

Nintendo Gateway - Super NES Executive Game Summary

Game Title **Super Street Fighter II**

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Game Description The 12 original fighters are back with cool new moves! Joining them are a tough exile named Thunder Hawk; a marital arts movie star named Fei Long, a kick-boxer musician named Dee Jay, and the mysterious Cammy—whose origins are unknown. There are several modes of play, three speed settings and new story lines and backgrounds.

<i>Controller Information</i>	Control Pad:	UP	- Jump
		DOWN	- Crouch
		Away	- Defense
		Forward	- Move Forward
		Diagonal Up/Away	- Back Flip
		Diagonal Up/Forward	- Forward Flip
		Diagonal Down/Away	- Defensive Crouch
		Diagonal Down/Forward	- Offensive Crouch
	A Button:	Medium Kick (Forward)	
	B Button:	Light Kick (Short)	
X Button:	Medium Punch (Strong)		
Y Button:	Light Punch (Jab)		
L Button:	Hard Punch (Fierce)		
R Button:	Hard Kick (Roundhouse)		
Start:	Pause and confirm selection		
Select:	Not used		

Other Info All of these characters have their own unique moves. Try pressing the control pad in different directions while pressing varied combinations of the a, b, x, y, L, and R buttons.