



- Ryu
- E.Honda
- Blanka
- Guile
- Ken
- Chun Li
- Zangief
- Dhalsim

6) 1P MODE

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1) INTRODUCTION

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This is the FAQ for the Super Nintendo game Street Fighter 2. It was released in 1992 and sold very well since the arcade version was so popular at the time. So popular, infact, that to import it it could cost you up to J100 back in 1992.

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2) CONTROLS

The standard pad set up is this:

A: Medium kick

B: Weak kick

X: Medium punch (Straight)

Y: Weak punch (Jab)

L: Hard punch (Fierce)

R: Hard kick (Roundhouse)

On the D-pad:

Up: Jump up

Up forward: Jump forward

Forward: Move right

Down: Duck

Down back: Duck and block

Back: move left

Up back: Jump back

LEGEND

QCF: Quarter circle forward

QCB: Quarter circle backward

DPM: Dragon Punch motion (F,D,DF)

HCF: Half circle forward (B,DB,D,DF,F)

Charge: Charge direction for 2 seconds.

K: Any kick button

P: Any punch button

TO throw in this game, be close to the opponent and hold left or right and press either medium or strong punch or kick.

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### 3) STORY

The story for this game is simple. The evil M. Bison has set up the second Street Fighter tournament and has invited the best fighters to take part in. In total there are 8 of these challengers to play as.

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### 4) GAME PLAY

Street Fighter 2 is the fighting game that started it all. In fights you have to deplete the opponent's energy bar to nothing to knock him/her out. Use special moves, punch, kicks and throws to win. Each fight uses a "best 2 out of 3" rounds system.

In the one player mode you fight all the other fighters and then move onto the four boss characters. Beat M. Bison, the last boss, to see you fighter's ending sequence.

The game can also be played with 2 players. If you are playing in the 1 player mode, a second player can challenge at any time.

There are six attack buttons in Street Fighter 2. The weak attack buttons are fast but do little damage. It is vice versa with the strong attack buttons.

In the options menu to the game you can select the difficulty, change the controls and listen to game sound effects and music.

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## 5) MOVES LIST

### RYU

Fireball: QCF+P

A projectile attack. It leaves Ryu open, but at the end of the day you will rely on this attack a lot. It can move quickly on screen and does good damage.

Dragon punch: DPM+P

An excellent anti air attack. Whenever the opponent jumps at you, this is the move to do. It can also do great damage.

Hurricane kick: QCB+K

This screen clearing attack can be useful, but it is very easy to avoid -the opponent can simply duck.

### E.HONDA

100 hand slap: Press and P button rapidly

If the opponent is dizzy, try to do this attack. It is powerful and can do many hits.

Sumo head butt: B (Charge) F+P

This move can surprise the opponent. Honda will dive head first at the opponent. However, some characters who have anti air moves have an easy time countering it so don't over use it or you'll suffer.

### 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.

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.

## GUILE

Sonic boom: B (Charge) F+P

Projectile attack. Guile recovers from it quickly.

Flash kick: D (Charge) U+K

An excellent anti air move. Always use if the opponent jumps at you.

## KEN

Fireball: QCF+P

A projectile attack. It leaves Ken open, but at the end of the day you will rely on this attack a lot. It can move quickly on screen and does good damage.

Dragon punch: DPM+P

An excellent anti air attack. Whenever the opponent jumps at you, this is the move to do. It can also do great damage.

Hurricane kick: QCB+K

This screen clearing attack can be useful, but it is very easy to avoid -the opponent can simply duck.

## CHUN LI

Lightning kick: Press any K button rapidly

Use this multi hit kick combo whenever the opponent is dizzy.

Spinning bird kick: D (charge) U+K

This move looks good but the opponent can just avoid it by ducking.

## ZANGIEF

Spinning clothesline: Press all 3 P buttons together

Practically useless, Zangief will spin with his arms outward.

However, the opponent can just duck to avoid this attack.

Spinning pile driver: 360 motion on d-pad+p (close to opponent)

If the opponent is next to you, this is the move to do. It is the most powerful attack (for a playable character) in the game.

## DHALSIM

Yoga fire: QCF+P

A projectile that burns the opponent.

Yoga flame: HCF+P

A blast of flame, which should be used at close range.

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## 6) 1P MODE

If you are playing the game with just one player, you will face

CPU controlled opponents. The only fighter you will not have to face is the character you have chosen.

There are 8 difficulty settings in this game. The lower the difficulty, the easier it is. On the lowest mode the opponents usually don't even attack you. On the highest mode the game is obviously very hard to beat.

Most of the time you will be playing the game on level 4, if you want to see your fighter's ending anyway. The AI usually use the same tactics over and over again. I'll try and explain what they do here.

#### RYU

Ryu will always do fireball after fireball after fireball. If he does a fireball, 90% of the time he will follow it up with another one. Be sure to take advantage of this by landing some hits in. Ryu will also use his dragon punch and hurricane kick, but nowhere near as much as he uses his fireballs.

#### E.HONDA

Beware of Honda's 100 hand slap. It can do a lot of damage to you incredibly quickly if you get hit by it. Never try to jump kick at Honda as he will slap you all the time. Try crouching and roundhouse kicking him if he walks to you.

#### BLANKA

Blanka's main attack, the cannon ball, is easy to counter. Just use something like a fierce punch to knock him out of it and do great damage to him. His other attack, the electricity, is easy to avoid. Just don't move into him. If Blanka starts jumping upward a lot, he will usually do his cannon ball attack after a few jumps.

#### GUILE

Never try to jump over Guile -he will always use his flash kick on you. At long range Guile likes to do lots of sonic booms. Sometimes when he walks directly at you you can sweep him.

#### KEN

Ken is very hyperactive and likes to use his hurricane kick a lot. Just duck to avoid being hit by it. Like Ryu, if Ken does a fireball 90% of the time he will follow it up with another one so take advantage of this. Finally, Ken will use his dragon punch much more than Ryu. When Ken is low on health he will use it over and over again. This is a stupid thing for him to do as it is very easy to hit him as he lands from his dragon punch.

#### CHUN LI

Chun Li's greatest mistake is that she jumps around far too much and it is always very easy to place hits on her. She uses her off the wall jump a lot and try to kick you, just block it high. She uses his lightning kick the most, but usually this is easy to avoid.

## ZANGIEF

This guy is a cake walk. Just keep doing jumping round house kicks to beat him every time. Just don't let him get close or he will use his spinning pile driver on you.

## DHALSIM

This guy is strange as he has a great range with his usually punches and kicks. If you try to jump at him he will roundhouse kick you. Let him attack you. Usually he will try to slide kick at you. Block this move low and then counter attack him with something like a throw.

## THE BOSSES

After you beat the usual characters, 4 boss characters will appear and challenge you one by one.

### BALROG (Japanese version: M.Bison)

This guy is a boxer. His swinging dash punch is difficult to avoid, and he'll often try doing them over and over again. If you have a character that can do a projectile, keep doing that move on him. Otherwise crouch and keep trying to sweep him with the roundhouse kick button.

### VEGA (Japanese version: Balrog)

Vega is very difficult to beat since his air kicks are better than almost any other character. If he climbs onto the cage in the background, be ready to jump out of the way as he will leap off the cage and try to slam you.

### SAGAT

Never jump at this character -he has a leaping uppercut move just like Ryu and Ken that does great damage. His weakness is the way he over uses his fireball moves, which he can do at a lower and higher level. Most of the time if he does one he'll do more -like Ryu use this to your advantage to win.

### M.BISON (Japanese version: Vega)

The final boss is a tricky customer. His psycho crusher attack can be easy to see as for a few seconds he will charge up energy in one of his hands - be ready to block or jump at this point. His scissor kick is nasty as he can link them up twice, and if they hit you you will get dizzy. He can also leap across the screen to stomp on your character's head, but you can sometimes duck to avoid this attack.

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## 7) MY THOUGHTS

Well this game was well converted back in the day although a lot

of stuff was taken out. The SNES controller isn't that great as the L and R buttons are not ideally placed on the pad and the d-pad also isn't that great. I also thought that the music for this game was poor but the character voices are good and really clear. For my full review of the game, check the GameFAQs reviews for this game and go into the one by FFOGalvatron.

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#### 8) FAQ

Can you play as the bosses?

NO-not in ANY way. If you want to play as the bosses, you need to get Street Fighter 2' Turbo.

Are there any differences between Ryu and Ken?

Ken has one different win pose and a different throw than Ryu, but that is it.

I've heard about a hidden character called Sheng Long...

Don't bother. Sheng Long was a hoax character made up by EGM and is certainly not in any Street Fighter 2 game. Any methods that have been said for you to be able to fight him are fake, don't waste your time with them.

Why are the boss names different in the Japanese version?

Simply because Mike Tyson threatened to sue Capcom over the character M.Bison who was a boxer. To avoid this, they simply switched the names of three of the bosses around.

Why do the fireballs appear orange sometimes? Do they do any more damage?

This is because of a glitch in the game. There is no proper move command to do this attack, and as far as I can tell it does not actually do any more damage than usual anyway.

What is the meg size of this game?

16.

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#### 9) BONUS GAMES

There are two bonus games in this game which you will get too at various points whilst playing in the one player mode. A second player can play in the bonus games too, but they have to press start on pad 2 when player 1 is in a bonus game.

NO. 1: BARREL SMASH

Barrels are dropping down overhead. Destroy them by attacking them. Destroy them all to complete this bonus game.



No. 2: CAR SMASH

Destroy the car by damaging the right side of it first, then jump over to the car's left side and attack that enough times to destroy it for good. Destroy the car before the timer runs out to complete this bonus game.

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10) CHEATS

Enter this code at the Capcom logo screen: Down, R, Up, L, Y, B  
You can now have same character vs. fights in the two player mode.

If you feel the need to remove the game's HUD, enter and exit the options menu 27 times then start a fight.

To see a special ending, complete the game on the highest difficulty setting without using a continue.

By the way to see your character's ending the game must be set to level 4 at the minimum.

If you manage to defeat any of the bosses with a perfect you are given more points than usual.

If you need to set up the controls before a match starts, press the select button as the vs. screen.

To listen to extra sounds on 1f to 23 on the Option Screen, go to sound 25, 26, or 27. Then rapidly press the R button. You should now be able to listen to some new sounds.

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10) DISCLAIMER

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

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So I mean business. Haw.

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