

US PACKAGING



- Do NOT go to mass production without written approval.
- Do NOT edit the artwork or die cut without consent from the designer.
- All artwork is copyright of Fizz Creations Ltd.

ARTWORK SPECIFICATIONS: PACKAGING

DATE 23/10/25
DESIGNED BY SF

INFORMATION

320178 (320179) FIZZ US STREET FIGHTER II HANDHELD IFU
YLWT001 V1

FINISH

- ☐ MATT OIL Please don't use 膠覆膜, use 啞油 instead
- ☒ MATT LAMINATION
- ☐ UNCOATED

MATERIAL

- ☒ SPECIFIED ON SPEC SHEET
- ☐ OTHER: xxx

TAMPER SEALS

- ☐ PAPER
- ☐ PLASTIC
- ☒ NONE
- PAPER TAMPER SEAL COLOUR

KEY

CUT (SOLID) CREASE (DASHED)

GLUE AREA

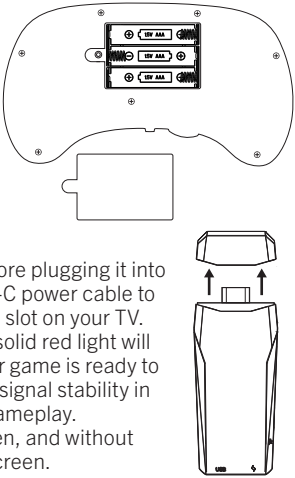
INK USED FOR THE PRINTING OF THIS PRODUCT OR ITS PACKAGING
MUST BE MINERAL OIL-FREE AS PER THE FRENCH LAW

根据法国法律，用于印刷本产品或其包装
使用的油墨不能含有矿物油成分

Height:148 x Width:210

HOW TO INSERT BATTERIES

Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Insert batteries into the handheld adding 3 x AAA batteries and securely reattach the back panel with a screwdriver.



HOW TO CONNECT TO A TV

Take the game U-Disc and remove the cap before plugging it into one of your TV's HDMI® ports. Attach the USB-C power cable to the U-disc and connect the other end to a USB slot on your TV. If the U-Disc and controller are powered on, a solid red light will illuminate on the controller, indicating that your game is ready to play. Distance and large obstacles can impact signal stability in wireless gaming and cause a slight lag in the gameplay. For optimal control, sit within 2.5m of the screen, and without any obstructions between the controller and screen.



TOP TIPS

- Select a character you enjoy using and connect with; consistent play will help you learn their strengths and strategies more quickly.
- Focus on fundamental skills like blocking and reacting to the other opponents. Sometimes defence is more important than offence.

WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard. BATTERY INSTRUCTIONS. Requires 3 X AAA, 1.5V batteries (not included). HOW TO INSERT BATTERIES: Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same equivalent type as recommended are to be used. Batteries are to be inserted with the correct polarity (+ and -). Exhausted batteries are to be removed from the product. If using rechargeable batteries, charge under adult supervision and remove before charging. Non rechargeable batteries are not to be recharged. The supply terminals are not to be short-circuited. Do not throw batteries into a fire. Batteries should never be left in the product when not in use for a long period of time. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: – Reorient or relocate the receiving antenna. – Increase the separation between the equipment and receiver. – Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. – Consult the dealer or an experienced radio/ TV technician for help. CAN ICES-3(B)/ NMB-3 (B) FCC-ID: 2AIPD-320180



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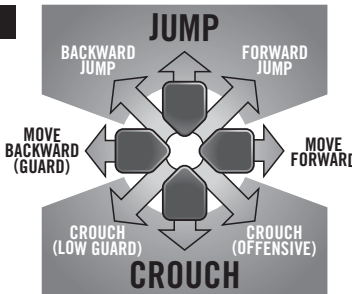


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XXXXX
MM/YYYY
Made in XXXXX, China
320180 (320181)
FIZZ-YLWT001-V1
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D-PAD

Forward
Used to move forwards
Up + Forward
Used to jump forwards
Up
Used to jump straight up
Up + Back
Used to jump backwards
Back
Used to move backwards and block
high attacks made by your opponent
Down + Back
Used to block low attacks made by
your opponent
Down
Used to crouch down
Down + Forward
Used when making low attacks



*While facing Right

MOVEMENT TIPS

- You can use either the D-Pad or the Thumb-Stick to move your fighter. The D-Pad is more precise while the Thumb-Stick is easier for beginners.

HOLD
DOWN



HOW TO GUARD

You can defend against the opponent's attack by pressing the D-Pad backwards or holding back on the Thumb-Stick.
(However, a Sure Killing Technique still does 1/4 damage.)

ATTACK BUTTONS

(X) Light Punch / Jab
(Y) Medium Punch / Strong
(Z) Hard Punch / Fierce
(A) Light Kick / Short
(B) Medium Kick / Forward
(C) Hard Kick / Roundhouse

LIGHT ATTACKS

Faster and can be done rapidly in succession.

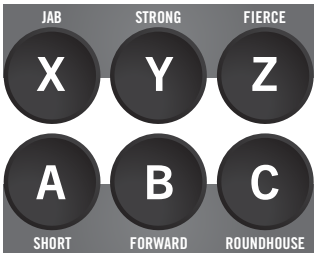
MEDIUM ATTACKS

Intermediate destructive power and speed.

HEAVY ATTACKS

Great destructive power but weak defence.

PUNCHES



KICKS

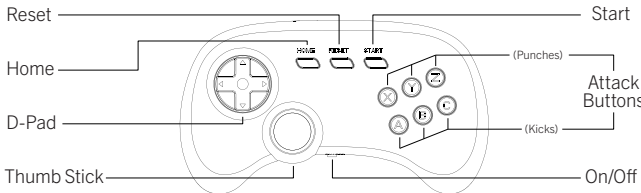
PLEASE NOTE: YOU CAN CHANGE THE BUTTON LAYOUT IN OPTIONS FROM THE MAIN MENU.



DUEL INSTRUCTION MANUAL

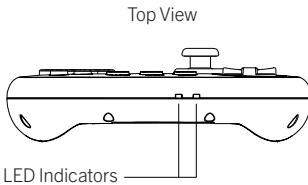
CONTROLS

On/Off: Toggle to turn the controller on/off.
Start/Pause: Select options on the Menu screen and can pause gameplay.
Reset: Press to reset the game and return to the Menu screen.
Home: Press to put the controller into sleep mode. Press again to wake the controller up.



LED INDICATORS

Both lights off
Controller is turned off.
Both lights flashing
Controller is trying to connect.
Red light on (solid)
Controller is connected.
Both lights on (solid)
Controller is in sleep mode.

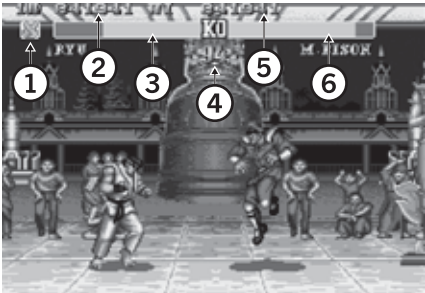


AIM OF THE GAME

Twelve fighters from across the globe come together to face one another to see which of them has the strength, skill and courage to be crowned champion and earn the title of Grand Master. When the match begins, use your punches, kicks and special moves to land hits on your opponent. Decrease their energy meter until it is totally red and they will be down for the count. Win two out of three bouts to be declared the winner and earn the right to face the next challenger.

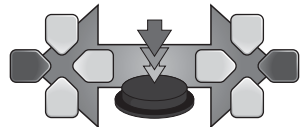
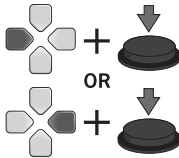
GAMEPLAY

- Rounds Won Icon
- Your Score
- Your Energy Meter
- Round Timer
- Hi-Score
- Enemy Energy Meter



CLOSE ATTACKS AND THROWING TECHNIQUES

Close attacks are special techniques which can only be done when two fighters are right next to each other. You can throw the opponent with a combination of holding either backwards or forwards on the D-Pad or Thumb-Stick and medium or hard attack buttons.



WHEN RECEIVING A STAGGERING BLOW

If you see stars circling around your fighter's head, you have received a staggering blow. Rapidly push left and right on the D-Pad or Thumb-Stick with any button to revitalize your fighter.

SURE KILLING TECHNIQUES (aka Special Moves)

Each character has developed his or her own special moves or 'Sure Killing Techniques' for use in battle. Scan the QR code to see descriptions on how to perform these special moves. Special moves are very powerful, but are also very difficult to learn, so practice and don't give up! PLEASE NOTE: ALL DIAGRAMS ARE SHOWN WITH THE PLAYER FACING TO THE RIGHT



HYPER MODE

Select Hyper Mode from the main menu to unlock new moves, fighter color palettes and speed options - making special move inputs and combos more difficult to time precisely. The number of stars present next to "Hyper" shows the speed of the game.