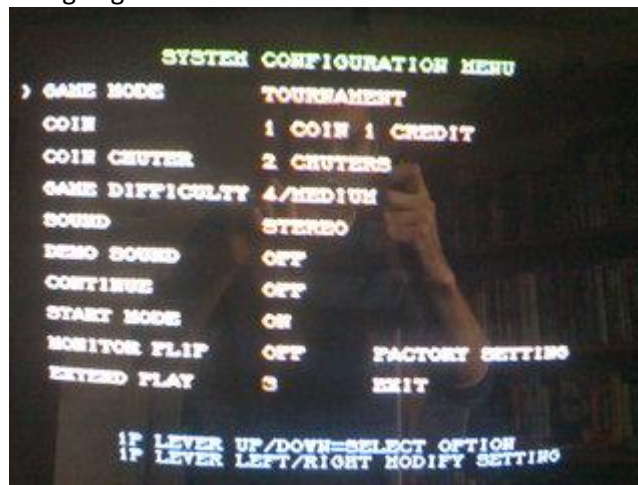# Super Street Fighter II – Tournament Battle!

**This document will instruct how to set up a 'Tournament Battle'
and then review how the game unfolds.**
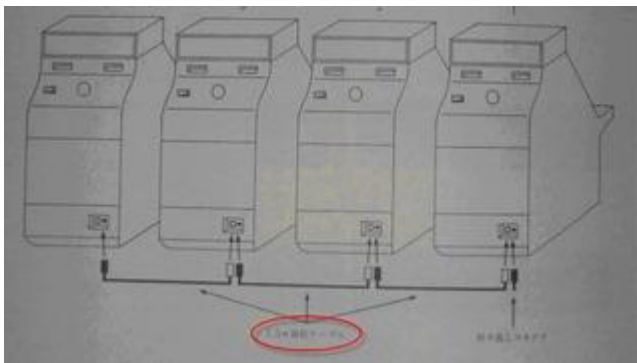
Items needed:-
4 x Super Street Fighter II CPS2 Boards
4 x CPS2 'A' Motherboards!
4 x S-Video cables, prefereably <2 metres in length.
1 x Pair of cutters and some electric tape!

Each board should first be powered up individually, the Test Menu entered, and the game mode set
to 'Tournament'. 'Single' game mode allows standard 'The New Challengers' gameplay.
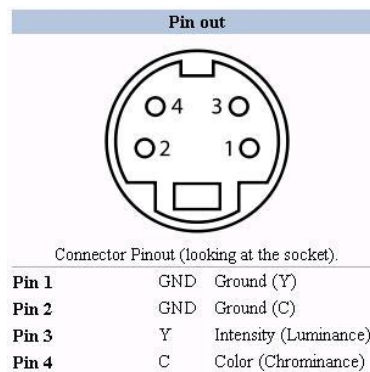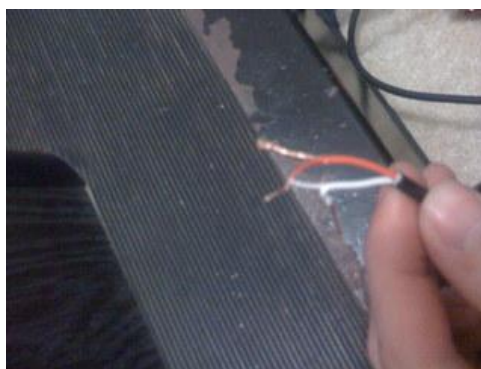

Using 3 x S-video cables, connect board 1 output → board 2 input. Connect board 2 output → board
3 input. Connect board 3 output → board 4 input.

Internal PCB views:-

With the forth s-video cable, cut one end off, strip it back, and bridge connections 3 & 4. Leave connections 1 & 2 redundant:-

Pin out

Connector Pinout (looking at the socket).

Pin 1	GND	Ground (Y)
Pin 2	GND	Ground (C)
Pin 3	Y	Intensity (Luminance)
Pin 4	C	Color (Chrominance)

Power up the boards in succession 1 → 4.
'Terminal check' will initially start flashing, but once the final board has booted, then ID1, ID2, ID3 and ID4 will be displayed on their respective screens and the tournament mode will begin.

Demo screens:-

Screen sweeps across all the competitors:-

After the match (only one round) if you have beaten someone really fast, you can continue to duke it out while the other competitors finish their matches – similar to being on the bonus stages!!! You will then most likely be asked to change seats.

The final results are displayed on each screen respectively, The Tournament champion is shown on all screens, If a player wins three Tournaments in a row, then he is the Tournament 'Champion!'