

Street Fighter II Turbo: Hyper Fighting FAQ/Move List

by FFOGalvatron

Updated on Nov 6, 2005

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TURBO

Street Fighter 2 Turbo guide
By FFOGalvatron 2005
For Super Nintendo/Famicon version

CONTENTS

- 1) INTRODUCTION
- 2) INFORMATION ABOUT THIS VERSION
- 3) WHAT'S NEW

4) STORY

5) CONTROLS

6) GENERAL MOVES

-Blocking

-Throwing

-Punching

-Kicking

7) GAME PLAY

8) GAME MODES

-TURBO

-NORMAL

-OPTIONS

9) BONUS GAMES

10) SPECIAL MOVES LIST

-Ryu

-E.Honda

-Blanka

-Guile

-Ken

-Chun Li

-Zangief

-Dhalsim

-Balrog

-Vega

-Sagat

-M.Bison

11) CHEATS

12) FAQ

13) DISCLAIMER

1) INTRODUCTION

Welcome to my guide to the SNES/Super Famicom
version of Street Fighter 2 Turbo. All the moves,
cheats and more stuff will be listed.

2) INFORMATION ABOUT THIS VERSION

The first SNES Street Fighter game, Street Fighter 2, was a huge success all over the world and practically sold the SNES single handedly.

In 1992, the arcades saw two new updates of Street Fighter 2: Street Fighter 2 Champion Edition and Street Fighter 2 Turbo.

In 1993, these two games were rolled into one and released on the Mega Drive/Genesis (under the name Street Fighter 2 Special Champion Edition) and on the SNES. The name of the SNES version was simply Street Fighter 2 Turbo.

3) WHAT'S NEW

This update includes a lot of new stuff that isn't in the last title, Street Fighter 2. This includes:

- *Boss characters are now playable
- *New costume colours
- *New special moves
- *1 new bonus game
- *New modes -Champion and Hyper
- *New speed settings
- *New cheats

No, it's not a lot, but at the time it didn't matter.

4) STORY

The story for this game is simple. The evil M. Bison has set up the second Street Fighter tournament and has invited the best fighters to take part in. You get to pick one of these fighters and have to take on the rest in the tournament.

5) CONTROLS

The controls for this game are the exact same as before.

The standard pad set up is this:

A: Medium kick (Forward)

B: Weak kick (Short)

X: Medium punch (Strong)

Y: Weak punch (Jab)

L: Hard punch (Fierce)

R: Hard kick (Roundhouse)

On the D-pad:

Up: Jump up

Up forward: Jump forward

Forward: Move right

Down: Duck

Down back: Duck and block

Back: move left/block

Up back: Jump back

LEGEND

QCF: Quarter circle forward

QCB: Quarter circle backward

DPM: Dragon Punch motion (F,D,DF)

HCF: Half circle forward (B,DB,D,DF,F)

QCFX: (D,DR,R,UR)

Charge: Charge direction for 2 seconds.

K: Any kick button

P: Any punch button

6) GENERAL MOVES

Blocking

To block, hold left (when facing right, hold right when facing left) When blocking, the opponent will not be able to hurt you. You cannot block throws. Also, if you block a special move, you will take a little damage, but not much.

Throwing

Throws do good damage to the opponent, and every character has at least 1 throw technique. To throw, move close to the opponent, hold left or right, then press either the medium or hard punch or kick buttons, it depends on the character you are using, so make sure to try it out with every character.

Punching

There are 3 types of punches. Weak punch does little damage but is quick, medium does average damage and is fairly quick, hard does a lot of damage but is slow.

Kicking

There are 3 types of kicks. Weak kick does little damage but is quick, medium does average damage and is fairly quick, hard does a lot of damage but is slow.

7) GAME PLAY

Street Fighter 2 is the fighting game that started it all. In fights you have to deplete the opponent's energy bar to nothing to knock him/her out. Use special moves, punch, kicks and throws to win. Each fight uses a "best 2 out of 3" rounds system.

In the one player mode you fight all the other fighters and then move onto the four boss characters. Beat M. Bison, the last boss, to see you fighter's ending sequence.

The game can also be played with 2 players. If you are playing in the 1 player mode, a second player can challenge at any time.

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

In the options menu to the game you can select the difficulty, change the controls and listen to game sound effects and music.

8) GAME MODES

At the main menu screen, you can select any of three options:

TURBO
NORMAL
OPTION

TURBO

This is the SNES version of Street Fighter 2 Turbo. You can select a number of stars by pressing left or right, which effect the speed of the game. Have 0 stars for a slow game, have 5 for a very fast game etc.

NORMAL

This is the SNES version of Street Fighter 2 Champion Edition.

(In Turbo or normal mode, you can either go on game start (one player) or V.S. battle (2 players)).

OPTIONS

Customise game options here. The following are available:

DIFFICULTY

Change how hard the CPU opponents are. The more stars you have, the harder they are.

TIME LIMIT

Turn the timer on or off.

CONFIG.

Change the button layout here, if you want to. You can change it for player 1 or player 2.

STEREO

Have the sound in either stereo or monaural here.

MUSIC TEST

This lets you listen to any music used in the game.

S.E. TEST

Listen to any sound effect here.

(Press start to exit the options menu)

9) BONUS GAMES

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

No. 1: CAR SMASH

Destroy the car by damaging the right side of it first, then jump over to the car's left side and attack that enough times to destroy it for good. Destroy the car before the timer runs out to complete this bonus game.

NO. 2: BRICK SMASH

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

NO. 3: BARREL SMASH

Barrels are dropping down overhead. Destroy them by attacking them. Destroy them all to complete this bonus game.

10) SPECIAL MOVES LIST

Here you can find all of the character's special moves. Any move with a * in front of it's name means you can only do the move in the TURBO mode -it will not work in the NORMAL mode. All commands are done when facing right, reverse them when facing left.

RYU

Stage: Japan

The main man of the Street Fighter series, Ryu has very easy to do moves and is a great character for beginners.

Fireball: QCF+P

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

Dragon punch: DPM+P

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

Hurricane kick: QCB+K

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

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

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

E.HONDA

Stage: Japan

Honda is a sumo (and not a car) and is out to prove that the sport is not to be laughed at.

100 hand slap: Press any P rapidly

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

Sumo head butt: B (Charge) F+P

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

*Sumo smash: D (Charge) U+K

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

BLANKA

Stage: Brazil

Blanka has a past which he needs to find...

Electricity: Press and P rapidly

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

Rolling attack: B (Charge) F+P

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

*Vertical rolling attack: D (Charge) U+K

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

GUILE

Stage: USA

Guile wants revenge on M. Bison after he

killed Guile's friend Charlie.

Sonic boom: B (Charge) F+P

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

Flash kick: D (Charge) U+K

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

KEN

Stage: USA

Ryu's training partner also enters the Street Fighter tournament. However, he has some work to do as he hasn't been fighting for a while.

*Fireball: QCF+P

Ken's fireball is still an effective attack.

Dragon punch: DPM+P

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

Hurricane kick: QCB+K

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

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

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

CHUN LI

Stage: China

Chun Li is also after M. Bison, like Guile, as Bison killed her father.

Lightning kick: Press K rapidly

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

Spinning bird kick: D (Charge) U+K

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

*Fireball: B (Charge) F+P

Your average projectile attack.

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

Air version of the spinning bird kick.

ZANGIEF

Stage: USSR

Leaving the Russian wrestling ring due to a lack of competition, Zangief now takes on the other world warriors.

Spinning clothesline: Two P together

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

*Turbo spinning clothesline: Two K together

Faster version of above move.

Spinning pile driver: 360 motion+P (close)

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

DHALSIM

Stage: India

Needing to test his yoga skills in battle, Dhalsim enters the tournament.

Yoga fire: QCF+P

A projectile attack of pure flame.

Yoga flame: HCF+P

A short range blast of flame.

*Yoga teleport forwards: DPM+3p or 3K

Dhalsim teleports across the screen.

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

Same as above move, but back instead of forwards.

BALROG

Stage: USA

M. Bison's bodyguard aims to stop anyone from getting past him.

Turn punch: Hold 2 P for 2 seconds then release

A powerful punch.

Dash punch straight: B (Charge) F+P

Another punch attack.

Dash punch uppercut: B (Charge) F+K

This is a great move to surprise the opponent with.

VEGA

Stage: Spain

This Spanish matador assassin uses his claw as a weapon in fights.

Claw roll: B (Charge) F+P

Vega rolls forward and thrusts his claw at the opponent.

Claw dive: D (Charge) U+K, then P

A claw strike to the head after jumping off the wall.

Wall leap: D (Charge) U+K, then P+direction toward opponent

Vega grabs the opponent and slams them after jumping off the wall.

SAGAT

Stage: Thailand

Humiliated by his loss to Ryu, Sagat returns to have a re-match and finally show the world who the real Street Fighter champion is.

Tiger shot high: QCF+P

A high projectile.

Tiger shot low: QCF+K

Low projectile.

Tiger uppercut: DPM+P

A very good anti air attack, just like the dragon punch.

Tiger knee: QCFX+K

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

M.BISON

Stage: Thailand

The leader of Shadowloo, Bison aims to destroy anyone who apposes him.

Psycho crusher: B (Charge) F+P

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

Scissor kick: B (Charge) F+P

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

least it looks cool.

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

11) CHEATS

NO SPECIAL MOVES

At the Capcom logo, enter the following code:

Down, R, Up, L, Y, B

A noise should be heard if you did it right. Now
all special moves are turned off! You can only use
punches, kicks and throws in fights.

MORE TURBO

At the logo screen (after the Capcom logo) enter
the following code on player 2's pad:

Down, R, Up, L, Y, B

A noise should be heard if you did it right. Now
you can have up to 10 stars in turbo mode! It's
incredibly fast if you try it with the full 10
stars on.

SPECIAL MOVES ON OFF

This only works in VS. Battle in either Turbo or
Normal mode. Get to the stage select screen, then
on player 2's pad press:

Down, R, UP, L, Y, B

A noise should be heard if you did it right, and
a new menu will appear letting you turn each
special move for the characters you chose on or off.

Best hidden ending

Complete the game on level 8 without losing a round.

Hidden ending

Complete the game on level 6 or higher without
using a continue.

12) FAQ

Is there a hidden fighter called Sheng Long in this?
No, he was a hoax character.

Do the bosses have different names in the Japanese version?

Yes- M.Bison becomes Vega, Vega becomes Balrog and Balrog becomes M.Bison.

What is the meg size of this game?

20 -4 more than the last Street Fighter 2 game.

Why do the fireballs appear orange sometimes? Do they do any more damage?

This is because of a glitch in the game. There is no proper move command to do this attack, and as far as I can tell it does not actually do any more damage than usual anyway.

What are the differences between Ryu and Ken?

Ken has a different kick button throw, plus his hurricane kick does multi hits. Also, Ken's dragon punch covers more of a range than Ryu's.

Is there anyway to have turbo speed in normal mode?

As far as I can tell, no, there is not, which is a shame.

13) DISCLAIMER

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

My e-mail is:

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So I mean business. Haw.

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