Super Street Fighter II Table Guide

By ShoryukenToTheChin



Key to Table Image Above *Thanks to Community Member - Cloda for the Overhead Image*

1. Special Move Up Kicker
2. Left Orbit
3. Akuma Ramp
4. Bumpers
5. SMASH Targets
6. Blanka Ramp
7. Right Orbit
8. Boat Ramp
9. Wall Target

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off of the Zen Pinball 2 (PS4/PS3/Vita) version of the Table on default controls. Some of the controls will be different on the other versions (Pinball FX 2, Marvel Pinball, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Back in the days of Pinball FX1, Zen treated us with a tribute Table for Super Street Fighter II, which released about a week before the impending Super Street Fighter II HD Remix…….. Hahaha I'm not lying that's the title of the Game. The Table captured the Heart and Soul of Capcom's Brawler excellently with great Background Music stripped from the Game itself along with Audio cues from the Game. This all came together to allow for one of the best tributes I've seen in a long while.

Now when Pinball FX2 came out, Zen decided to upgrade all the Pinball FX1 Tables to the new Platform this meant new physics along with updated artwork. The Table does play differently on the new physics engine but it's still a lot of fun and as challenging as ever. Hopefully this Guide will make it less of a challenge ☺

Make sure to try out the other classic Tables from Pinball FX 1, as well as the newer Tables on the Platform etc.

Kick Back & Ball Save

Kickbacks –

These are activated by hitting the Wall Target (9) which is just above the Right Slingshot. Hit that with enough power to activate the Left Kickback, repeat to light the Right Kickback, sometimes it may require a couple of hits to activate as you need to hit it dead centre to activate a Kickback.



Note - This Table resets the Kickbacks earned if you lose a Ball

Ball Save –

As for Ball Save, you need the Ball to light the Rollover lights that spell 'YOGA' after which Ball Save will be lit for a short period of time. Shown below you can see where these Rollovers are located –



Note – Ball Save remains active until you lose the Ball or the Ball Save time limit runs out!

Extra Balls

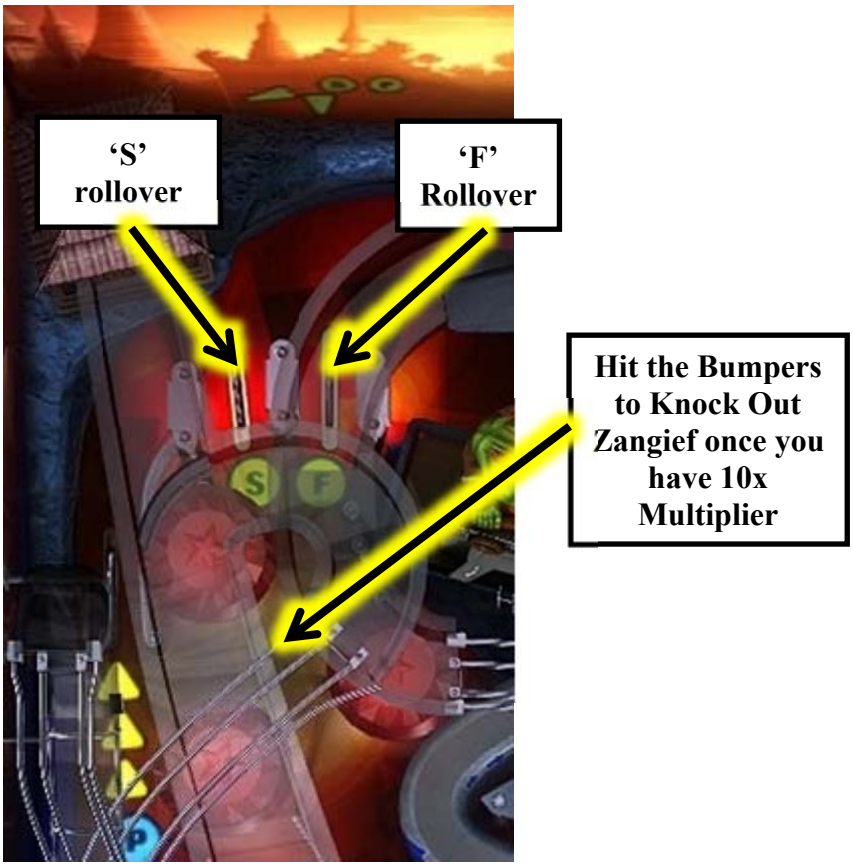
There are **2** Ways to achieve an Extra Ball –

- ***Method 1***: *Max out the Multiplier;* look just below this Section of the Guide at the Section titled 'Raising the Multiplier' for information on how get it up to the Max level for this **Extra Ball**.

- ***Method 2***: *Barrel Breaker;* look later in the Guide at the Section titled 'Barrel Breaking' for information on obtaining this **Extra Ball**.

Raising the Multiplier

To increase the Multiplier level you must light both the 'S' & 'F' Rollovers at the Upper Left of the Table, after which 2x will be lit and the Rollover will reset thus you need to repeat the above to max it out to 10x.

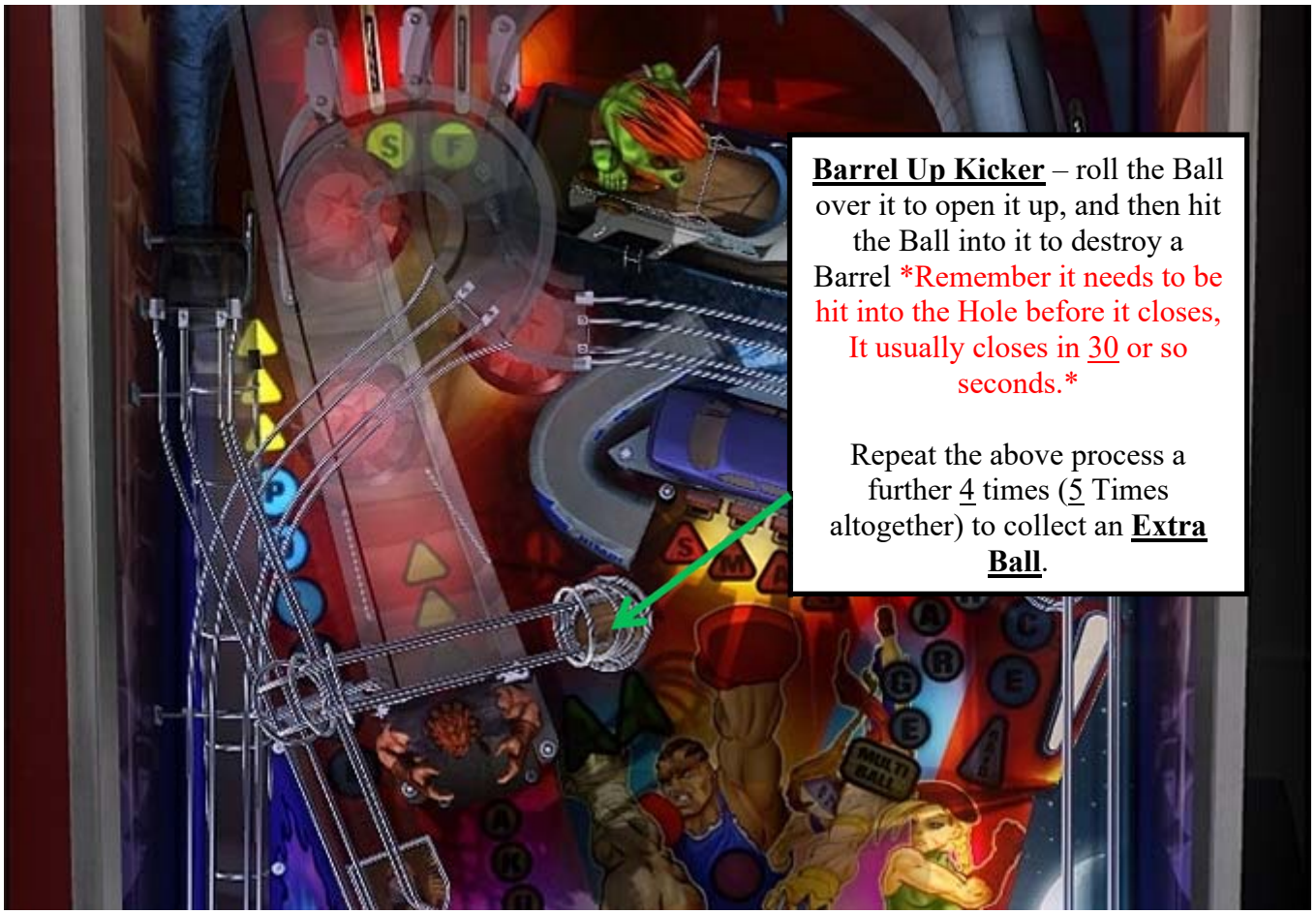


You can see your Multiplier level just above the Left & Right Flippers.

After you max out the Multiplier at 10x, you are then given a short amount of time to hit the Bumpers to land the knockout blow on Zangief to collect the **Extra Ball**.

Note – Multiplier Level resets upon draining the Ball.

Barrel Breaking



Ship End of Ball (Fans) Bonus Increase

Use the Top Right Flipper to hit the Ball into the Boat Ramp (8) each successful shot into it increases the number of Fans on the Boat, which increases the End of Ball Bonus given when you drain your Ball. If you get enough Fans, it is also possible that the Boat will sink and you will be awarded with the Ken Fan Bonus Award (Points).

There is other End of Ball Bonuses for things such as how many Battles you have Completed etc.

Side Fight Modes

There are **2** available on the Table;

Spar with Akuma *Completion will light up one of the letters of 'CHI'* -



To activate this you must hit the Ball up the Akuma Ramp (3), each successful hit up that Ramp will award you with a Letter of 'AKUMA'. Repeat this process a further 4 times to successfully light up 'AKUMA' then hit the Ball into it one final time to begin this Side Fight Mode.

Once the Mode is enabled you must only hit Ramps/Orbits as these register as a hit on Akuma, but avoid hitting the Bumpers or Targets as they will cause you to receive damage from Akuma. If you manage to hit the Blanka Ramp (6) you will notice that the Special Move Up Kicker (1) will be flashing, hit the Ball into it and you will fire a Special Move at Akuma. Special Moves take a lot of Life of the opponent so it's best to try to go for this when you can but Akuma is defeated in about 5 or so successful hits up any of the Ramps/Orbits so it's not really necessary.

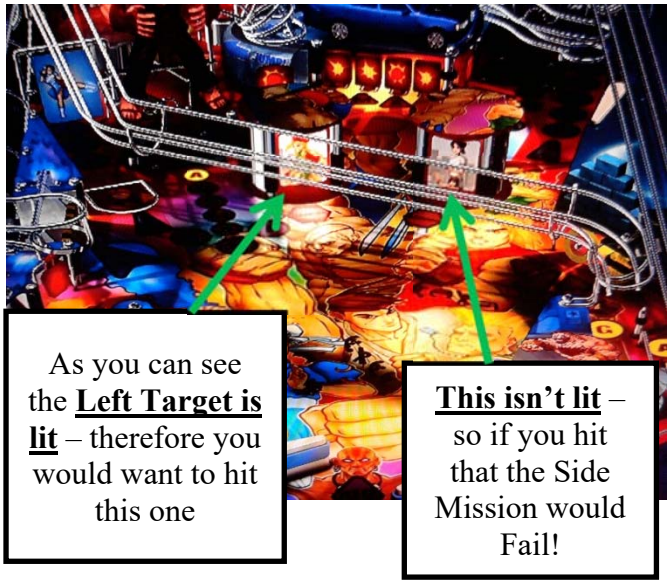
You can see your life and you're Opponents just below the Left Flipper (Your Life Bar) & Right Flipper (Opponents Life Bar)



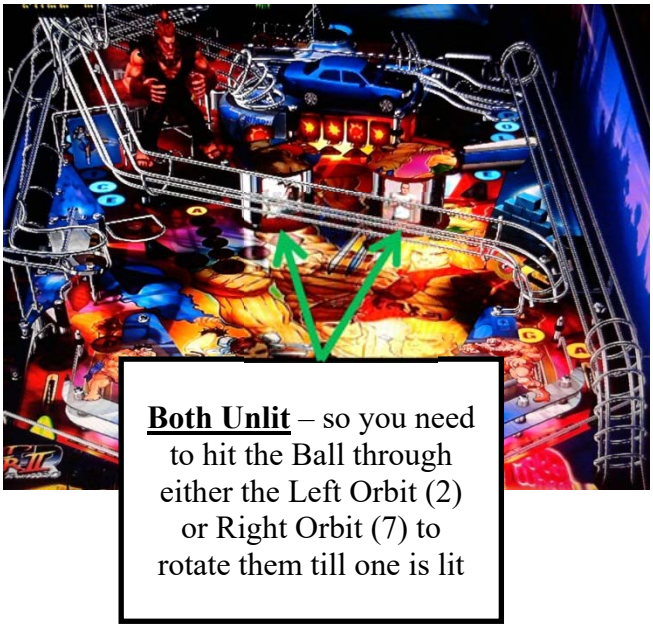
Completing the Spar with Akuma will light one of the 3 lights just below the Akuma Ramp (3) the first one to light will be 'C' but you will notice there is 2 more which are 'H' & 'I' they spell out 'CHI'
Each of those will help you in the World Warrior Battles & Wizard Mode (Final Mission) in that you will deal more damage to M. Bison, so it's best to try and have 'CHI' lit before activating the Wizard Mode.

Chun-Li & Shadowloo -

Hitting the Ball through either the Left Orbit (2) or Right Orbit (7) multiple times will gain access to this Mode, you will notice that each time you pass through an Orbit one of the Lights which represent the Letters of 'POLICE' will light up. These Letters can be seen at the entrance of the Left Orbit (2) & Right Orbit (7), so basically you need to go round the Orbits 6 times to successfully light up 'POLICE'. After which the Side Fight Mode will begin. The goal here is to arrest the Evil doers (mainly Cammy who is brainwashed by M. Bison). The Middle of the Playfield will see 2 Objects erect from it which will have 1 Target on each, you must only hit the Target which is flashing. Shown below is an example of this -



If there is no Target flashing you will be required to hit the Ball round the Left Orbit (2) or Right Orbit (7) until one appears. After you have successfully Arrested 3, the Side Fight Mode will be completed but remember if you hit a Target that is not lit the Side Fight Mode will fail. For example if both Targets are unlit –



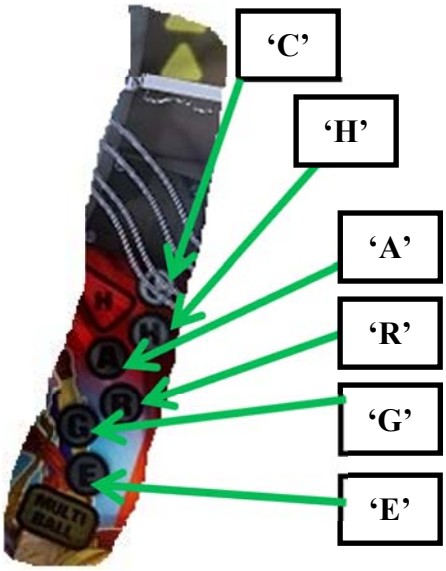
Multiball Modes

There are 4 Multiball Modes available on this Table;

Blanka Multiball *2 Balls* -

To activate this Multiball Mode you must hit the Ball up the Blanka Ramp (6) each time it will light one of the letters of 'CHARGE' which once all 6 are lit the Multiball Mode will begin, so you need to hit the Ball up through that 6 times.

***Note** – That you need to hit the Blanka Ramp (6) within about **30 Seconds** of your last hit up that Ramp or you will lose a light**

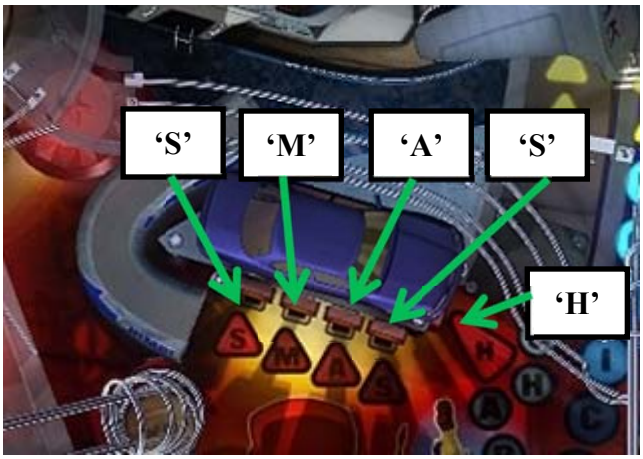


After you have done that you will be given a 2 Ball Mulitball where you can gain **Jackpots** and **Super** Jackpots by hitting the various Orbits/Ramps.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

Dee Jay Multiball ***3 Balls*** **-**

To activate this Multiball Mode you must spell out ‘SMASH’ by hitting the 5 SMASH Targets (5). Hit each of those Targets twice because the first hit will cause the Target to begin flashing then the second causes it to become solid. Then lock 3 Balls into the Plane by hitting the Ball up the Blanka Ramp (6) into the Planes Hanger.



After you have done that you will be given a 3 Ball Mulitball where you can gain **Jackpots** and **Super Jackpots** by hitting the various Orbits/Ramps.

The Multiball will continue as long as you have a minimum of 2 Balls in play, you will have to repeat the above process again if you wish to re-enter this Multiball Mode again.

World Warrior Battles

This Table has **4 World Warrior Battles;**

Each of these Battles use the same format –

To Attack you're Opponent *Note - Completion of the Spar with Akuma Side Mission will increase your Damage output! (Up to 3 times by lighting the Letters of 'CHI')*

- Normal Attack – Hit any of the Ramps/Orbits.
- Special Move Attack - you must hit the Blanka Ramp (6) you will then notice that the Special Move Up Kicker (1) will be flashing, if you manage to hit the Ball into it you will fire a Special Move
  Note - This does the most Damage

If you hit any of the **Bumpers/Targets** you will take Damage from your Opponent instead.

You can see the Health Bars below the Left & Right Flippers –



I will now list how you activate each of the 4 World Warrior Battles; below is an Image showing where you can see your progress on how much more you need to do to activate any of the 4 Missions
Note – If you miss a Ramp/Orbit you were meant to hit next to further your progress on the Mission Activation, the Mission Activation progress will be reset and you have to begin the process to activate another. So try to aim and shoot as best you can.
Note – you must hit the next Ramp/Orbit in the sequence of that World Warrior Battle you are trying to activate within about 20 Seconds of your last hit up that Ramp or you will lose a light -



Ryu vs. Sagat

You must hit these Ramps/Orbits in this order ***Note – You have about 20 seconds to hit the next Ramp/Orbit otherwise it will reset the last one you did*** –

1. Left Orbit (2)
2. Left Orbit (2)
3. Akuma Ramp (3)
4. Left Orbit (2)

After which to begin the Mission you must hit the Akuma Ramp (3) which will then lock the Ball and begin the Battle.

Ken Vs. Evil Ryu

You must hit these Ramps/Orbits in this order ***Note – You have about 20 seconds to hit the next Ramp/Orbit otherwise it will reset the last one you did*** –

1. Right Orbit (7)
2. Akuma Ramp (3)
3. Blanka Ramp (6)
4. Left Orbit (2)

After which to begin the Mission you must hit the Boat Ramp (8) this is done with the Top Right Flipper ***Note – Try sending the Ball round the Left Orbit then time the shot correctly just as it appears round the entrance of the Right Orbit (7).*** A successful hit will then lock the Ball and begin the Battle.

Chun-Li Vs. Vega

You must hit these Ramps/Orbits in this order ***Note – You have about 20 seconds to hit the next Ramp/Orbit otherwise it will reset the last one you did*** –

1. Right Orbit (7)
2. Right Orbit (7)
3. Left Orbit (2)
4. Right Orbit (7)

After which to begin the Mission you must hit the Left Orbit (2) which will then lock the Ball and begin the Battle.

Guile Vs. Balrog

You must hit these Ramps/Orbits in this order ***Note – You have about 20 seconds to hit the next Ramp/Orbit otherwise it will reset the last one you did*** –

1. Right Orbit (7)
2. Blanka Ramp (6)
3. Akuma Ramp (3)
4. Right Orbit (7)

After which to begin the Mission you must hit the Blanka Ramp (6) which will then lock the Ball and begin the Battle.

Wizard Mode – Ryu vs. M. Bison *Timed*

Upon completing the above World Warrior Battle, you will be granted access to the Wizard Mode which is a fight between Ryu & M. Bison. Send the Ball up the Akuma Ramp (3) to begin the Wizard Mode –



Upon doing so, M. Bison will pop-up out of the middle of the Table Playfield –



You goal here is to repeatedly hit M. Bison's head to attack him, otherwise if you hit his hands you will receive an attack from him. The health bars remain in the same locations as explained previously in the guide.



If you manage to defeat M. Bison (deplete his health bar) you will complete the Wizard Mode & the Table will then reset.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables available, they are all available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself. Zen Pinball 2 on PlayStation Network, Zen Pinball on the Apple AppStore, Zen Pinball 3D on Nintendo 3DS and Zen Pinball THD on Android Marketplace.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"You must defeat ShoryukenToTheChin to stand a chance…"

Yours
ShoryukenToTheChin….