

= Sheng Long =

Sheng Long is a character hoax related to the Street Fighter series , created by Electronic Gaming Monthly ( EGM ) as an April Fool 's gag in 1992 ( in an issue published mid @-@ February ) . The joke , based upon a mistranslation that suggested the existence of a character named Sheng Long in the Capcom fighting game Street Fighter II , described a method to fight the character in the game . After other publications reprinted the details as fact without verifying the authenticity , the Sheng Long hoax spread worldwide . As a result of discussion revolving around the possibility of the character 's appearance in Street Fighter III during the game 's development , EGM revisited the joke in 1997 , printing an updated version of the hoax for the title while establishing a backstory and appearance for the character in the process .

As a character and a hoax , Sheng Long has been described as one of the most famous and well @-@ known legends related to video gaming by publications such as GameDaily and GameSpot . The hoax influenced the creation of both Akuma and Gouken as characters in the Street Fighter series , with the former appearing in Super Street Fighter II Turbo as a secret boss . Fan appeal for the character affected later Capcom titles , with public requests for the inclusion of Sheng Long in an actual video game leading to the consideration of his inclusion in the Street Fighter : The Movie video game and years later resulting in the appearance of Gouken as both a secret boss and playable character in Street Fighter IV .

= = Origin = =

The name Sheng Long comes from a mistranslated portion of the name of a special move performed by the series ' main character , Ryu ; the characters sh? ry? ( ?? rising dragon ) from Sh?ry?ken ( ??? ) , Ryu 's flying uppercut , is sh?ng lóng in Chinese pinyin . This was carried into one of Ryu 's quotes to defeated opponents in the English localization of the 1991 arcade game Street Fighter II , changing the Japanese quote " If you cannot overcome the Rising Dragon Punch , you cannot win ! " ( ?????????? ? ?????????? ? , Sh?ry?ken wo yaburanu kagiri , omae ni kachime wa nai ! ) to " You must defeat Sheng Long to stand a chance . " As a result , players were given the impression that Ryu was referring to a person instead of the attack .

The Super Nintendo Entertainment System ( SNES ) port of Street Fighter II released shortly after the April Fool prank changed the translation to " You must defeat my Dragon Punch to stand a chance . " However , the English instruction manual for the SNES Street Fighter II referred to " Master Sheng Long " as Ryu and Ken 's teacher . Instruction manuals for later ports to the SNES and Sega Mega Drive consoles replaced all references to Sheng Long by referring to Ryu and Ken as " disciples of Shotokan Karate " . A character named Gouken was later introduced in Masaomi Kanzaki 's 1993 Street Fighter II manga as Ryu and Ken 's sensei , and was adapted into the series ' backstory in Super Street Fighter II Turbo .

= = = Original EGM April Fools 1992 = = =

The mistranslation spawned rumors about the existence of a Sheng Long character in the game , and players sent letters to video game publications attempting to confirm the character 's existence . In the April 1992 issue of the video game magazine Electronic Gaming Monthly , a method was " revealed " to reach Sheng Long in the arcade game . The reporter gave an " Honorable Mention " to " W.A. Stokins " ( waste tokens ) of " Fuldigen , HA " ( fooled again , ha ) , and claimed that the character could be found if a player using Ryu did not let the character suffer any damage during the entire game , and upon reaching the final match against M. Bison could neither hit Bison nor let him inflict any damage until the time limit expired , thus ending the round in a draw . After repeating this for ten consecutive rounds Sheng Long would then appear out of nowhere and throw Bison off of the edge screen and out of the way . The game 's on @-@ screen timer would then stop at 99 seconds , resulting in a " fight to the death " between Ryu and Sheng Long .

Sheng Long was stated to feature the special moves of all the fighters , such as Chun @-@ Li 's "

Spinning Bird Kick " and Sagat 's " Tiger Shot " , but inflict more damage . In addition , the character was supposedly faster than any other fighter in the game , negating the pause between projectile attacks . Other attacks mentioned included an air @-@ based throw attack and a " Dragon Punch " shown to consume his fist in flames to represent his greater power .

The joke became an international sensation when publications from Europe , Hong Kong and other countries reprinted the trick without verifying it or asking EGM 's permission . A Hong Kong comic based on Street Fighter II by Jademan Comics altered their story to include the character . Players tried unsuccessfully for weeks to unlock Sheng Long , until it was revealed in the December issue of EGM that it was a hoax , with the staff stating they were surprised at the worldwide coverage the joke had received .

= = = EGM April Fools 1997 = = =

During the development of Street Fighter III , fans discussed the prospect of the character 's inclusion in the new title . EGM perpetuated the hoax again in 1997 by claiming that Sheng Long was in the game , providing character artwork depicting his appearance and new screenshots . Unlike the first article , they did not finish their explanation of how to reach him , ending the article with " To reach him , you will need at least six perfects and ... " Additionally , the words " April Fools " were spelled out in the first letter of the first ten sentences of the article .

The character 's design was expanded on greatly in the article ; Sheng Long was now stated to be the American name for the character Gouken , much like Akuma is the American name for Gouki ( which would appear in Second Impact revision of the game ) . His profile listed in the article paralleled Gouken 's , but instead of Akuma killing him he was knocked into a raging river . The result gave him a scar over his eye , and a desire to get revenge on his brother . To this end , he revived several " killing techniques " of his fighting style , which included an air version of Akuma 's red fireball that knocked his opponent down , a double ground high @-@ low Hadouken , an unblockable Denjin @-@ Shinryuu @-@ Ken super attack that would shock the opponent , an air rapid Hadouken super attack akin to a move used by Ibuki , and a third super attack intended to be a stronger version of the Shun Goku Satsu .

= = Legacy = =

Sheng Long is cited as an influential factor for the Street Fighter series , earning mention in articles such as GameDaily 's " Top 20 Street Fighter Characters of All Time " list , in which the character placed nineteenth despite not being an actual character . IGN placed it second on their list of the " Top Ten Gaming April Fools ' Pranks " , noting it as having the biggest impact of all of Electronic Gaming Monthly 's April Fools jokes . UGO.com named it one of video gaming 's greatest urban legends , noting its impact upon the series ' success . Capcom 's community manager Seth Killian described the hoax as " a part of gaming history " , comparing him to the Konami Code . However , GamesRadar listed it as one of the video game legends that they never want to hear again , stating that while it was a good prank at first , Sheng Long has gone from " sly wink to the fans " to " Borat t @-@ shirt . " The rumor is often credited with inspiring the creation of Akuma , a character who debuted as a hidden final boss in Super Street Fighter II Turbo , due to their similarities , although Capcom has never confirmed nor denied this . As in the hoax , the process of fighting Akuma would require certain achievements met during the game , with Akuma interrupting the final match of the game between the player and M. Bison . The similarity was nodded at in the high @-@ definition remake of Super Street Fighter II Turbo , in which an Xbox 360 Achievement titled " Sheng Long is in Another Castle " could be earned for defeating Akuma in the game 's arcade mode . In the 2012 Disney movie Wreck @-@ it Ralph , a piece of background graffiti reads , " Sheng Long was here ! "

= = = Street Fighter : The Movie = = =

Sheng Long is mentioned three times in the 1995 arcade game Street Fighter : The Movie in the endings for Ryu , Ken , and Akuma . In each , he is stated as the master of Ryu and Ken and Akuma 's brother , but never stated as dead . Despite the repeated mention , Sheng Long does not appear in the game . On January 30 , 2007 the game 's designer , Alan Noon , appeared on Shoryuken.com 's forum and discussed aspects of the game cut during development , among them a playable Sheng Long character .

According to Noon , while shooting and digitizing the character images for the game , talk had circulated about adding extra characters that were not in the film . As the Sheng Long hoax and Akuma 's debut in Super Street Fighter II Turbo were fairly recent at the time , the designers asked for Capcom 's permission to add both characters into the game . Capcom approved the addition of Akuma , but denied the inclusion of Sheng Long . However , during the digitization sessions for Akuma , Capcom unexpectedly approved the addition of Sheng Long ; Noon stated that Capcom had ambitions that the game would crush Mortal Kombat II , and felt the character 's inclusion was a necessity for that goal . Noon designed Sheng Long 's appearance for the title , giving him a " mandarin style " gi and one hand taking the form of a dragon 's claw , described as a result of his power being so great that he began to physically transform into a dragon . Capcom approved the design , and an artist from the development team posed as Sheng Long . However , the character was left unfinished because of time constraints .

= = = Street Fighter IV = = =

In an interview in the January 2008 Issue of Electronic Gaming Monthly , Street Fighter IV producer Yoshinori Ono stated " Let 's just say that [ jokes ] that your magazine have reported in the past might find their way into the game as fan service . " Executive editor Shane Bettenhausen took this to mean the appearance of Sheng Long in Street Fighter IV , though added that if the character did appear in the game , it would be Gouken . When asked in a later interview by 1UP.com regarding the possibility of Sheng Long 's appearance in the title , Ono replied " Are you coming to the Tokyo Game Show ? How about you ask me that question again then . " Capcom later revealed Gouken as a character in Street Fighter IV , with Ono stating in an interview with Play magazine that his inclusion in the title was in response to fans requesting Sheng Long 's presence in the game .

On the first of April 2008 , Capcom announced Sheng Long as a " secret , unlock @-@ able character " in their Japanese development blog for Street Fighter IV and later posted in their official US blog accompanied with a silhouette of the character . The post took the tone of a Capcom PR representative trying to announce a character without giving away too many details , hinting that " Sheng Long is Ryu 's ... " then holding back and saying to wait for an official character announcement . Similar to the original EGM joke , the post lists the method to unlock him as requiring the player to win every round as Ryu without taking any damage whatsoever and then perform his " Shoryuken " move during the final boss fight . Reception to the joke the third time was negative , and included criticism from 1UP.com. The following day , the Japanese website confirmed that it was indeed a joke , and explained the origin of Sheng Long while adding " Sheng @-@ Long is still now and always will be , truly a character of legend . "

In the release version of the game , Ryu 's victory speech is correctly translated as " You must defeat my Shoryuken to stand a chance . " This line would later be quoted directly in Ryu 's character reveal trailer in Super Smash Bros. for Nintendo 3DS and Wii U , furthering its legacy .