

Street Fighter II: Special Champion Edition FAQ/Move List

by FFOGalvatron

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SPECIAL CHAMPION EDITION

Welcome to my guide to Street Fighter 2' Special Champion Edition on the SEGA Genesis/Mega Drive platform.

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- 1) Introduction

This was the first Street Fighter game available for this system and was released in 1993, at a time where the Street Fighter series was at it's most popular until Capcom released Super Street Fighter 2 in the arcades.

- 2) Information about this version

Originally, the game was to be a port of Street Fighter 2' Champion Edition. The game almost certainly completed and some magazines even reviewed it, but then Capcom scrapped the game and started work on a version of Street Fighter 2' Turbo. The ROM of this game is available, but it was never released. Instead, Capcom combined Champion Edition with Turbo and made this

game. Originally it was to just be called Street Fighter 2' Turbo, but Nintendo bought the rights to use that game. However, Capcom simply got round this by naming the game Street Fighter 2' Special Champion Edition.

This version of the game has 2 main modes you can play: Champion or Hyper. Champion mode makes the game play like Champion Edition. Hyper mode makes the game play like Turbo.

3) Story

The story for this game is simple. The evil M. Bison has set up the second Street Fighter tournament and has invited the best fighters to take part in. You can play as one of 12 characters.

4) Game play

Street Fighter 2 is the fighting game that started it all. In fights you have to deplete the opponent's energy bar to nothing to knock him/her out. Use special moves, punch, kicks and throws to win. Each fight uses a "best 2 out of 3" rounds system.

In the one player mode you fight all the other fighters and then move onto the four boss characters. Beat M. Bison, the last boss, to see you fighter's ending sequence.

The game can also be played with 2 players. If you are playing in the 1 player mode, a second player can challenge at any time.

5) Controls

You really need to have a 6 button controller for this game as playing it with a 3 button is pretty bad. Anyway, I will give pad functions here for either version.

3 Button pad controls:

A=Light punch/light kick
B=Medium punch/medium kick
C=Heavy punch/heavy kick

Start=change between punch and kick

6 Button pad controls:

X=Light punch
Y=Medium punch
Z=Heavy punch
A=Light kick
B=Medium kick
C=Heavy kick

Start: Pause the game.

The D-Pad for either pad type works in exactly the same way.

Up: Jump up

Up forward: Jump forward

Forward: Move right

Down: Duck

Down back: Duck and block

Back: move left

Up back: Jump back

LEGEND

This is the legend for the moves list that I use.

QCF: Quarter circle forward

QCB: Quarter circle backward

DPM: Dragon Punch motion (F,D,DF)

DPMB: Backwards version of above.

HCF: Half circle forward (B,DB,D,DF,F)

Charge: Charge direction for 2 seconds.

K: Any kick button

P: Any punch button

TO throw in this game, be close to the opponent and hold left or right and press either medium or strong punch or kick. Each character has at least 2 different throws, so be sure to experiment to see them all and find out which are the most useful for each character.

6) Game setup

When you first start this game, you will have 3 options to choose: either hyper, champion or options.

CHAMPION

Play in champion mode.

HYPHER

Play in hyper mode. Next to this option are some stars. You can add or take away stars by pressing left or right. The more stars you have, the faster the game plays.

OPTIONS

Customise game options. In here you can change the difficulty level for the one player modes, change the control setup, turn time on or off and listen to game sounds.

Note: When you enter Champion or Hyper, you can choose game start (one player mode), v.s. battle or group battle. The last 2 modes are for two players. Group battle lets you choose a team of fighters, v.s. battle is your standard vs. fight.

7) MOVES LIST

Any moves which have a * mean that they can only be done in

hyper mode. Most characters have 3 or more special moves. If you are unsure of what the commands mean, please refer to the controls section to view the legend.

RYU

Easily one of the best fighters. If you are a beginner to this game, pick Ryu first.

Fireball: QCF+P

Ryu's well known projectile attack. It leaves him open, but use at long range to keep the enemy pinned down.

Dragon punch: DPM+P

Use this leaping uppercut whenever the opponent jumps at you to knock them back. It can do great damage.

Hurricane kick: QCB+K

This move travels across the screen. It will do a single hit, but is very easy to avoid.

*Air hurricane kick: In the air, QCB+K

This is the air version. If you and the opponent both jump at the same time, do this move.

E.HONDA

Honda is slow but powerful.

100 hand slap: Any P rapidly

Honda's rapid fire attack can do a lot of damage. If the opponent is dizzy, I would recommend doing this move to them.

Sumo head butt: B (Charge) F+P

Honda dives across the screen head first into the opponent. This move can be used for a surprise attack but some characters like Ryu can easily counter it with his dragon punch.

*Sumo smash: D (Charge) U+K

This attack has great priority and is another good surprise attack. Like before though, some characters can easily counter it.

BLANKA

Blanka has excellent jumping range and his rolling attacks are very good.

Electricity: Any P rapidly

Blanka's rapid fire attack can do a lot of damage. If the opponent is dizzy, I would recommend doing this move to them

Rolling attack: B (Charge) F+P

Much like Honda's head butt, Blanka will cannon ball straight into the enemy, but this can be countered. It does have incredible speed though and should be used for a surprise attack.

*Vertical rolling attack: D (Charge) U+K

Use this move whenever the opponent jumps at you as Blanka will cannonball upward into them.

GUILE

This army guy can deal out major damage. His flash kick is also a great anti air move.

Sonic boom: B (Charge) F+P
A projectile attack.

Flash kick: D (Charge)+K
A great anti air attack. If the opponent jumps at you, this move is perfect to hit the opponent.

KEN

Like Ryu, but slightly fast with his hurricane kick.

Fireball: QCF+P
Ken's well known projectile attack. It leaves him open, but use at long range to keep the enemy pinned down.

Dragon punch: DPM+P
Use this leaping uppercut whenever the opponent jumps at you to knock them back. It can do great damage.

Hurricane kick: QCB+K
This move travels across the screen. It can do multi hits, but is very easy to avoid.

*Air hurricane kick: In the air, QCB+K
This is the air version. If you and the opponent both jump at the same time, do this move.

CHUN LI

Chun Li is very fast, and she also has great jumping ability like Blanka.

Lightning kick: Any K rapidly
Chun Li's rapid fire attack can do a lot of damage. If the opponent is dizzy, I would recommend doing this move to them.

Spinning bird kick: D (Charge) U+K
This move can be used if the opponent jumps at you but don't over use it. Chun Li flips over and her legs can hit the opponent.

*Air spinning bird kick: In air D (Charge) U+K
Same as above, but in the air.

*Fireball: HCF+P
This move is rather weak but it can be used in the same way as Ryu and Ken's projectiles.

ZANGIEF

I never liked this guy. He is very slow, but his pile driver is one of the most damaging moves in the game.

Spinning clothesline: 360 motion+P (Close to opponent)
Zangief's best move as it does so much damage. Any time the opponent is left open (eg any character recovering from launching a projectile) do this move.

Clothesline: All 3 P buttons together

At first this move looks good but it leaves Zangief wide open to an attack. The opponent can just sweep Zangief as well.

*Turbo clothesline: All 3 kick buttons together

Suffers from the same problem as the above move.

DHALSIM

I have never been able to use this guy that well. His Yoga training means that his punches and kicks have great range though.

Yoga fireball: QCF+P

A projectile attack that burns the opponent.

Yoga flame: HCF+P

A short range blast of fire.

*Teleport: Either DPM or DPMB then all 3 punches or kicks.

If you constantly do this move for a few times it can confuse the opponent.

BALROG

I don't like this guy either. He just seems too hard to use.

Turn punch: Hold all 3 punch or kick buttons, then release.

The opponent can duck this attack, but it depends on how long you charge it for.

The longer you hold, the more powerful the punch.

Dash punch: B (Charge) F+P or K. P is a straight punch, K is

a low punch. The low punch version can be more useful though.

VEGA

I've managed to win a few fights with Vega. He is very fast and has great jumping range like Chun Li.

Claw roll: B (Charge) F+P

This move can hit quite a few times. Vega rolls across the floor and then stabs out with his claw.

Claw dive: D (Charge) U+K, then P. Press P with direction

when close to grab and slam the opponent.

A great attack, but some characters have an easy time countering it.

SAGAT

Heh, if you are a beginner Sagat isn't a bad pick either.

High fireball: QCF+P

Low fireball: QCF+K

Sagat's fireballs are very good. Keep switching between heights to confuse the opponent.

Tiger uppercut: DPM+P

Like Ryu's dragon punch, use whenever the opponent jumps at you.

Tiger knee: D,R,UR+K

This attack is too hard to do. It isn't that great either, it is just a

jump knee. Stick to the tiger uppercut.

M.BISON

The final boss himself isn't that great to play as to be honest.

Scissor kick: B (Charge) F+K

A double hit flip kick. This move can be useful if the opponent messes up (eg they try an anti air attack like the tiger uppercut and miss)

Psycho Crusher: B (Charge) F+P

Use in the same circumstances as the above attack.

Head stomp: D (Charge) U+K, then P if you want to do an extra punch attack after the stomp.

This move can be countered easily but it is quite fast. Use the extra punch with caution.

6) One player modes

If you are playing the game with just one player, you will face CPU controlled opponents. You have to face all 12 characters.

There are 8 difficulty settings in this game. The lower the difficulty, the easier it is. On the lowest mode the opponents usually don't even attack you. On the highest mode the game is obviously very hard to beat.

Most of the time you will be playing the game on level 5, if you want to see your fighter's ending anyway. The AI usually use the same tactics over and over again. I'll try and explain what they do here.

RYU

Ryu will always do fireball after fireball after fireball.

If he does a fireball, 90% of the time he will follow it up with another one. Be sure to take advantage of this by landing some hits in. Ryu will also use his dragon punch and hurricane kick, but nowhere near as much as he uses his fireballs.

E.HONDA

Beware of Honda's 100 hand slap. It can do a lot of damage to you incredibly quickly if you get hit by it. Never try to jump kick at Honda as he will slap you all the time. Try crouching and roundhouse kicking him if he walks to you. On hyper mode he tends to overuse his new sumo smash attack.

BLANKA

Blanka's main attack, the cannon ball, is easy to counter.

Just use something like a fierce punch to knock him out of it and do great damage to him. His other attack, the electricity, is easy to avoid. Just don't move into him. If Blanka starts jumping upward a lot, he will usually do his cannon ball attack after a few jumps. Never jump at Blanka when playing in hyper mode as he will use his

new vertical rolling attack on you.

GUILE

Never try to jump over Guile -he will always use his flash kick on you. At long range Guile likes to do lots of sonic booms. Sometimes when he walks directly at you you can sweep him.

KEN

Ken is very hyperactive and likes to use his hurricane kick a lot. Just duck to avoid being hit by it. Like Ryu, if Ken does a fireball 90% of the time he will follow it up with another one so take advantage of this. Finally, Ken will use his dragon punch much more than Ryu. When Ken is low on health he will use it over and over again. This is a stupid thing for him to do as it is very easy to hit him as he lands from his dragon punch.

CHUN LI

Chun Li's greatest mistake is that she jumps around far too much and it is always very easy to place hits on her. She uses her off the wall jump a lot and try to kick you, just block it high. She uses his lightning kick the most, but usually this is easy to avoid. In the hyper mode she overuses her fireball often and will send out fireball after fireball like Ryu or Ken, be sure to take advantage of this.

ZANGIEF

This guy is a cake walk. Just keep doing jumping round house kicks to beat him every time. Just don't let him get close or he will use his spinning pile driver on you.

DHALSIM

This guy is strange as he has a great range with his usually punches and kicks. If you try to jump at him he will roundhouse kick you. Let him attack you. Usually he will try to slide kick at you. Block this move low and then counter attack him with something like a throw.

THE BOSSES

After you beat the usual characters, 4 boss characters will appear and challenge you one by one.

BALROG (Japanese version: M.Bison)

This guy is a boxer. His swinging dash punch is difficult to avoid, and he'll often try doing them over and over again. If you have a character that can do a projectile, keep doing that move on him. Otherwise crouch and keep trying to sweep him with the roundhouse kick button.

VEGA (Japanese version: Balrog)

Vega is very difficult to beat since his air kicks are better than almost any other character. If he climbs onto the cage in the background, be ready to jump out of the way as he will leap off the cage and try to slam you.

SAGAT

Never jump at this character -he will do his tiger uppercut move that does

great damage. His weakness is the way he overuses his fireball moves, which he can do at a lower and higher level. Most of the time if he does one he'll do more -like Ryu use this to your advantage to win.

M.BISON (Japanese version: Vega)

The final boss is a tricky customer. His psycho crusher attack can be easy to see as for a few seconds he will charge up energy in one of his hands - be ready to block or jump at this point. His scissor kick is nasty as he can link them up twice, and if they hit you you will get dizzy. He can also leap across the screen to stomp on your character's head, but you can sometimes duck to avoid this attack.

9) Bonus games

After every 3 fights in the one player mode, you will have a bonus game. There are 3 you do in this order: car smash, brick smash and barrel smash.

Car smash

Destroy the car by attacking the left side of it, then jump over and attack the right side.

Brick smash

Destroy the bricks by attacking them. There are around 5 sets of bricks that you must destroy in 1 set at a time.

Barrel smash

Barrels drop down from above, destroy them by attacking them with HP or HK moves.

Bonus games only give you bonus points if you complete them, and are just for fun.

10) Cheats

There are several cheat codes for this game.

If you want to have turbo setting speeds whilst playing the game in champion mode, there is a code that lets you do this. When the Capcom logo fades, the building will show up with the Street Fighter II logo. When the screen stops going up and you can see the logo, on a 6 button controller, press Down, Z, Up, X, A, Y, B, C. If right, you should here a short Zangief sound. It can also be done on a 3 button controller by pressing Down, C, Up, A, A, B, B, C. You can now put stars next to the champion option.

Amusingly you can turn off normal punches and kicks and only be able to do special moves if you wish. At the Capcom logo screen, enter Down+Z, Up+X, A, Y, B, C. Chun Li will go "Yatta!" if you did it correctly. You can do normal throws with this cheat turned on, strangely.

When playing in group battle, the game unfairly doesn't let you pick the same characters. Enter Go to group mode. Where it has the 2 modes to choose from, on Controller 2, press Down, Z, Up, X, A, Y, B, C. You should here Chun Li say her voice as if she was doing her spinning bird. It can also be done by using controller 2 and pressing Down, C, Up, A, A, B, B, C. You can now select the

same characters.

To see an extended ending sequence with the credits, complete the game on the highest difficulty setting without using a continue.

11) FAQ

Are there any differences between Ryu and Ken?

Ken has one different win pose and a different throw than Ryu. Ken's hurricane kick does multiple hits, Ryu's doesn't. Also, Ken's dragon punch travels a lot farther than Ryu's.

I've heard about a hidden character called Sheng Long...

Don't bother. Sheng Long was a hoax character made up by EGM and is certainly not in any Street Fighter 2 game. Any methods that have been said for you to be able to fight him are fake, don't waste your time with them.

Why are the boss names different in the Japanese version?

Simply because Mike Tyson threatened to sue Capcom over the character M.Bison who was a boxer. To avoid this, they simply switched the names of three of the bosses around.

What is "Street Fighter 2 PLUS"?

The Japanese name for this game.

Why do Ryu and Ken's fireballs appear orange sometimes?

This is because of a glitch in the game that Capcom left in. In Super Street Fighter 2, Ryu has it as a proper move.

Does the orange fireball do any more damage?

As far as I can tell, no. But a lot of people say it does, but travels slightly slower. I don't think this is true though.

Is Akuma in this game?

No. Akuma first appeared in SSF2T in 1994.

12) DISCLAIMER

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