

Street Fighter EX 2 Plus Everything FAQ

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Street Fighter EX 2 plus FAQ

By me, Zekira the dragon...

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Introduction/What's new:

NEW (NOT)! 1.1: Bonus Games Updated!!! And also,

I have to fix the way the shortcuts look

like since Color can't be applied...

NEW! 1.2: Fixed the way the FAQ looks like, then I put a Hall of Famous Maniac Fighters at the bottom!

You can leave any comments, typos, and suggestions, whatever.

Just make sure you don't copy this thing.

It's quite disturbing if someone is using something with no originality.

This will help you on how to play the game with every

detail you will know. Remember again, this is a FAQ originally made by me.

If you want to copy something, ask permission first!

You'll see my e-mail address right at the very bottom of this FAQ.
Hope that this FAQ will always be up...

How to play:

It's just simple. This game is an action game that will of course move by free will. Even if you don't do anything, something will still move here, not like almost all of the FF games. Just follow the shortcuts indicated and you should be fine:

P: Punch

K: Kick

DB: press down with back

DF: press down with forward

360: Means you have to press the d-pad Forward,Down,Back,Up

720: 360x2

Throw: Must be performed near the opponent

Air Throw: Must be performed near the opponent in air.

Counter: Means you have to get hit to activate this attack.

Ala Demon Rage: Low Punch x2, Forward, Low Kick, High Punch

Multiple Command: Means the move goes with

the move right next. (Can't explain it the proper way)

§:Meteor Moves

Ɔ: Special Moves

&: Vital moves

f: Normal Moves

Charge: Means you have to hold the button for about 1-2 seconds.

Note: I've had experience with the other non-3d Street Fighter games, I have comments about some moves that are still in here, or the lost moves.

Character Move List (I list them from simple to complicated):

Ryu (The main character!!!)

fHadou-Ken: Down, Forward P

fTatsumaki-Sempuu-Kyakku: Down, Back K Multiple Commands: Back K

fShoryuu-Ken: Forward, Down, Forward P

fShakunetsu-Hadou-Ken: Forward, Down, Back P

ƆShinkuu-Hadou-Ken: Down, Forward, Down, Forward P

ƆShinkuu-Tatsumaki (Sempuu-Kyaku): Down, Back, Down, Back K (Possible in air)

§Shin-Shoryuu-Ken: Down, Forward, Down, Forward KKK

&Kyubi-Kudaki: Forward P

&Sempuu-Kyaku: Forward Medium-P

Comments: The Tatsumaki-Sempuu-Kyaku can be done four times.

The weaker your kick, the higher Ryu will Kick,

and vice-versa. The Shakunetsu-Hadou-Ken is a Hadou-Ken that is burning, making it very stronger.

But it's slower though, I think...

Ken Masters (He's not a master!)

fHadou-Ken: same as Ryu's

fTatsumaki-Sempuu-Kyaku: same as Ryu's, but no more multiple commands this time. Possible in air.

fShoryuu-Ken: Same as Ryu's

ƆShoryuu-Reppa: Down, Forward, Down, Forward P

ƆShippu-Jinrai-Kyaku: Down, Back, Down, Back K

Cancelled: down, back K

ƆShinryuu-Ken: Down, Forward, Down, Forward K

§Kuzuryu-Reppa: Down, Back, Down, Back KKK

&Jigoku-Fusya (Air Throw): In the air Down Heavy/Medium Punch
&Zenpo-Tenshin: Down, Back P

Comments: The Shinryuu-Ken can be multiple hitted, by simply pressing a million buttons while Ken is hitting them in the air. Just be careful not to cancel it into Guard Break. The Kuzuryu-Reppa is a combination of all of his special moves. From Shippu-Jinrai-Kyaku, Shoyuu-Reppa, Shinryuu-Ken, this move can be multiple hitted like the shinryuu-ken. The Zenpo-Tenshin is only a move that will let Ken roll. One of the most commonly used moves for surprise. His shoryuu-ken is very strong.

Sagat (Big Guy)

fTiger Shot: Down, Forward P
fGround Tiger Shot: Down, Forward, K
fTiger Blow: Forward, Down, Forward P
fTiger Crush: Forward, Down, Forward K
P̄Tiger Cannon: Down, Forward, Down, Forward P
P̄Ground Tiger Cannon: Down, Forward, Down, Forward K
P̄Tiger Cyclone: Down, Back, Down, Back P
P̄Tiger Raid: Down, Back, Down, Back K
S̄Tiger Storm: Down, Forward, Down, Forward PPP
&Tiger Fake: Back, Down, Back P

Comments: Crouching can easily dodge The Tiger Shot; the ground one can easily be jumped. That goes the same for the cannon, but it has to be that the opponent quickly does it. The tiger storm can let your hand and knees induce lightning! In practice mode, when you do this meteor special, you will see at the downer right hand corner a bar. You are given 5 punches. You have to punch the 3 times that Sagat will hit the opponent with punch or kick. Each time you trigger one, the ball of thunder will be stronger. The tiger fake only lets Sagat fake...

M. Bison (Vega) (Psycho Man)

fPsycho Crusher: Left Charge, Right P
fDouble Knee Press: Left Charge, Right K
fHead Stomp: Down Charge, Up K
fSkull Diver (Head Stomp multiple command): After Head Stomp P
P̄Psycho Cannon: Left Charge, Right, DB, DF P
P̄Knee Press Nightmare: Left Charge, Right, DB, DF K
S̄Psycho Break Smash: Left Charge, Right, DB, DF PPP
&Forward Warp: Forward, Down, Forward PPP/KKK
&Backward Warp: Back, down, Back PPP/KKK

Comments: After the Head Stomp, you can control Bison's movement by simply using left or right. If you punch at that time, Skull Diver will be performed. Holding the P button you used for Psycho Cannon will charge it. Using KKK for the warps will let the warp be nearer, PPP will make it farther.

Vega (Balrog) (Claw Man)

fClaw Roll: Left Charge, Right P
fClaw Dive: Down Charge, Up K After: P

fIzuna Drop (Throw): Down charge, Up K After: Down Punch
fSky High Claw: Down charge, up P
PGround Claw Roll: Left Charge, Right, DB, DF P
PScarlet Terror: Left Charge, Right, DB, DF K
PSky High Illusions: DB Charge, DF, DB, Up P
SSharp Claw Dive: DB Charge, DF, DB, Up K After: P
SRolling Izuna Drop (Throw): DB Charge, DF, DB, Up K After: down P
&Whirlwind Suplex (Air Throw): In the air Down Heavy/Medium Punch
&Back Slash: KKK
&Attaching Claw: Forward, Down, Forward P

Comments: The 2 meteor combos are like the weak versions of it. The Attaching Claw was meant to attach your claw after it has been taken off. The Scarlet Terror will lift the opponent up to the sky. When the opponent bounces, it doesn't count the opponent being landed!

Guile (Without this guide, the players of the non-3d SF will have a hard time with him!!!)

fSonic Boom: Left Charge, Right P
fFlash Kick: Down Charge, Up K
POpening Gambit: Left Charge, Right, DB, DF P
PDouble Flash Kick: DB Charge, DF, DB, Up K
SSonic Boom Typhoon: Left Charge, Right, DB, DF KKK
&Rolling Back Knuckles: Forward Heavy P
&Rolling Power Kick: Forward/Back Medium K
&Heavy Stab Kick: Forward/Back Heavy K
&Flying Buster Drop (Air Throw): In the air Down Heavy/Medium P

Comments: NOTHING!!!

Chun-li (Finally got a break from all of those charges...)

fLightning Kick: K, K, K, K, K... (Repeatedly and rapidly kick)
fHienshu: Down, Back K
fSpinning Bird Kick: Down, Forward K
fGomenne! (A stupid attack): Ala Demon Rage
PSenretsū-Kyaku: Down, Forward, Down, Forward K
PHazan-Tenshō-Kyaku: Down, Back, Down, Back, K
PKiko-Shō (Why is it so little now?): Down, Forward, Down, Forward P
S " "-Goku: Down, Forward, Down, Forward PPP

Comments: All I have to say is... The Lightning Kick will become faster if you have a harder Kick and... Gomenne is a stupid attack!

Zangief (The Red Cyclone!)

fDouble Lariat: PPP
fQuick Double Lariat: KKK
fSpinning Pile Driver (Throw): 360 P
fRussian Suplex (Long Ranged Throw, must be done away from opponent): 360 K
fAtomic Suplex (Near Ranged Throw): 360 K
fBear Hug (Throw): Russian Suplex then while running and near the opponent, P
PFinal Atomic Buster (Throw): 720 P
PSuper Stomping: Down, Forward, Down, Forward K
PAerial Russian Slam: Down, Back, Down, Back K
SCosmic Final Atomic Buster (Throw): 720 PPP
&Flying body Attack: In the air Down Heavy Punch

&Stomach Block: Opponents Back on your face Kick Throw

Comments: o_O a million of throws.

The stomach Block can only be done

if the opponent is facing at the same direction as yours. How to do it? Guard Break!

Guard Break him/her, then jump behind

him/her and use the Kick Throw. The Bear Hug is a multiple command of Russian Suplex.

While you are running by Russian Suplex, press P.

Dhalsim (Stretchy Guy...)

fYoga Fire: Down, Forward P

fYoga Flame: Down, Back P

fYoga Blast: Down, Back K

fYoga Catch: Down, Forward K

fYoga Contact: Yoga Catch then while holding K Charge

fYoga Fake: Down, Forward KKK Charge

BYoga Legend: Down, Back, Down, Back, K

BYoga Drill Kick: In the air Down, Forward, Down, Forward K

SYoga Inferno (It's still here!): Down, Forward, Down, Forward, PPP

&Drill Heading: In the air Down P

&Drill Kick: In the air Down K

&Forward Yoga Teleport: Forward, Down, Forward PPP/KKK

&Backward Yoga Teleport: Back, Down, Back PPP/KKK

Comments: Just be careful on how you use these moves,

everyone of them can be controlled by either the d-pad or the button you use either Heavy,

Medium, or low.

Skullomania (Skull!!!)

fSkullo Crasher: Down, Forward P

fSkullo Slider: Down, Forward K

fSkullo Head: Forward, Down, Forward P

fSkullo Dive: After Skullo Head P

fSkullo Face Slam: Back, Down, Back K

BSuper Skullo Crasher: Down, Forward, Down, Forward P (Possible in air)

BSuper Skullo Slider: Down, Forward, Down, Forward K

BSkullo Ball: Down, back, Down, Back P

BSkullo Energy: Down, Back, Down, Back K

BNNew Skullo Dream: Ala Demon Rage

SSuper Skullo Energy: Down, Back, Down, Back KKK

&Step-in Upper: Forward Medium Punch

&Dangerous Heel: Forward Medium Kick

&Skullo Escape: Back x2

&Dash & tackle: Forward x2

&Skullo Space (Air Throw): In the air Down Medium/Heavy Punch

Comments: Really can't understand the New Skullo Dream..

Darun Mister (Zangief imitator...)

fLariat: Down, Forward P

fGanjis DDT: Forward, Down, Forward K

fDarun Catch: Back, Down, Back P

fBrahma Bomb (Throw): 360 P

fIndra Bridge (Throw): 360 K

fDaikaku (Counter): PPP

BPowder Indra Bridge: Down, Back, Down, Back K

BSuper Darun Bomb: 720 P

SGamble of Darun: 360 PPP

&Air Ganjis DDT (Air Throw): In the air Down, Medium/Heavy Punch

Comments: The Gamble of Darun is a game of gambling.
Just follow the instructions and you should get it. And when you get to the part with the 3 question marks,
there is still a continuation there. Find it for yourself; I don't like spreading out secrets.

Pullum Purna (Someone...)

fDrill Purrus: Down, Forward K (Possible in air)

fTen'el Kick: Down, Back K

fPurim Kick: Forward, Down, Forward K

fFemina Wind: In the air Down, Back P

ƆRes Arcana: Down, Forward, Down, Forward K

ƆPraec Larum: Down, Back, Down, Back K

ƆKind wind: In the air Down, Forward, Down, Forward P

§Gradus Par: Down, Forward, Down, Forward PPP

&Alacer Wrist: Forward Medium P

&Air Alacer Wrist: In the air Down Medium P

&Reverse Ankle: In the air Back Medium Kick

&Dance Wind (Air Throw): You already know... It's the same as the others.

Comments: Femina Wind will only make you
fly a bit higher... And Gradus Par: another stupid attack...

Sharon (Someone as well...)

fHalf-Moon Kick: Down, Back K

fGale Hammer punch: Down, Forward P 3 Multiple Commands: Forward P OR DF K OR DF K

fBermuda Symphony: Forward, Down, Forward K

ƆLoad: Down, Forward, Down, Forward P

ƆHell Fire: After Load, press the load buttons again.

ƆShuttle Combination: Down, Back, Down, Back P

ƆSharon Special: Down, Forward, Down, Forward K

§Assault Rifle: Down, Forward, Down, Forward PPP

&Step Combo Punch: Forward Medium P

&Step-in Combo Kick: Forward Medium K

&Crush Punch: Forward Heavy P

&Sliding Sweeper: DF Heavy Kick

&Crimson Terror (Throw): 360 P

Comments: The Crimson Terror will only let you go
to the back of the opponent... And
you have to 'load' before you can 'fire' the 'hell fire'.

Nanase

fSanren-Kon: Down, Forward P Multiple Commands: Forward P OR Up P

fTenshou-Kon: Forward, Down, Forward P

fKasumioroushi: Back K Multiple Commands: K

fGekkyo-Botan (Counter): Back, Down, Back P

ƆIzayoi-Rekkon: Down, Forward, Down, Forward P

ƆYayoi-Toukon-Gi: Down, Back, Down, Back P

ƆAriake (Yayoi-Toukon-Gi Multiple Command): While Yayoi-Toukon-Gi KKK

ƆMeigetsu: While Yayoi-Toukon-Gi PPP

§Machiyoi-Tenkyu-Geki: Ala Demon Rage

&Touchu-Hoh: Forward Heavy P

&Ryusui (Throw): 360 P

Comments: I can't really explain the specials,
but all of Nanase's Normal moves have ranges; her guard break also has, too. Go ahead and
find your explanation;
I really don't want to spread out secrets.

Hokuto (She's quite unknown, but she's one of the important EX fighters)
fChugeki-Hoh: Down, Forward P Multiple Commands: Shinku-Geki: Back P OR Shinkyaku-Geki:
Back K
fShinkyaku-Geki: Down, Back K
fShinku-Geki: Down, Back P
fGokuyakuko (Counter): Back, Down, Back P
P̄Kyakuhougi: Down, Back, Down, Back K
P̄Kiren-Eki: Down, Back, Down, Back P
P̄Rensho-Geki: Down, Forward, Down, Forward P
P̄Renbu: Ala Demon Rage
§Shirasegatana: Down, Forward, Down, Forward KKK
&Chu-Hoh: Forward Heavy P
&Gai-Shu: Forward Heavy K
&Ryusui (Throw): You already know this one; Look at Nanase

Comments: You don't need explanations once you see her moves...

Blanka (She looks more like a monkey...)
fElectricity: Rapidly and repeatedly P
fRolling Attack: Back Charge, Forward P
fVertical Rolling: Down Charge, Up K
fBack Step Rolling: Back Charge, Forward K Cancellor: P
P̄Ground Shave Rolling: Back Charge, Forward, DB, DF P
P̄Jungle Beat: Like the Ground Shave Rolling, but instead of P use K
P̄Beast Hurricane: In the air Down, Forward, Down, Forward P
§Super Electricity: Down, Forward, Down, Forward KKK
&Rock Rush: Back Medium P (I'm not sure if it's back or forward...)
&Amazon River: DF Heavy P
&Surprise Forward: KKK
&Surprise Back: Back KKK

Comments: You just need to remember her specialty; traps and surprises!

Doctrine Dark (Explosive Expert)
fDark Wire: Down, Forward P
fDark Spark: Dark Wire THEN Wait
fDark Hold: Dark Wire THEN Back P
fKill Wire: Forward, Down, Forward P
fEx-Plosive: Down, Forward K
P̄Death Trump: Down, Forward, Down, Forward P
P̄Dark Shackle: Down, Forward, Down, Forward K
P̄Ex-Prominence: Down, Back, Down, Back K
§Death Trap: Down, Back, Down, Back PPP
&Dark Knife (I'm not sure if that's the name): Forward Medium P
&Death Spin Kick: Forward Medium K

Comments: All you need to know is that all of his moves reach all distances, either near or far!

Cracker Jack (Cracker?)
fDash Straight: Back Charge, Forward P
fDash Upper: Back Charge, Forward K
fFeint Dash: Down, Back P
fFinal Punch: PPP/KKK Charge
fBatting Hero: Back, Down, Forward P
fSoccer Ball Kick: Back, Down, Forward K
P̄Homerun Hero: Down, Back, Down, Back P
P̄Crazy Jack: Back Charge, Forward, DB, DF P
P̄Raging Buffalo: Crazy Jack, but instead of P use K

ⒻGrand Slam Crasher: Down, Back, Down, Back K
ⒼHomerun King: Down, Forward, Down, Forward KKK
&Angry Fist: Forward Medium P

Comments: The Feint Dash actually does NOTHING, you'll see.
And also, in homerun King, if you press P at the right time, you might be able to bat your opponent and bump him in Pluto, not Saturn...

Vulcano Rosso (New Spanish Guy)

fEtna: Aeolus THEN Immediate K
fSciara Del Fuoco: Down, Forward K
fVulcan: Down, Back P
fGanassa (Counter): Down, Back K
fVesuvio: Down, Forward P First Multiple Command: Forward P
Next Multiple Command (After First Multiple Command): Forward K

ⒻTorre Pendente: Down, Back, Down, Back P
ⒻPonte Del Sospiri: Down, Forward, Down, Forward P
ⒻAccelerando: Down, Back, Down, Back K
ⒼQuattro Panorami (Throw): Down, Forward, Down, Forward KKK
&Aeolus: PPP

Comments: o_o I really don't know how to explain this guy,
but Ganassa is a counter depending on where you will get hit. If the opponent uses Standing Punches/Kicks on you, use Medium. If crouching, use High. If jumping, use low. And Quattro Panorami is inescapable once you catch the opponent at the right time.

Area (New Computer Girl)

fUpload: PPP, Charge it to make it longer. Release button(s) to stop.
fDownload: Down PPP, do the same as upload.
fAlternative Catch: Forward, Down, Back K Multiple Commands: Forward/Back K
fHumming Rush: Down, Forward P
fJackson Kick: Down, Forward K
fPop-Up Knee: Jackson Kick THEN Forward Low K
fPartition Break: Like Pop-Up Knee but instead of Low, use Medium
fHigh Heel (Not sure if this is the name): Like Pop-Up Knee, but instead of Low, use High
ⒻGreat Cancer (Possible in air): Down, Forward, Down, Forward P
ⒻFive-Star Raid: Down, Forward, Down, Forward K
ⒼFinal Cancer: Down, Back, Down, Back PPP (I think it's Forward, not back, but I'm not sure)
&Head Crush: In the air Down Heavy P
&High Heel (Still not sure of name): Forward Heavy K

Comments: Only one, and that is if you do the Final Cancer, you will lose your rocket, and the Up/Down Load, Humming Rush, Great Cancer and P Throw. Clear? Good! And also, if you do something at the last hit of Humming Rush, you may be able to induce electricity. Find it out for yourself, I don't like spreading out secrets.

Garuda (Secret Character) (Spiky Master)

fShuga: Down, Forward P
fKizan: Forward, Down, Forward P
fJazan: Back, Down, Back P
fGoga: Back, Down, Forward K
fRaiga: Forward, Down, Forward K
ⒻKienbu: Down, Back, Down, Back P
ⒻKiensho: Down, Forward, Down, Forward P

↳Soukondan: Down, Back, Down, Back K

§Kyojienshu: Down, Back, Down, Back KKK First Multiple Command: Raizan-Sho (See Hayate)
Second Multiple Command (After First multiple Command): Tsumjikagero-Kyoku (See Hayate)

&Zanki: Forward Heavy P

&Triple K (Forgot name): Forward Heavy K

&Air K Throw (Forgot name again): You know, the medium or the heavy P down thingy...

Comments: The Kyojienshu is based on Hayate's special moves (See Hayate).

I forgot some names of his moves, but once I read and remember them, I will put them here.
And also, he has a range of hits!!! And, why is it that we can't do the reversal Jazan while the computer can?.

Shadow Geist (Secret Character) (Skullomania Imitation...)

fDeath Crasher (I told you!): Down, Forward P

fDeath Break: Down, Forward K

fDeath Press: Back, Down, Back K

fDeath Sword Kick: In the air Down, Forward K

fDeath Flash: In the air Down, Back K

↳Super Death Crasher: Down, Forward, Down, Forward K

↳Death Government: Down, Forward, Down, Forward P

↳Death Dream: Ala Demon Rage

↳Air Death Dream (Throw): In the air 720 P

↳Death Energy: Down, Back, Down, Back K

§Super Death Energy: Down, Back, Down, Back PPP

&Step-In Upper: Forward Medium P

&Death Heel: Forward Medium K

&Death Space (Air Throw): Remember Skullomania's?

Comments: Like Skullomania, but a little bit different...

Kairi (Secret Character) (The New Akuma)

fShinki-Hatsudou: The Hadouken!

fMaryou-Rekkou: The Shoryu-Ken!

fMouryou-Kasen: The Tatsumaki-Sempuu-Kyaku!

↳Shinki-Hatsudou-Kai: In the air Down, Forward, Down, Forward P

↳Sairyou-Kyoshu: Down, Back, Down, Back P

↳Garyu-Messhu: Down, Forward, Down, Forward K

§Shouki-Hatsudou: Down, Forward, Down, Forward PPP

§Kyouja-Renbu: The REAL DEMON RAGE!!!

&Ryobu: Forward Medium K

&Straight Ryujin-Kyaku: IN air Down Medium K

&Bouncing Ryujin-Kyaku: In air Down Heavy K

&Forward Maku-Shihai: Forward, Down, Forward PPP/KKK

&Backward Maku-Shihai: Back, Down, Back PPP/KKK

Comments: You'll understand everything, but what you'll hate is the Shouki and Shinki Hatsudous...

Hayate (Secret Character) (Someone very unknown...)

fKamaitachi: Down, Forward P

fOburozuki: Down, Forward K Multiple Commands: Forward K

fHisen-Zan: Forward, Down, Forward P

fShiraha-Tenshin (Counter): Back, Down, Back P

↳Resshin-Kamaitachi: Down, Forward, Down, Forward P

↳Raizan-Sho: Down, Forward, Down, Forward K

↳Tsumjikagero-Kyoku: In the air Down, Back, Down, Back P

§Orochi-Fujin (Counter) (The Worst Meteor in the game): Down, Back, Down, Back PPP

&Enrakushishou: Forward Heavy P

&Kagura-Houzan (Air Throw): You know this!

Comments: The Raizan-Sho can be multiple hit. And you'll hate Orochi-Fujin!!

Bonus Games:

There are 4 types of bonus Games. I will explain each of them to you very specifically.

Barrel:

The Barrel is a Bonus game that will test your reflexes.

Barrels will suddenly come at you, and you have to evade and break them!!! There are samples at your memory cards.

Check 'Watch Barrel Replay' you will see two samples. One is a sample of a perfect score, must use Hokuto. The other one is a perfect evade test, must use Ken. Go and break some Barrels!!!

Excel Break:

Now, you won't see this in the Bonus Games,

unless you unlock this. To unlock this,

just finish the Expert Mode. Excel Break, the Bonus Game where you

test your excel skills. You must hit

the phantom called Cycloid by doing excels. Tip: Do this Sequence often:

Excel(Low Punch, Low Kick, Medium Punch, Medium Kick, Heavy Punch, Heavy Kick)Then when you feel that Excel is ending, use

a throw. You must consume all 3 bars of yours,

because you can't kill Cycloid with 2 or 1 bar since he has 100 HP.

I only got one Infinite for this Bonus Game, Must be a Hayate expert.

Hayate:

Excel (Standing Heavy Punch, Standing Heavy Kick,

Crouching Medium Punch, Standing Heavy Kick,

Enrakushisou, Heavy Kamaitachi, Low Kamaitachi, Low Kamaitachi,

Heavy Oburozuki [3 hit, no Multiple Command]) Resshin-Kamaitachi [4 hit], Raizan-Sho

[Multiple Hits until Cycloid dies.]

I guess that's all for Excel Break...

Satellite fall:

You must unlock this also. Use the same method you

did to unlock the Excel Break. OK,

here you must destroy the satellites main body to destroy it. I recommend that

you destroy the other parts as well

because each part is worth 5000 points!!! Meteorites will also fall down on you. Either you evade them or destroy them. OK... I will

show you a great method for each Character (DON'T USE EXCEL):

Ryu:

I guess you should keep on doing Shinku-Tatsumaki...

Ken:

Keep on using Jumping Heavy Kick.

Sagat:

Jumping Heavy Kick repeatedly.

M.Bison (Vega):

Once you knocked out all other 3 parts, Charge Psycho Cannon on the Main Body. To Charge Psycho Cannon hold down the punch you used for executing it...

Vega (Balrog):

Sigh, Keep on punching it!!!

Guile:

Physically...

Chun-li:

Kiko-Sho would be nice...

Zangief:

No, seriously

Dhalsim:

You should put his specials to good use!!!

Skullomania:

After destroying all other 3 parts, release your meteor!!!

Darun Mister:

Bah, Onward!!!

Pullum Purna:

After destroying all other 3 parts, Praec Larum or Kind Wind.

Sharon:

Destroy all other 3 parts, Keep on shooting bullets at it.

Nanase:

Fly away Stick! Yayoi-Toukon-Gi!!!

Hokuto:

Destroy all other 3 parts, then charge Kiren-Eki.

Blanka:

Release electricity like a wild gorilla!!!

D. Dark:

Ex-Prominence!!!

Jack:

Grand Slam Crasher...

OR

After Destroying all 3 parts, Homerun King.

Be sure to press P very early or Jack will withdraw his bat. (I'm not sure if this works...)

V. Rosso

His Jumping Heavy Kick hits twice!!!

Area:

Air Great Cancer

Note: If I say stupid things, do the physical thing...

That's the end of Satellite Fall

VS BISON II

OK... I know it sounds silly, but this is actually a bonus

game. You can only unlock this by cheating. See the cheats at the last page of the forum for this game (Only on Neoseeker).

Fight Bison II, it's very hard. Your only hope is Darun's GOD...

Expert Mode:
COMING SOON!!!

Maniac Mode:
COMING SOON!!! Still testing methods... Hey,
you know what? I put a Hall of Famous Fighters down here!
Just tell me your Neo Nickname (Or just a nick),
and then your e-mail address. Be sure to complete all
Maniac Mode so I can accept your entry here!

Maniac Hall of Famous Fighters:
None... You could be the first one!

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And...

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great game!!! More power to you all!!!

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