

Super Street Fighter II FAQ/Move List

by IceQueenZero

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This walkthrough was originally written for Super Street Fighter II on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

-----[SUPER STREET FIGHTER II FAQ/MOVELIST]-----
-----[by Ice Queen Zero]-----
-----[FM TOWNS]-----

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INTRODUCTION

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FM Towns is one of those computers that came out only in Japan but it's been known to have released arcade perfect ports for its system. The first game I will do for this system will be Super Street Fighter II which introduced 4 new fighters to the previous 12 fighters in the cast. They are Cammy, Fei Long, Dee Jay, and T(hunder) Hawk. The old fighters got a few new moves up there arsenal and some new animations for some of their normal attacks.

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CONTROLS

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u=up
uf=up/forward
ub=up/back
b=back
f=forward
d=down
df=down/forward
db=down/back

Press u, uf, or ub to jump
Press d, df, or db to crouch
Press b to move backwards (away from opponent)
Press f to move forwards (towards opponent)
Press b to block attacks that aren't low
Press db to block low, non-air attacks

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SYSTEM

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Choose a character and the object is to defeat the other 12 fighters inside a best two out of three wins match. You get to play as the bosses this time, YAH!

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MOVELIST

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Each character has a set of special moves in addition to the normal attacks given to them. They are executed by moving the joystick in a certain sequence

and pressing the appropriate attack button. Sometimes, a character can perform an extra move by doing a normal attack at close range.

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Ryu

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Seoi Nage: close, b or f + Medium or Hard Punch

Tomoe Nage: close, b or f + Medium or Hard Kick

Fireball (Hadouken): d, df, f + Punch [Faster than Ken's]

Dragon Punch (Shoryuken): f, d, df + Punch

Hurricane Kick (Tatsumaki Senpū Kyaku): d, db, b + Kick

Air Hurricane Kick: d, db, b + Kick in air [knocks down on impact]

Fire Hadouken: b, db, d, df, f + Punch

Axe Kick: close, Hard Kick

Drop Knee: Light Kick in air

~Descriptions~

SEOI NAGE: Ryu tosses the opponent like a sack of potatoes.

TOMOE NAGE: Ryu does a back roll to monkeyflip the opponent away.

HADOUKEN: Ryu shoots a blue projectile with copys of his hands flying forward.

SHORYUKEN: Ryu does a leaping uppercut. Used as an anti-air but it no longer has its invincibility from the previous games.

TATSUMAKI SENPU KYAKU: Ryu spins several times in the air towards the opponent. Knocks down in one hit. The air version was modified in Super Street Fighter II to angle with the jump.

FIRE HADOUKEN: Red version of the Fireball.

AXE KICK: A 2-hit Hard Kick when done up close.

DROP KNEE: Just a simple leaping Light Kick that sets up combos.

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Edmond Honda

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Hundred Hand Slap [Hyakuretsu Harite]: Punch button rapidly

Sumo Headbutt (Zutsuki): b~f + Punch

Sumo Smash [Hyakkan Otoshi]: d~u + Kick

Sabaori: close, b or f + Hard Punch

Hyounage: close, b or f + Medium Punch

Sekkan Kiri: close, b or f + Hard Kick

Flying Sumo Press: Jump foward, d + Medium Punch

Hiza Kyaku: close, b or f + Medium Kick

Harai Kyaku: not close, b or f + Hard Kick

HYAKURETSU HARITE: Honda attacks his one hand in rapid succession.

ZUTSUKI: Honda attacks with a Torpedo Headbutt.

HYAKKAN OTOSHI: Honda leaps upward then drops down on opponent. Knocks down in one hit.

SABAORI: A bearhug grab move.

HYOUNAGE: A throw done also in Sumo wrestling.

SEKKAN KIRI: Multiple Knee Bashes.

HIZA KYAKU: 2-hit knee strike

HARAI KYAKU: Standing foot sweep.

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Jimmy Blanka

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Electric Attack: Punch button rapidly

Rolling Attack: b~f + Punch

Vertical Rolling Attack: d~u + Kick

Rock Crush: close, b or f + Medium Punch

Double Knee: close, Medium Kick
Wild Fang: close, b or f + Hard Punch
Backstep Rolling: b~f + Kick

ELECTRIC ATTACK: Blanka shocks enemies at close range. Not immune to far foot sweeps or projectiles.

ROLLING ATTACK: Blanka rolls at the opponent like a cannonball.

VERTICAL ROLLING ATTACK: Vertical version of the Rolling Attack. As of SSF2, Blanka does a kick attack at the end.

ROCK CRUSH: Two-Hit headbutt.

DOUBLE KNEE: No need to hold forward anymore.

WILD FANG: Blanka tears into the opponent's face with his teeth.

BACKSTEP ROLLING: Blanka jumps back then arcs forward in a cannonball form.

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William Guile

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Sonic Boom: b~f + Punch

Flash Kick: d~u + Kick

Dragon Suplex: close, b or f + Hard Punch

Shoot Throw: close, b or f + Medium Punch

Flying Mayor: close, b or f + Medium or Hard Punch in air

Flying Buster Drop: close, b or f + Medium or Hard Kick in air

Spinning Back Knuckle: f + Hard Punch

Knee Berserker: b or f + Light Kick

Rolling Sobat: b or f + Medium Kick

Reverse Spin Kick: close, b or f + Hard Kick

SONIC BOOM: Guile throws a spinning razor-like projectile at opponent.

FLASH KICK: Guile does a somersault kick that adds a flash effect to it.

DRAGON SUPLEX: A back suplex

SHOOT THROW: Guile tosses the opponent over his head.

FLYING MAYOR: Slams opponent to the ground.

FLYING BUSTER DROP: Catches opponent and brings them down to the ground.

SPINNING BACK KNUCKLE: The motion is change to f + Hard Punch.

KNEE BERSERKER: Guile lunges at opponent. Motion change to f + Light Kick.

ROLLING SOBAT: Simple spin kick

REVERSE SPIN KICK: Used to be Guile's close Hard Kick

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Ken Masters

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Seoi Nage: close, b or f + Medium or Hard Punch

Tsukami Hiza Kiri: close, b or f + Medium Kick

Jigoku Kuruma: close, b or f + Hard Kick

Fireball (Hadouken): d, df, f + Punch

Dragon Punch (Shoryuken): f, d, df + Punch [Hard version burns]

Hurricane Kick (Tatsumaki Senpuu Kyaku): d, db, b + Kick

Air Hurricane Kick: d, db, b + Kick in air

Axe Kick: close, Hard Kick

Drop Knee: Light Kick in air

SEOI NAGE: Tosses the opponent far.

TSUKAMI HIZA KIRI: Multiple Knee Strikes.

JIGOKU KURUMA: Rolling Tomoe Nage is the best way to describe it.

HADOUKEN: Ken throws a fireball with his hand imprinted in it.

SHORYUKEN: Rising uppercut, the Hard version has fiery aftereffects.

TATSUMAKI SENPUU KYAKU: Spinning Kick that hits up to three times.

AIR HURRICANE: Angles when used in the air.

AXE KICK: No need for comment

DROP KNEE: Leaping Light Kick that stops most attacks.

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Chun Li

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Lightning Kick [Hyakurestu Kyaku]: Kick button rapidly

Spinning Bird Kick: d~u + Kick

Kikouken: b~f + Punch

Heel Stomp: d + Medium Kick in air

Tora Kasane Tou: close, b or f + Medium or Hard Punch

Ryuusei Ochi: close, b or f + Medium or Hard Punch in air

Chest Flip Kick: f + Medium Kick

Flipping Neck Breaker: f + Hard Kick

HYAKURETSU KYAKU: Lightning fast multiple kicks.

SPINNING BIRD KICK: Motion changed to b~f + Kick

KIKOUKEN: Chun Li shoots a fireball forward

HEEL STOMP: Chun Li uses her heel to bounce on opponent's head.

TORA KASANE TOU: Tosses opponent low to the ground.

RYUUSEI OCHI: Air version of Tora Kasane Tou.

CHEST FLIP KICK: Kick to the midsection then flips away.

FLIPPING NECK BREAKER: Flips forward and comes down with a smash.

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Zangief

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Double Lariat: All three Punch buttons simultaneously

Screw Piledriver: close, 360 + Punch

Quick Double Lariat: All three Kick buttons simulatneously

Headbutt: not close, b or f + Medium or Hard Punch

Kuuchuu Headbutt: in air, u + Hard Punch

Flying Body Attack: jump at opponent, d + Hard Punch

Double Knee Drop: jump at opponent, d + Light or Medium Kick

Kamitsuki: close, b or f + Hard Kick

Iron Claw: close, b or f + Hard Punch

Pile Driver: close, b or f + Medium Punch

Brain Buster: close, b or f + Medium Kick

Stomach Claw: db or df + Medium or Hard Punch

Kuuchuu Deadly Drive: close, b or f + Medium or Hard Punch in air

Kuuchuu Leg Throw: close, b or f + Medium or Hard Kick in air

Atomic Body Press: close, 360 + Kick

Flying Powerbomb: afar, 360 + Kick

DOUBLE LARIAT: Spinning Clothesline.

SCREW PILEDRIVER: Zangief takes his opponent for an upward spin and crashes down on their skull.

QUICK DOUBLE LARIAT: Faster Spinning Clothesline.

HEADBUTT: Zangief leaps at the opponent then headbutts them.

KUUCHUU HEADBUTT: air version of the headbutt.

FLYING BODY ATTACK: Leaps at opponent with splash formation.

DOUBLE KNEE DROP: Jumps at opponent with his knees.

KAMITSUKI: Bites the opponent's face.

IRON CLAW: No need to comment on that.

PILE DRIVER: Turns opponent upside-down and smashes them.

BRAIN BUSTER: Changed to f + Medium Kick. Zangief now leaps while doing it.

STOMACH CLAW: Same as Iron Claw but grabs the stomach instead.

KUUCHUU DEADLY DRIVE: He now does his Power Slam in the air.

KUUCHUU LEG THROW: He now does his Alley Oop move in the air.

ATOMIC BODY PRESS: Suplex followed by a leaping suplex.

FLYING POWERBOMB: Zangief rushes at opponent then powerbombs them.

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Dhalsim

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Yoga Fire: d, df, f + Punch

Yoga Flame: b, db, d, df, f + Punch

Yoga Noogie: close, b or f + Medium Punch

Yoga Throw: close, b or f + Hard Punch

Yoga Spear: in air, d + Kick

Yoga Mummy: in air, d + Hard Punch

Yoga Teleport: f, d, df or b, d, db + all three Punches or Kicks

Slide Kick: d + Kick

Double Headbutt: close, Hard Punch

YOGA FIRE: Dhalsim spits a fireball forward.

YOGA FLAME: A short flame breath burst.

YOGA NOOGIE: Smashes opponent on the head.

YOGA THROW: Simple arm toss.

YOGA SPEAR: Simple foot drill from above.

YOGA MUMMY: Simple head drill from above.

YOGA TELEPORT: Dhalsim vanishes then reappears in one of four spots.

SLIDE KICK: Dhalsim slides under most attacks and can trip opponents.

DOUBLE HEADBUTT: 2-hit close headbutt

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Balrog/M. Bison

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Turn Punch: Hold all three Punches or Kicks for at least 2 secs then release

Final Punch: Above move and hold for 60 secs and release

Dash Punch: b~f + Punch

Dash Uppercut: b~f + Kick

Headbutt: close, f + Medium or Hard Punch

Buffalo Headbutt: d~u + Punch

TURN PUNCH: Balrog turns his back then turns back around and punches.

FINAL PUNCH: Hold the buttons long enough and it does 50% damage.

DASH PUNCH: Dashes forward with a straight punch.

DASH UPPERCUT: Dashes forward with an uppercut

HEADBUTT: Balrog grabs opponent and headbutts them severely.

BUFFALO HEADBUTT: Balrogs leaps upward headfirst.

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Vega/Balrog

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Backslash: All three Punches

Short Backslash: All three Kicks

Rolling Crystal Flash: b~f + Punch

Wall Jump: dcuf/dcub + Kick

Dive Claw: Punch

Izuna Drop: f + Punch when close

Rainbow Suplex: f + Medium or Hard Punch

Stardust Drop: close, f + Medium or Hard Punch in air

Sky High Claw: d~u + Punch

BACKSLASH: Backflips away from opponent

SHORT BACKSLASH: Shorter version of Backslash

ROLLING CRYSTAL FLASH: Vega rolls forward with his claws

WALL JUMP: He no longer grabs the cage if done in his stage. He wall jumps.

DIVE CLAW: Extends claws as he dives

IZUNA DROP: Grabs opponent off the ground while falling then suplexs them.

RAINBOW SUPLEX: No need to explain

STARDUST DROP: Throws opponent to the ground.

SKY HIGH CLAW: Wall jumps then torpedos opponent with claw extended.

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Victor Sagat

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Tiger Shot: d, df, f + Punch

Ground Tiger Shot: d, df, f + Kick

Tiger Uppercut: f, d, df + Punch

Tiger Knee: d, df, f, uf + Kick

Tiger Carry: close, f + Medium or Hard Punch

TIGER SHOT: Shoots a fireball ahead.

GROUND TIGER SHOT: Shoots a lower fireball ahead.

TIGER UPPERCUT: Leaping uppercut.

TIGER KNEE: Double hit lunging knee.

TIGER CARRY: Simple toss attack.

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M.Bison/Vega

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Psycho Crusher: b~f + Punch

Scissor Knee: b~f + Kick

Head Stomp: d~u + Kick

Somersault Skull Driver: above move, Punch

Deadly Throw: close, f + Medium or Hard Punch

Devil Reverse: d~u + Punch

PSYCHO CRUSHER: Blue flaming torpedo.

SCISSOR KNEE: Knocks down on impact.

HEAD STOMP: Bison leaps forward to stomp on opponent's head.

SOMERSAULT SKULL DRIVER: Follow-up to Head Stomp

DEADLY THROW: Simple throw move

DEVIL REVERSE: Bison leaps across the air then comes down with his had extended

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Cammy White

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Hooligan Suplex: close, b or f + Medium or Hard Punch

Frankensteiner: close, b or f + Medium or Hard Kick

Flying Neck Hunt: close, b or f + Medium or Hard Punch in air

Air Frankensteiner: close, b or f + Medium or Hard Kick in air

Spiral Arrow: d, df, f + Kick

Cannon Spike: f, d, df + Kick

Axel Spin Knuckle: b,db, f + Punch

HOOLIGAN SUPLEX: Go-behind suplex.

FRANKENSTIENER: No need to explain.

FLYING NECK HUNT: Tosses airborne opponents to the ground.

AIR FRANKENSTEINER: What it says.

SPIRAL ARROW: Cammy spins forward with her feet extended.

CANNON SPIKE: Uppercut kick move.

AXEL SPIN KNUCKLE: Cammy does a spin followed by a backhand.

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Deejay Maximum

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Funky Shout Throw: close, b or f + Medium or Hard Punch

Monkey Flip: close, b or f + Medium or Hard Kick
Knee Shot: jump at opponent, d + Light Kick
Air Slasher (Max Out): b~f + Punch
Double Rolling Sobat: b~f + Kick
Machine Gun Upper: d~u + Punch rapidly

FUNKY SHOUT THROW: Simple over the shoulder throw.
MONKEY FLIP: No need to explain that.
KNEE SHOT: A leaping light kick attack that snuffs most attacks.
MAX OUT: A projectile similar to the Sonic Boom.
DOUBLE ROLLING SOBAT: DeeJay does a spin with two kicks in it.
MACHINE GUN UPPER: DeeJay shakes his fist as he raises it up.

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 Fei Long

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Gankai Kakae: close, b or f + Medium or Hard Punch
Kasane Kubikari: close, b or f + Medium or Hard Kick
Kasane Kubiochi: close, b or f + Medium or Hard Punch in air
Chokka Ochi Kakato: b or f + Medium Kick
Toogeki Kyaku: f + Hard Kick
Rekkaken: d, df, f + Punch (up to 3 times)
Sakanho Kyaku: b, d, db + Kick

GANAKI KAKAE: Fei Long flips over opponent then tosses them.
KASANE KUBIKARI: Tosses opponent by the hair
KASANE KUBIOCHI: Tosses airborne opponent to the ground.
CHOKKA OCHI KAKATO: Stepping double kick
TOOGEKI KYAKU: Splitting Kick
REKKAKEN: Three rushing punches.
SAKANO KYAKU: Firey uppercut kick

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 Thunder Hawk

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Condor Dive: all three Punches in air
Tomahawk Buster: f, d, df + Punch
Mexican Typhoon: close, 360 + Punch
Mexican Throw: close, b or f + Medium Punch
Neck Hanging Tree: close, b or f + Hard Punch
Elbow Stomping: close, b or f + Hard Kick
Thrust Beak: b or f + Light Punch
Heavy Shoulder: jump at opponent, d + Medium Punch
Heavy Body Press: jump at oppinent, d + Strong Punch

CONDOR DIVE: Dives at opponent like a Condor or Hawk
TOMAHAWK BUSTER: T. Hawk leaps into the air in a winged formation
MEXICAN TYPHOON: T. Hawk grabs opponent and swings them around in the air.
MEXICAN THROW: Simple throw
NECK HANGING THROW: T. Hawk holds up opponent and strangles them.
ELBOW STOMPING: T. Hawk holds opponent and bashes them with his elbow.
THRUST BEAK: Poking light punch.
HEAVY SHOULDER: Overhead shoulder attack.
HEAVY BODY PRESS: Crossup-capable dive attack.

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 CREDITS

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Capcom - made the game

GameFAQs - hosting this FAQ
You - reading it.

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CONTACT ME

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Don't want any email bots.

Thank you for reading

-Ice Queen Zero

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