

Nintendo Gateway - Super NES Executive Game Summary

Game Title **Street Fighter II™**

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Game Description Eight fighters from across the globe have come together to determine who has the strength, skill and courage to challenge the mysterious Grand Masters. Each fighter has different skills and special moves, but it will take more than brute strength to earn the title of the World Warrior.

Controller Information

Control Pad:	
Up:	Jump
Left:	Back Defense
Down:	Crouch
Right:	Forward
Left + Up:	Back flip
Left + Down:	Defensive Crouch
Right + Down:	Offensive Crouch
Right + Up:	Forward flip
Punches and Kicks:	
Y Button:	Light punch (jab)
X Button:	Medium punch (strong)
L Button:	Hard punch (fierce)
B Button:	Light kick (short)
A Button:	Medium kick (forward)
R Button:	Hard kick (roundhouse)

Hints & Tips

Special Moves:	
<u>Ryu</u> Fireball:	Down, Down-Towards, Towards, and punch
<u>Edmond Honda</u> Sumo Head Butt:	Away (hold 2 seconds), Towards, and punch.
<u>Blanka</u> Electricity:	Press any punch button repeatedly.
<u>Guile</u> Sonic Boom:	Away (hold 2 seconds), Towards, and punch.
<u>Ken</u> Hurricane Kick:	Down, Down-Away, Away, and kick.
Chun Li Lightning Kick:	Press any kick button repeatedly.
<u>Dhalsim</u> Yoga Fire:	Down, Down-Towards, Towards, and punch.
Yoga Flame:	Away, Away-Down, Down, Down-Towards, Towards, and punch.

