

For Kaptam Gamers

Super Street Fighter 2 Turbo Guide



The starting words

- This guide is primarily made for beginners of the game. If you have some idea of how to play Street Fighter 2, you probably don't need to read it. Or read it if you are bored. I don't really care in the end
- Most of the knowledge, pictures and data is taken from the Supercombo wiki page for Super Street Fighter 2 Turbo. So if you want more in-depth knowledge of the game, you can go there from this [link](#)

Basics

- Super Turbo (what Super Street Fighter 2 Turbo is usually called) is a 6 button fighting game with a Light, Medium and Heavy punches and kicks.
- The game has 16 Characters all with differing playstyles and strategies.
- The game has a super meter that is used for super attacks that deal a lot of damage and can change the momentum of the match in an instant



Offensive moves basics

- Some normal attacks are different depending on how close you are to your opponent and function differently
- Some normal attacks also change depending on what direction you are holding. For example Forward Medium Punch for Ryu is different from if you are just pressing the medium punch
- You can grab opponents by being close to them and pressing either forward/back heavy punch. Grabs break guard so if your opponent is blocking too much you can catch them off guard and bring in the damage. Some characters can do grabs from medium punch/kick and heavy kick and some can be done in the air.
- Combos are attack sequences where you can land attacks on opponent without opponent being able to block them. Some are easy and some are hard.
- Special moves can be done with special inputs and they will be discussed more in a later slide
- You can cancel some normal attacks into special moves.

Defense basics






- You can block in this game by holding back on the movement. Low attacks are blocked by holding down back.
- Grabs are able to be softened by reacting to a grab with the grab input. When succesful, you will take less damage than normally and also you will also land on your feet, instead of face first on the ground.
- Some special moves are invincible. Meaning that when succesfully done, you can't be hit from them. They can still be blocked so be carefully if your opponent baited you into doing it.

Special and super moves

- Special moves are done with special inputs. Usually by doing a motion with movement buttons and then pressing an attack button. For Example. Hadoken, the iconic fireball move of Ryu and Ken can be done by inputting, Down, Down Forward, Forward and any of the punch buttons.
- Some Special moves are done by smashing the attack button like E. Honda's hundred hand slap
- Some characters have charge moves. Charge moves can be difficult for beginners, but they are usually done by holding a direction, then inputting the other direction and an attack button. For Example, Sonic Boom, the projectile move of Guile can be done by Holding back for a little while as if to charge the move and then quickly pressing forward and a punch button.
- Lastly Full Circle inputs are quite a fickle to explain. You are supposed to do a full circle in movement so a 360 input and then an attack button. They are pretty hard to do for a beginner, but you can make them easier by doing them during a jump and finishing the input when landing on the ground.
- Super moves are done with their own inputs that usually differ from normal special move inputs and can be considered harder. For example. Ryu's Super move is done by inputting the Hadoken movement input twice before pressing the attack button.

Ryu Overview

- Ryu is the poster boy for the entire Street Fighter series. For that reason, he usually is the easiest character to learn and that also applies here too
- Ryu is considered a Jack of All Trades and has a balanced tool set. You can keep your distance with his fireball, but you can also go on the aggressive with his Hurricane Kick that can go over fireballs and his dragon punch can be used for catching enemies out of the air. His fireball super can easily turn the tides of battle and is considered one of the best supers in the game.
- If you want a character that can do a little bit of everything while being a good character for beginners, then Ryu is your man

Special Moves		
Blue Fireball (Hadouken)		
		
n/a Rating	1 Tips	
Dragon Punch Uppercut (Shoryuken)		
		
n/a Rating	0 Tips	
Hurricane Kick		
		
		
n/a Rating	0 Tips	
Red Fireball (Fire Hadouken)		
		



Super
<u>Super Fireball (Shinkuu Hadouken)</u>

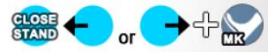

Command Normals

Hell Wheel (Throw)



n/a Rating 0 Tips All Details

Hiza Jigoku (Throw)



n/a Rating 0 Tips All Details

Shoulder Throw



Dragon Punch (Shoryuken)



n/a Rating 0 Tips

Fireball (Hadouken)



n/a Rating 0 Tips

Hurricane Kick



Special Moves

Crazy Kick 1



n/a Rating 0 Ti

Crazy Kick 2



n/a Rating 0 Ti

Crazy Kick 3



n/a Rating 0 Ti

Super

Super Dragon Punch (Shoryureppa)



Ken Overview

- Ken is the sword to Ryu's shield. They are very similar and can almost be played the same way. The main difference is that Ken is much more spicier.
- Ken has more options, but that also makes him slightly harder to master than Ryu. Ken also is played more aggressively than Ryu.
- Ken is a solid pick if you want to play Ryu, but with a little more spice and kick



Chun-Li Overview
















- The Strongest Woman in the world (self-proclaimed) also happens to be the strongest woman in this game.
- Chun-Li is an aggressive rushdown character that can put the pressure on you with her fast and strong normal moves and fast walking speed. Couple this with a surprisingly long throw range and Chun-Li can be an absolute monster in the right hands.
- Chun also has tools for defensive play if the need arises.
- Charge inputs can have some getting used to, but Chun's normal moves can easily carry you far in matches.

Sankaku Tobi	Jump against a wall, press in opposite direction	
Koshuu Tou	close, or +	or
Ryuusei Raku	close, or +	or
Kouhou Kaiten Kyaku	+	
Kaku Kyaku Raku	+	
Yousou Kyaku	+	
Kikouken	+	
Spinning Bird Kick	+	
Kuuchuu Spinning Bird Kick	+	
Tenshou Kyaku	+	
Hyakuretsu Kyaku		
Senretsus Kyaku	+	



E. Honda Overview











- E. Honda is a great character for beginners, despite his charge input specials.
- His gameplan is quite simple. Utilize your specials and get hits on the opponent with them. His sumo headbutt deals a surprising amount of damage when it hits and his Sumo Throw and Sumo Drop can catch the opponent off guard on many different situations.
- Thanks to his better than normal defense and health you can also make more mistakes with him.
- He can be quite slow.
- If you want a character with a straightforward gameplan, then step in the sumo ring and pick E. Honda.

Name	Input
Tawara Nage	close, ← or → + 
Saba Ori	close, ← or → + 
Hiza Geri	close, → + 
Shiko Geri	close, ← + 
Sekkan Kyaku	close, ← or → + 
Harai Geri	← or → + 
Flying Sumo Press	 + 
Hyakuretsu Harite/Hundred Hand Slap	 
Super Zutsuki/Sumo Headbutt	← or → + 
Super Hyakkan Otoshi/Sumo Drop	 + 
Ooichou Nage/Sumo Throw	close, → + 
Oni Musou	← or → + 



Blanka Overview

- Blanka is an oppressive character with some decent and fast buttons and some fast special moves, but all things considered, he isn't that strong.
- Blanka can still work and work well, but he has to put in more effort than rest of the cast. Still, rolling attack is a really good special move. It's fast, does decent damage and can easily catch the opponent off guard if they aren't paying attention.
- Blanka is ok, but nothing special. But he can still work well in the right situations and you can also be very annoying if you know what you're doing.

Name		Input
Amazon River Run		 + 
Wild Fang	close,  or  +	
Rock Crush	close,  or  +	
Surprise Forward	 +	
Surprise Back	 +	
Surprise Forward (GBA)	 +	 + 
Surprise Back (GBA)	 +	 + 
Electric Thunder	TAP	
Rolling Attack	 +	
Backstep Rolling	 +	
Vertical Rolling	 +	
Ground Shave Rolling	 +  +	 , hold 



Name	Input
Piledriver	close, ← or → +
Iron Claw	close, ← or → +
Brain Buster	close, ← or → +
Kamitsuki	close, ← or → +
Deadly Driver	close, ← or → + or
Leg Throw	close, ← or → + or
Stomach Claw	close, ↘ or ↙ or ↗ + or
Flying Body Attack	+
Double Knee Drop	+ or
Headbutt	← or → + or
Kuuchuu Headbutt	+ or
Double Lariat	(move ← or →)
Quick Lariat	(move ← or →)

Screw Piledriver		
Flying Powerbomb		
Atomic Suplex	close,	
Banishing Flat		
Final Atomic Buster		

Zangief Overview

- The Godfather of all Grapplers, the Red Cyclone, The Legendary Zangief. Zangief is considered the first grappler in a fighting game and sadly, he ain't that good of a character.
- He is really hard to maneuver with due to his big size and how slow he is. He has a lot of bad matchups and he has a hard time getting closing in on fighters that fight from distance. His grab special move input is really hard for beginners to learn and you just need to dedicate a lot of time to learn him and put in much more effort than other fighters.
- But get past his downsides and you can deal eye-watering damage with his grabs and utilize his special moves to get in closer and closer to the opponent.
- If you feel that you are up for it, then step into the wrestling ring with the Red Cyclone



Guile Overview


















































- Guile is good all-rounder character that can apply either a defensive zoning based playstyle with his fast and safe Sonic Boom projectile, but he can also go on the offensive with his variety of normal attacks.
- Guile might be hard to pick up for newbies due to his charge inputs, but once you learn them, you can easily maneuver through a variety of matchups with him
- His super is good for ending combos with. The problem is the input which is really hard to pull off correctly.
- If you want a character with the necessary tools to finish the fight, then the all-american Guile has your back.

Name	Input
Judo Throw	close, or +
Dragon Suplex	close, or +
Flying Mare	close, + or
Flying Buster Drop	close, + or
Knee Bazooka	or +
Rolling Sobat	or +
Reverse Spin Kick	close, or +
Spinning Back Knuckle	+
Sonic Boom	+
Somersault Kick	+
Double Somersault	+



Dhalsim Overview

- The Yoga Master from India specializes in fighting from long range with his projectiles and long normal moves.
- Dhalsim can be quite easily picked up but takes a lot of time and practice to truly master him. He has all the necessary tools to win a variety of different matchups, but you need to learn how to apply all of his tools in the right situations.
- Dhalsim also needs to be played with a cool head and you can't afford to make mistakes with him. You have to keep the opponent far away and not let them get close to you, because Dhalsim doesn't really have good options up close.
- If you want to have a really good character that takes a lot of practice to master, then empty your mind, achieve a zen state and pick Dhalsim

Name		Input
Yoga Smash	close,  or  + 	
Yoga Throw	close,  or  + 	
Drill Headbutt/Yoga Mummy	  + 	
Drill Kick/Yoga Spear	  + 	
Yoga Fire	 + 	
Yoga Flame	 + 	
Yoga Blast	 + 	
Yoga Teleport Forward	 +  or 	 or 
Yoga Teleport Backward	 +  or 	 or 
Yoga Teleport Forward (GBA)	 +  or 	 or 
Yoga Teleport Backward (GBA)	 +  or 	 or 
Yoga Inferno	  + 	



T-Hawk Overview

- The new grappler of the game T-Hawk was added in the super version of the game alongside the other newcomers. He has an even more aggressive gameplan than his grappler brethren, but at the same time can be considered weaker.
- T-Hawk's normal attacks are quite slow. They are long and deal decent damage, but are slow to come out and can be punished quite well. He also doesn't have good tools to approach the enemy safely like Zangief has.
- Even with these weaknesses, you can still do considerable amount with him. He has safe grabs due to them not having any whiff animation in these grabs. Also if you input your super, but miss it, it won't come out, meaning that you won't waste it.
- T-Hawk isn't strong, but he can still be considered a threat in the right hands. So if you wanna soar like a hawk, keep waiting for the right moment and then strike your prey by slamming them down on the ground, then T-Hawk is your pick.

Name		Input
Mexican Throw	close, ← or → +	
Neck Hanging Tree	close, ← or → +	
Elbow Stomping	close, ← or → +	
Thrust Peak	← or → +	
Heavy Shoulder	AIR AIR AIR +	
Heavy Body Press	AIR AIR AIR +	
Condor Dive	AIR AIR AIR	
Condor Dive (GBA)	AIR AIR AIR	
Tomahawk Buster	↓ +	
Mexican Typhoon	↓ +	
Double Typhoon	↓ ↓ +	



Cammy Overview

- Cammy is considered the worst character in the game due to her unorthodox playstyle and her having a lot of weaknesses.
- She has an amazing walk speed and good normal attacks, but her special moves are quite weak and she has a hard time approaching some characters.
- Her Hooligan Combination is a really good move and can easily catch most players off guard. A shame that you can easily input a really weak move when trying to input Hooligan Combination.
- Cammy takes a lot of work and she can be viable, but for beginners I can't recommend her. But if you are up for the task, then go ahead and pick her. I won't stop you

Name		Input
Hooligan Suplex	close, or +	
Frankensteiner	close, or +	
Flying Neck Hunt	close, or +	or
Air Frankensteiner	close, or +	or
Spiral Arrow	+	
Cannon Spike	+	
Axle Spin Knuckle	+	
Hooligan Combination	+	then
↳ Razor Edge Slicer	Hooligan Combination, then	do nothing and land
↳ Fatal Leg Twister	Hooligan Combination, then or +	near opponent's head
↳ Cross Scissor Pressure	Hooligan Combination, then or +	near opponent's body
Spin Drive Smasher	+	



Fei-Long Overview











- Fei-Long is a brawler character, that focuses in on making calculated risks and zeroing in on opponents when they make mistakes.
- Fei-Long has a lot of problems due to having to get close to his opponents. But once he gets in he can easily pressure them for a good amount and capitalize on opponents mistakes.
- His Rekku Kyaku might be hard to input, but is a necessary tool for his combo game alongside his Rekka Ken, which is a special move that can be inputted 3 times to perform a three strike attack.
- If you want to capitalize on your enemies mistakes then pick Fei-Long

Name	Input
Gankai Hou	close, or + or
Shuu Kubi Kari	close, or +
Shuu Kubi Raku	close, or + or
Chokka Raku Shuu	or +
En Geki Shuu	+
Rekka Ken	+ (perform 3 times)
Shien Kyaku	+
Rekku Kyaku	+
Rekka Shinken	+



Dee Jay Overview


































- Dee Jay is a funky fresh fighter from Jamaica who can bring in the pain or play a keep away game and can easily mix around with these playstyles.
- Dee Jay has a great combo game and has some combos that can easily lead to the opponent getting dizzy due to these combos. His tools are also varied. Some are used for combos, some are used for keep away game and some are used for getting close to the opponent.
- He is a charge character so he has a lot of getting used to for newbies unfamiliar with how to do these inputs. Also his Machine Gun Upper can be hard to do correctly.
- If you want a Guile with more options and more learning and risk, then Dee Jay is your mon.

Name	Input
Funky Shout Throw	close, ← or → + 
Monkey Flip	close, ← or → + 
Knee Shot	AIR  + 
Air Slasher	← or → + 
Double Rolling Sobat	← or → + 
Machine Gun Upper	← or → +  TAP 
Jackknife Maximum	← or → + 
Sobat Carnival	← or → + 



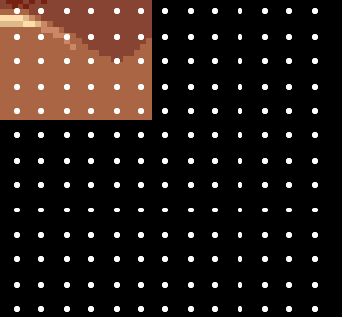
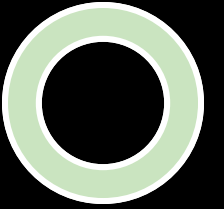
Boxer/Balrog/M. Bison Overview

- Boxer here is one of the best characters in the game while also being one of the easier ones to pick up and master even beside his charge inputs.
- Boxer has some insane damage thanks to his special moves, normal moves and his Head Bomber basic grab which can be easily looped on an unexpected opponent. His super is also one of the best supers in the game.
- He is quite fast on his feet and can easily close in on his opponents and beat them down until they are nothing but a fine red mist.
- If you want to pressure your opponents, deal huge damage and win some fight money, then pick your boxing gloves and get in to the ring with Boxer

Name		Input
Head Bomber	close,  or  +  or 	
Dash Straight	 + 	
Dash Upper	 + 	
Dash Ground Straight	 + 	
Dash Ground Upper	 + 	
Turn Punch	Hold  or  and release.	 and release.
Turn Punch (GBA)	Hold  +  or  +  and release.	 +  and release.
Buffalo Headbutt	 + 	
Crazy Buffalo	 + 	 or  (hold or release )

Sagat Overview

- Normal Sagat is pretty weak all things considered.
- But what isn't weak is his alternate form



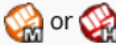





Explanation of old characters.

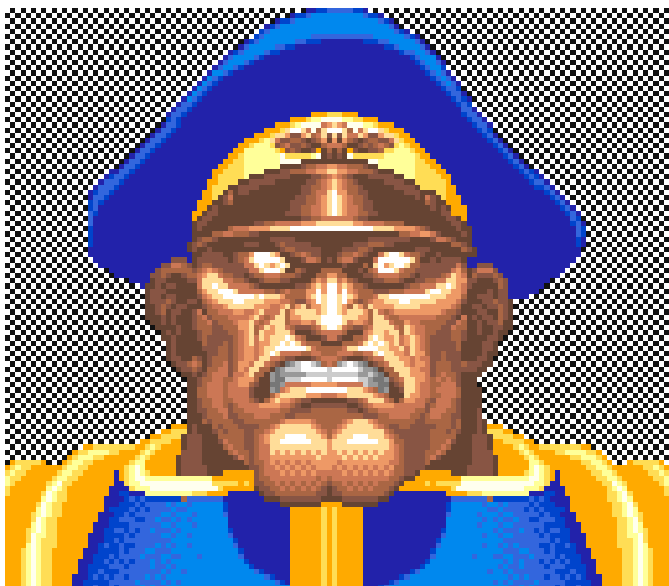
- In Super Street Fighter 2 Turbo, all of the characters have an alternate version that are based on their Super Street Fighter 2 versions of the characters.
- All old versions of the characters don't have access to supers and can't soften throws.
- You can use these characters by using a special input when choosing a character
- Most of the characters don't change that drastically between the new and old versions, except for one



Old Sagat Overview

- Old Sagat is one of the best characters in this game.
- You can use him by choosing Sagat on the character screen and then inputting Up Down Down Up and then light and heavy punch together. When succesful you will hear TIGER coming from the game.
- Sagat has it all. Great normal moves that are big and fast. Strong projectile in the form of Tiger Shot and Ground Tiger Shot, which he can use for really strong zoning. His Tiger Uppercut is good for ending combos and slamming opponets down from the air and his Tiger Knee can be used for pressure.
- He also does bonker damage. He quite literally has it all.
- If you want a simple to use character that can quite easily win. Pick Old Sagat.

Name	Input
Tiger Carry	close, ← or → +  or 
Tiger Shot	↻ + 
Ground Tiger Shot	↻ + 
Tiger Uppercut	↻ + 
Tiger Knee Crush	↻ + 



Dictator/M. Bison/Vega

- Dictator is a decent character that has good options for pressure and getting close to the opponent.
- He has a good walking speed and a deceptive throw range, allowing you to easily break the enemy's guard with a good throw.
- He has good air mobility in his Head Press and Devil Reverse special moves.
- His normal moves are long, but they can be easily interrupted with other normal moves.
- Dictator is a decent pick. He has some getting used to due to this charge inputs, but once you learn him, you can easily start taking over the world with his trickery.

Deadly Throw	close, ← or → +	or
Psycho Crusher	← +	
Double Knee Press	← +	
Head Press	← +	
↳ Somersault Skull Diver	Press	after Head Press
Devil Reverse	← +	
Knee Press Nightmare	← +	



Claw/Vega/Balrog/Dipshit Overview

- I saved the absolute worst for the last. Claw is this game's best and cheapest character that isn't banned.
- Claw has the fastest move speed and also second longest normal moves when he has his claw on. His light punch comes out fast and is surprisingly long. He can use this to easily approach the opponent and pressure him.
- He has a sliding kick that comes out fast and is hard to punish. It is also a low.
- His special moves are all really annoying. Rolling Flash does a lot of chip damage and also is hard to punish. Sky High Claw can catch unsuspecting players and Scarlet Terror is a good defensive special move to get opponents off of you. And it also combos in itself.
- Lastly his Wall dive special move. This move alone carries vega to the toppest of tiers in the game. You can use it to mixup the opponent, pressure them, deal damage to them both physically and mentally. This move is busted and can easily carry you.
- Short in short, if you want to win and don't care for being treated as a literal criminal, pick Claw.

Name		Input
Sankaku Tobi	Jump against a wall,	press in opposite direction
Rainbow Suplex	close, or +	or
Stardust Drop	close, or +	or
Back Slash		
Short Back Slash		
Back Slash (GBA)		+
Short Back Slash (GBA)		+
Rolling Crystal Flash	+	
Flying Barcelona Attack	+	, then
Izuna Drop	+	, then or + when close.
Sky High Claw	+	
Scarlet Terror	+	
Rolling Izuna Drop	+	then or + when close.