PDF PAGE 1

[island image text, top to bottom]  
(Scrolling image)  
Stage 7: Temple on Cliff  
Stage 6: Bridge  
Stage 5: Cave  
Stage 4: Forest  
Stage 1: City  
Stage 3: Waterfall  
Stage 2: Boat  
[Caption]  
The scrolling image. The mightiest human in recorded history was going to be determined on this solitary island.

Initial Planning Stage  
The game known as *Street Fighter II* was first concretely discussed during a planning meeting in the autumn of 1988. During its early design stage, *SFII* took place on an uninhabited island that was purchased specifically to host a grand mixed martial arts tournament.

The game featured eight fighters and seven stages. The game's system was essentially the same as the final version of *SFII*: players would choose a character and fight one-on-one. Ryu and Ken weren't even on the roster at this point, yet the game already offered wide-ranging battle variations, including "handicap matches", "clashes of fate", and "beauty vs. beast fights".

[Early roster text, going in numerical order as listed on the document. Note that there are dozens of different possible English spellings for some of these names, so I went with my best educated guesses when needed.]

1. Masaaki Kakuda /Karate Fighter / Age 25 / 178 cm / 89 kg  
   Entered the tournament to prove that karate is the mightiest of all the martial arts. Was picked on during grade school for his stern, frightening scowl.  
   In addition to standard karate, he also uses more difficult techniques such as the Triangle Jump.  
   Special move: Japanese Spirit Strike
2. Zhi Li / Chinese Kenpo Fighter / Age 18 / 164 cm / 48 kg  
   A female kenpo prodigy and practitioner of the Northern Praying Mantis fighting style. Took the Chinese martial arts scene by storm and became an idol overnight. Gen's daughter. She entered the tournament to find the man who killed her father.  
   Is extremely limber and attacks with her own unique style.   
   Special move: Hair Attack
3. Bunbobo / Capoeira Fighter / Age ? / 187 cm / 90 kg  
   Everything about this martial artist is shrouded in mystery. Even his nationality and age are unknown.  
   Chiefly attacks with his legs and feet. His strikes are powerful enough that they can easily tear through a boxer's strong defenses. His arms are his weak spot, however. If his arms are hit, he temporarily becomes defenseless.
4. Dick Jumpsey / Boxer / Age 22 / 182 cm / 95 kg  
   An American superstar who also stars in movies. It's widely believed that he entered the tournament to make headlines before his newest movie premiered.  
   Possesses the heavy punching and powerful blocking techniques that are unique to boxing. Uses absolutely no leg-based attacks.  
   Special move: Holy Rope Storm
5. Tahir Meyer / Pro Wrestler / Age 28 / 212 cm / 135 kg  
   Although a conventional "strong style" wrestler, every move performed by this giant man packs a surprisingly powerful punch.  
   Very difficult to control; will probably take time to get used to using him.  
   Special move: Unknown
6. Silke Möller / Martial Artist / Age 27 / 181 cm / 85 kg  
   A former Green Beret. His 220 IQ allows him to completely read the minds of his enemies. Has earned the nickname "Killing Machine". A combat pro.  
   Possesses super-quick movement and other special abilities. Savage personality.  
   Special move: Jumping Hundred Crack Knife
7. Great Tiger / Indian / Age 36 / 187 cm / 72 kg  
   A sorcerer who wears a turban. Can possibly jump a second time in midair while in the middle of a first jump. Uses the Zanzouken (Afterimage Fist) fighting style.  
   Special move: Fire breathing
8. Anabebe / Age 18 / 230 cm / 200 kg  
   A beastman raised by lions. Is kept shackled by Rothenburger, his manager/tamer.  
   Proficient at biting and scratching, but extremely weak to fire.  
   Special move: Beastman Attack

Characters that were intended to be fighters. Early characteristics of Chun Li, Dhalsim, and Blanka can be seen among them.

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[Top left image, text inside actual image]  
[Right text bubble]  
1000-armed Kannon statues occasionally throw things they're holding. (They cause damage if they hit someone)  
[Left text bubble]  
1000 of the 1000-armed Kannon statues are lined up in tiers  
[Bottom text]  
Indoors (Japan, inside Sanjusangendo)  
[Caption]  
These stages feel very different from the stages in the final release. The unique aspects of each stage would've affected how fights unfold; for example, players would need to dodge obstacles while taking wind speeds or water sprays into account.

[Bottom right image, text inside image]  
Water sprays into the air while players fight in the shallow water of a large pond.

The Ultimate Twelve

After much ado, it was finally decided that the game would feature 12 characters in all: 8 playable characters and 4 enemy characters. Some characters were carried over from the original *Street Fighter*, some characters survived the early planning phases, and some characters simply appeared out of nowhere. Although they joined the roster in many different ways, they all sought to be crowned the world's mightiest fighter. In this way, they were all true street fighters alike.

[M. Bison/Vega caption]  
An early rough sketch. This must have been a prototype version of Vega.  
  
[Character chart caption]  
A character concept chart. Although the four boss enemies hadn't been settled on yet, by this point the main characters were strikingly similar to their final versions.

[Character chart]

|  |  |  |  |
| --- | --- | --- | --- |
| Ryu  Attack: \*\*\* Defense: \*\*\* Stamina: \*\*\* Speed: \*\*\*  Should be the most standard playable fighter. | Sumo  Attack: \*\*\*\* Defense: \*\*\* Stamina: \*\*\* Speed: \*\*  Should seem excessively Japanese for the sake of overseas players' understanding. | Beastman  Attack: \*\*\*\* Defense: \*\*\* Stamina: \*\*\* Speed: \*\*\*\*  Has the senses of a wild animal. Should have emphasized speed and attack to match. | Major Guile  Attack: \*\*\* Defense: \*\*\* Stamina: \*\*\* Speed: \*\*\*  Intended as a normal fighter for Americans to use. |
| Ken  Attack: \*\*\* Defense: \*\*\* Stamina: \*\*\* Speed: \*\*\*  Should have almost the exact same abilities as Ryu, for players who want to fight each other on even terms. | China Girl  Attack: \*\*\* Defense: \*\*\* Stamina: \*\*\* Speed: \*\*\*\*\*  A fighter with weak offense but overwhelming speed. | Vodka Govalsky  Attack: \*\*\*\*\* Defense: \*\*\*\* Stamina: \*\*\*\* Speed: \*\*  Should be a fighter who relies on brute strength. | Indian  Attack: \*\* Defense: \*\*\*\* Stamina: \*\*\* Speed: \*  Should be a strange fighter with a large variety of techniques. |

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From *Final Fight* to *Street Fighter II*

Eventually, the plan for a mixed martial arts fighting game was shelved. *Street Fighter '89*, which was developed instead, was renamed and published as *Final Fight*. Plans were made afterward for a sequel that followed in the footsteps of the popular *Street Fighter* game. This directly led to the smash hit known as *Street Fighter II*.   
Many truly unique characters and stages were submitted during the early rough sketch phase. The very best ideas from this phase were used to create the 12 captivating fighters that were chosen in the end.

[Top image text]  
Onlookers

[Middle image caption]  
The city in Stage 1 and the cave in Stage 5. Compared to the final version of *Street Fighter II*, these are rather ordinary designs.

[Bottom image text]

|  |  |  |  |
| --- | --- | --- | --- |
| Wrestling Boots  Kenpo Fighter | Cop | Masked Man | Bullfighter  Bull rope |
| Fighting Jungle King | Ninja | Koppojutsu Master | Ugandan Witch Doctor |

[Bottom image caption]  
Just a few of the characters who didn't make the cut. Could they possibly get a second chance someday…?

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Moving Toward Completion   
Once the characters' bios were set in stone, work began on rough sketches for actual game development purposes. Details about the different stages, endings, and other aspects came together at this point to form a *Street Fighter II* blueprint. Getting it completely implemented was all that remained.

[Character captions]  
(Above) One concept for Balrog involved a ninja/matador combination.  
(Left) Another concept featured him as a crusader, but this idea was dropped out of consideration for others countries' religious sensibilities.

[Top left ending sheet]  
Guile  
Goes to punch, but gets stopped  
"You're her father."  
Credits roll  
(I can't really read the blurry text here, but I think it says "Always moving")

[Bottom left ending sheet]  
Girl  
Father, I defeated your killer and avenged you!  
Now I don't need to fight anymore!  
  
[Ending sheet caption at very bottom left of page]  
Rough sketches of some ending scenes. They were very close to their final versions.

[Russia stage captions, top area, left to right]  
"Yeah!"  
"Yeah!"  
 Slogan displayed on red cloth (in Russian of course)  
Ceiling  
See Twins for reference  
[Note that I don't know what this twins reference is - it's written in katakana so my first thought was that it was either the American movie or a team name of some sort, but neither seem to make sense. Hopefully it makes a little more sense to you.]

[Sign in the middle of the Russia stage]  
Work! Work!  
[Ripped sign on bottom of Russia stage]  
Keep Out

[Russia stage captions, bottom area, left to right]  
In Russian, of course  
Abandoned Soviet Factory  
Pile of chains

[Boat stage captions]  
(Top) Zangief's stage. The "Work! Work!" writing in the center was replaced with the Russian phrase for "Onlooking Prohibited", but there's no real deep meaning behind its use.  
(Bottom) A rough sketch of Ken's stage. The foreground chains were removed because they covered up the characters.

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[Zangief text]  
Hates communism and does street fighting for money. Enters the tournament to make money.

Vodka Govalsky  
A gigantic pro wrestler. Lacks an understanding of things like "rules" and "holding back", which led him to incapacitate every wrestling opponent he fought. As a result, he was kicked out of the wrestling world. Is now active in the underground pro wrestling circuit.

[Indian character text]  
How about an "enemy" like this?

[Captions]  
Zangief. His name was the only thing that seems to have changed after this point.

Ken. Bears some resemblance to Ryu.

Feral Child. Was known as "Hamablanka" for a while, but was eventually renamed to "Blanka".

The original idea for a character from India. Was known as "Naradatta" for some time until the character eventually became the Dhalsim we know today.

The flirtatious-looking "Zhi Li" (shown previously) went from being "China Girl" (above) to the strong and dignified "Chun Li" (right).

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Sprite sheet drawings before being scanned. The game's completion was just around the corner.

After many revisions and changes to the original plan, *Street Fighter II* was finally completed. Fans and staff members alike were moved to tears.

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[Dhalsim ending text, top to bottom, left to right]  
Player OBJ  
(Indian) Ending 1  
BG: Sunset SCR2  
\* How to implement elephant's ear?!  
(SCR3 priority or OBJ)  
(cycled)  
\* Elephant on SCR3, thuds up and down  
(Narration)

[Ryu ending text, top to bottom]  
Ryu (2)  
\* Ryu's face, goes from left to right

[Ending screens caption]  
Ending sketches very close to the game's completion. They somehow exude a somber air.

Special move sprite sheets before being scanned into a computer.