

# Street Fighter 2 Champion Edition

## Manual (Demo version – mar. 2022)

### 1. Main menu:

























Use joystick in port 1 (player 1) or 2 (player 2) to move cursor and press fire to enter option:

- VS MODE and BATTLE MODE: move the joystick and press fire to select players.
- OPTION MODE: press fire to change the value of any option or to enter the MUSIC PLAYER or the MANUAL.
- Exit menu: select EXIT option and press fire.

### 2. Fighters movements:

#### a. Common movements (while fighter is looking right):

All hit movements are played on release of the fire button.

| Without pressing fire   |  |   | With fire press/release   |   |  |
|---|--|---|---|---|--|
| <br>jump backwards     | <br>vertical jump | <br>jump forward   |                              |                              |                               |
| <br>move back/crouch |  | <br>move forward | <br>strong kick            | light punch   | <br>strong punch            |
| <br>crouch           | <br>crouch      | <br>crouch       | <br>low strong kick        | <br>low light punch        | <br>low strong punch        |
|   |  |   | With fire press/release in the air  |   |  |
|   |  |   | <br>strong kick in the air | <br>light punch in the air | <br>strong punch in the air |
|   |  |   | <br>strong kick in the air | light punch in the air  | <br>strong punch in the air |
|   |  |   | <br>strong kick in the air | <br>light punch in the air | <br>strong punch in the air |

b. Special movements (● = press fire)

| Ryu                    |          | Ken                    |          |
|------------------------|----------|------------------------|----------|
| Hadouken               | ↓↘→+●    | Hadouken               | ↓↘→+●    |
| Shoryuken              | →↓↘+●    | Shoryuken              | →↓↘+●    |
| Tatsumaki Senpuu Kyaku | ↓↙←+●    | Tatsumaki Senpuu Kyaku | ↓↙←+●    |
| Shoulder Throw         | Near →+● | Shoulder Throw         | Near →+● |

| E.Honda           |                    | Chun Li            |                    |
|-------------------|--------------------|--------------------|--------------------|
| Super Zutsuki     | ← (hold 2 sec) →+● | Spinning Bird Kick | ↓ (hold 2 sec) ↑+● |
| Hyakuretsu Harite | ● x8               | Hyakuretsu Kyaku   | ● x8               |
| Saba Ori          | Near →+●           | Kikouken           | ←↙↓↘→+●            |
|                   |                    | Koshuto            | Near →+●           |

| Blanka           |                    | Zangief       |          |
|------------------|--------------------|---------------|----------|
| Rolling Attack   | ← (hold 2 sec) →+● | Double Lariat | ● x8     |
| Electric Thunder | ● x8               | Stomach Claw  | Near →+● |
| Wild Fang        | Near →+●           |               |          |

| Guile           |                    | Dhalsim    |          |
|-----------------|--------------------|------------|----------|
| Sonic Boom      | ← (hold 2 sec) →+● | Yoga Fire  | ↓↘→+●    |
| Somersault Kick | ↓ (hold 2 sec) ↑+● | Yoga Flame | ↓↙←+●    |
| Dragon Suplex   | Near →+●           | Yoga Smash | Near →+● |

| Balrog        |                      | Vega                    |                      |
|---------------|----------------------|-------------------------|----------------------|
| Dash Straight | ← (hold 2 sec) → + ● | Rolling Crystal Flash   | ← (hold 2 sec) → + ● |
| Dash Upper    | ↓ (hold 2 sec) ↑ + ● | Flying Barcelona Attack | ↓ (hold 2 sec) ↑ + ● |
| Turn Punch    | ● x8                 | Rainbow Suplex          | Near → + ●           |
| Head Bomber   | Near → + ●           |                         |                      |

| Sagat          |            | M.Bison        |                      |
|----------------|------------|----------------|----------------------|
| Tiger Shot     | ↓ ↘ → + ●  | Psycho Crusher | ← (hold 2 sec) → + ● |
| Tiger Shot Low | ↓ ↙ ← + ●  | Head Stomp     | ↓ (hold 2 sec) ↑ + ● |
| Tiger Uppercut | → ↓ ↘ + ●  | Scissors Kick  | ← ↙ ↓ ↘ → + ●        |
| Tiger Rage     | Near → + ● | Deadly Throw   | Near → + ●           |

3. Music Player: move the joystick to select a country or the track you want to hear and press fire to start playing. Select EXIT and press fire to exit.
4. Manual: move the joystick to select a fighter and press fire to view the common and special movements. Select EXIT and press fire to exit.
5. Credits:
  - a. Coding, graphics (sprites, scrolling intro, main menu logo): Paco Herrera.
  - b. Graphics (stages, intro bitmap, map, endings, mugshots): Errazking.
  - c. Music and fx: Narcisound.
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