

# Super Street Fighter II: Turbo Revival Glitch FAQ

by nlwSe

Updated to v0.5 on Dec 16, 2002

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/////////////////////////////////////////////////////////////////
//                               Super Street Fighter II Turbo Revival           //
//                               Gameboy Advance                               //
//                               Glitches FAQ Version 0.5 BY nlwSe (16th Dec 2002) //
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/////////////////////////////////////////////////////////////////
//                               CONTENT                                           //
/////////////////////////////////////////////////////////////////
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Introduction  
Version History  
The Glitches  
Readers' Glitches  
Outstanding Glitches  
Conclusion  
Who To Contact?  
Miscellaneous  
Credits

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/////////////////////////////////////////////////////////////////
//                               INTRODUCTION                                     //
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There are quite a number of glitches in Super Street Fighter II Turbo Revival (SSF2TR). Some are harmless while some can permanently glitch your cartridge up.

If you just brought a brand new copy (highly recommended), you want to read this FAQ to avoid getting the nasty glitches.

WARNING: DO NOT DELIBERATELY ATTEMPT TO EMULATE ANY OF THE GITCHES FOUND HERE IF YOU WANT YOUR COPY OF SSF2TR TO BE IN PREFECT CONDITION! Actually, I wouldn't recommend any of you to try and perform any of the glitches even if your copy is glitched. If you insist on trying out the glitches, I will not be held responsible for any damage done to your cartridge.

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/////////////////////////////////////////////////////////////////
//                               VERSION HISTORY                                   //
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+-----+
|06th Mar 2002|
+-----+
v0.0 - First draft up.
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+-----+
|12th Mar 2002|
+-----+
v0.1 - Updates (indicated by *NEW*) in Button Menu glitch, Combo Counter glitch, Conclusion and Who To Contact?
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- Did some minor grammar corrections for the FAQ.

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|08th Apr 2002|

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- v0.2 - Added a new section Miscellaneous.
- Added a new section Readers' Glitches.
  - Updates (indicated by \*NEW2\*) in Timeout glitch, Who To Contact? and Credits.
  - Added a new section Outstanding Glitches.
  - Moved an update (v0.1) from Conclusion to Outstanding Glitches.

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|21st Jun 2002|

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- v0.3 - Updates (indicated by \*NEW3\*) in Victory Quote Glitch, Super Combo Finish glitch, Who To Contact? and Credits
- Did some more minor grammar corrections.
  - Added Message glitch in The Glitches section.
  - Cleared some glitches from Outstanding Glitches section.
  - Removed Combo Counter glitch and added it to Message glitch.
  - Added Japanese Cartridge Glitch in Readers' Glitches section.
  - Added Survival/Time Attack Mix-Up Glitch in Readers' Glitches section.
  - Added Balrog's Super in Miscellaneous section.
  - Added Akuma Selection Glitches in Reader's Glitches <- MUST READ!

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|04th Oct 2002|

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- v0.4 - Updates (indicated by \*NEW4\*) in Akuma Selection Glitches and Credits.
- Added E Honda Super Meter Gauge glitch in The Glitches section.
  - Added No Function Buttons Glitch in Reader's Glitches section.
  - Added Background Sprites Glitch in Reader's Glitches section.
  - Added Numbered Sprites Glitch in Reader's Glitches section.

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|16th Dec 2002|

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- v0.5 - Updates (indicated by \*NEW5\*) in Akuma Selection Glitches, Outstanding Glitches and Credits.
- Added 2 Buttons Press Configuration Glitch in Reader's Glitches section.
  - Did some changes to the layout.

//  
// EXPLANATION OF TERMS //

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Glitch Damage

- =====
- 'High' - Permanent damage done to the cartridge but not to the point of making the game unbootable or unplayable.
  - 'Low' - Harmless enough. No permanent damage done to the cartridge as far as I know.
  - '????' - Unknown. Not much is known about the effect of this glitch.

## Glitch Difficulty

- 'High' - Need to perform certain actions and have certain conditions satisfied to put off the glitch. Also means that chances of getting this glitch is relatively low.
- 'Low' - Occurs during normal gameplay. Chances of getting this glitch is high.
- '????' - Unknown. Unable to determine how the glitch happens or what causes it.

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////////////////////////////////////  
//                               THE GLITCHES                               //  
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## Akuma Glitch

Glitch Damage : High  
Glitch Difficulty : Low

In Arcade Mode, play flawlessly (no continues, perfect KO, Super Combo finishes, etc...). For the final opponent, instead of going to Thailand to meet M Bison, you get to fight Akuma in Japan. After the VS match-up screen, Akuma's victory screen picture will show up pixel and glitched up. The game will hang until you do a hard reset.

The worst aspect of this glitch is that you will get the Best Time Glitch which will permanently mess up all your best times in Survival Mode and Time Attack Mode.

In order not to encounter this glitch, make sure that you LOSE a FIGHT (not ROUND) before the final opponent. Else if you see that you will be fighting Akuma at the World Map screen, turn off the power of your GameBoy Advance immediately.

## Best Time Glitch

Glitch Damage : High  
Glitch Difficulty : Low

If you strive to achieve the best time in Survival and Time Attack Mode, then pray hard that you don't encounter the Akuma glitch and the Button Menu glitch. Once you get either one of these glitches, all your best time records will be erased. Certain digits replaced by strange character set or replaced by impossible timing like 00' 00" 00. This makes it impossible to overwrite the glitched timing by setting a new time record.

In my glitched cartridge, only 1 event in Survival Mode remains unscathed after I've gotten the Button Menu Variation A glitch followed by the Akuma glitch. When the Button Menu Variation B glitch strikes some time after, all the best time records are glitched up. That means all the time have some weird characters in them.

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|*NEW*|  
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In my cartridge, all best time records in all events are of the form

##' 00" 02 where # is some glitched character set.

There's no way to do a clean reset. In other words, there's no way to set all VS points to zero and all records back to default timing. But I wonder if it's possible do a clean reset by replacing the battery in the cartridge or by shaking the cartridge really hard.

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|\*NEW\*|  
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I've opened up my SSF2TR cartridge. There's no battery inside but instead Capcom uses EEPROM. I don't think it's possible to erase the memory stored in the EEPROM unless the programmers include the option to do so in the game.

#### ===== Round Victory Sign Glitch =====

Glitch Damage : Low  
Glitch Difficulty : Low

A round victory sign (RVS) is the red counter with a 'V' found just below the life meter when you win a round. Usually, the winner of a fight is determined by whoever gets 2 RVS. However, for some strange reason, SSF2TR can only display 1 RVS. If you have played any Street Fighter before, you know that the RVS is displayed at the end of the round. However, depending on certain conditions, SSF2TR can display the RVS at the end of the round OR the beginning of the next round.

To get the RVS displayed at the end of the round, defeat the opponent with a Super Combo finish.

To get the RVS displayed at the beginning of the next round, defeat the opponent by normal KO (including Special Move finish) or by Timeout.

The glitch only works when you haven't accumulated any RVS for that round.

#### ===== Victory Quote Glitch =====

Glitch Damage : Low  
Glitch Difficulty : Low

Balrog has M Bison's quote.  
Vega has Balrog's quote.  
M Bison has Vega's quote.

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|\*NEW3\*|  
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I know this isn't exactly what you call a glitch. More of a bad conversion error/mistake on Capcom's part. How does this obvious/glaring error slips past the programmers/testers, I do not know.

#### ===== Timeout Glitch =====

Glitch Damage : Low  
Glitch Difficulty : High

There's a few glaring glitches when you end a fight by letting the timer runs out.

- 1) There's no Time Over message. The KO message is used instead.
- 2) You or your opponent can actually inflict damage and reduce the life meter after the timer counts down to zero. However the winner of the round is determined by the length of the life meter as the timer reaches zero.

For example, your opponent has a longer life meter. Just as the timer reaches zero, you execute a fireball. The fireball travels across the screen and hits your opponent reducing his life meter shorter than yours. However, your opponent wins this round as his life meter was longer than your at the moment the timer reaches zero. The damage done by the fireball was ignored as it was inflicted after the timer reaches zero.

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|*NEW2*|
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Apparently, no damage is inflicted when you throw your opponent as the timer hits zero. Your opponent will escape the throw with a throw recovery.

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Super Combo Finish Glitch
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Glitch Damage : ???
Glitch Difficulty : High
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This glitch is based on point 2 of the Timeout glitch.

I'll used an example to illustrate this glitch.

- 1) I'm using Ryu.

Conditions JUST BEFORE the timer reaches zero

- a) My opponent life meter must be longer than mine.
- b) My Super Comber meter must be full.
- c) I must make sure that I'm able to KO my opponent when I execute Ryu's Super Combo.

Action to take JUST AS the timer reaches zero

- a) Execute Ryu's Super Combo

Conditions AFTER the timer reaches zero

- a) Ryu's Super Combo must hit the opponent

The glitch

- a) Screen flashes as opponent is 'KOed' by a Super Combo Finish.
- b) Opponent remains standing.
- c) Opponent wins the round.
- d) Sometimes, if I happen to get a draw, the screen hangs there if I don't touch any buttons. If I press some buttons, the screen jumps straight to the Menu Mode.

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|\*NEW3\*|

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More information on point(d). In order for the screen to hang/freeze, certain conditions must be satisfied.

- The match must end in a draw.
- Opponent must be lying on the ground. (As if opponent is KOed.)
- The fighter I'm using must be still standing up. However, the fighter will pose as if he/her has drawn the match.
- The life meter, super combo meter, fighter portraits and timer will not be shown.

The screen will hang there until I press Select + Start. (The game will then return to the Menu Mode.)

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|Variation Blanka|

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If I switch to using Blanka and perform and HOLD the Blanka's Super Combo at the exact moment the timer reaches zero and wait until the game automatically releases the Super Combo. Sometimes, after the screen flashes from the Super Combo Finish, the background gets pixel looking and glitchy. The background returns to normal when the next round starts.

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### Button Menu Glitch

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Glitch Damage : High  
Glitch Difficulty : ????

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|Variation A|

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Access the Button Menu from the Options Menu or anytime during a fight. The screen shown up without the button layout and hangs. The lower right hand corner has the words 'A button' and 'B button'. The screen also goes abit glitchy and looks like the lower right hand portion screen is 'torn' away.

You'll need to turn off the power to reset the game. However once you get this glitch, you'll also get the Best Time glitch even if you didn't perform the Akuma glitch. The worse thing is that even if you did the hard reset, the Button Menu glitch still remains. That means you couldn't configure the buttons anymore and the game uses the last configuration. To remove the glitch, you'll need to perform the Akuma glitch.

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|Variation B|

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Access the Button Menu from the Options Menu or anytime during a fight. The screen show up with 'L/R Button: Change Input Types' repeated 7 times, 'Default' and 'Exit'. The game hangs when you select any lines except 'Default', 'Exit' and press any button. Otherwise, you still can exit from the Button Menu normally.

If the game hangs, you'll need to turn off the power to reset the game. The worse thing is that even if you did the hard reset, the Button Menu glitch still remains. That means you couldn't configure the buttons anymore. You cannot remove this glitch even if you try to undo the damage by performing the Akuma glitch. To make matter even worse, the game is unable to register a tap/press on the A/B buttons.

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| \*NEW\* |

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To remove Variation B glitch, at the Button Menu press either L/R buttons and the configuration setup will be restored.

The chances of getting this glitch (either variations) is quite remote. I've yet to heard of anyone getting this glitch. I myself got this glitch twice. Before getting this glitch, I've never gotten the Akuma glitch. But I did perform the Super Combo Finish glitch. Whether this is the cause, I do not know.

Like I mention before, do not deliberately attempt to emulate any of the glitches described in this FAQ.

## Message Glitch

Glitch Damage : Low  
Glitch Difficulty : Low -> High

This Message Glitch section wouldn't be made possible without the help from Barry Bernstein and Michael Poon. Without their emails, I couldn't have discovered all this by myself.

To understand this glitch better, it's important to know under normal playing circumstances, what conditions trigger which messages. (At least that's what I think the programmers originally intended.)

Conditions marked with a ?? means that I'm unsure of the correctness of the statement. If you know what are the actual conditions or any other mistakes I might have made, let me know.

No	Message	Condition
01	FIRST ATTACK	Hit the opponent first. (including throws)
02	REVERSAL	Perform a special/super move immediately after being hit. Perform a special/super move immediately after blocking an attack. Perform a wake up attack after being knock down.
03	RECOVERY	Recover from dizziness by hitting buttons repeatedly.
04	COUNTER ATTACK	Hit opponent with strong attack move. ?? Both attack at the same time but your attack is stronger than the opponent. ??
05	<no message>	Execute 1 hit combo w/o KOing opponent.
06	2 HIT GOOD	Execute 2 hit combo w/o KOing opponent.

07	3 HIT	Execute 3 hit combo w/o KOing opponent.	
	COOL!		
+---+-----+			
08	4 HIT	Execute 4 hit combo w/o KOing opponent.	
	GREAT!		
+---+-----+			
09	5 HIT	Execute 5 hit combo w/o KOing opponent.	
	WONDERFUL		
+---+-----+			
10	X HIT	Execute X hit combo w/o KOing opponent.	
	MARVELOUS	(where X >= 6)	
+---+-----+			
11	FINISH	KO opponent with a 1 hit normal attack.	
		(including throws)	
+---+-----+			
12	SPECIAL	KO opponent with a 1 hit special.	
	FINISH		
+---+-----+			
13	SUPER	KO opponent with a 1 hit super.	
	FINISH		
+---+-----+			
14	<no message>	KO opponent with Y hit combo ending with a normal	
		move.	
		(where Y >= 2)	
+---+-----+			
15	SPECIAL	KO opponent with Y hit combo ending with a special.	
	Y HIT	(where Y >= 2)	
+---+-----+			
16	SUPER	KO opponent with Y hit combo ending with a super.	
	Y HIT	(where Y >= 2)	
+---+-----+			

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|Message Glitch 1|  
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The most obvious glitch in the Table is when you KO an opponent with a combo ending with a normal move (LP/MP/HP/LK/MK/HK). There isn't any message! Usually when you KO an opponent with a 1 hit normal move, the message "FINISH" will appear. However if you KO an opponent with a combo ending with a normal move, no message appears, not even the message "FINISH".

What I usually do is, using Ryu, play until T Hawk stage. I wait until T Hawk does his uppercut move then do this link combo:  
air MP (2 hit) -> air MP (1 hit).

Note: I have to make sure that the 2nd air MP KO T Hawk.

What I see is this

1st air MP shows "2 HIT"

2nd air MP (KO T Hawk) gives no messages. Not "FINISH 3 HIT" nor "3 HIT" nor "FINISH".

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|Message Glitch 2|  
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Using Shin Akuma, KO an opponent with a combo that ends with a Special Move. Instead of "SPECIAL XX HIT", the word "SPECIAL" appears instead. It will remain on screen until the next round.



I usually do this simple combo:  
opponent in corner:  
Air Fireball -> jump attack -> Uppercut

This doesn't work all the time and happen only when the last special move of the combo is an uppercut and the uppercut must multi-hit the opponent. This glitch only occurs in Arcade Mode.

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|Message Glitch 3|  
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Using Shin Akuma and select VS 5/10/30/50/100 in Survival Mode. Execute Shin Akuma's Super. More often than not, after the Super ends, you'll see the 'COUNTER ATTACK' message overlays with the '15 HIT' or '15 HIT MARVELOUS' message.

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|Message Glitch 4|  
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Using Shin Akuma and select VS 5/10/30/50/100 in Survival Mode or any modes in Time Attack. Execute Shin Akuma's Super and make sure that the Super KO the opponent.

From the table above, the expected message should be 'SUPER 15 HIT'. However, what you'll see is '15 HIT' only.

However if you KO the last opponent with the Super, the message will be 'SUPER 15 HIT' (as from the table). Therefore the glitch doesn't work for the last opponent.

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|Message Glitch 5|  
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If your opponent somehow manage to hit you before you're finished executing a combo, the number of hits will remain on screen until another combo, reversal, counter attack, etc is done.

For example, if you're executing (1) jump attack -> (2)crouch attack -> (3)special move for a 3 hit combo. You did (1) and (2) and then somehow your opponent hits you just before (3). The screen shows '2 HIT' and remains there. Notice that the congratulation message 'GOOD' does not appear.

To make the '2 HIT' disappear, perform another combo, reversal, counter attack etc that will bring up a message on screen. If it's still there at the end of the round, it'll be cleared at the start of the next round.

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|\*NEW\*|  
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Apparently, performing a reversal does not remove the '2 HIT'. 'REVERSAL' just overlays '2 HIT'.

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E Honda Super Meter Gauge Glitch

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Glitch Damage : Low  
Glitch Difficulty : Low -> High

Using E Honda, play a few rounds in Arcade Mode. Keep an eye on the Super Meter gauge. If you're lucky, at some point during gameplay, you'll notice that no matter what special moves you pull off, the gauge will not fill up completely (i.e. The gauge will not flash to the word 'Super').

At this point, there're 2 path you can choose.

a) Execute E Honda's Super even though the gauge is not fill up.

or

b) Finish the round (but not the match). At the start of the next round, the gauge will be at max. You'll need to set the gauge setting to Extra.

I don't know the exact conditions for this glitch to occur. The glitch tends to occur most frequently when I played E Honda using as many different special moves as possible. So far, I've only noticed this glitch when I used E Honda. I've never seen this glitch when I used other characters

////////////////////////////////////  
// READERS' GLITCHES //

////////////////////////////////////

New glitches found by readers of this FAQ are found here. I do not directly quote from them but rather I re-phased it in my own words. The main idea of the glitch still belongs to the reader.

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Ryu's Light Punch Glitch

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Sent in by Matt Richenburg

Matt has this weird glitch that whenever he plays using Ryu, the game hangs EVERYTIME he moves Ryu forward and throws light punches at the same time. I've never come across this glitch. As hard as I try, I couldn't recreate this glitch on my cartridge. Whether I need to satisfy certain "conditions" to trigger this glitch or whether it's a cartridge defect, I do not know. If anyone has more information on this glitch, please let me know.

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Japanese Cartridge Glitch

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Sent in by Chris

If you think that the Japanese version cartridge is glitch-free. Well, think again!

Chris has gotten the Japanese version on the first day it was released. One week later, while he was using Shin Gouki (Akuma) in Arcade Mode, he encountered this weird glitch.

Conditions

- Opponent was Ken and in the corner.
- Shin Gouki is half a screen distance away.

Chris performed this combo: jump up LP Air Fireball -> jump forward LP Air

Fireball -> cr FP -> MK hurricane kick -> LP dragon punch

The dragon punch shouldn't connect because Ken was too close to the ground. But somehow it did. What happened was that Shin Gouki had numbers at each of the 4 corners of his sprite. The numbers stayed with Shin Gouki until Chris did a reset. Before he did the reset, he found that beside the weird glitch on Shin Gouki, he's gotten the Best Time glitch and the Button Menu glitch. After he did the reset, only the Best Time glitch remains.

I would guess that this is an one-off extremely rare case where certain conditions have to be satisfied type of glitch. I've tried recreating this glitch but without luck. Since I have the US version, I don't know whether this glitch affects Japanese version only.

However this shows that both versions have some bad programming bugs that once trigger will mess up all the best timings in Survival and Time Attack Mode.

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#### Survival/Time Attack Mix-Up Glitch

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Sent in by Spdragon

This isn't a true glitch but it's an interesting observation. If Spdragon didn't tell me about this, I wouldn't have notice it.

Spdragon pointed out that the events under the Survival Mode is more like Time Attack events and vice-versa. If you think about it, it does make sense. Why are the bonus events (break the car/barrels) grouped under Survival Mode? You mean to tell me that I have to survive the brutal onslaught of a stationery car?

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#### Akuma Selection Glitches <- MUST READ!

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Sent in by KnightNits (Nicholas Smith)

This is the type of glitch that I wish I was the one who discovered it. Based on his glitch, I've uncovered more weird glitches. You'll need to unlock Akuma/Shin Akuma first before the glitch works.

1st Step :

Choose a mode.

The glitch will only works in the following modes.

Survival -> VS 5

Survival -> VS 10

Survival -> VS 30

Survival -> VS 50

Survival -> VS 100

Time Attack -> VS 8 opponents

Time Attack -> VS all opponents

Training

2nd Step :

At the character selection screen,

a) highlight Ryu -> press LEFT and A/B button at the same time

or b) highlight Ken -> press RIGHT and A/B button at the same time  
or c) highlight Akuma -> press LEFT and A/B button at the same time  
or d) highlight Shin Akuma -> press RIGHT and A/B Button at the same time

and then select any speed setting and enjoy the glitch.

For (a), Akuma will be selected as your character and you'll get to play in the car bonus stage with the mode you selected.

For (b), Shin Akuma will be selected as your character and you'll get to play in the barrel bonus stage A with the mode you selected.

For (c), Shin Akuma will be select as your character and you'll get to play in the mode you selected with weird scrolling barrel bonus stage A background.

For (d), Akuma will be selected as your character and you'll get to play in the mode you selected with weird scrolling car bonus stage background.

Now, this is IMPORTANT!

On the character selection screen, listen to the sound being made as you press left/right/up/down. This is the CURSOR sound. Now, press A/B. That is the CONFIRM sound.

When you press LEFT/RIGHT and A/B button at the same time to enable the glitch, you MUST HEAR ONLY the CONFIRM sound when Akuma/Shin Akuma is selected. If you hear both the CURSOR and CONFIRM sounds being made, the glitch won't work.

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|*NEW5*|
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Did you know that whether you use A or B button in the character selection screen doesn't affect the glitch? The A/B button only determine the colour outfit. Instead of A/B button, you can use L/R/start or (select + A/B/L/R) buttons to select the different colour outfits. For the glitch to work, you MUST HEAR ONLY the CONFIRM sound when Akuma/Shin Akuma is selected.

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|*NEW4*|
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Some of the modes will sometime freeze. This usually happened when you use Akuma Selection Glitch (b) - the barrel bonus stage A.

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+-----+
|Fun Stuff|
+-----+-----+
|Light Punches Combo|
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Activate Akuma Selection Glitch (a). Trap the opponent in the corner and do this simple combo: cr LP x ?? and watch the combo meter goes up. You may need to select the lowest speed setting in order to get this combo to work. I've gotten to over '20 HIT'.

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|*NEW4*| - send in by Megaman X
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Other possible combos

1) cr LK x ?? (This is abit hard to get the combo going.)

2) st LP x ??

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|Crash The Game In Arcade Mode|

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Perform Akuma Selection Glitch (b) in Arcade Mode and watch the game crashes. If this doesn't work, try using Akuma Selection Glitch (a), (c) or (d).

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|\*NEW4\*|

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|Jumping Over the Car With LP/LK| - send in by Megaman X

+-----+

When in Akuma Selection Glitch (a) - the car bonus stage, jump over the car with a jp LP/LK, the LP/LK stays out until you reach the other side. This doesn't work with jp MP/MK/HP/HK.

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|\*NEW5\*|

+-----+

|Hang The Game In Time Attack Mode| - send in by Mark Orion aka hyrax

+-----+

Select Time Attack -> VS Akuma.

At the character selection screen, perform either Akuma Selection Glitch (a) or (b). Defeat Akuma and the game will hang. There's still music playing but all the buttons doesn't work. A soft reset (select + start) will not work. The only way to reset the game is to switch off the GBA.

Mark also mentioned that it's possible this glitch will work in other events in Survival and Time Attack modes.

Although, I have never fully tested this out, I think the 2 most important conditions are

- 1) Select Akuma with Akuma Selection Glitch (a) or (b).
- 2) Complete the event you selected in Survival or Time Attack modes.

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No Function Buttons Glitch

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Sent in by Xunainers

Xunainers happened upon this glitch which makes the ABLR buttons have no functions. I believed it's the game itself that makes the buttons useless. This glitch will not affect your Gameboy Advance.

Here's what Xunainers did. (Xunainers has already encountered the Akuma Glitch and thus have the Best Time Glitch.)

- select difficulty level 1
- select Shin Akuma with colour (Select + L)
- beat the game (with M Bison as last boss) in Arcade Mode
- switch off GBA
- switch on GBA
- select difficulty level 8
- select Shin Akuma with colour (Select + L)
- beat the game (with M Bison as last boss) in Arcade Mode
- switch off GBA

Now when Xunainers tried playing again, the buttons have no functions. That means pressing the buttons will not give any attacks. This is similar to the Button Menu Glitch but with one BIG difference. Xunainers couldn't reset the button configuration!

Thus, the only way to play is to enable Easy Mode, select Akuma, build up the super meter by teleporting and perform Akuma's super by pressing A+B buttons.

So you SSF2TR gamers out there, be careful of this. The best policy to take is whether you play Arcade Mode, LOSE at least 1 MATCH (not ROUND) before the final opponent.

#### =====

#### Background Sprites Glitch

#### =====

Sent in by Steve Hampton

This is more of a graphic glitch. For the most glaring example, simply perform Zangief's Super in the right hand corner of E Honda's stage. You'll notice that the big lantern object sprite (plus a few others sprites) will fade/glitch out. Steve mentioned that this also happened in other stages.

I guess this is due to GBA's hardware unable to handle intensive Super (e.g. Zangief's and maybe T Hawk's) and displaying background sprites at the same time.

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#### Numbered Sprites Glitch (see Japanese Cartridge Glitch)

#### =====

Sent in by Haze aka Smoke Eater

Haze reported that while playing his North American cartridge, had also experienced numerous times, the glitch where numbers appeared on the corners of the fighters. He also mentioned that fireball sprite is affected by this glitch.

#### =====

#### 2 Buttons Press Configuration Glitch

#### =====

Sent in by Barry Rodgers aka The Rogerer

This glitch only works if you use the 2 button press input type. It doesn't affect the tap/press input type.

Using the default configuration as follows as an example

LP - B Button  
MP - L Button  
HP - B+L Buttons  
LK - A Button  
MK - R Button  
HK - A+R Buttons

To perform a HP, you can use the following 3 methods  
(M1) press B+L at the same time

(M2) while holding B, press L  
(M3) while holding L, press B

Here's the glitch.

If you hold B button as the round starts, to perform a HP, you can only use (M1) press B+L at the same time or (M3) while holding L, press B.

However, you cannot perform a HP using (M2) while holding B, press L.  
If you use (M2), you'll find that you only get a MP.

Similarly, if you hold L button as the round starts, to perform a HP, you can only use (M1) or (M2). You cannot perform a HP using (M3). If you use (M3), you'll find that you only get a LP.

Similarly, if you hold B and L buttons as the round starts, to perform a HP, you can only use (M1). You cannot perform a HP using (M2) or (M3). If you use (M2), you'll find that you only get a MP. If you use (M3), you'll find that you only get a LP.

Note that other buttons works normally, the glitch only affect the attack based on what buttons are pressed/held when the round starts.

In other words, what the glitch does is this:

- Press/Hold no button at start of round.

(M1) press B+L at the same time -> glitch has no effect  
(M2) while holding B, press L -> glitch has no effect  
(M3) while holding L, press B -> glitch has no effect

- Press/Hold B button at start of round.

(M1) press B+L at the same time -> glitch has no effect  
(M2) while holding B, press L -> behaves as if you're pressing L only  
(M3) while holding L, press B -> glitch has no effect

- Press/Hold L button at start of round.

(M1) press B+L at the same time -> glitch has no effect  
(M2) while holding B, press L -> glitch has no effect  
(M3) while holding L, press B -> behaves as if you're pressing B only

- Press/Hold B+L button at start of round.

(M1) press B+L at the same time -> glitch has no effect  
(M2) while holding B, press L -> behaves as if you're pressing L only  
(M3) while holding L, press B -> behaves as if you're pressing B only

This glitch only last until the end of the round.

If you're using the 2 buttons press configuration method, make sure not to press/hold any buttons as the round starts.

Here's another example using this configuration. (Hopefully it helps to explain the glitch better.)

LP - B+L Buttons  
MP - A+L Buttons  
HP - L Button  
LK - B+R Buttons  
MK - A+R Buttons  
HK - R Button

To perform a MP, you can use the following methods

(M1) press A+L at the same time

(M2) while holding A, press L

(M3) while holding L, press A

Hold L at start of round

(M1) - MP (glitch has no effect)

(M2) - MP (glitch has no effect)

(M3) - no attack (behaves as if you're pressing A Button which corresponds to no attack)

Hold A at start of round

(M1) - MP (glitch has no effect)

(M2) - HP (behaves as if you're pressing L Button which corresponds to HP)

(M3) - MP (glitch has no effect)

Hold A+L at start of round

(M1) - MP (glitch has no effect)

(M2) - HP (behaves as if you're pressing L Button which corresponds to HP)

(M3) - no attack (behaves as if you're pressing A Button which corresponds to no attack)

It's abit confusing, I must admit. Just try a few time to get the hang of it.

```
////////////////////////////////////  
//                                OUTSTANDING GLITCHES                                //  
////////////////////////////////////
```

No, this section doesn't contain glitches that are out of this world but holds some other glitches I've noticed during gameplay but I'm too lazy to test and check thoroughly. These glitches will remain here until I muster enough strength and energy to investigate further and include them in The Glitches section.

```
+-----+  
|GLITCH 1|  
+-----+
```

There are some other weird instance where the fighters get all blocked and pixel looking which I'm still unable to find out what's the cause. Usually, this occurs after using Blanka to perform the Super Combo Finish Glitch.

```
+-----+  
|*NEW5*|  
+-----+-+  
|GLITCH 2|  
+-----+
```

While I was testing out the Button Configuration Glitch in Arcade Mode, this far out glitch happened. I was using Ryu and the opponent was Ken. I was pausing the game to configure the buttons a few times within a round. When I was unpausing the game for the 3 time or so, the sprites for Ryu and Ken were gone! The fighters' portraits were also missing. However, the sound and music carried on. I can still hear all the sound effects happening. Unable to see Ryu, I got defeated by the "invisible" Ken. Unfortunately, I already lost 1 round, so the match ended. I quickly turned off the GBA to prevent any possible damage to the cartridge. When I started a new game, everything was back to normal.



////////////////////////////////////  
// CONCLUSION //

After testing out all the glitches on my SSF2TR cartridge, what I'm left with is

1) glitched best time records (all of them)

This FAQ is meant to serve as an information source on the possible glitches that might/might not happened to your game. It is not meant to be a hands-on FAQ. I will not be held responsible for any damages done to your cartridge.

////////////////////////////////////  
// WHO TO CONTACT? //

I need some help on the following matters.

1) At the lower left side of Mode Menu screen, just beside the VS points, there's a sort of white shadow. Anyone knows what's that?

2) Anyone else encounter/seen/heard of the Button Menu glitch before reading this FAQ?

+-----+

|\*NEW2\*|

+-----+

In gamefaqs.com's SSF2TR message board, there's a post about a glitch quite similar to the Button Menu glitch. So at least I know I'm not the only one who has encountered this glitch.

+-----+

|\*NEW3\*|

+-----+

Barry Bernstein was the guy who posted the Button Menu glitch. He also mentioned that there were times where the game freezes up on a two players linked game. I myself also have instances where the game freezes up during a 1 player match. Well, the only thing I can say is that it's not unusual for a game to go freezing up once in awhile.

3) Anyone knows of a safe and sure way to remove the Best Time glitch? It's unlikely but one can always hope.

+-----+

|\*NEW\*|

+-----+

SSF2TR uses EEPROM, so there's absolutely no way to do a clean reset.

4) Any other glitches not found in this FAQ. Please describe the glitch in detail.

+-----+

|\*NEW2\*|

+-----+

5) Anyone else encountered/seen/heard of the Ryu's Light Punch glitch before reading this FAQ?

Send queries/comments/corrections/doubts to kay-ee-eye-pee-eye-an-as-you-at-hotmail-dot-com. (keipinsu@hotmail.com)

////////////////////////////////////

// MISCELLANEOUS //

Here are some other stuff I know that neither belongs here nor there nor warrant its own FAQ. Enjoy.

#### Colour Outfits

Beside the usual colour (A/B/L/R/Start/Hold any button), you can get additional colour outfits by holding Select + (A/B/L/R).

Note: I haven't really fully tested out but I think (Select + B) give the same colour as (Hold any button).

#### Different Opponents In Arcade Mode

This is just a minor point but it's really quite useful for me.

In Arcade Mode, the opponents you faced although may seem random, but it's actually a pre-determined route. That's to say if you select Ryu, you'll face one of these pre-determined order of opponents.

- #1 Ken, Dee Jay, Dhalsim, T Hawk, Blanka, Guile, the 4 bosses
- #2 Guile, Fei Long, Blanka, Ken, T Hawk, E Honda, the 4 bosses
- #3 T Hawk, Chun Li, Guile, Fei Long, Dee Jay, Dhalism, the 4 bosses
- #4 Zangief, T Hawk, Dee Jay, E Honda, Blanka, Cammy, the 4 bosses
- #5 Dee Jay, Chun Li, Blanka, Dhalism, Guile, Zangief, the 4 bosses
- #6 Fei Long, Zangief, T Hawk, Blanka, Cammy, Ken, the 4 bosses
- #7 Cammy, E Honda, Guile, Fei Long, Chun Li, T Hawk, the 4 bosses
- #8 Ken, Chun Li, Zangief, Fei Long, Cammy, Dhalism, the 4 bosses

Note: I can't believe I've actually gone thru the trouble to test this out!

Usually, if you power up your Gameboy Advance and start Arcade Mode using Ryu. More often than not, you'll face pre-determined order #1. To chose a different order of opponents, exit the fight from the pause screen and start Arcade Mode again with Ryu. You may have to try a few times to get the pre-determined route you want.

So far I've found 8 different sets of opponents for Ryu. Note that different fighters have his/her own set of pre-determined routes. Ken will have different routes from Ryu. So if you want to play Ken's routes using Ryu, start Arcade Mode using Ken, lose the fight, select Continue (NOT Retry) and select Ryu.

#### Fun Stuff To Do: Break The Car Quickly

To see some fighters standing on thin air or standing on the ledge of the background (depending on how you look at it), use the following fighters and execute the corresponding special as the last move that will totally destroy the car.

Ryu/Akuma/Shin Akuma/Sagat	: HP uppercut
Guile	: LK/MK/HK flash kick
Ken	: MP/HP uppercut

Balrog : hold dn , up + LP/MP/HP  
T Hawk : MP/HP uppercut

To see M Bison "posing" with his flying fist special, execute "hold dn , up + punch , punch" and aim for the centre top of the car as M Bison is coming down. If done right, M Bison will "pose" for a few second on top of the car before landing.

To see Vega do a teleporting act, stand on top of the car and do his rolling punch special (use Easy Command: bk , fw + punch). If done right, as Vega rolls off the top of the car, the missing landing animation looks like Vega just did a teleporting act.

# ===== Combos =====

Here are some of my favorite combos.

Note: Most of them must be done in Training mode and the Easy Command has to be turned on.

+-----+  
|Balrog|  
+-----+  
(opponent standing in corner)  
cr LP x 3 -> st LP -> hold bk , fw + MK/HK -> super

+-----+  
|Blanka|  
+-----+  
(opponent jumping)  
super (hold button - 1 hit opponent on air)  
    (let go button - 1 hit as opponent falls) ->  
super (hold button - 1 hit as opponent falls)  
    (let go button - 1 hit as opponent falls) ->  
super (hold button - 1 hit as opponent falls)  
    (let go button - no hit as opponent falls)

+-----+  
|M Bison|  
+-----+  
(opponent jumping)  
air MP -> air MP -> air MP -> Super  
or  
air MP x 2 -> Super -> Super  
(opponent standing, M Bison in corner)  
Super -> air MP -> Super -> Super

+----+  
|Ryu|  
+----+  
(opponent jumping)  
air MP (2 hit) -> air MP (1 hit) -> super (2 hit)  
or  
air MP (2 hit) -> air MP (1 hit) -> super (1 hit) -> super (1 hit)

-more to come (if I can find the time)-

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## Balrog's Super

=====

Most of you know that Balrog's Super can be execute with either [hold bk, fw, bk, fw + any punch] or [hold bk, fw, bk, fw + any kick]. But did you know that what buttons you pressed afterwards affect how the Super turns out?

Balrog's Super consists of 5 rushing punches. The 5th rushing punch will always be a straight punch. But depending on whether you start the Super with a punch or kick AND what buttons you press after the Super, affect how the first 4 rushing punches turn out.

S : rushing straight punch  
U : rushing uppercut punch  
P : any punch button  
K : any kick button

hold bk, fw, bk, fw + ...

- 1) press and let go P      ->    S-S-S-S-S
- 2) press and hold P        ->    S-S-S-S-S
- 3) press and let go K      ->    U-S-S-S-S
- 4) press and hold K        ->    U-U-U-U-S

Now, here's the fun part. Depending on how/when you press/hold/let go P/K, you can get different Super variations.

Let say, if I want this variation S-U-U-U-S, so what I'll do is

- 1) hold bk, fw, bk, fw + press and let go P
- 2) immediately press and hold K

Confused? OK, here's another example.

S-S-U-U-S

- 1) hold bk, fw, bk, fw + press and let go P
- 2) wait a split second
- 3) press and hold K

and another...

U-S-U-U-S

- 1) hold bk, fw, bk, fw + press and let go K
- 2) wait a split second
- 3) press and hold K

and another...

U-U-U-S-S

- 1) hold bk, fw, bk, fw + press and hold K
- 2) wait a split second
- 3) let go K

and another...

S-U-S-U-S

- 1) hold bk, fw, bk, fw + press and let go P
- 2) immediately press and let go K
- 3) immediately press and let go K again

and another...

Just kidding. I think you get the general idea already. Have fun.

Oh yeah, if you enable Easy Mode, the first punch will always be a rushing straight punch.

```
////////////////////////////////////  
//                                CREDITS                                //  
////////////////////////////////////
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+-----+
```

```
|*NEW2*|
```

```
+-----+
```

Matt Richenburg - Ryu's Light Punch Glitch

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+-----+
```

```
|*NEW3*|
```

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+-----+
```

Barry Bernstein - Message Glitch

Michael Poon - Message Glitch

Chris - Japanese Cartridge Glitch

Spdragon - Survival/Time Attack Mix-Up Glitch

KnightNits (Nicholas Smith) - Akuma Selection Glitches

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+-----+
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```
|*NEW4*|
```

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+-----+
```

Xunainers - No Function Buttons Glitch

Steve Hampton - Background Sprites Glitch

Haze aka Smoke Eater - Numbered Sprites Glitch

Megaman X - updates on Akuma Selection Glitches

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+-----+
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```
|*NEW5*|
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+-----+
```

Barry Rodgers aka The Rogerer - 2 Buttons Press Configuration Glitch

Mark Orion aka hyrax - updates on Akuma Selection Glitches

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