

Street Fighter Alpha 3 Juli Character FAQ

by Zamuel

Updated to v1.4 on Apr 6, 2001

JULI-Shadoloo's Silent Assassin of July

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Version 1.4

This is a FAQ dedicated to Juli and covers her abilities in A-ISM. It assumes that you know the basics of most fighting games and of Street Fighter Alpha 3 for Sega Dreamcast. If you don't, then I would suggest that you read any of the other numerous fighting game FAQs first, especially those by Kao Megura.

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03/13/01-v1.0 - Yay! I started Juli's FAQ.

03/19/01-v1.1 - Fixed some errors. Added some things I left out.

03/26/01-v1.2 - Added colors to Basics section. Added stuff about the Psycho Rolling Attack. Added more to Extra and Special Thanks.

03/30/01-v1.3 - I fixed a few errors in some of the moves. Added and reworded stuff here and there.

04/06/01-v1.4 - Beat the game with Thunder Hawk so I now have more info for Juli's story. I now have more combos for Juli.

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This FAQ is broken up into sections to make things easy to find.

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[1]-Introduction

Welcome to Juli's guide. You may be wondering why I chose her. Well, I like stories and characters. I like most of the characters in the Street Fighter universe with one of my older favorites being Chun Li, especially since the Lighting Kick was the only thing I could pull off. I remember back in the Street Fighter 2 days when I was interested in the games but didn't own any for

my console and was always too broke to go to the arcade. Ah, the memories... I watched the SF series from afar and lost track of it over time. Then everything changed in 1999. I had heard of the "Vs." series but like other games I had never played any. When taking my younger brother and sister to the movies over the summer, there was an arcade machine with Marvel vs. Capcom. I had some money on me so I played it both against the computer and my siblings. I picked Chun Li and Spiderman in easy mode and though I was far from pro status, I did decent and I enjoyed myself. We went back many times to play, trying different characters. I started searching the Internet and various game magazines for more info. And somehow it happened--I was back on the SF scene. I had a lot of catching up, though. It took me awhile to read more info on strategies and characters. Getting a Dreamcast for Christmas 1999 really helped. May 2000 I got a Neo Geo Pocket Color for my sister and started to get into the King of Fighters storyline since I saw the rivalry between SNK and Capcom. By this point, I had become quite knowledgeable on SF and had become at least a decent player. I started to get into the "shoto-clone" situation since I liked Ken and Ryu. I found it quite interesting the similarities and differences in the various characters. I noticed that Alpha 3 brought two "clone" characters for Cammy--Juli and Juni. I also saw that despite how cool Cammy is or how popular she is among her fans, Juli and Juni were practically ignored. I felt that these two characters should not be ignored. Since I now (finally) own Alpha 3 and its strategy guide, I decided to do FAQs for both of them starting with Juli since she has a shorter movelist.

Juli is quite similar to Cammy but for some reason, I think she is more stylish. It could be the way she does her moves. It could be the minor cosmetic changes. It could even be the fact that I hate Cammy's Shadoloo outfit (I have two words for her: Delta Red). At any rate, I'm going to give you the lowdown on Juli's story and moves. Maybe this will bring about more Juli fans.

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[2] Story

The SF storyline has always had weird gaps and inconsistencies in it (will Charlie ever actually die?). I've tried my best from stuff I've researched and what I've seen when I beat the game with Juli in order to piece together her storyline. This perspective assumes that Juli is not the one who defeats M.Bison in the end.

Juli is one of thirteen different girls that were kidnapped by Shadoloo, brainwashed, and experimented on. They were given part of M.Bison's DNA and were trained as assassins in close distance methods. The British girl, Cammy, became one of the higher ranking members of Shadoloo while the others were named after months in the language of their origin and served as backup. Over time, Cammy started to snap out of brainwash and ponder her real identity. M.Bison could not have such a thing happen since it could lead to the other girls coming out of brainwash, too. Despite the fact that she was one of the best in the organization and that he had feelings of love for her, he felt that she should be disposed of. He sent one of the two German girls, Juli, to assassinate Cammy. On her quest, Juli meets Thunder Hawk who calls her "Julia" and shows concern for her present condition. Juli, under influence of the brainwash, simply attacks. She eventually catches up with Cammy and defeats her. Upon returning to base, her body practically shuts down. M.Bison's "death" (do you really think he's dead--not me) is wreaking havoc on her cells due to the link of Psycho Power he had on all the girls. Cammy, who survived Juli's assault, arrived to rescue Juli and the other girls. Seeing the drastic conditions M.Bison's death had on Juli, Cammy figured that the only way to save Juli would be to use the Psycho Drive to rejuvenate her. Thunder Hawk

eventually finds her and takes her into his arms. He looks at his "Julia" as he takes her back to the Mexican plains of his homeland. Looking at the sunset as he stands on a rocky cliff, he hopes that someday she recovers from Shadoloo's brainwashing and she will be able to live a normal life.

It can be assumed that Juli is alive during the later parts of the SF series, though we don't know what her condition is. It is known that she and her partner, Juni, have an unspoken rivalry. It is also known that Juli has an extremely silent nature about herself. Rumor has it that Juli and Juni are sisters though this has yet to be confirmed. Another odd thing comes from the fact that Thunder Hawk knows her and took her back to Mexico with him. This means that though she may have a German lineage (unconfirmed), she may have grown up on a Native American reservation as a member of the tribe.

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[3]-Basics

Colors

You can't start to beat down on your opponent until you are sure you'll be looking good when you do it. Here you'll see the stuff that makes our assassin Juli "dressed to kill" (sorry, I couldn't help it).

Button Used/Bodysuit/Gloves

X/Dark Green/Dark Red

A/Purple/Dark Red

Y/Black/Red (default color)

B/Maroon/Red

L/Blue/Pink

R/Red/Pink

Now we will dive deep into how to deliver pain to your opponent. A lot of Juli's moves are similar to Cammy's so a lot of combos can be interchanged. Juli is good at poking so you should be able to stay slightly away from the opponent with some of her moves.

Standing Normals

LP-A quick punch to the face.

MP-An upward chop motion that can serve as a good anti-air attack. Almost useless against standing opponents.

HP-Juli interlocks her fingers and does a forward double handed swing.

LK-A quick knee attack

Mk-A kick to the face

HK-Juli will duck slightly as she kicks to the opponent's chest.

Crouching Normals

LP-A quick punch to the shin of a standing opponent

MP-Quite similar to her crouching LP

HP-Juli stretches forward for a chop that is aimed at a 45 degree angle. Can be used as an anti-air, but only when the opponent is away from you since she doesn't stand up like most crouching HPs.

LK-A quick kick to the opponent's ankles.

MK-Juli swipes the floor with one foot.

HK-Juli rests one of both hands as she sweeps both feet in a circle like a gymnast.

This move causes knockdown.

Aerial Normals

LP-A downward tap to the opponent's head.

MP-Similar to LP but it is more of a swipe.

HP-Similar to MP but has a more powerful swinging motion.

LK-A reverse kick that aims slightly down.

MK-An aerial split. One leg aims up-forward while the other aims down-back.

Screams "cross up" louder than a damsel in distress.

HK-A reverse kick that aims straight forward.

Command Attacks

Falling Arc - Forward+MK - An overhead. Juli lifts one leg up and drops her heel on top of her opponent. Hits twice when opponent is standing.

Throws

Suplex - Forward/Back+PP (air)

Juli grabs the opponent with both hands and slams them over her head. Puts a little distance between you and your opponent.

Frankenstiener - Forward/Back+KK (air)

Juli leg locks the opponent's head and flips, slamming them to the ground and leaving some decent distance between them.

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[4]-Special Moves

Juli may not have many moves but to be honest, she doesn't need many. The moves she has serve her well, you just have to use them at the right times.

Cannon Spike - F,D,DF+K

Juli twist her leg in a way no guy could manage as she does an upward jump kick. As you may have guessed, this is an anti-air move and a direct copy/paste from Cammy. The stronger the kick button used, the more damage she delivers and the higher she jumps. Only the LK and occasionally the MK versions should be used for anti-air since the HK version has long recovery. HK version should be used as a combo ender.

Sniping Arrow - QCF+K

For some reason, I just love the name of this attack. Not only that, but this is a move that Cammy doesn't have. Unlike Cammy's Spiral Arrow which leaves the user with one of those nasty rug burns, Juli's Sniping Arrow is a graceful forward jump kick. LK reaches half screen, MK goes 3/4ths, and HK goes full screen. All versions cause knockdown. It does not go under fireballs like the Spiral Arrow but it has MUCH faster recovery. The nice thing about it's

recovery is that with proper timing you can put a Cannon Spike onto the end of it, something Cammy can't do with her Spiral Arrow. At the same time, it is slightly slower than a Spiral Arrow.

Spin Knuckle - HCB+P

Another move that was copy/pasted from Cammy (I guess M.Bison likes consistency when training his assassins). Juli will spin and hop forward, ending with an outstretched fist to the opponent's face for two hits, nice damage, and decent guard break abilities. The hop will go over some low attacks while the spin will pass through fireballs. These are really the only times that you should use this move because though it has high priority and good evasiveness, you can see it coming from a mile away if you just throw it out at any time leaving you open for retaliation.

Psycho Charge Beta - Press and hold 3 Punches
(Only in Dramatic Battle when teamed with Juni)

In a style similar to The King of Fighters, Juli stands in place with glowing energy around her as she pumps up her super bar. One complete charge will automatically fill 1/4th of your super bar but you will be immobile so be careful of when you use it. This move would really help Juli's arsenal if she could do this at any time rather than restricting it to Dramatic Battle.

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[5]-Supers

Finally, we have the weapons of mass destruction for the Street Fighter series, the Supers! Crush your opponents with these then taunt mercilessly. Juli's supers are good when used properly so practice them well.

Spin Drive Smasher - F,QCF,D,DF+K

I don't know why Juli would want to give herself rug burn. She does an enhanced Spiral Arrow followed by an enhanced Cannon Spike. The stonger the super, the farther she goes. This move is good in combos and does decent damage. You don't EVER want this move to miss or get blocked. The recovery is horrible, leaving you open to whatever brand of abuse the opponent wants to dish out.

Reverse Shaft Breaker - QCB,QCB+K

This move is stylish and should be used when possible. Juli will duck down to the ground, do a brief breakdance style spin, and then she will do an upward vertical spin--a sort of vertical Spiral Arrow. Mashing buttons gives more hits and more damage. Use this to end close combos or stop air attacks. Juli lacks the vacuum effect that Ken has with his Shinryuken so it takes a bit of timing to use it on airborne foes. Like the Spin Drive Smasher, the opponent will be able to hit you with everything but the kitchen sink if you don't connect.

Psycho Rolling - QCF,QCF+P
(Only in Dramatic Battle when teamed with Juni)

Capcom must have been really trippin' out when they came up with this move. Juli and Juni hug each other as they..um...roll. It doesn't look all that bad when you connect because they do a sort of double Cannon Spike. Sadly, the move does saddening damage for a super so for most cases, you'll want to avoid it. Thanks to my brother for playing with me in Dramatic Mode.

Death Cross Dancing - LP,LP,Forward,LK,HP - Level 3 only
(Only in Dramatic Battle when teamed with Juni)

Juli will dash forward and if she connects, Juli and Juni bust out with some massive beatdown on their opponent. A nice way to finish them off. Go ahead, drop the controller and start taunting your real life opponent as if you were Dan if you finish them off with this. Sadly, this move also does pitiful damage. Not only that, all three fighters must be standing on the ground for it to work.

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[6]-Strategy and Combos

I'm still practicing with Juli so I don't know everything about her. However, I will let you in on what I know so you can improve. As I learn more, you shall learn more. Practice makes perfect grasshoppa.

-Juli has decent range and high priority. Stay just outside your opponent's range and chip away.

-She has some of the lowest defense and smallest guard meters of anyone in the game. This leads to one of the most obvious tips of all time--don't get hit...

...which leads to the next thing about Juli--she's fast. Don't block moves but instead you should dodge them. Spin Knuckle should get you past the fireball problem and simple practice can teach you how to dodge other stuff.

-Since Juli is an underrated character, you have an advantage. People will expect you to play exactly like Cammy, thus you can fool them with your subtle differences.

-I've got to double check, but I think her legs are longer and thus has more range than Cammy.

-Even with button mashing, Reverse Shaft Breaker does slightly less damage than the Spin Drive Smasher. Only use it for anti air or those select few combos that the Spin Drive Smasher won't connect to.

-The Sniping Arrow's recovery time is a massive asset. The knockdown of the Sniping Arrow has minor juggling affects which can set the opponent up for damage. As I already mentioned, you can stick a Cannon Spike at the end of it if you time it right. You need to end the Cannon Spike commands just as the Sniping Arrow connects in order for it to combo. If you started the Sniping Arrow from up close, you'll need to be fast for this to properly connect.

-Toxic Skull sends this simple yet effective combo:

Jump in HK, low MP, Sniping Arrow

-I have yet another example of the Sniping Arrow's usefulness in this insultingly easy combo:

Sniping Arrow, Reverse Shaft Breaker

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[7]-Extra

These are just little things about Juli or SF that I find interesting.

Juli's Stats
Height: 5'4"

Weight: 108 lbs.
Blood Type: B
Bust: 36 in
Waist: 22.8 in
Hips: 33.6 in

-You may be under the impression that I hate Cammy from my comments. This isn't true--she's actually one of my favorite characters. It just happens to be that I like a few things about Juli and I'm trying to support her. Also, though I think that Juli and Juni's suits are cool, I always have and always will hate Cammy's Shadoloo outfit. Always.

-Juli can charge her bar while Karin has Geese Howard-style counters. Something tells me that Capcom has been "borrowing" some ideas from their rivals at SNK. Oh well, it's fine as long as the Orochi menace doesn't "coincidentally" show up in the next Street Fighter game.

-Juli can do the Mach Slide, Juni's teleport style dash. The player can't activate it but you can see her do it in one of her victory poses. Perhaps Capcom will make it player controllable in a future game.

-Juli means July in German and Juni means June.

-I made up this guide's subtitle, Shadoloo's Silent Assassin of July, based off of other poetic sounding nicknames I have seen for characters in other games programmed in Japan.

-Is it just me, or do Juli and Juni directly parallel with Mature and Vice from The King of Fighters? Two females with similar moves working for a world dominating psycho. Hm...

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[8]-Need to Do

I need to practice with Juli more so I can improve the guide. I intend on adding stuff for her other two ISMs as I practice in them. I am running a contest for and ASCII title for this FAQ. The winner will be credited for making it and if they have a site it will be listed. The deadline has been extended to April 30, 2001 though it is subject to change.

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[9]-Special Thanks

You should always credit those who support you.

-God, for the blessings that have been bestowed upon me in my life.

-My parents for raising me and supporting me.

-My younger brother and sister my eternal sparring partners. They serve as my competition since I don't visit the arcades that much. Their gloating over some (but thankfully not all) of their victories has prompted me to improve. They also taught me that a simple victory, like a grab, is better than a flashy demise, like a missed super.

-Capcom - www.capcom.com - Um, because they made SFA3 of course. Lots of other cool games, too.

-SNK - www.snk.co.jp - For providing an alternate fighting experience with unique characters and gameplay.

-Toxic Skull for his support and the combo he submitted.

-Kao Megura for making really good FAQs for other fighting games that caused me to get better in this one.

-CammyFan - www.cammyfan.com - His Cammy info and info of the Shadoloo fighting dolls helped me write the story section of this FAQ.

-GameFAQs - www.gamefaqs.com

-NeoSeeker - www.neoseeker.com

-The Street Fighter Grand Archive - www.geocities.com/liquidfists

All of these places currently host my guide. I especially thank Ken from SFGA since it is a personal site full of SF goodies and info.

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