisawa, Takashi Aoki,  
Kaori Tsukuda, Alben Pedroso,  
Robert Hamiter, Frank Filice,  
Kellie Andreine, Takashi Kubozono,  
Sam Roberts, Ryuhei "Dragon" Tanabe,  
Kelley Lashley, Hsienko and  
Mat Kraemer

### Very Special Thanks

Tatsuya Minami, Hironobu Takeshita,  
Eiro Shirahama, Wataru Kusunoki,  
Minae Matsukawa, Taki Enomoto and  
Shutaro Kobayashi

### Manual

Gregory Off – Off Base Productions  
Tim Lindquist, John McKechnie  
– Option-Shift Design

## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this UMD™ from CAPCOM 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 this 90-day warranty period, CAPCOM will replace the UMD™ free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire UMD™ to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your UMD™ certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM

Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94085

This warranty shall not apply if the UMD™ has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the UMD™ develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective UMD™ to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your UMD™ certified mail. CAPCOM will replace the UMD™, subject to the conditions above. If replacement UMDs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

### WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [HYPERLINK™ http://www.esrb.com](http://www.esrb.com)