



---

CONTENTS

- 1) INTRODUCTION
- 2) WHAT'S NEW
- 3) WHAT'S MISSING
- 4) STORY
- 5) GAME PLAY
- 6) GAME MODES
  - Super battle
  - Versus battle
  - Group battle
  - Tournament battle
  - Time challenge
  - Options
- 7) CONTROLS
- 8) MOVES LIST
  - Ryu
  - E.Honda
  - Blanka
  - Guile
  - Ken
  - Chun Li
  - Zangief
  - Dhalsim
  - Fei Long
  - Cammy
  - T.Hawk
  - Dee Jay
  - Balrog
  - Vega
  - Sagat
  - M.Bison
- 9) BONUS GAMES
- 10) CHEATS
- 11) FAQ
- 12) DISCLAIMER

---

---

## 1) INTRODUCTION

Welcome to my guide to the Super Nintendo/Famicom game Super Street Fighter 2. Remember, this is for the SNES version, but you should already know that.

In 1993, Capcom released Super Street Fighter 2 into the arcades. Despite being the better game, it was very unpopular due to Midway's Mortal Kombat 2 being released around the same time, and since people at that time saw it as the best beat 'em up ever and a massive improvement on the first game, people played that much more than they ever did Super Street Fighter 2.

Super Street Fighter 2 only came out because Capcom wanted something to compete against Mortal Kombat 2. Originally the SSF2 was going to be a "true" sequel with new sprites for the old characters, but this was scrapped so they could get the game out to be there when Mortal Kombat 2 was released.

Although it was not that popular in arcades, home versions were announced for the two major consoles of the time (SNES and the Mega Drive/Genesis) as well as several other ports for formats like the PC and Amiga.

However, in Europe Nintendo had no plans to release the game, thinking that 2 versions of Street Fighter 2 was enough already. However, the PAL SEGA Mega Drive version sold surprisingly well and Nintendo Europe then decided it was worth releasing the game after all. In other words, if it wasn't for the Mega Drive version, the SNES version would never have been released in Europe.

Most people are split 50/50 over which version is better; SNES or Genesis/Mega Drive. The graphics and speech samples clearness are better in the SNES version, but the Mega Drive has much better sound effects, more speech samples, an extra mode of play and superior controls (if you had the 6 button pad, of course).

-----

-----

## 2) WHAT'S NEW

Over Street Fighter 2' Turbo Hyper Fighting (the previous Street Fighter game on the SNES), Super Street Fighter 2 has:

\*4 new characters

\*4 new stages

\*New and re-done music tracks

\*Re-drawn stages for the old characters

\*New moves for some of the old characters

\*New animations for the old characters

\*More modes of play

\*New endings for the bosses

\*Tweaked endings for the original 8 world warriors

\*A basic combo score system is in place. If you do a 3 hit combo, for example, a message will appear on screen telling you so and will give you a points bonus.

---

---

### 3) WHAT'S MISSING

This version of the game is missing things from the arcade version:

\*A lot of the sound effects. The same effect is used when any attack hits the opponent and the effect itself is rubbish.

\*The music always ends at the end of a round. In the arcade version, the music would continue into the next round. This was even present on the SEGA version.

\*Some speech samples are missing

\*A lot of animation has been cut, but it still looks good.

---

---

#### 4) STORY

The second Street Fighter tournament has been announced. 16 fighters come together to fight it out in one huge contest to see who is the strongest Street Fighter in the world. All of the fighters have different moves and fighting styles.

-----

-----

#### 5) GAME PLAY

This is another Street Fighter 2 game, and the game play is exactly the same -knock the other guy out. But now there are new special moves and characters, and a new combo score system. Use punches, kicks, throws and special moves to defeat the opponent.

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

-----

-----

#### 6) GAME MODES

After the press start screen you will be at the main menu of Super Street Fighter 2. This has the following options:

##### SUPER BATTLE

This is the arcade mode. Choose a fighter then take on CPU opponents. Defeat M. Bison, the final boss, to beat the game. A second player can join in any time by pressing start on pad 2.

##### VERSUS BATTLE

This is a 2 player option. 2 pads must be in the console to select this mode.

##### GROUP BATTLE

Another 2 player option, meaning 2 pads must be plugged in. This mode lets you select several fighters each to fight it out team battle style. Whoever runs out of fighters first loses.

## TOURNAMENT BATTLE

Up to 8 players may play this mode. You all each select a fighter, and the tournament starts. Whoever wins the fights will progress through each round until 1 player wins the final fight and wins the tournament.

## TIME CHALLENGE

A one player mode where you must try to defeat the opponent of your choice as quickly as possible. You may choose any fighter you wish.

## OPTION

In here you can select the difficulty of the CPU opponents, if you want a time limit for each round or not, the pad button lay out and what type of sound you want; either stereo or monaural. Press start to exit the options menu.

-----

-----

## 7) 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.  
QCFX: Quarter circle forward extended (D,DF,F,UF)  
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.

-----

-----

## 8) MOVES

This is the section you probably all came for -the complete list of special moves for all 16 Super Street Fighter 2 characters. Remember to check the control section if you are unsure of any of the move commands.

RYU

Fireball: QCF+P

Ryu's standard projectile attack is still his most effective move. It has 3 variants, one for each punch button.

Red fireball: HCF+P

This new move will set the opponent on fire if it hits. Instead of the fireball being blue, it is red.

Dragon punch: DPM+P

This is a great anti air attack and is a leaping uppercut.

Hurricane kick: QCB+K

A screen clearing attack. However the opponent can just duck to avoid being hit by it.

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

An air version of the above move. It's actually more useful than usual because it gives you air superiority.

E.HONDA

100 hand slap: Press any P rapidly

A rapid assault of fast punches. If you manage to place every hit from this move it does great damage.

Sumo head butt: B (Charge) F+P

This move can surprise the opponent. Honda simply smashes into the opponent. Don't do this move from long range though as many characters have moves to counter it, like projectiles.

Sumo smash: D (Charge) U+K

If the opponent is crouching a lot, do this move. Honda leaps up then smashes down.

BLANKA

Electricity: Press and P rapidly

Fry the opponent with this move. Try doing it at close range for good results.

Rolling attack: B (Charge) F+P

This move can surprise the opponent. Blanka simply cannonballs into the opponent. Don't do this move from long range though as many characters have moves to counter it, like projectiles.

Vertical rolling attack: D (Charge) U+K

A great anti air move. Blanka cannon balls upward into the air.

Beast leap: B (Charge) F+K

A new attack where Blanka cannonball attacks the opponent with a jump first.

GUILE

Sonic boom: B (Charge) F+P

Guile's standard projectile attack is the same as in the two previous games.

Flash kick: D (Charge) U+K

This is an anti air attack and Guile's best move. Use whenever the opponent jumps at you.

KEN

Fireball: QCF+P

Ken's fireball is still an effective attack.

Dragon punch: DPM+P

This is a great anti air attack and is a leaping uppercut. The fierce version will set the opponent on fire if it connects.



Hurricane kick: QCB+K

A screen clearing attack. However the opponent can just duck to avoid being hit by it.

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

An air version of the above move. It's actually more useful than usual because it gives you air superiority.

CHUN LI

Lightning kick: Press K rapidly

A rapid kick assault. Use at close range. If you manage to place all hits, it does good damage.

Spinning bird kick: D (Charge) U+K

This move is OK but opponents can just duck it. Chun Li flips and spins with her legs to hit the opponent.

Fireball: B (Charge) F+P

Your average projectile attack.

Air spinning bird kick: D (Charge) UR+K

Air version of the spinning bird kick.

ZANGIEF

Spinning clothesline: Two P together

A lariat attack. It's useless though as the opponent can just duck to avoid it. At close range it's OK if you can surprise the opponent with it.

Turbo spinning clothesline: Two K together

Faster version of above move.

Spinning pile driver: 360 motion+P (close)

A real powerhouse of a move, Zangief grabs the opponent and slams them into the ground. Does big damage.

Siberian suplex: 360 motion+K (close)

A new move. Zangief grabs the opponent and slams them twice.

Siberian bear crusher: 360 motion+K

Zangief dashes forward and tries to grab the opponent. If he does so, he will slam them. The running forward leaves him open to attack though.

DHALSIM

Yoga fire: QCF+P

A projectile attack of pure flame.

Yoga flame: HCF+P

A short range blast of flame.

Yoga teleport forwards: DPM+3p or 3K

Dhalsim teleports across the screen.

Yoga teleport backwards: DPM backwards+3P or 3K

Same as above move, but back instead of forwards.

FEI LONG

Rekka Ken: QCF+P (Up to 3 times)

A dashing punch. Up to three can be done at any one time.

Rising dragon kick: DPM backwards+K

A great anti air attack that can set the opponent on fire.

CAMMY

Thrust kick: DPM+K

An excellent anti air attack which is a rising kick.

Cannon drill: QCF+K

This move sends Cammy spinning towards her opponent, but it leaves her open to attack if you do it at long range.

Spinning knuckle: HCF+P

A 2 hit punch attack which sends Cammy forwards.

T.HAWK

The hawk: 3P whilst jumping

T.Hawk dives at his opponent head first.

This is OK if the opponent is in the air too, but if not it leaves him very vulnerable to attack from moves like a thrust kick or dragon punch.

Thunderstrike: DPM+P

A great anti air move. Do when the opponent jumps at you.

Storm hammer: 360 motion+P (close)

T.Hawk grabs the opponent and slams them. This move does good damage.

DEE JAY

Max out: B (Charge) F+P

A thin projectile attack.

Double dread kick: B (Charge) F+K  
A 2 hit combo kick.

Hyper fist: D (Charge) U+P (press P rapidly)  
Use this at close range. The more you press the  
punch buttons, the more damage and hits it does.

#### BALROG

Turn punch: Hold 2 P for 2 seconds then release  
A powerful punch.

Final punch: Hold 3P then release  
The longer you hold the buttons, the more damage  
this super punch does.

Shoulder butt: D (Charge) U+P  
An OK anti air move.

Dash punch straight: B (Charge) F+P  
Another punch attack.

Dash punch uppercut: B (Charge) F+K  
This is a great move to surprise the opponent with.

#### VEGA

Claw roll: B (Charge) F+P  
Vega rolls forward and thrusts his claw at the  
opponent.

Double back flip: 3P

Single back flip: 3K

Claw thrust: D (Charge) U+P  
A new move where Vega leaps up and jumps off the wall  
then flies into the opponent and stabs them.

Claw dive: D (Charge) U+K, then P  
A claw strike to the head after jumping off the wall.

Wall leap: D (Charge) U+K, then P+direction toward  
opponent  
Vega grabs the opponent and slams them after jumping  
off the wall.

#### SAGAT

Tiger shot high: QCF+P  
A high projectile.

Tiger shot low: QCF+K  
Low projectile.

Tiger uppercut: DPM+P  
A very good anti air attack, just like the dragon

punch.

Tiger knee: QCFX+K

This is an OK anti air attack and can be used when right next to the opponent too.

M.BISON

Psycho crusher: B (Charge) F+P

This move does good damage but at long range it is easy to counter.

Scissor kick: B (Charge) F+P

This can do two hits but suffers from the same flaw as the above move. Useful at close range and at least it looks cool.

Head stomp: D (Charge) U+K, then P for extra attack  
Be careful with this move. It can surprise the opponent but it is very easy to counter, especially for characters like Ryu and Ken.

Flying psycho fist: D (Charge) U+P

A new attack where Bison jumps up then hits the opponent from above with a fist. This suffers from the same flaws as the above move.

---

## 9) BONUS GAMES

Every time you beat 3 fighters in the one player modes, you will have to do a bonus game. Now there are 3 of them. All bonus games can be played with 2 players, if you want to do that player 2 has to press start when player 1 is in a bonus game.

### No. 1: 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.

### NO. 2: BRICK SMASH

Destroy the piles of bricks by attacking them. Take out the ones nearest to you first, and once that is done jump over and destroy the rest. Destroy the bricks before the timer runs out to complete this bonus game.

### NO. 3: BARREL SMASH

Barrels are dropping down overhead. Destroy them

by attacking them. Destroy them all to complete this bonus game.

---

---

## 9) CHEATS

### TURBO OPTIONS

At the title screen, press right or left to make stars appear. You can have up to three on the screen and they adjust the speed of the game -one star is slightly faster than usual whilst 3 stars makes the game a lot faster. 2 stars is in between.

### EXTRA COLOURS

Any attack button gives your character a different colour when you choose them. However, if you press start you'll get an extra colour, and if you hold down an attack button when you choose a fighter you'll get yet another hidden colour.

### CHOOSE SAME FIGHTERS IN GROUP BATTLE MODE

From the Game Start screen, enter group battle mode. Then, using the second controller, alternately and repeatedly tap L and R until Vega laughs. Choose Match Play or Elimination from the menu. You and your opponent will now be able to use up to eight instances of each fighter.

---

---

## 10) FAQ

Is there a hidden character called Sheng Long?  
No, this was a made up character by the US magazine EGM.

Is there a hidden character called Akuma/Gouki?  
He is not in this game. He is in the next version of the game, which is Super Street Fighter 2 Turbo.

Is it true Cammy says different things in the

Japanese version of this game?

For her thrust kick move, Cammy says "Cannon spike"

For her cannon spike move, Cammy says "Spiral arrow"

How many megs was this game?

32

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.

-----

-----

11) DISCLAIMER

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

ffogalvatron@hotmail.co.uk

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

So I mean business. Haw.

2005 FFOGalvatron

-----

This document is copyright FFOGalvatron and hosted by VGM with permission.