

Super Street Fighter 2 Turbo  
by Capcom/Panasonic Software  
1-2 players

In 1991, Capcom created a whole new industry within the video gaming market and the impact of their creation is still shaking the core of the video gaming world. When the original Street Fighter 2 came out, it was something the gamers had never seen before and, over the past few years, Capcom has been steadily improving and revising the game to make it, well, as close to perfect as a video game can probably be.

Super Street Fighter 2 Turbo is the end result of Capcom's endeavors and it is, without a doubt, the best fighting game ever made. On the 3DO, SSF2T hangs above the controversies of too much rehash on 16-bit platforms (there have been three different versions of Street Fighter published for the Super Nintendo and Street Fighter 3 is still nowhere in sight.), because Capcom Japan and Panasonic Software in the US have brought to 3DO gamers the final and best version of the game.

How is the translation?

Perfect, absolutely flawless. In fact, it may actually be better than the coin-op version. The letterboxing that virtually all previous versions (including the coin-ops) have used is almost completely gone and the game sounds incredible on the 3DO system. The music is better and, in the privacy of your own home, it does not have to compete with a hundred other games all blaring at once.

How does it control? Fantastically! Even on the stock 3DO pad, most of the moves come off flawlessly. For those of you who could not get the Akuma code to work in the arcade, just assign the punches to the ABC buttons and it should work every time.

SSF2T on 3DO uses the P button to finish off the 6 button configuration and it works quite well. Of course, by now the Panasonic Street Fighter 6 button controller and the SNES to 3DO joystick adapter is available, so no matter what controller you like best, you can use it here.

For the uninitiated, Street Fighter 2 revolves around a group of martial artists all vying for the title of World Champion—at least at the outset that appears to be their motives. There are 17 characters in Super Turbo, counting the hidden Akuma, and every one of them has a distinct storyline and special ending sequence that tells their story. Every character has a strikingly vast set of normal martial arts moves and also a set of "special" moves—such as fireballs,

teleportation, dragon punches, and all manner of earth shaking maneuvers.

What Super Turbo adds to the series, aside from the hidden boss Akuma, are the Super Combos. A bar in the bottom corners of the screen fills incrementally each time you hit your opponent or use special moves. Fill the bar and the word SUPER appears over it. This is the cue to do a certain control pad maneuver (as described in the manual for each character) and your character does a super powerful combination of moves. If you hit your opponent with this move, you will almost always floor them for the round.

As always, SSF2T picks the winner by best out of three rounds and you must go through 12 different fighters to win (not sixteen). The first eight characters you fight vary from game to game, but the last four are always the original bosses (and also Akuma if you can get him to show up). As in the arcade version, there are no more bonus rounds.

Super Street Fighter 2 Turbo is an incredible game and, as should be, the 3DO version is a perfect conversion. The only possible thing that I could complain about here is that I wish the character graphics had been upgraded a bit to make them look even better than the arcade version. The graphic presentation of the game has not really improved that much over the numerous upgrades.