

Super Puzzle Fighter II Turbo Character FAQ

by niceboy23

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Super Puzzle Fighter II Turbo Character Guide

Written 2003-2004 Chase S.

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SPOILER WARNING, JUST IN CASE

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Intro

1.0

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Versions

1.2

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1.0- Made most of the guide.

1.1- Added all of the Note/Strats/Ect section and made a **huge** amount of spelling corrections.

1.2- Made the search system easier and made a change to the legal, just some minor stuff.

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Legal

1.3

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Format  
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1.4

Hi, and welcome to my character guide for Super Puzzle Fighter II Turbo, as you can see this guide is for the sole purpose of explaining each character, their strengths, quotes, weaknesses, ect. I don't want to slow so let's just jump in starting with the format that the characters will be organized in.

Name: What the characters name is.

Counter Pattern: What the pattern of the color counters dropped by that character looks like.

EEEEEE		
EEEEEE	Y- Yellow Gem	B- Blue Gem
EEEEEE	G- Green Gem	R- Red Gem
EEEEEE		

Pros: What's good about this character.

Cons: What's bad about this character.

Win Quotes: What his person says when they win.

Player Skill: What level of skill player this character is best for.

Extra notes: Anything extra about this character.

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Characters
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2.0

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Ryu  
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2.1

Name: Ryu
Counter Pattern: RGBYRG
RGBYRG

RGBYRG

RGBYRG

Pros: You can block portions of the enemies screen but this somewhat hard.

Cons: With the Counter Pattern it makes ease of using big chains.

Win Quotes: "All too easy... You just don't know the bliss of the bombs."

"Don't tell me, you only know how to play fighting games?"

"You need more training to stand a chance."

Player Skill: Beginner-Novice

Extra notes: The better you get the worse he is.

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Ken

2.2

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Name: Ken

Counter Pattern: YYYYYY

BBBBBB

GGGGGG

RRRRRR

Pros: Useful attack pattern, makes it hard to setup long runs.

Cons: Small attacks building up big blocks making large setups for enemies.

Win Quotes: "I have proven the difference between you and me: you just suck!"

"It was a beautiful victory if I do say so myself."

"Not only am I disappointed, inside I am laughing at you."

"You must learn when to attack and when to defend."

Player Skill: Normal-Expert

Extra notes: Very useful when you get better at the game.

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Chun-Li

2.3

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Name: Chun-Li

Counter Pattern: YYRRGG

YYRRGG

RRGGBB

RRGGBB

Pros: You can really get a challenge when using her, builds up skill?

Cons: The pattern sets up big gems making easy combos and huge attacks.

Win Quotes: "I'm the strongest puzzle fighter in the world!"

"I'm too smart to fall for your stupid patterns."

"Sorry! But I don't know how to pull punches."

Player Skill: Somebody who wants a challenge.

Extra notes: Just horrible.

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Sakura

2.4

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Name: Sakura

Counter Pattern: GBBBBY

GRRRRY

GBBBY

GRRRRY

Pros: Her counter makes it hard to setup chains when fighting her.

Cons: The two columns on both sides and the small rows are attack points.

Win Quotes: "Only my second game and I'm already the best!"

"Whew, you were good! I've got to train harder!"

"Yes... all part of the plan."

"You're smart, fast, and cheap! No wait, that's me! Ha ha ha."

Player Skill: Normal-Expert

Extra Notes: A good all round character, using big attacks will render the enemy useless.

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Morrigan 2.5

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Name: Morrigan

Counter Pattern: YBGGBY

YBGGBY

BYRRYB

BYRRYB

Pros: Well protected counter pattern which is hard to break into.

Cons: Useful for most only the first stages where enemies don't have good strategies against her, but in later stages she has less capabilities.

Win Quotes: "Baby, baby, baby... I didn't even sweat!"

"It's not whether I win or lose, just as long as I piss you off."

"Oh damn... I split a hair."

"The sun's rising. I'll rest 'til the morrow, then again."

Player Skill: Novice-Normal

Extra Notes: Pretty solid character, it just gets too complicated later.

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Felicia 2.6

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Name: Felicia

Counter Pattern: GBBRRY

GBBRRY

GRRBBY

GRRBBY

Pros: She is good for long chains.

Cons: She has a horrible counter pattern that makes large chains easy.

Win Quotes: "I won by a tail's length. Now go to my litter box."

"Meow! How'd you like them apples?"

"You're stoned! Get it? Ha ha ha..."

"You're about as sharp as a circle!"

Player Skill: Beginner-Anybody who wants a challenge.

Extra Notes: Ok, but not good for Normal and Hard mode.

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Hsien-Ko 2.7

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Name: Hsien-Ko

Counter Pattern: GGRRYY

BGGRRY

BGGRRR

YBGGRR

Pros: Has a great pattern for mid-large attacks and huge attacks.

Cons: When Diamond Gem is used the attack pattern turns into big gems.

Win Quotes: "And again, I won with ease."

"Hey, it's not time for you to walk away. Try again."

"Why do you hold back? Your overconfidence is your weakness!"

Player Skill: Normal-Expert.

Extra Note: Very good when in trouble, funny to watch her use the Super.

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Donovan 2.8



player and he is best used by an expert. He only does 1/2-2/3 of normal attacks so he is weakened down to make his less powered.

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Devilot
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3.3

Name: Devilot  
Counter Pattern: YRGBYR  
BYRGBY  
GBYRGB  
RGBYRG

Pros: She has the best attack pattern.

Cons: She also has a crippled attack, I like Akuma better though.

Win Quotes: "Don't you recognize me? Cyberbots is Capcom's 1 game."

"I know you want me, but can you handle it?"

"Let the gems hold you as I plan for your death."

"You've been very bad. Now off to the gas chamber."

Player Skill: Normal-Expert

Extra Note: She has the best attack pattern, yes better than Akuma, because even though her attack pattern is just switched her counter pattern is harder to penetrate and Diamond Gems are not as effective as they are on Akuma.

I say she is Normal-Expert because even the people who have played for about 4-10 hours can be good with her, and Expert just know how to use her in a better way.

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Notes

4.0

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Notes/Strats/Ect
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4.1

Stratagies:

I always like to stack the blocks on the left hand side of the screen and then switch stacking sides to unleash chains of weak attacks and when I get a Diamond Gem. After I get the Diamond gem I look around and estimate which block I have the most of, the mass destruction of blocks will often trigger chains which will dramatically increase your chances of winning.

On "Easy" mode you will have to fight three opponents, the strategy I recommend is building up power blocks and using crash gems on the rest of the blocks. When using this strategy I recommend dropping the blocks at a faster pace than your opponent so you can get little combos to add up because the opponents do not push the blocks down as fast as possible so you can add up small blocks to make medium-large combos.

On "Normal" and "Hard" mode you can use my strategy that I mostly use.

If you have any other good strategies contact me and I will put them up if I see they are worthy of using, this of course gets you credit in this guide.

Notes:

Diamond Gem Damage-

Usually the Counter Gems are worth less than one ~0.5, but all other gems are worth 1, non-differential if they are regular, crash, or power gems. For example, if you have a 3x3 Power Gem you should save it for a crash

gem because it will give you an attack of ~22 in comparison to a weak 9 if the power gem is destroyed with the use of a Diamond Gem.

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Contact Info
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If you want to contact me you can contact me on my e-mail, spikeddeath (at) gmail (dot) com, just replace the () with the appropriate symbol. If you have an questions, hints, tips, corrections, ect. tell me. If you think you disserve credit from me then contact me and I'll change it.

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Credits
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4.3

I would like to thank the following people:

Me: For putting in the work that it took to make this guide, and the dedication to gaming.

CJayC: For accepting this guide onto his site.

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