

# Street Fighter Collection Super Combo FAQ

by Triple Lei

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## STREET FIGHTER ALPHA 2 GOLD: Super Combos FAQ

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v. 1.00 | 18 February 2000  
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format(s): PlayStation

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I want to take this time to humiliate EGM and Game Cave once more:  
"This means you!"

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Current versions of this FAQ can be found at:

- <http://www.gamefaqs.com>
- <http://members.xoom.com/kaosu15>

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1. I N T R O D U C T I O N

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"What the heck is this FAQ for?" you may ask. This is a FAQ for doing Super Combos with the "Super Combo" option on (available in Street Fighter Alpha 2 Gold ONLY). The effects of the option on are as follows:

- Super Combos take the place of normal moves. An example of this would be Ryu doing his Hadoken (QCF+P). Instead of doing a normal one, he would perform a Shinkuu Hadoken. The level of the Super Combo is determined by the strength of the button; press LP for a Level One, MP for Level Two, and HP for Level Three.
- No Super bar energy is used when you do these attacks.
- Sometimes, moves are taken away. An example of this would be Ken trying to do his Hurricane Kick (QCB+K). For some odd reason, this is the Super Combo command for his Shinryuken.
- It becomes apparent that Rose should be removed from the game. :P

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2. C O N V E N T I O N S

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LP - Light Punch (Jab)	LK - Light Kick (Short)
MP - Medium Punch (Strong)	MK - Medium Kick (Forward)
HP - Hard Punch (Fierce)	HK - Hard Kick (Roundhouse)

LP	MP	HP
LK	MK	HK

(air) - only possible in the air

ub - up/back      u - up      uf - up/forward  
b - back              f - forward  
db - down/back      d - down      df - down/forward

qcf - quarter circle forward (down to forward)  
qcb - quarter circle back (down to back)  
hcf - half circle forward (back to forward)  
hcb - half circle back (forward to back)

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3. C H A R A C T E R S  
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:: 3.1 Adon ::  
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-----> Jaguar Variable Assault  
  
Normally done with: qcf,d,df + Punch  
Super Combo option: f,d,df + Punch

(note: On Level Three, you can change the final hits by repeatedly pressing  
Punches or Kicks)

-----> Jaguar Fury  
  
Normally done with: qcf,qcf + Kick  
Super Combo option: qcf + Kick

-----  
:: 3.2 Akuma ::  
-----

-----> Messatsu Go Shoryu  
  
Normally done with: qcf,d,df + Punch  
Super Combo option: f,d,df + Punch

-----> Messatsu Go Hado  
  
Normally done with: hcb,hcb + Punch  
Super Combo option: hcb + Punch

-----> Tenma Go Zankuu  
  
Normally done with: qcf,qcf + Punch (in air only)  
Super Combo option: qcf + Punch (in air only)

(note: His Raging Demon is still performed by LP,LP,f,LK,HP, and is one of the few moves that require Super bar energy - all three levels.)

-----  
:: 3.3 Birdie ::  
-----

-----> The Birdie

Normally done with: Charge b,f,b,f + Punch  
Super Combo option: Charge b,f + Punch

-----> Bull Revenger

Normally done with: qcf,qcf + Punch  
Super Combo option: 360 + Punch or Kick

(note: The button pressed determines the distance - press Punch for half screen distance, and press Kick for full screen distance.)

-----  
:: 3.4 Charlie ::  
-----

-----> Sonic Barrage

Normally done with: Charge b,f,b,f + Punch  
Super Combo option: Charge b,f + Punch

-----> Crossfire Blitz

Normally done with: Charge b,f,b,f + Kick  
Super Combo option: Charge b,f + Kick

-----> Somersault Justice

Normally done with: Charge db,df,db,uf + Kick  
Super Combo option: Charge d,u + Kick

-----  
:: 3.5 Chun-Li (SFA) ::  
-----

-----> Power Storm

Normally done with: qcf,qcf + Punch  
Super Combo option: hcf + Punch

-----> Chaos Kick

Normally done with: Charge b,f,b,f + Kick  
Super Combo option: Charge b,f + Kick

-----> Hazan Tenshokyaku

Normally done with: Charge db,df,db,uf + Kick  
Super Combo option: Charge d,u + Kick

-----  
:: 3.6 Chun-Li (SSF2T) ::  
-----

-----> Power Storm

Normally done with: qcf,qcf + Punch  
Super Combo option: Charge b,f + Punch

-----> Chaos Kick

Normally done with: Charge b,f,b,f + Kick  
Super Combo option: Charge b,f + Kick

-----> Hazan Tenshokyaku

Normally done with: Charge db,df,db,uf + Kick  
Super Combo option: Charge d,u + Kick

-----  
:: 3.7 Dan ::  
-----

-----> Shinkuu Gadouken

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Koryuurekka

Normally done with: qcf,d,df + Kick  
Super Combo option: f,d,df + Punch

-----> Hisshou Muraiken

Normally done with: qcb,qcb + Kick  
Super Combo option: qcb + Kick

(note: His super taunt is still performed with double motions, and it still takes one bar of super bar energy)

-----  
:: 3.8 Dhalsim ::  
-----

-----> Yoga Inferno

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Yoga Strike

Normally done with: qcf,qcf + Kick  
Super Combo option: hcb + Kick

-----> Yoga Flame

Normally done with: (non existent in Alpha 2!)  
Super Combo option: hcb + Punch

-----  
:: 3.9 Gen ::  
-----

-----> Zanei (Soryu Style)

Normally done with: qcf,qcf + Punch  
Super Combo option: f,d,df + Kick

-----> Shitensu (Soryu Style)

Normally done with: qcb,qcb + Punch  
Super Combo option: f,d,df + Punch

-----> Jyakoha (Kiryu Style)

Normally done with: qcf,qcf + Kick  
Super Combo option: Charge d,u + Kick

-----> Kouga (Kiryu Style)

Normally done with: qcb,qcb + Kick (in air only)  
Super Combo option: qcb + Kick

-----  
:: 3.10 Guy ::  
-----

-----> Bushin Hassouken

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Shadow Barrage

Normally done with: qcf,qcf + Kick  
Super Combo option: qcf + Kick

(note: his new super combo can't be performed...?)

-----  
:: 3.11 Ken ::  
-----

-----> Shoryu Reppa

Normally done with: qcf,d,df + Punch  
Super Combo option: f,d,df + Punch

-----> Shinryuken

Normally done with: qcf,d,df + Kick  
Super Combo option: qcb + Kick

-----  
:: 3.12 M. Bison ::  
-----

-----> Psycho Crusher

Normally done with: Charge b,f,b,f + Punch  
Super Combo option: Charge b,f + Punch

-----> Knee Press Nightmare

Normally done with: Charge b,f,b,f + Kick  
Super Combo option: Charge b,f + Kick

-----  
:: 3.13 Rolento ::  
-----

-----> Mine Sweeper

Normally done with: qcb,qcb + Punch  
Super Combo option: qcf + Punch

-----> Take No Prisoners

Normally done with: qcf,qcf + Kick  
Super Combo option: f,d,df + Kick

-----  
:: 3.14 Rose ::  
-----

-----> Aura Assault

Normally done with: qcb,qcb + Punch  
Super Combo option: hcf + Punch

-----> Aura Soul Throw

Normally done with: qcf,d,df + Punch  
Super Combo option: f,d,df + Punch

-----> Soul Illusion

Normally done with: qcf,qcf + Kick  
Super Combo option: qcb + Punch

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:: 3.15 Ryu / Evil Ryu ::  
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-----> Shinkuu Hadoken

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Shinkuu Tatsumaki Senpoo Kyaku

Normally done with: qcb,qcb + Kick  
Super Combo option: qcb + Kick

-----> Messatsu Go Shoryuu \*

Normally done with: qcf,d,df + Kick  
Super Combo option: f,d,df + Punch

\* Only Evil Ryu can perform

(note: His Raging Demon is still performed by LP,LP,f,LK,HP, and is one of the few moves that require Super bar energy - all three levels.)

-----  
:: 3.16 Sagat ::  
-----

-----> Tiger Cannon

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Tiger Genocide

Normally done with: qcf,d,df + Kick  
Super Combo option: f,d,df + Punch

-----> Tiger Raid



Normally done with: qcb,qcb + Kick  
Super Combo option: f,d,df + Kick

-----  
:: 3.17 Sakura ::  
-----

-----> Shinkuu Hadoken

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Midare Sakura

Normally done with: qcf,d,df + Punch  
Super Combo option: f,d,df + Punch

-----> Haru Ichiban

Normally done with: qcb,qcb + Kick  
Super Combo option: qcb + Kick

-----  
:: 3.18 Sodom ::  
-----

-----> Pummeler

Normally done with: qcf,qcf + Punch  
Super Combo option: qcf + Punch

-----> Tenchusatsu

Normally done with: 720 + Punch  
Super Combo option: 360 + Punch

-----  
:: 3.19 Zangief ::  
-----

-----> Final Atomic Buster

Normally done with: 720 + Punch  
Super Combo option: 360 + Punch

-----> Aerial Russian Slam

Normally done with: qcf,qcf + Kick  
Super Combo option: f,d,df + Punch

-----

:: 3.20 Cammy ::

-----> Slingshot Buster

Normally done with: qcf,d,df + Kick  
Super Combo option: qcf + Kick

-----> Psycho Streak

Normally done with: Charge b,f,b,f + Punch  
Super Combo option: hcb + Punch

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4. M I S C E L L A N E O U S  
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:: 4.1 Things to do ::  
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- ADD STRATEGY (I'm taking suggestions)

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:: 4.2 Rantings ::  
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- Waah! I want my Street Fighter games on one DVD for the soon-to-be-mine  
PlayStation 2! It'd be sweet on Dreamcast too...

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5. L I N K S  
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[!---coming soon---!]

=====  
6. T H A N K S  
=====

- Kao Megura  
I borrowed some move names from his SFA2 FAQ.

- John Liu  
He wrote the only SFA2 Gold FAQ out there... but he didn't even say how to  
perform Cammy's Super Combos! :( I got Cammy's move names from his FAQ.

=====  
7. R E V I S I O N H I S T O R Y  
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- v. 1.00 [18 February 2000]

Initial release; I will put up strategies very, very soon. (or try to, anyway) Remember, anyone can contribute - in fact, I encourage it -, so hurry up and e-mail me!

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