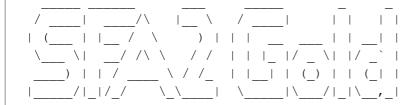
## Street Fighter Collection Super Combo FAQ

by Triple Lei

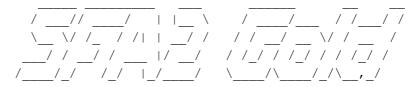
Updated to v1.00 on Mar 21, 2007



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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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- http://www.gamefaqs.com
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## 1. INTRODUCTION

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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. CONVENTIONS

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MK

LP - Light Punch (Jab) LK - Light Kick (Short) MP - Medium Punch (Strong) MK - Medium Kick (Forwa

MP - Medium Punch (Strong) MK - Medium Kick (Forward)
HP - Hard Punch (Fierce) HK - Hard Kick (Roundhouse)

LP MP HP

LK

```
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)
______
   CHARACTERS
_____
----> 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
----> 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)
```

(air) - only possible in the air

```
the few moves that require Super bar energy - all three levels.)
----> 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.)
----> 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
----> 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
```

(note: His Raging Demon is still performed by LP, LP, f, LK, HP, and is one of

```
----> Hazan Tenshokyaku
Normally done with: Charge db, df, db, uf + Kick
Super Combo option: Charge d,u + Kick
----> 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
______
----> 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)
```

----> 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
----> 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
----> 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...?)
----> 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
----> 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
----> 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
----> 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
  ______
----> Shinkuu Hadoken
Normally done with: qcf,qcf + Punch
Super Combo option: qcf + Punch
----> Shinkuu Tatsumaki Senpuu 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.)
----> 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
----> 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
----> Pummeler
Normally done with: qcf,qcf + Punch
Super Combo option: qcf + Punch
----> Tenchusatsu
Normally done with: 720 + Punch
Super Combo option: 360 + Punch
-----
----> 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
```

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> 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
4. MISCELLANEOUS
:: 4.1 Things to do :::::::::::::::::::::::::::::::::
- ADD STRATEGY (I'm taking suggestions)
:: 4.2 Rantings ::::::::::::::::::::::::::::::::::::
- 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
5. LINKS
[!coming soon!]
6. THANKS
- 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. REVISION HISTORY

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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!
[eof]
```

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