



Guy, one of the two characters from Final Fight, demonstrates his spinning kick.



Sagat gets the old Street Fighter character, Birdie, into a devastating strangle hold.



# a street fight named desire

Suckers these days are all coming from the pocket ya know? What happened to the noble art of beating the crap out of someone with your fists eh? Or doing them with a swift boot to the jaw? With the arrival of Street Fighter Alpha, ROB BRIGHT parties for his right to fight.



# STREET FIGHTER ALPHA WARRIORS' DREAMS



**P**UT ON THOSE ROSE TINTED GLASSES, SIT BACK AND EXHALE A LONG AND LONGING SIGH FOR THOSE GOOD OLD DAYS. YOU REMEMBER THEM DON'T YOU? THAT CORNFIELD COLOURED PAST WHEN WE ALL DANCED IN THE GOLDEN SUNLIGHT, FELT THE GENTLE WHISPER OF A BREEZE ABOUT OUR INNOCENT SOULS, AND PLAYED STREET FIGHTER II IN ENDLESS TUMULTS OF ECSTASY! AHH STREET FIGHTER II! THE GAME THAT STARTED IT ALL! THE GRANDFATHER OF THE ONE-ON-ONE BEAT 'EM UP! OH, AND NOW IT'S ALL OVER! ALL GONE! FALLING ETERNALLY INTO THE DARKENING PAST! BLUB! BLUB! ETC....

Ok, now take off the glasses, rub your eyes, wake up and smell the coffee! The days of wonderment playing Street Fighter II are over. That mantle now belongs to Virtua Fighter 2. But listen up nostalgia junkies, true legends never die! They might go through an horrific metamorphosis now and then — Street Fighter: The Movie for example — but their spirit survives. So faithless heathens, hear this! Street Fighter is back, and this time there's no crappy Van Damme-Minogue double act or a Blanka that looks like Max Wall! With Capcom back in the driving seat, the latest Street Fighter instalment, Street Fighter Alpha, looks set to bring back the glory days.

First a quick recap: Street Fighter the original only ever appeared on the arcade. Fans had to wait until the conversion of the long-awaited sequel before they could play it in the comfort of their own homes. Street Fighter II was a huge success on console, something which led Capcom to release a variety of upgrades in quick succession. There was Street Fighter Championship Edition, Street Fighter Turbo and then Super Street Fighter which came with a gaggle of new characters. Eyes began to narrow in suspicion of Capcom's integrity. Cashing in on popularity? Well, yes, although it's fair to say that each new version did bring with it genuine improvements.

On the Saturn of course, we've seen none of these incarnations of Street Fighter II, and aren't likely to either, which makes the arrival of Street Fighter Alpha all the more welcome. But first the bad news: the new challengers that appeared in Super Street Fighter are nowhere to be seen. In fact, even some of the standard characters from Street Fighter II have been given the boot. Bye bye Guile and Vega, au revoir Zangief and Blanka, see ya >>



New guy, Nash, lets the old hand, Adon, have a taste of his Guile-esque sonic boom.



Ken is back again, still using that infamous dragon punch to put opponents in the dust.







>> Balrog old chum! In their place comes a mixture of the old and the new. From the original Street Fighter game, Birdie and Adon make a comeback, along with two renegades — Sodom and Guy — from that other Capcom classic, Final Fight. There are also two all-new characters in the shape of Nash and Rose, both of which display more than a passing resemblance to famous Street Fighter II stars, Guile and Chun Li.

What these changes mean in short, is that there are now four new characters and four new fighting styles to master and oppose. The revamp doesn't stop there however. You'll notice from the screenshots the bar running along the bottom of the screen beneath each character. This is a power bar, and when it's sufficiently charged up you can unleash a super power move on your opponent and sit and gloat while it takes devastating effect. There are three levels of power to make use of, and when you reach full power on level three, a super move using all three punch or kick buttons will leave any opponent reeling. There's also the super move finish which consolidates an opponents humiliation by slowing down the fatal blow and sending the screen up in a lightning explosion! Ahhh, happy days are here again!

## NOW CLASS, I'D LIKE YOU TO MEET

**Come on now, don't be shy! We're not going to bite you! Instead we're going to punch you very hard in the face or maybe break your legs with a sliding kick to the shins! Come on people, stand up straight, don't dilly dally! You there! You, the brick-privy with the ridiculous Mohican! Introduce yourself!**

**BIRDIE:** You know that infamous psychopath that always used to loaf about the edges of the playground smoking crack? Well, this is his dad! Carrying with him a handy chain, Birdie takes his fighting style from favourite pubs like The Beer and Spillage. When he's all charged up, he pulls off an aristocratic head-butt. He also grabs opponents with his chain and swings them around for a while. Just for fun you understand!

**ADON:** This nimble chap has no fireballs or sonic booms to boast of. Instead he uses hand to hand, or rather, leg to leg combat, employing his kick-boxing skills to full effect. He can leap huge distances to execute a flying kick and of all the characters he probably has the most lethal range of combinations. This is made all the more powerful by the fact that his super moves are combinations as well. So don't make any jokes about his cheesy grin.

**SODOM:** And indeed he does, sod 'em that is. Sodom is one of the defectors from Final fight in which he played the part of a particularly nasty boss. He hasn't mellowed either. His weapons - a sai carried in each hand - are used for stabbing and general impalement. If that gets a little boring for him he's likely to execute the odd throw or drag his opponent along the ground for maximum chaffing effect.

**GUY:** Despite the name, Guy doesn't own a chain of health food stores or run a hair salon. At least, not as far as we know. Rather, he wanders about practising his psuedo-ninja techniques on any willing victim. He's very fast and agile and his gymnastic expertise enables him to somasault into throws! His super attacks see him perform a multi-hit combo and a uniquely majestic aerial attack. Don't mention ballet dancing to him though.

**NASH:** Nash is one of the fresh faces in Street Fighter Alpha. He sports a large blonde quiff and a pair of geeky specs, but there'll be no flushing his head down the toilet. Those ready to gripe about Guile's departure, gripe no more because Nash is in fact remarkably similar to him using both sonic booms and flash kicks as his special moves.

**ROSE:** Another new face, Rose shares some of Chun Li's characteristics, mainly in the speed and agility department. She is bigger built than Chun Li though and has a few cunning moves up her sleeve. One of them is the ability to reflect projectile attacks making her very handy if you're facing someone who does nothing but send fireballs your way. She also flicks opponents with her chiffon blouse and throws the odd fireball.



No style, no finesse. Birdie is simply a huge thug with a chain and a bad haircut.



Ryu executes that famous spinning kick on Nash. The later though still has level 3 power.



In Street Fighter Alpha there is the option to select turbo speed for extra quick bouts.





## SIGN OFF

Do you remember on that rickety old Street Fighter II how, when you won a fight, a red light would mark off the victory at the top? Oh well, I suppose it kept us happy at the time. Of course, Street Fighter Alpha doesn't simply tell you that in the last bout you were victorious, it offers up a little symbol to tell you exactly what kind of victory it was. A simple 'V' means it was standard and boring, an 'S' means it was a special move finish, an 'S' with a star means it was a super move finish, and there's even a piece of cheese denoting those victories that were accomplished by particularly sly and predictable methods!

## COUNTER CULTURE

A new move available to each and every character in Street Fighter Alpha is the 'Alpha counter'. You know how it is, there you are constantly blocking while your opponent unleashes a seemingly endless onslaught, and all the time you're wondering how in the name of crapes you're going to turn things around. Wonder no more suffering friends because the Alpha counter enables a player to turn a block swiftly into an attack with a simple pad combination, something which is ideal for getting you out of those tight spots.

Here comes the sun little darling! It's a super move finish in effect!



This match up sees the grinning Adon take on the super geek, Nash. Play nicely chaps.



You'll notice that the lithe figure of Sagat has taken on some considerable bulk. As far as his moves go, things are identical to SF II.

