

# Street Fighter: The Movie FAQ/Move List

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STREET FIGHTER THE MOVIE GUIDE

FOR THE SEGA SATURN VERSION

BY FFOGALVATRON 2005

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1) INTRODUCTION

Welcome to my FAQ for the arcade version of Street Fighter The Movie. This FAQ will include everything you need to know about the game, including a complete moves list, trivia, controls and more.

2) ABOUT THIS GAME

In 1991, Street Fighter 2 The World Warrior was released and was a mega hit, becoming one of the most popular games ever created. A year later, a new update called Street Fighter 2' Champion Edition came out and was another huge hit. A few months later, Street Fighter 2' Turbo came out and was another arcade smash.

Around this time, another game was released called Mortal Kombat which was very popular. Another beat 'em up, this game used digitized graphics to look quite realistic, especially compared to any Street Fighter 2 version released.

Also around this time, Street Fighter was at the very height of it's success. So much so, that a movie was now in production on the series. However, actual filming began in 1993, when Super Street Fighter 2 had been released, so characters from that could be used in the movie.

When the movie was released, it was given mostly rubbish reviews, but at least kids loved it. The movie still made millions, and to tie in with this a game

was released, called:

## STREET FIGHTER THE MOVIE

Original title there, eh? Released in 1995, the game was a huge flop, and one of the worst fighting games ever released. There were many better fighting games out that year (such as Fatal Fury 3, Street Fighter Alpha, Real Bout Fatal Fury and The King of Fighters '95)

The reasons this game was poor are numerous. The graphics were quite hideous, with digitised graphics which animated very poorly in places, extremely bad sound and sound effects (Ken shouting "DRAGON!" instead of "Shoryuken!", for example), horrendous AI etc.

The biggest problem the arcade version had had to be the special moves and new super combos which were put in. Moves like E. Honda's stomp, Bison's electricity, Cammy's rope hold etc. They ruined the game. The new super combos each character had also looked ridiculous.

So, when Acclaim announced that the game would be released for the SEGA 32X, SEGA Saturn and Sony Playstation, people were not expecting anything other than an arcade conversion that would be just as bad.

WRONG. Kind of.

The home ports only appeared on the Saturn and Playstation (the 32X version was cancelled) and were quite different than the arcade version, in a good way. Think of it like this:

This is Super Street Fighter 2 Turbo with digitised graphics.

The stupid moves are gone, the animation is a little better, new characters are in the game, some arcade characters have been taken out etc. All in all, the home ports are much better than the arcade version.

However, this is still one of the poorest fighting games on the Saturn, most people still don't like it as much as something like Street Fighter Alpha 2 etc. It is still an interesting game to play for the Street Fighter fan.

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### 3) STORY

M. Bison, leader of the "Shadowloo" terrorist group, has taken hostages, and is demanding a whole lot of money for their safe return. However, various Street Fighters are out to defeat him and fight each other in a battle of fighting skills.

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### 4) CONTROLS

Like other games in the series, this one uses the same 6 attack button system. You can change around the button functions in the options menu, the ones listed below are the default settings, and the best settings.

#### D-PAD FUNCTIONS

Up: Jump upward  
Up right: Jump toward opponent  
Right: Move toward the opponent  
Down: Crouch  
Down left: Crouching block  
Left: Move backward/block  
Up left: Jump away from the opponent

#### BUTTON COMMANDS

x: Weak punch (jab) (WP)  
Y: Medium punch (strong) (MP)  
z: Strong punch (fierce) (SP)  
A: Weak kick (short) (WK)  
B: Medium kick (forward) (MK)  
C: Strong kick: (roundhouse) (SK)

#### LEGEND

QCF: Quarter circle forward  
QCB: Quarter circle backward  
QCFX: Quarter circle forward extended (D, DR, R, UR)  
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

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## 5) GAME PLAY

This of course plays the same as previous games in the series. In fights you have to deplete the opponent's energy bar to nothing to knock him/her out. Use special moves, punches, kicks and throws to win. Each fight uses a "best 2 out of 3" rounds system.

There are six attack buttons in this game. The weak attack buttons are fast but do little damage. It is vice versa with the strong attack buttons.

There are several modes of play, for one or two players depending on the mode you are on.

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## 6) BASIC MOVES

### BLOCKING

The most important aspect of the game is learning how to block. When you block, the opponent will not be able to hurt you with normal punch or kick attacks. However, if they do a special move OR SUPER COMBO on you as you block, you will suffer a little damage. You cannot block throws.

### THROWS

Move close to the opponent, hold left or right, then press either the medium punch, medium kick, strong punch or strong kick button (it depends on the character) to grab the opponent and throw them. Throws do a good amount of damage. Some characters, like Guile and Chun Li, have air throws.

### THROW RECOVERY

Press a punch or kick button as you are being thrown to recover from it and land on your feet. This makes it easier for you to counter attack, but you still suffer damage.

### EX MOVES

You can do EX moves if you have some super combo gauge charged up. EX moves are more powerful special moves. To do them, do a special move motion for your character, but press 2 punch or kick buttons together (depending

on what the move is). EX moves are more powerful. Test which moves a character can do with EX. An example is Ryu's fireball, the EX version has Ryu throwing 2 fireballs in a row quickly. If your super combo gauge is charged to max, you can do infinite EX moves until you do a super or the round ends, otherwise it costs some super combo gauge if it is not at max.

#### SUPER COMBOS

As you fight, you'll see a small bar at the bottom of the screen for each fighter. Fill it up by attacking the opponent. When it is full, you can do your character's super combo move. If they hit the opponent, super combos do big damage.

#### WEAK PUNCH (JAB)

This is a very fast punch, but does very little damage.

#### MEDIUM PUNCH (STRONG)

A fast punch which does a fairly good amount of damage.

#### STRONG PUNCH (FIERCE)

This punch is slow, but if it hits the opponent it will do a lot of damage.

#### WEAK KICK: (SHORT)

A fast but weak kick.

#### MEDIUM KICK (FORWARD)

This kick is slower than a weak kick, but does more damage.

#### STRONG KICK (ROUNDHOUSE)

This kick is slow but does a lot of damage if it hits the opponent.

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#### 7) SPECIAL MOVES LIST

Characters generally have between 2-4 special moves each. Special moves do all kinds of damage and need to be learnt if you want to do well in the game and beat opponents quickly. Move commands are listed as if your character is facing right. Reverse the command when facing left.

A move with a \* by it is the super combo move for the character.

## BALROG

Turn punch: Hold all 2 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. When you do release the buttons, Balrog will say a number, the higher the number, the more damage the punch does.

Final punch: Hold 3P, then release  
A more powerful version of the turn punch, hold down the punch buttons for as long as possible to do the most damage.

Dash punch: B (charge) F+P or K  
If you do this move with a punch button, Balrog will do a straight punch. This is fairly easy for the opponent to avoid. However, doing this move with a kick button will result in Balrog doing a low punch which is more useful. Keep the opponent guessing by using both types of this move frequently.

Shoulder butt: D (charge) U+P  
This is Balrog's take on the anti air move, where he will jump upwards and smash the opponent with a shoulder charge. Use when the opponent jumps at you.

\*Crazy buffalo: B (charge) F, B, F+P  
A combo of several punches. Balrog will move forward as he does this move.

## BLANKA

Electricity: Press and P button rapidly  
Use this move in the same circumstances as Honda's 100 slap move. However, this move can be used if the opponent jumps at you. Blanka will stay in place when he does this move.

Rolling attack: B (Charge) F+P  
Blanka will cannon ball at the opponent. Any character with an anti air move will have an easy time countering it though, and when Blanka gets hit out of this move he will take a lot of damage so do not over use it.

Vertical rolling attack: D (Charge) U+K  
This is an excellent move. Blanka will cannonball straight up into the air, so use this attack when the opponent jumps at you.

Beast leap: B (Charge) F+K

Blanka jumps backward, then spins forward. It's quite good but not as effective as moves like the rolling attack.

\*Ground shave rolling: B (charge) F, B, F+P (charge)

Hold down P to make Blanka spin more to charge up more power. Release to get Blanka to charge forward across the ground and straight into the opponent.

## CAMMY

Thrust kick: DPM+K

Cammy will do a kick which moves up in the air, making it very useful to hit opponents who jump at her.

Cannon drill: QCF+K

Cammy will spin across the ground and hit the opponent with her legs. This move is very easy to counter, so don't use it at long range.

Fatal leg twister: HCFX+P

Cammy jumps up, then comes back down with a slide kick. This move is quite hard to do well enough for constant use when you want to.

Axel spin knuckle: HCF+P

Doing a little hop forward, Cammy hits the opponent with a 2 hit punch.

\*Spin drive smasher: QCF, QCF+K

A combination of 2 moves. First, Cammy will do a cannon drill. Then she will do a thrust kick straight after that.

## CHUN LI

Fireball: B (charge) F+P

This is Chun Li's projectile. However, it fades out after traveling a certain distance. For example, a projectile done with a jab punch travels further than a projectile done with a fierce punch.

Spinning bird kick: B (charge) F+K

This move looks good but the opponent can just avoid it by ducking. However, if they don't avoid it this move can do quite a few hits.

Lightning kick: Press K rapidly

Chun Li will stand still and do a quick series of kicks. Use at close range only.

Tensho kyaku: D (charge) U+K

A great anti air move. Chun Li will leap up with a series of kicks.

\*Senretsuyaku: B (charge) F, B, F+K

Chun Li will dash forwards with 2 quick kicks, then do a lightning kick to place more hits in on the opponent. It's a good idea to do this at close range to get more hits in.

#### E. HONDA

100 hand slap: Press any P rapidly

Honda will do lots of quick punches. Use this move when close to the opponent to place multiple hits on them if they don't block.

Double slam: HCB+P (close)

Grabbing the opponent, Honda will slam them to the floor. Honda then slams on top of them.

Sumo headbutt: B (Charge) F+P

Honda will shoot across the screen head first into the opponent. This attack can be very useful at close range as it is pretty fast.

Sumo slam: D (Charge) U+K

Jumping upward, Honda slams down into the opponent. A useful attack to do when the opponent is blocking low all of the time.

\*Onimuso: B (Charge) F, B, F+P

Two sumo head butts in a row. The maximum amount of hits this super combo can do is 4.

#### DEE JAY

Max out: B (charge) F+P

A projectile attack which looks like a thin yellow line. Dee Jay has little recovery time from throwing these projectiles.

Double kick: B (charge) F+K

A two hit combo kick. However, if you do this move with a short kick, Dee Jay will only do 1 kick.

Machine gun uppercut: D (charge) U+P, keep pressing P

Use this move at close range. Dee Jay will do lots of punches which rapidly hit the opponent. He will do more punches the more you press the punch buttons.

Jackknife maximum: D (charge) U+K

Dee Jay jumps upward with a series of spinning kicks. A great anti air move.

\*Sabbat carnival: B (charge) F, B, F+K

A super version of the double kick, Dee Jay will move forward with a series of 4 powerful kicks.

## GUILE

Sonic boom: B (charge) F+P

A spinning projectile which travels across the screen.

Guile can throw these pretty quickly.

Flash kick: D (charge) U+K

This move is an excellent move to do when the opponent jumps at you. Guile will do a back flip which has a flash of power, which damages the opponent if they touch it.

\*Double flash kick DB (Charge) DF, DB, UF+K

Doing 2 flash kicks in a row, these can do more hits on the opponent for more damage.

## KEN

Fireball: QCF+P

A blue glowing projectile which travels across the screen and is a very effective move.

Dragon punch: DPM+P

Ken's dragon punch can have different effects. If you do it with a fierce punch, for example, Ken's fist will be on fire, and the move can do up to three hits.

Hurricane kick: QCB+K

Ken will spin through the air with one of his legs out.

This move isn't that great since the opponent can simply duck to avoid it.

Air hurricane kick: QCB+K (in air)

Ken does a hurricane kick and kind of floats downward.

This is a very useful attack when the opponent and you are both in the air and close to each other.

Natotoshi-geri: DPM+P

A straight upwards kick which is kind of useless for an anti air attack as the dragon punch is better.

Osotomawashi-geri: HCF+K

Much like the above move, but it takes longer to do.

Can be good for combos.

\*Shoryu-Reppa: QCF, QCF+P

This super is two dragon punches in a row. Use only at close range to get the most hits and the most damage.

## M. BISON

Psycho Crusher: B (charge) F+P

Charging forward, Bison spins covered with psycho power energy. If he hits the opponent and they do not block, they will be engulfed with flames.

Scissor kick: B (charge) F+K

A two hit flip kick attack which is very good due to how quickly Bison does it. The roundhouse version has great range.

Head Press: D (charge) U+K, then P

Bison leaps up to stomp down on the opponent's head. Press a punch button to get Bison to dive down with a punch attack after the stomp.

Psycho fist: D (charge) U+P, then P

When Bison leaps up, press a punch button to make Bison do a punch attack. The head press is a more effective move than this.

\*Scissor kick nightmare: B (charge) F, B, F+K

This super is two scissor kicks in a row.

## RYU

Fireball: QCF+P

A blue glowing projectile which travels across the screen and is a very effective move.

Red fireball: HCF+P

Like the above attack, but on hitting the opponent, this fireball will set the opponent on fire and knock them down, making it more effective than the usual fireball.

Dragon punch: DPM+P

This is a very powerful flying uppercut. If the opponent jumps at you, do a dragon punch to knock the opponent out of the air.

Hurricane kick: QCB+K

Ryu will spin through the air with one of his legs out. This move isn't that great since the opponent can simply duck to avoid it.

Air hurricane kick: QCB+K (in air)

Ryu does a hurricane kick and kind of floats downward. This is a very useful attack when the opponent and you are both in the air and close to each other.

\*Shinku Hadoken: QCF, QCF+P

A larger, longer and more powerful fireball which can place 5 hits in total.

## SAGAT

Tiger uppercut: DPM+P

Sagat's take on the dragon punch. An effective anti air move. The fierce version can do multiple hits.

Tiger shot high: QCF+P

A high projectile Sagat throws forward at the opponent.

Tiger shot low: QCF+K

Sagat throws this projectile low.

Tiger knee: QPMX+K

A quick leaping knee strike. This move is very fast and effective.

\*Tiger genocide: QCF, QCF+P

Sagat will do a tiger knee, then do a tiger uppercut. An effective super combo due to the speed of the tiger knee.

## SAWADA

Sound blast chop: QCF+P (keep pressing P)

Chopping at the speed of sound, this attack is only really of any use at close range. The more you press the punch buttons, the more chops Sawada does.

Fake Harakiri: HCB+P

Stabbing himself, Sawada releases some blood from his body. If the blood hits the opponent (it has a short range) they will be knocked down. This attack looks fairly stupid but can be pretty useful.

Sawada special kicks: QCF+K, QCFX+K

Sawada will leap forward with a kick attack, then do a flying kick to knock the opponent upward. The first kick moves pretty fast, so you can often catch the opponent out.

Teleport: DPM+P or K, DPMB+P or K

A Dhalsim like teleport. Depending on which motion you do, Sawada ends up teleporting to different points on the screen.

\*Kamikaze Banzai: QCF, QCF+P

A bizarre attack where Sawada charges forward at the opponent with his arms up in the air. If done at close range, this move can place up to 5 hits on the opponent.

## VEGA

Rolling crystal flash: 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

Vega will leap up to the side of a stage, then leap off and dive at the opponent. Press a punch button to make Vega do an attack.

Claw Drop: D (charge) U+K, then direction toward +P

Vega will leap up to the side of a stage, then leap off and dive at the opponent. Press the direction toward the opponent with a punch button and Vega will grab the opponent and slam them into the ground.

Back flip: 3K

Whilst this move doesn't hurt the opponent, it's useful to avoid attacks and move away.

Double back flip: 3P

This is good for if you quickly need to get back away from the opponent. However, like the normal back flip, it won't actually hurt the opponent.

Claw thrust: D (charge) U+P

Vega will leap up to a side of the screen, then fly at the opponent with his claw out to stab them.

Scarlet terror: DB (charge) F+K

This is a forward flip which can actually damage the opponent.

\*Izuna drop: DB (charge) DF, DB, UF+K, then P

Jumping up like he is doing the claw dive, when Vega grabs the opponent he will do multiple slams with them.

## ZANGIEF

Spinning pile driver: 360 degree motion+P (close)

Grabbing the opponent, Zangief leaps up in the air with them, then slams the opponent back down.

Atomic suplex: 360 degree motion+K (close)

Grabbing the opponent, Zangief does a slam with them, then flies upward to slam the opponent into the ground again.

Flying power bomb: 360 degree motion+K

Zangief dashes forward. If he grabs the opponent, he'll leap up into the air with them, then slam the opponent into the ground. Never do this move when far away from the opponent as they can see it coming miles away.

Banishing fist: R, DR, D+P  
Zangief delivers a backhand fist which can cancel out projectiles.

Spinning clothesline: 3P or 3K together  
As the name suggests, this is a spinning clothesline. Zangief spins with his arms outward. The punch version lasts longer than the kick version. You can move Zangief as he does this attack by holding the left or right directions.

\*Final atomic buster: 360 degree motion twice, then P  
Grabbing the opponent, Zangief does 2 atomic suplexes on the opponent then finishes them off with a spinning pile driver. Very powerful.

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## 8) GAME MODES

### MOVIE BATTLE

This is an interesting mode where you play as Guile (and you can only play as Guile) and defeat M. Bison. You will first fight M. Bison, but he is over powered and he will easily defeat you. Don't worry though, you were suppose to lose. From here, you get to choose opponents to fight and as you beat them you learn about the location of Bison's base. Eventually, you will have to fight Bison himself in the final fight. However, when you defeat him for the first time, he will come back to life (just like in the movie) and be much stronger, mainly because he has the added advantage of having a full super combo gauge for any round, meaning he can do infinite supers.

### STREET BATTLE

Here you can choose any fighter and you fight CPU opponents. Beat all the ones you have to face and you will eventually get to fight M. Bison, the boss. Defeat him to see your character's ending.

### VERSUS BATTLE

This mode can only be selected when 2 pads are plugged into the Saturn. It's a 2 player vs. mode.

### TRIAL BATTLE

An extremely poorly named survival mode. Choose a fighter, then attempt to take on every single other fighter in the game. You cannot use continues, and the opponent AI cannot be changed.

### OPTION

This lets you configure several game options, such as the AI opponent difficulty, if you want a round

time limit on or off, what sound mode etc.

#### BACK-UP

Here you can view the records you have done, or clear the data saved.

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#### 9) AKUMA

##### INTRO

Akuma is a hidden fighter in this game you can play as in any mode by inputting this command at the character select screen:

Up, B, down, Z, right, X, left, Y

If done correctly, Akuma should appear in the character picture box.

##### SPECIAL MOVES AND SUPER COMBO

###### Fireball: QCF+P

A purple projectile which is just like Ryu and Ken's fireballs.

###### Red fireball: HCF+P

This fireball is like Ryu's red fireball, but it can do multiple hits if you do it with a fierce or straight punch, causing more damage.

###### Air fireball: QCF+P (whilst jumping)

Akuma throws a small projectile downward. Use when you are jumping back and the opponent is jump at you.

###### Dragon punch: DPM+P

A leaping uppercut which is great to use at opponents who jump at you. If you do this whilst right next to the opponent and they do not block, it will do three hits no matter what punch button you press.

###### Hurricane kick: QCB+K

Akuma will spin through the air with one of his legs out. This move isn't that great since the opponent can simply duck to avoid it. However, the roundhouse version can place multiple hits.

###### Air hurricane kick: QCB+K (in air)

Akuma does a hurricane kick and kind of floats downward. This is a very useful attack when the opponent and

you are both in the air and close to each other.

Teleport: DPM+2P or 2K, or DPMB+2P or 2K

With this move, Akuma teleports across the screen. The Standard DPM motion moves Akuma forwards, the backwards DPM motion moves him back.

\*Mettasu Gou-hadou: QCF, QCF+P

A super fireball like Ryu's shinku hadoken, but this can do more hits and more damage.

#### OTHER NOTES

Most people thought that there would be a way to fight Akuma, but there isn't. The most obvious method I have tried is doing it the Super Street Fighter 2 Turbo way of playing through the entire game not using a continue, getting multiple perfects and several super combo finishes, but Akuma did not challenge me at any time, so I take it that you cannot get him to do so. In other words, you can play as him but not get the CPU to control him.

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#### 10) TRIVIA

\*It was rumoured you could fight Akuma by completing certain tasks in the game, but this is not true.

\*In the manual, Vega's profile has pictures of Ken doing his moves.

\*Blade, a soldier of Bison's army, was removed from this version of the game due to him having the most incredibly cheap moves ever.

\*Fei long was absent from the movie and all versions of the game. He wasn't in the movie due to the director feeling he was too much of a Bruce Lee rip-off.

\*T. Hawk was in the movie, by the way. He is the guy wearing the bandana who hangs around with Cammy in the later battle scenes. He never made it into any of the games though.

\*Akuma was a standard character in the arcade version. In this version, you need a code to unlock him.

\*Whilst all the AI of the CPU opponents were toned down, Bison certainly stands out the most. Most people think he is the hardest Street Fighter boss ever in

the arcade version, but he is a lot easier in this version.

\*The manual calls Ryu "Ryu Hoshi". This is not his real surname.

\*The manual also calls Sagat "Viktor Sagat". Again, Viktor is not part of his name.

\*Almost 100% of people agree this is the worst Street Fighter game on the Saturn.

\*Most people believe EX moves were introduced in Street Fighter 3 2nd Impact, but it was actually this game.

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#### 11) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me. My e-mail is:

ffogalvatron@hotmail.co.uk

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So I mean business. Haw.

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