

# Street Fighter Alpha 3 Grade Match/Ism Plus FAQ

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Street Fighter Alpha 3 / Street Fighter Zero 3:Saikyo Dojo for Dreamcast

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Grade Match and Ism Plus FAQ  
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Version 1.1 1/4/01

Update History:

Version 1.1 1/4/01 - I fixed some things and added that the Custom Combo

Charger ism plus also allows you to do custom combos in A or X-ism.

Version 1.0 12/30/00 - First release  
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1. Intro  
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You should be familiar with the information in CJayC's indepth World Tour FAQ. This FAQ only briefly covers Ism pluses in World Tour mode and mostly focuses on the grade matches and ism pluses outside of World Tour mode. The Japanese names for some World Tour ism pluses were used when I didn't know the English names and I don't know if the Japanese names of some other ism pluses are completely accurate.

For each different grade match you beat in the Saikyo Dojo in network mode, your GD rank is raised by 1. Master characters can be downloaded from <http://www.booyaka.com>

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2. Localization  
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US	- Japan
Balrog	- M. Bison
Vega	- Balrog
M. Bison	- Vega
Charlie	- Nash
Akuma	- Gouki
A-ism	- Z-ism
Alpha	- Zero
custom combo	- original combo (oricom)
taunt	- chohatsu
Resist Dizziness	- Hard Body
Supreme Guard Smash	- Super GP Plus

Super Combo Guage Plus - Guage Plus  
 Status Plus - Guts  
 Super Guard Smash - GPG Super  
 Supreme Alpha Power - Super Attack  
 Alpha Power - Technical Attack  
 Super Alpha Power - Technical Mania  
 Custom Combo Charger - Oricom Master  
 SC Guage Recover - Mach Guage

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### 3. Grade Match List

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# ism-Opponent(s) - type of fight and/or opponent's ism pluses

Student Matches:

- 1 A-Dan
- 2 A-Ryu
- 3 A-Sakura and Karin

Master Characters:

- 4 A-Balrog - guage plus
- 5 X-Rolento
- 6 X-Zangief - combo attack, stun attack
- 7 X-Dhalsim
- 8 X-T.Hawk - combo attack
- 9 X-E.Honda - guage max
- 10 X-Sodom - guage plus
- 11 A-Blanka - guage plus
- 12 A-R.Mika target and Zangief - guage plus
- 13 A-Guile - best of 5
- 14 A-Ken - time attack 60, guage plus
- 15 X-100 Dans - 1 round, less life
- 16 A-Guy and Cody - guage plus, stun attack
- 17 A-Chun Li - best of 5
- 18 A-Guile and Charlie
- 19 A-Maskless Vega - guage max, stun attack
- 20 S-Juli and Juni - guage max
- 21 With Chun Li vs A-Birdie - guage max
- 22 V-Fei Long - infinite custom combo
- 23 A-Gen and Akuma
- 24 V-2 Dee Jays - guage plus, triple custom combo, recovery
- 25 X-10 Dans - 1 round
- 26 S-Shin M. Bison and Cammy - guage max, recovery
- 27 S-Balrog, Vega, Sagat - team battle
- 28 X-Adon and Sagat - guage max, recovery
- 29 A-Evil Ryu and Rose - guage plus
- 30 A-Shin Akuma - guage max, stun attack

In addition to what I listed, many master characters have Alpha Combo, Infinite Guard, Super Guard, Instant Charge Moves, Multiple Taunt, and/or other ism pluses. Also the priority and comboability of many moves seems to have been improved and some taunts that didn't hit before now do.

Types of fights/enemy ism pluses not in World Tour mode:

- Best of 5 - self-explanatory
- Infinite Custom Combo - CC never runs out
- Triple Custom Combo - All three shadows hit

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### 4. World Tour Ism Plus quick reference and suggestions

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Asia

- A0-B1-B2-B4 - Alpha Counter Plus
- A0-A1-A3-A4 - Resist Dizziness

Resist Dizziness helps greatly against some master characters.

#### USSR

A0-B1-B2-B4 - Super Guard

A0-A1-A3-A5 - Air Guard

A0-B1-A4-A6 - Damage Plus

A0-C1-C2-C4 - Auto Guard

Super Guard should help against double Shin Bison and many master characters who do nasty chip damage. Air Guard should help an X-ism character. Auto Guard should make some grade matches more fair but can actually make many matches harder by locking you in a guard while you have a different plan.

#### Europe

A0-A1-A3 - Super Alpha Cancel

A0-B1-B2 - Alpha Cancel

A0-A1-A2 - Alpha Combo

A0-B1-B3 - Guard Destroy

Make a good choice depending on which character you're using.

#### Africa

A0-A1-A3-A6-A8 - Custom Combo

A0-A1-A2-A4-A7 - Infinite Guard

A0-B1-B4-B6-B7 - Guard Power Plus

Custom Combo is good for any A or X-ism character. The ism plus for beating arcade survival makes Infinite Guard obsolete and Guard Power Plus is obsolete compared to that.

#### America

A0-C1-C2-C4 - Supreme Guard Smash

A0-B1-B2-B4 - Super Combo Guage Plus

A0-A1-A2-A4 - Limit Off

Pick whatever you want, but make sure you know the consequences of Limit Off. Super Combo Guage Plus might be made obsolete by another ism plus but that's only after you beat all 30 grade matches. Supreme Guard Smash might be made obsolete by the ism plus from arcade survival.

There is a bug where you don't get to keep any experience or level up from the final match (Double Shin M.Bison) of Goukuentou Island even if you win. Make sure your character is already at level 32 before that fight.

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#### 5. Ism Pluses outside of World Tour mode

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Beat Arcade mode without losing a fight - Status Plus

Beat Arcade Survival - Super Guard Smash

To get Status Plus or Super Guard Smash your character must have a star next to their name for finishing the World Tour.

GD10 - Supreme Alpha Power or Infinite Auto Guard

GD20 - Alpha Power or Super Alpha Power

GD30 - Custom Combo Charger or SC Guage Recover

If match #15 raises you to GD15 or #25 raises you to GD25 - Multiple Taunt

When you reach a certain GD rank it seems to randomly give you one ism plus or the other. I currently don't know if anything determines which one you get so it may be a good idea to back up your save data in case you don't get the one you want. There's 25 ism pluses in the game and the most a single character can get is 11, unless there's more ism pluses. I doubt there's anymore though.

Descriptions from the game:

Status Plus - Your overall statistics will be increased.

Super Guard Smash - You will never lose your GP Guage and you will do more GP Guage damage.

Supreme Alpha Power - You can use the Alpha Cancel and the Super Alpha Cancel techniques.

Infinite Auto Guard - You will never lose your GP Guage and you will guard automatically.

Alpha Power - You can use the Alpha Combo and the Alpha Cancel techniques.

Super Alpha Power - You can use the Alpha Combo and the Super Alpha Cancel techniques.

SC Gauge Recover - Your SC Guage will gradually recover in large amounts automatically. (Like Super Combo Guage Plus but faster)

Custom Combo Charger - After you use the Custom Combo, your Super Guage will recharge. (Like Super Combo Guage Plus and you can do custom combos in A or X-ism)

Multiple Taunt - You can use the Taunt technique several times.

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## 6. Credits and Legal Crap

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Thanks to Jeff "CJayC" Veasey for his informative World Tour FAQ. The paths for Ism Pluses in WT mode were deduced from the info his FAQ provided.

Thanks to Sigma for getting some info about the Japanese ism plus names from Capcom of Japan's Fax page and submitting it to Gouki's Page of Whatever and thanks to GPOW for hosting the info.

The GameFAQs message board member that goes by Ryu Hayabusa for informing me of the master characters available at <http://www.booyaka.com>

Thanks to [www.booyaka.com](http://www.booyaka.com) for hosting the master characters and thanks to the guy who submitted them.

Lots of thanks to Capcom of Japan for obvious reasons.

Very little thanks to Capcom USA for a poor translation, the delays, and barely any support for the one game out of six that they didn't strip of internet features. (Internet features were completely ripped out of the US versions of Jojo, MvC2, SF3DI, SF3:TS, and CvS.)

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