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SEGA SATURN®



STREET FIGHTER™

COLLECTION

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FOR PLAY ON THE SEGA SATURN® SYSTEM.



T-1222H

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CONTENTS

Game Set-Up	2
Basic Controls	2



Super Street Fighter II/Super Street Fighter II Turbo

Arcade	4
VS.	5
Option	5
Backup-Memory Card.....	5
The New Challengers.....	7



Street Fighter Alpha 2 Gold

Games.....	13
Arcade	13
VS.	14
Survival	14
Training Mode.....	14
Akuma Mode.....	15
Option	16
Backup-Memory Card.....	16
The Alpha Warriors.....	18
Merchandise.....	24
Warranty.....	25

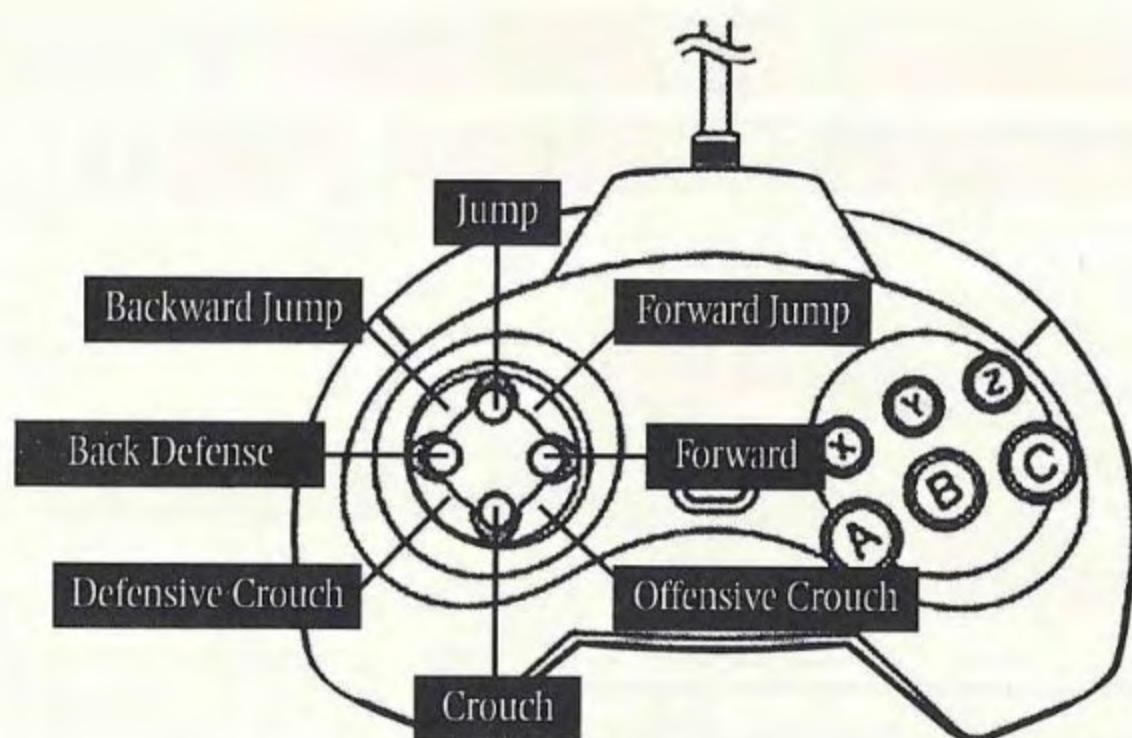
GAME SETUP

Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert either STREET FIGHTER COLLECTION disc and close the disc cover. Insert game controllers and turn on the Sega Saturn game console. Follow the on-screen instructions to start a game.

BASIC CONTROLS



	DISC 1	DISC 2
BUTTON	FUNCTION	FUNCTION
START BUTTON	Starts Game Pauses Game Joins in for Second Player	Starts Game Pauses Game Joins in for Second Player
DIRECTIONAL BUTTON	Highlights Game Mode (See Mode Select Screen) Changes Settings (See Option Mode) Moves Character	Highlights Game Mode (See Mode Select Screen) Changes Settings (See Option Mode) Moves Character
A BUTTON	Opens Pause Menu Selects Menu Item	Opens Pause Menu Selects Menu Item
C BUTTON	Opens Pause Menu Selects Menu Item	Opens Pause Menu Selects Menu Item
Hold A, B and C Buttons simultaneously, then press Start	Resets Game	Resets Game



Important Note: The diagram shows the Directional Button positions for a player facing the right. The controls are reversed when facing the left.

X BUTTON

Light Punch (Jab)

Y BUTTON

Medium Punch

Z BUTTON

Hard Punch (Fierce)

L BUTTON

3P

A BUTTON

Light Kick (Short)

B BUTTON

Medium Kick

C BUTTON

Hard Kick (Roundhouse)

R BUTTON

3K

SUPER STREET FIGHTER II

SUPER STREET FIGHTER II TURBO



The New Challengers



THE ULTIMATE CHAMPIONSHIP

After loading Disc 1, press the Start button to bring up the STREET FIGHTER COLLECTION title screen. Then press the Start button to bring up the Game Select screen. Highlight either game and press the Start, A or C buttons to select the game. The intro sequence for the game will start. Press the Start button to bring up the game's title screen. Press the Start, A or C buttons again to bring up the Mode Select screen.

To exit one game and play the other, from the game's title screen press and hold the A, B and C buttons simultaneously. Then press the Start button. This will return you to the Street Fighter Collection title screen.

ARCADE MODE

After selecting this 1 player mode from the Mode Select screen of either game, highlight a character and press a button to select it. You can select character color depending on which button you use to select the character. If SPEED is set to FREE in the OPTION MODE of Super Street Fighter II Turbo, choose between 3 levels of TURBO speed after selecting your character (see page 16). You will battle each character in the Super Street Fighter tournament. If you are good enough, you may reach the finals.

To join in with a 2nd player and fight a single match, simply press the Start button on the Player 2 controller, then select a character.

VS. MODE

This mode allows you to have single 2-player matches. Select each character and color in the same manner as ARCADE MODE. Also, in Super Street Fighter II Turbo, choose between 3 levels of TURBO speed. After the match ends, you will be able to choose 2 new characters if you desire.

OPTION MODE

The OPTION MODE for both games are identical, except for the SPEED option in Super Street Fighter II Turbo.

Difficulty	Adjust 8 levels of difficulty, with more stars being more difficult. Level 4 is default.
Time Limit	Turn the time limit on each round to ON or OFF
Speed (SSFII TURBO only)	Choose between FREE (choose from 3 levels in game), T0 (slow), T1, T2 or T3 (fast)
Shortcut	Select between ON or OFF. If you select ON, this is the quick start mode
Sound	Choose between STEREO and MONAURAL, depending on your system
BGM Test	Use the Directional button to change the number, then press the A button to hear the Background Music theme. Stop the theme with the B button.
Button Config.	Adjust your functions for gameplay.
Screen Adjust	Use the Directional button to adjust the location of the game on your monitor.

BACKUP-MEMORY CARD

SAVE DATA

This allows you to save your OPTION MODE settings and HI-SCORE data to your Saturn internal memory. STREET FIGHTER COLLECTION uses 1 memory file.

To save your game select BACKUP from the Mode Select screen, then press the Start, A or C buttons. Highlight SAVE DATA then press the Start, A or C button to select SAVE DATA. Your game will automatically save your settings. Follow the on-screen instructions to return to the OPTION MODE.

LOAD DATA

After saving to memory, you can LOAD your settings and play with those settings intact. Select BACKUP from the Mode Select screen and highlight LOAD DATA. Press the Start, A or C buttons to select LOAD DATA, and your saved data will automatically load. Follow the on-screen instructions to return to the Mode Select screen.

THE NEW CHALLENGERS

A short list of moves beyond the basic punches and kicks appears here and also in The Alpha Warriors, pages 18-24.

Note: Moves from SUPER STREET FIGHTER II not listed in SUPER STREET FIGHTER II TURBO are still available.

The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

- Key = **P** — Any Punch button
 K — Any Kick button
 LP — Light Punch button
 MP — Medium Punch button
 HP — Hard Punch button
 LK — Light Kick button
 MK — Medium Kick button
 HK — Hard Kick button
 2P — Any 2 Punch buttons simultaneously
 3P — All 3 Punch buttons simultaneously
 2K — Any 2 Kick buttons simultaneously
 3K — All 3 Kick buttons simultaneously

SUPER COMBOS

Each time you execute normal moves and special moves, your Super Combo gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos.

THE NEW CHALLENGERS

AKUMA

SUPER TURBO

Gou-hadoken	↓↙↘+P
Zanku-hadoken	When in air, ↓↙↘+P
Go-shoryuken	↘↓↙+P
Tatsumaki-zanku-kyaku	↓↘↙+K



BALROG

SUPER

Straight Dash Punch	Hold ← for 2 seconds, then press →+P
Dashing UpperCut	Hold ← for 2 seconds, then press →+K
Final Punch	Press and hold 3P or 3K for 2 Seconds, then release
Buffalo Head Butt	Hold ↓ for 2 seconds, then press ↑+P

SUPER TURBO

Final Punch	Press and hold 3P or 3K for 2 Seconds, then release
Buffalo Head Butt	Hold ↓ for 2 seconds, then press ↑+P
Ground Dashing Punch	Hold ← for 2 seconds, then press ↘+P
Ground Dashing Upper Punch	Hold ← for 2 seconds, then press ↘+K

SUPER COMBO

Crazy Buffalo	Hold ← for 2 seconds, then press →↙↘+P
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BLANKA

SUPER

Rolling Attack	Hold ← for 2 seconds, then press →+P
Electric Thunder	Press P repeatedly
Vertical Rolling Attack	Hold ↓ for 2 seconds, then press ↑+K
Beast Roll	Hold ← for 2 seconds, then press →+K

SUPER TURBO

Surprise Backward Attack	Press ←+3K
Surprise Forward Attack	Press →+3K
Rock Crush	Press ← or →+MP
Amazon River Dash	Press ↘+HP

SUPER COMBO

Ground Sweep Rolling Attack	Hold ← for 2 seconds, then press →↙↘+P
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CAMMY

SUPER	
Front Kick	Press $\blacktriangleleft \blacktriangledown \blacktriangleleft + K$
Cannon Drill	Press $\blacktriangledown \blacktriangleleft \blacktriangleright + K$
Spinning Knuckle	Press $\blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft \blacktriangleright + P$
Crouching Sweep Kick	Press $\blacktriangledown + HK$
SUPER TURBO	
Front Kick	Press $\blacktriangleleft \blacktriangledown \blacktriangleleft + K$
Cannon Drill	Press $\blacktriangledown \blacktriangleleft \blacktriangleright + K$
Spinning Knuckle	Press $\blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft \blacktriangleright + P$
Hooligan Combo	Press $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangleleft + P$, then while in air press K
SUPER COMBO	
Spin Drive Smasher	Press $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft + K$



CHUN-LI

SUPER	
Lightning Kick	Press K repeatedly
Spinning Bird Kick	Hold $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + K$
Kikou ken	Hold $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Kaku kyaku raku	Press $\blacktriangleleft + MK$
SUPER TURBO	
Spinning Air Kick	Hold $\blacktriangleleft$ for 2 seconds, then $\blacktriangleright + K$
Kaku kyaku raku	Press $\blacktriangleleft + MK$
Yosou kyaku	When near opponent, press $\blacktriangledown + HK$
Kouhou kaiten kyaku	Press $\blacktriangleleft + HK$
SUPER COMBO	
Senretsukyaku	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright \blacktriangleleft \blacktriangleright + K$



DEE JAY

SUPER	
Hyper Fist	Press $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + P$
Double Dread Kick	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + K$
Max Out	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Knee Shot	While in air, press $\blacktriangledown + K$
SUPER TURBO	
Hyper Fist	Press $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + P$
Double Dread Kick	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + K$
Max Out	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Maximum Jackknife	Press $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + K$
SUPER COMBO	
Dread Carnival	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright \blacktriangleleft \blacktriangleright + K$



DHALSIM

SUPER

Yoga Teleport	Press ↓ ↓ ↘ + 3P or 3K
Yoga Fire	Press ↓ ↘ ↘ + P
Yoga Flame	Press ← ↘ ↓ ↘ ↘ + P
Drill Kick	While in air, press ↓ + HK

SUPER TURBO

Yoga Teleport	Press ↓ ↓ ↘ + 3P or 3K
Yoga Fire	Press ↓ ↘ ↘ + P
Yoga Flame	Press ← ↘ ↓ ↘ ↘ + P
Yoga Blast	Press ← ↘ ↓ ↘ ↘ + K

SUPER COMBO

Yoga Inferno	← ↘ ↓ ↘ ↘ ← ↘ ↓ ↘ ↘ + P
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E. HONDA

SUPER

Sumo Head Butt	Hold ← for 2 seconds, then press → + P
Hundred Hand Slap	Press P repeatedly
Sumo Smash	Hold ↓ for 2 seconds, then press ↑ + K
Flying Sumo Press	While in the air, press ↓ + MK

SUPER TURBO

Quicho nage	→ ↘ ↓ ↘ ← + P
Knee Kick	While near opponent, press → or ← + HP
Flying Sumo Press	While in the air, press ↓ + MK
Harai keri	Press → or ← + HK

SUPER COMBO

Onimusou	Hold ← for 2 seconds, then press → ← → + K
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FEI-LONG

SUPER

Rising Dragon Kick	Press ← ↓ ↘ + K
Rekka Ken	↓ ↘ ↘ + P (can be done 3 times successively)
Roundhouse Hop	Press → + HK
Forward Hop	Press ← or → + MK

SUPER TURBO

Rising Dragon Kick	Press ← ↓ ↘ + K
Rekka Ken	Press ↓ ↘ ↘ + P (can be done 3 times successively)
Rekkukyaku	Press ← ↘ ↓ ↘ ↘ ↘ + K
Roundhouse Hop	Press → + HK

SUPER COMBO

Rekkashinken	Press ↓ ↘ ↘ ↓ ↘ ↘ + P
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GUILE

SUPER	
Sonic Boom	Hold  for 2 seconds, then press  + P
Somersault Kick	Hold  for 2 seconds, then press  + K
Reverse Spin Kick	Hold  or  toward opponent, then press MK
Spinning Back Knuckle	Press  + HP
SUPER TURBO	
Sonic Boom	Hold  for 2 seconds, then press  + P
Somersault kick	Hold  for 2 seconds, then press  + K
Reverse Spin Kick	Hold  or  toward opponent, then press MK
Knee Berzerker	Press  or  + HK
SUPER COMBO	
Double Somersault Kick	Hold  for 2 seconds, then press    + K



KEN

SUPER	
Fireball	Press    + P
Dragon Punch	Press    + P
Hurricane Kick	Press    + K
Air Hurricane Kick	When in air, press    + K
SUPER TURBO	
Dragon Punch	Press    + P
Kamabari keri	Press    + K
Nataoshi keri	Press    + K
Soto mawashi keri	Press      + K
SUPER COMBO	
Shoryu-reppa	Press      + P



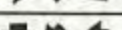
M. BISON

SUPER	
Psycho Crusher	Hold  for 2 seconds, then press  + P
Double Knee Press	Hold  for 2 seconds, then press  + K
Head Press	Hold  for 2 seconds, then press  + K
Somersault Skull Diver	After performing Head Press, press P repeatedly
SUPER TURBO	
Psycho Crusher	Hold  for 2 seconds, then press  + P
Double Knee Press	Hold  for 2 seconds, then press  + K
Head Press	Hold  for 2 seconds, then press  + K
Double Reverse	Press  for 2 seconds, then press  + P
SUPER COMBO	
Knee Press Nightmare	Press  for 2 seconds, then press    + K

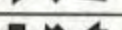


RYU

SUPER

Fireball	Press  + P
Dragon Punch	Press  + P
Hurricane Kick	Press  + K
Fire Hadoken	Press  + P

SUPER TURBO

Fireball	Press  + P
Dragon Punch	Press  + P
Hurricane Kick	Press  + K
Air Hurricane Kick	When in air, press  + K

SUPER COMBO

Shinku hadoken	Press  + P
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SAGAT

SUPER

Tiger Uppercut	Press  + P
Tiger Shot	Press  + P
Ground Tiger Shot	Press  + K
Tiger Knee Crush	Press  + K

SUPER TURBO

Tiger Uppercut	Press  + P
Tiger Shot	Press  + P
Ground Tiger Shot	Press  + K
Tiger Knee Crush	Press  + K

SUPER COMBO

Tiger Genocide	Press  + P
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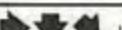


T. HAWK

SUPER

The Hawk	When in air, press 3P
Storm Hammer	360-degree motion + P
Thunderstrike	Press  + P
Heavy Body Press	When near opponent, press  + HP

SUPER TURBO

The Hawk	When in air, press 3P
Storm Hammer	360-degree motion + P
Thunderstrike	Press  + P
Heavy Body Press	When near opponent, press  + HP

SUPER COMBO

Double Typhoon	360-degree motion twice + P
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VEGA

SUPER	
Flying Barcelona Attack	Hold  for 2 seconds, then press  + K. Follow up with P
Claw Dive	Hold  for 2 seconds, then press  + K. Follow with  or  + P
Claw Roll	Hold  for 2 seconds, then press  + P
Claw Thrust	Hold  for 2 seconds, then press  + P
SUPER TURBO	
Flying Barcelona Attack	Hold  for 2 seconds, then press  + K. Follow with P
Claw Dive	Hold  for 2 seconds, then press  + K. Follow with  or  + P
Claw Thrust	Hold  for 2 seconds, then press  + P
Backlash	Press 3P
SUPER COMBO	
Rolling Claw Dive	Hold  for 2 seconds, then press    + K. While in air, press  or  + P



ZANGIEF

SUPER	
Spinning Piledriver	360-degree motion + P
Double Lariat	3P or 3K
Siberian Suplex	360-degree motion + K
Flying Body Press	When in air, press  + HP
SUPER TURBO	
Spinning Piledriver	360-degree motion + P
Double Lariat	Press 2P or 2K
Siberian Suplex	360-degree motion + K
Banishing Fist	Press    + P
SUPER COMBO	
Final Atomic Buster	360-degree motion twice + P



STREET FIGHTER ALPHA 2 GOLD



GAME MODES

There are 4 modes of play and 2 setup modes for Street Fighter Alpha 2 Gold. After a battle, the win/loss screen appears. At the continue screen, press the Start button before the time reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the Start button. *(Note: Turning SHORTCUT to "on" in the OPTION MODE bypasses the Mode Select screen. See page 16 for more)*

To adjust your button configuration during gameplay, press the Start button to pause the game. Then press the A or C button to bring up the Pause Menu. Select KEY CONFIG from the menu to adjust your buttons, then EXIT when you are finished. Select QUIT to return to the Mode Select screen. When configuring your buttons, use the Directional button to highlight the function, then press the button you want to perform that function.

ARCADE MODE

Select a Street Fighter character and fight your way through 8 other computer-controlled opponents. ARCADE is a one-player game, but a second player can join in at any time. Press the Start button on the opposite controller to join in. The Character Select screen will appear.

From the title screen, press the Start button to see the Mode Select menu. Use the Directional Button to highlight this mode, then press the Start, A or C buttons to select it. You will then see the Character Select screen. Use the Directional Button to highlight a character. When selecting a character, you may also change the color of your character depending on which button you press.

MANUAL You must perform all blocking functions, and Super Combos must be performed using the full instructions outlined in ALPHA WARRIORS (see page 18).

AUTO Auto mode offers 2 features:

Simple Command You can execute Super Combos by simply pressing 2 buttons simultaneously. Press Light Punch and Light Kick simultaneously for Super Combo #1. Press Medium Punch and Medium Kick for Super Combo #2, and press Hard Punch and Hard Kick for Super Combo #3. If your character has only 2 Super Combos, #2 is executed even if you enter the command for #3. Only Level 1 Super Combos are available in AUTO mode.

Auto Guard Your character will block automatically unless you are attacking. The number of available auto guards is unlimited.

Note: Your opponent can block Super Combos in the air while you are in AUTO mode.

V.S. MODE

V.S. MODE is the classic 2-player contest. Use the Directional button to highlight this from the Mode Select screen and press the Start, A or C buttons to select it. You will then be presented with the Character Select screen. Select character, color, game speed and MANUAL/AUTO in the same manner as the ARCADE mode.

SURVIVAL MODE

This one-player mode challenges your skill as a Street Fighter. Highlight and select a character as you would in ARCADE mode. Fight as far as you can in 1 round matches where your vitality level carries over to the next match. You are rated by time and hits, which add up to your recovery level. Your recovery level determines how much vitality you will recover for the next match.

When you finish the SURVIVAL mode or you lose a round, you can enter your name if you rank. When you lose, the Continue screen appears. Highlight CONTINUE to keep playing the SURVIVAL mode or EXIT to return to the Mode Select screen. Press the Start, A or C buttons to make your selection.

TRAINING MODE

This mode allows you to study and practice special moves, Super Combos and Custom Combos. Your opponent will not block for the first hit, but will block for the following hit. Therefore you can easily determine if you can execute the combo successfully. After a certain amount of time, the opponent will not block your attack.

The Super Combo Level Gauge is fully charged, up to Level 3, and will be consumed as you execute Super Combos and Custom Combos. It will re-charge after a certain amount of time.

At first, select your character and your opponent character. The Training Main Menu will then appear. You will see the following options. Use the Directional button to highlight the option, and press the Start, A or C buttons to select it:

NORMAL MODE	Begins practice with these features: No Time Limits, opponent's vitality does not decrease when hit, and no combo replays
RECORDING MODE	Begins practice with these features: Time Limits applied, opponent's vitality decreases when hit; if opponent is KO'd, time runs out or combo is successful, a window will appear where you can choose to replay the combo or continue practice
REPLAY	Replay your training fight
CHARACTER CHANGE	Change your character and your opponent character
ACTION	You can choose opponent's action from following 3 options: STAND character always stands; CROUCH-character always crouches; JUMP-character repeatedly jumps
SPEED	Select from 3 speeds
GAUGE	Changes amount of charged Super Combo meter
EXIT	Return to MAIN MENU
	If you press START button during practice, you pause gameplay and a window appears with the following options:
CONTINUE	Returns to practice
KEY CONFIG	Allows you to configure your control buttons
MENU	Returns to Main Menu
QUIT	Quits Training Mode

AKUMA MODE

Think you can challenge evil to a fight? Try the AKUMA MODE! Select any character and battle Akuma on his terms. . .a whirlwind tour of all the battlegrounds in Street Fighter Alpha 2 Gold. If you defeat Akuma, you face him again in the next setting. Good luck. Akuma is out for revenge.

OPTION MODE

Use the Directional button to highlight OPTION from the Street Fighter Alpha 2 Gold Mode Select screen and press the Start, A or C buttons to select it. Then use the Directional Button to highlight an option. Return to the Mode Select screen by highlighting EXIT and pressing the Start, A or C buttons.

DIFFICULTY	There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).
TIME LIMIT	You can set the time limit for the round.
ROUNDS	You can adjust the number of rounds per match.
DAMAGE	The level of damage can be changed from 1 to 4. This determines how much damage you inflict and how much damage you receive.
TURBO	You can adjust the game speed here between 8 levels of TURBO. Adjust the number of stars for the level you want. The more stars outlined, the faster the level of TURBO.
SHORTCUT	Set this to "on" and you can bypass the Mode Select screen in ARCADE MODE and jump right to the Character Select screen.
PLAYER	You can switch each player between Human and COM (computer) in VS. MODE only.
SOUND	Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system. Background Music (BGM) switches the music between Remix and Original.
KEY CONFIGURATION	You can choose any button for your punch/kick function.

BACKUP DATA

This allows you to load or save high score data and option settings. This game consumes 1 block of memory space. From the Mode Select screen, highlight BACKUP and press the Start, A or C buttons. Select one of the following options:

SAVE DATA	Save the ARCADE MODE data into your Saturn internal memory.
LOAD DATA	Load the data (high-score) from memory.

SPECIAL FEATURES

Street Fighter Alpha 2 Gold offers many other great features. Here is a description of each:

SUPER COMBO LEVEL GAUGE

Each time you execute normal moves and special moves, your Super Combo Gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos, Custom Combos and Alpha Counter moves.

When performing Super Combos, the amount of damage inflicted by a successful combo can be controlled depending on the buttons pressed. With the Super Combo Level Gauge at full power (Level 3) you can perform the Super Combo using 1, 2 or 3 attack buttons simultaneously to increase or decrease the number of hits inflicted. The more buttons you press simultaneously, the more damage will be inflicted but more power will be consumed from your gauge.

As a convenience, you can set one button on your controller to act as 3 Punch and one button to act as 3 Kick buttons when performing Super Combos.

CUSTOM COMBOS

Street Fighter Alpha 2 Gold gives you more ways to play! Create your own rapid-fire assault of multi-combinations that will pulverize your opponent. When your Super Combo Level Gauge reaches Level 1 or above, you're ready to do a Custom Combo.

Here's what to do:

Press: **2P + K** or **2K + P**

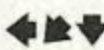
This activates the Custom Combo system. You will see your character explode into a Custom Combo. Right above the Super Combo Level Gauge will be the Custom Combo Timer. You only have a certain amount of time to create the Combo. Once the Timer reaches zero, the Combo will end.

While in the Combo, execute any punch, kick or special move to make up your multi-hit combination. Super Combo moves are not available in Custom Combos.

ALPHA COUNTER

When you block your opponent's attack, press the Directional Buttons  in a smooth motion, then press a punch or kick button. This will perform an Alpha Counter attack, which is a quick counter move against your vulnerable opponent. Each character has 2 different Alpha Counters depending on which button you press. Alpha Counters consume 1 level on your Super Combo gauge.

AVOID BEING FLOORED

When you are hit by a knock-down move (Dragon Punch, Leg Throw, etc.) press the Directional Buttons  in a smooth motion, then press any punch button. Your character will roll forward and avoid being floored by your opponent's move.

THE ALPHA WARRIORS

ADON

SPECIAL MOVES	
Rising Jaguar	↗ ↘ ↙ + K
Jaguar Tooth	↗ ↘ ↙ ↘ ↙ + K
Jaguar Elbow	↗ + MP
Jaguar Kick	↘ ↙ ↗ + K
SUPER COMBO	
Jaguar Variable Assault	↘ ↙ ↗ ↘ ↙ + P



AKUMA

SPECIAL MOVES	
Go-shoryuken	↗ ↘ ↙ + P
Red Hadoken	↗ ↘ ↙ ↘ ↙ + P
Teleport	↗ ↘ ↙ + 3P or 3K
Forward Roll	↘ ↙ ↗ + P
SUPER COMBO	
Messatsu-go-shoryuken	↗ ↘ ↙ ↘ ↙ ↗ ↘ ↙ ↘ ↙ + P



BIRDIE

SPECIAL MOVES	
Bullhead	Hold ← for 2 seconds, then → + P
Choke Chain	360-degree motion, then P
Bullhorn	Hold 2P or 2K for 1 second, then release
Bandit Chain	360-degree motion, then K
SUPER COMBO	
Bull Revenger	↘ ↙ ↗ ↘ ↙ + P



CHARLIE

SPECIAL MOVES

Flash Kick	Hold  for 2 seconds, then  + K
Back Fist	Press  + HP
Sonic Boom	Hold  for 2 seconds, then  + P
Top Kick	Press  + MK

SUPER COMBO

Sonic Barrage	Hold  for 2 seconds, then    + P
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CHUN-LI

SPECIAL MOVES

Spinning Air Kick	Hold  for 2 seconds, then  + K
Fireball	    + P
Lightning Kick	K rapidly
Axe Kick	    + K

SUPER COMBO

Hazan-tensho-kyaku	Hold  for 2 seconds, then    + K
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DAN

SPECIAL MOVES

Ko-ryu-ken	   + P
Godouken	   + P
Dan-ku-kyaku	   + K
Roll Taunt	   + the L and the R buttons simultaneously

SUPER COMBO

Shinku-gadouken	      + P
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DHALSIM

SPECIAL MOVES	
Yoga Blast	➡➡➡➡➡ + K
Yoga Teleport	Press ➡➡➡ + 3P or 3K
Yoga Flame	➡➡➡➡➡ + P
Yoga Fire	➡➡➡ + P
SUPER COMBO	
Yoga Strike	➡➡➡➡➡➡ + K



GEN

SPECIAL MOVES	
Geki-ro (So-ryu)	➡➡➡ + K
Hyaku-ren-ko (So-ryu)	P rapidly
Jya-sen (Ki-ryu)	Hold ⬅ for 2 seconds, then ➡ + P
Duga (Ki-ryu)	Hold ⬇ for 2 seconds, then ⬆ + K
SUPER COMBO	
Zen-ei (So-ryu)	➡➡➡➡➡➡ + P

Tip: Press **3P** for So-ryu style. Press **3K** for Ki-ryu style.



GUY

SPECIAL MOVES	
Whirlwind Kick	➡➡➡ + K
Hou-zan-to	➡➡➡ + P
Dashing Crescent	➡➡➡ + HK + K
Run	➡➡➡ + LK
SUPER COMBO	
Bushin-hassou-ken	➡➡➡➡➡ + P



KEN

SPECIAL MOVES	
Dragon Punch	↓ ↓ ↘ + P
Hurricane Kick	↓ ↘ ↙ + K
Fireball	↓ ↘ ↙ + P
Roll	↓ ↘ ↙ + P
SUPER COMBO	
Shadow Dragon	↓ ↘ ↙ ↓ ↘ ↙ + P



M. BISON

SPECIAL MOVES	
Head Press	Hold ↓ for 2 seconds, then ↑ + K
Psycho Shot	Hold ← for 2 seconds, then → + P
Double Knee Press	Hold ← for 2 seconds, then → + K
Bison Warp	↓ ↓ ↘ + 3P
SUPER COMBO	
Psycho Crusher	Hold ← for 2 seconds, then → ↘ ↙ + P



ROLENTO

SPECIAL MOVES	
Stinger	↓ ↓ ↘ + K + K
Mekon Delta Escape	↓ ↘ ↙ + K + K
Patriot Circle	↓ ↘ ↙ + P
Mekon Delta Air Raid	↓ ↘ ↙ + P + P
SUPER COMBO	
Mine Sweeper	↓ ↘ ↙ ↓ ↘ ↙ + P



ROSE

SPECIAL MOVES	
Soul Throw	↘ ↙ ↘ + P
Soul Reflect	↘ ↙ ↘ + P
Soul Spiral	↘ ↙ ↘ + K
Soul Spark	↘ ↙ ↘ ↘ ↘ + P
SUPER COMBO	
Aura Soul Throw	↘ ↙ ↘ ↘ ↘ + P



RYU

SPECIAL MOVES	
Dragon Punch	↘ ↙ ↘ + P
Hurricane Kick	↘ ↙ ↘ + K
Fireball	↘ ↙ ↘ + P
Overhead Smash	↘ + MP
SUPER COMBO	
Shinku-hadoken	↘ ↙ ↘ ↘ ↘ + P



SAGAT

SPECIAL MOVES	
Tiger Uppercut	↘ ↙ ↘ + P
Ground Tiger Shot	↘ ↙ ↘ + K
Tiger Knee	↘ ↙ ↘ + K
Tiger Shot	↘ ↙ ↘ + P
SUPER COMBO	
Tiger Genocide	↘ ↙ ↘ ↘ ↘ + K



SAKURA

SPECIAL MOVES

Sho-oken	➡ ➡ ⬅ + P
Hadoken	➡ ⬅ ➡ + P
Shun-pu-kyaku	➡ ⬅ ⬅ + K
Flower Kick	➡ + MK

SUPER COMBO

Shinku-hadoken	➡ ⬅ ➡ ➡ ⬅ ➡ + P
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SODOM

SPECIAL MOVES

Butsu-metsu Buster	360-degree motion + P
Shiro-ha Catch	➡ ➡ ⬅ + K
Jigoku Scrape	➡ ⬅ ➡ + P
Daikyo Burning	360-degree motion + K

SUPER COMBO

Pummeler	➡ ⬅ ➡ ➡ ⬅ ➡ + P
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ZANGIEF

SPECIAL MOVES

Spinning Piledriver	360-degree motion + P
Double Lariat	3P or 3K
Flying Power Bomb	360-degree motion + K
Banishing Fist	➡ ➡ ⬅ + P

SUPER COMBO

Aerial Russian Slam	➡ ⬅ ➡ ➡ ⬅ + K
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