

CAPCOM CLASSICS COLLECTION



22 ARCADE CLASSICS



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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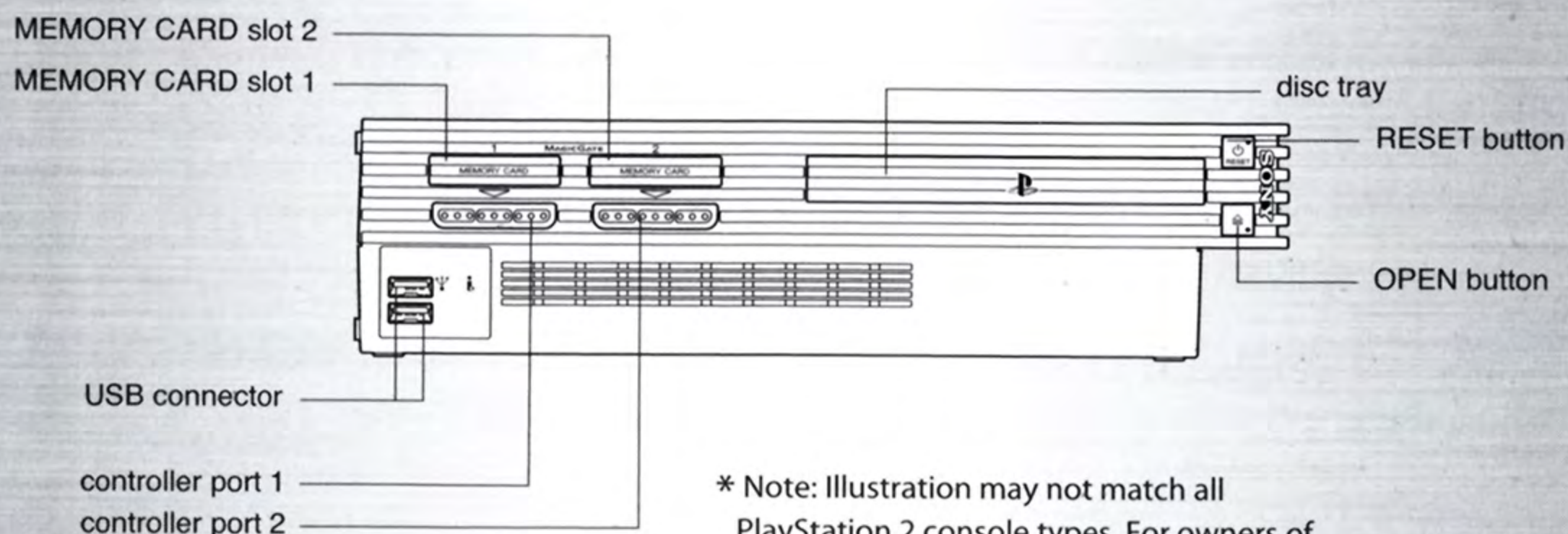
CHECK OUT CAPCOM® CLASSICS COLLECTION ONLINE!
WWW.CAPCOMCLASSICS.COM

A Special Message from CAPCOM®

Thank you for selecting CAPCOM® CLASSICS COLLECTION for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the POWER indicator turns green, press the OPEN button and the disc tray will open. Place the **Capcom® Classics Collection** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

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 card (8MB) (for PlayStation®2) or turn off your console.

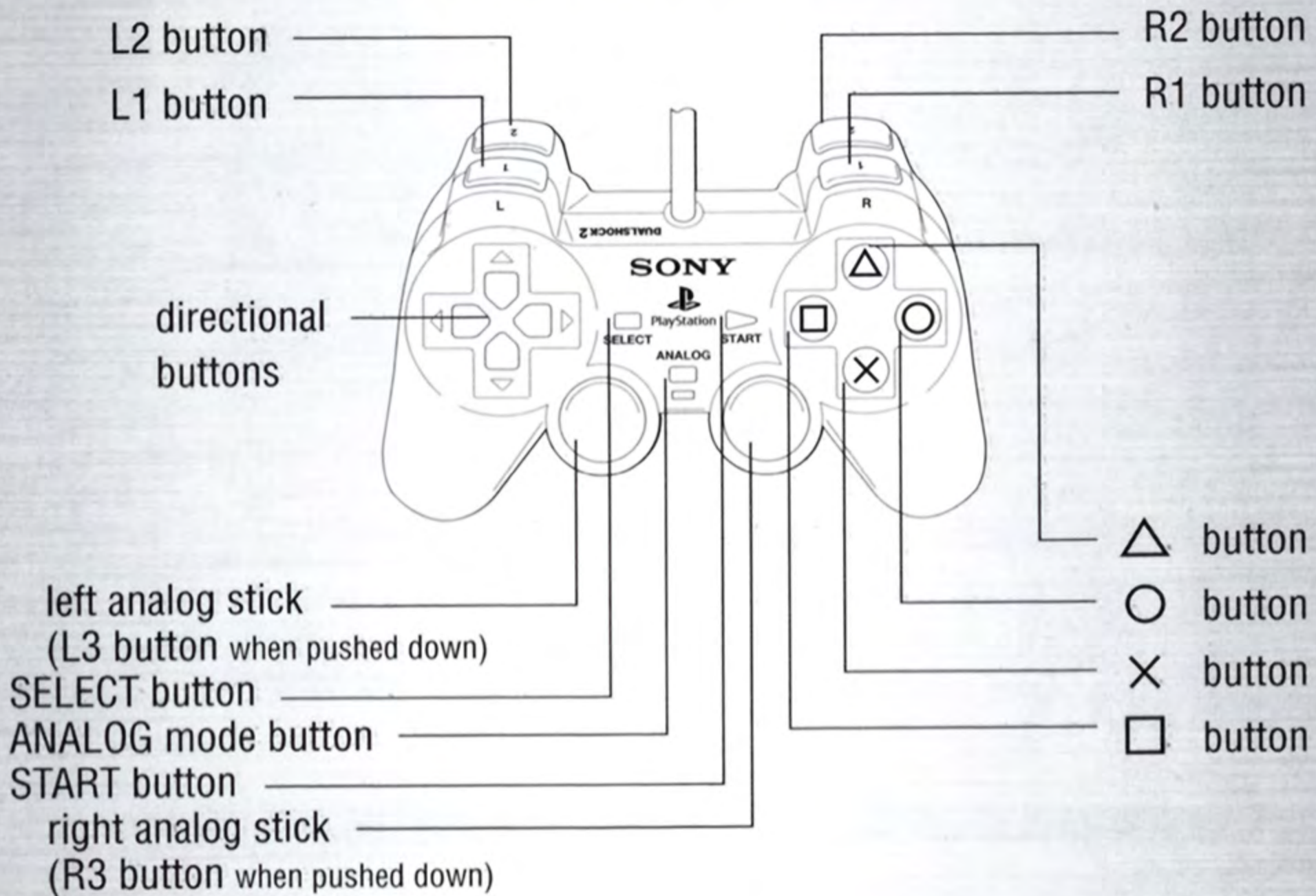
Note: You can turn the Auto Save function ON/OFF on the Options Menu.

Loading Saved Scores and Settings

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

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

- Navigate menu / Highlight menu item **left analog stick** or **directional buttons** ↑ / ↓
- Select highlighted menu item **X button**
- Adjust / Cycle menu item **left analog stick** or **directional buttons** ← or →
- Previous screen / Return to Main Menu **triangle button**
- Quick scroll through games / change pages . . . **L1** and **R1** buttons

GAME SELECT OPTIONS

- Highlight game **left analog stick** or **directional buttons** ↑ / ↓
- Quick scroll through games **L1** and **R1** buttons

Note: The following control choices will appear on the bottom right hand corner of the Game Select Screen and will vary depending on which game you have highlighted.

- Play game **X button**
- Options **square button**
- Bonus information **circle button**
- High Scores **R2** button

Note: Each game's controls differ depending on the game. To view or change a game's controls, you can either select Controller Setup from the Options Screen or pause the game by pressing the **START button** and select Controller Setup. For more information on setting a game's controls, see Controller Setup, pg. 8.

GAME SELECT SCREEN



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 Collection**, select a game to play, view a variety of bonus materials, adjust the game's options, and check out the high scores (if available). Use the **left analog stick** or **directional buttons** **↑** and **↓** to cycle through the list of games. You can also press the **L1** and **R1** **buttons** to quickly page up and down for quick navigation.

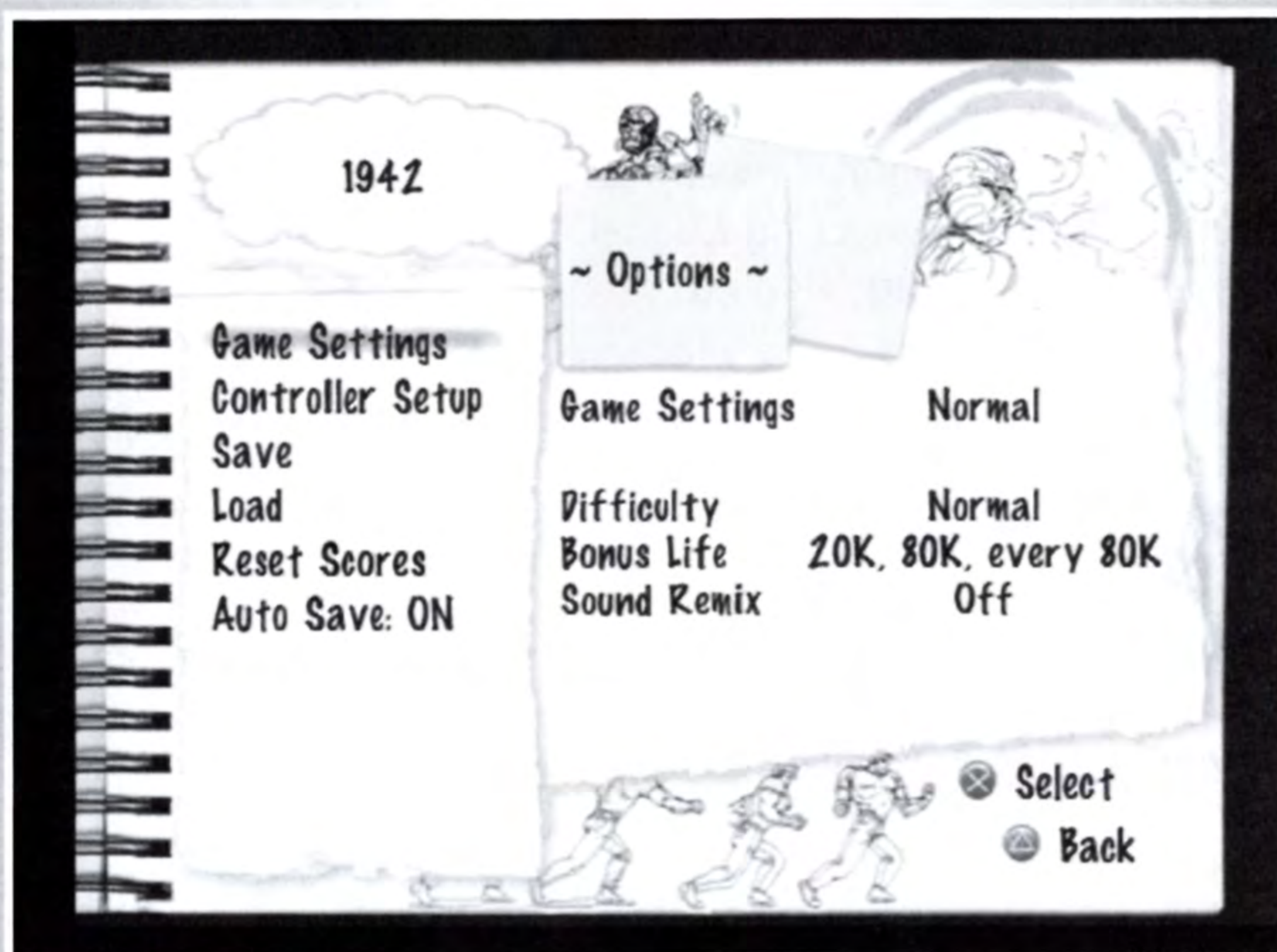
On the bottom right hand corner of the Game Select Screen you will find the following Game Select Options. Some Game Select Options vary depending on the game you have highlighted.

- ⊗ **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.
- ▣ **R2 button** = High Scores
 - Choose this to open the highlighted game's High Scores Table.

Note: Some games do not have a High Scores Table.

OPTIONS

Choose from a variety of Options, which include Game Settings, Controller Setup, Save, Load, Reset Scores and Autosave. Use the **left analog stick** or **directional buttons** **↑** and **↓** to highlight an option and the **L1** and **R1** buttons to cycle through the games. Pressing the **⊗** button will select your choice. Once selected, use the **directional buttons** **←** and **→** to make the adjustment and press the **⊗** button to accept. Pressing the **⬆** 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.

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.

OPTIONS

Sound Remix: Some games support a Sound Remix option. When toggled to ON, some of the selected game's music tracks will be replaced with new remixed versions.

Continues: Adjust the number of continues.

Time Limit: Toggle ON/OFF the Time Limit.

Controller 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 Controller Setup option in order to change their controls. Once you are finished configuring the Controller Setup, select Done by pressing the **left analog stick** or **directional button** → and press the **⊗ 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 Controller Setup option by pressing the **START button** during gameplay to pause the game and select it from the Pause Menu.

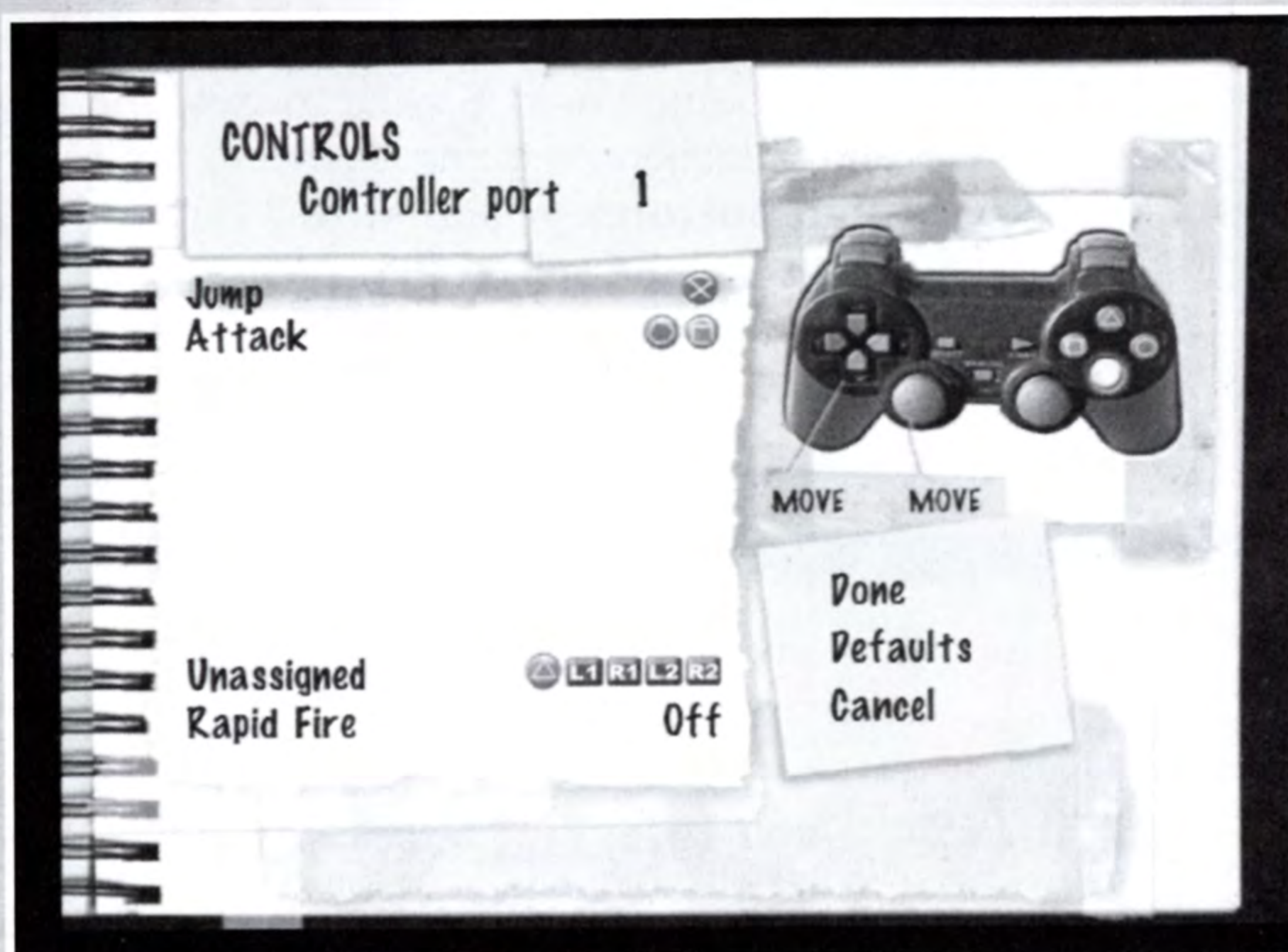
Mapping Controls

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 **left analog stick** or **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 analog stick or directional button controls. The Unassigned list will display buttons that are not in use. To unassign a button, simply highlight the unassigned list and press the corresponding button.

Rapid Fire

Certain games will have a Rapid Fire option. You can toggle this option ON/OFF by highlighting it and pressing the **⊗ button**. Enabling the Rapid Fire option will allow you to shoot much faster in games where there is a fire button. The Rapid Fire button will only affect the shooting or firing function of the game and will be mapped to whichever button it's been assigned.

OPTIONS



Save

Select Save to manually save your game settings, which includes 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 includes button configuration, unlocked bonuses and high scores.

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

Reset Scores

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

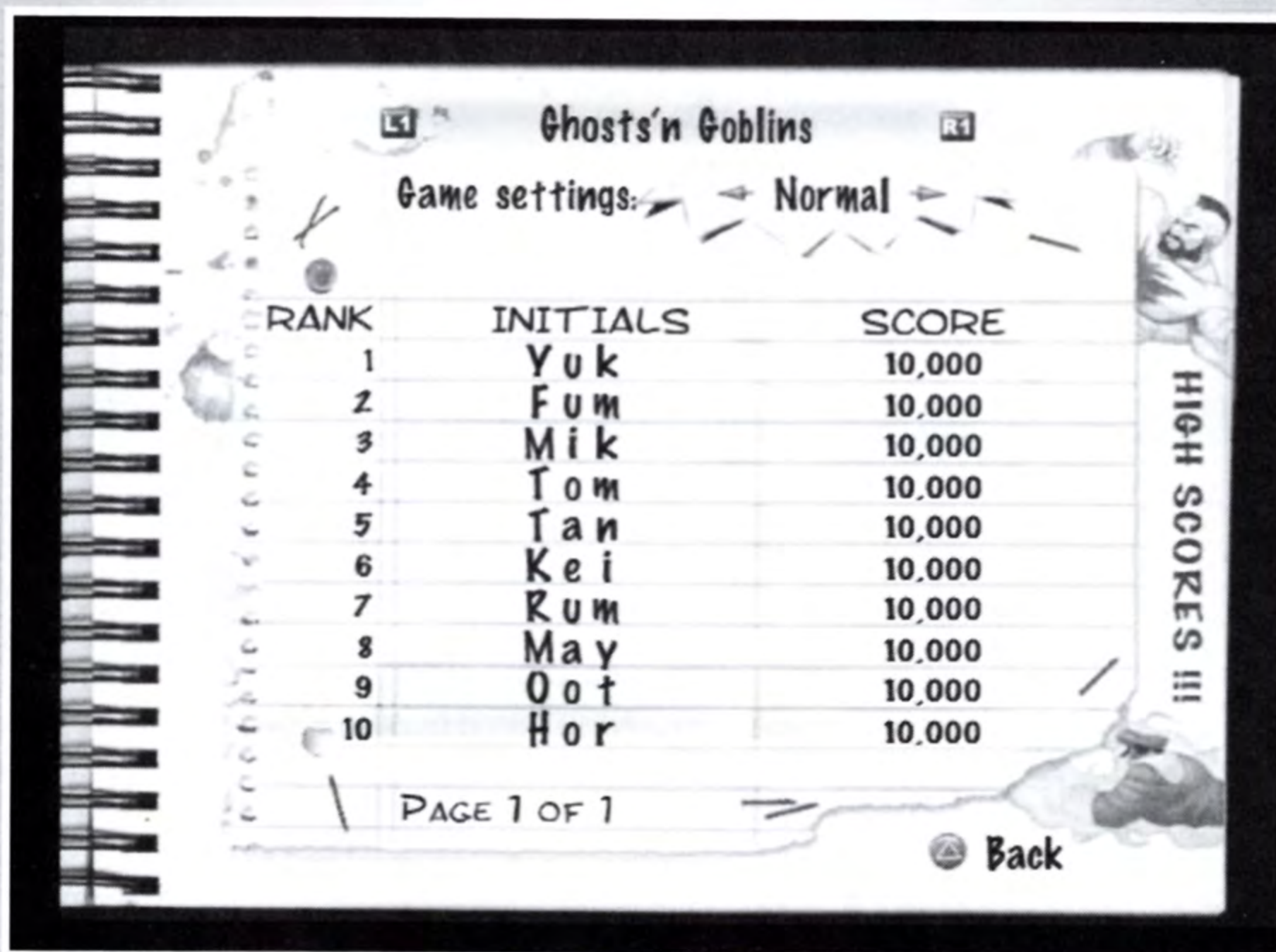
Autosave

Toggle Autosave ON/OFF. This is a global setting for all 22 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.

OPTIONS

High Scores

Press the **R2** button at the Game Select Screen to view the High Score tables for the currently highlighted game. Pressing the **left 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), while pressing the **L1** and **R1** buttons will cycle between the High Score tables for each individual game.



The screenshot shows the High Scores menu for the game 'Ghosts'n Goblins'. At the top, the game title 'Ghosts'n Goblins' is displayed with L1 and R1 buttons on either side. Below the title, the 'Game settings' are set to 'Normal'. The main part of the screen is a table with three columns: 'RANK', 'INITIALS', and 'SCORE'. The table lists 10 players, all with a score of 10,000. At the bottom of the screen, it says 'PAGE 1 OF 1' and has a 'Back' button with a triangle icon.

RANK	INITIALS	SCORE
1	Yuk	10,000
2	Fum	10,000
3	Mik	10,000
4	Tom	10,000
5	Tan	10,000
6	Kei	10,000
7	Rum	10,000
8	May	10,000
9	Oot	10,000
10	Hor	10,000

Play

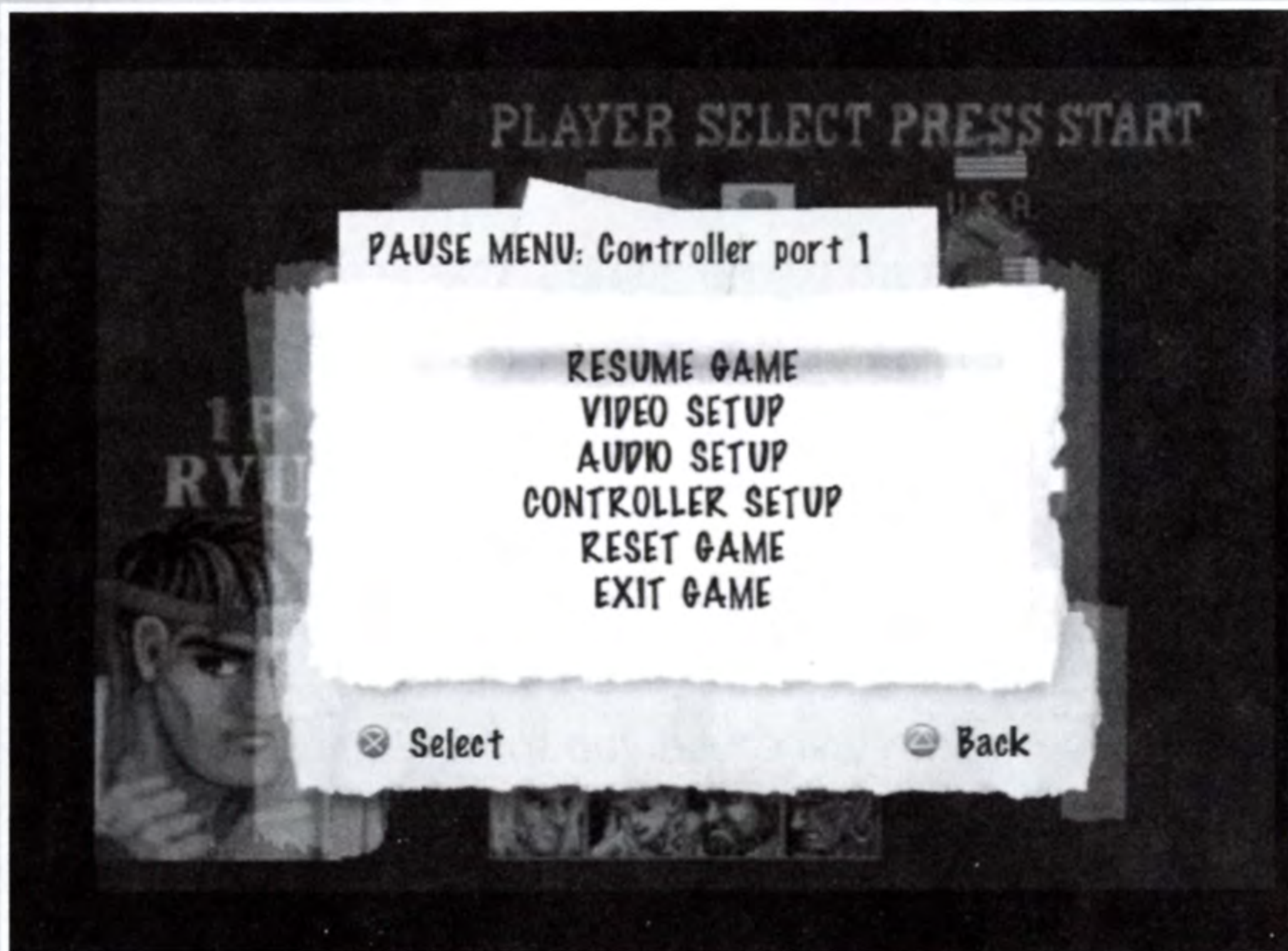
Press the **X** button when you're ready to play your selected game from the Game Select Screen. Once the game has loaded, press the **START** or **X** button again to begin playing.

Note: If you are playing a game that uses two-player alternating play, you will get a special Start Screen Options menu.

- **One player** = Single player game
- **Two players** = Two players using different controllers
- **Two players share controller** = Two players sharing the same controller and alternating between turns.

PAUSE MENU

Press the **START** or **SELECT** button during gameplay to pause a game and access the Pause Menu. From this screen, you can adjust the currently loaded game's Video, Audio and Controller Setups. Use the **left analog stick** or **directional buttons** **↑** and **↓** to highlight an option and press the **⊗** 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.

VIDEO SETUP

Adjust the game's viewing area to your television. Use the **left analog stick** or **directional buttons** **↑**, **↓**, **←** and **→** to stretch or shrink the screen size accordingly. Press the **⊗** button to accept and return to the Pause Menu or the **△** button to cancel. The **⊙** button will reset the screen to the default position.

Normal and Enhanced Video

Some games will offer an Enhanced video mode and display more information on screen. If the selected game offers this option, you can toggle between Normal and Enhanced video modes by pressing the **L1** and **R1** buttons.

PAUSE MENU

AUDIO SETUP

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

CONTROLLER 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. 8.

RESET GAME

Select this option to return to the game's Title Screen or Attract Mode.

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

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 Unlockables.

BONUS ITEMS

Each of the 22 games in **Capcom® Classics Collection** has a variety of cool bonuses that can be accessed by pressing the **Ⓞ button** at the Game Select Screen. In the Bonus section, you can read the history and trivia for each game, view artwork, learn helpful tips and strategies, read about the cast and characters, and listen to the game's music tracks. Cycle between the different Bonus Pages by pressing the **L1** and **R1** 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.

BONUS ITEMS

History:

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

Art:

View each game's artwork and early concept sketches. Use the **left analog stick** or **directional buttons** to highlight a piece of artwork and press the **⊗ button** to view it. Once in view mode, you can use the **left analog stick** or directional buttons to move the art, press the **⊗ button** to toggle the Help Bar on and off, and zoom the art in and out with the **right analog stick**. Pressing the **L1** and **R1 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 **left analog stick** or **directional buttons** **←** and **→** to cycle through them.

Cast:

View character information and cast profiles from each game. Use the **left analog stick** or **directional buttons** **←** and **→** to cycle through them. This option may not be available for all games.

Music:

Listen to original and remixed music tracks from each game. Use the **left analog stick** or **directional buttons** **↑** and **↓** to highlight a music track and press the **⊗ button** to listen to your choice. This option may not be available for all games.

GAMES

Below is the basic information and control configuration for each of Capcom® Classics Collection's 22 games.

1942

Number of players: 1 (2 player turn based)

Type of game: Shooter

Default Controls:

Shoot: **X** button

Loop: **□** or **○** button

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



1943

Number of players: 2 (co-op)

Type of game: Shooter

Default Controls:

Shoot: **X** button

Loop: **□** or **○** button

M. Crash: **△** button

Information: Take control of a P-38 jet fighter equipped with six secret weapons. In addition to *1942*'s famous "loop the loop," you now can take command of weather elements — lightning, cyclones and tsunamis — to fend off the seemingly never ending onslaught of enemies.



1943 KAI

Number of players: 2 (co-op)

Type of game: Shooter

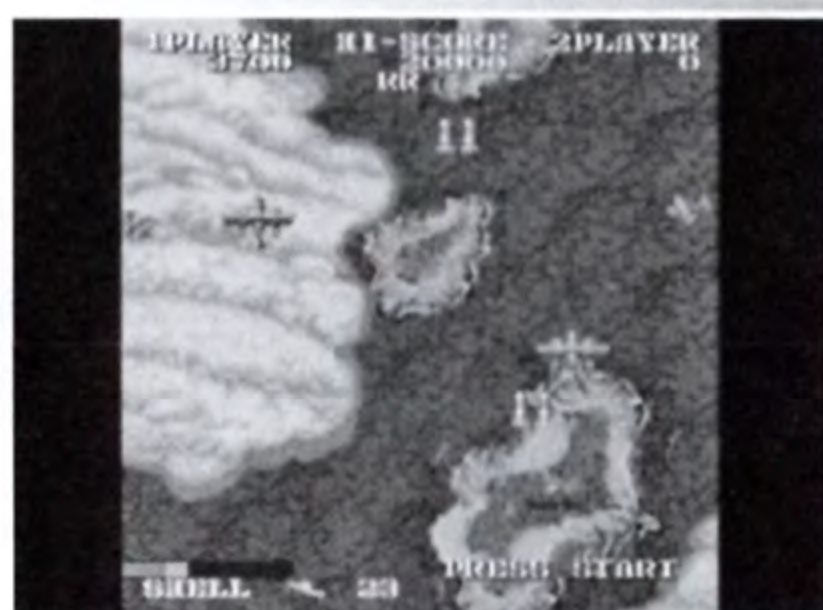
Default Controls:

Shoot: **X** button

Loop: **□** or **○** button

M. Crash: **△** button

Information: This is an update to *1943* where you are called once again to fight for your country using your P-38 jet fighter. Use your elemental weapons and loops to beat the overwhelming odds.



GAMES

BIONIC COMMANDO® _____

Number of players: 1 (2 player turn based)

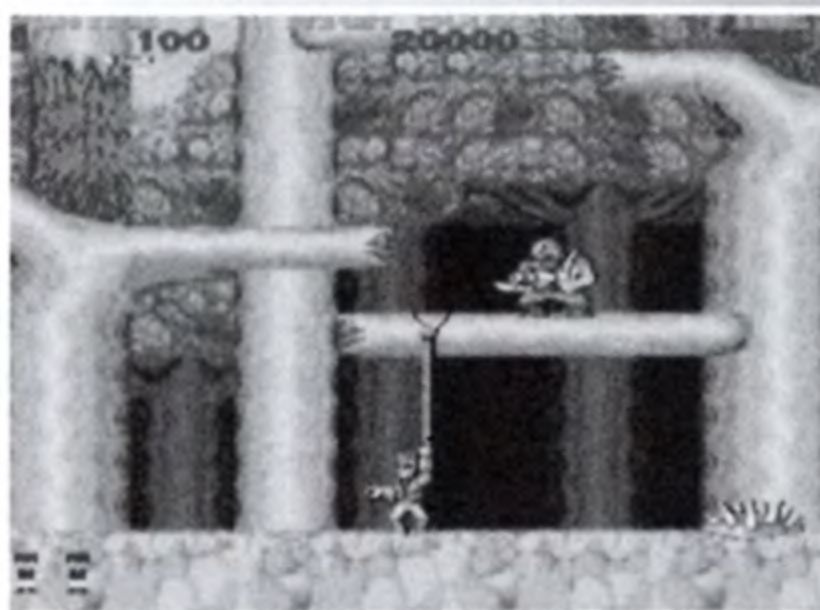
Type of game: Action

Default Controls:

Shoot: **X** button

Hook: **□** or **○** button

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 it.



COMMANDO _____

Number of players: 1 (2 player turn based)

Type of game: Action

Default Controls:

Shoot: **X** button

Grenade: **□** or **○** button

Information: As Super Joe, you are a highly trained soldier whose mission is to annihilate enemy armies and rescue their captives. Your weapons consist of a machine gun with unlimited ammunition and a limited supply of hand grenades that can be replenished by recovering them from defeated enemies and stockpiles.



EXED EXES _____

Number of players: 2 (co-op)

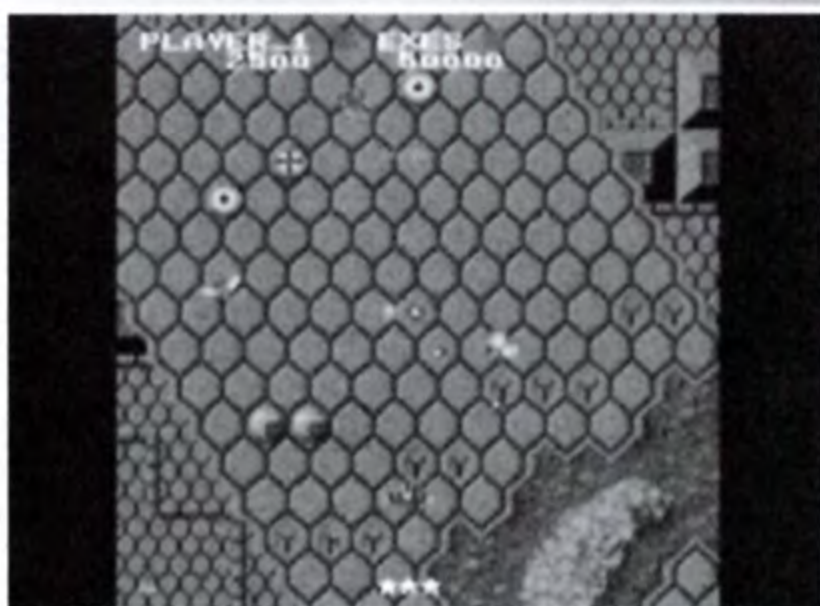
Type of game: Shooter

Default Controls:

Shoot: **X** button

Crash: **□** or **○** button

Information: Pilot a ship and shoot down enemy insects and scrolling land bases. Ultimately, you must defeat the powerful Exed Exes all the while collecting POW (power-ups) bonuses to power up your craft and turn the oncoming enemies into fruit for additional points.



GAMES

FINAL FIGHT

Number of players: 2 (co-op)

Type of game: Fighting

Default Controls:

Jump: **X** button

Attack: **□** or **○** button

Super Attack: **□** or **○** + **X** button

Information: Your goal is to survive 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: 2 (co-op)

Type of game: Shooter

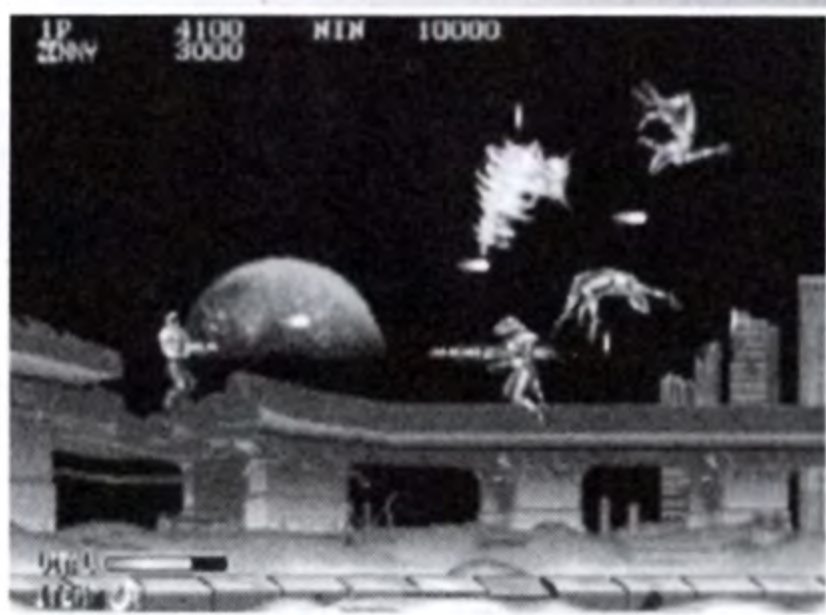
Default Controls:

Shoot: **X** button or **R1** button

Spin Left: **□** button

Spin Right: **○** button

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



GHOSTS N' GOBLINS

Number of players: 1 (2 player turn based)

Type of game: Action

Default Controls:

Shoot: **□** or **○** button

Jump: **X** button

Information: You are Sir Arthur, a knight who must venture into Hades in order to rescue his Princess sweetheart. Use a variety of projectile weapons like lances, axes and daggers to eliminate anything that stands in your way.





GAMES


GHOULS N' GHOSTS

Number of players: 1 (2 player turn based)

Type of game: Action

Default Controls:

Shoot:  or  button

Jump:  button

Information: Return as Sir Arthur and once again save your love from the true ruler of Hades, Lucifer. This time you can now attack in four directions and can don a magic suit of armor, which permits you to unleash sorcery powers upon your foes.





GUN.SMOKE


Number of players: 1 (2 player turn based)

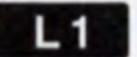
Type of game: Action

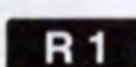
Default controls:


Shoot Center:  button

Shoot Left:  button

Shoot Right:  button

Left + Center:  button

Right + Center:  button

Right + Left:  button

Information: You are Billy the Cowboy who is trying to make a living as a bounty hunter in the Wild West. Shoot barrels to reveals power-ups, which include boots, rifles, horses, and bullets, while avoiding dangerous cutthroats.




LEGENDARY WINGS

Number of players: 2 (co-op)

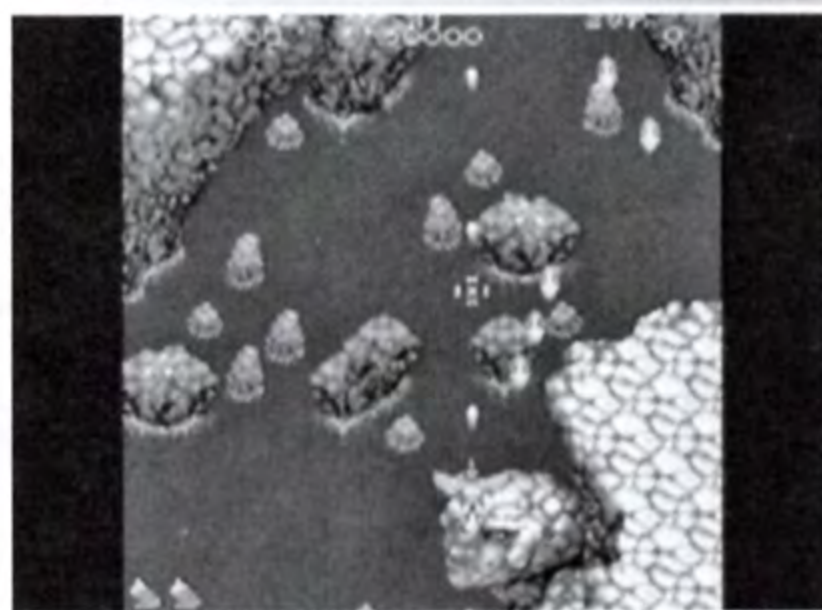
Type of game: Shooter

Default controls:

Shoot:  button

Bomb/Jump:  or  button

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.



GAMES

MERCS

Number of players: 2 (co-op)

Type of game: Action

Default controls:

Shoot: **X** button

M. Crash: **□** or **○** button

Information: As a hired mercenary, your job is to rescue the President of the United States from kidnappers in Central Africa. You are equipped with unlimited ammo with your main weapon and a limited supply of bombs to battle enemy soldiers. Special weapons, such as flame-throwers, special guns and bombs, are also available to aid in the President's rescue, but are limited in their ammunition.



PIRATE SHIP HIGEMARU

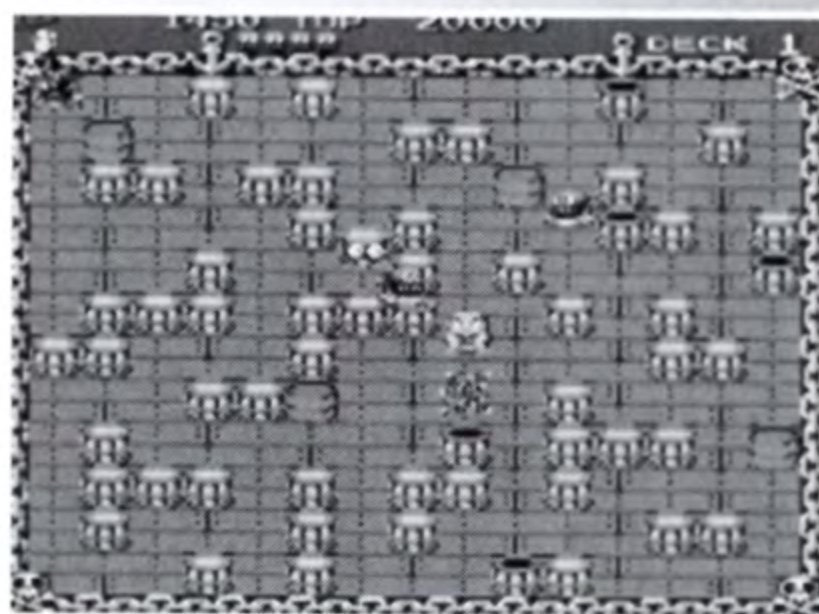
Number of players: 1 (2 player turn based)

Type of game: Action

Default controls:

Attack: **X** button

Information: Take on the role of Momotaro, who must launch barrels at enemies to stop the evil Higemaru pirates.



SECTION Z

Number of players: 1 (2 player turn based)

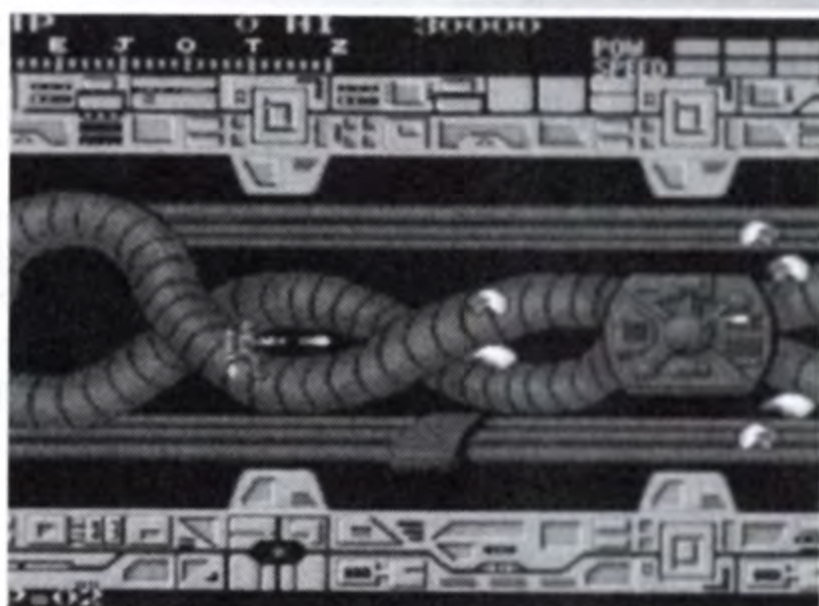
Type of game: Shooter

Default controls:

Shoot: **X** button

Turn: **□** or **○** button

Information: As a sole 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.



GAMES

SON SON

Number of players: 2 (co-op)

Type of game: Platform

Default controls:

Shoot: **X** button

Information: Play as Son Son or Ton Ton, and travel through a variety of different stages while fighting enemies in order to rescue their friends.



STREET FIGHTER II®

Number of players: 2 (head to head)

Type of game: Fighting

Default controls:

L. Punch: **□** button

M. Punch: **L1** button

H. Punch: **△** button

L. Kick: **X** button

M. Kick: **R1** button

H. Kick: **○** button

Punch x 3: **R2** button

Kick x 3: **L2** button

Information: Play as one of the eight World Warriors to see who is the best of the best in the first of the Street Fighter II® series.



STREET FIGHTER II®: CHAMPION EDITION

Number of players: 2 (head to head)

Type of game: Fighting

Default controls:

L. Punch: **□** button

M. Punch: **L1** button

H. Punch: **△** button

L. Kick: **X** button

M. Kick: **R1** button

H. Kick: **○** button

Punch x 3: **R2** button

Kick x 3: **L2** button

Information: This upgrade of Street Fighter II adds the four bosses from the original Street Fighter II as playable characters.



GAMES

STREET FIGHTER II®: **HYPER FIGHTING**

Number of players: 2 (head to head)

Type of game: Fighting

Default controls:

L. Punch: **□** button

M. Punch: **L1** button

H. Punch: **△** button

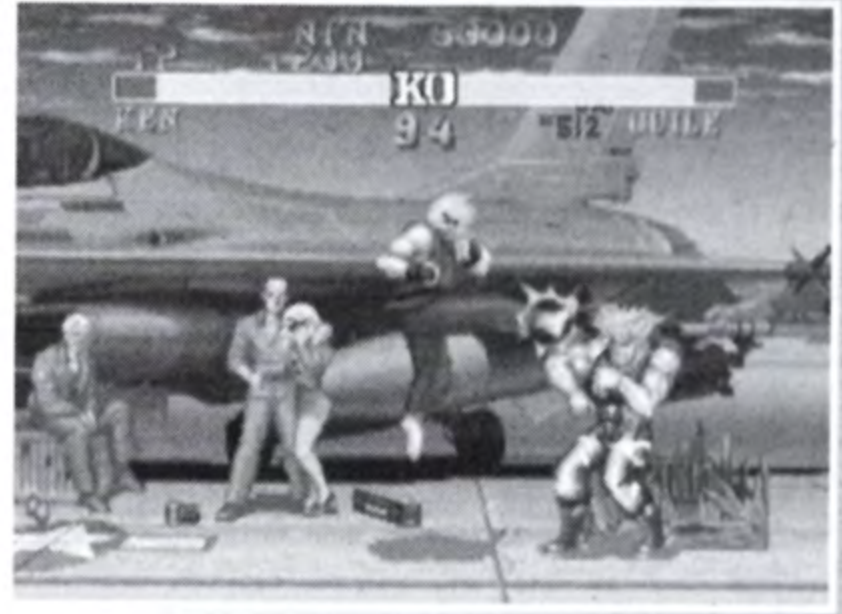
L. Kick: **×** button

M. Kick: **R1** button

H. Kick: **○** button

Punch x 3: **R2** button

Kick x 3: **L2** button



Information: This upgrade of Street Fighter II Champion Edition adds more game balance and turbo speed to the Street Fighter II series. Street Fighter II: Hyper Fighting is considered by many as the most balanced fighting game ever!

SUPER GHOULS N' GHOSTS

Number of players: 1

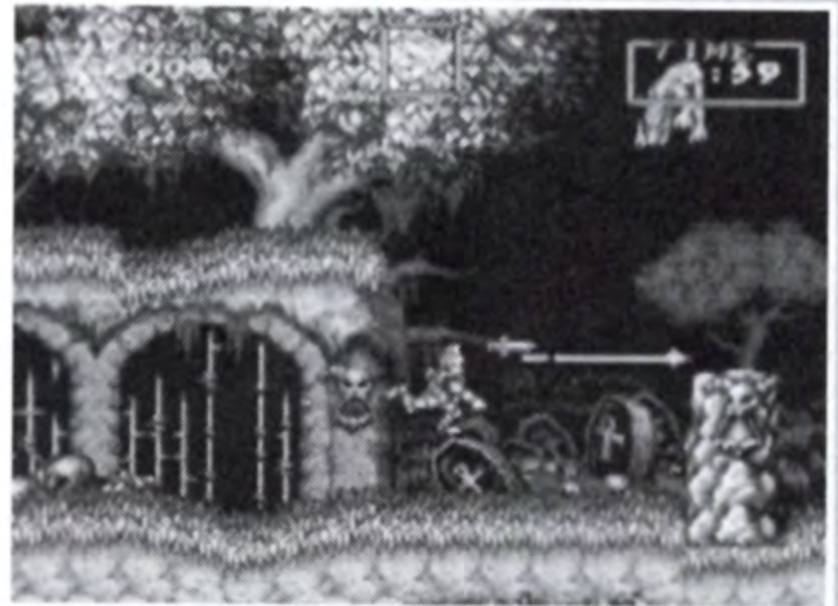
Type of game: Action

Default controls:

Shoot: **□** or **○** button

Jump: **×** button

Double Jump: **×** button, **×** button



Information: Sir Arthur has lost his love once again, but now he has new weapons and abilities. Featuring enhanced graphics and sound over its predecessor, Arthur now has the ability to double jump, adding a whole new level of strategy to the game. Do you have what it takes to travel the pits of Hades once again?

GAMES

TROJAN

Number of players: 1 (2 player turn based)

Type of game: Action

Default controls:

Shield: **○** button or **R1** button

Sword: **⊗** button

Jump: **□** button

Information: The oppressed people of the world call upon you to bring peace to the unsettled land. Battle through six levels where you must use a sword and shield to attack enemies and defend yourself against the evil king's troops.



VULGUS

Number of players: 1 (2 player turn based)

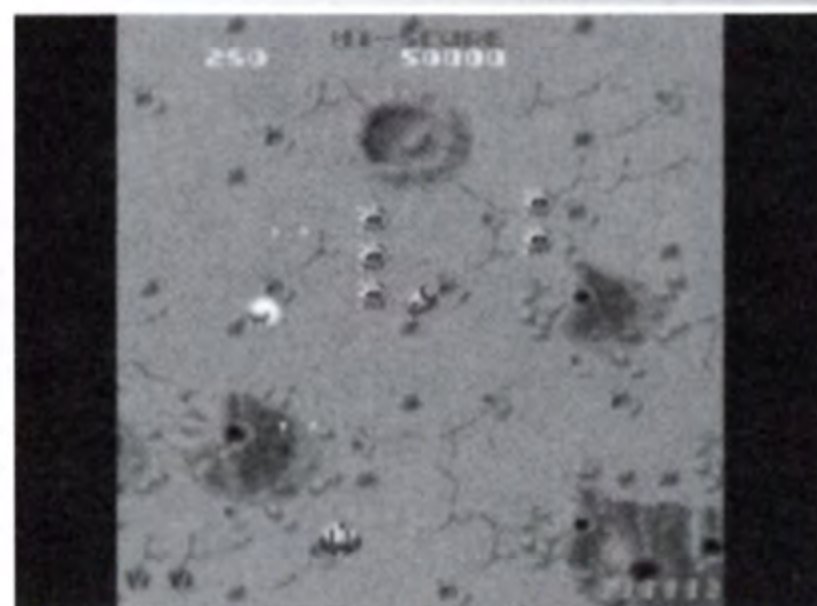
Type of game: Shooter

Default controls:

Shoot: **⊗** button

Cannon: **□** or **○** button

Information: Vulgus, Capcom's very first game, is a very simple concept where you take control of a space ship in a vertically scrolling shooter. There are no weapon power-ups, but the game does allow you to increase the playfield by moving your craft to the left or right while the game scrolls up.



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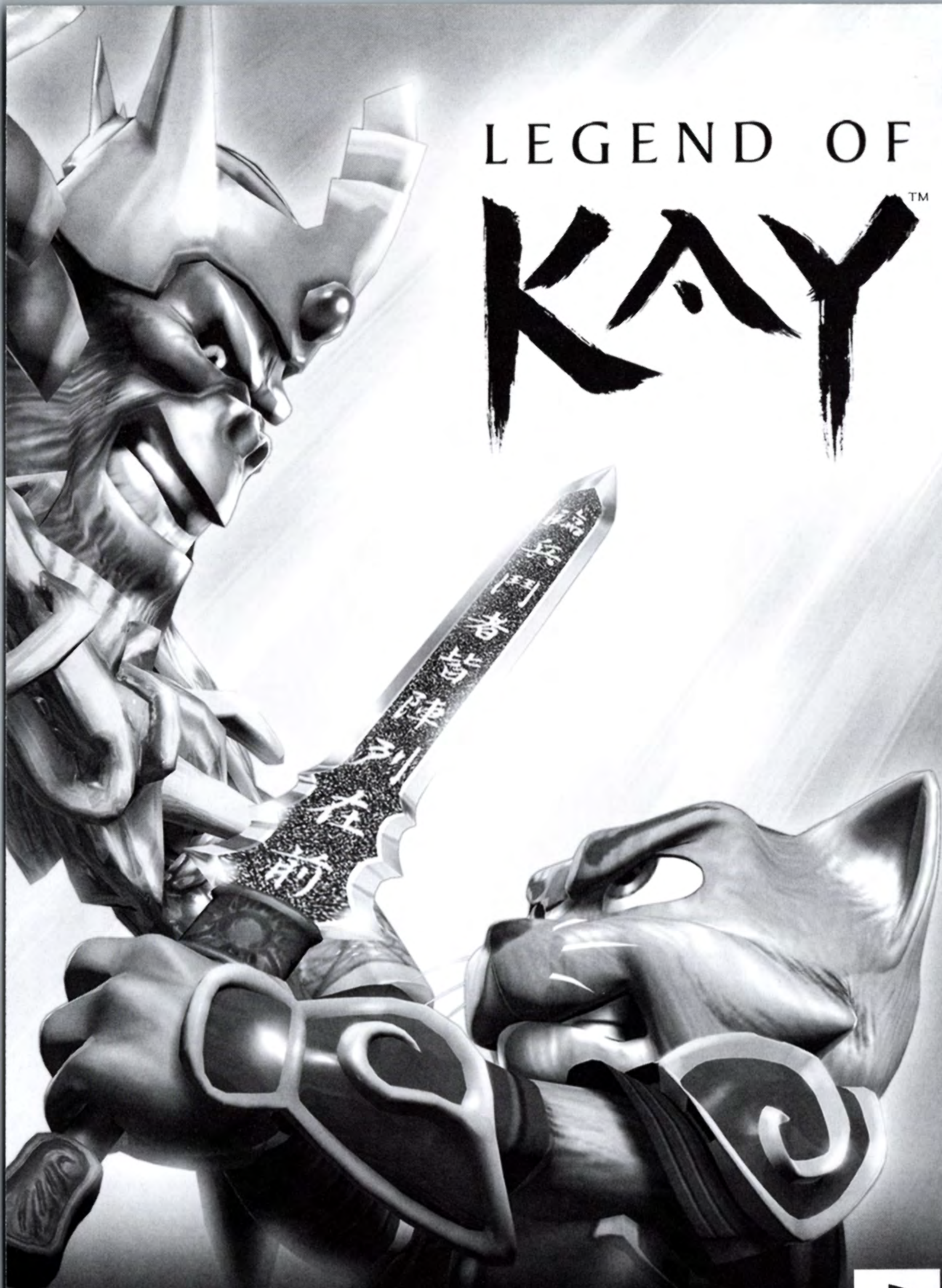


NOTES

Lined area for notes.

LEGEND OF

KAY™



AVAILABLE NOW!

PlayStation®2



EVERYONE	10+
E 10+	Alcohol Reference Cartoon Violence
ESRB CONTENT RATING	www.esrb.org

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