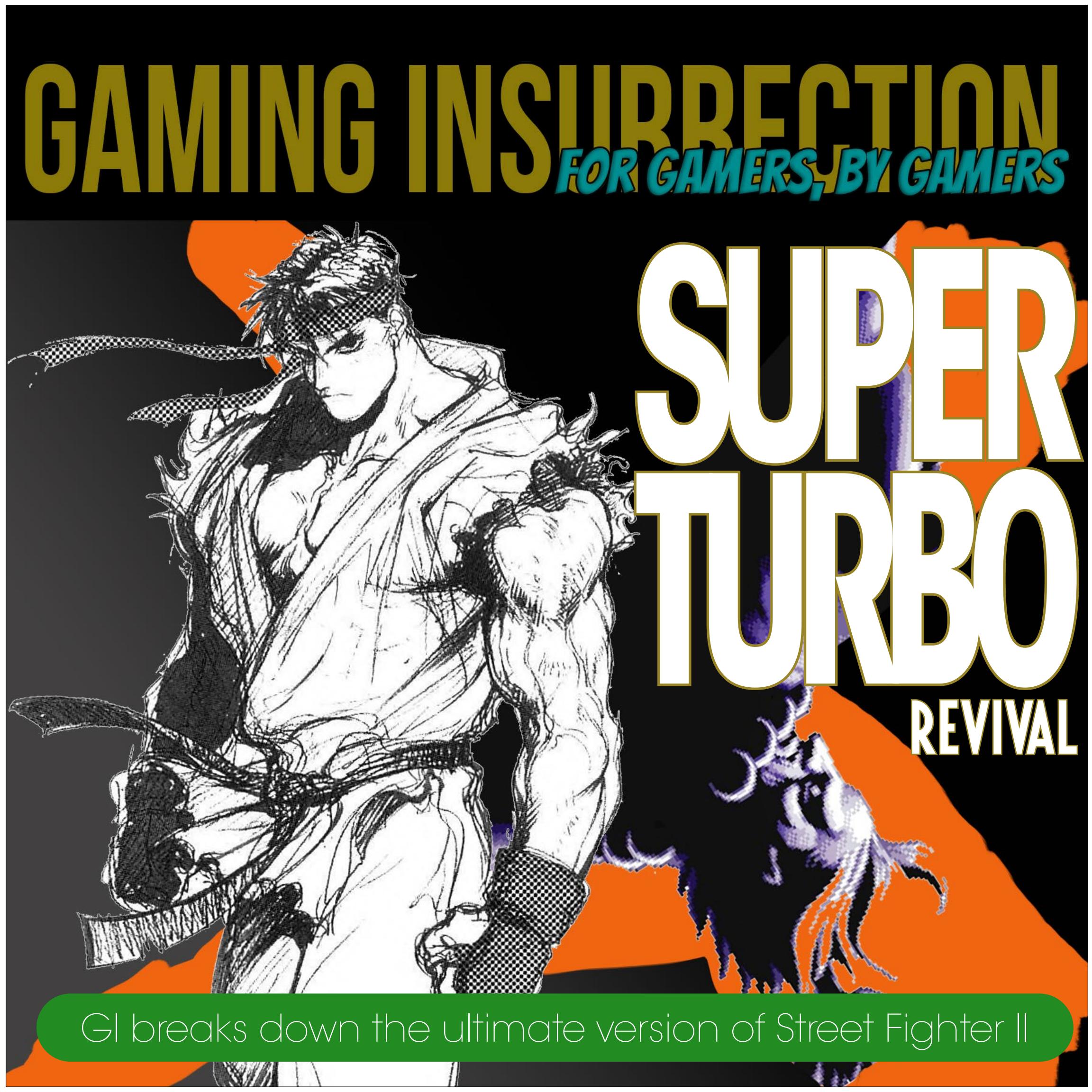


GAMING INSURRECTION
FOR GAMERS, BY GAMERS



SUPER TURBO REVIVAL

GI breaks down the ultimate version of Street Fighter II

SUPER TURBO REVIVAL

Definitive Street Fighter II doesn't look much different than the Street Fighter of today. Super moves are still here, as are matchup-based fights and Akuma being ridiculously overpowered wherever he shows up. That said, what we knew in 1994 still holds today: Super Street Fighter II Turbo is the definitive king of the Street Fighter revisions. There isn't much that can top it in terms of playability and bang for your buck in sweaty matches among what we now know as the main Street Fighter cast. This issue we're breaking down the beast of a fighter with a tournament, character analysis and an in-depth look at the Capcom fighting scene mainstay. We look at how the game plays, where and how you can play it, and why it's still one of the most popular fighting games nearly 30 years after its release. It enjoys a robust and thriving scene around the world and online with Fightcade and various online-enabled releases. The impact of its longevity and depth is felt in its continued tournaments and 1.05 million copies of the game sold worldwide.

This is Street Fighter perfection.

Also, extra special thanks to the fantastic and in-depth [STRevival.com](#), a one-stop resource for all things Super Turbo!

INSIDE



MATCHUPS & TIERS 5



HOW TO PLAY 6



CHARACTER ANALYSIS 7-14



CPU TOURNAMENT 15-30



RESOURCES & KNOWLEDGE 31



WELCOME WORLD WARRIOR!



MATCHUPS & TIER ANALYSIS

Character	Player	RY	KE	EH	CH	BL	ZA	GU	DH	TH	CA	FE	DJ	BX	CL	SG	DI	Score	+/-
Ryu	Gotoh	-	6.5	8	6	7.5	4.5	6.5	3	6	7.5	6.5	7	4	4	6.5	6.5	90	15
Ken	Aniken	3.5	-	7	3.5	5	4	3.5	2.5	5.5	5	4.5	5	3.5	4	5	6	67.5	-7.5
E.Honda	Kusumondo	2	3	-	2.5	7.5	8.5	2	3.5	6.5	8	7	1.5	3.5	4	3.5	6.5	69.5	-5.5
Chun-Li	Nuki	4	6.5	7.5	-	7	7.5	6	5	5.5	6	4	6.5	5.5	4	6.5	7	88.5	13.5
Blanka	Komoda	2.5	5	2.5	3	-	6	4	2	7	4	3.5	2.5	2.5	3.5	2	6.5	56.5	-18.5
Zangief	Gunze	5.5	6	1.5	2.5	4	-	2	2.5	5.5	3.5	3	5.5	4.5	3.5	4	5.5	59	-16
Guile	Muteki	3.5	6.5	8	4	6	8	-	1.5	6.5	8	7.5	5.5	4	3	6.5	5.5	84	9
Dhalsim	Gian	7	7.5	6.5	5	8	7.5	8.5	-	6.5	6.5	6.5	8	5.5	3.5	9	6.5	102	27
T.Hawk	K	4	4.5	3.5	4.5	3	4.5	3.5	3.5	-	1.5	3	3	4.5	3	3.5	3	52.5	-22.5
Cammy	Nakamura	2.5	5	2	4	6	6.5	2	3.5	8.5	-	3	2	2.5	4	3	2	56.5	-18.5
Fei-Long	Yuubou	3.5	5.5	3	6	6.5	7	2.5	3.5	7	7	-	2.5	3	3.5	3.5	3.5	67.5	-7.5
Deejay	yaya	3	5	8.5	3.5	7.5	4.5	4.5	2	7	8	7.5	-	3	4	5.5	6.5	80	5
Boxer	Tsuji	6	6.5	6.5	4.5	7.5	5.5	6	4.5	5.5	7.5	7	7	-	5.5	8	6.5	94	19
Claw	ARG	6	6	6	6	6.5	6.5	7	6.5	7	6	6.5	6	4.5	-	7.5	5	93	18
Sagat	yaya	3.5	5	6.5	3.5	8	6	3.5	1	6.5	7	6.5	4.5	2	2.5	-	3.5	69.5	-5.5
Dictator	Taira	3.5	4	3.5	3	3.5	4.5	4.5	3.5	7	8	6.5	3.5	3.5	5	6.5	-	70	-5

Source: STRevival.com; Nohoho:
<https://curryallergy.blogspot.com>

METHODOLOGY FOR MATCHUPS

(Source: STRevival.com)

Super Turbo is guided by matchups, where two characters face off against each other in sets of 10 matches and their overall number of matches won determines their matchup number. This methodology was codified in a chart taken from polls of Japanese top players in 2008 after the Super Battle Opera in Japan and also in three separate charts compiled from Japanese, European and American player testing in 2013. We used the Super Battle Opera chart because of its close links and use in character strategy discussion at the SuperCombo wikia. See our list of resources for the link to all charts.

HOW TO READ THE CHART

For most characters at least one player tested this character against the rest of the roster, barring Akuma and mirror matches. The total number of matches won is summed and divided by 15 (total characters in the roster). This result is either higher, lower, or exactly zero. Higher means above average, lower means below average and zero means the character is evenly matched with the entire roster. These results also can be sorted to create a tier list.

WHAT'S IN A NAME?

The names of three of the four Kings are changed around in the Japanese releases. To avoid confusion, the international tournament scene uses a common name to refer to these characters as well. See the below chart.

JAPANESE NAME	AMERICAN NAME	INTERNATIONAL NAME
Balrog	Vega	Claw
Vega	M. Bison	Dictator
M. Bison	Balrog	Boxer



METHODOLOGY FOR TIERS

Although Super Street Fighter II Turbo primarily relies on matchup analysis, the roster can be gauged based on tiers like any other fighting game.

Starting with an S+ tier, the 17 available characters (16 regular and one hidden) are placed in categories based on their ability to win matchups and overall usefulness. The tier list at left includes new character versions only.

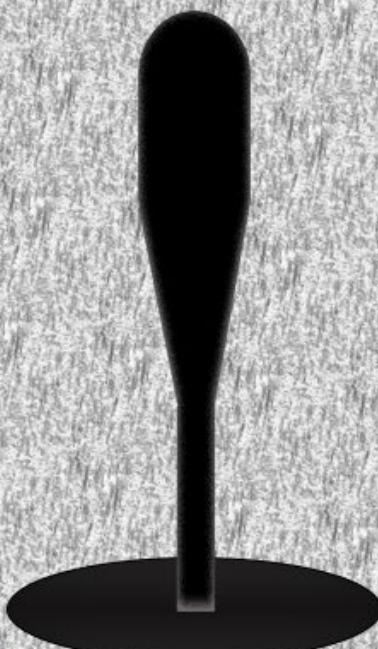
THE AKUMA SAGA

Akuma, or Gouki in Japan, is a secret selectable boss character who first appears in Super Street Fighter II Turbo. Despite being the best character in the game, Akuma is banned from tournament play and softbanned in all but casual play for a variety of reasons.

The brother of Ryu and Ken's master, Akuma is noticeably faster than and stronger than all of the roster — this includes new and old versions. His damage output is much greater than the rest of the roster, he has an air fireball that dominates, and he has instant dizzy recovery.

Facing the CPU-controlled version of Akuma demonstrates the off-the-charts stats for the character and gives you a taste of why he's toned down in later appearances.

HOW TO PLAY



JAB/LP



STRONG/MP



FIERCE/HP



SHORT/LK



FORWARD/MK



ROUNDHOUSE/HK

SUPER TURBO FUNDAMENTALS

Throws

A character can perform what are known as throws, where they grab the opposing character and throw them to the ground or hold and attack them. Throws can be executed by all characters with either punch or kick. Some characters on the roster have what are known as command grabs. These are special throws entered with a specific command.

Characters known to have command grabs are Zangief, Cammy (in the Hooligan Combination) and T. Hawk.

Throw techs

If a character is thrown and enters the throw input at the same time, they can tech or "soften" the throw. The character being thrown has 13 frames to perform the tech. Teching throws will halve the

damage of the throw and cause air recovery. Super throws and command grabs cannot be softened.

Hold escape

Holds can be escaped by mashing the buttons and wiggling the joystick in opposing directions immediately after the hold is initiated.

New versus Old characters

Super Turbo introduced the ability

to select different versions of the roster for play. The New versions of the characters are the roster as seen in Super Turbo. They have Super meter and can tech throws. Old versions of the characters do not have super meter and cannot tech throws.

The different versions can be chosen on the character select screen with direction inputs after confirming your character.

CHARACTERS OF SUPER TURBO



RYU



Location: Suzaku Castle, Japan

Ryu is the main character of the Street Fighter II series. He is the best friend and rival of Ken Masters, and both men

trained under the same master, Gouken.

When Ryu and Ken were young, Gouken's brother, Gouki/Akuma, fought and grievously wounded Gouken. Ryu has fought and searched around the

world for fellow strong fighters and taken on a student in Sakura.

About the location: Suzaku Castle is an abandoned castle where Ryu lives

CHARACTER ANALYSIS

The main character of the game, Ryu is the everyman for everyone. However, he's far from basic. His depth lies in his Hadoken and Shoryuken/Tatsu (Hurricane Kick) game. Hadokens keep the pressure on the opponent while a well-placed Shoryuken will stop the opponent jumping over to punish the Hadoken. His Shinku Hadoken super move is considered the second-best in the game — after Dhalsim's super — and its damage potential is enough to keep opponents on their toes, afraid of when you're going to throw it out. That said, O. Ryu is like playing the Ryu of yore, when he did massive damage and had higher priority and invincibility frames on his Shoryuken. Either version is a good, solid choice that needs to be played with the fundamentals and a little nuance to be great.

Version to use: ST or Old



KEN



Location: Battle Harbor, USA

Ken is the secondary protagonist of the Street Fighter II series. He's the best friend and rival of Ryu, having trained

under the same master — Gouken. Ken's father sent him to train under Gouken and develop his skills. This translated to winning many U.S. Karate championships. He has since married and started

a family with his wife Eliza and son Mel, and he has taken on a student in Sean (from Street Fighter 3: 3rd Strike).

About the location: Battle Harbor is

and has a dojo to train. There is a staging area specifically built for the World Warrior tournament.

CHARACTER ANALYSIS

Ken isn't as good as his photo counterparts in this version of the series, but he's still not a terrible choice. You can get away with playing him through using O. Ken for his return to the glory days of the character, and by knowing how to leverage his Shoryuken. On the other hand, ST Ken has an excellent close-range game. He has quite a few high-damage dizzy combos that make him a feared opponent, and his super is a great comeback trap and game-changer for the character.

Version to use: O. Ken

ABOUT KEN

located near Detroit, Mich., close to the Great Lakes. It's a small town that features daily and weekly fight events.

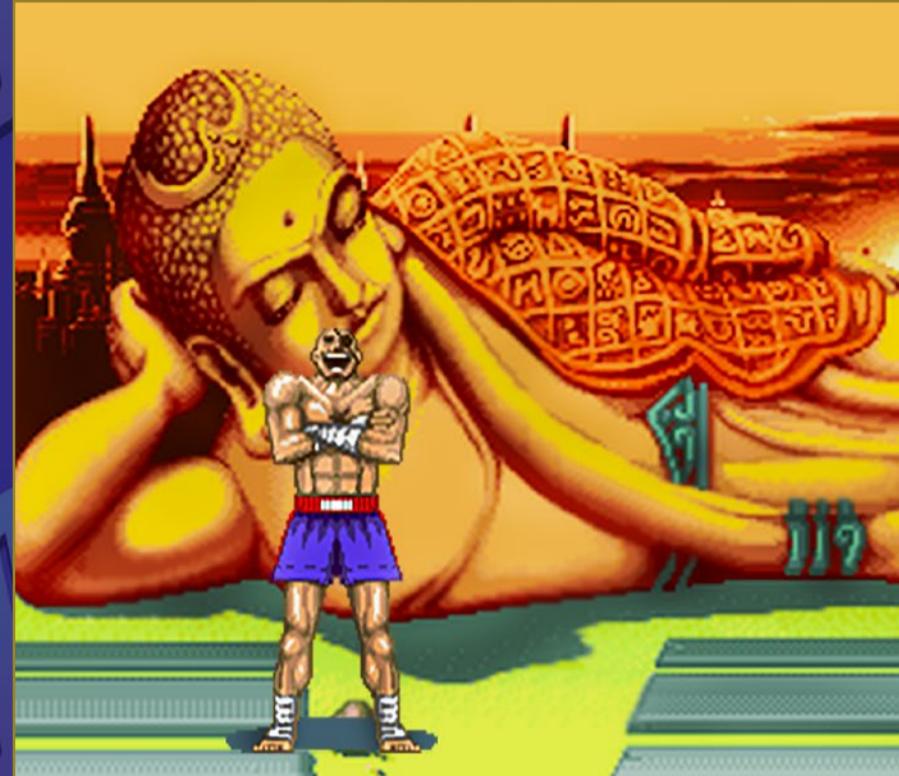
CHARACTERS OF SUPER TURBO



SAGAT

Location: Ayutthaya Ruins, Thailand

Sagat is regarded as the Emperor of Muay Thai because of his fighting prowess. He initially faces off against Ryu at the end of the first World Warrior tournament. After Ryu defeats him with



ABOUT SAGAT

a nearly fatal Shoryuken that left a gaping wound and later scar on his chest, Sagat is consumed with hatred.

He joined Shadaloo to find and face Ryu again with the backing of M. Bison's resources. He fights him several times, winning one of those matches, leaves

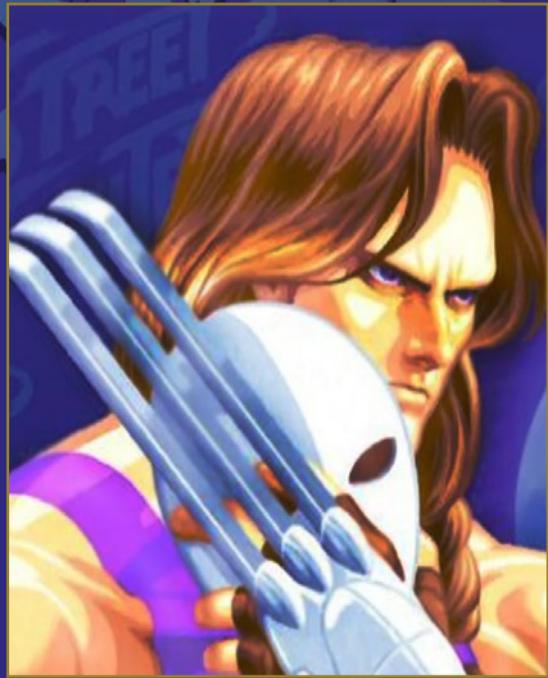
Shadaloo and returns to the world of Muay Thai to continue training before his eventual retirement.

About the location: The Ayutthaya Ruins are situated next to a reclining statue of Buddha. Sagat comes here to

CHARACTER ANALYSIS

O. Sagat is traditionally considered top tier in competitive play. Though he doesn't have a super move, his Tiger Shot is faster and has better recovery than his New counterpart, and his Tiger Uppercut has faster startup to punish as an anti-air special. O. Sagat is also a master at zoning. This means he can keep you in place on the ground with his low and high Tiger Shot mix-up game, and if you manage to jump over those, he can and will punish with a well-timed Tiger Uppercut. Almost all his normal moves do more damage than his New counterpart as well.

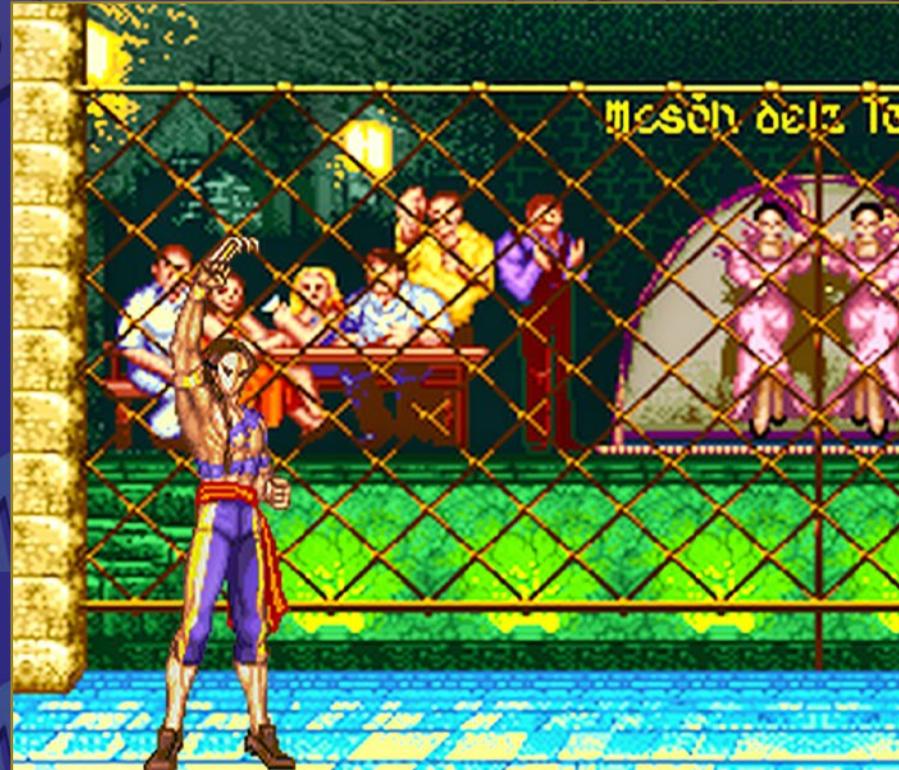
Version to use: O. Sagat



CLAW

Location: Fighting Barroom, Spain

The Spanish cage fighter is legendary for his acrobatic-yet-murderous style of fighting. Vega, also known as Balrog in Japan, serves as an assassin for M. Bison in the Shadaloo organization



ABOUT CLAW

and is one of the Four Kings. He's also certifiably insane, after witnessing his father abuse and murder his mother. Obsessed with beauty and death, Vega has done the bidding of Bison for many years and has a longstanding and deep knowledge about the inner workings of

Shadaloo. Because of his stealth killing skills, Bison employs him for the important missions that no one can possibly perform.

About the location: The Fighting Barroom features flamenco dancers and

CHARACTER ANALYSIS

Vega, or Claw as he is known in tournament scene parlance, is dominant in nearly every matchup and is considered one of the best characters in the game. His poke game is incredible, he stacks damage quickly, and his Wall Dive cross up game is an effective tool to confuse opponents. He also controls space well. He's an excellent choice that will fare well against everyone on the roster.

Version to use: ST Claw

a cage specifically designed for Vega. Members of the club visit and sometimes conduct illegal activities while enjoying Vega's main event fight against a Street Fighter.

CHARACTERS OF SUPER TURBO



BOXER

Location: Golden Nugget: Nin Nin Hall Casino, Las Vegas, Nev., USA

Balrog, or M. Bison as he is known in Japan, is a former heavyweight prize fighter turned M. Bison enforcer. Balrog can generally be counted on to look out



CHARACTER ANALYSIS

Either version of Boxer (Balrog in the U.S./M. Bison in Japan) is a great choice, but if you must select a definitive version, choose ST. Boxer does an outstanding job of dwindling life bars with punishing hits through his straight dashes. His super move does incredible damage and contributes to his superior rushdown game. Also, his only bad matchup is against Zangief so he can be expected to go toe-to-toe with the rest of the roster and come out on top.

Version to use: ST Boxer

ABOUT BOXER

for his best interests and those almost always involve money. He is a cheater and a murderer who thinks nothing of fighting in the name of more cash. He was banned from boxing and subsequently plied his trade through Shadaloo until Bison was defeated. Once

Bison returned, so did Balrog as one of his Four Kings of Shadaloo.

About the location: The Golden Nugget's Nin Nin Hall serves as the scene of Balrog's many fights. Bettors and other gambling enthusiasts come to the hall

to witness the world's former heavyweight champion take on all comers and make them bundles of money. The location's name was later changed to the Golden Bullion: Shadaloo Hall, likely to avoid problems with the real-life casino of the same name.



DHALSIM

Location: Maharaja's Palace, India

Dhalsim is a Yoga Master who practices meditation and pacifism except in times of need for his village. A married



CHARACTER ANALYSIS

Dhalsim is a quirky character to learn and master. Either version is good but New is considered the best character in the game because of his ability to control space and anti-air options. His super has high priority, and his air drills and ability to reach across the screen with his normals mean he's a spacing machine. As STRevival.com advises, learning Dhalsim is a thinking man's game, and it will take time to reach a zenith.

Version to use: ST Dhalsim

ABOUT DHALSIM

father of one with a kind heart, Dhalsim tries to help those in need at all times and works to help stop M. Bison and the spread of Psycho Power around the world.

He joins the other Street Fighters in their quest to rid the world of Bison and helps Cammy become self-aware. He also helps Sagat locate missing children.

About the location: The Maharaja's Palace is a beautiful structure that features revered elephants and a portrait of the Hindu deity Ganesha.

CHARACTERS OF SUPER TURBO



CHUN-LI

Location: Shopping District, Taiping Road, China

The strongest woman in the world is also the first lady of fighting games. Chun-Li showed her dominance in the



CHARACTER ANALYSIS

The strongest woman in the world is at her best in Super Turbo. She's got a great air game and can cleanly beat every move from the rest of the roster on the ground with her Lightning Legs special move.

She's fast and her throw is incredibly damaging. She loses few matchups and dominates a few so she's solidly high on the list of characters to broach. According to STRevival.com, either version of the character is good to use so pick whichever version you feel comfortable with.

Version to use: ST or Old



E. HONDA

Location: Kapukon Yu bath house, Japan

Famed Sumo wrestler Edmond Honda is one of the strongest fighters in the series. He represents his art of Sumo



CHARACTER ANALYSIS

The resident Sumo champion is a mixed bag in Super Turbo. He's a heavy hitter who can inflict a lot of damage quickly, but when you pit him against a fireball practitioner he's quickly taken out. Learn to lean on having a vertical charge stored for the Super Hyakkan Otoshi (Super Butt Drop) or a horizontal charge for the Super Zutsuki (Headbutt). Build in these important offensive moves with the excellent defensive Ooichou

Nage — Honda's command grab — to make Honda a powerhouse on the ground. Avoid using his super move as much as possible. It's not safe on block, and you can be punished easily.

Version to use: ST or Old

ABOUT E. HONDA

with pride and has achieved the rank of Ozeki. His main goal is to travel the world and display the strength of Sumo and have fun while doing so. Increasing his motivation, he enters the second World Warrior tournament to prove

his strength again and to work toward achieving Yokozuna status. While traveling, he encounters the other Street Fighters looking for M. Bison and works to investigate rumors of Sumo wrestlers doping through Shadaloo's drug trade.

About the location: Kapukon Yu is Honda's preferred bath house to visit and lounge and relax. It has been in business more than 60 years, and Honda has a ring built there to practice and boost lagging business.

CHARACTERS OF SUPER TURBO



CHARACTER ANALYSIS

Dee Jay, despite appearances from the rest of the Super part of the roster, is a bright spot from that era. The kickboxer is excellent in zoning and is an offensive powerhouse. From personal experience, we've been on the receiving end of a lot of Dee Jay combos that start from a variety of setups. He can do a lot of damage quickly and stun as well. Be on the lookout for a well-timed Machine Gun Upper and Upkicks, which function as good anti-air components.

Version to use: ST Dee Jay

DEE JAY

ABOUT DEE JAY

Location: The Lemony, Jamaica

Dee Jay is a kickboxing recording artist from Jamaica who travels the world to improve his fighting skills and his music. He first encounters M. Bison before

the second World Warrior tournament where Bison tries to recruit him to Shadaloo. Dee Jay rejects him and escapes Bison's wrath, returning to Jamaica after the tournament to relax and enjoy his newfound success.

About the location: The Lemony is a well-known tourist spot on the beach in Kingston, Jamaica. Tourists are known to flock to the outdoor bar for relaxation and the nightlife. Dee Jay, a former employee of the bar, and his best friend/

manager Rick frequent the location also to party, and Dee Jay is a benefactor to the bar after his success.



CHARACTER ANALYSIS

The "Old Man and the Flash Kick" isn't quite as good as he once was, but he's still a force to be reckoned with. In his current form, Sonic Boom has the best speed recovery of all projectiles in the game, and he still has an excellent anti-air in the Flash Kick. He's been nerfed quite a bit since the early days, but he's no slouch when it comes to maintaining a comfortable position in the roster hierarchy.

Version to use: ST Guile

GUILE

ABOUT GUILE

Location: U.S. Air Force Base, Midwest, USA

Guile is a military man in search of answers. The Air Force colonel is searching for the person or persons who killed

his best friend Charlie Nash before the events of Street Fighter II. Guile later learns through investigating and fighting that M. Bison, the dictatorial leader of Shadaloo, is responsible and works together with the other Street Fighters

to bring Bison to justice. A little-known trivia item is that Guile and Ken are brothers-in-law. Guile is married to Jane, who is the older sister of Eliza, Ken's wife.

About the location: The U.S. Air Force base where Guile is stationed is located somewhere between San Antonio, Texas, and Shreveport, La.

CHARACTERS OF SUPER TURBO



FEI LONG

Location: Tiger Balm Garden, Hong Kong, China

The movie star Fei Long is Capcom's tribute to the legendary Bruce Lee. Fei Long began training at an early age



CHARACTER ANALYSIS

Fei Long is a natural powerhouse, but you're going to need to put in work to get him to a point where he's consistently winning. He has a lot of bad matchups and no projectile, so you're going to have to think about strategy and execution.

The martial arts master is keen to find openings in the opponent's game, so work that to your advantage and strike with your fast-building super move. It does a lot of damage and means the difference between winning and losing for Fei Long most of the time.

Version to use: ST Fei Long

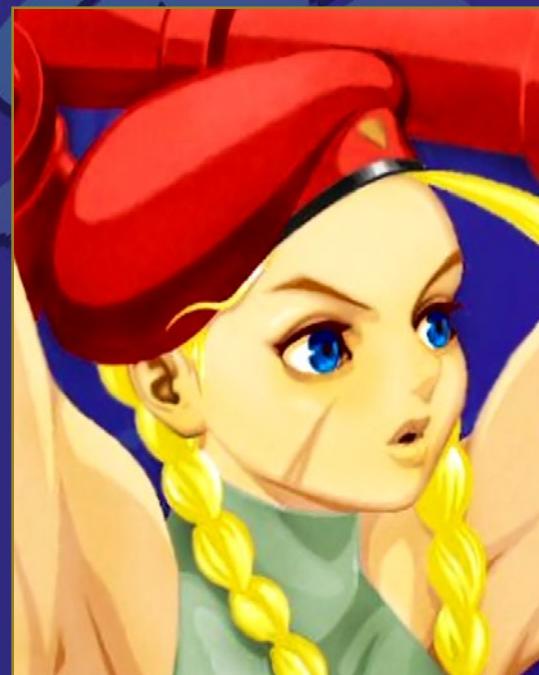
ABOUT FEI LONG

and was talented enough that a movie producer noticed and introduced him to the movie-making business. Fei Long is known worldwide for his intense action films and unparalleled talent, and he journeys to the second World Warrior

tournament to test his fighting skills.

About the location: The Tiger Balm Garden is based on the real-life location of the former Haw Par Garden in Hong Kong. The stage features three Birds of

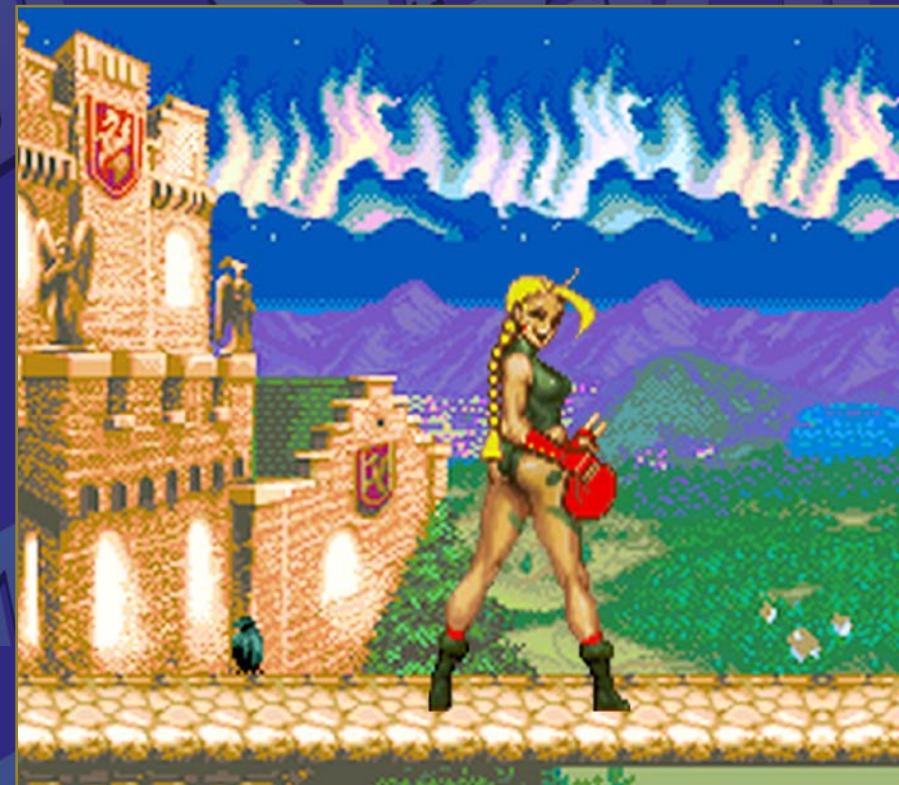
Paradise who come alive at the end of a round. The real Tiger Balm Garden was demolished in 2004, but the Haw Par Mansion and private garden were preserved.



CAMMY

Location: Fraserburgh Castle, England

Cammy is the first known body replacement created to house M. Bison once his current body died. She is part



CHARACTER ANALYSIS

The Psycho Doll isn't a beast here as she is in other games. You'd think that given her speed she'd be high on the list of tournament contenders. You'd be partially right, however. While ranked low on most tier lists, Cammy does have some positives in her anti-air Thrust Kick and Hooligan Combination mix-ups. However, she doesn't have a projectile in a game where projectiles matter, and you must do a lot of work to win consistently.

Version to use: ST Cammy

ABOUT CAMMY

of the Doll Project, an initiative that saw Bison's Shadaloo organization kidnap girls worldwide to serve as brainwashed assassins and bodyguards for Bison. Cammy was the leader of the Dolls, a

clone created specifically to hold Bison's essence.

Once she is freed from Bison's brainwashing, she joins the British MI6 Delta Red.

About the location: The old castle is surrounded by a lake and a white manor, which is most likely the U.K. intelligence headquarters.

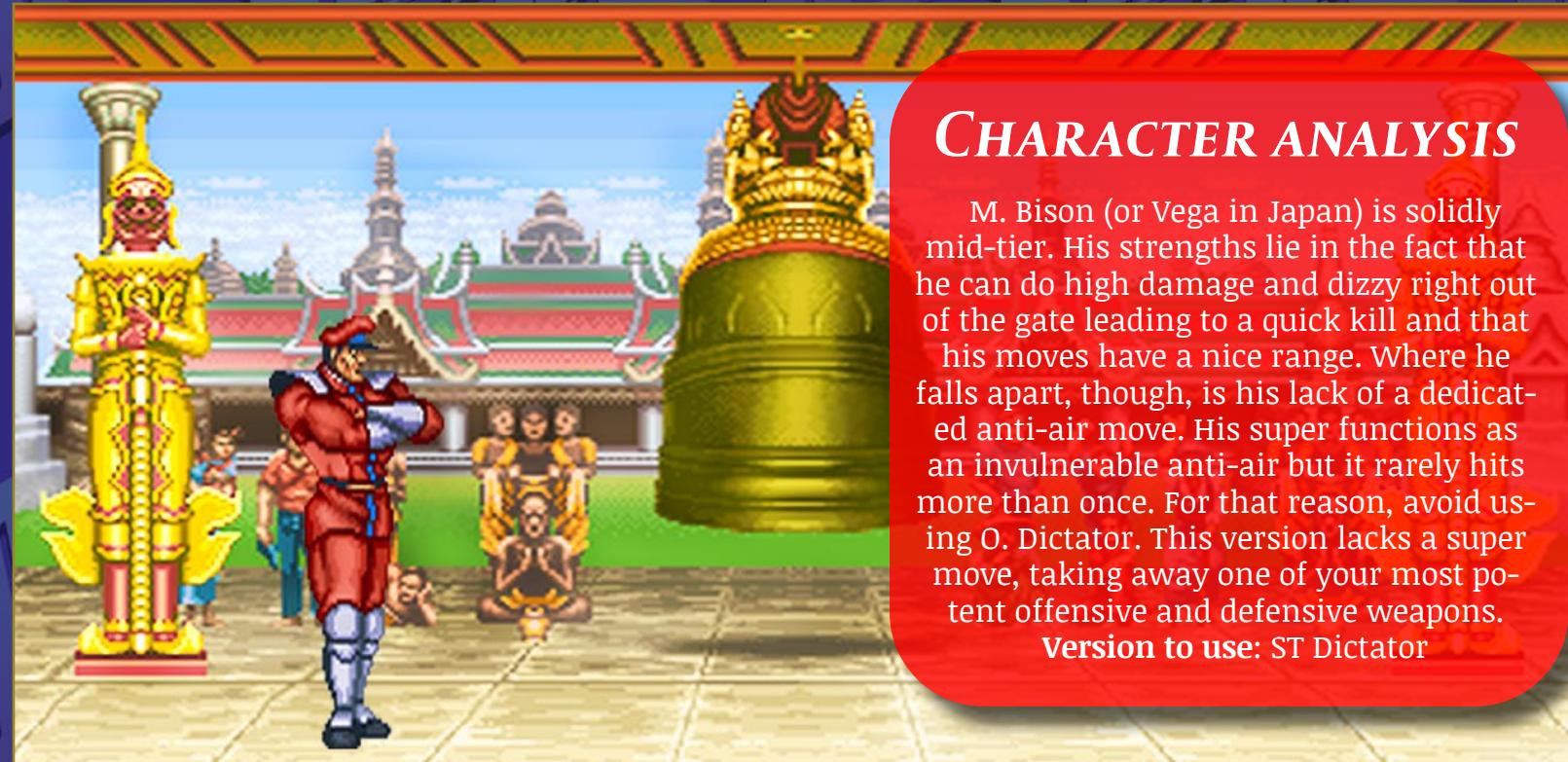
CHARACTERS OF SUPER TURBO



DICTATOR

Location: Ramayana temple, Thailand

M. Bison, known as Vega in Japan, is the feared dictator and object of hatred for nearly every character on the Street Fighter II roster. He has maimed, murdered, and destroyed the lives of several characters and plots to dominate and take over the world with various schemes. He is the embodiment of pure



CHARACTER ANALYSIS

M. Bison (or Vega in Japan) is solidly mid-tier. His strengths lie in the fact that he can do high damage and dizzy right out of the gate leading to a quick kill and that his moves have a nice range. Where he falls apart, though, is his lack of a dedicated anti-air move. His super functions as an invulnerable anti-air but it rarely hits more than once. For that reason, avoid using O. Dictator. This version lacks a super move, taking away one of your most potent offensive and defensive weapons.

Version to use: ST Dictator

ABOUT DICTATOR

evil and has no qualms about unethical practices such as drug-running, cloning, brainwashing, torture or resurrecting himself in the pursuit of evil. The fearsome dictator hosts the second World Warrior tournament and eventually faces off against someone in the cast, most likely Ryu or Chun-Li. While preparing to face the final opponent, Akuma teleports to the battleground and murders Bison with the Shun Goku

Satsu instantly. As shown in Ultra Street Fighter IV, despite clearly dying at Akuma's hands, Bison returns in yet another clone body to wreak havoc yet again. He meets his final demise in Street Fighter V during the Black Moon saga at the hands of Ryu.

About the location: The Ramayana temple where M. Bison makes his final stand of the second World Warrior

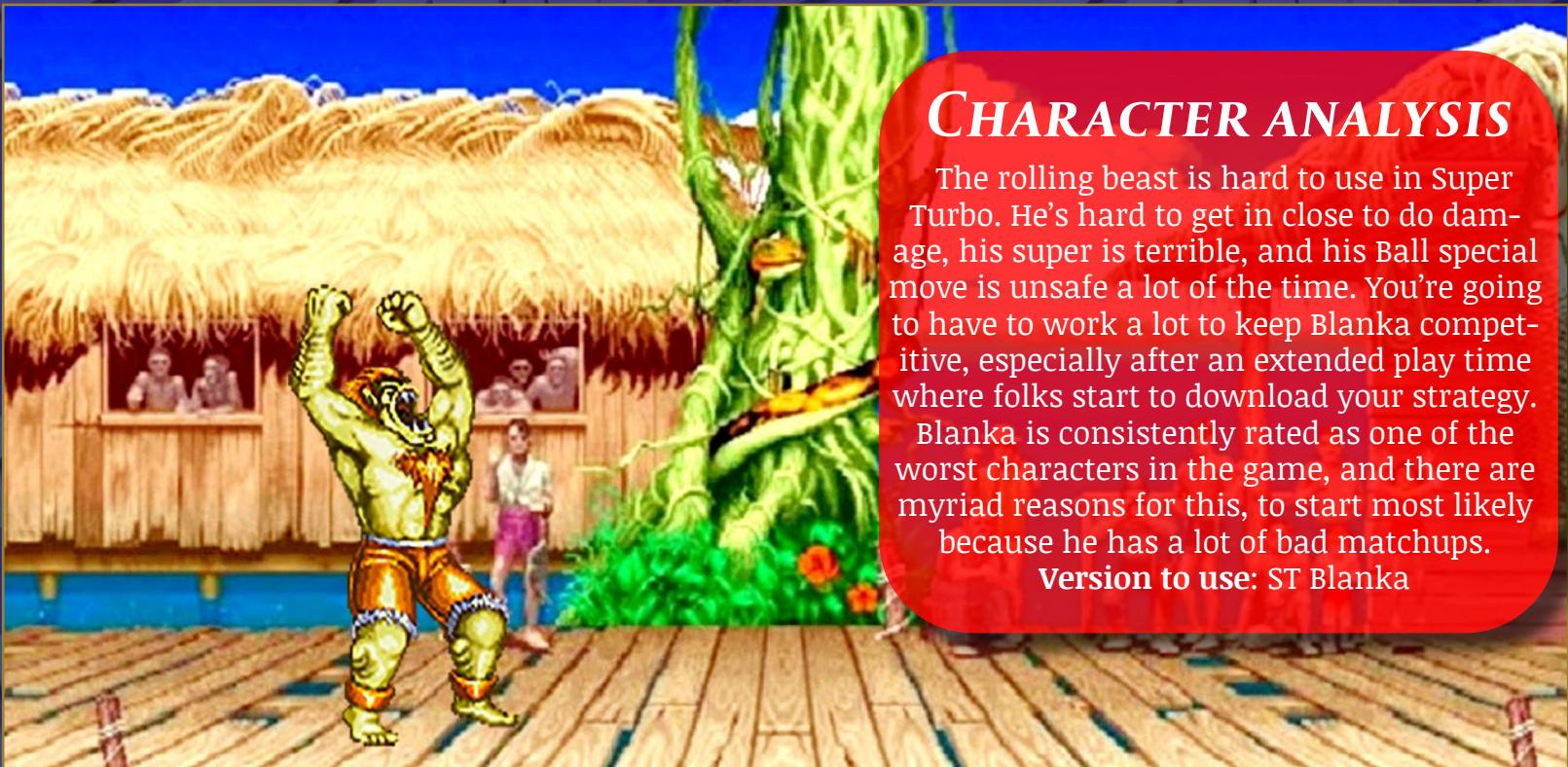
tournament is a holy site located in Thailand. The temple is known to the public as a holy site, but Bison installed a secret base there to hide some of his more nefarious activities. The Ramayana Temple is based on the real-life Wat Phra Kaew, the most sacred Buddhist temple in Thailand. The temple's construction was completed in 1784 and houses treasures from kings of Thailand's past.



BLANKA

Location: Amazon River Basin, Brazil

Blanka is a wild one in the Street Fighter lore. Slowly revealed to have been lost in the Amazon jungle after a plane crash when he was young, Blanka



CHARACTER ANALYSIS

The rolling beast is hard to use in Super Turbo. He's hard to get in close to do damage, his super is terrible, and his Ball special move is unsafe a lot of the time. You're going to have to work a lot to keep Blanka competitive, especially after an extended play time where folks start to download your strategy.

Blanka is consistently rated as one of the worst characters in the game, and there are myriad reasons for this, to start most likely because he has a lot of bad matchups.

Version to use: ST Blanka

ABOUT BLANKA

learned to survive in the wild and became an excellent fighter. He discovers his past after doing well in the second World Warrior tournament and his mother recognizing him from broadcasts of his matches. He rejoins his

mother and makes friends with people in the Brazilian town that he lives in as well as some of the other Street Fighters.

About the location: The small Brazil-

ian town where Blanka fights is known to attract tourists and fighters from around the world. The town is located in the Amazon River Basin, which drains the Amazon River and its tributaries.

CHARACTERS OF SUPER TURBO



T. HAWK

Location: Hospicio Cabañas, Guadalajara, Mexico

T. Hawk, a member of the Thunderfoot native Indian tribe, joined the second World Warrior tournament to find



CHARACTER ANALYSIS

The big grappler has grappler problems but can be counted on for big damage to make up for it. His normal moves aren't good, and he has problems breaking through fireball traps. But, if you can get even close to near the opponent, he's got a decent enough throw range to get a lot of damage off throws and his command grabs. T. Hawk fails in his matchups against almost everyone, which is what you want to base your assessment on here. With that in mind, it's not hard to see why he's consistently in the conversation for worst character in the game.

Version to use: O. T. Hawk

ABOUT T. HAWK

information on some of his missing fellow tribe members. Along the way, he fights Shadaloo as they are the reason for the abductions in his tribe and to stop them from pushing his people off their rightful land. Hawk is successful

and works to restore the land back to its rightful state.

About the location: T. Hawk's location features the real-life Hospicio Cabañas in Guadalajara, Mexico. It is a historic

museum and complex founded in 1791. Originally, it functioned as a hospital, orphanage, and housing accommodation for the poor. The chapel is prominently featured and still stands today.



ZANGIEF

Location: Big Factory, Russia (formerly U.S.S.R.)

Zangief loves a few things, and chief on that list is wrestling. The bear of a man known as the Red Cyclone was asked personally by President Gorbachev



CHARACTER ANALYSIS

Zangief is an interesting albeit low-tier character. He's obviously known for his high damage output and grab range for most of his grapples. He can negate most projectiles with his Lariat from long range and his Splash is an excellent cross up option. Zangief's problem is that he doesn't have a projectile, and he doesn't have great priority in his normal moves. His super move also has a short range, so you must be super close to maximize the output. That said, the output is fantastic when it connects. Zangief is a durable but troublesome character that takes effort to play well.

Version to use: ST Zangief

ABOUT ZANGIEF

to stand against Shadaloo, and Zangief dutifully took on his mission. Though he lost in the second World Warrior tournament, Zangief continued to serve his country and continued training before joining the biggest wrestling organization in the world to promote his

matches and bring glory to his country.

About the location: Zangief was personally asked by President Gorbachev to put on wrestling matches to drum up support for Russia. The location chosen is a local big factory where spectators

come to watch Zangief take on other fighters from around the world. In the original versions of the stage - up to Ultra Street Fighter II: The Final Challengers - the floor featured an insignia of the former Soviet Union.



AKUMA

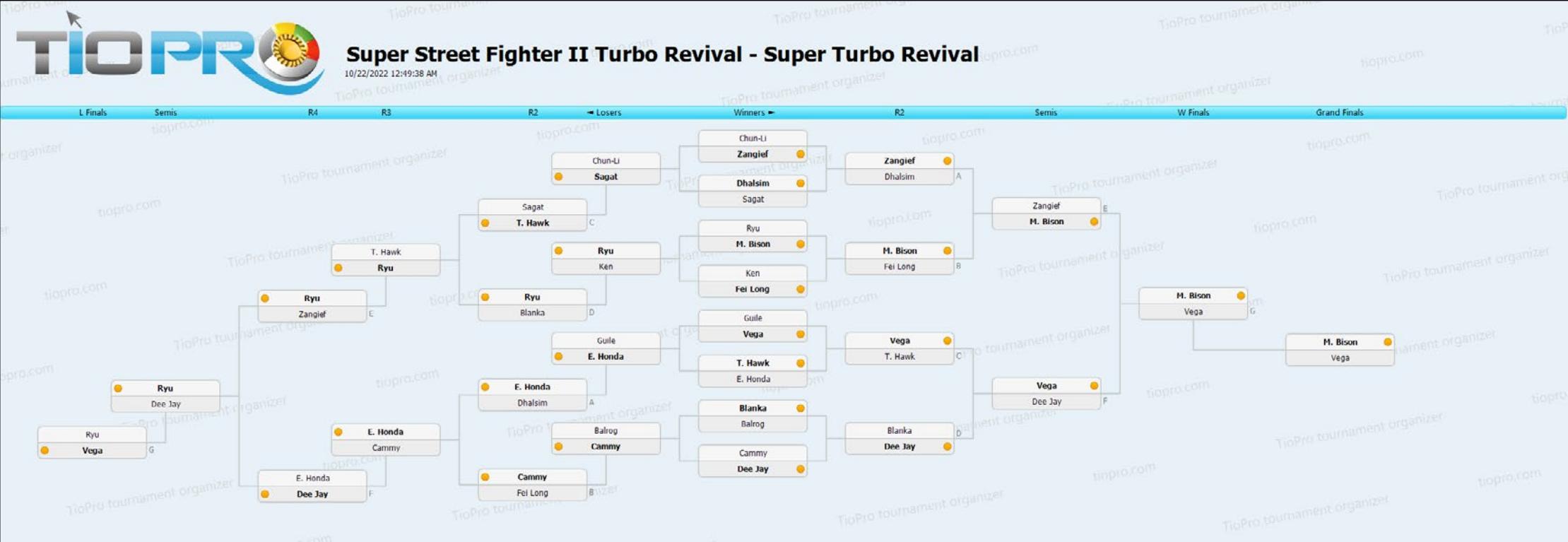


ABOUT AKUMA

Location: Ramayana temple, Thailand
Akuma, or Gouki as he is known in Japan, is the secret boss in Super Street Fighter II Turbo. Akuma serves as the ultimate foil to M. Bison, instantly killing the dictator at the conclusion of the second World Warrior tournament. Akuma background is eventually revealed to be that he is the brother of Ryu and Ken's master, Gouken. Having discovered the dark side of their martial art, Ansatsuken, and killing his master Goutetsu, Akuma wanders the world challenging fighters he deems worthy to death matches.

About the location: This is the same temple that M. Bison used as a secret Shadaloo base. See M. Bison's entry for more details.

CPU vs. CPU TOURNAMENT - START



TOURNAMENT ANALYSIS

RESULTS



2ND

3RD

4TH



5TH

5TH

7TH

7TH



1ST



9TH

9TH

9TH

9TH



13TH

13TH

13TH

13TH

INSIDE

Round 1	16-19
Round 2	20-25
Round 3	26-27
Round 4	28
Round 5 & Round 6	29
Finals, Tournament Takeaways, Stats	30

METHODOLOGY FOR CPU TOURNAMENT

Our tournament is CPU only, featuring the entire roster minus Akuma and Old versions of the characters. The roster has been placed in a 16-slot bracket with no byes in a double-elimination, best two of three rounds setup.

CPU vs. CPU TOURNAMENT - ROUND 1

CHUN-LI VS. ZANGIEF

Matchup

Chun-Li – 7.5

Zangief – 2.5

This was supposed to be a strong matchup for the First Lady of Fighting Games, a 7.5 affair. However, despite a strong opening gambit of hit-and-run tactics, Chun-Li ultimately fell apart under the weight of Zangief's brute force. His Spinning Pile Drivers quickly evened things up, and he landed quite a few in quick succession. Zangief is extremely dangerous up close with his variety of command grabs and throw loop possibilities.

Winner: Zangief, 2-1



DHALSIM VS. SAGAT

Matchup

Dhalsim – 9

Sagat – 1

The fight started out terribly for Dhalsim but picked up in the middle of the first round through well-placed Yoga Fire shots and well-timed teleporting. Although Sagat evened up the round, Dhalsim's teleporting was key to his victory in Round 3 and overall. Teleports were essential to escaping Sagat's Tiger Shots and gave Dhalsim enough priority to dance around the shots and get several close fierce hits and dizzy Sagat.

Winner: Dhalsim, 2-1



CPU vs. CPU TOURNAMENT - ROUND 1

RYU VS. DICTATOR

Matchup

Ryu – 6.5

Dictator – 3.5

Dictator almost immediately jumped out to a commanding lead with a potent throw into 3-hit dizzying combo. Capitalizing on the combo dizzy, Dictator followed up with another 2-hit combo and throw for the round victory. Dictator is at distinct disadvantage in the fight with Ryu, yet you wouldn't have known it by the tremendous amount of damage he landed within the space of 17 seconds. Ryu regained momentum in Round 2 with several well-placed Hadoken. With that increased offense, Ryu won the second round. However, Dictator returned to the dominating form he'd shown in Round 1 with an opening throw into 3-hit dizzy combo again, repeating his earlier victory in 17 seconds.

Winner: Dictator, 2-1



KEN VS. FEI LONG

Matchup

Ken – 4.5

Fei Long – 5.5

Fei Long and Ken are evenly matched so the fight could have gone either way. Fei Long, however, did a lot of quick damage with precise fierce hits and well-timed throws. Throw damage is high in Super Turbo and hard to tech out of, so Ken received the brunt quickly. Ken got offense moving quickly in Round 2, but a 2-hit Rekka Ken series evened up the damage. Fei Long followed that series with another that combed for massive damage and a victory.

Winner: Fei Long, 2-0



CPU vs. CPU TOURNAMENT - ROUND 1

GUILE VS. CLAW

Matchup

Guile – 3
Claw – 7

Guile is a formidable foe in Super Turbo, while Claw is considered a top-tier character if using tiers. Guile should and did have trouble with Claw's dangerous poke game but managed to pin Claw in the corner after a couple of big-damage throws for a Sonic Boom corner string trap. Claw, however, reinstated his poke game with efficiency and returned the corner trap favor. Claw continued his well-known poke game and managed space in Round 3 to eke out a victory.

Winner: Claw, 2-1



T. HAWK VS. E. HONDA

Matchup

T. Hawk – 3.5
E. Honda – 6.5

T. Hawk is not dominant in this matchup but did decent damage. However, he faltered in the face of E. Honda's precision strikes and space control. T. Hawk controlled Round 2 with a moderately paced offense that included counter-hits through Condor Dives and well-timed Tomahawk Busters. T. Hawk controlled the final round as well to keep E. Honda out of the air and taking damage on the ground.

Winner: T. Hawk, 2-1



CPU vs. CPU TOURNAMENT - ROUND 1

BLANKA VS. BOXER

Matchup

Blanka – 2.5
Boxer – 7.5

Boxer played things a little too safe as Blanka countered every Dashing Punch he did with a highly damaging roll. Blanka controlled the space well in the first round, but Boxer came out swinging in Round 2. Instead of whiffing the Dashing Punch and getting punished, Boxer was ahead of the game and landed several punishing hits first. Though he landed offense, Boxer ultimately failed to capitalize on his offensive power and Blanka rolled to victory.

Winner: Blanka, 2-0



CAMMY VS. DEE JAY

Matchup

Cammy – 2
Dee Jay – 8

Dee Jay's ability to keep Cammy at bay with his fireball and penchant for 2-hit combos served him well in the first round. Cammy was able to get an air throw off, but it wasn't enough to stop Dee Jay from comboing when he needed it the most. The second round was much like the first, except Dee Jay utilized his super meter at the right moment to counter Cammy's Spiral Arrow in its tracks. Dee Jay's priority there proved to be the difference maker.

Winner: Dee Jay, 2-0



CPU vs. CPU TOURNAMENT - ROUND 2

ZANGIEF VS. DHALSIM

Matchup

Zangief – 2.5
Dhalsim – 7.5

One of the more lopsided matchups in the game pits the top-tier Dhalsim against lowest-tier Zangief. Zangief started out establishing damage dominance with two standing forward kicks that did quarter life immediately. Zangief then countered and punished a Yoga Fire that quickly put Dhalsim at 25 percent life. Dhalsim chased Zangief and got in a few hits including a Yoga Fire, but Zangief countered with a Spinning Pile Driver to take the round. In Round 2, Dhalsim utilized his Yoga Teleport and Air Drill Kicks, but Zangief caused massive damage with several standing kicks. Dhalsim zoned using Yoga Fire and jumping pokes, but Zangief stopped all of his momentum with two Pile Drivers to end the round and take the match.

Winner: Zangief, 2-0



DICTATOR VS. FEI LONG

Matchup

Dictator – 6.5
Fei Long – 3.5

Dictator started the fight strong, utilizing his poke game to build up quick damage against Fei Long. Fei Long never got a hit in as Dictator threw him and added a few more kicks to quickly end the first round with a perfect. Fei Long countered early in the second round with a Flaming Kick to keep things close. Dictator again utilized his kicks and poke game to whittle down Fei Long's health quickly and show why this is a bad matchup for Fei Long. With two throws and a jumping kick, Dictator sealed the dominating victory and moved on to Round 3.

Winner: Dictator, 2-0



CPU vs. CPU TOURNAMENT - ROUND 2

CLAW VS. T. HAWK

Matchup

Claw – 7

T. Hawk – 3

Claw versus T. Hawk is a bad matchup for T. Hawk for a number of reasons. Chief among them is Claw's poke game, which was on display in the first round. Claw played a solid game of keep away and only got close enough to do good damage with his jumping strikes and slide kick or two. He made quick work of T. Hawk in the first round. However, T. Hawk made it a sweaty matchup in the second round with big damage. He stuck to a gameplan of nullifying Claw's keep away game by staying close and getting in a much-needed Mexican Typhoon to take the second round. In Round 3, Claw went back to the strategy that he knew worked: a solid poke game. Getting in and out, Claw also delivered an Izuna Drop for big damage. T. Hawk tried to get things going with a successful Condor Dive and Tomahawk Buster, but another whiffed Condor Dive led to a sequence with Claw poking and drawing out whiffed specials. The whiffed specials ended with an air counter hit and Claw's victory.

Winner: Claw, 2-1



BLANKA VS. DEE JAY

Matchup

Blanka – 2.5

Dee Jay – 7.5

Blanka and Dee Jay kept things fairly close throughout the first round. Blanka got a roll off and Dee Jay nearly completed a Machine Gun Upper. Both inflicted good damage with repeated strikes, but Blanka managed to stay ahead and get another roll off. He eked out the round win, forcing Dee Jay to come back. Dee Jay did just that, barely getting the win in Round 2 with a barrage of kicks and Double Rolling Sabat. In Round 3, Dee Jay built an early lead and used a nice kick combo to do massive damage to Blanka. Closing things out with a well-placed throw and notched the victory for Dee Jay.

Winner: Dee Jay, 2-1



CPU vs. CPU TOURNAMENT - ROUND 2

CHUN-LI VS. SAGAT

Matchup

Chun-Li – 6.5

Sagat – 3.5

Chun-Li started the match by creating distance between herself and Sagat, which was smart. However, Sagat negated that with two well-timed Tiger Uppercuts for big, quick damage. Chun-Li attempted to play a game of keep away, but Sagat's range in his standing normal stopped that. Chun-Li managed to land two quick Kikokens and a jumping kick, but Sagat countered with a Tiger Knee to slow her down and punish the jump in. He closed the distance and took the first round with a jump kick over Chun-Li's ill-spaced Kikoken. In Round 2, Chun-Li showed her prowess in jumping in and out of range, doing enough quick damage to confuse Sagat at 80 seconds left. Sagat managed to land a good Tiger Uppercut but did not win a trade of fireballs. Chun-Li tied it up with a walk-up flip kick. Round 3 saw Sagat dominate with several standing Roundhouse and a clinching set of high Tiger Shots. Sagat took the victory and eliminated Chun-Li from the tournament.

Winner: Sagat, 2-1



RYU VS. KEN

Matchup

Ryu – 6.5

Ken – 3

The eternal rivals and best friends faced off as expected with a lot of Shoryuken trades in the first round. Ryu, having the better Shoryuken in this specific matchup, took the first round with several well-placed jumping Roundhouse. In the second round, Ken immediately showed why fireballs at a close range are a bad idea. With one combo of j.Roundhouse-> s.Jab->Fierce Hadoken, Ken gained the advantage and finally won with a quick knee bash hold. However, this was Ryu's matchup to win and he quickly dominated in a trade of fireballs. With a well-timed jumping Roundhouse, Ryu won the match and eliminated Ken from the tournament.

Winner: Ryu, 2-1



CPU vs. CPU TOURNAMENT - ROUND 2

GUILE VS. E. HONDA

Matchup

Guile – 8

E. Honda – 2

Guile controlled the match with spaced Sonic Booms, which E. Honda had trouble negating. Honda eventually caught Guile in a hold, which quickly did damage. However, he followed up with a strong Hundred Hand Slap that instantly depleted Guile's life bar in the corner. The Sumo practitioner took the first round with a standing Forward. E. Honda continued his dominance in the second round with several well-placed Hundred Hand Slap sequences that did massive damage to Guile. Once Guile was out of room to maneuver, Honda sealed the victory with a final Hundred Hand Slap, eliminating Guile from the tournament.

Winner: E. Honda, 2-0



BOXER VS. CAMMY

Matchup

Boxer – 7.5

Cammy – 2.5

Boxer's strength lies in his Dashing Straights and Uppers. However, for every instance that he managed to throw one out and connect, Cammy countered with a Spiral Arrow, or a whiffed punish throw. Boxer whittled Cammy's life away but couldn't compete against the damage from a throw. In the second round, Boxer reverted to form. In three opening hits, he managed to corner trap and dizzy Cammy and seal the round victory. In the final round, Cammy managed to trade hits — specifically Dashing Uppers and Cannon Spikes/Spiral Arrows — to stay on top of Boxer. The whiffed Dashing Uppers didn't work in Boxer's favor, and he lost the round and match to a quick Spiral Arrow, eliminating him from the tournament.

Winner: Cammy, 2-1



CPU vs. CPU TOURNAMENT - ROUND 2

SAGAT VS. T. HAWK

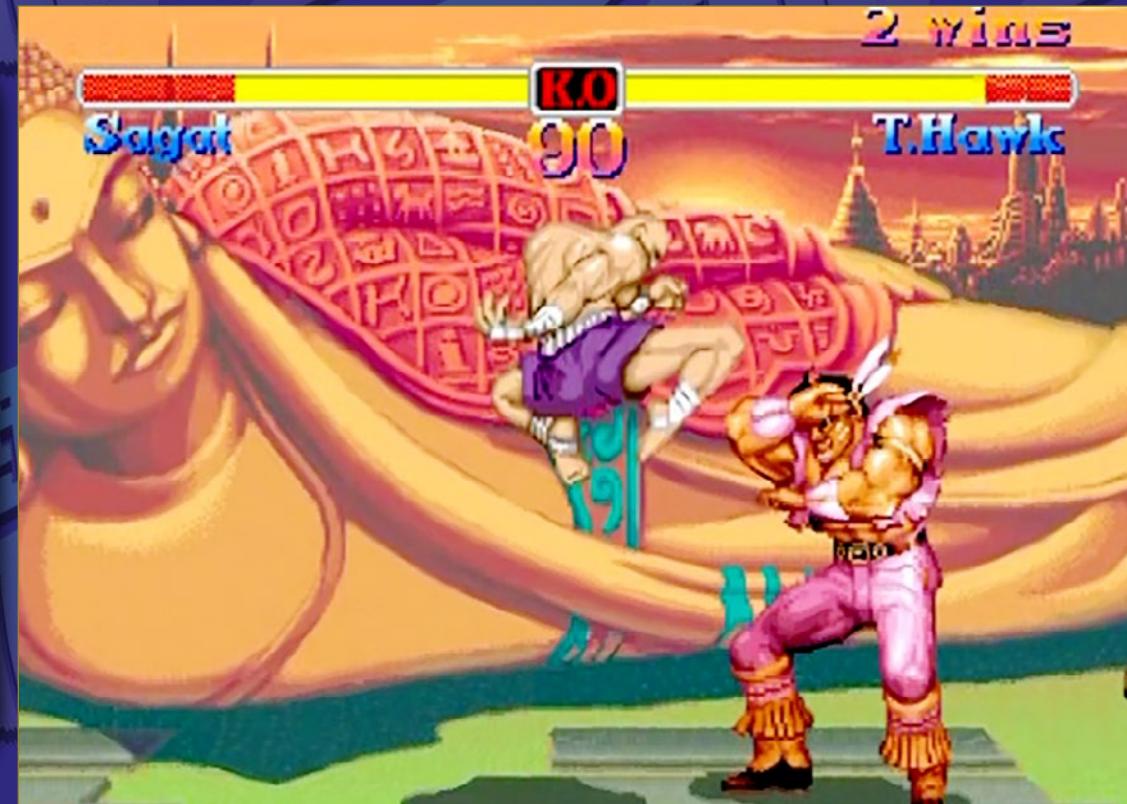
Matchup

Sagat – 6.5

T. Hawk – 3.5

Sagat's long reach did little to save him from the strength of T. Hawk. The grappler took advantage with his high damage output and did little that amounted to a lot of damage quickly. Sagat tried to pressure in the corner with Tiger Uppercuts and whiffed Tiger Knees, but T. Hawk countered with a two jump-in punches and a huge Mexican Typhoon to end Round 1 in victory. In Round 2, T. Hawk took damage but countered with four Condor Dives and a resounding Tomahawk Buster to end Sagat's tournament run.

Winner: T. Hawk, 2-0



RYU VS. BLANKA

Matchup

Ryu – 7.5

Blanka – 2.5

Blanka started strong with a nice 3-hit combo to back Ryu into the corner. However, Ryu found his footing and got his bread-and-butter fireball combo going, which did not help Blanka at all. Ryu's zoning kept Blanka away and locked down until Ryu could jump in to deliver a few kicks. Blanka capitalized on the closed distance and landed two kicks, but Ryu countered with a well-placed Tatsu to take the first round. Ryu continued his fireball barrage in the second round with Blanka only managing to get a single hit in before Ryu locked him down on the other side of the screen. Blanka closed the space again, executed a nice command grab, and got a Blanka Roll off for nice damage, but ultimately the fireball trap game was too much. Ryu took the second round and the match, eliminating Blanka from the tournament.

Winner: Ryu, 2-0



CPU vs. CPU TOURNAMENT - ROUND 2

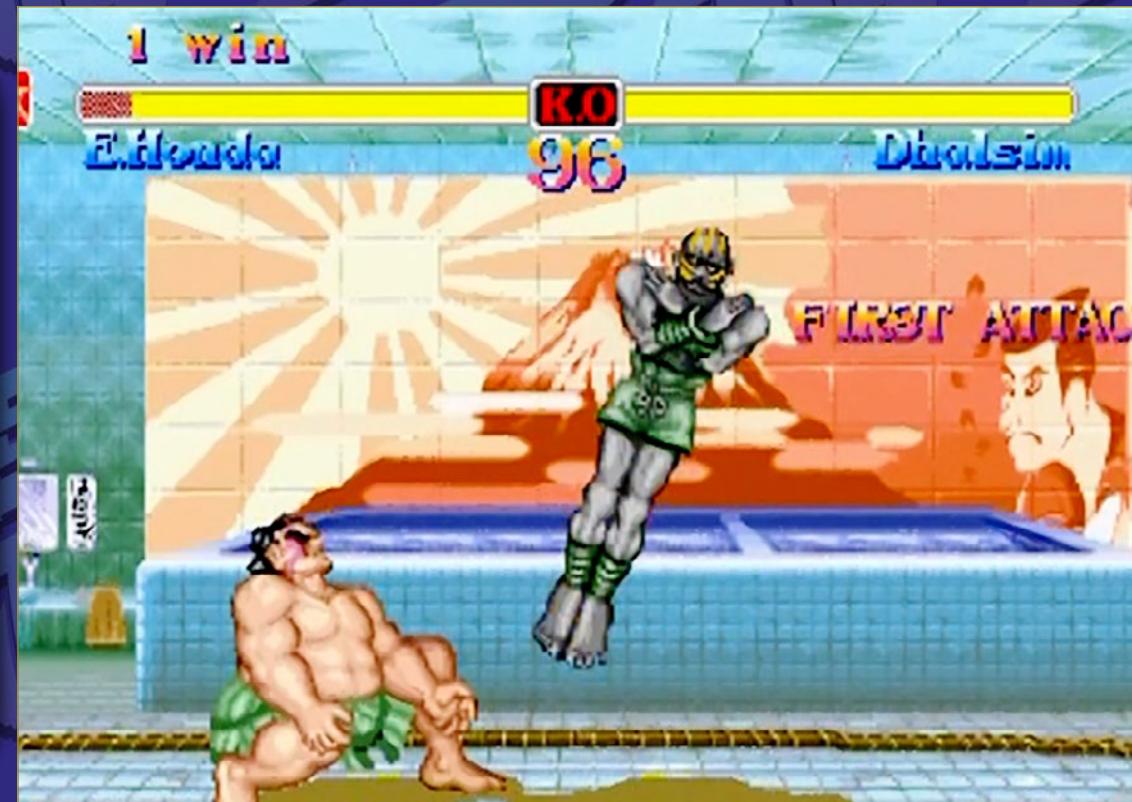
E. HONDA VS. DHALSIM

Matchup

E. Honda – 3.5
Dhalsim – 6.5

E. Honda and Dhalsim started the match strong with each utilizing their strengths: Honda with close-range pokes and quick, hard damage and Dhalsim with Yoga Teleports and Drill Kicks. They continued this most of the round, keeping the damage fairly even until Honda capitalized on a whiffed Yoga Flame to win the round. In the second round, Honda dominated after canceling a Hundred Hand Slap into a command grab for max hits. That sequence did more than 75 percent life to Dhalsim and proved to be the decisive move to seal the match victory for Honda and eliminate Dhalsim from the tournament.

Winner: E. Honda, 2-0



CAMMY VS. FEI LONG

Matchup

Cammy – 3
Fei Long – 7

Cammy started and kept up a strong poke game against Fei Long, not letting him out of the corner while dealing a lot of damage quickly. While Fei Long managed to get off half of a Rekka series, Cammy immediately punished with a Spiral Arrow to stop his momentum. Cammy then hit a sequence of three standing kicks to take the first round. In the second round, Fei Long attempted a poke game with some success. However, Cammy mounted her own poke game again and managed to dizzy Fei Long. The dizzy led to big damage, but Fei Long countered with a throw to even the damage. He managed to whittle Cammy's health away, but two Spiral Arrows and a standing kick ended Fei Long's tournament run.

Winner: Cammy, 2-0



CPU vs. CPU TOURNAMENT - ROUND 3

ZANGIEF VS. DICTATOR

Matchup

Zangief – 5.5

Dictator – 4.5

Dictator played a fast-paced game and suffocated Zangief quickly. Zangief, however, fought back with several Pile Drivers to somewhat even up the damage. However, Dictator's throw priority took center stage and gave him the win in the first round. Dictator kept up the offensive barrage in the second round, but Zangief countered with a nice Spinning Pile Driver to keep things even. Dictator, however, took a decisive life lead with a throw dizzy sequence that ended with a jumping kick, sending Zangief to the Loser's bracket.

Winner: Dictator, 2-0



CLAW VS. DEE JAY

Matchup

Claw – 6

Dee Jay – 4

Claw methodically started establishing his poke game early in the first round. Dee Jay had no answer for several damaging pokes that quickly whittled away his health. Between Claw's pokes and slides, Dee Jay had no momentum and barely got a few hits in before Claw ended the first round. In the second round, Dee Jay kept things closer with a decent amount of damage output. However, Claw's continued poking brought Dee Jay to the brink and despite Dee Jay's attempt to use his super, Claw evaded and countered with a throw to end the match and send Dee Jay to the Loser's bracket.

Winner: Claw, 2-0



CPU vs. CPU TOURNAMENT - ROUND 3

T. HAWK VS. RYU

Matchup

T. Hawk – 4

Ryu – 6

T. Hawk started strong against Ryu, getting off a Mexican Typhoon and a command grab over a missed Hadoken. Because the grappler lacks a projectile to go head-to-head in a fireball war, T. Hawk's objective is to get close enough to inflict a lot of damage quickly. In a matter of seconds, Ryu was down to half life. He managed to dizzy Ryu, but Ryu recovered and began to mount an offensive with three well-placed Shoryuken. However, an equally well-timed Condor Dive took the first round for T. Hawk. The second round was a sweaty fight that see-sawed until both characters took each other out for a double KO. In Round 3, T. Hawk again started strong with a Mexican Typhoon and Condor Dive. However, Ryu started to take a commanding life lead with Hadoken combos and managed to strong dizzy T. Hawk. Hawk recovered but a jumping Roundhouse from Ryu took him out and gave Ryu the round win. The final round saw Ryu start strong with Hadokens, and Hawk countering them with a Mexican Typhoon. However, Ryu landed a Shoryuken that helped change the momentum. Hawk landed a Condor Dive and a command grab, but Ryu held on for a Shoryuken and Hadoken to end T. Hawk's tournament run.

Winner: Ryu, 2-1 (double KO in Round 2)



E. HONDA VS. CAMMY

Matchup

E. Honda – 8

Cammy – 2

E. Honda started out by trying to close the space and succeeded, landing several powerful hits including a blocked Hundred Hand Slap that did massive chip damage. Cammy poked away at Honda and traded hits, but a powerful Flying Headbutt did not bode well for Cammy as Honda took the round. In the second round, Honda attempted to keep things close and did quick damage with Flying Headbutts. He sealed the victory with a 2-hit punch combo, ending Cammy's run in the tournament.

Winner: E. Honda, 2-0



CPU vs. CPU TOURNAMENT - ROUND 4

RYU VS. ZANGIEF

Matchup

Ryu – 4.5
Zangief – 5.5

Ryu's fireball trap game worked well in the first round. Completely dominating Zangief, Ryu showed mastery in his spacing and lockdown. Though Zangief was able to get a fairly damaging Spinning Pile Driver off, it wasn't enough to stave off the dominant Hadoken barrage that sealed the win in the first round for Ryu. In the second round, Ryu attempted to again establish a Hadoken trap game, but Zangief closed the space quickly and landed a Spinning Lariat and a solid Roundhouse. Ryu kept up a Hadoken mix-up game with Tatsus thrown in for good measure. Zangief attempted a comeback and almost succeeded but fell to a well-timed throw from Ryu. With that round and match victory, Ryu moved on in the Losers bracket and eliminated Zangief from contention.

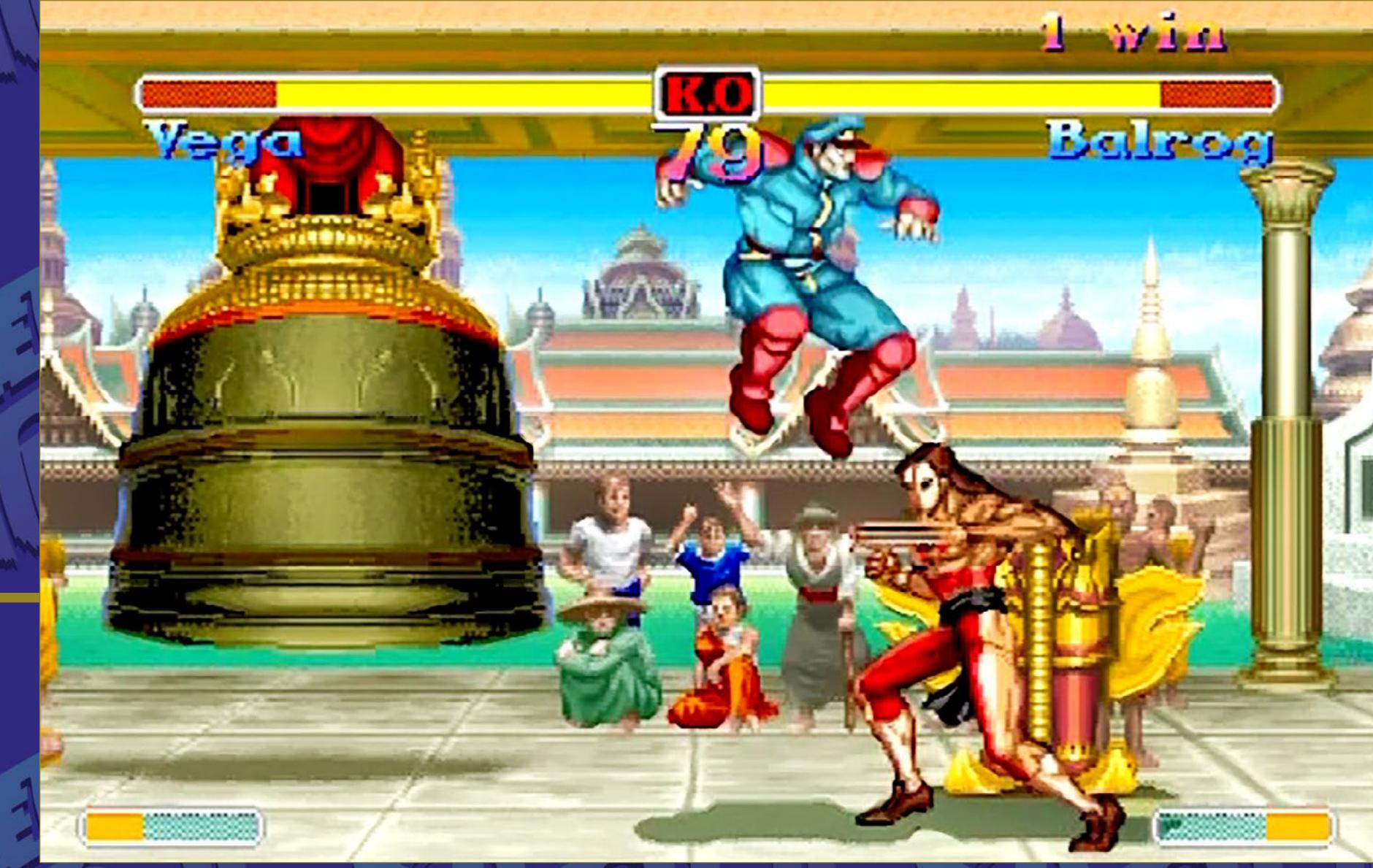
Winner: Ryu, 2-0



CLAW VS. DEE JAY

Matchup

Dictator – 5
Claw – 5



E. HONDA VS. DEE JAY

Matchup

E. Honda – 1.5
Dee Jay – 8.5

E. Honda and Dee Jay kept things fairly even to start the first round. That was until Dee Jay landed a deep 2-hit combo that opened opportunities for more. The more came in the form of a dizzy that led to Dee Jay landing another 2-hit combo and taking the first round. In the second round, Honda jumped out an early damage lead with well-timed punches and a Flying Headbutt that landed solidly. After another solid headbutt and corner lockdown, Honda came out on top to end the round. Round 3 saw another fairly close start with both characters trying to stay close and land big damage. Dee Jay opened things up with a Max Out/Air Slash and nice 2-hit combo. Honda countered with a Butt Drop and Hundred Hand Slap, but it was not enough to overcome Dee Jay's double Max Out/Air Slash. Dee Jay took the round and the match victory and eliminated E. Honda from the competition.

Winner: Dee Jay, 2-1



To start the round, Dictator and Claw engaged in a lot of dodging and maneuvering. Claw managed to get a sliding kick in, but Dictator countered with a definitive 2-hit standing kick combo to initiate the dizzy on Claw. Dictator rattled off another 2-hit combo and held on for a throw to clinch the round victory. In Round 2, Claw attempted to stay away from Dictator to get his poking game going, but Dictator kept the distance close to establish his own poking game. Claw tried to maintain, but Dictator's excellent standing kick reach made it impossible. Dictator sealed the round and match victory and sent Claw to the Losers bracket.

Winner: Dictator, 2-0

CPU vs. CPU TOURNAMENT - ROUND 5

RYU VS. DEE JAY

Matchup

Ryu - 7

Dee Jay - 3

Dee Jay came out swinging with a Max Out/Air Slash and trying to close space. He was successful and managed to get some solid damage from two hits. Ryu countered with a 2-hit combo of his own and threw a few Hadoken to widen the space. Ryu then closed the gap again with a Tatsu but took a few Max Out/Air Slash and blocked a potentially potent Machine Gun Upper. However, Dee Jay couldn't make up for a fast Hadoken that took him out in the first round. In the second round, Ryu started strong with three Hadoken to dizzy Dee Jay. He followed up with a damaging throw and moved in for the kill, which he got with a jump-in 2-hit Roundhouse-Sweep combo. Ryu took home the victory and eliminated Dee Jay from the tournament.

Winner: Ryu, 2-0



CPU vs. CPU TOURNAMENT - ROUND 6

RYU VS. CLAW

Matchup

Ryu - 4

Claw - 6

Ryu started the round attempting to establish his Hadoken trap game, but Claw disrupted by getting his poking game started. Claw inflicted damage that quickly piled up, and it kept Ryu from getting anything solid going. With a quick few pokes and a nice 2-hit jump-in-slide kick combo, Claw took the first round. The second round was a textbook Claw-dominant performance. Claw poked quickly with rapid footsies and got the dizzy on Ryu. He then threw him and poked a few more times while dodging desperate attempts from Ryu to land Tatsus. Nothing Ryu did made a difference as Claw got the perfect round win and match victory, ending Ryu's run in the tournament for third place.

Winner: Claw, 2-0



CPU vs. CPU TOURNAMENT - FINALS

DICTATOR VS. CLAW

Matchup

Dictator – 5

Claw – 5

In a rematch from Round 4, Dictator and Claw faced off again in the Grand Finals. Each character attempted the same strategy as before: Dodging and maneuvering. Dictator scored three straight unanswered hits until Claw managed to get off a throw. However, Dictator's Devil Reverse and Head Stomps were particularly potent, and the damage added up quickly. Dictator took the first round with one of his bread-and-butter damaging moves: a ranged standing kick. In the second round, Claw attempted to establish his poking game, and was marginally successful. However, Dictator countered with a crouching Round-house trip and managed to get a throw off that did nice damage to even things up. Claw's poke game faltered with Dictator blocking and getting a Devil's Reverse off. The end came for Claw with a final throw from Dictator, ending the tournament.

Winner: Dictator, 2-0



CPU vs. CPU TOURNAMENT - TOURNAMENT STATISTICS

Placement	Character	Wins	Losses	Win percentage
1st	Dictator	5	0	100%
2nd	Claw	4	2	67%
3rd	Ryu	5	2	71%
4th	Dee Jay	3	2	60%
5th	E. Honda	3	2	60%
5th	Zangief	2	2	50%
7th	Cammy	2	2	50%
7th	T. Hawk	2	2	50%
9th	Dhalsim	1	2	33%
9th	Fei Long	1	2	33%
9th	Sagat	1	2	33%
9th	Blanka	1	2	33%
13th	Guile	0	2	0%
13th	Boxer	0	2	0%
13th	Chun-Li	0	2	0%
13th	Ken	0	2	0%

TOURNAMENT ANALYSIS

1. How far did the highest seed go?

Chun-Li was the No. 1 seed and was eliminated in a tie for 13th place.

2. How far did the lowest seed go?

Zangief was the No. 16 seed and was eliminated in 5th place.

3. What does the data show based on tiers? Are there any surprises based on the established tier list (Note: List excludes Old versions of characters)?

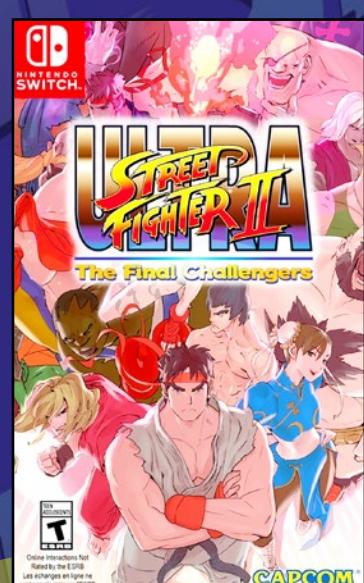
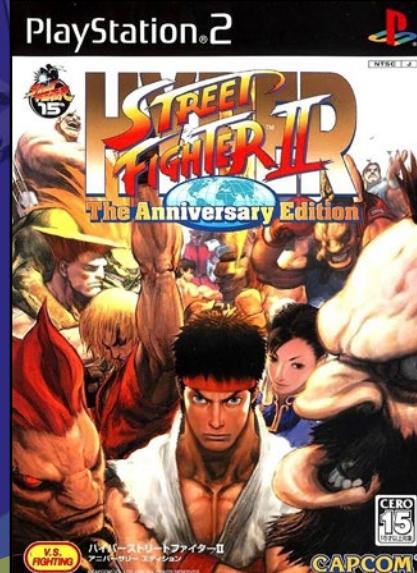
The lower tiers fared well. And, the solidly mid-tier Dictator dominated in nearly every match despite the tier and matchup data showing otherwise.

4. What are some trends emerging from the final bracket?

- Low tiers were dominant, making it to the deep Losers bracket rounds.
- Top tiers did not fare well for the most part.
- A mid-tier character dominated and won all of his matches.
- Few, if any, super moves were used. Dee Jay was the only character to use a super.
- The grappler characters such as Zangief and T. Hawk did well, even against fireball characters.
- Having a projectile and a poke game is important to a character's matchup success.
- Only two perfect rounds were earned throughout the entire tournament, by Claw and Dictator.

SUPER TURBO KNOWLEDGE & RESOURCES

PORTS OF ST



SUPER TURBO INFORMATION

Super Turbo Revival
www.STrevival.com

Shoryuken.com (read only mode since 2021)
<https://archive.supercombo.gg/c/classic-fighting-games/super-street-fighter-ii-turbo/53>

SuperCombo Super Street Fighter II Turbo wiki
https://wiki.supercombo.gg/w/Super_Street_Fighter_2_Turbo

Super Turbo Primer
<http://streetfighterdojo.com/superturbo/st-revival/>

Nohoho's Japanese Super Turbo scene blog
<http://curryallergy.blogspot.com/>

Infil's Fighting Game Glossary
<https://glossary.infil.net/>

Console: Arcade, Sony PlayStation 2, Xbox

Console: Panasonic 3DO

Year released: 1994
Console: Sega Saturn, Sony PlayStation 2, Xbox

Year released: 2006
Console: Sony PlayStation 2, Xbox

Year released: 2008
Console: Sony PlayStation 3, Xbox 360

Year released: 2017
Console: Nintendo Switch

Year released: 2000
Console: Sega Dreamcast

Year released: 2001
Console: Nintendo Game Boy Advance

Year released: 2012
Console: Sony PlayStation 4, Xbox One, Nintendo Switch