

Super Street Fighter II: Turbo Revival FAQ/Move List

by Sonic 4ever

Updated to v1.3a on Jul 25, 2005

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| SUPER STREET FIGHTER II TURBO REVIVAL (USA version) |
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SSF2TR Complete Moves List V1.3a For GameBoy Advanced
by Sonic4ever (xbladesx@lycos.co.uk)

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VERSION HISTORY
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- v1.1 - Added method to counter throw and touched up the BASIC MOVES section.
 - Added Cammy's Hooligan Throw
 - Added my opinion of the fighters.
- v1.2 - Added an alternate method of doing T.Hawk's Condor Dive
 - Added Chun Li's Aerial Cyclone Kick
 - Made a few other minor corrections to fighters' moves
 - Added notes on stunning and getting stunned and a few more misc extra tips.
- v1.3 - Corrected Names of various fighters's move
 - Added Ken's other Axe Kicks and Round Hook Kick
- v1.3a - Added the japanese name of the move Raging Demon, ShunGokuSatsu
 - Removed the fact that the Hurricane Kicks and Chun li's Cyclone Kick pass the user safely through projectiles as some projectile moves still hit.
 - I'll put which projectiles hit and which don't in the next version.

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KEY CODE
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D-Pad:

U : Up
D : Down
F : Forward
B : Back
DF : Down + Forward
DB : Down + Back
UF : Up + Forward
UB : Up + Back
dir : direction

r360d : Rotate D-Pad 360 degrees

Basic Attack Moves:

P : Any Punch Button
LP : Light Punch
MP : Medium Punch
HP : Heavy Punch
K : Any Kick Button
LK : Light Kick
MK : Medium Kick
HK : Heavy Kick

b : "B" button on GBA console
a : "A" button on GBA console
L : "L" button on GBA console
R : "R" button on GBA console

HB : Hold Back for a minimum of 2 seconds
HD : Hold Down for a minimum of 2 seconds
HDB : Hold Down and Back for a minimum of 2 seconds

Acronyms

SF2 = Street fighter 2
SFA3= Street Fighter Alpha 3

Please note: I do not know the exact name CAPCOM gave to some of the moves so I made names up for some of them according to my understanding.

IF you wish to correct a move's name or if I've made a mistake with any move or information, please let me know. I'll make the changes and give you full credit for the correction (future version's Credit section).

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| BASIC MOVES |
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Defence

- * To defend standing hold B when and opponent attacks
(Protects you from standing and aerial attacks)
- * To defend crouching down hold DB when an opponent attacks
(Protects you from standing and ground attacks)

Throwing

- * All Throws are performed close up to opponect
All Characters (or most if I'm wrong) can throw from the air by pushing a valid throw move which they are able to execute close up to opponent in the air.
- * To counter a throw : The moment you leave opponent's grip as he/she throws you, hold the dir opposite to the dir you're getting thrown and tap P or K twice.
If timed right you won't hit the ground and take less damage.

Sweeping

- * For all Fighters D + HK either sweeps an opponent or knocks him/her down by striking the leg area.

I have set my button config as follows:

LP : L	LK : R
MP : L for long	MK : R for long
HP : b	HK : a

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| SPECIAL MOVES LIST |
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BALROG
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Fighting Style: Boxing

Background

Balrog enters the tournament to make more money and also because he's a member of Shadowloo.

Throws

- Headbutt Attack : F or B + P

Special Moves

- Dash Jab : HB, F + P
- Dash Uppercut : HB, F + K
- Ground Dash Punch : HB, DF + P
- Ground Dash Uppercut : HB, DF + K
- Charge Punch : Hold all Kick or all Punch buttons and release (the longer you hold the more powerful)
- Rising Headbutt : HD, U + P

Super Combo

- Multi Dash Attack : HB, F, B, F + P(start with dash) or K(start with uppercut)

MHO

- All brawn, no brains. Don't like him very much. Sucker to low attacks timed right.
- PC's Favourite move: various Dash Punch attacks

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BLANKA
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Fighting Style: Savage Fighting learnt from living in the wilds

Background

I'm assuming he enters to test his skills against the other fighters sinse one of his pass times was to take on anyone who would dare oppose

him.

Throws

- Facial Bite Attack : F or B + HP

Techniques

- Double Headbutt : F + MP (close up to opponent)
- Slide Punch : DF + HP
- Jump dash : B or F + all kick buttons

Special Moves

- Electrocute Attack : P rapidly and repetitively
(LP starts move quicker)
- Straight Rolling Attack : HB, F + P
- Rolling Arc Attack : HB, F + K
- Diagonal Rolling Attack : HD, U + K

Super Combo

- Ground Roll Attack : HB, F, B, F + Punch

MHO

- Awesome fighter. Quite difficult to fight against. Don't ever let your concentration slip against him or defeat is certain.
- PC's Favourite move: Straight Rolling Attack

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CAMMY

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Fighting Style: Shadowloo Special Forces Combat Training

Background

Cammy woke up with amnesia outside Delta-Red HQ. They found her and took her in. When M.Bison hosts the SF2 tournament she remembers how he is somehow linked to her past.
She enters with the hopes of confronting him and finding some answers.

Throws

- Head Scissors : F or B + K
- German Suplex : F or B + P

Special Moves

-
- Cannon Drill : D, DF, F + K
 - Thrust Kick : F, D, DF + K
 - Spinning Back Knuckle : B, D, F + P
 - Hooligan Combo [Start] : B, DB, D, DF, F, UF + Punch,
[Then choose one of the following]
 - 1* Slide Kick : Do nothing
 - 2* Throw : F + K (when close to opponent)

Super Combo

- Spin Drive Smasher : D, DF, F, D, DF, F + K

Notes on Cammy

- In the Japanese version for the move written as:
 - * Cannon Drill she says "Spiral Arrow"
 - * Thrust Kick she says "Cannon Spike"

MHO

- A real kick butt chic. Quick and fun to use . Pity she doesn't have any projectile attacks.
- PC's Favourite move: I'll go for Cannon Kick

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CHUN LI
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Fighting Style: Taichi

Background

Chun Li receives an invitation from M.Bison to participate in the SF2 tournament.
She enters to avenge her father's death and bring down Shadowloo once and for all.

Throws

- Forward Body Throw : F or B + P

Techniques

- Back Flip Kick : DF + MK (knocks opponent back)
- Forward Flip Stamp : DF + HK (knocks opponent down)
- Head Stamp : Jump, D + MK or LK
- Off the wall Jump : Jump against a wall, immediately jump the opposite dir

Special Moves

- Hundred Foot Kick : K rapidly and repetitively
(LK starts move quicker)
- Kikoken : HB, F + Punch
- Twin Foot Cyclone Kick : HB, F + Kick
- Aerial Cyclone Kick : HB, U or UF or UB, F + Kick
- Rising Multi Kick : HD, U + Kick

Super Combo

- Multi Foot Barrage : HB, F, B, F + K

MHO

- The Fighter I'm best at. Lightning fast. I feel really sorry for the fighter at the receiving end of her kicks.
- PC's Favoutite move: Kikoken (long range)
: Sweep Kick or Hundred Foot Kick (short range)

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DEE JAY
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Fighting Style: Kick Boxing

Background

Enters the SF2 tournament to find some more rhythm for his songs as he fights

Throws

- Shoulder Throw : F or B + P
- Dual Leg Throw : F or B + K

Special Moves

- Max Out : HB, F + P
- Hyper Fist : HD, U + P
(Push P repetitively for more punches)
- Double Dread Kick : HB, F + K
- Maximum Jackknife : HD, U + P

Super Combo

- Quadruple Dread Kick : HB, F, B, F + K

MHO

- Fun to use, most IRRITATING to lose against. Good Kicker, but not as quick as CHUN LI.
- PC's Favourite move: Jump kick then Sweep Kick Combo

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DHALSIM
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Fighting Style: Yoga

Background

Enters the tournament to help go after Shadowloo

Throws

- Shoulder Throw : F or B + HP
- Yoga Head Pound : F or B + MP

Techniques

- Headbutt : B + HP
- Extended Uppercut : B + MP
- Knee Strike : B + HK
- Short Kick : B + MK
- Aerial Head Spin : Jump, D + HP
- Aerial Foot Spin : Jump, D + HK(short range) or MK(longer range)

Special Moves

- Yoga Fire : D, DF, F + Punch
- Yoga Flame : B, DB, D, DF, F + P
- Yoga Blast : B, DB, D, DF, F + K

- Yoga Teleport 1 : F, D, DF + P or K (teleports behind opponent)
- Yoga Teleport 2 : B, D, DB + P(teleports in front of opponent)
or K(teleports a short distance towards opponent)

Super Combo

- Yoga Inferno : B, DB, D, DF, F, B, DB, D, DF, F + P

MHO

- Best reach (Obviously). Moves a bit slow, but over all a lot of fun to use
- PC's Favourite Move : I'll go for Yoga fire

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Edmund HONDA
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Fighting Style: Sumo Wrestling

Background

Enters the SF2 tournament when he hears that many don't consider Sumo a true sport. He wants to prove to power of sumo sothe entire world

Throws

- Belly to Belly Throw : F or B + MP
- Bear Hug : F or B + HP
- Facial Knee Attack : F or B + HK

Techniques

- Body Press : Jump forward or back, D + MK
- Low Kick : F or B + HK

Special Moves

- Hundred Hand Slap : P rapidly and repetitively
(Using HP or MP will make E. Honda take a step F as he slaps. LP starts move quicker)
- Flying Headbutt : HB, F + P
- Sumo Smash : HD, U + K
- Throw Smash Combo : F, DF, D, DB, B + P

Super Combo

- Double Flying Headbutt : HB, F, B, F + P

MHO

- Very powerful. His Hundred hand slap is a great equalizer. He sacrifices speed and jump height for his power.
- PC's Favourite Move : Hundred hand slap (short range)

As soon as he starts punching (slapping), move or jump back quickly. There's a good chance he's going to start that move.

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FEI LONG
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Fighting Style: Own unique Style of Kung Fu

Background

A famous martial arts movie star. Judging by his ending, I'm sure he enters to test his martial arts knowledge in the real world. (I'm very open to correction on this point)

Throws

- Flip over Head grab Throw : F or B + K
- Overhead Throw : F or B + P

Techniques

- Snap Round Kick : F + HK
- Jumping Axe Kick : F + MK

Speacial Moves

- Rekkaken 1 (Dashing Fist) : D, DF, F + P
- Rekkaken 2 (Dashing low punch) : [After Rekkaken 1] D, DF, F + P
- Rekkaken 3 (Dashing backfist) : [After Rekkaken 2] D, DF, F + P
- Rising Flame Kick : B, D, DB + K
- Rolling Split Kick : B, DB, D, DF, F, UF + K

Super Combo

- Fists of Fury : D, DF, F, D, DF, F + P

MHO

- Fastest male fighter. I'm not very good with him for some reason.
- PC's Favourite move : Rekkaken

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GUILE
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Fighting Style: US Forces Combat Training

Background

Like Chun Li, he receives an invitation from M.Bison to participate in the SF2 tournament.

He enters to avenge the death of his friend Charlie, who died to save his life from certain death at Bison's hands (in SFA3)

Throws

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- German Suplex : F or B + HP
 - Shoulder Throw : F or B + MP

Techniques

- Side Back Fist : F + HP
- Knee Strike : F or B + LK
- Inverted Side Kick : F or B + HK (close up to opponnent)

Special Moves

- Sonic Boom : HB, F + P
- Sommersault Flash : HD, U + K

Super Combo

- Sommersault Justice : HDB, DF, DB, UF + K

MHO

- I like him as a fighter, but I'm not good with him either.
- PC's Favourite move : I'll go for Sonic Boom

===== KEN MASTERS =====

Fighting Style: Shotokan(USA) or Ansatsuken(Japan)

Background

Ken has let his skills deteriorate a bit over the past year by spending most of his time on the beach with his girlfrind instead of training. Whe Bison hosts the SF2 tournament, only a challenge from Ryu to enter rekindles his fighting spirit.
I personally believe Ken enters to continue his friendly rivalry with Ryu and see who does better.

Throws

- Shoulder Throw : F or B + P
- Rolling Back Throw : F or B + HK
- Knee Barrage : F or B + MK

Special Moves

- Hadouken : D, DF, F + P
- Shoryuken : F, D, DF + P

(using HP ignites Ken's fist with flames and multi hits opponents at close range)

Hurricane Kick : D, DB, B + K (can be done in the air)

High Round Kick : D, DF, F + tap K

Forward Round kick : F, DF, D + tap K

Round Hook Kick : B, DB, D, DF, F + tap K

Axe Kick 1 : D, DF, F + push and hold K

Axe Kick 2 : F, DF, D + push and hold K

Axe Kick 3 : B, DB, D, DF, F + push and hold K

Super Combo

Shoryu Reppa : D, DF, F, D, DF + P

MHO

- Quick, good all rounder, very flashy and entertaining to use

- PC's Favourite move : Flaming Shoryuken

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M. BISON

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Fighting Style: Psycho Power

Background

M.Bison, the leader of whats left of Shadowloo hosts the SF2 tournament to get revenge on all his enemries esspecialy Guile and Chun Li who were instrumental in bringing Shaowloo down and destroying his previous body (in SFA3).

He sends all of them invitations in the hopes of getting them all in one place and then destroy them.

Throws

- Shoulder Throw : F or B + P

Special Moves

- Psycho Crusher : HB, F + P

- Diving Psycho Punch : HD, U + P (push P when close to opponent)

- Clipper Leg Kick : HB, F + K

- Psycho Head Stamp : HD, U + K

- Scull Diver : Psycho Head Stamp, P

Super Combo

- Clipper Leg Nightmare : HB, F, B, F + K

MHO

- As a fighter he totaly rocks! As human being he totally sucks! Very quick.
Can jump very high. Very difficult to fight against
- PC's Favourite move : I'll go for Psycho Crusher

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RYU

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Fighting Style: Shotokan(USA) or Ansatsuken(Japan)

Background

Ryu enters the tournament to test and improve his skills by finding new opponents, possibly stronger than him to fight. (Assumed by reading his ending)

Throws

- Shoulder Throw : F or B + P
- Back Throw : F or B + HK

Techniques

- Collar bone Punch : F + HP
- Abdominal Punch : F + MP

Special Moves

- Hadouken : D, DF, F + P
- Flaming Red Hadouken : B, DB, D, DF, F + P
(knocks opponent over at close range)
- Shoryuken : F, D, DF + P
- Hurricane Kick : D, DB, B + K (can be done in the air)

Super Combo

- Shinku Hadouken : D, DF, F, D, DF, F + P

MHO

- Good all rounder. Good for newbies to start with. My favourite fighter.
- PC's Favourite move : normal Hadouken

Notes on Ryu and Ken

Both trained Shotokan/Ansatsuken under Gouken. Ken was Ryu's sparring partner. The two are both best friends and eternal rivals, Ken constantly trying to keep up with Ryu.

- Generally Ryu is a bit stronger, Ken is faster.
- Ryu specialised in the Hadouken fireball, Ken in the Shoryuken Dragon Punch.
Both can ignite their speciality with burning fire increasing its strength.
- Ryu's Shinku Hadouken is the most powerful projectile move in the game.
- Ryu's Hurricane Kick hits once on contact and knocks target over
Ken's Hurricane Kick multi hits but does not knock target over.

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SAGAT
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Fighting Style: Muay Thai Kickboxing

Background

When Sagat hears of the SF2 tournament and of Ryu's participation he enters hoping to finally get his fair fight with him.

Throws

- Shoulder Throw : F or B + P

Special Moves

- High Tiger Shot : D, DF, F + P
- Low Tiger Shot : D, DF, F + K
- Tiger Uppercut : F, D, DF + P
- Tiger Knee Crash : D, DF, F, UF + K

Super Combo

- Tiger Genocide : D, DF, F, D, DF + P

Notes on Sagat

- Opponents can crouch safely under his High Tiger Shot.
- You have use the crouch down defense to block his Low Tiger Shot.

MHO

- Strong solid fighter. A bit too tall though

- Due to his training he has both Ryu and Ken's advantages.
- I'm also assuming he does not need to utter his special moves' name to execute the move (eg: Hadouken) because of his experience and training.

MHO

- Best all rounder. Has a move for virtually any situation. I recommend you practice with Ryu or Ken before you use him.
- PC's Favourite move: (Can't decide)

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SECRET CHARACTER : SHIN AKUMA (9999 vs points to unlock)

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Shin Akuma is Akuma using his full power

- His Flaming Red Gou Hadouken does nearly 100% more damage
- Instead of throwing 1 fireball with his Aerial Gou Hadouken he throws 2
- His Shoryuken has more damage potential
- (I'll let you find the rest out)

MHO

- The most powerful fighter in the game.

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THUNDER HAWK

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Fighting Style: Thunderfoot Warrior Training

Background

The warrior from the Thunderfoot Tribe has suffered much at M.Bison's hands.

He enters the tournament to bring M.Bison and shadowloo down once and for all

Throws

- Choke Crusher : F or B + HP
- Elbow Smasher : F or B + HK
- Under Arm Toss : F + MP

Techniques

- Body Press : Jump forward or back, D + HP
- Elbow Drop : Jump forward or back, D + MP

Special Moves

- Tomahawk Buster : F , D , DF + P
- Condor Dive : [Method 1] Jump, HP + HK
- : [Method 2] Jump, D, DF, F + HP
- Mexican Typhoon : r360d + P

Super Combo

- Typhoon Disaster : r360d x 2 + P

MHO

- Another strong solid fighter. Fun to use but most irritating to fight against. Dangerous against projectile users.
- PC's Favourite move : Condor Dive

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VEGA

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Fighting Style: Ninjitsu

Background

I'm guessing that he enters the tournament because his a member and an assasin of Shadowloo.
 Bison probably needs him to help kill his enermies like Chun Li and Guile.
 It's possible that sinse he was the one who rescued Cammy and delivered her to Delta Red (Official. Oops!! A big Spoiler), he also enters to see how she is doing.

Throws

- German Suplex : F or B + HP

Techniques

- Off the wall Jump : Jump against a wall, imediately jump the opposite dir
- Backflip : B + all kick buttons
- Double Backflip : B + all punch buttons

Special Moves

- Rolling Claw : HB, F + P
- Wall Claw Strike : HD, U + P
- Specific Wall Claw strike : HD, UF or UB + P
- Flying Wall Jump : HD, U + K
- Diving Claw Strike : Flying Wall Jump, P
- Dive throw : Flying Wall Jump,
Any Dir + P(when close to opponnet)

- Backflip Kick : HDB, F + K

Super Combo

- Multi Dive Throw : HDB, DF, DB, UF + K,
Any Direction + P(when close to opponent)

Notes on Vega

- Even though he's one of the fastest characters in the game his one weakness is if he blocks too many heavy blows or if he gets dealt a serious hard blow he loses his claws.
- He can recover them by walking over them.

MHO

- Very dangerous, quick and difficult. Not very effective without his claws.
- PC's favourite move : Diving Claw Strike

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ZANGIEF
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Fighting Style: Wrestling

Background

Zangief enters the tournament to show and prove the power of Russia to all. (Almost like Dragov in Rocky 4)

Throws

- Head crusher : F or B + HP
- Pile Driver : F or B + MP
- Abdominal Crusher : D + P
- Head Biter : F + HK
- Suplex : F + MK

Techniques

- Leg Shove : F or B + P
- Body Press : Jump forward or back, D + HP
- Knee Drop : Jump forward or back, D + MP

Special Moves

- Spinning Lariat : [Method 1] B , DB , B + P
: [Method 2] Push all punch buttons
 - Quick Spinning Lariat : [Method 1] B , DB , B + K
: [Method 2] Push all kick buttons
- (for both Lariats pushing B or F will move Zangief in his lariat.)

This move will cause projectile attacks to pass through him safely)

- Branishing Flat : F , DF , D + P
- Spinning Pile Driver : r360d + P
- Power Bomb : r360d + K
- Double Suplex : r360d + K (close to opponent)

Super Combo

- Atomic Buster : r360d x 2 + P

MHO

- Most powerful besides Shin AKUMA, yet most difficult to master (only IMHO)
- PC's favourite move : (Can't decide)

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| Extra Tips |
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Hold B or D moves

- Another option is to hold DB. This will act as a HB and HD together. You can then push either U + P or K or F + P or K depending on the move and situation.
- This not only prevents you from walking back if you don't want to but also opponents won't be sure which move you're going to use.
- You can hold D Or B any time (eg: while you're hitting an opponent.) as long as you hold it for at least 2 seconds.
- A good tip: While you're blocking you're already holding D or DB.
- PC opponents use these tactics. That's why they seem to do these moves faster than you

Projectiles

- Ironically enough one of the best times to launch them is when your opponent walks towards you close up or visa versa.
- He/She won't expect the move and if timed right they won't have time to jump over or block.
- Another good time to launch an projectile is when your opponent is about to land from a jump or jump attack and you don't get hit.
- They will seldom have time have time to block against the move.

Stunning

- If you hit an opponent many times in a row with a new move each hit, he/she will get stunned for a while allowing you to score a free hit for

a limited time.

- The same thing happens to you if an opponent hits you many time in a row with a new movw each hit.
- An exeption to the rule of using a new move each hit is when you use the Hundred Hand Slap with E.Honda or the Hundred foot Kick with Chun Li.
- If opponents get hit too many with those moves in a single stream of blows they will get stunned

Aerial Hurr Rican Kicks and Chun Li's Cyclone Kick

- When doing an aerial Hurr Rican Kick with Ryu, Ken or Akuma, if you hold B + K when you press it you'll do the Hurricane Kick longer in the air.
- Like wise with Chun Li. If hold F + K when you press it for her Aerial Cyclone kick she'll do it longer in the air.

Fighter's Favourite Moves

- If I've listed a favourite move, watch out for it when you fight that particular fighter.
- It will give you the most trouble when you fight him/her.

Golden rule of the Street Fighter Games

- Never use a fighters fight against him unless you have it.
eg: Don't try to out move Vega with E.honda or Zangief. However you can try it with Cammy or Chun li.

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| Bibliogaphy |
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- The Street Fighter Plot Canon Guide Ver. 4.1
by Tiamat (sonofbahamut@hotmail.com) for help with the character back-grounds and info.
This guide can be found at www.gamefaq.com for a complete history of the Street Fighter games and more character info.
- Super Street Fighter 2 guide by Dingo Jellybean
(bellybutton21@hotmail.com) for the names of Cammy's moves USA version and a few other moves for various fighters.
This guide can be found at www.gamefaq.com

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| Credits |
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Special thanks to:

Loki (Bryan H) for the Japanese name for the move Raging Demon, ShunGokuSatsu
Vincent KREBS for the correction of Vega's backflip kick

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| Legal Issues |
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NB: I do not mind if you host this Moves List as long as you acknowledge me,
the author, everyone the version's credit list and everyone in the version's
bibliography.

Also please don't change any info without my permission. Keeping track of
different versions of this moves list that I was not responsible for can be
a nightmare.

In such a case I'll say the famous words: "Don't talk to me, talk to my
Lawyer !"

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