

Super Turbo Protects The World: A Comprehensive Guide to the Beloved 1994 Arcade Classic



Super Turbo Protects the World (Super Turbo: The Graphic Novel Book 4) by Edgar Powers

★★★★★ 5 out of 5

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Super Turbo Protects The World is a 1994 arcade fighting game developed by Capcom. It is an updated version of Street Fighter II, featuring new characters, moves, and balance changes. Super Turbo is considered one of the greatest fighting games of all time, and it is still played competitively today.

Gameplay

Super Turbo is a 2D fighting game where players control one of eight characters to fight against each other. The game is played on a single plane, and players can move around the screen freely. Players can use a variety of punches, kicks, and special moves to attack their opponents. The game also features a unique "Super Turbo" mode, which allows players to perform powerful special moves at the cost of their health.

Characters

Super Turbo features eight playable characters:

- Ryu
- Ken
- Chun-Li
- Guile
- Zangief
- Blanka
- Dhalsim
- Akuma

Each character has their own unique strengths and weaknesses. Ryu is a well-rounded character with a good balance of speed, power, and reach. Ken is a faster version of Ryu, but he is not as powerful. Chun-Li is a fast and agile character who can use her legs to perform powerful kicks. Guile is a slow and powerful character who can use his sonic booms to keep opponents at bay. Zangief is a large and powerful grappler who can use his wrestling moves to dominate opponents. Blanka is a feral character who can use his electricity to attack opponents. Dhalsim is a long-range character who can use his yoga poses to attack opponents from a distance. Akuma is a powerful and enigmatic character who is considered to be the boss of the game.

Moves

Super Turbo features a wide variety of moves, including punches, kicks, special moves, and Super Turbo moves. Each character has a unique set of moves, and players can learn new moves by training in the game's Training Mode.

Super Turbo Mode

Super Turbo mode is a unique feature that allows players to perform powerful special moves at the cost of their health. To enter Super Turbo mode, players must press the Punch and Kick buttons simultaneously. While in Super Turbo mode, players can perform special moves that are not available in the normal mode. These moves are very powerful, but they also take a toll on the player's health. Players must use Super Turbo mode wisely, as it can be a double-edged sword.

Balance Changes

Super Turbo made a number of balance changes to the original Street Fighter II. These changes were made to improve the game's overall balance and to make it more competitive. Some of the most significant balance changes include:

- The damage of Ryu's Hadoken and Ken's Shoryuken was decreased.
- The speed of Guile's Sonic Boom was increased.
- Zangief's Lariat was made more difficult to counter.
- Blanka's Electric Thunder was made more powerful.
- Dhalsim's Yoga Flame was made faster.

- Akuma was made more difficult to defeat.

These balance changes made Super Turbo a more competitive game, and they helped to ensure that all of the characters were viable at the highest level of play.

Legacy

Super Turbo is considered one of the greatest fighting games of all time. It is a fast-paced, exciting, and challenging game that has stood the test of time. Super Turbo is still played competitively today, and it is a popular game in the arcade and tournament scenes.

Super Turbo Protects The World is a classic fighting game that is still enjoyed by players today. It is a fast-paced, exciting, and challenging game that has stood the test of time. If you are a fan of fighting games, then you should definitely check out Super Turbo.



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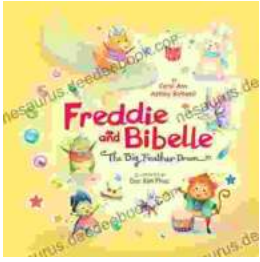
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