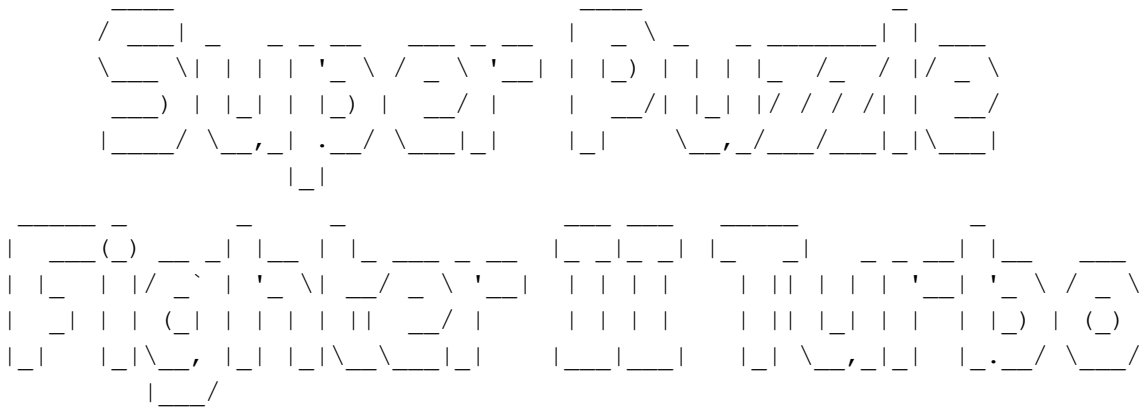


# Super Puzzle Fighter II Turbo FAQ

by PeTeRL90

Updated on May 23, 2007

This walkthrough was originally written for Super Puzzle Fighter II Turbo on the GBA, but the walkthrough is still applicable to the PSX version of the game.



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VERSION Felicia

FAQ

By: PeTeRL90

Copyright: 2007-2008

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Date Finished: May 21, 2007  
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Version History  
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Version 1.0 - May 21, 2007 - Started the guide and pretty much got everything down.

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## 1.) Introduction

=====

Howdy and welcome to my guide for Super Puzzle Fighter II Turbo for the GBA. I'm well aware that the title is a mouthful to say. Normally I'm not huge into puzzle/puzzleish type games, but SPF2T somehow caught my interest, so I went ahead and gave it a try. To my surprise, I'm really enjoying the game. This guide will only cover the basics of the game, such as how to play.

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## 2.) Legal Stuff

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## 3.) Characters

=====

Before we start, let's do a little legend, shall we?

g = Green Gems  
r = Red Gems  
b = Blue Gems  
y = Yellow Gems  
G = Green Crash Gems  
R = Red Crash Gems  
B = Blue Crash Gems  
Y = Yellow Crash Gems  
D = Diamond Gems  
P = Power Gems

This section will list the 8 playable characters as well as the hidden characters in the game as well as their Counter Gem set up:

Street Fighter Side

-----

Ryu

---

O-----O

| rgbyrg |

| rgbyrg |

| rgbyrg |

| rgbyrg |

O-----O

Chun-Li

-----

O-----O

| yyrrgg |

| yyrrgg |

| rrggbb |

| rrggbb |

O-----O

Sakura

-----

O-----O

| gbbby |

| grrrry |

| gbbby |

| grrrry |

O-----O

Ken

---

O-----O

| yyyyyy |

| bbbbbb |

| gggggg |

| rrrrrr |

O-----O

DarkStalkers Side

-----

Morrigan

-----

O-----O

| ybggby |

| ybggby |

| byrryb |

| byrryb |

O-----O

Hsien-Ko

-----

O-----O

```
| ggrryy |
| bgrrry |
| bbgrrr |
| ybbggr |
O-----O
```

Donovan

```
-----
O-----O
| gggbbb |
| gggbbb |
| ryriry |
| ryriry |
O-----O
```

Felicia

```
-----
O-----O
| gbrrry |
| gbrrry |
| grrbby |
| grrbby |
O-----O
```

Hidden

```
-----
Akuma
-----
O-----O
| rybgr y |
| ybgr yb |
| bgr ybg |
| grybgr |
O-----O
```

In order to play as Akuma: If you're Player 1, highlight Morrigan and hold Select and press down 3x, left 3x, and then A.

If you're Player 2, highlight Felicia and hold Select and press down 3x, right 3x, and then A.

Devliot

```
-----
O-----O
| yrgbyr |
| byrgby |
| gbyrgb |
| rgbyrg |
O-----O
```

In order to play as Devilot: Highlight Morrigan and hold Select and press left 3x, down 3x, and then A once the countdown timer hits 10.

Dan

```
---
O-----O
| rrrrrr |
| rrrrrr |
| rrrrrr |
| rrrrrr |
O-----O
```

In order to play as Dan: If you're Player 1, highlight Morrigan and hold Select and press left x3, down 3x, and then A.

If you're Player 2, highlight Felicia and hold Select and press right 3x, down 3x, and then A.

```
=====
```

#### 4.) Basics

```
=====
```

The basics of Super Puzzle Fighter II Turbo is really simple. Once a match starts, you have colored gems that will start dropping down on your side of the field. These colors are random, and sometimes you'll get two colors that are the same. The key of the game isn't clearing all your gems. You need to clutter your opponents screen until they can't place anymore gems any where. Once the middle (or where the gems drop down from) is clogged up and they can't destroy anymore gems, then you win. If they clog your screen, then you lose. Let's get started then, shall we?

#### Destroying Gems

```
-----
```

In order to destroy Gems, you need to match up a Crash Gem that's of the same color as the ones you intend to destroy. Crash Gems are identified by the sparkling like circle in the middle of a gem.

rbbg

In that set up, there are two blues next to each other. Let's say that your next pair of gems has a Blue Crash Gem in it. If you want to destroy the two blocks, here's how you do it:

```
  r
  B
  |
rbbg
```

Simply let the Blue Crash Gem drop onto one of the two blue gems already on the field. This will result in those gems being destroyed and "attacking your opponent". The end result will drop the red gem down next to the other red gem. Now that the most basic part is out of the way, let's focus on attacking your opponent.

#### Attacking

```
-----
```

Now don't take that term literally because you won't be throwing your fists or feet at your opponent. Whenever you destroy any gems, certain gems will be thrown at your opponent. However, the number of gems will depend on how big of a combo you can get. Let's take this example:

```
r
G
rggy
```

Because only three green gems were destroyed, only a few counter gems will be thrown at your opponent. However, if you do something like this:

```
B
R
rryrgy
gbbbgr
gbgrry
gggbry
```

The end result will have the red gem be destroyed. The Blue Crash Gem will then drop down and land on the blue gem and destroy any connecting blue gems. Of course, this is also a small combo, but this should give you the idea that building up your combos is what you need to do in order to take your opponent out quickly before they can retaliate themselves. Now let's focus on Counter Gems next.

#### Counter Gems

-----

As mentioned earlier, whenever you get some kind of combo going, you'll throw a different kind of gem at your opponent. These are called Counter Gems. Once they fall onto your opponents (or your) field, you'll notice that they're a bit different. Counter Gems aren't exactly gems yet. They look like gems, but they have a counter on the inside of that ticks down from 5. Whenever you drop a gem to the ground, the timer ticks down by one. Once the timer reaches 0, all of the counter gems will turn into normal colored gems. You can use this to your advantage however, by taking out many gems at once if you have a lot of them stacked or connected with each other. This is a great way to attack your opponent right back. The counter gems that attack you or your opponent will depend on what counter gem set up that character has. If you wish to see which character has which counter gem set up, please visit the characters section of the guide as I have listed them there.

#### Defending

-----

This one may confuse some people since you can't really "defend" yourself, but this is probably the best term to use. Sometimes whenever your opponent gets a combo going, you'll notice that some counter gems will drop down once you land your current gems. However, there is a way to reduce that number. Simply make a combo yourself and depending on how big the combo is, you'll either soften how many counter gems are dropped your way, or you may even negate all the counter gems. Planning ahead is key to surviving in this game, so make sure to pay attention to how many counter gems are coming your way and pay attention

to your surroundings.

#### Power Gems

-----

These are also key in attacking your opponent. While dropping down gems, you have the chance to create power gems. In order to create a power gem, you have to match up four of the same colored gems into a small 2x2 square. Take this example for instance:

```
byyg
ryyg
```

Notice how there are four yellows touching each other? Whenever you do that, they'll turn into this:

```
bPPg
rPPg
```

If you land a Crash Gem of the same color as the power block, you'll do a bigger combo than you would if they were just ordinary gems. However, there is a way to make Power Gems even bigger before you decide to destroy them. All you have to do is keep lining up the same colored gems along the top or side of the Power Gems to increase it's height or width. Take these examples:

```
  YY
bPPg
rPPg
```

turns into

```
  PP
bPPg
rPPg
```

OR

```
bPPy
rPPy
```

turns into

```
bPPP
rPPP
```

Keep in mind that the example before these, I had four yellow gems turning into a power gem, and therefore I used more yellow gems to increase the power gem by two possible sizes. As long as you match the appropriate colored gems, you can make a power gem as large as you want. If you really want to damage your opponent, though, you can combo more than one power gem together. In this example, let's say the first power gem is red, and the second one is a yellow one:

gPPb  
rPPy  
bbPPry  
grPPgb

Now, let's say that you get two crash gems that are red and yellow. You'd drop them down like this:

Y  
R  
|  
gPPb  
rPPy  
bbPPry  
grPPgb

Once the red crash gem lands on the red power gem, the red power gem will disappear. After it does, the yellow crash gem will drop down, landing on the yellow power gem which will destroy that one. Of course, it helps to have either bigger or more power gems before trying to perform a devastating power gem combo and chain, but that will give you a basic idea of how to combo them.

#### Diamond Gems

-----

Diamond Gems aren't very common as you play, but whenever they do come, they can either be lifesavers, or they can be completely useless depending on how high your gem stack is. You'll notice when a diamond gem is coming or when it is about to come when you see a sparking diamond along with a gem. Whichever color the diamond gem touches, that colored gem will disappear from your field. For example, let's say that your stack is pretty high, and a diamond gem is coming your way. You can either do one of two things: you can either skim your field and see which gems need to be destroyed to help lower your stack, or you can skim your field and see if you can possibly get any combos if there are any lingering crash gems around. This is a bit easier said than done, though, since if your stack is really high, you might not have enough time to skim around, and if that's the case, I'd go with the former option.

Well, that's pretty much all the basics of the game. Use these to take on your opponents in Arcade Mode and in Street Puzzle mode. Happy hunting!

=====  
5.) Unlockables  
=====

You can unlock certain goodies if you're able to complete certain levels in each characters Street Puzzle Mode. The unlockables are as followed (note that I'm counting the levels like this):

123  
456



Ryu

---

- Level 1 - Special Color 2 of Sakura.
- Level 2 - Music Collection of Ken.
- Level 3 - Special Color 1 of Donovan.
- Level 4 - Code for the hidden character Akuma.
- Level 5 - Special Color 1 of Chun-Li.
- Level 6 - Master Arcade Mode.

Ken

---

- Level 1 - Special win icon of Ryu.
- Level 2 - Special Color 1 of Hsien-Ko.
- Level 3 - Special win icon of Morrigan.
- Level 4 - Voice collection of Donovan.
- Level 5 - Special Color 1 of Felicia.
- Level 6 - Voice collection of Sakura.

Chun-Li

-----

- Level 1 - Voice collection of Felicia.
- Level 2 - Music collection of Donovan.
- Level 3 - Special Color 2 of Ken.
- Level 4 - Special win icon of Hsien-Ko.
- Level 5 - Special Color 1 of Sakura.
- Level 6 - Illustration Collection.

Sakura

-----

- Level 1 - Special Color 2 of Chun-Li.
- Level 2 - Special win icon of Felicia.
- Level 3 - Sakura's Song.
- Level 4 - Special Color 1 of Morrigan.
- Level 5 - Voice collection of Ryu.
- Level 6 - Music collection of Hsien-Ko.

Morrigan

-----

- Level 1 - Special win icon of Ken.
- Level 2 - Code for the hidden character Devilot.
- Level 3 - Music Collection of Ryu.
- Level 4 - Special Color 2 of Felicia.
- Level 5 - Voice collection of Chun-Li.
- Level 6 - Voice collection of Morrigan.

Felicia

-----

- Level 1 - Intermission Demo Collection.
- Level 2 - Music collection of Morrigan.
- Level 3 - Special Color 2 of Hsien-Ko.
- Level 4 - Music collection of Chun-Li.
- Level 5 - Special Color 1 of Ryu.
- Level 6 - Voice collection of Ken.

Hsien-Ko

-----

- Level 1 - S.E. Collection
- Level 2 - Special win icon of Chun-Li.
- Level 3 - Music collection of Sakura.
- Level 4 - Special win icon of Donovan.
- Level 5 - Special Color 2 of Morrigan.
- Level 6 - Music collection of Felicia.

Donovan

-----

- Level 1 - Special Color 2 of Donovan.
- Level 2 - Special win icon of Sakura.
- Level 3 - Voice collection of Hsien-Ko.
- Level 4 - Special Color 1 of Ken.
- Level 5 - Code for the hidden character Dan.
- Level 6 - Special Color 2 of Ryu.

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6.) Credits/Thanks

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GameFAQs and the other hosting sites: For hosting this guide.

Capcom: For this great game.

[http://www.rootsecure.net/?p=ascii\\_generator](http://www.rootsecure.net/?p=ascii_generator): For the ASCII.

And a huge thanks to you, the readers. Without you guys, I wouldn't be writing these guides in the first place.

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