



AWESOME

**DOUBLE
STREET
FIGHTER II
ISSUE!**

FREE!

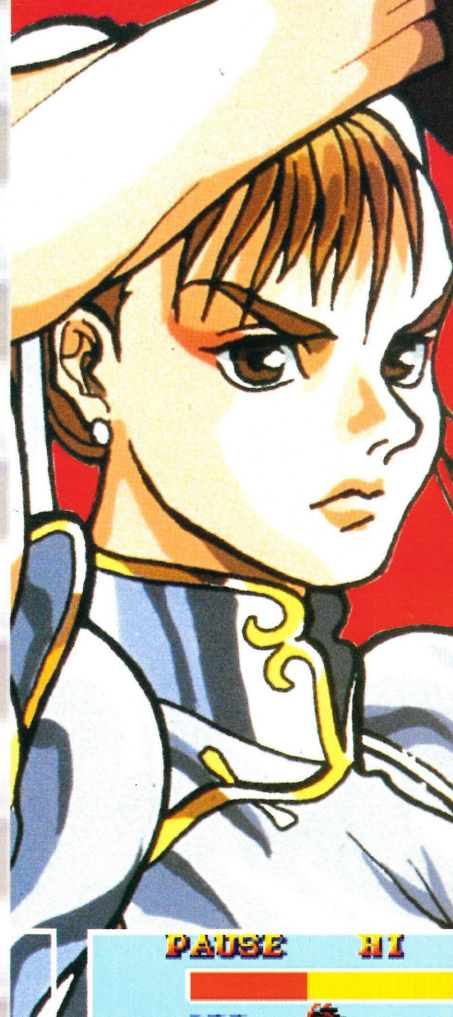
**EXCLUSIVE
20 PAGE
STREET
FIGHTER II
REVIEW
BOOK!**

**EXCLUSIVE
HALF PRICE
SIX-
BUTTON
JOYPAD
OFFER!**



**STREET
FIGHTER II**

THE ULTIMATE PLAYERS GUIDE TO THE GREATEST GAME EVER!



FORWARD

Welcome to the special celebration issue of MEAN MACHINES SEGA, commissioned to celebrate the arrival of what is undoubtedly one of the greatest Megadrive releases ever: *Street Fighter II: Special Champion Edition*. This is the most advanced version of the game ever produced, incorporating features never before seen in either the arcades or the excellent Super NES versions of the game. The game features just about everything ever included in both the Champion Edition and the Turbo Edition, including all twelve characters, every move AND ten different speeds of play! Excellent eh? Well, there's loads more to discover in this massive *Street Fighter*-only edition of the magazine.

What's more, this is all totally exclusive AND we've revealed the actual UK version of the game — so all of the boss characters have the right names and all the text is in English — lovely. Remember: you'll only see this in MEAN MACHINES — no other mag has been considered worthy enough to even touch this red hot exclusive!

RICH LEADBETTER

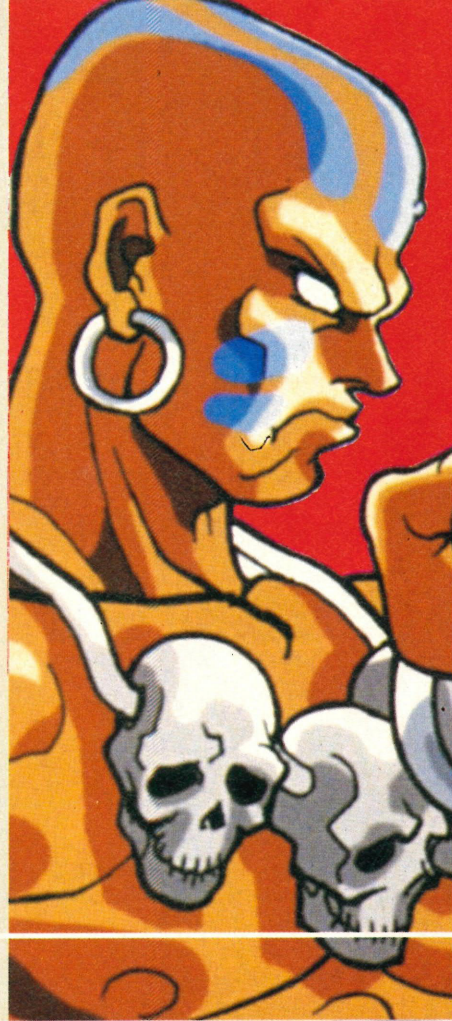


STREET FIGHTER II

© 1990, 1992, 1993 ALL RIGHTS RESERVED.



MM SEGA STREET FIGHTER 2



CONTENTS

OPTIONS 4	DHALSIM 12
RYU 6	ZANGIEF 13
KEN 7	BALROG 14
E HONDA 8	VEGA 15
CHUN LI 9	SAGAT 16
GUILE 10	M BISON 17
BLANKA 11	THE VERDICT 18

WHO WILL TRIUMPH?



THEIR ETERNAL QUEST IS VICTORY IN THEIR OWN EYES

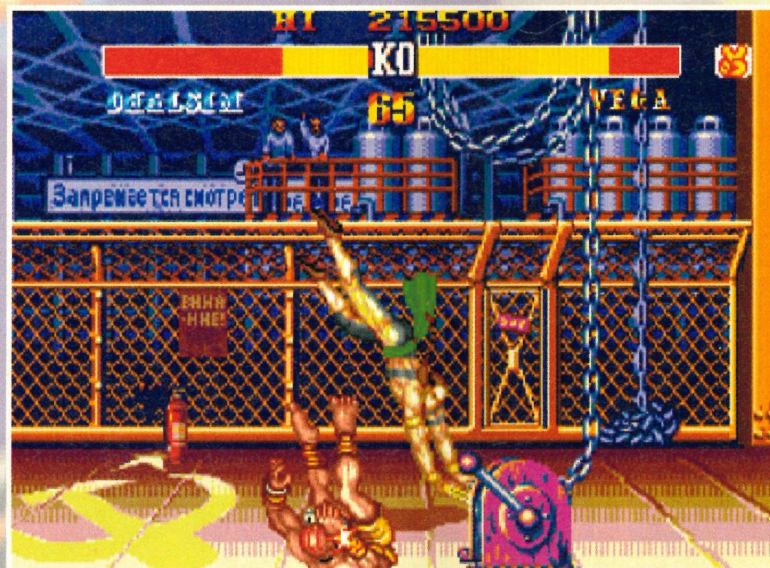
STREET FIGHTER BASICS

For the hard of thinking who keep phoning us up, the basic idea of Street Fighter II is as follows. You control a single character who must beat up all of the other characters in order to get the Street Fighter World Warrior award. Each fight takes the form of a "best of three bouts" scenario. You need to win two bouts in order to face off against the next character. To aid you there are six different types of attack, accessible via the buttons on your (preferably six-button) joystick.



BUT I HAVEN'T GOT A SIX-BUTTON JOYPAD!

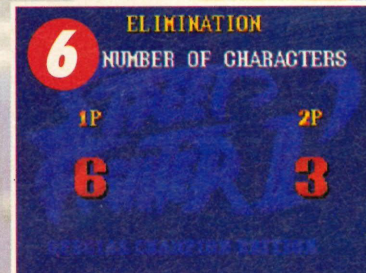
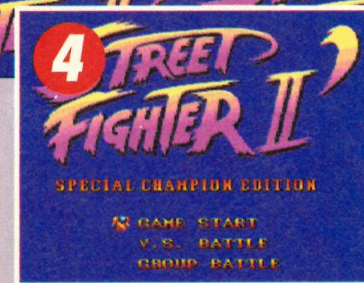
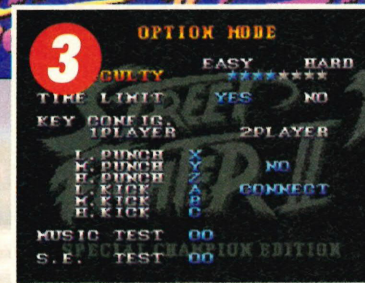
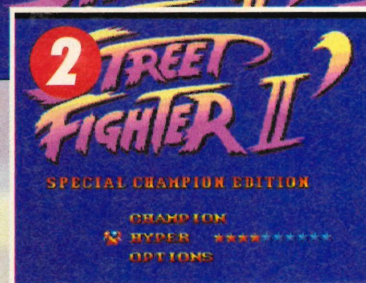
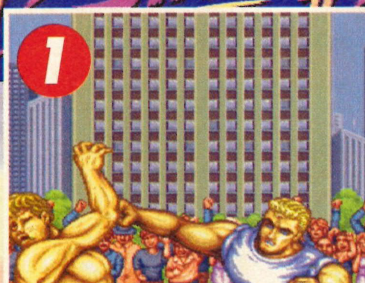
Oo-er. Well, you're going to have problems then! Basically the three buttons can either access the three strengths of punches and kicks. Use the START button to switch between the strengths. If you're a Street Fighter master, you're going to enjoy the new challenge of using a three button joystick — it is an effective handicap for people really good at the game. For people new to the game, using the three-button pad is simply a nightmare — buy that six-button pad IMMEDIATELY!



24-MEG POWER!

Street Fighter II: Special Champion Edition is the first 24-meg cartridge to be released for the Megadrive. The original Megadrive conversion was only 16-meg, and was only a conversion of Street Fighter II: Champion Edition. However, Sega and Capcom weren't too happy with the result, so the programmers were given a cart 50 percent bigger! The result is... amazing!





CHAMPION OR TURBO?

The Megadrive game contains conversions of both Street Fighter II Champion Edition and Street Fighter II Turbo: Hyper Fighting. Champion Edition is inferior to Turbo in that there aren't as many special moves on some of the characters (the super lariat, vertical cannonball spin and sumo press are missing in Champion Edition). The "away strip" colours of each character are different as well. However, the most striking difference is the lack of speed settings in Champion Edition.



OPTIONS

1 Intro

The original coin-op intro sequence is perfectly replicated on the Megadrive - the only home version with the introduction included.

2 Title Screen

The main title screen: select which version of the game to play or redefine the options.

3 Options

Redefine the controls, change the time limit and the difficulty level.

4 Game Start

Choose whether you want to play the coin-op game, a two-player versus option OR indulge in group play!

5 Match Elimination

Choose the Group battle and here you can choose either match or elimination bouts. Match play puts one player's characters up against the opponents in a single bout - the winner being the player who's won the most bouts.

Elimination gives each player multiple characters. Defeat all of the opposition's players and victory is yours.

6 Number of Players

In group battles, you choose the amount of characters each player has - one to six.

7 Character Select

Choose which character(s) you wish to play as in this familiar-looking screen.

8 Versus Screen

The familiar versus mode screen also appears between each bout in match/elimination mode. Choose the attack level and backdrop.

9 Special Moves

As an addition to the handicaps system, players can turn on or off specific special moves!

10 Battle Screen

Let battle commence! all of the player's characters to win.

CHARACTER STUDY

Over the next 12 pages, we'll be looking at the most important aspect of Street Fighter II - the characters. We'll be examining their backgrounds, moves and awesome combination attacks!





RYU

"YOU MUST DEFEAT
SHENG LONG BEFORE
YOU STAND A CHANCE!"

STYLE: KARATE

ORIGIN: JAPAN

HEIGHT: 175 cm

WEIGHT: 68kg

3-SIZE: B112 W81 H85

BLOOD TYPE: O

STRENGTH	★★★★★
SPEED	★★★★★
GRAB	★★★★★
COMBO	★★★★★

The most dedicated fighter in the entire tournament, Ryu does not enter the championship for personal glory - rather to confirm the superlative nature of his martial arts skills. Winning will prove what he suspects to be true - that his Shotokan Karate is the greatest form of fighting in the entire world! His moves are very similar to Ken's, although Ryu doesn't consider him committed enough to beat him.



CYCLONE PUNCH

D, D-F, F and PUNCH



DRAGON PUNCH

F, D, D-F and PUNCH



HURRICANE KICK

D, D-B, B and KICK

COMBO POWER

Ryu's versatile combat moves enable him to produce all manner of excellent combination attacks... take a look at a couple of the best.

COMBO 1

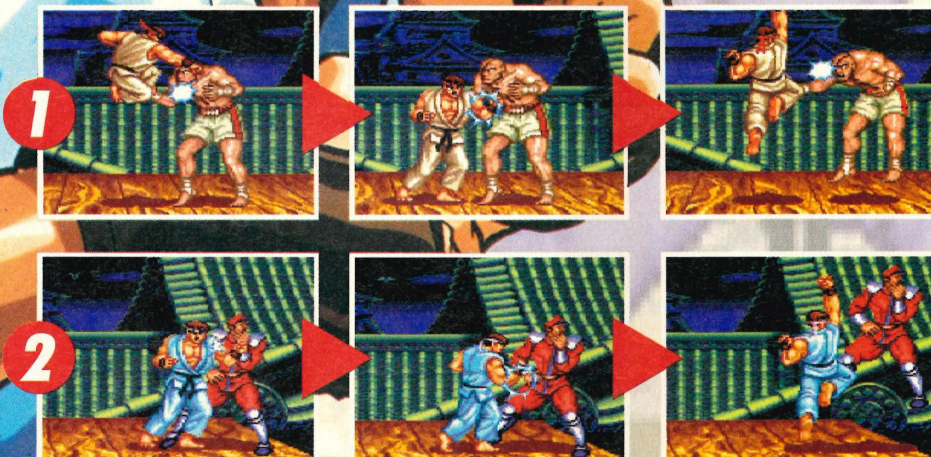
Start with a flying high-power punch, a ground-based high-power punch and then a dragon. The archetypal combo Ryu/Ken combo.

PERFORM ★★★
POWER ★★★★★

COMBO 2

Only works in Hyper mode. A high-power punch, followed by a close-range dragon that inflicts TWO hits! A three hit combo that really drains the energy. Utterly devastating and it works for both Ryu and Ken!

PERFORM ★★★★★
POWER ★★★★★





KEN

Young Kenneth, like Ryu, was a student of the master martial artist, Sheng Long. However, he tired of training only with Ryu and went to the USA to measure his skills against new opponents. This has resulted in subtle differences between him and Ryu. Ken's fireballs and general speed are slower, but his dragon punch arcs out far further than Ryu's and his hurricane kick is a lot faster.



"ATTACK ME IF YOU DARE,
I WILL CRUSH YOU!"

STYLE: KARATE

ORIGIN: USA

HEIGHT: 176 cm

WEIGHT: 76 kg

3-SIZE: B114 W82 H86

BLOOD TYPE: B

COMBO POWER

Just like Ryu, Ken has an astoundingly versatile range of moves, allowing for a variety of combination attacks.

COMBO 1

A flying high-power punch followed by a high-power punch and then a dragon. Great stuff and probably the best combo available in Champion Edition mode.

PERFORM ★★★★★
POWER ★★★★★

COMBO 2

A flying kick over the target's head, followed by an immediate high-power punch and a dragon. Three hits inflicted make this utterly devastating - even more powerful than the Ryu prize combo.

PERFORM ★★★★★
POWER ★★★★★



STRENGTH	★★★★★
SPEED	★★★★★
GRAB	★★★★★
COMBO	★★★★★



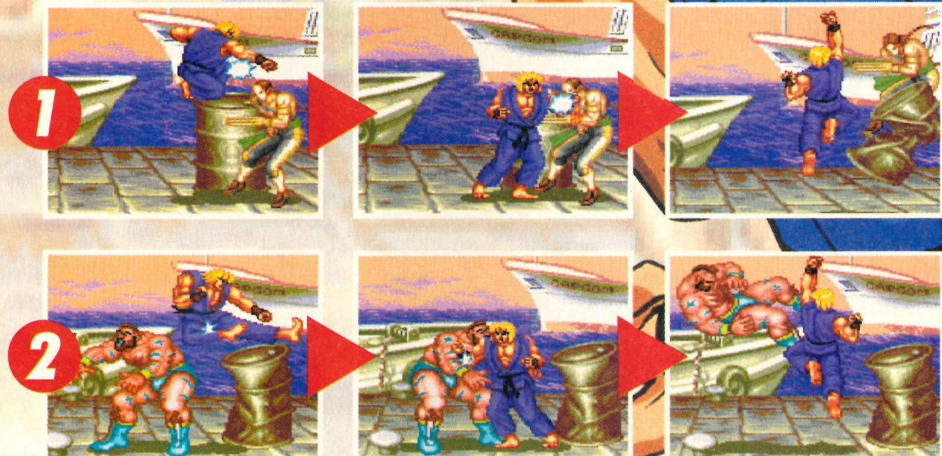
CYCLONE PUNCH
D, D-F, F and PUNCH

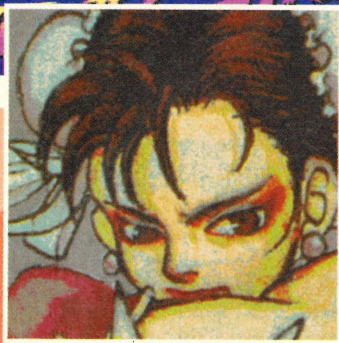


DRAGON PUNCH
F, D, D-F and PUNCH



HURRICANE KICK
D, D-B, B and KICK





CHUN LI

The self-proclaimed "strongest woman in the world" is mistress of the wusha martial art - an utterly devastating form of kung fu. Chun Li has honed her skills in order to wreak revenge on the evil M Bison, who killed her father. Chun Li is the fastest combatant in the entire tournament and the only female who qualified. Having mastered the power of the Chi Force, she is now able to fire off powerful fireballs.



" I AM THE STRONGEST WOMAN IN THE WORLD!"

STYLE: KUNG FU

ORIGIN: P.R.C

HEIGHT: 170 cm

WEIGHT: ?kg

3-SIZE: B88 W58 H90

BLOOD TYPE: A

STRENGTH	★★★★★
SPEED	★★★★★
GRAB	★★★★★
COMBO	★★★★★



FIREBALL

B, D-B, D, D



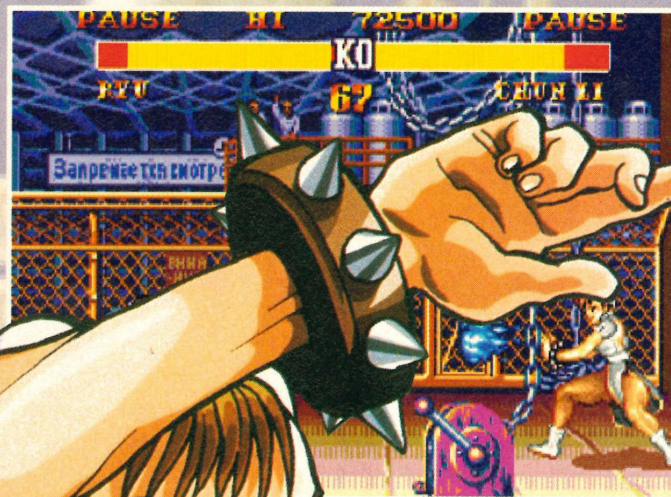
FOOT KICK

Any KICK repeatedly



BIRD KICK

Hold D, U and kick



COMBO POWER

Chun Li has some of the most annoying combos in the entire game. MEAN MACHINES has refused to accept the mid-power punches followed by a throw on the grounds that the said combo is utterly sad.

COMBO 1

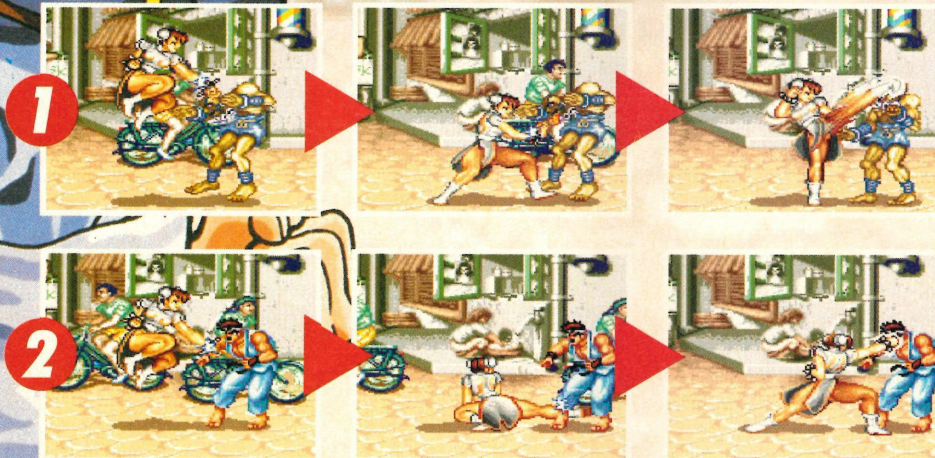
A flying high-power punch, followed up by a ground-based high-power punch and then the inevitable hundred foot kick. An intriguing combo.

PERFORM ★★★★★
POWER ★★★★★

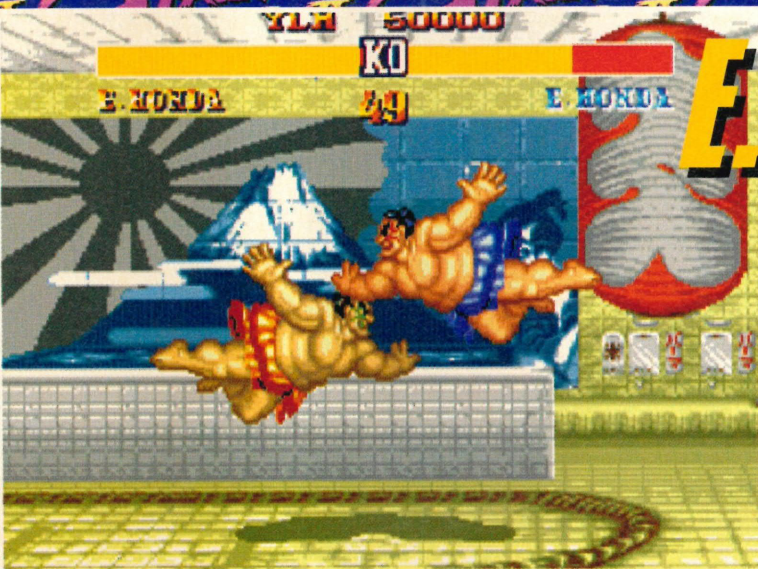
COMBO 2

A high-power flying punch starts the proceedings, followed by a low mid-kick and then a high-power punch. It only works due to Chun Li's speed, but it is ace.

PERFORM ★★★★★
POWER ★★★★★



E. HONDA



E Honda entered the Street Fighter championship to prove that the power of the Sumo is second-to-none, but his skills weren't exactly up to scratch. Mr Honda went back to Japan to train, and by the advent of Turbo Edition, he is a rampaging, muscular powerhouse! It must be said that his indomitable spirit and effort are evident in everything that he does. Now a leading contender for the title.



"CAN'T YOU DO BETTER THAN THAT!"

STYLE: SUMO
ORIGIN: JAPAN
HEIGHT: 185 cm
WEIGHT: 137 kg
3-SIZE: B212 W180 H210
BLOOD TYPE: A

COMBO POWER

Honda isn't too well endowed in the combos department, but the ones he does pull off are extremely effective.

COMBO 1

The most basic combo of all to master. Grab the opponent and pump the punch buttons to power-up the hundred-hand slap. Guaranteed to drain energy.

PERFORM ★★★★★
POWER ★★★★★

COMBO 2

Renowned as Honda's best combo, but very difficult to pull off. Belly flop the opponent so you land on the other side (very hard), a high-kick and then a basic high-power punch. Very powerful indeed.

PERFORM ★★★★★
POWER ★★★★★



STRENGTH ★★★★★
SPEED ★★★★★
GRAB ★★★★★
COMBO ★★★★★



HAND SLAP

Any PUNCH repeatedly



SUMO TORPEDO

Hold L, R and PUNCH



SUMO PRESS

Hold D, U and KICK





GUILE

A grizzled veteran of the American armed forces, Guile has a score to settle with M Bison, who betrayed and murdered his buddy, Charlie. Perhaps the world's greatest master of combat karate, Guile is renowned as the most powerful Street Fighter. This is not surprising: he has thrown away his army, his country and his loving family to track down the evil Bison.

"ARE YOU MAN ENOUGH TO FIGHT WITH ME!"

STYLE: COMBAT KARATE

ORIGIN: USA

HEIGHT: 182 cm

WEIGHT: 86kg

3-SIZE: B125 W83 H89

BLOOD TYPE: O

STRENGTH ★★★★★
SPEED ★★★★★
GRAB ★★★★★
COMBO ★★★★★



COMBO POWER

Guile has a vast range of possible combos available. Here are a couple of the best.

COMBO 1

A variant on the four-hit combo. Flying high-power punch, low mid-punch and then a somersault kick. Not as devastating, but more likely to work.

PERFORM ★★★★★
POWER ★★★★★

COMBO 2

The Guile four-hit combo: flying high-power punch, low mid-punch, sonic boom then a high-power roundhouse punch. Devastating.

PERFORM ★★★★★
POWER ★★★★★



SONIC BOOM

Hold L, R and PUNCH



FLASH KICK

Hold D, U and KICK



KNEE THRUST

F and medium KICK





BLANKA

A REAL street fighter, Blanka honed his skills first on the streets of Rio de Janeiro against the local heavies before entering the first Street Fighter II championship. In the intervening time, Blanka has learned a new move, the vertical cannonball spin and is now a real force to be reckoned with. His speed, raw power and technique now make him an excellent all-round character.



"SEEING YOU IN ACTION
IS A JOKE!"

STYLE: STREET BRAWLING

ORIGIN: BRAZIL

HEIGHT: 192 cm

WEIGHT: 98 kg

3-SIZE: B198 W120 H172

BLOOD TYPE: B

COMBO POWER

It's very easy to ad-lib some combination attacks with Blanka, owing to the speed and versatility of his moves. Here's a couple of classics.

COMBO 1

A flying high-power claw attack, followed by a mid-kick, then a cannonball spin. Rich's favourite Blanka combo (much to the boredom of everyone else).

PERFORM ★★★★★
POWER ★★★★★★

COMBO 2

Once again, a flying high-power claw attack, followed by a mid-punch which comes in handy for powering-up the thunderstorm. Devastating.

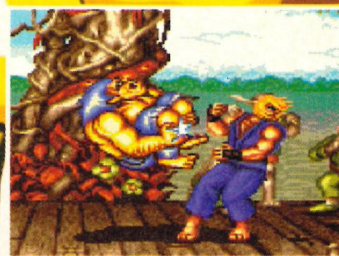
PERFORM ★★★★★
POWER ★★★★★★



STRENGTH ★★★★★
SPEED ★★★★★
GRAB ★★★★★
COMBO ★★★★★



VERTICAL CANNON

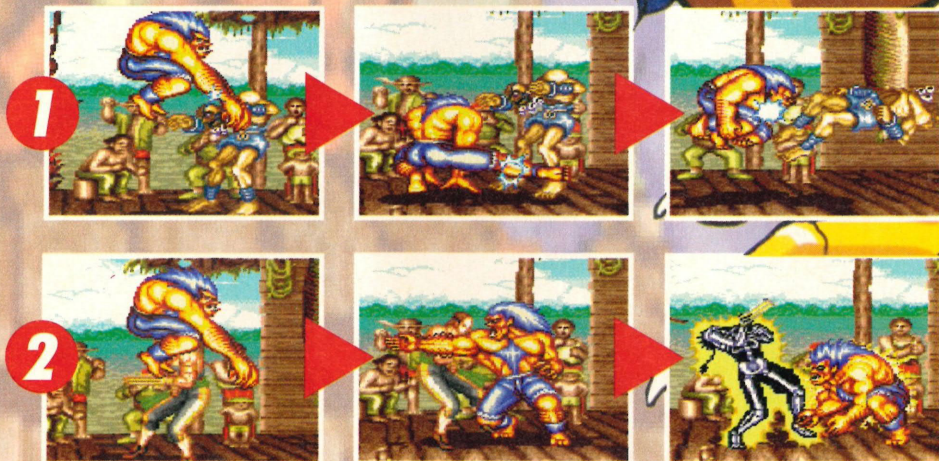


CANNONBALL SPIN



THUNDER STORM

Any PUNCH repeatedly





" I WILL MEDITATE, THEN
DESTROY YOU!"

STYLE: CONTACT YOGA

ORIGIN: INDIA

HEIGHT: 175 cm

WEIGHT: 48kg

3-SIZE: B107 W46 H65

BLOOD TYPE: O

STRENGTH ★★★★★
SPEED ★★★★★
GRAB ★★★★★
COMBO ★★★★★



YOGA FIRE

D, D-F, F and PUNCH



YOGA FLAME

B, D-B, D, D-F, F PUNCH



YOGA TELEPORT

F, D, D-F and PUNCH
B, D, D-B and PUNCH

DHALSIM

India's only contestant in the Street Fighter II tournament is Dhalsim, a very mysterious individual able to stretch his extremities through the use of his specialised combat yoga. Renowned for being one of the gentlest men in the world, Dhalsim now wants to be feared as the world's toughest fighter! Generally, he's slow, but has a great range of different attacks and techniques to master.



COMBO POWER

Dhalsim is extremely slow and ponderous to control, making the scope for combinations very small indeed. His combos are okay, but not particularly easy to pull off, or damaging.

COMBO 1

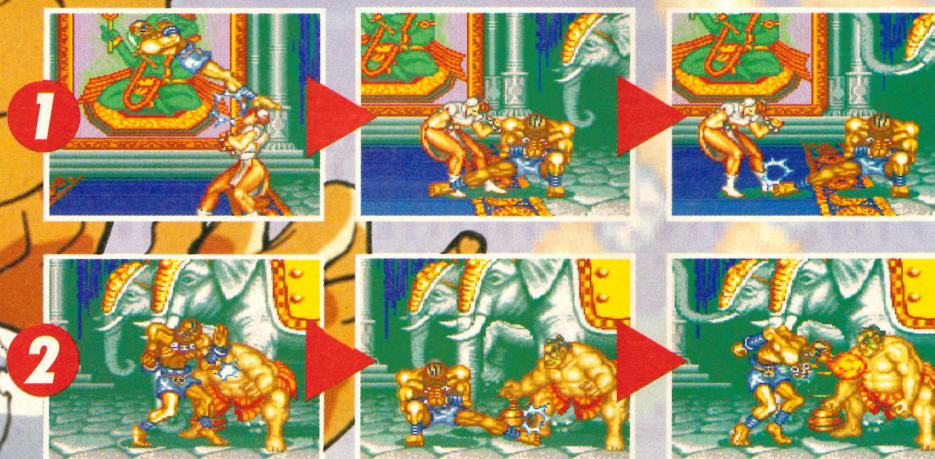
A yoga spear followed up by two mid-kicks. One of the fastest attacks Dhalsim can pull off.

PERFORM ★★★★★
POWER ★★★★★

COMBO 2

A mid-punch followed by a mid-kick and then yoga fire. Not very easy to pull off at all.

PERFORM ★★★★★
POWER ★★★★★



ZANGIEF

This character fights for the honour and respect of his home nation. Zangief is easily the strongest world warrior in the Street Fighter II tournament, but quite slow to respond. When using Zangief, you need to get in very close to your opponent in order to beat him/her up effectively. At Zangief's disposal is a whole range of wrestling throws and attacks. He's devastating in the right hands.



"MY STRENGTH IS MUCH GREATER THAN YOURS!"

STYLE: WRESTLING

ORIGIN: RUSSIA

HEIGHT: 211 cm

WEIGHT: 115 kg

3-SIZE: B163 W128 H150

BLOOD TYPE: A

COMBO POWER

Zangief has quite a few combos at his disposal, but a lot of them are prone to failure due to the wrestler's lack of speed. This couple of attacks are the most likely to succeed.

COMBO 1

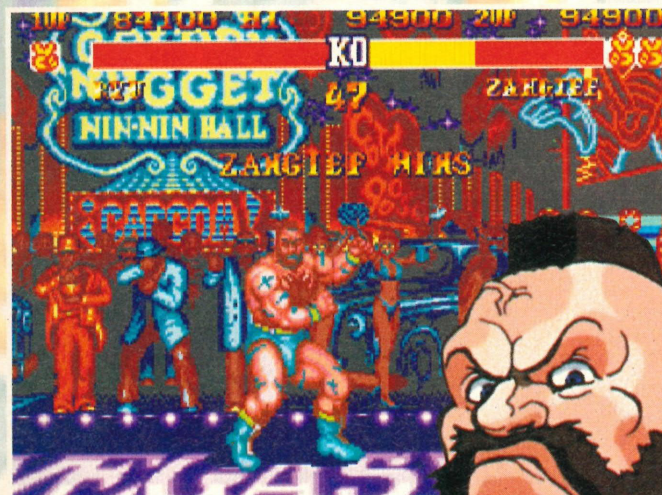
Get in close and "tenderise" your opponent with a couple of low-power punches before letting loose the power of the spinning piledriver. Very difficult for the opponent to avoid.

PERFORM ★★★★★★
POWER ★★★★★★

COMBO 2

Very hard to pull off, but one of the best Zangief combos. The mid-punch produces the flying lunge over the head, followed by a jab then a full-power kick.

PERFORM ★★★★★★
POWER ★★★★★★



STRENGTH ★★★★★★
SPEED ★★★★★★
GRAB ★★★★★★
COMBO ★★★★★★



SUPER LARIAT

All three KICK buttons



LARIAT

All three PUNCH buttons



SCREW PILE-DRIVER

Rotate joystick 360° and any PUNCH





" MY FISTS HAVE YOUR
BLOOD ON THEM!"

STYLE: BOXING

ORIGIN: USA

HEIGHT: 198 cm

WEIGHT: 102kg

3-SIZE: B120 W89 H100

BLOOD TYPE: A

STRENGTH ★★★★★★
SPEED ★★☆☆☆☆
GRAB ★★★★★★
COMBO ★★★★★★



STRAIGHT PUNCH

Hold L, R and PUNCH



DASHING UPPERCUT

Hold L, R and KICK

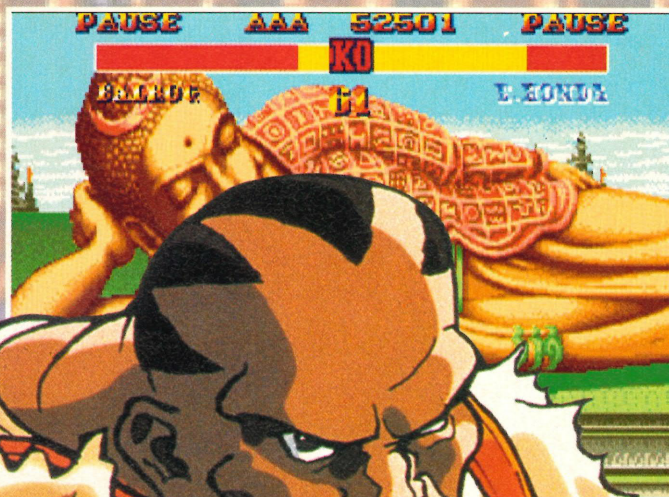


TURNING PUNCH

Hold all three PUNCH
buttons then release

BALROG

Born in a tough American neighbourhood, Balrog was the toughest fighter in his area, working his way up to the international fighting circuit. The orthodox boxer has honed his skills to the limit with the advent of Turbo Edition. Quite slow in terms of footwork but with lightning fast punches, Balrog is hampered by a lack of kicks and no throw. However, his headbutt is very powerful!



COMBO POWER

Balrog's not naturally endowed with the speed to produce awe-some combos, but these two should help give you a few ideas!

COMBO 1

Start with a low-power jab, a standing low-power elbow to the face followed up by a dashing uppercut. The best Balrog combo.

PERFORM ★★★★★★
POWER ★★★★★★

COMBO 2

Start with a medium-power flying punch, a mid-jab followed by a dashing upper-cut. Cool.

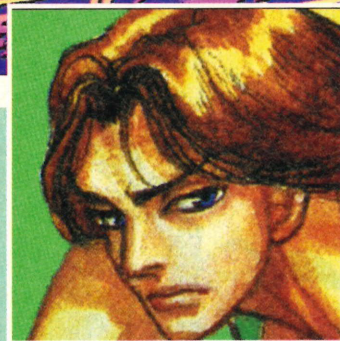
PERFORM ★
POWER ★





VEGA

Vega exudes his own style of grace and power, but hides a blood-chilling maliciousness. The vain Vega is an ex-mata-dor, having developed his own speedy martial arts skills during his lengthy bull-fighting career. Now he's turned this speed and skill to the Street Fighter tournament. Very powerful in the right hands, Vega's range of special moves couple with his speed make him a tough customer.



"HANDSOME FIGHTERS NEVER LOSE BATTLES!"

STYLE: UNKNOWN

ORIGIN: SPAIN

HEIGHT: 186 cm

WEIGHT: 72 kg

3-SIZE: B121 W73 H83

BLOOD TYPE: O

COMBO POWER

Vega certainly has the speed to pull off loads of different combos, however, his lack of real moves does restrict what he can actually achieve.

COMBO 1

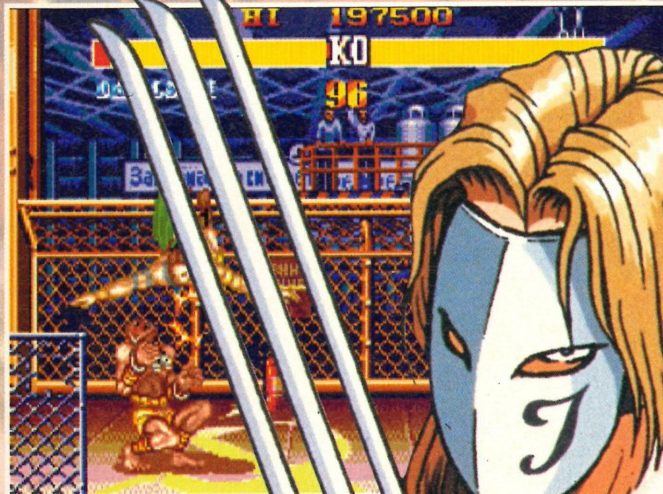
A quick jab followed by the rolling crystal flash is an excellent combo! Pull it off very near to your opponent and you can inflict FIVE hits!

PERFORM ★★★★★
POWER ★★★★★

COMBO 2

A flying full-power kick coupled with a mid kick and then a mid-power slash (middle kick button!). A pretty good combo.

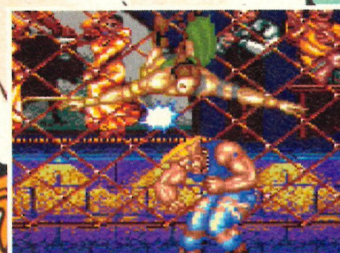
PERFORM ★★★★★
POWER ★★★★★



STRENGTH ★★★★★
SPEED ★★★★★
GRAB ★★★★★
COMBO ★★★★★



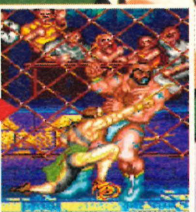
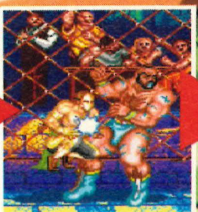
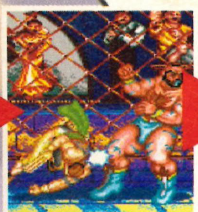
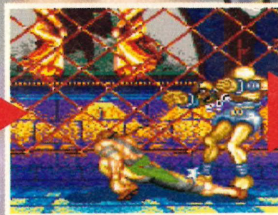
CRYSTAL FLASH
Hold L, R and PUNCH

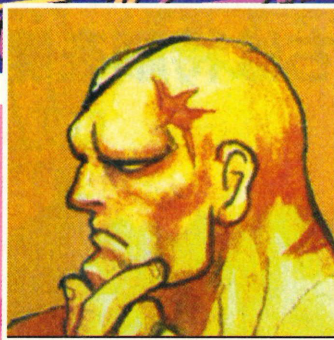


BARCELONA ATTACK
Hold D, U, KICK/PUNCH



IZNA DROP
Hold D, U, KICK then PUNCH when near opponent





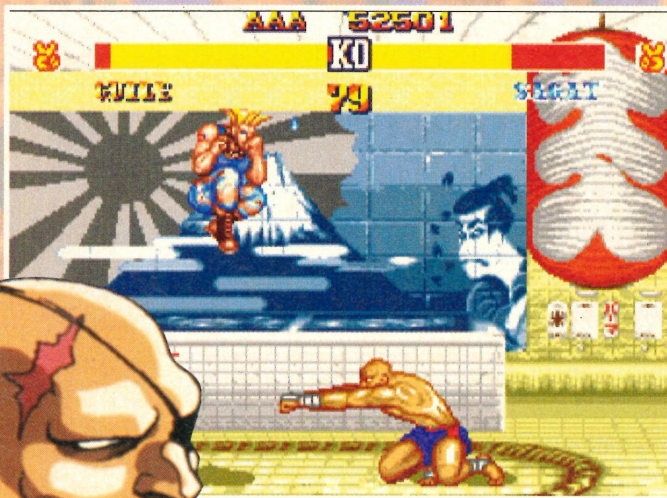
SAGAT

The former Street Fighter champion is yearning for another taste of victory in the tournament following his hideous defeat at the hands of Ryu last year. He's trained intensely and now has all manner of topper special moves at his disposal. Once renowned as a hero across the world, Sagat's reputation has suffered badly since his humiliating defeat and now he's out for revenge.

"YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER!"

STYLE: KICK BOXING
ORIGIN: THAILAND
HEIGHT: 226 cm
WEIGHT: 78kg
3-SIZE: B130 W86 H95
BLOOD TYPE: B

STRENGTH ★★★★★★
SPEED ★★★★★★
GRAB ★★★★★★
COMBO ★★★★★★



TIGER UPPERCUT
 D, D-F, F and PUNCH



TIGER KNEE
 D to U (in an anti-clockwise direction) and KICK



TIGER SHOT
 D, D-F, F and PUNCH
 D, D-F, F and KICK

COMBO POWER

Sagat may not have many different moves and may not be exceptionally quick, but he does have some excellent combination potential.

COMBO 1

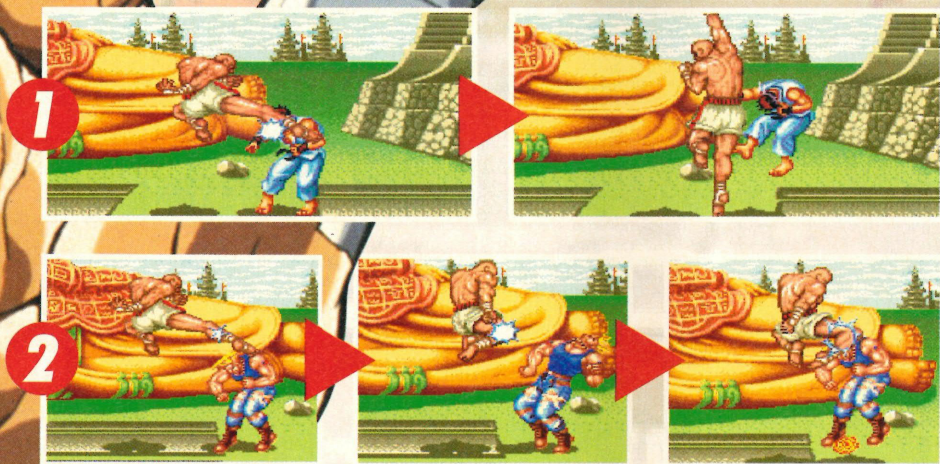
The simplest Sagat combo to learn. Come in with a heavy kick and pull off a tiger uppercut (preferably full-power). Does a lot of damage but may leave you vulnerable.

PERFORM ★★★★★★
POWER ★★★★★★

COMBO 2

A decent three-hit Sagat attack! Come in with a medium power kick and quickly pull off a tiger knee. The knee attack should inflict two hits - painful!

PERFORM ★★★★★★
POWER ★★★★★★



M. BISON



The devastating Shadow power of M. Bison is still mightily strong in Turbo Edition, with Bison still having all the same moves and speed as he had in the original Street Fighter. However, he has lost an edge in the deadliness of his attacks. Bison has dedicated his life to the forces of evil and now allows his very emotions to be controlled by the powers of darkness. A fearsome, deadly warrior.



"GET LOST, YOU CAN'T COMPARE WITH MY POWERS!"

STYLE: SHADOW
ORIGIN: UNKNOWN
HEIGHT: 182 cm
WEIGHT: 80 kg
3-SIZE: B129 W85 H91
BLOOD TYPE: O

COMBO POWER

Due to his immense speed and fairly devastating special moves, Bison does have some potential for combo-related tomfoolery.

COMBO 1

Awesome! A flying kick over the head followed by several low-power punches (crouching) by which time you've powered up the psycho crusher! Utterly devastating.

PERFORM ★★★★★★
POWER ★★★★★★

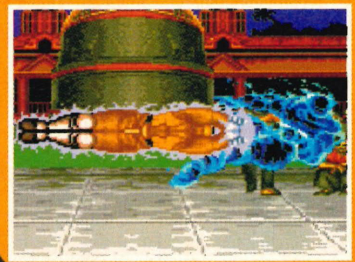
COMBO 2

A mid-power punch, followed by a crouching low-power punch, a standing one then a scissor kick and then some more punches.

PERFORM ★★★★★★
POWER ★★★★★★



STRENGTH ★★★★★★
SPEED ★★★★★★
GRAB ★★★★★★
COMBO ★★★★★★



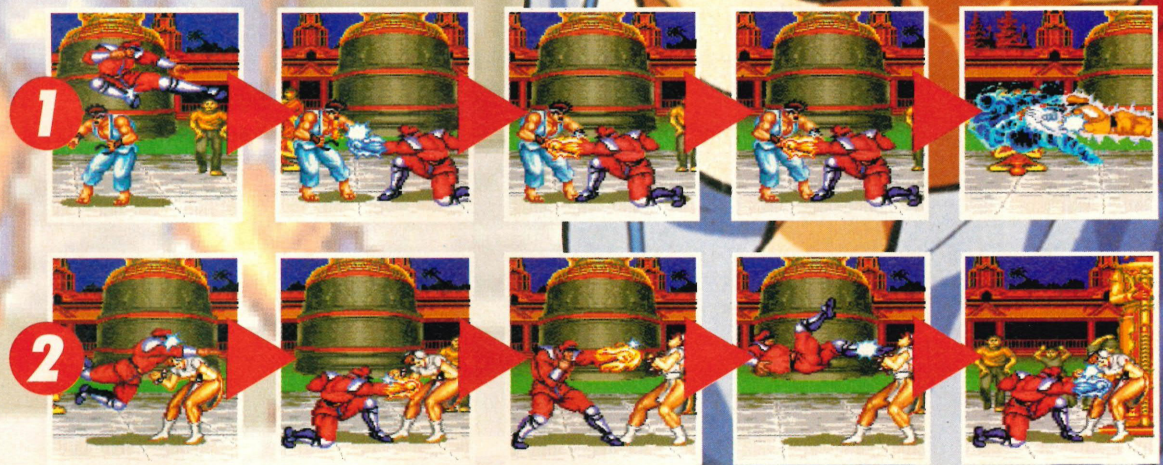
PSYCHO CRUSHER
 Hold L, R and PUNCH



KNEE JERK
 Hold L, R, and KICK



FLYING HEAD PRESS
 Hold D, U, and KICK



IN THE NAME OF DESTINY, THEY CONTINUE THEIR FIGHT. THE GLIMMER IN THEIR EYES; IS IT THE GLOW OF VICTORY OR THE BRUTAL EMBER OF DEFEAT?

BONUS ROUNDS

The arcade original had three bonus rounds to complete: car breaking, barrel smashing and oil drum destruction! The Megadrive version retains the car and barrel levels, but adds the concrete

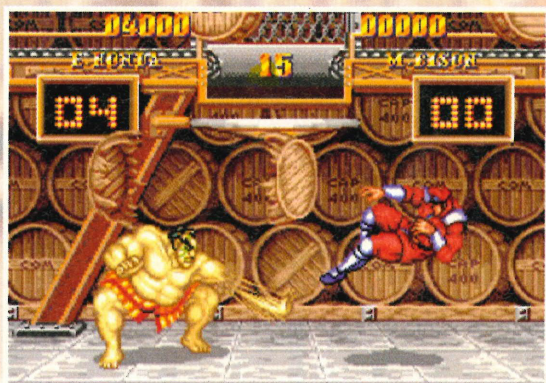
wall smashing activities premiered in the Super NES versions of the game. These rounds only crop up in the coin-op version of the game - versus modes and group modes are combat-only.



CAR CRUSHING

Completely destroy this car by attacking it from both sides. Characters like Blanka, Honda and Chun Li have no problems with their multiple hit

attacks. Players like Ryu, Guile and Ken rely on decent combination attacks to inflict the damage.

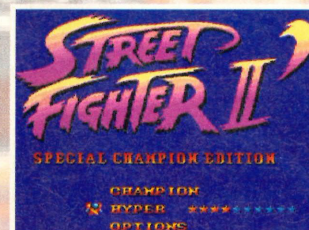


BARREL BASHING

Conveyor belts bring down barrels on your character's head - use your skills to smash all 20 for 30,000 extra bonus points.

WALL WALLOPING

30 seconds to trash a brick wall. Look for the moves that can enable you to strike the wall without changing sides!



CARTRIDGE SPEC

- ★ BY: CAPCOM
- ★ PRICE: £59.99
- ★ RELEASE: OCTOBER
- ★ GAME TYPE: BEAT EM UP
- ★ CART SIZE: 24 MEG

OPTIONS

- ★ PLAYERS: 1-2
- ★ CONTROL: 3 OR 6 BUTTON JOYPAD
- ★ SKILL LEVELS: 8
- ★ CONTINUES: UNLIMITED
- ★ RESPONSIVENESS: FANTASTIC
- ★ GAME DIFFICULTY: MEDIUM
- ★ 1st DAY SCORE: COMPLETE ON DIFFICULTY SETTING 4 WITHOUT LOSING ONE ROUND

ORIGIN

Based upon not one but two hugely successful coin-ops. Special championship edition comprises of full versions of Street Fighter II Championship Edition and Street Fighter II Turbo; Hyper Fighting.

HOW TO CONTROL

Use the D-Pad to move your character back and forward. Push down to crouch and push up to jump. Hold the D-Pad away from your opponent to block. The six buttons operate three punch and three kick attacks of various strengths. Use the D-Pad and attack buttons for special moves and throwing techniques.

PLAY POINTERS

GUARD: You can defend against the opponents attack by moving the D-Pad backward (You can't completely block the opponents special attack.)

THROWING TECHNIQUE: You can throw the opponent with a combination of D-Pad and button.

WHEN STUNNED: Activating D-Pad and button to revitalise your fighter.

COMMENT - JAZ

First of all, let me just get this off my chest. The digitised sound effects are crap: fuzzy and crackly they are, and not much cop. Everything else, though, is absolutely fab. The graphics are excellent. All the moves, backgrounds and animations are in there — even down to the Super Nintendo Mode 7-style scrolling floor! And to play, Street Fighter II is a sheet-cream-ing dream. It plays exactly, and I mean EXACTLY like the arcade game, especially when you play it with the superb 6-button joypad. All the combos, sneaky moves — everything you can do on the coin-op all works here, so no modifications to your arcade strategies are required, and indeed you can work out new moves in the privacy of your own bedroom and then unleash them in the arcades. So the game itself is a stunna. But what about those two highly important questions that need answering? A) is this better than the Super NES version? B) is it better than Mortal Kombat? The answer is that it kicks the baboon-like ass of Mortal Kombat and gives Super NES Street Fighter II Turbo a good smack in the gob. Anyone who can honestly say they prefer playing Mortal Kombat has got to be some kind of clueless simpering gaming imbecile who deserves nothing but to be left to dribble in the corner. And regarding the Super NES version, while its graphics and sound may be more impressive, the Megadrive version plays better — and that is by far the most important thing of all. Buy it. Even if it means pawning your pants...

COMMENT - RICH

Move over Mortal Kombat — the ultimate beat 'em up has arrived and its name is Street Fighter II. This coin-op conversion has everything you'd ever want from a combat game — 12 incredible combat characters, each with masses of moves, a tough challenge, a brilliant two-player mode, loads of tournament matches and suchlike, superb playability and excellent graphics! Just about everything from the coin-op is here — it plays exactly the same, with only some small backdrop animations missing from the conversion. In fact, the only thing that isn't really up to scratch are the digitised sound samples — everything else is utterly fantastic. I'd go as far as to say that this is the best possible Megadrive conversion of Street Fighter II. We all know that arcade Street Fighter II is the ultimate combat game. This Megadrive conversion is simply one of the best games money can buy.

THE VERDICT

PRESENTATION

▲ A vast amount of options available - come on, we had to dedicate two pages of this book to cram them all in! Also an exceptionally polished feel to the game itself.

97

PLAYABILITY

▲ Absolutely brilliant. A nigh-on perfect control method for each character allows for some dead thrilling beat 'em up action - you won't find a better playing beat 'em up anywhere else.

▼ You're going to have problems unless you buy a six-button joypad of some description!

98

GRAPHICS

▲ Just about every graphical detail in the coin-op is successfully replicated in this Megadrive conversion. Truly outstanding with every sprite and backdrop having exceptional character and quality.

95

LASTABILITY

▲ We've had a Street Fighter coin-op of some description in the office for two years now and we still play it to improve our skills or learn a new combo - you'll be doing the same with this flawless conversion.

98

SOUND

▲ The tunes are pretty decent Megadrive renditions of the arcade original's. EVERY piece of speech from the coin-op is in here too.

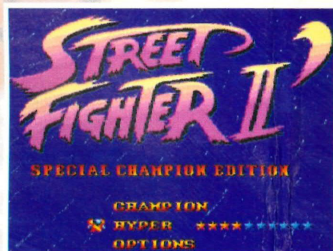
▼ Because the programmer is cleverly multiplexing the Megadrive's single sample channel, the quality of the speech does suffer.

86

OVERALL

The first 24-meg cartridge for the Megadrive turns out to be an utterly superlative coin-op conversion of what has been ranked as the best game ever. If you're going to buy one Megadrive game, make it this one.

98



YOUR GUARANTEE OF VALUE

This special magazine comes to you from Mean Machines Sega, a magazine that was founded... Ah forget that crap. What counts is that this is the best Street Fighter guide put together by the best Street Fighter players from the best computer and console magazine publishers ever. End of story.

BROUGHT TO YOU BY

EDITOR Richard Leadbetter
EDITORIAL CONSULTANT/DESIGN Gary Harrod
ALL ARTWORK © CAPCOM 1990. 1991. 1992
ALL RIGHTS RESERVED

THIS SPECIAL IS THE COPYRIGHT OF EMAP IMAGES SO
DON'T PINCH ANYTHING FROM THESE PAGES OR ELSE!

RUMBELOWS



THE GAMES ARENA

HALF PRICE

SEGA

6 BUTTON JOYPAD



WHEN YOU BUY STREET FIGHTER II
AT THE GAMES ARENA

ORDER NOW!



TO BE RETAINED BY THE CUSTOMER

TAKE THIS CARD INTO THE GAMES ARENA AT YOUR LOCAL RUMBELOWS AND HAND IT TO A MEMBER OF STAFF WITH YOUR DEPOSIT FOR STREET FIGHTER II AND £7.49 FOR THE 1/2 PRICE OFFER OF A SEGA 6 BUTTON JOYPAD (NORMAL PRICE £14.99).

THIS OFFER IS ONLY VALID USING THIS OFFER CARD. THE OFFER IS ONLY AVAILABLE WHILST STOCKS LAST OR UNTIL 31ST OCTOBER 1993. THE JOYPAD WILL ONLY BE SUPPLIED ON OR AFTER THE STREET DATE AND ONCE FULL PAYMENT FOR STREET FIGHTER II HAS BEEN RECEIVED.

STREET FIGHTER II
PRIORITY ORDER ☐ £ ☐ £7.49 PAID FOR
DEPOSIT PAID: MINIMUM £10 JOYPAD OFFER(✓) ☐

SIGNED: _____ (MANAGER)
DATE: _____

TO BE RETAINED BY THE STORE

NAME: _____
ADDRESS: _____
TELEPHONE NO.: _____
AGE: _____ DATE: _____

BRANCH INSTRUCTIONS: DISCOUNT THE JOYPAD USING DISC 9/340 AND ONLY SUPPLY ON OR AFTER THE STREET DATE WHEN FULL PAYMENT FOR STREET FIGHTER II HAS BEEN RECEIVED.

