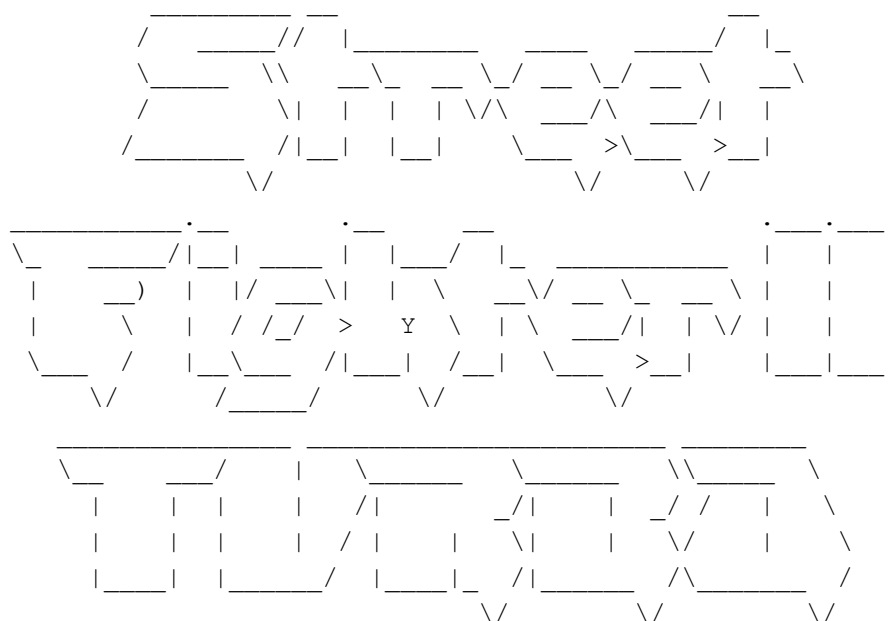


# Street Fighter II Turbo: Hyper Fighting FAQ/Move List

by Beautiful Affair

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Street Fighter II Turbo (SNES) FAQ/Move List

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For all queries, additions, submissions, contributions, thank-yous, marriage proposals, death threats, christening invitations and surprise confessions that you're expecting my baby, send me an E-Mail at [rharrisonfaqs\(at\)gmail.com](mailto:rharrisonfaqs(at)gmail.com).

Please remember that I have much less time for getting through my E-Mails and updating my work than I used to, so do not expect a response unless you send a genuine E-Mail that I feel is worthy of a reply and if you send anything worthwhile, I'll add it to the guide sooner or later. Just please be patient.

You may also talk to me on MSN via my screen name address, which is [coldcutter\\_87\(at\)hotmail.com](mailto:coldcutter_87(at)hotmail.com). I get on generally whenever I can and I'm open to talk about anything whether it's about games, my writing or just up for a bit of chit-chat. I don't want to receive files of any kind unless I can trust you and it would be of genuine use to me. If you're nice and polite to me I'll treat you the same way in return, we all get along and everybody's happy and the world is a better place and all that stuff. Thanks a million, people.

This guide may ONLY be viewed at:

- <http://www.gamefaqs.com>
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## I. INTRODUCTION

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Hello people, this is Ryan Harrison, and I bet you've missed me, yes? Of course you did. It's been 5 months since I last contributed a piece of written work to GameFAQs and I really felt I needed to get off my lazy ass and write something because it was killing me. This guide is a little rushed, but I needed to get back to writing, and I found a simple game that I have beaten on several occasions, and I also have an FAQ for a different version of SFII to my name. Besides, the main point is that I cover the game to help everyone, right?

Anyways, I better get to introducing this game. Street Fighter II Turbo is an updated version of the SNES fighter known as Street Fighter II: The World Warrior. You can now play as the four Shadowlaw characters Balrog, Vega, Sagat and Bison, there are some new modes, new special moves and a new bonus mode. Besides this, it's pretty still much the same, but even if you have the original Street Fighter II, this one is still worth getting, as it's a terrific fighter that all fighting game fans should try.

Enjoy the guide, and if you have anything to send me, my E-Mail address is at the top of this FAQ.

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## II. STORY

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Twelve street fighters from across the globe gather in a fighting tournament to decide who is the greatest fighter of them all. They each have their own background and reason to be the champion, but it's up to you to control one of them and get through every fight and win the tournament!

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## III. GAME BASICS

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### Controls

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D-Pad: Control cursors in menus and options

Jump (Up)

Move character (Left/Right)

Duck/crouch (Down)

Start: Select/confirm menu choices

Choose character with differently coloured attire

Pause/resume game

A: Medium kick

B: Weak kick

X: Medium punch

Y: Weak punch

L: Hard punch

R: Hard kick

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#### IV. MOVE LIST

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NOTE: Please remember that the move lists described here are for when your character is facing to the RIGHT. So, if you are facing left, you must press the opposite buttons on the D-Pad (say for example with Bison's Psycho Crusher you need to hold left for two seconds then press right & punch button, if you are facing left you must hold right for two seconds first then press left & punch button).

NOTE: This is the key on which my Move List will be based. Remember it well.

UL	U	UR	UL = Up + Left		
	\		/	U = Up	
L	-	o	-	R	UR = Up + Right
	/		\	L = Left	
DL	D	DR	R = Right		
			DL = Down + Left		
			D = Down		
			DR = Down + Right		

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Ryu  
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#### Info

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Date of Birth: 21 July 1964

Height: 5'10"

Weight: 150 lbs.

Blood Type: O

Nationality: Japanese

#### Special Moves

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Fireball: Press D, DR, R + any punch button and Ryu will release a glowing blue projectile ball.

Dragon Punch: Press R, D, DR + any punch button and Ryu will leap into the air with a powerful uppercut.

Hurricane Kick: Press D, DL, L + any kick button and Ryu will spin through the air with a strong kick.

Air Hurricane Kick (Turbo mode only): Press D, DL, L + any kick button while airborne after jumping, and Ryu will perform the Hurricane Kick at a greater height.

#### Tips

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Tips for fighting as Ryu: Ryu is a very well-rounded fighter with a good range of different attacks. His kicks and throws are superb so you should try to use these often. You can try to corner your opponent with a series of fireballs, and try to fool other players by lashing out fireballs at different speeds. When an opponent tries to jump towards you with an aerial attack, counter with the Dragon Punch when they're in mid-air. It's the best scenario to use it.

Tips for fighting against Ryu: Remember that Ryu likes to use a series of fireballs if you're facing the computer so try to swiftly outmaneuver them. If he goes for a Dragon Punch and misses, be sure to use an air attack straight away. Try to keep your feet on the ground most of the time though. With quicker fighters like Vega you stand a good chance against Ryu.

-----  
E. Honda  
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#### Info

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Date of Birth: 03 November 1960

Height: 6'2"

Weight: 304 lbs.

Blood Type: A

Nationality: Japanese

#### Special Moves

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Hundred Hand Slap: Press any punch button quickly and repeatedly and E. Honda performs a series of powerful slaps.

Sumo Head Butt: Hold L for roughly 2 seconds then immediately press R + any punch button and E. Honda will fly horizontally across the screen with a strong head butt.

Super Sumo Press (Turbo mode only): Hold D for roughly 2 seconds then immediately press U + any kick button and E. Honda will fly diagonally upwards then come down with a crushing blow.

#### Tips

----

Tips for fighting as E. Honda: E. Honda's brute strength make a match for most opponents, mainly the slower ones like Sagat or

Zangief. Master his Hundred Hand Slap to perfection as it's a very good move to use. Also practise your timing with the Headbutt and Sumo press moves. Honda is only good in close-quarter combat so protection from projectiles are his main weakness, and he's very slow, so you'll be outspeeded by quicker opponents unless you are very experienced with using him.

Tips for fighting against E. Honda: Remember that E. Honda can't use any projectiles, so while he tries his Hundred Hand Slap on you, quickly fire something at him to do some vital damage if you can. Also remember to keep away from the corners as you're in serious danger if E. Honda corners you with a Hundred Hand Slap. Learn how to dodge or counter his headbutt move, and with quicker fighters you have the upper hand against him in terms of quickness and agility.

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## Blanka

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### Info

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Date of Birth: 12 February 1966  
Height: 6'5"  
Weight: 218 lbs.  
Blood Type: B  
Nationality: Brazilian

### Special Moves

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Electricity: Press any punch button quickly and repeatedly and Blanka will surround his body in electricity. Should your opponent touch you in this state, they will be severely damaged and knocked down.

Rolling Attack: Hold L for roughly 2 seconds then immediately press R + any punch button and Blanka will fly horizontally across the screen with a fairly strong roll.

Vertical Rolling Attack (Turbo mode only): Hold D for roughly 2 seconds then immediately press U + any kick button and Blanka will fly diagonally upwards and then straight down with a fairly strong roll.

### Tips

----  
Tips for fighting as Blanka: Using Blanka's strong physical attacks and his electricity technique are the key to victory. His moves are similar to those of E. Honda's, so look in Tips in E. Honda's move list for additional help. Use the electricity when opponents try getting to close or with aerial attacks. Blanka is

also quite quick but is also a little tricky to control. Be sure to practise his moves often.

Tips for fighting against Blanka: In similar fashion to fighting E. Honda, keep in mind that Blanka is vulnerable to projectiles so try to use these whenever possible, and remember to be ready to block at any time. Blanka is very tricky to outmaneuver so use your agility at all times against him.

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## Guile

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### Info

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Date of Birth: 23 December 1960  
Height: 6'1"  
Weight: 191 lbs.  
Blood Type: O  
Nationality: American

### Special Moves

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Sonic Boom: Hold L for roughly 2 seconds then immediately press R + any punch button and Guile will release a strong projectile energy wave.

Flash Kick: Hold D for roughly 2 seconds then immediately press U + any kick button and Guile will quickly jump into the air, performing a backflip kick.

### Tips

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Tips for fighting as Guile: Although Guile's attacking and speed is also quite average like Ryu, he's only got two special moves. Fortunately they work in many situations, but take a while to prepare to perform. Use the Sonic Boom to corner your opponents, and the Flash Kick when the opponent tries to attack from the air. Guile's throwing is also one of his specialities, so try softening your opponent with some hard punches, kicks and throws.

Tips for fighting against Guile: Counter Guile's Sonic Boom with other projectiles if you can. Guile is quite a tough opponent, so the main things to keep in mind when facing him are to NEVER try to attack from the air (in which case he'll simply Flash Kick you) and to keep any eye out if he gets too close as his deadly throws are something to watch out for. If you have a quicker fighter, try outspeeding him.

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Info

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Date of Birth: 14 February 1965

Height: 5'10"

Weight: 169 lbs.

Blood Type: B

Nationality: American

Special Moves

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Fireball: Press D, DR, R + any punch button and Ken releases a glowing blue projectile ball.

Dragon Punch: Press R, D, DR + any punch button and Ken will leap into the air with a powerful uppercut. While Ken's Dragon Punch is not as strong as Ryu's, it covers a greater distance.

Hurricane Kick: Press D, DL, L + any kick button and Ken will spin through the air with a strong kick. While Ken's Hurricane Kick is not as strong as Ryu's, it hits more times.

Air Hurricane Kick (Turbo mode only): Press D, DL, L + any kick button while airborne after jumping, and Ken will perform the Hurricane Kick at a greater height.

Tips

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Tips for fighting as Ken: See Tips for fighting as Ryu.

Tips for fighting against Ken: See Tips for fighting against Ryu.

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Chun-Li

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Info

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Date of Birth: 01 March 1968

Height: 5'8"

Weight: (She won't tell)

Blood Type: A

Nationality: Chinese

Special Moves

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Lightning Kick: Press any kick button quickly and repeatedly and Chun Li performs a series of powerful kicks.

Whirlwind Kick: Hold D for roughly 2 seconds then immediately press U + any kick button and Chun Li will glide across the screen with a strong kick attack.

Kikoken (Turbo mode only): Press L, DL, D, DR, R + any punch button and Chun Li

will fire a blue projectile ball.

Air Spinning Bird Kick (Turbo mode only): While in the air, hold D for roughly 2 seconds then immediately press U + any kick button and Chun Li will perform the Whirlwind Kick at a greater height. The only way you can get enough air time in order to pull the move is by bouncing against the edge of the screen.

#### Tips

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Tips for fighting as Chun Li: Quickness is Chun Li's forte, and her Lightning Kick works well if you can corner opponents with it. If fighting in Turbo mode, use the Kikoken to do some potential damage to opponents who are vulnerable to projectiles.

Tips for fighting against Chun Li: Chun Li likes to attack from the air a lot, so if you have someone who can intercept aerial attack they'll do well. Characters with stronger moves are also a good choice to use. Try throwing a projectile at her if she is stuck using her Lightning Kick.

-----  
Zangief  
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#### Info

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Date of Birth: 01 June 1956

Height: 7'

Weight: 256 lbs.

Blood Type: A

Nationality: Russian

#### Special Moves

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Spinning Clothesline: Press any two punch buttons simultaneously and Zangief will spin around with a powerful clothesline move.

Spinning Piledriver: Press the D-Pad in a clockwise direction very quickly then press any punch button. Zangief will grab his opponent, leap into the air and come crashing down to earth with an extremely powerful piledriver.

Super Double Lariat (Turbo mode only): Press any two kick buttons simultaneously and Zangief will perform a quicker but stronger version of his Spinning Clothesline. While he is spinning he cannot be hit below the belt.

#### Tips



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Tips for fighting as Zangief: Zangief is very strong, so against slower opponents his moves do very well. If a fighter tries to fire a projectile at you, you can perform the clothesline move so you are not hit by it. However Zangief is not very good against quick opponents who can easily get round him and attack, and he isn't good at countering other moves, so be aware if you choose to play as him.

Tips for fighting against Zangief: Quicker opponents always get the upper hand on Zangief if you know how to outspeed your opponents. Projectiles work well if he does not use his clothesline when you throw them at him. Remember to keep your distance from Zangief too, when close he can use one of his strong moves and deal a lot of damage.

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Dhalsim  
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Info

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Date of Birth: 22 November 1952  
Height: 5'10"  
Weight: 107 lbs.  
Blood Type: O  
Nationality: Indian

Special Moves

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Yoga Fire: Press D, DR, R + any punch button and Dhalsim will fire a projectile ball of fire. Should your opponent touch it, they will be scorched and knocked down.

Yoga Flame: Press L, DL, D, DR, R + any punch button and Dhalsim will spit a cloud of flame. While not a projectile it is stronger than the Yoga Fire and also knocks the opponent down.

Yoga Teleport (Turbo mode only): To appear in front of your opponent, press L, D, DL + any two punch buttons to appear close to them, or L, D, DL + any two kick buttons to appear further away from them. To appear behind your opponent, press R, D, DR + any two punch buttons to appear close to them, or R, D, DR + any two kick buttons to appear further away from them.

Tips

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Tips for fighting as Dhalsim: Dhalsim is very light and very slow so be aware of his jump as it leaves you in the air for a while, vulnerable to attack. Use the power of the Yoga Fire/Flame in good situations (mainly if the opponent gets too close). Dhalsim can stretch his arms and legs too, which is good if you are

fighting at distance. In Turbo Mode, use the Yoga Teleport to fool your opponents and quickly capitalize.

Tips for fighting against Dhalsim: When he's in the air, don't hesitate to use some aerial attacks (Ryu's Dragon Punch or Sagat's Tiger Uppercut are good examples). Remember that Dhalsim is worse in close quarter fighting than he is with distance so use this to your advantage (but beware of his Yoga Flame attack). If he does this and misses he's vulnerable, so attack whenever possible.

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## Balrog

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### Info

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Date of Birth: 04 September 1968

Height: 6'5"

Weight: 252 lbs.

Blood Type: A

Nationality: American

### Special Moves

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Turn Punch: Hold all three punch or kick buttons then release them. Depending on how long you hold the buttons will determine the strength of the punch. Balrog calls out a number when he performs the move. The higher the number, the further he will move and the stronger his punch will be if it successfully hits.

Dash Punch: Hold L for roughly 2 seconds then immediately press R + any punch button and Balrog will quickly rush across the screen with a damaging punch.

Dash Uppercut: Hold L for roughly 2 seconds then immediately press R + any kick button and Balrog will quickly rush across the screen with a damaging uppercut.

### Tips

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Tips for fighting as Balrog: Balrog is one of the stronger opponents and is also indeed very quick, making him one of the best characters to use. Mastery of his Dash Punch and Dash Uppercut can mean almost certain victory. Try to find out combos with him as a series of quick, hard punches can mean a quick victory.

Tips for fighting against Balrog: Balrog is a tough opponent and he can very easily and quickly outspeed you if you're not careful. Against the computer you can attack at the legs or use projectiles if you can - this comes most helpful if he tries a long range dash move.

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## Vega

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### Info

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Date of Birth: 27 January 1967

Height: 6'

Weight: 208 lbs.

Blood Type: O

Nationality: Spanish

### Special Moves

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Rolling Claw: Hold L for roughly 2 seconds then immediately press R + any punch button and Vega will lunge forward with a roll and strike with his claw.

Claw Dive: Hold D for roughly 2 seconds then immediately press U + any kick button and when Vega dives down press any punch button and he will open his fists up to perform a strong claw attack.

Air Suplex: Hold D for roughly 2 seconds then immediately press U + any kick button and when Vega dives down move the D-Pad towards your opponent and hit any punch button and Vega will grab them and slam them into the ground.

### Tips

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Tips for fighting as Vega: Vega's superior quickness is his major advantage all the other fighters. Use his claw dive and air suplex moves often as they come in very handy in many situations. Mastery of these moves is essential when using him. Vega has a very quick jump so he's hard to control in mid-air, so be aware.

Tips for fighting against Vega: Vega is very hard to outspeed and slower characters like Zangief will have no chance against him. You should try to learn how to counter his aerial moves (Guile's Flash Kick does the trick sometimes), but it also takes a little bit of luck as well.

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## Sagat

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### Info

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Date of Birth: 02 July 1955

Height: 7'4"

Weight: 283 lbs.

Blood Type: O

Nationality: Thai

## Special Moves

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Tiger Shot: Press D, DR, R + any punch button and Sagat will launch a red projectile.

Ground Tiger Shot: Press D, DR, R + any kick button and Sagat will perform the Tiger Shot at a lower height.

Tiger Uppercut: Press R, D, DR + any punch button and Sagat will leap into the air with a strong uppercut. Similar to Ryu and Ken's Dragon Punch, Sagat's stature allows him to reach a higher height.

Tiger Knee: Press D, R, UR + any kick button and Sagat will do a lightning quick knee attack.

## Tips

-----  
Tips for fighting as Sagat: The good range of special moves Sagat has to offer makes him a good fighter. Use his Tiger Shot at any good opportunity to catch your opponent out with projectiles and the Tiger Uppercut if the opponent tries to approach you from the air. Sagat is slow however and his jump is terrible. However, powerful physical moves make up for this.

Tips for fighting against Sagat: Outspeeding Sagat is a technique you should definitely know. He likes to fire Upper and Lower alternating Tiger Shots, so learn how to evade them before you try an attack. Also watch out for his deadly Tiger Uppercut so attacking from the air is not a good choice.

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## M. Bison

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## Info

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Date of Birth: Unknown

Height: 5'11"

Weight: 254 lbs.

Blood Type: A

Nationality: Unknown

## Special Moves

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Psycho Crusher: Hold L for roughly 2 seconds then immediately press R + any punch button and M. Bison will quickly move across the screen surrounded in psychic flames. Should your opponent touch you in this state, they will be knocked down.

Scissor Kick: Hold L for roughly 2 seconds then immediately press R + any kick button and M. Bison will quickly jump towards his opponent with two strong kicks.

Head Stomp: Hold D for roughly 2 seconds then immediately press U + any kick

button and M. Bison will fly towards his opponent's head. After he lands on their head and jumps up, press any punch button to follow up with a punch.

## Tips

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Tips for fighting as M. Bison: M. Bison is very strong, very fast and very skilled. Mastery of all of his moves can make you almost flawless as Bison's techniques are all very good. With Bison, you can outspeed and quickly capitalize on your opponent. Series of Psycho Crushers works best.

Tips for fighting against M. Bison: Bison is one tough nut to crack. One good tip to keep in mind is that he's vulnerable to projectiles when he uses the Psycho Crusher, and if you successfully block his Head Stomp attack, you can quickly hit him with an aerial move. Apart from that it may also take a bit of luck to outwit him.

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## V. HINTS AND TIPS

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Practise, goddammit.

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## VI. CHEATS AND SECRETS

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Damage the scenery

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In certain stages there are items at the side of the screen. In Ryu's stage there are some signposts, Guile's stage there are some crates, Ken's stage there is a barrel and M. Bison's stage there are some statues. If you can knock your opponent into these you'll destroy them.

## Different endings

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If you set the difficulty of the game between 1 and 3 stars, after you beat the Champion/Turbo game you'll get the cheesy "Why don't you try the harder difficulty level?" ending. If you beat the game at the difficulty of between 4 and 6 stars, the character you beat the game with will have their own story ending. If you beat the game on 7 or 8 stars, you get the ultimate Capcom credits ending.

## Different coloured warriors on the ceremony platform

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When you beat the game you see your character on a platform with M. Bison in 2nd place and Sagat in 3rd place. If you beat the game with differently coloured attire, not only will you appear on the platform in that attire, but M. Bison and Sagat will also be in different attire.

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VII. FREQUENTLY ASKED QUESTIONS  
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Q. What makes projectiles fire at different speeds?

A. The button you press to utilise them. For example, Ryu's Fireball requires any punch button to be pressed in order to fire it. If you press Y, the fireball will travel slowly. Pressing X will make it move at a medium speed. The L Button makes it go fast.

-----  
Q. I can't do <insert move name here>. Can you help?

A. First of all, make sure that you are playing in the mode in which you are able to that certain move in. Also, if your controller's D-Pad is faulty and you can't control it very well, I'd suggest getting a new one.

-----  
Q. Which of the Turbo mode moves can I NOT do in Champion Mode?

A. Ryu's Air Hurricane Kick, E. Honda's Super Sumo Press, Blanka's Vertical Rolling Attack, Ken's Air Hurricane Kick, Chun Li's Kikoken and Air Spinning Bird Kick, Zangief's Super Double Lariat and Dhalsim's Yoga Teleport.

-----  
Q. Are there any differences between Ken and Ryu?

A. Only very minor differences. Ryu's special moves are generally more power based, while Ken's are speedier and also have a change in range. Ken also has a different throw.

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Q. Hi, I'm from CheatCC...

A. Go away.

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VIII. MISCELLANEOUS INFORMATION  
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This is just the finishing stuff. In other words, it's just thank you's and guide information and a bunch of other crap.

CREDITS  
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Capcom for making this game.

Steve McFadden for being like, the coolest person ever.

CJayC for posting this guide (hopefully).

## VERSION HISTORY

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Version 1.00 - 9 July, 2005 - First version of this FAQ, finished the day it was created. I own you all, suckers.

## CONTACTING ME

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If you have any questions, additions, contributions, corrections or thanks to send me regarding this file or any of my other work, I can be found at rharrisonfaqs(at)gmail.com. My inbox is always open and I welcome all kinds of E-Mails about the games I have covered, but please keep in mind that I will not respond to each and every one I receive - if it is a question that has already been answered within the FAQ then I will definitely not respond; it takes me a bit of time to weed through the E-Mail I get to find a genuine question or contribution so that I can reply and give credit within the next update.

If you do send me something that I find useful to add to the FAQ within the next update, I will give you credit via your name and E-Mail (unless you specifically ask for me not to post it in the file). If you are having trouble finding something that my FAQ may not have, please read it thoroughly first, as there's a good chance it's already there, especially if the file version is marked as "FINAL". Otherwise there should be no problems with these contact rules, so thank you and take care! Also, if you're interested, please feel free to check out other FAQs and reviews I have written on my contributor page, which can be found at:

<http://www.gamefaqs.com/features/recognition/22792.html>

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## IX. CONCLUSION

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Hello and thanks a lot for choosing to read my FAQ for Street Fighter II Turbo. I know it might look rather rushed and stuff but everything important is here and I'll work on it some more in time, I swear. It's been so long that I've been dying to get a new guide sent in as the tension was killing me. Don't expect any 100K+-ers coming soon, but once I get these personal problems out the way, you could be surprised. Still, I'm open to E-Mail and messenger so if in doubt, gimme a shout. LOL

See ya round,  
- Big Ryz0

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