CAPCOM

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THE WAY NVIDIA. IT'S MEANT TO BE PLAYED

GeForce GPUs will enable the best possible playing experience for STREET FIGHTER™ X TEKKEN™. NVIDIA, GeForce, and The Way It's Meant To Be Played logo are trademarks and/or registered trademarks of NVIDIA Corporation.

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INSTALLING THE GAME

Starting the Installer:

In order to play the game, it must be installed.
Insert the STREET FIGHTER™ X TEKKEN™ DVD-ROM into the DVD-ROM drive.
When the Launcher Screen is displayed, click on "Quick Install" (recommended) or "Custom Install" to begin installation.

License Agreement:

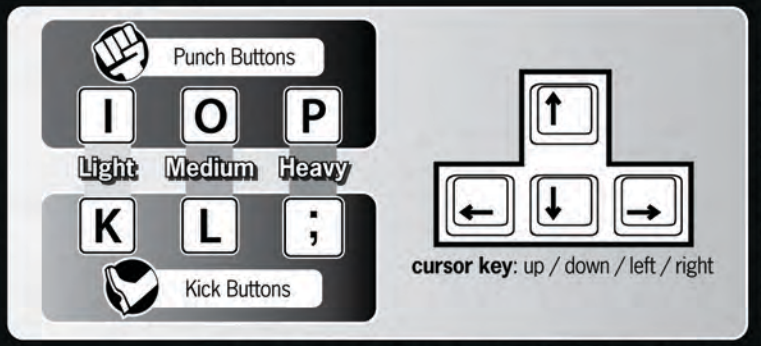
After reading the License Agreement, click Accept if you agree to the License Agreement.
(If you do not agree to all the terms of the License Agreement, you cannot install the game.)

For detailed information about every character, please visit:
www.streetfighter.com/us/sfxtk/characters

CONTROLS

These are default controls which can be changed in the Options / Controller Settings section.
Keyboard controls when in battle assume that all characters are facing to the right. When facing left, the left/right controls are reversed.

Button attacks



Menu controls

↑ / ↓ / ← / →	Select an Item
Enter	Confirm
Esc	Cancel
Space	Pause

The following combos are unmapped by default but can be set in the Options / Controller Settings section:

3-Punch
3-Kick
Heavy Punch + Heavy Kick (Launchers)
Medium Punch + Medium Kick (Switching)
Light Punch + Light Kick (Throw)
ALL: You can map ALL Punches / Kicks to any key in the Options.

CONTROLS

Using the Xbox 360 Controller



Other controls

Directional pad/left stick: Select mode, mode menu, and Select an option
Ⓐ button: Confirm
Ⓑ button: Cancel
Pressing LT and RT with the directional pad or left stick: Cursor jump (only in certain modes)

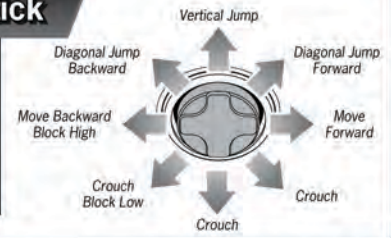
START button

Press the START button during the game to pause and bring up the Pause Menu. Press again to resume (note the game cannot be paused while playing against an opponent online).

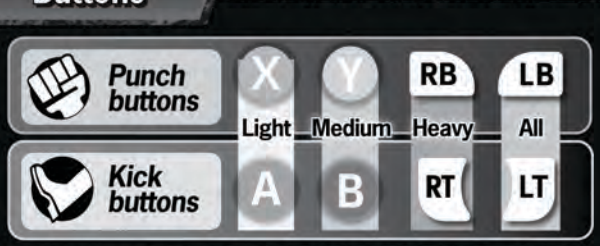
*These are the default button settings. They can be changed to other configurations from Options.
*The vibration function can also be turned on/off via Options.

Directional pad/Left stick

Directional pad and left stick controls are shown for when your character is facing the right. When facing the left, all left/right controls are reversed.



Buttons





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