**Super Street Fighter 2- The New Challengers MSU-1 patch (bsnes, higan and sd2snes support)- Europe PAL version**

Patch created by Conn

The ssf2\_msu.ips includes the possibility to hear cd-quality audio. **Note:** bsnes 0.70 plays smc/sfc, headered and non-headered roms, while later versions won’t. So I recommend this emulator as it is most user-friendly. Only flaw is that it has no spc-fallback (like higan) so you need a complete pcm-set.

Download it here: <http://bszelda.zeldalegends.net/stuff/Con/bsnes_v070.zip>

**Imprtant note: this patch works only on Super Street Fighter II - The New Challengers (E).sfc (WITHOUT-header US A version) (dunno whether other roms are compatible as well. If you do not know what a header is, or how to add it (there are several tools), check http://forum.romulation.net/index.php?topic=17597.0**

**Ususally \*.smc is with header, \*.sfc without.**

**PCM Sets:**  
Arcade PCM:s by RedScropion  
<https://drive.google.com/file/d/0B2jBFWEm9IiwUTd0YWVqTmJJMWc/view?usp=sharing>  
  
HDRemix PCM:s files by PittStone  
<https://drive.google.com/file/d/0B296x786m7peRnNaTnNJTEMyWkU/view?usp=sharing>  
  
3DO/Arranged PCM:s by Relikk (John Sheppard)  
<https://mega.nz/#!NvBTSKqa!8yhXWVOfcWuZ4ALez1Av0Ban5VIuWf6GatvT3_oUoKA>

**Preparation:**

(1)

Have a Europe version of Super Street fighter 2 - The new Challengers without header. Usual name is Super Street Fighter 2 - The New Challengers (E) [!].sfc.

Apply ssf2\_arcadeGraphic\_msu.ips on this rom with LunarIPS. This patch will also change the graphics with Proteus patch to the Arcade Version. If you want the msu patch or Arcade graphics only, check the folder "single".

(2)

Rename your rom to ssf2\_msu1.sfc

**Snes9x 1.55 (ff) and Bsnes tutorial:**

Bsnes until 0.68 play wav files which do not loop. Bsnes 0.69 and later versions support pcm files that can loop, so this is the music format and emulator of your choice since it is super easy:

- make a new folder (msu or whatever)

- copy the  patched ssf2\_msu1.smc into this folder

- copy ssf2\_msu1.msu and ssf2\_msu1.xml into this folder (part of the zip file)

- copy PCM:s into this folder .

Then play the rom in bsnes 0.70 or snes 1.55 and enjoy!

**Sd2snes tutorial:**

Actually this works the same way as bsnes: make a custom folder in the main directory called 'MSU”. In this folder, you'll need to have your patched ssf2\_msu1.smc. In this same directory, you'll need the " ssf2\_msu1.msu" file. ssf2\_msu1.xml' is not needed. Copy also all your pcm files (with the similar names as your msu and sfc file (e.g., ssf2\_msu1-1.pcm )) into this folder and enjoy! Also keep in mind that the audio volume changed in firmware 0.1.7, and it this patch is thus incompatible with prior version.

**Firmware v0.1.7 ff:** choose Configuration-> Chip Options and set the msu1 boost to +12dBFS

**Important note:**

Problems with saving is a known issue with MSU-1 enhanced games on the SD2SNES.The game **saves only** with this technique your progress: In order to save permanently, you'll need to save after you made progress, with either (1) pressing **L+R+Select+X** or (2) press and hold the reset button on your console long enough so that it resets to the SD2SNES main menu.

Step-by-step with video by Mattroid

1. Rename your **non-headered Europe** version of Super Street Fighter 2 TNC to ssf2\_msu1.smc
2. Open ssf2\_msu1.zip and apply ssf2\_msu.ips to your ROM file using a tool such as [Lunar IPS](http://www.romhacking.net/utilities/240/) (for Win) or [MultiPatch](http://projects.sappharad.com/tools/multipatch.html) (for Mac).
3. (apply optional\_extended\_music.ips if wished)
4. Firmware 0.1.7 and later be sure you adjusted Configuration-> Chip Options and set the msu1 boost to +12dBFS
5. Put your patched ROM on your SD card in a folder someplace (I named mine 'MSU fzero')
6. Also put the ssf2\_msu1.msu into this folder
7. Place the pcm:s into this folder

**Higan:**

- apply ssf2\_msu.ips to your **non-headered Europe** version of Super Street Fighter 2 TNC

- (apply optional\_extended\_music.ips if wished)

- rename your rom to ssf2\_msu1.smc

- import this game in higan

- go into the folder %USERPROFILE%\Emulation\Super Famicom\ssf2\_msu1.smc in Windows Explorer

- overwrite the existing manifest.bml with (until higan v0.95) or just copy (higan v0.96 and later) the manifest.bml from the patch package into this folder

- also copy ssf2\_msu1.msu from the patch package into this folder

- copy all pcm tracks into this folder