Professional and Amateur Pinball Association's Guide to

Premier's Street Fighter II: Championship Edition

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on Stewart's Guide to Street Fighter II, written by Dave Stewart <dstewart@eng.umd.edu> available in the *rec-.games.pinball* archive, and updated for distribution at PAPA-5.

1. The Shots

Most shots correspond to one or two of the opponents that must be defeated through the course of the game. There are only 8 shots for 12 opponents, as the lower right sink hole and the spiral each have two opponents, and the left and right ramps can be raised and lowered, with one opponent for each ramp position. If the opponent is lit then you defeat that opponent; refer to Section 2 for a description of what happens when you defeat an opponent. The following items only explain what each shot does if the opponent is not lit.

E.Honda: Lower Left sink hole. When the opponent is not lit, this hole spots a letter in TORPEDO. Completing TORPEDO starts TORPEDO Multiball.

M.Bison and Balrog: Lower Right sink hole. This hole has two opponents. When neither of the opponents are lit, then the hole spots one letter in TORPEDO until the first TORPEDO multiball is achieved, and scores 1M+1M to 10M until end-of-ball.

Blanka: Left lane, just past top flipper: When the opponent is not lit, it advances the Car Crunch value. You need 3 hits to get the Car Crunch the first time, more hits on subsequent times.

Zangief: Left ramp. The left ramp can be raised, in which case refer to the "left underpass" described below. When the opponent is not lit, and the ramp is in the lowered position, this shot scores 3M. Shooting an unlit Zangief raises the ramp for a shot at an unlit Sagat.

Sagat: Left underpass. This shot is only active when the left ramp is raised. When the opponent is not lit, this shot is worth 4M, and kicks 1 barrel. Kick 4 barrels to start Multiball.

Dhalsim: Left sinkhole, just to right of left ramp. When the opponent is not lit, then this shot scores the flame, which is 2M.

Guile: Vertical loopback. This shot loops the ball up vertically onto a habitrail which drops the ball into the right inlane. When this opponent is not lit, it spots a letter in GUILE. Spelling GUILE the first time gives and extra ball (or 50M if extra-balls are disabled), and scores 50M for each subsequent completion of GUILE.

Ken and *Ryu: Spiral in upper right corner*: This shot has two opponents. It is designed to be hit from the upper left flipper. Although both opponents light up together, each shot when it is lit scores only one of the two opponents. When not lit, each shot scores 1M+1M to 6M until end-of-game per loop. A good shot might give you 3 or 4 loops, but usually you'll only get 1 or 2 loops.

Chun Li: Right ramp. Like the left ramp, this shot is only active when the ramp is in the lower position. A shot up this ramp sends the ball to a raised playfield, which has a single flipper that is rotating at constant speed (you have no control of this flipper). If the flipper does not hit the ball, then your ball goes straight to a habitrail on the left, which drops the ball into the left inlane, and you score either Chun Li when it is lit, or 5M+5M to 25M until end-of-ball if not lit. Note that after you get an unlit Chun-li, you have one shot from the left flipper to get the next ramp. If you hit any other switch, the ramp raises, and gives you a shot at an unlit Vega. If the rotating flipper does hit the ball, then it either sends it back down the ramp, or onto the right habitrail, which drops the ball into the right inlane. In this case, you get no points.

Vega: Right underpass. This shot is only active when the right ramp is raised. When the opponent is not lit, this shot scores a random award. Some of the possibilities include points (5-25M), light extra ball, start regular multiball, and spot one or more letters in GUILE, TORPEDO, or FIGHTER. In tournament play, this shot always gives the same number of points. If you hit the unlit *Vega* when the DOUBLE light is on, then it gives you TWO separate random awards. The ramp can be raised for a random unlit vega award in two ways: 1) Hit an unlit Chun-Li, or 2) have the ball land into the Vega eject hold by a deflection off the Bumper

The remaining shots do not have any opponents associated with them.

Skill Shot, step 1, the timed plunger shot: The dot matrix display, accompanied by Chun Li's voice, says "Ready, Set, Shoot". After it says shoot, you let go of the plunger, which sends the ball up a habitrail, then gives you a bull's-eye animation. If you timed the shot just right, you get the bull's-eye, and you set the initial bracelet to 20M. If you are off, the initial value is 5M, 10M, or 15M, depending on how close you are. To score any skill shot points, you must get the skill shot step 2. If Blanka is lit, then you also defeat Blanka just by launching the ball.

Skill Shot, step 2, hitting the Bracelet. The bracelet is a target just above the entrance of Ken&Ryu. It is a plastic target with a metal pin in the center. Hit this target from the upper left flipper to collect the bracelet value. If you hit the center pin of the target, you get double the points. If you miss, then the bracelet becomes a "Hurry Up" target, counting down from the original value to 0.

Extra Ball (EB) target: this target is near the back center of the playfield. The EB target is the white one, which is between two red targets. Hitting this target while the purple light is flashing awards an extra ball. There are various ways to light this target, but the target only stays lit for about 10 seconds. Note that you must hit the white center target, and not the side red targets to get the EB.

Green Targets: In back of the EB target, there is a single pop bumper, and three plastic targets, which are called the "Green Targets" because of the green lights in front of them on the playfield. By hitting all three targets twice each (first hit makes it flash; second hit makes it solid), you light the EB target for 10 seconds. You can light the EB many times in a game in this way. These targets don't have much use if extra balls are disabled.

Fighter Targets: These are two targets just to the left of the right ramp, facing sideways. Every time you complete both targets, you spot a letter in FIGHTER, which is shown by red LED's to the left of the plunger. Spelling FIGHTER lights special, which is flipper selectable among the inlanes and outlanes.

Other things to know about the playfield:

Double Light: Every shot has a red 'double' light on it. The slingshots and pop-bumpers rotate the lit double light among the unlit opponents. Shooting this unlit opponent with double lit doubles the value of the shot, as follows: E.Honda and Balrog spot 2 letters in TORPEDO instead of 1, Guile spots 2 letters in GUILE, Sagat kicks 2 barrels, Zangief scores 6M (although the display still only shows 3M), Vega gives you 2 random awards.

Ball Saver: if you drain within the first 5 or so seconds of play and before you defeat any opponent, the game gives you the ball back, and says "Shoot Again" as though you had an extra ball. You do not get to do the skill shot again, but the bracelet does remain lit and counting down from your previous skill shot.

2. Game Play

The object of the game is to defeat each of the 12 opponents. You defeat an opponent by making the appropriate shot when the white light with the opponent's name is on. In normal settings before the first Champion Challenge, there are always 3 opponents lit at a time, starting with E.Honda, M.Bison, and Sagat. Every time you defeat an opponent, you get a choice of prizes, which is selectable by the flippers.

The choices are the following:

opponent defeated	left flipper selects:	right flipper selects:
1st	5M	Car Crunch
2nd	5M	Multiball
3rd	5M	Roaming Ninjas
4th	10M	Multiball
5th	Hurry Up EB/10M	Count Up
6th	Add 3 to TORPEDO	Multiball
7th	10M	1-2 Punch
8th	Add 2 to GUILE	Multiball
9th	10M	Double Score round
10th	Complete FIGHTER	Multiball
11th	no prize; display message only	
12th	Champion Challenge	

The points are obvious, but for the big points always select the choice that is not points, and when available, always select Multiball. If you don't select any within 5 seconds, the game picks one for you, which is always the left flipper choice.

Each of the above choices are described in detail below.

Car Crunch: The car crunch is a mini-playfield under the main playfield, which has a single full-sized flipper, a ball, and a car which crunches up as you hit it. Hit the car to crunch it. Score 1M per hit (takes 2 to 5 hits) and a bonus for completing the crunch. The bonus for the first round is 5M (3M on tournament settings), 10M for second round, and 30M for subsequent rounds. You must complete a round to move to the next. Car crunch can also be obtained by making several shots to the unlit Blanka.

Roaming Ninjas: During the roaming ninjas round, the 8 shots (with ramps in raised position) are randomly lit, 2 shots at a time (one on the left half of the playfield, and the other on the right half), for 5 seconds each pair. During this round, aim for any lit shots. The first lit shot scores 5M, the second scores 20M, the third 50M, and the fourth 100M. When you get a lit shot, that shot still stays lit for the remainder of its 5 seconds, so it is possible to get the same shot twice.

Hurry Up EB: The extra ball (EB) target lights up for about 10-15 seconds. If EB's are disabled, or you already collected one in this manner, your choice is 10M, not the Hurry Up EB.

Count-up: In this round, the lower right hole (M.Bison) lights up, with the inverse of a "Hurry-Up" feature. The value of the hole starts at 3M and increases by 100K up to 10M, pauses for one second, then increments quickly by 1M to 48M. No grace period. A strategy in this mode is to trap the ball on the left flipper, and wait for the pause at 10M. When the game starts counting up again, shoot the right sinkhole. This will earn you between 30 and 48M, depending on the exact instant that you hit the hole.

1-2 Punch: For the 1-2 punch you must complete Blanka then Ken&Ryu in that order, within about 20 seconds. The first time you get the 1-2 punch, you get an Extra Ball for completing the two shots. On subsequent times, or if the EB is disabled, then you get 25M for Blanka, then 50M for Ken&Ryu.

Double Score: In this round, you must hit the four lit shots within 20 seconds to double your score. The 1st, 2nd, and 3rd shots score 5M, 10M, and 15M respectively. 4th shot doubles your score. At least one of Guile and Ken&Ryu, the two most difficult shots in the game, will be lit.

Champion Challenge: After defeating the 12th opponent, you begin the Champion Challenge. All 8 shots are strobing simultaneously. As you defeat an opponent, score 5M for that shot and the shot goes out. Shooting the lower right hole once defeats both M.Bison and Balrog; shooting the spiral once defeats both Ken and Ryu. Shooting Zangdief raises the ramp and exposes Sagat. Shooting Chun-Li raises the ramp and exposes Vega. Therefore to defeat 12 opponents, you need 10 shots. Make all 10 shots to score 500M plus special, and enter your initials as the new master. If you lose the ball before completing the challenge, you don't get any points.

After Champion Challenge, you start over having to defeat the first opponent, and you get the same choices for each opponent defeated. The second time around, though, only two opponents are lit at a time, and not three as the first time around.

3. Multiball

For every second opponent defeated (excluding 12th opponent) one of your choices is to start multiball (which is usually the recommended choice!). You can also get multiball by kicking all barrels via an unlit Sagat or as a random award via unlit Vega. During multiball, shoot a flashing opponent to score a jackpot. There are 8 possible jackpots, one for each shot (the ramps are always in the raised position during multiball, so you always shoot the underpass). Two jackpot shots are flashing at a time. When you hit a jackpot, that shot stays lit (but not flashing) and another one lights up, so that you always have two shots to shoot for, except for when you only have the last jackpot left.

The jackpot values are worth 5M, 10M, 15M, 20M, 25M, 30M, and 35M for the first seven jackpots respectively. The eighth jackpot (or Super Jackpot) is worth 300M. In normal settings, once you get the super jackpot during multiball, you can keep shooting it for 300M per shot, until you lose that Multiball. In tournament settings, after you hit the super jackpot once, you must restart with the first 5M jackpot.

You do not have to get all jackpots in the same multiball, as the jackpots already obtained and the jackpot value are carried from multiball to multiball. If you start a multiball when the Blanka jackpot is lit, you will get that jackpot automatically, as the plunger shot deposits the ball into the Blanka eject hole.

4. Torpedo Multiball

The torpedo multiball is a 3-ball Frenzy Multiball, where every switch is worth 3M. You get the TORPEDO Multiball by completing the word TORPEDO. One letter is spotted in TORPEDO each time you hit E.Honda when not lit or M.Bison when not lit and before the first TORPEDO Multiball; two letters if the 'double' light is on when you hit E.Honda or M.Bison, or 3 letters if you select "add 3 to TORPEDO" after defeating the 6th opponent.

When there is only one letter remaining in TORPEDO to start the Multiball, the E.Honda hole will be flashing to start TORPEDO multiball, and the M.Bison hole also if it is the first time. You can also get TORPEDO multiball by hitting E.Honda or M.Bison when the "double" light is on and only 2 letters remaining, or by adding 3 letters after defeating the 6th opponent.

The TORPEDO multiball score is the only End-of-ball bonus in the game. So once you get this, DON'T TILT!

5. Scoring Level

Grand Champion scores on SF2 are typically between 1.5B and 3B. In tournament mode at PAPA-4, the top A division score was 1.5B, and the average game about 400M. In the B division, top score was 550M, and average score around 150M.

6. Strategy Summary

Here are some basic strategies for tournament play on SF2:

- Aim for defeating the next opponent. Always pick right choice, except for 5th opponent, select left choice.
- In non-tournament mode, save an easy jackpot for the end, since you can collect the 300M jackpot more than one time, and it is always lit at the same place.
- In tournament mode, shoot the easier jackpot first.