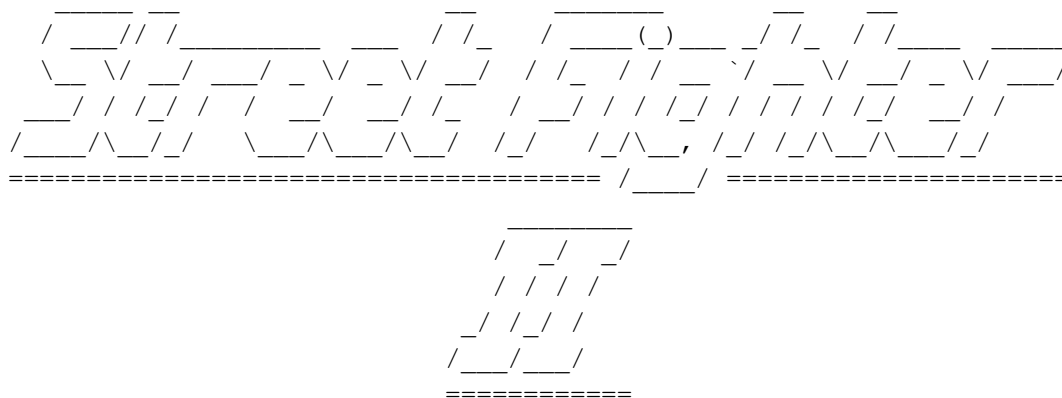


Street Fighter II FAQ/Move List

by Beautiful Affair

Updated to v1.00 on Jun 23, 2014



Street Fighter II (Super Nintendo) FAQ/Move List

Version: 1.00

Last Updated: 5 November 2012

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Version History

Version 1.00 | 5 November 2012

* The first, complete posted version of this FAQ/Move List.

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=====
i. Introduction
=====

Hello and welcome to my FAQ/Move List for the Super Nintendo Entertainment System's port of the arcade classic fighting game, Street Fighter II: The World Warrior (generally known simply as Street Fighter II). Within this FAQ I will list all special moves for the 8 world warriors, in addition to other details, strategies on fighting for and against each character, in addition to help with the 4 Deva characters that are faced at the end of the game. The World Warrior was the first edition of Street Fighter II ported to the SNES and is therefore perhaps the most simple version, but that's not to say it's not a good game. There is still a lot of fun to be had as the formula is simple but fun and with eight characters with different strengths and weaknesses to choose from, each with a unique moveset and ending, then for fighting game fans and most devout gamers in general, this is one you should buy/download and try out!

=====
1. GAME OVERVIEW [0100]
=====

1.1. Controls [0101]

NOTE: These are the default control settings for the game. Some button denotations can be edited in the Options menu of the game.

Basic Controls

D-Pad: Down: Crouch

 Left/Right: Move character
 Block when holding back and opponent is attacking

 Up: Jump

Select: View button key on World Map screen

Start: Begin the game at the Title Screen
 Confirm choices in menus
 Pause the game during play/resume when paused

A: Forward (medium kick)

B: Short (light kick)

X: Strong (medium punch)

Y: Jab (light punch)

L: Fierce (hard punch)

R: Roundhouse (hard kick)

Advanced Controls

Move: Use Left and Right to make your controlled character move in those directions; depending on which side of the screen they are facing will make them move towards, or away from, their opponent.

Defend: When an opponent is within close proximity and on the offensive, holding back on the D-Pad (i.e. the direction the opposite side of your opponent) will cause your character to block, and holding down + back together will block low attacks. Blocking regular attacks will keep your character safe from damage, however for special moves, a small amount of damage will be sustained.

Punch: There are three different types of punch. The 'Jab' is performed with the Y button; it is the quickest to pull off but inflicts the least damage. The 'Strong' is performed with X; it is a little slower than a jab but deals more damage for a successful hit. Finally, the 'Fierce', performed with L, is slow, but deals the most damage of the three punch types.

Kick: Like punches, you also have three kick types. The same principle applies to kicks as do to punches; a 'Short', done with the B button, is the quickest but also the weakest. A 'Forward', done with A, is medium in both strength and quickness; and a 'Roundhouse', done with R, is slowest to pull off but is the strongest kick move.

Throws/Holds: Each character has one or more throw or hold moves that are executed by pressing the D-Pad direction against your opponent, together with a medium/hard punch or kick button. Some characters can do these moves in midair.

Dizzy Recovery: If your character takes a succession of hits and gets knocked down, they can get dizzy and thus left vulnerable to attack as the character is unable to move, attack or defend themselves in this state. Simply tap Left and Right on the D-Pad and attack buttons repeatedly to shake the dizziness off. There are two types of dizzy: Stars and Birds; the latter of which takes longer to shake off than the former.

Console games. It requires the Classic Controller to work, so make sure you have one connected to your Wiimote, otherwise you will not be able to play this game.

Button Key

The following buttons on the Wii Classic Controller correspond to those of its SNES counterparts: use these in conjunction with the Controls section above in order to see their button denotations:

WII CLASSIC CONTROLLER	SNES CONTROLLER
D-Pad	D-Pad
Left Analog Stick	
A	A
B	B
X	X
Y	Y
L	L
R	R
+	Start
-	Select

Other Controls

Home: Bring up Home menu while pausing the game; press again to hide Home menu and resume play

o-----o
| Title Screen |
o-----o

Once you begin the game, you are taken to the Title Screen. If you do not press anything on the controller for a few seconds, the game rolls over to a character bio screen, followed by a demo of that character fighting another warrior. By pressing Start on the controller, the various game modes will appear underneath the title logo.

GAME START: In this mode, you pick one of the eight world warriors and play the main game, in which you travel across the globe to fight each of the other warriors before you take on the four Devas, after which you win the game.

V.S. BATTLE: You can play a second player in a one-off exhibition match between any two characters. Note that you will need two SNES controllers

plugged into the system, or two Wii Virtual Console-compatible controllers in order to be able to play this mode.

OPTION MODE: Go to the Options menu to change various game configurations. More details provided below.

```
o-----o
| General Gameplay |
o-----o
```

Choosing a Character

The eight world warriors each have their portraits displayed in a grid, which is outlined like so:

```
.----- .----- .----- .----- . To choose a character, simply
|         |         |         |         | move the glowing outline over the
|   Ryu   | E. Honda |   Blanka |   Guile | character you wish to choose with
|         |         |         |         | the use of the D-Pad, and press
:-----+-----+-----+-----: any of the main attack buttons,
|         |         |         |         | or the Start button, and you'll
|   Ken   | Chun Li  |   Zangief | Dhalsim | hear a sound to confirm you have
|         |         |         |         | chosen that character.
'-----'-----'-----'-----'
```

Rules

Each fight consists of up to four rounds, fought in a 'Best-Of-3' style - basically the first fighter to claim two victorious rounds over their opponent is declared the winner of the bout. To win a round, you have to completely deplete the health bar of your opponent with the use of your attacks and special moves, while trying to prevent yours from being depleted also. Should you lose a fight, it is Game Over and you are taken to a countdown screen, where you have a 9-count to press Start to continue. Should you fail to respond to the countdown, you lose the game and will have to start from the beginning again. You do, however, have an unlimited amount of continues.

Winning a round is most often done by completely depleting your opponent's health meter, however it can also be done a second way; should you have a timer enabled, each round has a 99-second time limit. If no winner is declared within the time limit, whoever has the most health remaining will therefore be declared the winner of that round. However should both fighters have the same amount of health remaining at the end of a round when the time limit has expired, the round is declared a draw. Another way to draw a round is if both warriors, on low enough energy manage to hit each other at the exact same time, in effect knocking each other out. The round is declared a 'Double K.O.'. Drawing a round is the only possible way to get to a fourth round (known as 'Final Round/Round 4') in this game.

Final Round is merely a tie-breaker to determine a clear winner of the bout. There are no bonuses for winning, and should you still be deadlocked, you get Game Over.

```
o-----o
| Game Screen |
```

o-----o

```
+-----+
| 1P 1500 NIN 50000 |
| X [###=====KO==#####] |
| RYU 99 DHALSIM |
| | |
| | |
| | |
| | |
| | |
+-----+
```

High Score: Shown in the top-centre of the screen, this is the highest score that has been achieved in the current sitting of the game (i.e. since the power has been switched on) and the three-letter initials of the player that has achieved it (or 'HI' if the game is still in progress).

Player One Score: Shown in the top-left corner of the screen, this is Player 1's current score, denoted by the counter to the right of the '1P'. In a 2-Player Game, a second player's score is shown in the top-right corner of the screen.

Rounds Won: The number of 'Peace' signs shown to the side of a character's health bar. You get one per round you decisively win, and upon getting two you win the fight altogether. For draws, you don't get a token but merely advance to the next round of the bout.

Health Bar: The yellow-and-red-coloured bar, with a character's name shown underneath it. Player One's health bar will appear on the left, and the CPU or second player's on the right. At the beginning of a round, this will be completely yellow. As the character takes more damage, it begins to fill up red towards the white 'KO' in the middle between the bars. When one, or both, characters' health bars is completely filled red, they will be KO'ed and therefore concede the round.

Time Remaining: If you have the Time Limit option enabled from the Options menu, a 99-second timer appears beneath the 'KO' and ticks down from the moment you hear 'FIGHT!'. This serves two purposes: the first is that should neither warrior be KO'ed within this time limit, the winner is decided on how much health they have remaining; the warrior who has lost less health is then declared the winner (unless both fighters lost equal amounts of health, in which case the contest is declared a draw). The second is that for however many seconds are left on the timer when you win, this is then multiplied by 100 and added to your scoring bonus at the end of the round.

o-----o
| End of Round Bonus |
o-----o

Time/Vital Bonus

Time: However much time is left on the counter when the round is over, if the timer has been enabled from the Options screen, multiplied by 100. So, if

you win a round with 54 seconds remaining, that's:

54 x 100 = 5400

Therefore 5400 points will be added to your score from this counter.

Vital: However much health your character has left when you win. For a Perfect round, this will be 30000, 50000 or 80000 points depending on whom you defeated (see below), or if you took any damage during the round, will be anywhere between 0 (if you finish with a practically empty health bar) to 19900 (if you take only a very slight amount of damage).

Perfect!

If you win a round without taking any damage, you will see the word 'PERFECT!' flash on the screen after 'YOU WIN'. You will get a set amount of points for winning a perfect round against each character. They are as follows:

Ryu, E. Honda, Blanka, Guile, - 30000 points
Ken, Chun Li, Zangief, Dhalsim

Balrog, Vega, Sagat - 50000 points

M. Bison - 80000 points

o-----o
| Game Modes |
o-----o

These are the three selectable modes from the title screen, in a bit more detail.

Game Start

When you select this option, you are taken to the World Map/Character select screen. Use the D-Pad to select a fighter, and press any attack button or Start to confirm your choice.

You will then see a plane fly out of your warrior's native country to another random location on the World Map, and you will proceed to fight the other seven original World Warriors (Ryu, E. Honda, Blanka, Guile, Ken, Chun Li, Zangief and Dhalsim) in a random order. In this port of SFII you do not fight your own character in a mirror match; it was not until the upgraded SFII Turbo in which you could do this.

After you have fought each of the other characters, you will then proceed to fight the four Deva characters (or bosses, for lack of a better term) in the order of: Balrog (U.S.A.), Vega (Spain), Sagat (Thailand), and finally, M. Bison (Thailand). These four characters are unplayable in this port (again, it wasn't until CE/Turbo until you could control them), and are substantially much tougher to defeat, particularly in this version - so it will take a good degree of skill, and maybe even patience - to defeat them all. If you manage to defeat them all on a high enough difficulty setting, not only will you win the game, but you will also get to see your character's own unique ending, which shows a short story of what happens after they win the Street Fighter circuit.

Also, if you're REALLY skilled at this game and can manage to win this mode on a difficulty setting of 6 or 7, not only do you get to watch your character's ending, but you will also get a special ending to show the game credits while the fighters show their moves off in the background!

After every fourth opponent you defeat, you also get to have a go at a Bonus Stage, in which you have 40 seconds to completely demolish a mountain of bricks and a car. For more details and the best ways to win these stages, please take a look in the Bonus Stages section of this guide.

V.S. Battle

When you choose this mode, you will go to a Player Select screen, in which both players select one of the eight world warriors for a one-off match contested under regular rules. So, here's some information about the V.S. Battle Player Select screen:

```

+-----+ The figures underneath the
| 1 P     P L A Y E R   S E L E C T     2 P | characters are quite self-
|  /  \      +-1P-+-----+-----+      /  \ | explanatory: these are your
| | O O |    | | | | | | | | | | O O | | wins, losses and defeats that
| | - ` |    | | | | | | | | | | ' _ | | have been recorded since you
| / \ ___ / \ . +-2P-+-----+-----+ . '\ ___ / \ | began playing V.S. Battle
| ///      |    | | | | | | | | | \ \ \ | Mode, along with Special
| _____|    | | | | | | | | | | _____| Knockouts. The top row of
|           |    | | | | | | | | | |           | figures are those achieved by
|           |    +-----+-----+-----+ | one particular character for
| R Y U      |    K E N | that player; the bottom row
|           |    |    | | are the combined results of
| W. 0   L. 0   D. 0           W. 0   L. 0   D. 0 | all characters for that
|           |    |    | | player.
| SP. K.O.           0           SP. K.O.           0 |
|           |    |    | | So, to get started, both
|           |    |    | | players need to move the
| 1P. TOTAL           2P. TOTAL | flashing outline around the
|           |    |    | | portrait of a fighter and
| W. 0   L. 0   D. 0           W. 0   L. 0   D. 0 | select them. When both
|           |    |    | | players have selected a
| SP. K.O.           0           SP. K.O.           0 | fighter, you are then taken
+-----+-----+-----+-----+-----+-----+ to the next screen, where you
|                                           | can choose your Handicap and Stage Select.

```

```

+-----+ The word 'HANDICAP' (top
|           HANDICAP | of the screen) will be
|           | | highlighted red. While it
| 1 P     R Y U      2 P     K E N | is highlighted, both
| ATTACK LEVEL      ATTACK LEVEL | players can use Left and
| 01234567          01234567 | Right on the D-Pad to
|           | | change their handicap
|           | | level via the numbers
|           | | beneath 'ATTACK LEVEL',
|           | | under their character's
|           | | name. The default setting
| [ 1]   [ 2]   [ 3]   [ 4]   [ 5]   [ 6] | is 3; 0 means your
| JAPAN  JAPAN  BRAZIL U.S.A.  U.S.A.  CHINA | character's attacks will
|           | | do less damage, 7 makes
| [ 7]   [ 8]   [12]   [11]   [ 9]   [10] | them do considerably more.

```



```
| U.S.S.R. INDIA THAI THAI U.S.A. SPAIN | This makes it a bit more
| LAND LAND | fair depending on both
+-----+ players' skill level.
```

Next, press Down on Player 1's D-Pad to highlight 'STAGE SELECT', and use Left and Right to pick a stage for the venue by highlighting the national flag and country name, then pressing Start. I have numbered the character stages in the diagram above; here's a list of the character stages that correspond to each of those numbers:

Key

- 1 = Ryu Stage
- 2 = E. Honda Stage
- 3 = Blanka Stage
- 4 = Guile Stage
- 5 = Ken Stage
- 6 = Chun Li Stage
- 7 = Zangief Stage
- 8 = Dhalsim Stage
- 9 = Balrog Stage
- 10 = Vega Stage
- 11 = Sagat Stage
- 12 = M. Bison Stage

What follows next is a regular Street Fighter II battle: up to four rounds, first to win two rounds wins the bout. After the fight is over, you are then taken to The Win-Loss Records screen, which looks like so:

```
+-----+ So, let's say from
| THE WIN - LOSS RECORDS | this example, that
| 1 P L A Y E R 2 P L A Y E R | Ryu defeated Ken
| W . L . D . W . L . D . | in the preceeding
| 1 0 0 R Y U 0 0 0 | fight. Therefore,
| 0 0 0 E . H O N D A 0 0 0 | 1 point is toted
| 0 0 0 B L A N K A 0 0 0 | under Player 1's
| 0 0 0 G U I L E 0 0 0 | W (Win) column, to
| 0 0 0 K E N 0 1 0 | the left of RYU in
| 0 0 0 C H U N L I 0 0 0 | the middle. Player
| 0 0 0 Z A N G I E F 0 0 0 | 2's L (Loss)
| 0 0 0 D H A L S I M 0 0 0 | column is
| | | | | | | | | |
| 1 0 0 T O T A L 0 1 0 | therefore also
+-----+ the right of KEN,
as a result of the defeat.
```

Finally, the last couple of things I'm sure require no explanation; the D column represents Draws, and all Wins, Losses and Draws are added up and totalled for both players at the bottom of the screen, to the left and right of the TOTAL header in the middle.

Pressing Start will then return you to the character select screen, and you can pick a new pair of fighters, handicap and stages, and go at it again. If you press Select, this gives you a further three options, which are:

CONTINUE: Go back to the V.S. Mode character select screen and continue as normal.

QUIT: Quit this mode and return to the Title screen.

RESET RECORDS: Reset all V.S. Mode records back to zero.

That's it; have fun playing!

Option Mode

Here is where you can view, and alter if you so wish, the game's Options. Here is what the Option Mode screen looks like, and a rundown of everything you see in here:

```
+-----+
|      O P T I O N   M O D E      |
|                                  |
|              EASY   HARD        |
| DIFFICULTY      01234567        |
|                                  |
| TIME LIMIT   YES     NO         |
|                                  |
| CONFIG.      1PLAYER 2PLAYER    |
|                                  |
| CPS FIGHTER  SET      SET       |
|                                  |
|   L. PUNCH   Y        Y         |
|   M. PUNCH   X        X         |
|   H. PUNCH   L        L         |
|   L. KICK    B        B         |
|   M. KICK    A        A         |
|   H. KICK    R        R         |
|                                  |
| STEREO       STEREO  MONAURAL    |
|                                  |
| MUSIC TEST   10                    |
|                                  |
| S.E. TEST    01                    |
+-----+
```

DIFFICULTY (01234567): Choose your game's skill setting, with 0 being the easiest, 7 being the hardest. The difficulty setting also affects the ending you get by winning the regular game. On settings 0 - 2, you get a congratulations screen that suggests you try a harder difficulty level. Anywhere in this range is recommended for beginners and players looking to hone their skills. On settings 3 - 5, beating the game will let you see your character's own unique special ending. 3 is the default setting and perhaps ideal for the average player, although it can still prove frustratingly difficult with characters you are less skilled at using. Finally, settings 6 - 7, for the truly skilled Street Fighter II player, will also give you the Special Ending upon completing the game, in addition to your own character's ending.

TIME LIMIT (YES/NO): When this is toggled on to YES, a 99-second timer will elapse in each round from the moment 'FIGHT!' is declared. Although this means you only have just over 1.5 minutes to complete a round, you can also get an additional time bonus of (seconds left x 100) upon finishing a round victorious. A draw can also be declared if the timer

expires and both fighters have an equal amount of health remaining. If this is toggled OFF, a round will keep playing and is only over when one fighter is KO'ed, so it means a bout will have a more decisive outcome to it, but you won't get a time bonus at the end of a round. Default setting is YES.

CONFIG.: Here, you can assign your punch and kick buttons. Using the controller you wish to assign button commands to, use the D-Pad Up and Down to highlight the button beside its command, and press the button on the controller that you wish to change this to.

STEREO (STEREO/MONAUURAL): Play the sound through Mono or Stereo, depending on which your TV has. Default set to STEREO.

MUSIC TEST (10 - 2F): Here, you can listen to any of the game's background music tracks. Here's how to do so: pressing Y or A will move back or ahead one track at a time, and X or B will move back or ahead by a full integer (e.g. 10 -> 20, 1A -> 2A, 2F -> 1F and so on). Press R to play the track, and L to stop it.

S.E. (01 - 5F): Like the music test, this option lets you listen to any of the game's sound effects. The way you can select and listen to these is done in the same manner as playing background music; see above.

o-----o
| Hints & Tips |
o-----o

- * Learn and perfect the art of blocking. Remember that when your opponent gets on the offensive, hold back on the D-Pad and wait for them to ease up before you can seize an opportunity to launch an attack of your own. Also remember, however, that you can still take damage from special moves, so also try to master the art of successfully evading attacks, being it jumping over projectiles, ducking under aerial attacks, or countering one move with another.
- * Figure out the best times to use your special moves, and don't overutilise them. If your fighter has projectile moves, these work well at long range against other fighters who have no long-range attacks. Do beware, though, that using them leaves you temporarily open to attack if your opponent manages to avoid your attack. Keep your attack patterns varied and don't let your opponent work out your strategy.
- * To fight fire with fire, so to speak, projectiles are capable of cancelling each other out. If Ken hurls a fireball your way, Ryu can hurl one back and the two projectiles will collide and disappear. If Sagat hurls a Tiger Shot, get Dhalsim to shoot a Yoga Fire or Yoga Flame to nullify the threat. You get the idea; it's another way you can avoid long-range attacks without having to block and take minor damage or leap around trying not to get caught.
- * If you manage to connect enough strong hits to knock your opponent down, they can become dizzy for a few moments (indicated by the stars or birds that circle their head). While dizzy, they are unable to move, jump, crouch, attack or block. Quickly launch an attack combo if you can to inflict further punishment. If you end up taking a nasty licking yourself and get dizzy, shake the cobwebs off by quickly and repeatedly pressing Left and Right on

the D-Pad and the attack buttons.

* Practice with every character. They each have different strengths and weaknesses, and some you'll find you can cope with better than others. If you're new to the game, set the difficulty to a lower level and keep playing until you get a good enough feel for them. Work out all their special moves, other moves, and which attacks work best for them against each of the other characters. Once you're ready, turn the skill setting up a little higher and see if you can conquer the game by winning with everyone for their special ending. Then, pick the character you are best with, and go for that special ending on the higher difficulty setting.

o-----o
| Damage the Scenery |
o-----o

Some stages have backdrops at one or both sides of the stage that can be destroyed by throwing or knocking your opponent into them, and you get a few extra points for doing so. Keep an eye out for the following in these stages:

- Ryu's Stage (Japanese rooftops) - Signposts (both sides)
- Guile's Stage (American air base) - Crates (both sides)
- Ken's Stage (American harbour) - Oil barrels (right side)
- M. Bison's Stage (Thai temple) - Statues (both sides)

=====

2. CHARACTERS/MOVE LIST [0200]

=====

NOTE: All move lists in this FAQ are listed as when your character is facing to the RIGHT. When they are on the opposite side facing LEFT, moves that require use of the D-Pad are mirrored, as you are using Left to move towards your opponent and Right to move back, and so on. Here's an example of how to perform Ryu's fireball, depending on the direction he is facing:

\ --F + [any Punch button]	/ F-- + [any Punch button]
D DF	D DF
(facing right)	(facing left)

For this, and other moves in which you use directional buttons to perform the move, you must move your thumb over the D-Pad in a fluid motion, rather than tapping each direction separately. In this case, the best way to describe it would be to start with your thumb on the D-Pad Down, and keep it pressed down as you move it counter-clockwise along the D-Pad until it's on Right, and as soon as it's on Right, hit a Punch button at the same time and Ryu will execute the move.

Key

D-Pad: UB U UF B = Back
 \ | / D = Down
 B-- o --F DB = Down + Back

/ | \ DF = Down + Forward
DB D DF F = Forward
U = Up
UB = Up + Back
UF = Up + Forward

Other terms: [any Kick button] = Use any Kick button in conjunction with the last direction in a special move execution on the D-Pad to perform it.

[any Punch button] = Use any Punch button in conjunction with the last direction in a special move execution on the D-Pad to perform it.

[D-Pad 360] = Very quickly move your thumb clockwise over the D-Pad 360 Degrees.

[hold X seconds] = You have to hold this direction down for a certain length of time (denoted by X seconds) before pressing the next directional button to perform the move.

[repeatedly] = You have to quickly and repeatedly tap this button to keep doing this move as it is a non-stop move (e.g. E. Honda's Hundred Hand Slap or Chun Li's Lightning Kick).

[X Punch buttons] = Press however many Punch buttons together simultaneously, as indicated by X.

o-----o
| Ryu |
o-----o

Biography

Date of Birth: 7-21-1964

Height: 5'10"

Weight: 150 lbs.

3-Size: B: 44"

W: 31"

H: 33"

Blood Type: O

From: Japan

A student of Master Sheng Long, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

Cool and calculating, Ryu is very patient in combat. When Ryu sees weakness, he will move quickly to dispatch his opponents with the awesome power of his Dragon Punch.

Special Moves

Fireball

- * Combination: | \ --F + [any Punch button]
D DF
- * Description: Ryu throws forward a glowing blue ball of energy while calling the words "HA-DO-KEN". A long-range attack but leaves him vulnerable for a second while he performs it.
- * Variants: (Jab) Fireball moves at a slow speed.
(Strong) Fireball moves at a medium speed.
(Fierce) Fireball moves at a quick speed.

Dragon Punch

- * Combination: --F | \ + [any Punch button]
D DF
- * Description: Ryu leaps up and forward while calling the words "SHO-RYU KEN". A strong attack that knocks down any opponent leaping towards him. If it connects on the ground, it can hit twice and knock the opponent down. If it fails to hit, though, Ryu is vulnerable to attack from below while he is in midair.
- * Variants: (Jab) Dragon Punch reaches low height.
(Strong) Dragon Punch reaches medium height.
(Fierce) Dragon Punch reaches high height.

Hurricane Kick

- * Combination: | / B-- + [any Kick button]
D DB
- * Description: Ryu launches forward and spins at a quick rate with an outstretched leg, calling the words "TATSU-MAKI-SEN-PU-KYAKU". The kick can hit an opponent up to three times and potentially knock them down. Ryu can be left susceptible to low attacks and projectiles while performing this move however, as it takes a few seconds to finish executing.
- * Variants: (Short) Hurricane Kick travels short distance.
(Forward) Hurricane Kick travels medium distance.
(Roundhouse) Hurricane Kick travels long distance.

Other Moves

None.

Throws & Holds

Shoulder Throw : --F + Strong/Fierce (against opponent) (performs a judo-style throw over his shoulder)

Back Roll: --F + Forward/Roundhouse (against opponent) (monkey-flip throws opponent)

Tips for Fighting As/Against Ryu

Tips for Fighting As Ryu: Along with Ken, Ryu is perhaps the most well-rounded fighter in the game. Keep your opponents at bay with

the use of plenty of Fireballs, and if they jump towards you for an aerial attack, that can be easily dealt with by the use of a Dragon Punch. Ryu has a good combo move of forward jump kick, immediately followed by a Roundhouse sweep to deal good damage and knock the opponent down. His Roundhouse kick used against an opponent also hits twice, so either of these moves is best to use when you get your opponent dizzy.

Tips for Fighting Against Ryu: When fighting against Ryu as the CPU, he tends to favour using Fireballs more often, the Dragon Punch every so often, and the Hurricane Kick less often. When Ryu gets into the habit of throwing several fireballs in a row, it's usually best to go for an aerial attack, but remember, you'll need to time it right, otherwise he can catch you out with a Dragon Punch. If you can successfully block a Dragon Punch (for example, if he uses it too late to catch you in the air), a jumping kick will swiftly knock him back down. Use projectiles only if he comes at you with a Dragon Punch or Hurricane Kick, otherwise try to keep it to close-range fighting.

Victory Stances

Victory Stance 1: Folds his arms while his headband and black belt blow in the wind.

Victory Stance 2: Raises his hand in victory.

Victory Quotes

Victory Quote 1: "YOU DID QUITE WELL, BUT YOU NEED MORE TRAINING TO DEFEAT ME!"

Victory Quote 2: "YOU MUST DEFEAT MY DRAGON PUNCH TO STAND A CHANCE!"

o-----o
| E. Honda |
o-----o

Biography

Date of Birth: 11-3-1960

Height: 6'2"

Weight: 304 lbs.

3-Size: B: 83"

W: 70"

H: 82"

Blood Type: A

From: Japan

Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of "Yokozuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

Quick and extremely powerful, Honda's greatest advantage is his size. He loves to pound his opponents into corners and then knock them out with a quick series of punches.

Special Moves

Hundred Hand Slap

- * Combination: [any Punch button; repeatedly]
- * Description: E. Honda wildly thrusts his hands forward at a very fast rate; this attack is very powerful and can connect multiple times to quickly knock an opponent down and have them dizzy in very quick time. Very useful when you have an opponent cornered as this can do decent damage, even if they are blocking. E. Honda does however, lay open to attack from projectiles while he is doing this move.
- * Variants: (Jab) Hundred Hand Slap moves slowly.
(Strong) Hundred Hand Slap moves quickly.
(Fierce) Hundred Hand Slap moves very quickly.

Sumo Head Butt

- * Combination: B-- [hold 2 seconds] --F + [any Punch button]
- * Description: E. Honda launches himself forward like a torpedo while calling the words "DOS KOI", momentarily defying gravity until he stops or makes a head-on collision with his opponent. If it connects, it often knocks the opponent back, in addition to dealing hefty damage.
- * Variants: (Jab) Sumo Head Butt moves at a slow speed and travels short distance.
(Strong) Sumo Head Butt moves at a medium speed and travels medium distance.
(Fierce) Sumo Head Butt moves at a fast speed and travels long distance.

Other Moves

Body Splash: | + Forward (while leaping left or right) (comes down on opponent
D for fair damage)

Throws & Holds

Shoulder Throw: --F + Strong (against opponent) (throws opponent back)

Bear Hug: --F + Fierce (against opponent) (bearhugs opponent and repeatedly squeezes for extra damage)

Knee Bash: --F + Roundhouse (against opponent) (grabs opponent and repeatedly knees them in the head for extra damage)

Tips for Fighting As/Against E. Honda

Tips for Fighting As E. Honda: The best technique of fighting with E. Honda is to corner your opponent, so that you can pummel away at them with the brilliant Hundred Hand Slap move. I can't really say when is the best time to go for the Sumo Head Butt move, just so long as your opponent won't catch you out with a projectile. Also note that E. Honda's regular Roundhouse kick is powerful enough to knock an opponent down with one hit, and his throws and holds are quite decent, too. You'll need to keep your opponents close, though, as with a lack of projectile moves and no means of defence when executing his own special moves, E. Honda may struggle against long-range fighters.

Tips for Fighting Against E. Honda: Fighting at close range can be very risky against E. Honda, so if your character has projectiles, keep the big man at bay with them (firing them at different speeds can help), and try to catch him out when he goes for the Hundred Hand Slap or Sumo Head Butt. If you catch him while he is doing the latter move, it knocks him down. If your own character is not a long-range fighter, try evading his attacks by jumping over him and using throws and holds.

Victory Stances

Victory Stance 1: Goes into Sumo stance and calls "DOS KOI!".

Victory Stance 2: Raises his hands in the air and laughs.

Victory Quotes

Victory Quote 1: "CAN'T YOU DO BETTER THAN THAT?"

Victory Quote 2: "IT'S NATURAL FOR A SUMO WRESTLER TO BECOME THE WORLD'S STRONGEST!"

o-----o
| Blanka |
o-----o

Biography

Date of Birth: 2-12-1966

Height: 6'5"

Weight: 218 lbs.

3-Size: B: 77"

W: 47"

H: 67"

Blood Type: B

From: Brazil

Very little is known about this bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming in the rain forests. But, it was only within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare to stand against him.

Attacking like an uncaged animal, Blanka uses his speed and agility to inflict maximum damage on his opponents.

Special Moves

Electricity

- * Combination: [any Punch button; repeatedly]
- * Description: Blanka crouches and emits a strong electrical charge from all over his body as long as you keep pressing the Punch button. If an opponent touches Blanka, they are electrocuted for a decent amount of damage, stunned and knocked back. However, Blanka is open to projectile attacks while doing this move.
- * Variants: None.

Rolling Attack

- * Combination: B-- [hold 2 seconds] --F + [any Punch button]
- * Description: Blanka quickly launches himself at an opponent while rolling like a cannonball. This attack is usually quick enough to catch an opponent off-guard, however while moving Blanka can be knocked back with a projectile, or if the opponent blocks the move, he bounces up into the air for a couple of seconds, which also leaves him open to attack.
- * Variants: (Jab) Rolling Attack moves at a low speed and travels short distance.
(Strong) Rolling Attack moves at a medium speed and travels medium distance.
(Fierce) Rolling Attack moves at a fast speed and travels long distance.

Other Moves

Double Knee: B-- + Forward (close to opponent) or --F + Forward (close to opponent) (hits opponent with knees twice for fair damage)

Head Butt: B-- + Strong (close to opponent) or --F + Strong (close to opponent) (headbutts opponent twice for fair damage)

Double Punch: Fierce (close to opponent) (somersaults in midair and punches opponent twice)

Throws & Holds

Head Bite: --F + Fierce (against opponent) (Repeatedly bites the opponent's head for extra damage per bite)

Tips for Fighting As/Against Blanka

Tips for Fighting As Blanka: Blanka is one of the better close-range fighters as he is very quick in the air and has good, raw power. He is, however, somewhat slow on the ground, so aerial attacks followed by ground attacks are his speciality. If you corner an opponent, use the Electricity attack to inflict some extra damage. When on the defence, hold Back on the D-Pad to charge the Rolling Attack move, and unleash it when your opponent tries to attack from the air. It works more often than not, and comes in handy if the opponent miscues an aerial attack.

Tips for Fighting Against Blanka: Playing against a CPU-controlled Blanka does, at times, prove somewhat difficult. Although Blanka cannot fight long-range, he has quick jumps so if you use projectiles too often, he can quickly hop over them and quickly catch you with an aerial attack while you're still throwing a projectile. Also, close-range fighting is dangerous, due to his quick and powerful attacking, along with the dreaded Electricity move. Quick attacks in the air work quite well, and play defensively when you can. If Blanka goes for the Rolling Attack and you successfully block it, quickly knock him down with a jumping attack and try to get in a combo. Try to keep your distance if at all possible, and be cautious if you have to go in close!

Victory Stances

Victory Stance 1: Raises his arms in the air while growling three times.

Victory Stance 2: Does backflips.

Victory Quotes

Victory Quote 1: "NOW YOU REALIZE THE POWERS I POSSESS!"

Victory Quote 2: "SEEING YOU IN ACTION IS A JOKE!"

Biography

Date of Birth: 12-23-1960

Height: 6'1"

Weight: 191 lbs.

3-Size: B: 49"

W: 32"

H: 35"

Blood Type: O

From: U.S.A.

An ex-member of an elite special forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

Using a unique blend of Special Forces training and street fighting skills, Guile is a force to be reckoned with.

Special Moves

Sonic Boom

- * Combination: B-- [hold 2 seconds] --F + [any Punch button]
- * Description: Guile whips his arms together to launch a sound wave attack while calling the words "SONIC BOOM". Deals decent damage, but means you will have to be on the defensive for a couple of seconds while Guile charges the move.
- * Variants: (Jab) Sonic Boom moves at a slow speed.
(Strong) Sonic Boom moves at a medium speed.
(Fierce) Sonic Boom moves at a fast speed.

Flash Kick

- * Combination: | [hold 2 seconds] U + [any Kick button]
D |
- * Description: Guile leaps high into the air while performing a quick backflip kick, creating a flash. Knocks down anybody trying to leap towards Guile for an aerial attack, but takes a couple of seconds to charge, and if it doesn't hit, Guile remains open to attack while he remains in midair. If close enough to an opponent on the ground, can hit twice and knock them back.
- * Variants: (Short) Flash Kick reaches low height.
(Forward) Flash Kick reaches medium height.
(Roundhouse) Flash Kick reaches high height.

Other Moves

Knee Drop: B-- + Forward or --F + Forward (hops forward with a quick knee attack for fair damage)

Upside-Down Kick: B-- + Roundhouse or --F + Roundhouse (close to opponent)
(flips upside down and kicks for strong damage)

Double Sweep: | + Roundhouse (performs two sweep kicks in succession;

Throws & Holds

Ground Shoulder Throw: --F + Strong (against opponent) (press slams opponent overhead and away)

Air Shoulder Throw: --F + Strong/Fierce (against opponent; in midair) (hurls opponent down to the ground)

Back Breaker: --F + Forward/Roundhouse (against opponent; in midair) (drags opponent down to the ground with a powerful back breaker for strong damage)

Suplex: --F + Fierce (against opponent) (German suplex for strong damage)

Tips for Fighting As/Against Guile

Tips for Fighting As Guile: As both of Guile's special moves require charging in order to execute them, it is best to adopt a defensive strategy. A good trick is to hold BOTH Down and Back on the D-Pad, as this can charge up BOTH the Sonic Boom and the Flash Kick - so therefore, you just need to then hit Forward + Punch or Up + Kick to use either move. The Flash Kick is brilliant as it is almost impossible to penetrate. If an opponent comes in from the air, use this move to knock them flat on their back, then get in and dish out some punishment. Also, remember that Guile has some powerful midair throws, so if an opponent miscues an aerial attack, get them with an Air Shoulder Throw or a Back Breaker. Guile fights best on the ground too, so use fierces and roundhouses to grind away at your enemy's health.

Tips for Fighting Against Guile: It's tricky to get in close to Guile as his Sonic Boom can nullify projectiles and combat long-range attacking, and jumping towards him is suicide, as he will easily knock you down with the Flash Kick. Try to get him to come to you, and you may be able to block an attack or a Flash Kick. If this happens, seize the opportunity to knock him down, get close and attack when he gets up but before he gets the opportunity to use another special move. He's tough, but keep it up and you'll win!

Victory Stances

Victory Stance 1: Flexes.

Victory Stance 2: Fixes hair and flexes.

Victory Quotes

Victory Quote 1: "ARE YOU MAN ENOUGH TO FIGHT WITH ME?"

Victory Quote 2: "GO HOME AND BE A FAMILY MAN!"

o-----o
| Ken |
o-----o

Biography

Date of Birth: 2-14-1965

Height: 5'10"

Weight: 169 lbs.

3-Size: B: 44"

W: 32"

H: 33"

Blood Type: B

From: U.S.A.

The only other disciple of master Sheng Long, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. For the past year, Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from Ryu has rekindled his fighting spirit.

Brash and arrogant, Ken loves to show off during a fight. After knocking his opponent senseless with his Fireball, Ken loves to stand over his opponents and laugh at them.

Special Moves

Fireball

- * Combination: | \ --F + [any Punch button]
D DF
- * Description: Ken throws forward a glowing blue ball of energy while calling the words "HA-DO-KEN". A long-range attack but leaves him vulnerable for a second while he performs it.
- * Variants: (Jab) Fireball moves at a slow speed.
(Strong) Fireball moves at a medium speed.
(Fierce) Fireball moves at a quick speed.

Dragon Punch

- * Combination: --F | \ + [any Punch button]
D DF
- * Description: Ken leaps up and forward while calling the words "SHO-RYU KEN". A strong attack that knocks down any opponent leaping towards him. If it connects on the ground, it can hit twice and knock the opponent down. If it fails to hit, though, Ken is vulnerable to attack from below while he is in midair.
- * Variants: (Jab) Dragon Punch reaches low height.

(Strong) Dragon Punch reaches medium height.

(Fierce) Dragon Punch reaches high height.

Hurricane Kick

* Combination: | / B-- + [any Kick button]

D DB

* Description: Ken launches forward and spins at a quick rate with an outstretched leg, calling the words "TATSU-MAKI-SEN-PU-KYAKU". The kick can hit an opponent up to three times and potentially knock them down. Ken can be left susceptible to low attacks and projectiles while performing this move however, as it takes a few seconds to finish executing.

* Variants: (Short) Hurricane Kick travels short distance.

(Forward) Hurricane Kick travels medium distance.

(Roundhouse) Hurricane Kick travels long distance.

Other Moves

None.

Throws & Holds

Shoulder Throw: --F + Strong/Fierce (against opponent) (performs a judo-style throw over his shoulder)

Back Roll: --F + Forward/Roundhouse (against opponent) (monkey-flip throws opponent; differs from Ryu's throw in that Ken performs a somersault with the opponent preceding the throw)

Tips for Fighting As/Against Ken

Tips for Fighting As Ken: Like with Ryu, keep your distance from your opponents by firing a few Fireballs, and if they come in from the air, knock them down with a Dragon Punch. The Hurricane Kick can work well if you have your opponent cornered as it can hit multiple times, but remember to block after doing so if the opponent blocks the move or is somehow still on their feet. Otherwise, stick to a similar strategy as to one you would use with Ryu, as the two characters are virtually equal in this game.

Tips for Fighting Against Ken: The CPU-controlled Ken uses his special moves in different ways to the way the CPU-controlled Ryu would; he uses the Hurricane Kick and Dragon Punch moves a lot more often, and the Fireball substantially less. So, try to knock him out of the air when he's doing the first two moves and go in for some strong attacks. Try not to attack from the air and keep it grounded.

Victory Stances

Victory Stance 1: Gives the "Peace" sign.

Victory Stance 2: Raises his hand in victory.

Victory Quotes

Victory Quote 1: "ATTACK ME IF YOU DARE, I WILL CRUSH YOU!"

Victory Quote 2: "GET UP!! IT'S TOO EARLY FOR YOU TO BE DEFEATED!"

o-----o
| Chun Li |
o-----o

Biography

Date of Birth: 3-1-1968

Height: 5'8"

Weight: Unknown

3-Size: B: 34"

W: 22"

H: 35"

Blood Type: A

From: China

Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation known as Shadoloo. The trail has led her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

Stunned by her looks, opponents often underestimate Chun Li's ability and find themselves flattened by a few well placed kicks.

Special Moves

Lightning Kick

- * Combination: [any Kick button; repeatedly]
- * Description: Chun Li whips her leg up and down at lightning-fast speed for multiple kicks that deal heavy damage and can connect multiple times to quickly knock an opponent down with a good chance of causing dizziness. She does become vulnerable to projectile attacks or being hit from behind when doing this move, however.
- * Variants: (Short) Lightning Kick moves slowly.
(Forward) Lightning Kick moves quickly.
(Roundhouse) Lightning Kick moves very quickly.

Whirlwind Kick

- * Combination: | [hold 2 seconds] U + [any Kick button]
D |
- * Description: Chun Li flips upside-down and spins round like a top with her

legs outstretched at such a speed that she momentarily defies gravity as she floats from one side of the screen to the other, while calling the words "SPINNING BIRD KICK". Like Ryu and Ken's Hurricane Kick, this can hit multiple times to anyone in its path, but Chun Li is vulnerable to low attacks or projectiles, as the move takes a few seconds to perform.

- * Variants: (Short) Whirlwind Kick travels short distance.
- (Forward) Whirlwind Kick travels medium distance.
- (Roundhose) Whirlwind Kick travels long distance.

Other Moves

Head Stomp: | + Forward (in midair) (Chun Li performs a pounce attack that she
D can use to bounce off an opponent's head)

Wall Kick: (Jump towards wall, then hold Up/Down + opposite direction) (Chun Li
bounces off wall in the opposite direction for extra height)

Throws & Holds

Ground Shoulder Throw: --F + Strong/Fierce (against opponent) (tackles
opponent)

Air Shoulder Throw: --F + Strong/Fierce (against opponent; in midair) (tackles
opponent to the ground)

Tips for Fighting As/Against Chun Li

Tips for Fighting As Chun Li: Use those kicks when you can as Chun Li's rate among the best. The Lightning Kick works wonders when you've got an opponent cornered, too. Chun Li is a close range fighter and also does quite well in the air, too; use the Wall Kick move to evade projectiles and gain extra airtime. Her forward leap roundhouse kick is a great move, too. If any opponent comes in from the air, try the Air Shoulder Throw to take them down. Use her speed and agility to your advantage and go in when your opponent opens themselves up with a mis-timed move.

Tips for Fighting Against Chun Li: If you have some moves to combat Chun Li's aerial threat you'll do well. She tends to do a lot of her attacking from above, so a Dragon Punch or Flash Kick, or just a well-timed jumping kick can knock her out of the sky. Use projectiles when you can, particularly if she goes for her own special moves, as she is wide open to being caught out while she is executing them.

Victory Stances

Victory Stance 1: Jumps up into the air and giggles, then gives the "Peace" sign, and says "YA TAI!" (lit. "I did it!")

Victory Stance 2: Folds her arms and bows her head.

Victory Quotes

Victory Quote 1: "I'M THE STRONGEST WOMAN IN THE WORLD!"

Victory Quote 2: "THERE IS NO CHANCE FOR YOU TO BEAT ME!
CHALLENGE SOMEONE ELSE!"

o-----o
| Zangief |
o-----o

Biography

Date of Birth: 6-1-1956

Height: 7'

Weight: 256 lbs.

3-Size: B: 64"

W: 50"

H: 59"

Blood Type: A

From: U.S.S.R

Many believe that Zangief entered the tournament out of his fierce respect for his country, but they are only partially correct. Zangief loves his country, but he loves to stomp on his opponents even more. What else would you expect from a man who wrestles bears for fun?

Totally fearless, Zangief is willing to walk into a punch as long as he can grab his opponent and drive them into the pavement with his Spinning Pile Driver.

Special Moves

Spinning Clothesline

* Combination: [2/3 Punch buttons]

* Description: Zangief swivels around quickly with his arms outstretched, doing the popular professional wrestling clothesline move. Deals heavy damage, and often knocks an opponent down. Zangief is also immune to projectiles below the waistline while doing the move, but he can be attacked from the air while doing it.

* Variants: None.

Spinning Pile Driver

* Combination: [D-Pad 360] + [any Punch button] (close to opponent)

* Description: Zangief grabs the opponent, flips them upside down, then launches high into the air before coming crashing down to earth and planting them into the ground. Does VERY hard

damage, but you have to be close to the opponent, and the D-Pad movement is tricky to pull off - you have to do a 360 VERY quickly.

* Variants: None.

Other Moves

Body Splash: | + Fierce (while leaping Left or Right) (comes down on opponent
D for heavy damage)

Knee Drop: | + Short (while leaping Left or Right) (comes down on opponent for
D slight damage)

Throws & Holds

Power Slam: --F + Forward/Roundhouse (against opponent) (performs pro wrestling
Power Bomb move for heavy damage)

Pile Driver: B-- + Strong (against opponent) or --F + Strong (against opponent)
(performs leaping Pile Driver for heavy damage; direction Zangief
jumps depends on the D-Pad direction)

Back Slam: --F + Fierce (against opponent) (performs pro wrestling Suplex move
for heavy damage)

Alley Oop: | + Fierce (against opponent; while crouching) (throws opponent over
D his head)

Head Bite: --F + Fierce (close to opponent) (repeatedly bites opponent for
extra damage)

Stomach Pump: --F + Strong (close to opponent) (grabs opponent and repeatedly
squeezes their stomach for extra damage)

Tips for Fighting As/Against Zangief

Tips for Fighting As Zangief: While playing as Zangief, you'll probably rely on the big wrestler's raw power and strength in order to overcome your opponent. Zangief is slow and has poor jumping, but being an ex-wrestler, has a very wide range of throws and holds at his disposal. Keep your enemies close and use these moves, as well as the Body Splash move; using this quickly and repeatedly can quickly deal good damage. Also, Zangief cannot be harmed by projectiles below the waistline when he is performing the Spinning Clothesline move, so you may opt to use this method of getting past projectiles rather than trying to use his jump, as his poor jumping and large frame mean he is more likely to get hit.

Tips for Fighting Against Zangief: Fighting at close quarters is difficult against Zangief, so moves that will knock

him down, along with projectiles, are your best choice. If you get too close, he'll no doubt catch you with a damaging throw or even the dreaded Spinning Pile Driver, which the CPU is definitely not shy about using. Aerial attacks may also do quite well, if your character is a quick jumper.

Victory Stances

Victory Stance 1: Makes a double "I'm Number One" pose.

Victory Stance 2: Flexes and laughs.

Victory Quotes

Victory Quote 1: "MY STRENGTH IS MUCH GREATER THAN YOURS!"

Victory Quote 2: "NEXT TIME WE MEET, I'M GONNA BREAK YOUR ARMS!"

o-----o
| Dhalsim |
o-----o

Biography

Date of Birth: 11-22-1952

Height: 5'10"

Weight: 107 lbs.

(He can change height and weight to some extent.)

3-Size: B: 42"

W: 18"

H: 25"

Blood Type: O

From: India

Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

Dhalsim's greatest skill is his patience. He knows that he does not stand a chance in a slugging match. Instead, he concentrates on using his unique abilities to keep his enemies at a distance and to slowly wear them down.

Special Moves

Yoga Fire

* Combination: | \ --F + [any Punch button]
D DF

* Description: Dhalsim launches a fireball projectile at his opponent that,

if touched when not blocking, surrounds their body in flames, knocking them back.

- * Variants: (Jab) Yoga Fire travels at a slow speed.
- (Strong) Yoga Fire travels at a medium speed.
- (Fierce) Yoga Fire travels at a fast speed.

Yoga Flame

- * Combination: B-- / | \ --F + [any Punch button]
DB D DF

- * Description: Dhalsim spits out a cloud of flame. Unlike the Yoga Fire, this is not a projectile, but it can still nullify other projectiles that are thrown by opponents. Like the Yoga Fire, any opponent that comes into contact with it is covered in flames and knocked down. The downside to this move is that Dhalsim is immobile while using it and it takes a few seconds, leaving him vulnerable to an aerial attack.

- * Variants: None.

Other Moves

Head Butt: --F --F + Fierce (in midair) (flutters down towards opponent with a spinning headbutt attack)

Spinning Attack: --F --F + Roundhouse (in midair) (flutters down towards opponent with a corkscrew kick attack)

Throws & Holds

Yoga Nugie: --F + Strong (against opponent) (grabs opponent and repeatedly punches their head for extra damage)

Arm Throw: --F + Fierce (against opponent) (throws opponent over his head and away)

Tips for Fighting As/Against Dhalsim

Tips for Fighting As Dhalsim: Dhalsim is not your typical fighting game character; he is, in fact, terrible. He is slow, weak, and very open to attack while pulling off most moves. Therefore, you need to be a little more strategic with him in order to win, but rest assured, it is possible. Using the Yoga Fire and Flame moves to knock your opponent down is usually a good bet, and for aerial threats, a standing Roundhouse kick usually knocks them back. Keep in mind that Dhalsim has a lot of airtime with his jumping, but this leaves him very vulnerable to being knocked out of the air; so coming down with the Head Butt or Spinning Attack moves will get him back down to earth quicker and can maybe inflict some good damage on your opponent. He is capable of performing a slide kick with the use of the Down + Roundhouse buttons, which can allow him to slide underneath

projectiles and knock the opponent down when they are firing them. Try to follow up with a Yoga Nugie, or if you feel that's too risky, keep up the repeated Yoga Fire/Flame process.

Tips for Fighting Against Dhalsim: A lot of Dhalsim's moves leave him open to attack, even his stretchy limbs. His aerial attacks are also poor as his kick goes upwards, so aerial battles are usually lost by Dhalsim, so keep this in mind. Fighting him at close range is the best strategy; just pound away and your power will more often than not overcome him.

Victory Stances

Victory Stance 1: Swivels and claps his hands above his head.

Victory Stance 2: Goes into a lotus position and levitates.

Victory Quotes

Victory Quote 1: "I WILL MEDITATE AND THEN DESTROY YOU!!"

Victory Quote 2: "NOW YOU'VE REALIZED THE INNER MYSTERIES OF YOGA!"

o-----o
| Balrog |
o-----o

NOTE: Balrog is one of the four Deva (boss) characters and is not a playable character in this version of Street Fighter II. He is fought in the regular game mode after defeating all of the other seven World Warriors.

Special Moves

Turn Punch: Spins and launches a strong punch at the opponent.

Dash Punch: Dashes towards the opponent at very quick speed to connect with a powerful punch.

Dash Uppercut: Dashes towards the opponent at very quick speed to connect with a powerful uppercut.

Throws & Holds

Head Butt: Grabs the opponent and headbutts them multiple times, with extra damage done for each hit.

Tips for Fighting Against Balrog

Balrog, like the other boss characters, tends to rely on sheer attacking and brute strength rather than strategy, but he can very easily corner you if you keep defending. He loves to repeatedly attack with his Dash Punch and Uppercut moves, so try to knock him back with a sweep or a projectile. Keep him at bay with projectiles if you can, or get him cornered, but not the other way round, as this will usually end up with you being floored in a matter of seconds.

Victory Stances

Victory Stance 1: Flexes.

Victory Stance 2: Flexes, causing his vest to tear off.

Victory Quotes

Victory Quote 1: "GET UP YOU WIMP!"

Victory Quote 2: "HEY, WHAT HAPPENED? I'M NOT THROUGH WITH YOU YET!"

o-----o
| Vega |
o-----o

NOTE: Vega is one of the four Deva (boss) characters and is not a playable character in this version of Street Fighter II. He is fought in the regular game mode after defeating all of the other seven World Warriors.

Special Moves

Rolling Claw: Rolls forward and takes a slash with his claw.

Claw Dive: Climbs the cage in the background before leaping off and coming down, slashing the opponent with a swipe of his claw.

Air Suplex: Climbs the cage in the background before leaping off towards the opponent, grabbing them and performing a backflip suplex.

Throws & Holds

Suplex: Grabs the opponent for a quick-release German Suplex.

Air Throw: Throws the opponent across the screen and to the ground in midair.

Tips for Fighting Against Vega

On higher difficulty settings, Vega is incredibly frustrating and difficult to defeat; I would rate him and M. Bison as being the two toughest characters in the whole game. He has an annoying habit of constantly using jumping kicks, which ALWAYS do damage while his leg is outstretched, a cheap trick the CPU loves to use against you. There's very little you can do to put the balance in your favour, but if you're playing as Ryu or Ken, a Dragon Punch can sometimes work against Vega if he climbs that cage and tries to launch an aerial assault on you, but it does take some good timing. If you can, use aerial kicks repeatedly, and if you can keep him grounded, this will work quite well. But if you go for an aerial battle and he gets above you, a lot of the time he will keep kicking you for hard damage. Try to corner him and if he does a backflip, time an attack to hit him at the very moment he lands on his feet. Also, NEVER stay still or you'll get caught out in the blink of an eye.

Victory Stances

Victory Stance 1: Jumps, yodels, removes his mask and raises his hand in victory.

Victory Stance 2: Does a backflip and raises his hand in victory.

Victory Quotes

Victory Quote 1: "HANDSOME FIGHTERS NEVER LOSE A BATTLE!"

Victory Quote 2: "THANK YOU FOR A GORGEOUS TIME!"

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| Sagat |
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NOTE: Sagat is one of the four Deva (boss) characters and is not a playable character in this version of Street Fighter II. He is fought in the regular game mode after defeating all of the other seven World Warriors.

Special Moves

Tiger Shot: Sagat launches forward a charge of red energy while calling out "TIGER!"

Ground Tiger Shot: The same as a regular Tiger Shot, but Sagat crouches to launch this attack at a lower trajectory.

Tiger Uppercut: Very similar in execution to the Dragon Punch; Sagat leaps up and forward with a devastating uppercut to knock an opponent out of the sky, while calling out "TIGER UPPERCUT!"

Tiger Knee: Sagat leaps forward with lightning fast speed, driving his knee into the opponent for two strong hits, again calling "TIGER!"

Throws & Holds

Overhead Throw: Throws the opponent over his head and away.

Tips for Fighting Against Sagat

Sagat tends to fire alternating Tiger Shots and Ground Tiger shots the majority of the time; however he may also fire them together or at different speeds. Zangief and Dhalsim can also get hit by high Tiger Shots even when ducking, so you must be wary of that. When Sagat is busy firing away, get up close and make a very well-timed aerial attack to catch him while he is vulnerable from firing the Tiger Shots. It has to be well-timed, otherwise he can knock you down with a Tiger Uppercut. If he comes towards you, it usually means he is preparing to go for an aerial attack of his own or the Tiger Knee, so keep on the defensive. Try not to use projectiles either as he will come down on you with a jumping kick. Repeat the attacking process as described and you shouldn't have a great deal of trouble beating him.

Victory Stances

Victory Stance 1: Folds his arms, looking down at the fallen opponent and chuckles.

Victory Stance 2: Folds his arms and laughs.

Victory Quotes

Victory Quote 1: "I AM NOT SATISFIED UNTIL I HAVE THE WORLD'S STRONGEST TITLE AGAIN!"

Victory Quote 2: "YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER!"

o-----o
| M. Bison |
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NOTE: M. Bison is one of the four Deva (boss) characters and is not a playable character in this version of Street Fighter II. He is fought in the regular game mode after defeating all of the other seven World Warriors.

Special Moves

Psycho Crusher: M. Bison launches himself forward like a human torpedo while covering himself with powerful psychic energy. Anyone who comes into contact with it is engulfed in psychic flame and knocked down.

Scissor Kick: M. Bison somersaults forward to hit two powerful kicks.

Head Stomp: M. Bison leaps onto the opponent's head. If the opponent is

standing on the ground when he hits the stomp, he follows this up with a leaping punch.

Throws & Holds

Shoulder Throw: Throws opponent back.

Tips for Fighting Against M. Bison

The last fighter you have to face in the whole game, and very easy to see why; all of Bison's attacks deal heavy damage, and he has high speed, power and jumping skills. He uses all of his special moves in abundance, and loves to corner the opponent with several Scissor Kicks, which usually means dizziness in no time flat, followed by throws. If you jump towards him, he usually tends to counter this with the Psycho Crusher. So, the best way to fight him is to lure him towards you, and if he goes for the Head Stomp, a jumping kick should knock him down. If he tries to nail the Scissor Kick several times, try to catch him out with a projectile. Just play it safe and stay defensive, and attack when you see an opportunity. Keep at it, and eventually you should defeat him and win the game!

Victory Stances

Victory Stance 1: Steps back and folds his arms.

Victory Stance 2: Makes a "cut-throat" gesture.

Victory Quotes

Victory Quote 1: "ANYONE WHO OPPOSES ME WILL BE DESTROYED!"

Victory Quote 2: "GET LOST, YOU CAN'T COMPARE WITH MY POWERS!"

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3. BONUS STAGES

[0300]

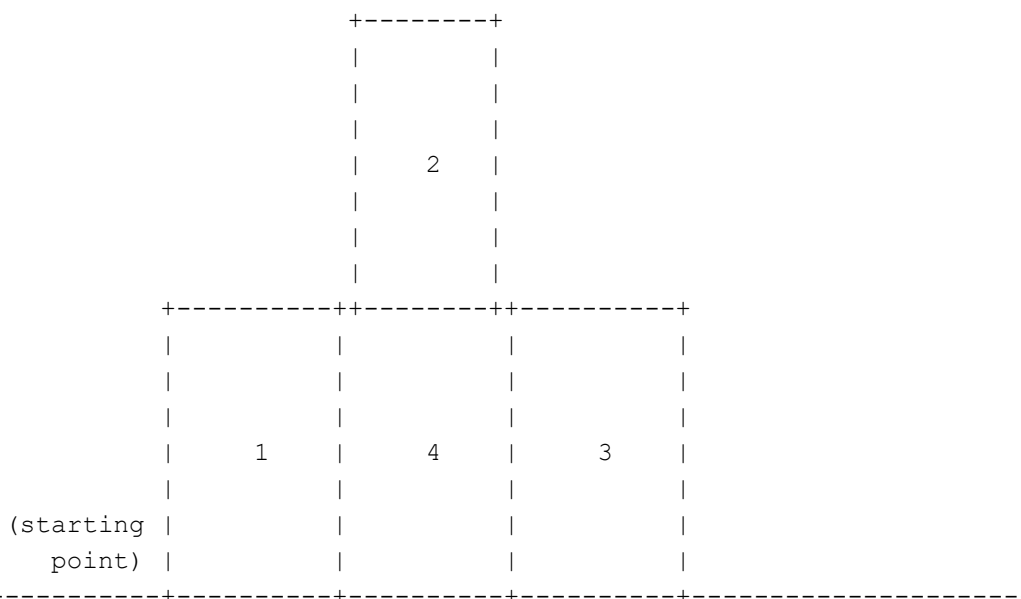
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In the main game mode, after winning a few bouts, you get a break from the competition and go to a stage where your warrior has the task of destroying a brick pile or a car within 40 seconds. Should you manage to do so, you get a 30000 point Perfect bonus, and all seconds left on the timer are multiplied by 1000 for extra points. Here's a look at both bonus stages, and the best way of beating them.

3.1. Bricks

[0301]

When you have defeated four opponents in the main game mode, you are taken to this bonus stage, in which you have 40 seconds to completely demolish a mountain of bricks. To break it down, there are actually four main "sections" of the pile that you should attack in this order to destroy the pile in the quickest time possible:



Start by breaking down section 1 with Fierce or Roundhouse attacks; most characters hit twice (such as Ryu (Roundhouse), E. Honda (Roundhouse), Ken (Roundhouse) & Dhalsim (Fierce)). If your character only does one hit per Fierce/Roundhouse move, then just quickly tap the button. Guile is a good example; he also has a double-sweep move.

After destroying that part, jump onto the top-left corner of section 4 so that you are facing section 2. Again, grind away until that part is gone. For section 3, you can either quickly jump over to drill away at that part, or if you're still stood in the top-left part of section 2, sweeping Roundhouse moves will actually pass THROUGH section 4 and connect with section 3! Sometimes double-hit Roundhouse moves even work as well!

Finally, work away at destroying section 4 - you can only do this once the other 3 sections are completely wiped out. Using double-hit Fierce/Roundhouse moves or a quick succession of your strongest punches/kicks/sweeps will finish the wall off with a good amount of time to spare.

Another handy trick is to use special moves that hit repeatedly and non-stop to finish each part off even quicker - E. Honda's Hundred Hand Slap, Blanka's Electricity and Chun Li's Lightning Kick all do this. Try not to keep pressing the buttons too much or you could lose a couple of seconds still doing the move after a section is gone and you need to start working on the next one.

3.2. Car

[0302]

This one's a little easier. Again, you start on the left hand side, and the left part of the car takes precisely FOUR Fierce/Roundhouse hits before the top left part is destroyed, after which you won't be able to do any more damage.

Now jump over the car to the other side and work away on the right side with Fierce/Roundhouse moves until the roof is destroyed. Staying on the right side, just continue to work on the bonnet of the car. Some characters will be able to

keep hitting it with Fierce/Roundhouse moves, but for some reason, some others won't. If that's the case, take a step back and use sweeping moves - or vice versa if one method doesn't work. After several more hits, the car will blow up and you win the stage.

Again, E. Honda's Hundred Hand Slap, Blanka's Electricity and Chun Li's Lightning Kick are all very helpful to beat this bonus stage even quicker, shaving a few seconds off the timer and getting you a few extra points for the time left remaining on the counter.

4. CHEATS

[0400]

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| Cheats |
o-----o

Bypass Opponents

You need two controllers for this one. Begin a regular game with one player. After you've selected your fighter on the World Map screen and begin your first fight, press Start on the second controller. The text 'HERE COMES A NEW CHALLENGER!' will appear at the top of the screen, and Player 2 is now able to play against you. With the second controller, select the fighter who your character was about to face, and you can easily dispatch them without any worry of them retaliating. After you win the fight, let the second player's Continue timer expire and you'll return to the main game, and on the World Map screen, you will now go to your next destination and the opponent you just beat will be crossed off!

Note, this cheat does not work with the four boss characters (Balrog, Vega, Sagat or M. Bison).

o-----o
| Codes |
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Disable Health Bars, Timer & Sound

At the Title screen, enter Options, then immediately press Start again to exit the Options screen to be taken back to the Title screen. Go back into the Options screen and leave again. You need to do this a total of 28 times. Now, once you have done that, begin a regular game and you should notice the Title screen music will still be playing. When you begin a fight, you'll see that there are no counters at the top of the screen, and the 'ROUND 1' and 'FIGHT!' text are replaced with odd looking graphics. The fight will now go on indefinitely, so you're pretty much stuck here until you reset the game.

GameFAQs | <http://www.gamefaqs.com/>

- * Where I obtained the Cheats that were used in the cheats section of this FAQ, and credit also goes to the various users that contributed them.

Gamesdbase | <http://www.gamesdbase.com/>

- * For hosting an online copy of the SNES Street Fighter II instruction manual, where I was able to obtain a good deal of helpful information for the Basics section of this FAQ, along with move listings and other details for each of the characters.

Phil Stroffolino

- * He has a superb guide to the Street Fighter II arcade and console games on GameFAQs, which I referred to for help with the move lists (particularly each character's miscellaneous moves), in addition to character quote translations. It also has some very interesting information on other Street Fighter-related media and plenty of details on Street Fighter terminology and trivia.

Wii Virtual Console Operations Guide

- * Also has some helpful information that I used in the Basics section of this FAQ.

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iii. Legal Disclaimer/Contacting Me
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Contacting Me

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

<http://www.gamefaqs.com/users/!Ny0Cloud>

http://www.gamefaqs.com/users/kuja105_reborn

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